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Contest (1)

instructions.txt	30 lines
Compilation:	
1. mkdir WF	
2. vi .bashrc	
3. Add the line: export PATH="\$PATH:\$HOME/WF"	
4. cd WF && vi cf.sh -> Write the compilation commands	
5. mv cf.sh cf && chmod +x cf	
6. Restart terminal	
Kate:	
1. Theme: Settings->Configure Kate->Color Themes	
2. Vim mode: Settings->Configure Kate->Editing-> Default input mode.	
Then Vi Input mode->Insert mode->jk = <esc>	
3. Word wrap: Settings->Configure Kate->Appearance-> Turn off dynamic w.w.	
4. Terminal: Make sure View->Tool Views->Show sidebars is on. Go to Settings->Configure Kate->Terminal and turn off Hide Konsole.	
5. Hotkey for terminal: Change Focus Terminal Panel to F4. Click "Reassign" when it says it collides with Show Terminal Panel.	
Fast Compile, Template, Debug:	
1. cd WF && mkdir bits	
2. Insert stdc++.h	
3. Compile using the flags of cf.sh	
4. cd .. and write template.cpp	
Windows:	
1. Using cmd: echo %PATH%. Using Powershell: echo \$env :PATH	
2. Add path using cmd: set PATH=%PATH%;C:\Program Files\CodeBlocks\MinGW\bin	
It should be the directory where g++ is.	
3. If we're using g++ of CodeBlocks, fsanitize won't be available :(	
4. Write cf.bat at some directory. Ensure that directory is in PATH.	
cf.sh	6 lines
#!/bin/bash	
prog_name=\$1	
g++ "\${prog_name}.cpp" -o \$prog_name -std=c++17 -g -Wall -Wshadow -fsanitize=address,undefined && ".*\$prog_name"	
stdc++.h	34 lines
#include <bits/stdc++.h>	
using namespace std;	
template <typename T> constexpr	
void __print (const T &x);	

template<typename T, typename V>	
void __print(const pair<T, V> &x) {	
cerr << "{"; __print(x.first);	
cerr << ", "; __print(x.second); cerr << "}";	
}	
template <typename T> constexpr	
void __print (const T &x) {	
if constexpr (is_arithmetic_v<T>	
is_same_v<T,const char*>    is_same_v<T,bool>	
is_same_v<T, string>) cerr << x;	
else {	
int f = 0; cerr << '{';	
for (auto &i: x)	
cerr << (f++ ? ", " : ""), __print(i);	
cerr << "}";	
}	
void __print() { cerr << "]\n"; }	
template <typename T, typename... V>	
void __print(T t, V... v) {	
__print(t);	
if (sizeof...(v)) cerr << ", ";	
__print(v...);	
}	
#ifdef DeBuG	
#define dbg(x...) cerr << "\t\e[93m"<<__func__<<": "<<__LINE__<<" [" << #x << "] = [{"	
__print(x); cerr << "\e[0m";	
#endif	
template.cpp	19 lines
#include "bits/stdc++.h"	
using namespace std;	
#ifndef DeBuG	
#define dbg(...)	
#endif	
#define rep(i, a, b) for(int i = a; i < (b); ++i)	
#define all(x) begin(x), end(x)	
#define sz(x) (int)(x).size()	
using ll = long long; using vi = vector<int>;	
using pii = pair<int,int>; using pll = pair<ll,ll>;	
template<class T> using V = vector<T>;	
int main() {	
ios_base::sync_with_stdio(false);	
cin.tie(0); cout.tie(0);	
}	
cf.bat	5 lines
@echo off	
setlocal	
set prog=%1	
g++ %prog%.cpp -o %prog% -DDeBuG -std=c++17 -g -Wall -Wshadow && .\%prog%	
endlocal	
hash.sh	3 lines
# Hashes a file, ignoring all whitespace and comments.	
Use for	
# verifying that code was correctly typed.	
cpp -dD -P -fpreprocessed   tr -d '[:space:]'  md5sum  cut -c-6	
stress.sh	21 lines
#!/bin/bash	
# prog-A and prog-B are the executables to compare	
prog_A=\$1	
prog_B=\$2	
generator=\$3	

inp_file="inp_\${generator}.txt"	
out_file1="outA_\${generator}.txt"	
out_file2="outB_\${generator}.txt"	
for ((i = 1; ; ++i)) do	
echo \$i	
./\$generator > \$inp_file	
./\$prog_A < \$inp_file > \$out_file1	
./\$prog_B < \$inp_file > \$out_file2	
diff -w "\$out_file1" "\$out_file2"    break	
done	
notify-send "bug found!!!!"	

Mathematics (2)

2.1 Equations

$$ax^2+bx+c=0\Rightarrow x=\frac{-b\pm\sqrt{b^2-4ac}}{2a}$$

The extremum is given by  $x=-b/2a$ .

$$ax+by=e\Rightarrow x=\frac{ed-bf}{ad-bc}$$
$$cx+dy=f\Rightarrow y=\frac{af-ec}{ad-bc}$$

In general, given an equation  $Ax=b$ , the solution to a variable  $x_i$  is given by

$$x_i=\frac{\det A'_i}{\det A}$$

where  $A'_i$  is  $A$  with the  $i$ 'th column replaced by  $b$ .

2.2 Recurrences

If  $a_n=c_1a_{n-1}+\dots+c_ka_{n-k}$ , and  $r_1,\dots,r_k$  are distinct roots of  $x^k-c_1x^{k-1}-\dots-c_k$ , there are  $d_1,\dots,d_k$  s.t.

$$a_n=d_1r_1^n+\dots+d_kr_k^n.$$

Non-distinct roots  $r$  become polynomial factors, e.g.  $a_n=(d_1n+d_2)r^n$ .

2.3 Trigonometry

$$\sin(v+w)=\sin v\cos w+\cos v\sin w$$
$$\cos(v+w)=\cos v\cos w-\sin v\sin w$$

$$\tan(v+w)=\frac{\tan v+\tan w}{1-\tan v\tan w}$$
$$\sin v+\sin w=2\sin\frac{v+w}{2}\cos\frac{v-w}{2}$$
$$\cos v+\cos w=2\cos\frac{v+w}{2}\cos\frac{v-w}{2}$$
$$(V+W)\tan(v-w)/2=(V-W)\tan(v+w)/2$$

where  $V, W$  are lengths of sides opposite angles  $v, w$ .

$$\begin{aligned}a \cos x + b \sin x &= r \cos(x - \phi) \\ a \sin x + b \cos x &= r \sin(x + \phi)\end{aligned}$$

where  $r = \sqrt{a^2 + b^2}, \phi = \operatorname{atan2}(b, a)$ .

2.4 Geometry

2.4.1 Triangles

Side lengths:  $a, b, c$

Semiperimeter:  $p = \frac{a + b + c}{2}$

Area:  $A = \sqrt{p(p - a)(p - b)(p - c)}$

Circumradius:  $R = \frac{abc}{4A}$

Inradius:  $r = \frac{A}{p}$

Length of median (divides triangle into two equal-area triangles):

$$m_a = \frac{1}{2}\sqrt{2b^2 + 2c^2 - a^2}$$

Length of bisector (divides angles in two):

$$s_a = \sqrt{bc \left[ 1 - \left( \frac{a}{b + c} \right)^2 \right]}$$

Law of sines:  $\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c} = \frac{1}{2R}$

Law of cosines:  $a^2 = b^2 + c^2 - 2bc \cos \alpha$

Law of tangents:  $\frac{a + b}{a - b} = \frac{\tan \frac{\alpha + \beta}{2}}{\tan \frac{\alpha - \beta}{2}}$

2.4.2 Quadrilaterals

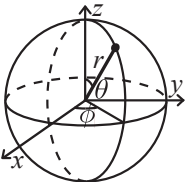
With side lengths  $a, b, c, d$ , diagonals  $e, f$ , diagonals angle  $\theta$ , area  $A$  and magic flux

$$F = b^2 + d^2 - a^2 - c^2:$$

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2 f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is  $180^\circ$ ,  $ef = ac + bd$ , and  $A = \sqrt{(p - a)(p - b)(p - c)(p - d)}$ .

2.4.3 Spherical coordinates



$$\begin{aligned}x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\ y &= r \sin \theta \sin \phi & \theta &= \operatorname{acos}(z / \sqrt{x^2 + y^2 + z^2}) \\ z &= r \cos \theta & \phi &= \operatorname{atan2}(y, x)\end{aligned}$$

2.5 Derivatives/Integrals

$$\frac{d}{dx} \arcsin x = \frac{1}{\sqrt{1 - x^2}}$$

$$\frac{d}{dx} \arccos x = -\frac{1}{\sqrt{1 - x^2}}$$

$$\frac{d}{dx} \tan x = 1 + \tan^2 x$$

$$\frac{d}{dx} \arctan x = \frac{1}{1 + x^2}$$

$$\int \tan ax = -\frac{\ln |\cos ax|}{a}$$

$$\int x \sin ax = \frac{\sin ax - ax \cos ax}{a^2}$$

$$\int e^{-x^2} = \frac{\sqrt{\pi}}{2} \operatorname{erf}(x)$$

$$\int x e^{ax} dx = \frac{e^{ax}}{a^2} (ax - 1)$$

Integration by parts:

$$\int_a^b f(x)g(x)dx = [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx$$

2.6 Sums

$$c^a + c^{a+1} + \dots + c^b = \frac{c^{b+1} - c^a}{c - 1}, c \neq 1$$

$$\sum_{k=1}^n k = \frac{n(n + 1)}{2}$$

$$\sum_{k=1}^n k^2 = \frac{n(2n + 1)(n + 1)}{6}$$

$$\sum_{k=1}^n k^3 = \frac{n^2(n + 1)^2}{4}$$

$$\sum_{k=1}^n k^4 = \frac{n(n + 1)(2n + 1)(3n^2 + 3n - 1)}{30}$$

2.7 Series

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty)$$

$$\ln(1 + x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1)$$

$$\sqrt{1 + x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (|x| \leq 1)$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty)$$

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)$$

2.8 Probability theory

Let  $X$  be a discrete random variable with probability  $p_X(x)$  of assuming the value  $x$ . It will then have an expected value (mean)  $\mu = \mathbb{E}(X) = \sum_x x p_X(x)$  and variance  $\sigma^2 = V(X) = \mathbb{E}(X^2) - (\mathbb{E}(X))^2 = \sum_x (x - \mathbb{E}(X))^2 p_X(x)$  where  $\sigma$  is the standard deviation. If  $X$  is instead continuous it will have a probability density function  $f_X(x)$  and the sums above will instead be integrals with  $p_X(x)$  replaced by  $f_X(x)$ .

Expectation is linear:

$$\mathbb{E}(aX + bY) = a\mathbb{E}(X) + b\mathbb{E}(Y)$$

For independent  $X$  and  $Y$ ,

$$V(aX + bY) = a^2 V(X) + b^2 V(Y).$$

2.8.1 Discrete distributions  
Binomial distribution

The number of successes in  $n$  independent yes/no experiments, each which yields success with probability  $p$  is  $\operatorname{Bin}(n, p)$ ,  $n = 1, 2, \dots$ ,  $0 \leq p \leq 1$ .

$$p(k) = \binom{n}{k} p^k (1 - p)^{n - k}$$

$$\mu = np, \sigma^2 = np(1 - p)$$

$\operatorname{Bin}(n, p)$  is approximately  $\operatorname{Po}(np)$  for small  $p$ .

First success distribution

The number of trials needed to get the first success in independent yes/no experiments, each which yields success with probability  $p$  is  $\operatorname{Fs}(p)$ ,  $0 \leq p \leq 1$ .

$$p(k) = p(1 - p)^{k - 1}, k = 1, 2, \dots$$

$$\mu = \frac{1}{p}, \sigma^2 = \frac{1 - p}{p^2}$$

Poisson distribution

The number of events occurring in a fixed period of time  $t$  if these events occur with a known average rate  $\kappa$  and independently of the time since the last event is  $\operatorname{Po}(\lambda)$ ,  $\lambda = t\kappa$ .

$$p(k) = e^{-\lambda} \frac{\lambda^k}{k!}, k = 0, 1, 2, \dots$$

$$\mu = \lambda, \sigma^2 = \lambda$$

2.8.2 Continuous distributions  
Uniform distribution

If the probability density function is constant between  $a$  and  $b$  and 0 elsewhere it is  $\operatorname{U}(a, b)$ ,  $a < b$ .

$$f(x) = \begin{cases} \frac{1}{b - a} & a < x < b \\ 0 & \text{otherwise} \end{cases}$$

$$\mu = \frac{a + b}{2}, \sigma^2 = \frac{(b - a)^2}{12}$$

Exponential distribution

The time between events in a Poisson process is  $\operatorname{Exp}(\lambda)$ ,  $\lambda > 0$ .

$$f(x) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0 \\ 0 & x < 0 \end{cases}$$

$$\mu = \frac{1}{\lambda}, \sigma^2 = \frac{1}{\lambda^2}$$

Normal distribution

Most real random values with mean  $\mu$  and variance  $\sigma^2$  are well described by  $\mathcal{N}(\mu, \sigma^2)$ ,  $\sigma > 0$ .

$$f(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x - \mu)^2}{2\sigma^2}}$$

If  $X_1 \sim \mathcal{N}(\mu_1, \sigma_1^2)$  and  $X_2 \sim \mathcal{N}(\mu_2, \sigma_2^2)$  then

$$aX_1 + bX_2 + c \sim \mathcal{N}(\mu_1 + \mu_2 + c, a^2\sigma_1^2 + b^2\sigma_2^2)$$

2.9 Markov chains

A *Markov chain* is a discrete random process with the property that the next state depends only on the current state. Let  $X_1, X_2, \dots$  be a sequence of random variables generated by the Markov process. Then there is a transition matrix  $\mathbf{P} = (p_{ij})$ , with  $p_{ij} = \Pr(X_n = i | X_{n - 1} = j)$ , and  $\mathbf{p}^{(n)} = \mathbf{P}^n \mathbf{p}^{(0)}$  is the probability distribution for  $X_n$  (i.e.,  $p_i^{(n)} = \Pr(X_n = i)$ ), where  $\mathbf{p}^{(0)}$  is the initial distribution.

$\pi$  is a stationary distribution if  $\pi = \pi \mathbf{P}$ . If the Markov chain is *irreducible* (it is possible to get to any state from any state), then  $\pi_i = \frac{1}{\mathbb{E}(T_i)}$  where  $\mathbb{E}(T_i)$  is the expected time between two visits in state  $i$ .  $\pi_j / \pi_i$  is the expected number of visits in state  $j$  between two visits in state  $i$ .

For a connected, undirected and non-bipartite graph, where the transition probability is uniform among all neighbors,  $\pi_i$  is proportional to node  $i$ 's degree.

A Markov chain is *ergodic* if the asymptotic distribution is independent of the initial distribution. A finite Markov chain is ergodic iff it is irreducible and *aperiodic* (i.e., the gcd of cycle lengths is 1).  $\lim_{k \rightarrow \infty} \mathbf{P}^k = 1\pi$ .

A Markov chain is an A-chain if the states can be partitioned into two sets **A** and **G**, such that all states in **A** are absorbing ( $p_{ii} = 1$ ), and all states in **G** leads to an absorbing state in **A**. The probability for absorption in state  $i \in \mathbf{A}$ , when the initial state is  $j$ , is  $a_{ij} = p_{ij} + \sum_{k \in \mathbf{G}} a_{ik} p_{kj}$ . The expected time until absorption, when the initial state is  $i$ , is  $t_i = 1 + \sum_{k \in \mathbf{G}} p_{ki} t_k$ .

## Data structures (3)

### OrderStatisticTree.h

**Description:** A set (not multiset!) with support for finding the n'th element, and finding the index of an element. To get a map, change null.type.

**Time:**  $\mathcal{O}(\log N)$

```
#include <bits/extc++.h>
using namespace __gnu_pbds;
```

```
template<class T>
using Tree = tree<T, null_type, less<T>, rb_tree_tag,
tree_order_statistics_node_update>;
```

```
void example() {
    Tree<int> t, t2; t.insert(8);
    auto it = t.insert(10).first;
    assert(it == t.lower_bound(9));
    assert(t.order_of_key(10) == 1);
    assert(t.order_of_key(11) == 2);
    assert(*t.find_by_order(0) == 8);
    t.join(t2); // assuming T < T2 or T > T2, merge t2
                into t
}
```

### HashMap.h

**Description:** Hash map with mostly the same API as unordered\_map, but ~3x faster. Uses 1.5x memory. Initial capacity must be a power of 2 (if provided).

**Time:**  $\mathcal{O}(\log N)$

```
#include <bits/extc++.h>
// To use most bits rather than just the lowest ones:
struct chash { // large odd number for C
    const uint64_t C = 11(4e18 * acos(0)) | 71;
    ll operator()(ll x) const { return __builtin_bswap64
        (x*C); }
};
__gnu_pbds::gp_hash_table<ll,int,chash> h({}, {}, {}, {},
    {1<<16});
```

### SegmentTree.h

**Description:** Zero-indexed max-tree. Bounds are inclusive to the left and exclusive to the right. Can be changed by modifying T, f and unit.

**Time:**  $\mathcal{O}(\log N)$

```
struct Tree {
    typedef int T;
    static constexpr T unit = INT_MIN;
    T f(T a, T b) { return max(a, b); } // (any
        associative fn)
    vector<T> s; int n;
    Tree(int n = 0, T def = unit) : s(2*n, def), n(n) {}
    void update(int pos, T val) {
        for (s[pos += n] = val; pos /= 2;)
            s[pos] = f(s[pos * 2], s[pos * 2 + 1]);
    }
    T query(int b, int e) { // query [b, e)
```

```
    T ra = unit, rb = unit;
    for (b += n, e += n; b < e; b /= 2, e /= 2) {
        if (b % 2) ra = f(ra, s[b++]);
        if (e % 2) rb = f(s[--e], rb);
    }
    return f(ra, rb);
};
```

### segtree.cpp

```
template<class S> struct segtree {
    int n; vector<S> t;
    void init(int _) { n = _; t.assign(n+n-1, S()); }
    void init(const vector<S>& v) {
        n = sz(v); t.assign(n + n - 1, S());
        build(0,0,n-1,v);
    }
    template <typename... T>
    void upd(int l, int r, const T&... v) {
        assert(0 <= l && l <= r && r < n);
        upd(0, 0, n-1, l, r, v...);
    }
    S get(int l, int r) {
        assert(0 <= l && l <= r && r < n);
        return get(0, 0, n-1, l, r);
    }
};
```

```
private:
    inline void push(int u, int b, int e) {
        if (t[u].lazy == 0) return;
        int mid = (b+e)>>1, rc = u+((mid-b+1)<<1);
        t[u+1].upd(b, mid, t[u].lazy);
        t[rc].upd(mid+1, e, t[u].lazy);
        t[u].lazy = 0;
    }
    void build(int u, int b, int e, const vector<S>& v)
    {
        if (b == e) return void(t[u] = v[b]);
        int mid = (b+e)>>1, rc = u+((mid-b+1)<<1);
        build(u+1, b, mid, v); build(rc, mid+1, e, v);
        t[u] = t[u+1] + t[rc];
    }
    template<typename... T>
    void upd(int u, int b, int e, int l, int r, const T
        &... v) {
        if (l <= b && e <= r) return t[u].upd(b, e, v...);
        push(u, b, e);
        int mid = (b+e)>>1, rc = u+((mid-b+1)<<1);
        if (l <= mid) upd(u+1, b, mid, l, r, v...);
        if (mid < r) upd(rc, mid+1, e, l, r, v...);
        t[u] = t[u+1] + t[rc];
    }
    S get(int u, int b, int e, int l, int r) {
        if (l <= b && e <= r) return t[u];
        push(u, b, e);
        S res; int mid = (b+e)>>1, rc = u+((mid-b+1)<<1);
        if (r <= mid) res = get(u+1, b, mid, l, r);
        else if (mid < l) res = get(rc, mid+1, e, l, r);
        else res = get(u+1, b, mid, l, r) + get(rc, mid+1,
            e, l, r);
        t[u] = t[u+1] + t[rc]; return res;
    }
};
```

*/\* Segment Tree*

*Inspiration: tourist, atcoder library*

- (1) *Declaration:*  
Create a node class (sample below).  
node class must have the following:
- \* A constructor (to create empty nodes and also to make inplace nodes).
  - \* + operator: returns a node which contains the merged information of two nodes.
  - \* upd(b, e, ...): updates this node representing the range [b, e] using information from ...
- Now, segtree<node> T; declares the tree.

You can use T.init(100) to create an empty tree of 100 nodes in [0, 100) range.  
You can also make a vector<node> v; Then put values in the vector v and make the tree using v by, T.init(v); This works in linear time and is faster than updating each individually.

- (2) *Usage:*  
(2.1) *init(int siz) or init(vector):*  
Described above
- (2.2) *upd(l, r, ...v):*  
Update the range [l, r] with the information in ...  
Make sure the number of elements and the order of them you put here is the exact same as you declared in your node.upd() function.

```
*/
struct node {
    ll sum;
    ll lazy;

    node(ll _a = 0, ll _b = 0) : sum(_a), lazy(_b) {}

    node operator+(const node &obj) {
        return {sum + obj.sum, 0};
    }

    void upd(int b, int e, ll x) {
        sum += (e - b + 1) * x;
        lazy += x;
    }
};
```

### UnionFindRollback.h

**Description:** Disjoint-set data structure with undo. If undo is not needed, skip st, time() and rollback().

**Usage:** int t = uf.time(); ...; uf.rollback(t);

**Time:**  $\mathcal{O}(\log(N))$

```
struct RollbackUF {
    vi e; vector<pii> st;
    RollbackUF(int n) : e(n, -1) {}
    int size(int x) { return -e[find(x)]; }
    int find(int x) { return e[x] < 0 ? x : find(e[x]); }

    int time() { return sz(st); }
    void rollback(int t) {
        for (int i = time(); i --> t;)
            e[st[i].first] = st[i].second;
            st.resize(t);
    }
    bool join(int a, int b) {
        a = find(a), b = find(b);
        if (a == b) return false;
        if (e[a] > e[b]) swap(a, b);
        st.push_back({a, e[a]});
        st.push_back({b, e[b]});
        e[a] += e[b]; e[b] = a;
        return true;
    }
};
```

### SubMatrix.h

**Description:** Calculate submatrix sums quickly, given upper-left and lower-right corners (half-open).

**Usage:** SubMatrix<int> m(matrix);  
m.sum(0, 0, 2, 2); // top left 4 elements

**Time:**  $\mathcal{O}(N^2 + Q)$

```
template<class T>
struct SubMatrix {
    vector<vector<T>> p;
    SubMatrix(vector<vector<T>>& v) {
        int R = sz(v), C = sz(v[0]);
        p.assign(R+1, vector<T>(C+1));
        rep(r,0,R) rep(c,0,C)
```

```
        p[r+1][c+1] = v[r][c] + p[r][c+1] + p[r+1][c] -
            p[r][c];
    }
    T sum(int u, int l, int d, int r) {
        return p[d][r] - p[d][l] - p[u][r] + p[u][l];
    }
};
```

### Matrix.h

**Description:** Basic operations on square matrices.

**Usage:** Matrix<int, 3> A;  
A.d = {{{{1,2,3}}, {{4,5,6}}, {{7,8,9}}}};  
vector<int> vec = {1,2,3};  
vec = (A^N) \* vec;

```
template<class T, int N> struct Matrix {
    typedef Matrix M;
    array<array<T, N>, N> d{};
    M operator*(const M& m) const {
        M a;
        rep(i,0,N) rep(j,0,N)
            rep(k,0,N) a.d[i][j] += d[i][k]*m.d[k][j];
        return a;
    }
    vector<T> operator*(const vector<T>& vec) const {
        vector<T> ret(N);
        rep(i,0,N) rep(j,0,N) ret[i] += d[i][j] * vec[j];
        return ret;
    }
    M operator^(ll p) const {
        assert(p >= 0);
        M a, b(*this);
        rep(i,0,N) a.d[i][i] = 1;
        while (p) {
            if (p&1) a = a*b;
            b = b*b;
            p >>= 1;
        }
        return a;
    }
};
```

### LineContainer.h

**Description:** Container where you can add lines of the form  $kx+m$ , and query maximum values at points  $x$ . Useful for dynamic programming (“convex hull trick”).

**Time:**  $\mathcal{O}(\log N)$

```
struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const { return k < o.k
        ; }
    bool operator<(ll x) const { return p < x; }
};

struct LineContainer : multiset<Line, less<>> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    static const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) return x->p = inf, 0;
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y =
            erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)
            isect(x, erase(y));
    }
    ll query(ll x) {
        assert(!empty());
        auto l = *lower_bound(x);
        return l.k * x + l.m;
    }
};
```

```
};

Treap.h
Description: A short self-balancing tree. It acts as a sequential container with log-time splits/joins, and is easy to augment with additional data.
Time:  $\mathcal{O}(\log N)$ 
```

9556fc, 55 lines

```
struct Node {
    Node *l = 0, *r = 0;
    int val, y, c = 1;
    Node(int val) : val(val), y(rand()) {}
    void recalc();
};

int cnt(Node* n) { return n ? n->c : 0; }
void Node::recalc() { c = cnt(l) + cnt(r) + 1; }

template<class F> void each(Node* n, F f) {
    if (n) { each(n->l, f); f(n->val); each(n->r, f); }
}
```

```
pair<Node*, Node*> split(Node* n, int k) {
    if (!n) return {};
    if (cnt(n->l) >= k) { // "n->val >= k" for lower_bound(k)
        auto pa = split(n->l, k);
        n->l = pa.second;
        n->recalc();
        return {pa.first, n};
    } else {
        auto pa = split(n->r, k - cnt(n->l) - 1); // and just "k"
        n->r = pa.first;
        n->recalc();
        return {n, pa.second};
    }
}
```

```
Node* merge(Node* l, Node* r) {
    if (!l) return r;
    if (!r) return l;
    if (l->y > r->y) {
        l->r = merge(l->r, r);
        l->recalc();
        return l;
    } else {
        r->l = merge(l, r->l);
        r->recalc();
        return r;
    }
}
```

```
Node* ins(Node* t, Node* n, int pos) {
    auto pa = split(t, pos);
    return merge(merge(pa.first, n), pa.second);
}
```

```
// Example application: move the range [l, r) to index k
void move(Node& t, int l, int r, int k) {
    Node *a, *b, *c;
    tie(a,b) = split(t, l); tie(b,c) = split(b, r - l);
    if (k <= l) t = merge(ins(a, b, k), c);
    else t = merge(a, ins(c, b, k - r));
}
```

FenwickTree.h  
Description: Computes partial sums  $a[0] + a[1] + \dots + a[pos - 1]$ , and updates single elements  $a[i]$ , taking the difference between the old and new value.  
Time: Both operations are  $\mathcal{O}(\log N)$ .

e62fac, 22 lines

```
struct FT {
    vector<ll> s;
    FT(int n) : s(n) {}
    void update(int pos, ll dif) { // a[pos] += dif
        for (; pos < sz(s); pos |= pos + 1) s[pos] += dif;
    }
}
```

```
ll query(int pos) { // sum of values in [0, pos)
    ll res = 0;
    for (; pos > 0; pos &= pos - 1) res += s[pos-1];
    return res;
}

int lower_bound(ll sum) { // min pos st sum of [0, pos] >= sum
    // Returns n if no sum is >= sum, or -1 if empty sum is.
    if (sum <= 0) return -1;
    int pos = 0;
    for (int pw = 1 << 25; pw; pw >= 1) {
        if (pos + pw <= sz(s) && s[pos + pw-1] < sum)
            pos += pw, sum -= s[pos-1];
    }
    return pos;
}

};
```

FenwickTree2d.h  
Description: Computes sums  $a[i,j]$  for all  $i < I, j < J$ , and increases single elements  $a[i,j]$ . Requires that the elements to be updated are known in advance (call fakeUpdate() before init()).  
Time:  $\mathcal{O}(\log^2 N)$ . (Use persistent segment trees for  $\mathcal{O}(\log N)$ .)

"FenwickTree.h" 157f07, 22 lines

```
struct FT2 {
    vector<vi> ys; vector<FT> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
    }
    int ind(int x, int y) {
        return (int)(lower_bound(all(ys[x]), y) - ys[x].begin());
    }
    void update(int x, int y, ll dif) {
        for (; x < sz(ys); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};
```

RMQ.h  
Description: Range Minimum Queries on an array. Returns  $\min(V[a], V[a + 1], \dots V[b - 1])$  in constant time.  
Usage: RMQ rmq(values);  
rmq.query(inclusive, exclusive);  
Time:  $\mathcal{O}(|V| \log |V| + Q)$

510c32, 16 lines

```
template<class T>
struct RMQ {
    vector<vector<T>> jmp;
    RMQ(const vector<T>& V) : jmp(1, V) {
        for (int pw = 1, k = 1; pw * 2 <= sz(V); pw *= 2, ++k) {
            jmp.emplace_back(sz(V) - pw * 2 + 1);
            rep(j, 0, sz(jmp[k]))
                jmp[k][j] = min(jmp[k - 1][j], jmp[k - 1][j + pw]);
        }
    }
    T query(int a, int b) {
        assert(a < b); // or return inf if a == b
        int dep = 31 - __builtin_clz(b - a);
        return min(jmp[dep][a], jmp[dep][b - (1 << dep)]);
    }
};
```

MoQueries.h  
Description: Answer interval or tree path queries by finding an approximate TSP through the queries, and moving from one query to the next by adding/removing points at the ends. If values are on tree edges, change step to add/remove the edge (a, c) and remove the initial add call (but keep in).  
Time:  $\mathcal{O}(N\sqrt{Q})$

a12ef4, 49 lines

```
void add(int ind, int end) { ... } // add a[ind] (end = 0 or 1)
void del(int ind, int end) { ... } // remove a[ind]
int calc() { ... } // compute current answer

vi mo(vector<pii> Q) {
    int L = 0, R = 0, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s;
#define K(x) pii(x.first/blk, x.second ^ -(x.first/blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) {
        pii q = Q[qi];
        while (L > q.first) add(--L, 0);
        while (R < q.second) add(R++, 1);
        while (L < q.first) del(L++, 0);
        while (R > q.second) del(--R, 1);
        res[qi] = calc();
    }
    return res;
}

vi moTree(vector<array<int, 2>> Q, vector<vi>& ed, int root=0) {
    int N = sz(ed), pos[2] = {}, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s, I(N), L(N), R(N), in(N), par(N);
    add(0, 0), in[0] = 1;
    auto dfs = [&](int x, int p, int dep, auto& f) -> void {
        void {
            par[x] = p;
            L[x] = N;
            if (dep) I[x] = N++;
            for (int y : ed[x]) if (y != p) f(y, x, !dep, f);
            if (!dep) I[x] = N++;
            R[x] = N;
        };
        dfs(root, -1, 0, dfs);
#define K(x) pii(I[x[0]] / blk, I[x[1]] ^ -(I[x[0]] / blk & 1))
        iota(all(s), 0);
        sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
        for (int qi : s) rep(end, 0, 2) {
            int &a = pos[end], b = Q[qi][end], i = 0;
#define step(c) { if (in[c]) { del(a, end); in[a] = 0; } \
                else { add(c, end); in[c] = 1; } a = c; }
            while (!L[b] <= L[a] && R[a] <= R[b])
                I[i++] = b, b = par[b];
            while (a != b) step(par[a]);
            while (i--) step(I[i]);
            if (end) res[qi] = calc();
        }
    }
    return res;
}
```

## Numerical (4)

### 4.1 Polynomials and recurrences

Polynomial.h c9b7b0, 17 lines

```
struct Poly {
    vector<double> a;
    double operator()(double x) const {
        double val = 0;
        for (int i = sz(a); i--;) (val += x) += a[i];
        return val;
    }
    void diff() {
        rep(i, 1, sz(a)) a[i-1] = i*a[i];
        a.pop_back();
    }
    void divroot(double x0) {
        double b = a.back(), c; a.back() = 0;
        for (int i=sz(a)-1; i--;) c = a[i], a[i] = a[i+1]*x0+b, b=c;
        a.pop_back();
    }
};
```

PolyRoots.h  
Description: Finds the real roots to a polynomial.  
Usage: polyRoots({{2,-3,1}}, -1e9, 1e9) // solve  $x^2-3x+2 = 0$   
Time:  $\mathcal{O}(n^2 \log(1/\epsilon))$

"Polynomial.h" b00bfe, 23 lines

```
vector<double> polyRoots(Poly p, double xmin, double xmax) {
    if (sz(p.a) == 2) { return {-p.a[0]/p.a[1]}; }
    vector<double> ret;
    Poly der = p;
    der.diff();
    auto dr = polyRoots(der, xmin, xmax);
    dr.push_back(xmin-1);
    dr.push_back(xmax+1);
    sort(all(dr));
    rep(i, 0, sz(dr)-1) {
        double l = dr[i], h = dr[i+1];
        bool sign = p(l) > 0;
        if (sign ^ (p(h) > 0)) {
            rep(it, 0, 60) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
    }
    return ret;
}
```

PolyInterpolate.h  
Description: Given  $n$  points  $(x[i], y[i])$ , computes an  $n-1$ -degree polynomial  $p$  that passes through them:  $p(x) = a[0] * x^0 + \dots + a[n-1] * x^{n-1}$ . For numerical precision, pick  $x[k] = c * \cos(k/(n-1) * \pi), k = 0 \dots n-1$ .  
Time:  $\mathcal{O}(n^2)$

08bf48, 13 lines

```
typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    rep(k, 0, n-1) rep(i, k+1, n)
        y[i] = (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0; temp[0] = 1;
    rep(k, 0, n) rep(i, 0, n) {
        res[i] += y[k] * temp[i];
        swap(last, temp[i]);
        temp[i] -= last * x[k];
    }
    return res;
}
```

```
}

```

### BerlekampMassey.h

**Description:** Recovers any  $n$ -order linear recurrence relation from the first  $2n$  terms of the recurrence. Useful for guessing linear recurrences after brute-forcing the first terms. Should work on any field, but numerical stability for floats is not guaranteed. Output will have size  $\leq n$ .

**Usage:** berlekampMassey{0, 1, 1, 3, 5, 11}) // {1, 2}

**Time:**  $\mathcal{O}(N^2)$

**"/./number-theory/ModPow.h"** 96548b, 20 lines

```
vector<ll> berlekampMassey(vector<ll> s) {
    int n = sz(s), L = 0, m = 0;
    vector<ll> C(n), B(n), T;
    C[0] = B[0] = 1;
```

```
    ll b = 1;
    rep(i,0,n) { ++m;
        ll d = s[i] % mod;
        rep(j,1,L+1) d = (d + C[j] * s[i - j]) % mod;
        if (!d) continue;
        T = C; ll coef = d * modpow(b, mod-2) % mod;
        rep(j,m,n) C[j] = (C[j] - coef * B[j - m]) % mod;
        if (2 * L > i) continue;
        L = i + 1 - L; B = T; b = d; m = 0;
    }
```

```
    C.resize(L + 1); C.erase(C.begin());
    for (ll& x : C) x = (mod - x) % mod;
    return C;
}
```

### LinearRecurrence.h

**Description:** Generates the  $k$ 'th term of an  $n$ -order linear recurrence  $S[i] = \sum_j S[i - j - 1]tr[j]$ , given  $S[0 \dots \geq n - 1]$  and  $tr[0 \dots n - 1]$ . Faster than matrix multiplication. Useful together with Berlekamp-Massey.

**Usage:** linearRec{0, 1}, {1, 1}, k) // k'th Fibonacci number

**Time:**  $\mathcal{O}(n^2 \log k)$

**f4e444, 26 lines**

```
typedef vector<ll> Poly;
ll linearRec(Poly S, Poly tr, ll k) {
    int n = sz(tr);
```

```
    auto combine = [&](Poly a, Poly b) {
        Poly res(n * 2 + 1);
        rep(i,0,n+1) rep(j,0,n+1)
            res[i + j] = (res[i + j] + a[i] * b[j]) % mod;
        for (int i = 2 * n; i > n; --i) rep(j,0,n)
            res[i - 1 - j] = (res[i - 1 - j] + res[i] * tr[j]
                ) % mod;
        res.resize(n + 1);
        return res;
    };
```

```
    Poly pol(n + 1), e(pol);
    pol[0] = e[1] = 1;
```

```
    for (++k; k; k /= 2) {
        if (k % 2) pol = combine(pol, e);
        e = combine(e, e);
    }
```

```
    ll res = 0;
    rep(i,0,n) res = (res + pol[i + 1] * S[i]) % mod;
    return res;
}
```

## 4.2 Optimization

### GoldenSectionSearch.h

**Description:** Finds the argument minimizing the function  $f$  in the interval  $[a, b]$  assuming  $f$  is unimodal on the interval, i.e. has only one local minimum. The maximum error in the result is  $eps$ . Works equally well for maximization with a small change in the code. See TernarySearch.h in the Various chapter for a discrete version.

**Usage:** double func(double x) { return 4+x+.3\*x\*x; }  
double xmin = gss(-1000,1000,func);

**Time:**  $\mathcal{O}(\log((b - a)/\epsilon))$

**31d45b, 14 lines**

```
double gss(double a, double b, double (*f)(double)) {
    double r = (sqrt(5)-1)/2, eps = 1e-7;
    double x1 = b - r*(b-a), x2 = a + r*(b-a);
    double f1 = f(x1), f2 = f(x2);
    while (b-a > eps)
        if (f1 < f2) { //change to > to find maximum
            b = x2; x2 = x1; f2 = f1;
            x1 = b - r*(b-a); f1 = f(x1);
        } else {
            a = x1; x1 = x2; f1 = f2;
            x2 = a + r*(b-a); f2 = f(x2);
        }
    return a;
}
```

### HillClimbing.h

**Description:** Poor man's optimization for unimodal functions.

**Seeecaf, 14 lines**

**typedef array<double, 2> P;**

```
template<class F> pair<double, P> hillClimb(P start, F
    f) {
    pair<double, P> cur(f(start), start);
    for (double jmp = 1e9; jmp > 1e-20; jmp /= 2) {
        rep(j,0,100) rep(dx,-1,2) rep(dy,-1,2) {
            P p = cur.second;
            p[0] += dx*jmp;
            p[1] += dy*jmp;
            cur = min(cur, make_pair(f(p), p));
        }
    }
    return cur;
}
```

### Integrate.h

**Description:** Simple integration of a function over an interval using Simpson's rule. The error should be proportional to  $h^4$ , although in practice you will want to verify that the result is stable to desired precision when epsilon changes.

**4700c57, 7 lines**

```
template<class F>
double quad(double a, double b, F f, const int n =
    1000) {
    double h = (b - a) / 2 / n, v = f(a) + f(b);
    rep(i,1,n*2)
        v += f(a + i*h) * (i&1 ? 4 : 2);
    return v * h / 3;
}
```

### IntegrateAdaptive.h

**Description:** Fast integration using an adaptive Simpson's rule.

**Usage:** double sphereVolume = quad(-1, 1, [](double x) {  
return quad(-1, 1, [&](double y) {  
return quad(-1, 1, [&](double z) {  
return x\*x + y\*y + z\*z < 1; }));});});

**92dd79, 15 lines**

```
typedef double d;
#define S(a,b) (f(a) + 4*f((a+b) / 2) + f(b)) * (b-a) / 6
```

```
template <class F>
d rec(F& f, d a, d b, d eps, d S) {
    d c = (a + b) / 2;
    d S1 = S(a, c), S2 = S(c, b), T = S1 + S2;
    if (abs(T - S) <= 15 * eps || b - a < 1e-10)
        return T + (T - S) / 15;
```

```
    return rec(f, a, c, eps / 2, S1) + rec(f, c, b, eps
        / 2, S2);
}
```

```
template<class F>
d quad(d a, d b, F f, d eps = 1e-8) {
    return rec(f, a, b, eps, S(a, b));
}
```

### Simplex.h

**Description:** Solves a general linear maximization problem: maximize  $c^T x$  subject to  $Ax \leq b, x \geq 0$ . Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of  $c^T x$  otherwise. The input vector is set to an optimal  $x$  (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that  $x = 0$  is viable.

**Usage:** vvd A = {{1,-1}, {-1,1}, {-1,-2}};

vd b = {1,1,-4}, c = {-1,-1}, x;

T val = LPSolver(A, b, c).solve(x);

**Time:**  $\mathcal{O}(NM * \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case.

**aa8530, 68 lines**

**typedef double T; // long double, Rational, double +**

**modkP>...**

**typedef vector<T> vd;**

**typedef vector<vd> vvd;**

```
const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N
    [s])) s=j
```

```
struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;
```

```
    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2))
        {
            rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
            rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1]
                = b[i];}
            rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
            N[n] = -1; D[m+1][n] = 1;
        }
```

```
    void pivot(int r, int s) {
        T *a = D[r].data(), inv = 1 / a[s];
        rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
            T *b = D[i].data(), inv2 = b[s] * inv;
            rep(j,0,n+2) b[j] -= a[j] * inv2;
            b[s] = a[s] * inv2;
        }
        rep(j,0,n+2) if (j != s) D[r][j] *= inv;
        rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]);
    }
```

```
    bool simplex(int phase) {
        int x = m + phase - 1;
        for (;;) {
            int s = -1;
            rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
            if (D[x][s] >= -eps) return true;
            int r = -1;
            rep(i,0,m) {
                if (D[i][s] <= eps) continue;
                if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                    < MP(D[r][n+1] / D[r][s], B[r]))
                    r = i;
            }
            if (r == -1) return false;
            pivot(r, s);
        }
    }
```

```
    T solve(vd &x) {
        int r = 0;
        rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
        if (D[r][n+1] < -eps) {
            pivot(r, n);
            if (!simplex(2) || D[m+1][n+1] < -eps) return -
                inf;
            rep(i,0,m) if (B[i] == -1) {
                int s = 0;
                rep(j,1,n+1) ltj(D[i]);
                pivot(i, s);
            }
        }
        bool ok = simplex(1); x = vd(n);
        rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
        return ok ? D[m][n+1] : inf;
    }
};
```

## 4.3 Matrices

### Determinant.h

**Description:** Calculates determinant of a matrix. Destroys the matrix.

**Time:**  $\mathcal{O}(N^3)$

**bd5cec, 15 lines**

```
double det(vector<vector<double>>& a) {
    int n = sz(a); double res = 1;
    rep(i,0,n) {
        int b = i;
        rep(j,i+1,n) if (fabs(a[j][i]) > fabs(a[b][i])) b
            = j;
        if (i != b) swap(a[i], a[b]), res *= -1;
        res *= a[i][i];
        if (res == 0) return 0;
        rep(j,i+1,n) {
            double v = a[j][i] / a[i][i];
            if (v != 0) rep(k,i+1,n) a[j][k] -= v * a[i][k];
        }
    }
    return res;
}
```

### IntDeterminant.h

**Description:** Calculates determinant using modular arithmetics. Modulos can also be removed to get a pure-integer version.

**Time:**  $\mathcal{O}(N^3)$

**3313dc, 18 lines**

```
const ll mod = 12345;
ll det(vector<vector<ll>>& a) {
    int n = sz(a); ll ans = 1;
    rep(i,0,n) {
        rep(j,i+1,n) {
            while (a[j][i] != 0) { // gcd step
                ll t = a[i][i] / a[j][i];
                if (t) rep(k,i,n)
                    a[i][k] = (a[i][k] - a[j][k] * t) % mod;
                swap(a[i], a[j]);
                ans *= -1;
            }
        }
        ans = ans * a[i][i] % mod;
        if (!ans) return 0;
    }
    return (ans + mod) % mod;
}
```

### SolveLinear.h

**Description:** Solves  $A * x = b$ . If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in  $A$  and  $b$  is lost.

**Time:**  $\mathcal{O}(n^2 m)$

**44c9ab, 38 lines**

```
typedef vector<double> vd;
const double eps = 1e-12;
```

```
int solveLinear(vector<vd>& A, vd& b, vd& x) {
    int n = sz(A), m = sz(x), rank = 0, br, bc;
```

```
if (n) assert(sz(A[0]) == m);
vi col(m); iota(all(col), 0);

rep(i,0,n) {
    double v, bv = 0;
    rep(r,i,n) rep(c,i,m)
        if ((v = fabs(A[r][c])) > bv)
            br = r, bc = c, bv = v;
    if (bv <= eps) {
        rep(j,i,n) if (fabs(b[j]) > eps) return -1;
        break;
    }
    swap(A[i], A[br]);
    swap(b[i], b[br]);
    swap(col[i], col[bc]);
    rep(j,0,n) swap(A[j][i], A[j][bc]);
    bv = 1/A[i][i];
    rep(j,i+1,n) {
        double fac = A[j][i] * bv;
        b[j] -= fac * b[i];
        rep(k,i+1,m) A[j][k] -= fac*A[i][k];
    }
    rank++;
}

x.assign(m, 0);
for (int i = rank; i--;) {
    b[i] /= A[i][i];
    x[col[i]] = b[i];
    rep(j,0,i) b[j] -= A[j][i] * b[i];
}
return rank; // (multiple solutions if rank < m)
}
```

**SolveLinear2.h**  
**Description:** To get all uniquely determined values of  $x$  back from SolveLinear, make the following changes:  
" SolveLinear.h" 08e495, 7 lines

```
rep(j,0,n) if (j != i) // instead of rep(j,i+1,n)
// ... then at the end:
x.assign(m, undefined);
rep(i,0,rank) {
    rep(j,rank,m) if (fabs(A[i][j]) > eps) goto fail;
    x[col[i]] = b[i] / A[i][i];
fail:; }
```

**SolveLinearBinary.h**  
**Description:** Solves  $Ax = b$  over  $\mathbb{F}_2$ . If there are multiple solutions, one is returned arbitrarily. Returns rank, or -1 if no solutions. Destroys  $A$  and  $b$ .  
**Time:**  $\mathcal{O}(n^2m)$  fa2d7a, 34 lines

```
typedef bitset<1000> bs;
```

```
int solveLinear(vector<bs>& A, vi& b, bs& x, int m) {
    int n = sz(A), rank = 0, br;
    assert(m <= sz(x));
    vi col(m); iota(all(col), 0);
    rep(i,0,n) {
        for (br=i; br<n; ++br) if (A[br].any()) break;
        if (br == n) {
            rep(j,i,n) if(b[j]) return -1;
            break;
        }
        int bc = (int)A[br]._Find_next(i-1);
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) if (A[j][i] != A[j][bc]) {
            A[j].flip(i); A[j].flip(bc);
        }
        rep(j,i+1,n) if (A[j][i]) {
            b[j] ^= b[i];
            A[j] ^= A[i];
        }
        rank++;
    }
}
```

```
x = bs();
for (int i = rank; i--;) {
    if (!b[i]) continue;
    x[col[i]] = 1;
    rep(j,0,i) b[j] ^= A[j][i];
}
return rank; // (multiple solutions if rank < m)
}
```

**MatrixInverse.h**  
**Description:** Invert matrix  $A$ . Returns rank; result is stored in  $A$  unless singular ( $\text{rank} < n$ ). Can easily be extended to prime moduli; for prime powers, repeatedly set  $A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k}$  where  $A^{-1}$  starts as the inverse of  $A$  mod  $p$ , and  $k$  is doubled in each step.  
**Time:**  $\mathcal{O}(n^3)$  ebfff6, 35 lines

```
int matInv(vector<vector<double>>& A) {
    int n = sz(A); vi col(n);
    vector<vector<double>> tmp(n, vector<double>(n));
    rep(i,0,n) tmp[i][i] = 1, col[i] = i;

    rep(i,0,n) {
        int r = i, c = i;
        rep(j,i,n) rep(k,i,n)
            if (fabs(A[j][k]) > fabs(A[r][c]))
                r = j, c = k;
        if (fabs(A[r][c]) < 1e-12) return i;
        A[i].swap(A[r]); tmp[i].swap(tmp[r]);
        rep(j,0,n)
            swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
        swap(col[i], col[c]);
        double v = A[i][i];
        rep(j,i+1,n) {
            double f = A[j][i] / v;
            A[j][i] = 0;
            rep(k,i+1,n) A[j][k] -= f*A[i][k];
            rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
        }
        rep(j,i+1,n) A[i][j] /= v;
        rep(j,0,n) tmp[i][j] /= v;
        A[i][i] = 1;
    }

    for (int i = n-1; i > 0; --i) rep(j,0,i) {
        double v = A[j][i];
        rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
    }

    rep(i,0,n) rep(j,0,n) A[col[i]][col[j]] = tmp[i][j];
    return n;
}
```

**Tridiagonal.h**  
**Description:**  $x = \text{tridiagonal}(d,p,q,b)$  solves the equation system

$$b = \begin{pmatrix} d_0 & p_0 & 0 & 0 & \cdots & 0 \\ q_0 & d_1 & p_1 & 0 & \cdots & 0 \\ 0 & q_1 & d_2 & p_2 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & q_{n-3} & d_{n-2} & p_{n-2} \\ 0 & 0 & \cdots & 0 & q_{n-2} & d_{n-1} \end{pmatrix} x.$$

0-based indexing.  
This is useful for solving problems on the type  
 $a_i = b_i a_{i-1} + c_i a_{i+1} + d_i, 1 \leq i \leq n$ ,  
where  $a_0, a_{n+1}, b_i, c_i$  and  $d_i$  are known.  $a$  can then be obtained from  
 $\{a_i\} = \text{tridiagonal}(\{1, -1, -1, \dots, -1, 1\}, \{0, c_1, c_2, \dots, c_n\}, \{b_1, b_2, \dots, b_n, 0\}, \{a_0, d_1, d_2, \dots, d_n, a_{n+1}\})$ .  
Fails if the solution is not unique.  
If  $|d_i| > |p_i| + |q_{i-1}|$  for all  $i$ , or  $|d_i| > |p_{i-1}| + |q_i|$ , or the matrix is positive definite, the algorithm is numerically stable and neither `tr` nor the check for `diag[i] == 0` is needed.

```
Time:  $\mathcal{O}(N)$  8f9fa8, 26 lines

typedef double T;
vector<T> tridiagonal(vector<T> diag, const vector<T>& super,
    const vector<T>& sub, vector<T> b) {
    int n = sz(b); vi tr(n);
    rep(i,0,n-1) {
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i+1];
            diag[i+1] = sub[i]; tr[++i] = 1;
        } else {
            diag[i+1] -= super[i]*sub[i]/diag[i];
            b[i+1] -= b[i]*sub[i]/diag[i];
        }
    }

    for (int i = n; i--;) {
        if (tr[i]) {
            swap(b[i], b[i-1]);
            diag[i-1] = diag[i];
            b[i] /= super[i-1];
        } else {
            b[i] /= diag[i];
            if (i) b[i-1] -= b[i]*super[i-1];
        }
    }
    return b;
}
```

**4.4 Fourier transforms**  
**FastFourierTransform.h**  
**Description:** `fft(a)` computes  $\hat{f}(k) = \sum x a[x] \exp(2\pi i \cdot kx/N)$  for all  $k$ .  $N$  must be a power of 2. Useful for convolution: `conv(a, b) = c`, where  $c[x] = \sum a[i]b[x-i]$ . For convolution of complex numbers or more than two vectors: FFT, multiply pointwise, divide by  $n$ , reverse(start+1, end), FFT back. Rounding is safe if  $(\sum a_i^2 + \sum b_i^2) \log_2 N < 9 \cdot 10^{14}$  (in practice  $10^{16}$ ; higher for random inputs). Otherwise, use NTT/FFT-Mod.  
**Time:**  $\mathcal{O}(N \log N)$  with  $N = |A| + |B|$  ( $\sim 1s$  for  $N = 2^{22}$ ). 60ced6, 35 lines

```
typedef complex<double> C;
typedef vector<double> vd;
void fft(vector<C>& a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vector<complex<long double>> R(2, 1);
    static vector<C> rt(2, 1); // (^ 10% faster if double)
    for (static int k = 2; k < n; k *= 2) {
        R.resize(n); rt.resize(n);
        auto x = polar(1.0L, acos(-1.0L) / k);
        rep(i,k,2*k) rt[i] = R[i] = i&1 ? R[i/2] * x : R[i/2];
    }
    vi rev(n);
    rep(i,0,n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
    rep(i,0,n) if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (int k = 1; k < n; k *= 2)
        for (int i = 0; i < n; i += 2 * k) rep(j,0,k) {
            C z = rt[j+k] * a[i+j+k]; // (25% faster if hand-rolled)
            a[i + j + k] = a[i + j] - z;
            a[i + j] += z;
        }
    vd conv(const vd& a, const vd& b) {
        if (a.empty() || b.empty()) return {};
        vd res(sz(a) + sz(b) - 1);
        int L = 32 - __builtin_clz(sz(res)), n = 1 << L;
        vector<C> in(n), out(n);
        copy(all(a), begin(in));
        rep(i,0,sz(b)) in[i].imag(b[i]);
        fft(in);
        for (C& x : in) x *= x;
        rep(i,0,n) out[i] = in[-i & (n - 1)] - conj(in[i]);
    }
}
```

```
fft(out);
rep(i,0,sz(res)) res[i] = imag(out[i]) / (4 * n);
return res;
}
```

## FastFourierTransformMod.h

**Description:** Higher precision FFT, can be used for convolutions modulo arbitrary integers as long as  $N \log_2 N \cdot \text{mod} < 8.6 \cdot 10^{14}$  (in practice  $10^{16}$  or higher). Inputs must be in  $[0, \text{mod})$ .  
**Time:**  $\mathcal{O}(N \log N)$ , where  $N = |A| + |B|$  (twice as slow as NTT or FFT)  
"FastFourierTransform.h" b82773, 22 lines

```
typedef vector<ll> vl;
template<int M> vl convMod(const vl &a, const vl &b) {
    if (a.empty() || b.empty()) return {};
    vl res(sz(a) + sz(b) - 1);
    int B=32-__builtin_clz(sz(res)), n=1<<B, cut=int(sqrt(M));
    vector<C> L(n), R(n), outs(n), outl(n);
    rep(i,0,sz(a)) L[i] = C((int)a[i] / cut, (int)a[i] % cut);
    rep(i,0,sz(b)) R[i] = C((int)b[i] / cut, (int)b[i] % cut);
    fft(L), fft(R);
    rep(i,0,n) {
        int j = -i & (n - 1);
        outl[j] = (L[i] + conj(L[j])) * R[i] / (2.0 * n);
        outs[j] = (L[i] - conj(L[j])) * R[i] / (2.0 * n) / 1i;
    }
    fft(outl), fft(outs);
    rep(i,0,sz(res)) {
        ll av = ll(real(outl[i])+.5), cv = ll(imag(outs[i])+.5);
        ll bv = ll(imag(outl[i])+.5) + ll(real(outs[i])+.5);
        res[i] = ((av % M * cut + bv) % M * cut + cv) % M;
    }
    return res;
}
```

## NumberTheoreticTransform.h

**Description:** `ntt(a)` computes  $\hat{f}(k) = \sum x a[x]g^{xk}$  for all  $k$ , where  $g = \text{root}^{(mod-1)/N}$ .  $N$  must be a power of 2. Useful for convolution modulo specific nice primes of the form  $2^a b + 1$ , where the convolution result has size at most  $2^a$ . For arbitrary modulo, see FFTMod. `conv(a, b) = c`, where  $c[x] = \sum a[i]b[x-i]$ . For manual convolution: NTT the inputs, multiply pointwise, divide by  $n$ , reverse(start+1, end), NTT back. Inputs must be in  $[0, \text{mod})$ .  
**Time:**  $\mathcal{O}(N \log N)$

```
"../number-theory/ModPow.h" ced03d, 33 lines

const ll mod = (119 << 23) + 1, root = 62; // = 998244353
// For p < 2^30 there is also e.g. 5 << 25, 7 << 26, 479 << 21
// and 483 << 21 (same root). The last two are > 10^9.
typedef vector<ll> vl;
void ntt(vl &a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vl rt(2, 1);
    for (static int k = 2, s = 2; k < n; k *= 2, s++) {
        rt.resize(n);
        ll z[] = {1, modpow(root, mod >> s)};
        rep(i,k,2*k) rt[i] = rt[i / 2] * z[i & 1] % mod;
    }
    vi rev(n);
    rep(i,0,n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
    rep(i,0,n) if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (int k = 1; k < n; k *= 2)
        for (int i = 0; i < n; i += 2 * k) rep(j,0,k) {
            ll z = rt[j + k] * a[i + j + k] % mod, &ai = a[i + j];
            j++;
        }
    }
}
```

```

    a[i + j + k] = ai - z + (z > ai ? mod : 0);
    ai += (ai + z >= mod ? z - mod : z);
}
}
vl conv(const vl &a, const vl &b) {
    if (a.empty() || b.empty()) return {};
    int s = sz(a) + sz(b) - 1, B = 32 - __builtin_clz(s)
        , n = 1 << B;
    int inv = modpow(n, mod - 2);
    vl L(a), R(b), out(n);
    L.resize(n), R.resize(n);
    ntt(L), ntt(R);
    rep(i,0,n) out[-i & (n - 1)] = (ll)L[i] * R[i] % mod
        * inv % mod;
    ntt(out);
    return {out.begin(), out.begin() + s};
}
```

### FastSubsetTransform.h

**Description:** Transform to a basis with fast convolutions of the form  $c[z] = \sum_{z=x\oplus y} a[x] \cdot b[y]$ , where  $\oplus$  is one of AND, OR, XOR. The size of  $a$  must be a power of two.  
**Time:**  $\mathcal{O}(N \log N)$

```

void FST(vi& a, bool inv) {
    for (int n = sz(a), step = 1; step < n; step *= 2) {
        for (int i = 0; i < n; i += 2 * step) rep(j,i,i+step) {
            int &u = a[j], &v = a[j + step]; tie(u, v) =
                inv ? pii(v - u, u) : pii(v, u + v); // AND
            inv ? pii(v, u - v) : pii(u + v, u); // OR
            pii(u + v, u - v); // XOR
        }
    }
    if (inv) for (int& x : a) x /= sz(a); // XOR only
}
vi conv(vi a, vi b) {
    FST(a, 0); FST(b, 0);
    rep(i,0,sz(a)) a[i] *= b[i];
    FST(a, 1); return a;
}
```

## Number theory (5)

### 5.1 Modular arithmetic

#### ModularArithmetic.h

**Description:** Operators for modular arithmetic. You need to set mod to some number first and then you can use the structure.

```

"euclid.h"
35bfea, 18 lines

const ll mod = 17; // change to something else
struct Mod {
    ll x;
    Mod(ll xx) : x(xx) {}
    Mod operator+(Mod b) { return Mod((x + b.x) % mod); }
    Mod operator-(Mod b) { return Mod((x - b.x + mod) % mod); }
    Mod operator*(Mod b) { return Mod((x * b.x) % mod); }
    Mod operator/(Mod b) { return *this * invert(b); }
    Mod invert(Mod a) {
        ll x, y, g = euclid(a.x, mod, x, y);
        assert(g == 1); return Mod((x + mod) % mod);
    }
    Mod operator^(ll e) {
        if (!e) return Mod(1);
        Mod r = *this ^ (e / 2); r = r * r;
        return e&1 ? *this * r : r;
    }
};
```

#### ModInverse.h

**Description:** Pre-computation of modular inverses. Assumes  $\text{LIM} \leq \text{mod}$  and that mod is a prime.

```

const ll mod = 1000000007, LIM = 200000;
ll* inv = new ll[LIM] - 1; inv[1] = 1;
rep(i,2,LIM) inv[i] = mod - (mod / i) * inv[mod % i] % mod;
```

#### ModPow.h

```

b83e45, 8 lines

const ll mod = 1000000007; // faster if const

ll modpow(ll b, ll e) {
    ll ans = 1;
    for (; e; b = b * b % mod, e /= 2)
        if (e & 1) ans = ans * b % mod;
    return ans;
}
```

#### ModLog.h

**Description:** Returns the smallest  $x > 0$  s.t.  $a^x = b \pmod m$ , or  $-1$  if no such  $x$  exists.  $\text{modLog}(a,1,m)$  can be used to calculate the order of  $a$ .  
**Time:**  $\mathcal{O}(\sqrt{m})$

```

c040b8, 11 lines

ll modLog(ll a, ll b, ll m) {
    ll n = (ll) sqrt(m) + 1, e = 1, f = 1, j = 1;
    unordered_map<ll, ll> A;
    while (j <= n && (e = f = e * a % m) != b % m)
        A[e * b % m] = j++;
    if (e == b % m) return j;
    if (__gcd(m, e) == __gcd(m, b))
        rep(i,2,n+2) if (A.count(e = e * f % m))
            return n * i - A[e];
    return -1;
}
```

#### ModSum.h

**Description:** Sums of mod'ed arithmetic progressions.  
 $\text{modsum}(\text{to}, c, k, m) = \sum_{i=0}^{\text{to}-1} (ki + c) \% m$ .  $\text{divsum}$  is similar but for floored division.  
**Time:**  $\log(m)$ , with a large constant.

```

5c5bc5, 16 lines

typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }

ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (!k) return res;
    ull to2 = (to * k + c) / m;
    return res + (to - 1) * to2 - divsum(to2, m-1 - c, m, k);
}

ll modsum(ull to, ll c, ll k, ll m) {
    c = ((c % m) + m) % m;
    k = ((k % m) + m) % m;
    return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}
```

#### ModMulLL.h

**Description:** Calculate  $a \cdot b \pmod c$  (or  $a^b \pmod c$ ) for  $0 \leq a, b \leq c \leq 7.2 \cdot 10^{18}$ .  
**Time:**  $\mathcal{O}(1)$  for modmul,  $\mathcal{O}(\log b)$  for modpow

```

bbbd8f, 11 lines

typedef unsigned long long ull;
ull modmul(ull a, ull b, ull M) {
    ll ret = a * b - M * ull(1.L / M * a * b);
    return ret + M * (ret < 0) - M * (ret >= (ll)M);
}

ull modpow(ull b, ull e, ull mod) {
    ull ans = 1;
    for (; e; b = modmul(b, b, mod), e /= 2)
        if (e & 1) ans = modmul(ans, b, mod);
    return ans;
}
```

#### ModSqrt.h

**Description:** Tonelli-Shanks algorithm for modular square roots. Finds  $x$  s.t.  $x^2 = a \pmod p$  ( $-x$  gives the other solution).

**Time:**  $\mathcal{O}(\log^2 p)$  worst case,  $\mathcal{O}(\log p)$  for most  $p$

```

19a793, 24 lines

"ModPow.h"

ll sqrt(ll a, ll p) {
    a %= p; if (a < 0) a += p;
    if (a == 0) return 0;
    assert(modpow(a, (p-1)/2, p) == 1); // else no solution
    if (p % 4 == 3) return modpow(a, (p+1)/4, p);
    // a^(n+3)/8 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5
    ll s = p - 1, n = 2;
    int r = 0, m;
    while (s % 2 == 0)
        ++r, s /= 2;
    while (modpow(n, (p - 1) / 2, p) != p - 1) ++n;
    ll x = modpow(a, (s + 1) / 2, p);
    ll b = modpow(a, s, p), g = modpow(n, s, p);
    for (; r = m) {
        ll t = b;
        for (m = 0; m < r && t != 1; ++m)
            t = t * t % p;
        if (m == 0) return x;
        ll gs = modpow(g, 1LL << (r - m - 1), p);
        g = gs * gs % p;
        x = x * gs % p;
        b = b * g % p;
    }
}
```

### 5.2 Primality

#### FastEratosthenes.h

**Description:** Prime sieve for generating all primes smaller than LIM.  
**Time:**  $\text{LIM}=1e9 \approx 1.5s$

```

6b2912, 20 lines

const int LIM = 1e6;
bitset<LIM> isPrime;
vi eratosthenes() {
    const int S = (int)round(sqrt(LIM)), R = LIM / 2;
    vi pr = {2}, sieve(S+1); pr.reserve((int)(LIM/log(LIM) * 1.1));
    vector<pii> cp;
    for (int i = 3; i <= S; i += 2) if (!sieve[i]) {
        cp.push_back({i, i * i / 2});
        for (int j = i * i; j <= S; j += 2 * i) sieve[j] = 1;
    }
    for (int L = 1; L <= R; L += S) {
        array<bool, S> block{};
        for (auto &[p, idx] : cp)
            for (int i=idx; i < S+L; idx = (i+=p)) block[i-L] = 1;
        rep(i,0,min(S, R - L))
            if (!block[i]) pr.push_back((L + i) * 2 + 1);
    }
    for (int i : pr) isPrime[i] = 1;
    return pr;
}
```

#### MillerRabin.h

**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $7 \cdot 10^{18}$ ; for larger numbers, use Python and extend A randomly.

**Time:** 7 times the complexity of  $a^b \pmod c$ .

```

60dcd1, 12 lines

"ModMulLL.h"

bool isPrime(ull n) {
    if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
    ull A[] = {2, 325, 9375, 28178, 450775, 9780504,
        1795265022},
        s = __builtin_ctzll(n-1), d = n >> s;
    for (ull a : A) { // ^ count trailing zeroes
        ull p = modpow(a&n, d, n), i = s;
        while (p != 1 && p != n - 1 && a % n && i--)
```

```

        p = modmul(p, p, n);
        if (p != n-1 && i != s) return 0;
    }
    return 1;
}
```

#### Factor.h

**Description:** Pollard-rho randomized factorization algorithm. Returns prime factors of a number, in arbitrary order (e.g. 2299 -> {11, 19, 11}).

**Time:**  $\mathcal{O}(n^{1/4})$ , less for numbers with small factors.

```

a33cf6, 18 lines

"ModMulLL.h", "MillerRabin.h"

ull pollard(ull n) {
    auto f = [n](ull x) { return modmul(x, x, n) + 1; };
    ull x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    while (t++ % 40 || __gcd(prd, n) == 1) {
        if (x == y) x = ++i, y = f(x);
        if ((q = modmul(prd, max(x,y) - min(x,y), n))) prd = q;
        x = f(x), y = f(f(y));
    }
    return __gcd(prd, n);
}

vector<ull> factor(ull n) {
    if (n == 1) return {};
    if (isPrime(n)) return {n};
    ull x = pollard(n);
    auto l = factor(x), r = factor(n / x);
    l.insert(l.end(), all(r));
    return l;
}
```

### 5.3 Divisibility

#### euclid.h

**Description:** Finds two integers  $x$  and  $y$ , such that  $ax+by = \gcd(a,b)$ . If you just need gcd, use the built in `__gcd` instead. If  $a$  and  $b$  are coprime, then  $x$  is the inverse of  $a \pmod b$ .

```

8368d5, 5 lines

ll euclid(ll a, ll b, ll &x, ll &y) {
    if (!b) return x = 1, y = 0, a;
    ll d = euclid(b, a % b, y, x);
    return y -= a/b * x, d;
}
```

#### CRT.h

**Description:** Chinese Remainder Theorem.

$\text{crt}(a, m, b, n)$  computes  $x$  such that  $x \equiv a \pmod m$ ,  $x \equiv b \pmod n$ . If  $|a| < m$  and  $|b| < n$ ,  $x$  will obey  $0 \leq x < \text{lcm}(m,n)$ . Assumes  $mn < 2^{62}$ .

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

```

04d93a, 7 lines

"euclid.h"

ll crt(ll a, ll m, ll b, ll n) {
    if (n > m) swap(a, b), swap(m, n);
    ll x, y, g = euclid(m, n, x, y);
    assert((a - b) % g == 0); // else no solution
    x = (b - a) % n * x % n / g * m + a;
    return x < 0 ? x + m*n/g : x;
}
```

#### 5.3.1 Bézout's identity

For  $a \neq 0, b \neq 0$ , then  $d = \gcd(a,b)$  is the smallest positive integer for which there are integer solutions to

$$ax + by = d$$

If  $(x,y)$  is one solution, then all solutions are given by

$$\left(x + \frac{kb}{\gcd(a,b)}, y - \frac{ka}{\gcd(a,b)}\right), \quad k \in \mathbb{Z}$$

### phiFunction.h

**Description:** *Euler's*  $\phi$  function is defined as  $\phi(n) := \#$  of positive integers  $\leq n$  that are coprime with  $n$ .  $\phi(1) = 1$ ,  $p$  prime  $\Rightarrow \phi(p^k) = (p-1)p^{k-1}$ ,  $m, n$  coprime  $\Rightarrow \phi(mn) = \phi(m)\phi(n)$ . If  $n = p_1^{k_1}p_2^{k_2}...p_r^{k_r}$  then  $\phi(n) = (p_1-1)p_1^{k_1-1}...(p_r-1)p_r^{k_r-1}$ .  $\phi(n) = n \cdot \prod_{p|n}(1-1/p)$ .  $\sum_{d|n} \phi(d) = n$ ,  $\sum_{1 \leq k \leq n, \gcd(k,n)=1} k = n\phi(n)/2$ ,  $n > 1$

**Euler's thm:**  $a, n$  coprime  $\Rightarrow a^{\phi(n)} \equiv 1 \pmod n$ .

**Fermat's little thm:**  $p$  prime  $\Rightarrow a^{p-1} \equiv 1 \pmod p$ ,  $\forall a$  coprime to  $p$ .

```
const int LIM = 5000000;
int phi[LIM];

void calculatePhi() {
    rep(i,0,LIM) phi[i] = i&1 ? i : i/2;
    for (int i = 3; i < LIM; i += 2) if(phi[i] == i)
        for (int j = i; j < LIM; j += i) phi[j] -= phi[j] / i;
}
```

## 5.4 Fractions

### ContinuedFractions.h

**Description:** Given  $N$  and a real number  $x \geq 0$ , finds the closest rational approximation  $p/q$  with  $p, q \leq N$ . It will obey  $|p/q - x| \leq 1/qN$ .

For consecutive convergents,  $p_{k+1}q_k - q_{k+1}p_k = (-1)^k$ . ( $p_k/q_k$  alternates between  $> x$  and  $< x$ .) If  $x$  is rational,  $y$  eventually becomes  $\infty$ ; if  $x$  is the root of a degree 2 polynomial the  $a$ 's eventually become cyclic.

```
Time:  $\mathcal{O}(\log N)$ 
dd6c5e, 21 lines

typedef double d; // for N ~ 1e7; long double for N ~ 1e9
pair<ll, ll> approximate(d x, ll N) {
    ll LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d
        y = x;
    for (;) {
        ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
            a = (ll)floor(y), b = min(a, lim),
            NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
            // better approximation; if b = a/2, we *may* have one.
            // Return {P, Q} here for a more canonical approximation.
            return (abs(x - (d)NP / (d)NQ) < abs(x - (d)P / (d)Q)) ?
                make_pair(NP, NQ) : make_pair(P, Q);
        }
        if (abs(y = 1/(y - (d)a)) > 3*N) {
            return {NP, NQ};
        }
        LP = P; P = NP;
        LQ = Q; Q = NQ;
    }
}
```

### FracBinarySearch.h

**Description:** Given  $f$  and  $N$ , finds the smallest fraction  $p/q \in [0, 1]$  such that  $f(p/q)$  is true, and  $p, q \leq N$ . You may want to throw an exception from  $f$  if it finds an exact solution, in which case  $N$  can be removed.

**Usage:** fracBS([f](Frac f) { return f.p>=3\*f.q; }, 10); // {1,3}

**Time:**  $\mathcal{O}(\log(N))$

```
struct Frac { ll p, q; };
```

```
template<class F>
Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac lo(0, 1), hi(1, 1); // Set hi to 1/0 to search (0, N]
    if (f(lo)) return lo;
```

```
assert(f(hi));
while (A || B) {
    ll adv = 0, step = 1; // move hi if dir, else lo
    for (int si = 0; step; (step *= 2) >= si) {
        adv += step;
        Frac mid(lo.p * adv + hi.p, lo.q * adv + hi.q);
        if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
            adv -= step; si = 2;
        }
        hi.p += lo.p * adv;
        hi.q += lo.q * adv;
        dir = !dir;
        swap(lo, hi);
        A = B; B = !!adv;
    }
    return dir ? hi : lo;
}
```

## 5.5 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with  $m > n > 0$ ,  $k > 0$ ,  $m \perp n$ , and either  $m$  or  $n$  even.

## 5.6 Primes

$p = 962592769$  is such that  $2^{21} \mid p-1$ , which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power  $p^a$ , except for  $p = 2, a > 2$ , and there are  $\phi(\phi(p^a))$  many. For  $p = 2, a > 2$ , the group  $\mathbb{Z}_{2^a}^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$ .

## 5.7 Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of  $n$  is at most around 100 for  $n < 5e4$ , 500 for  $n < 1e7$ , 2000 for  $n < 1e10$ , 200 000 for  $n < 1e19$ .

## 5.8 Mobius Function

$$\mu(n) = \begin{cases} 0 & n \text{ is not square free} \\ 1 & n \text{ has even number of prime factors} \\ -1 & n \text{ has odd number of prime factors} \end{cases}$$

Mobius Inversion:

$$g(n) = \sum_{d|n} f(d) \Leftrightarrow f(n) = \sum_{d|n} \mu(d)g(n/d)$$

Other useful formulas/forms:

$$\sum_{d|n} \mu(d) = [n = 1] \text{ (very useful)}$$

$$g(n) = \sum_{n|d} f(d) \Leftrightarrow f(n) = \sum_{n|d} \mu(d/n)g(d)$$

$$g(n) = \sum_{1 \leq m \leq n} f(\lfloor \frac{n}{m} \rfloor) \Leftrightarrow f(n) = \sum_{1 \leq m \leq n} \mu(m)g(\lfloor \frac{n}{m} \rfloor)$$

# Combinatorial (6)

## 6.1 Permutations

### 6.1.1 Factorial

$n$	1	2	3	4	5	6	7	8	9	10
$n!$	1	2	6	24	120	720	5040	40320	362880	3628800
$n$	11	12	13	14	15	16	17			
$n!$	4.0e7	4.8e8	6.2e9	8.7e10	1.3e12	2.1e13	3.6e14			
$n$	20	25	30	40	50	100	150	171		
$n!$	2e18	2e25	3e32	8e47	3e64	9e157	6e262	>DBL_MAX		

### IntPerm.h

**Description:** Permutation -> integer conversion. (Not order preserving.) Integer -> permutation can use a lookup table.

**Time:**  $\mathcal{O}(n)$

```
int permToInt(vi& v) {
    int use = 0, i = 0, r = 0;
    for (int x:v) r = r * ++i + __builtin_popcount(use &
        -(1<<x)),
        use |= 1 << x; // (note: minus
        , not ~!)
    return r;
}
```

### 6.1.2 Cycles

Let  $g_S(n)$  be the number of  $n$ -permutations whose cycle lengths all belong to the set  $S$ . Then

$$\sum_{n=0}^{\infty} g_S(n) \frac{x^n}{n!} = \exp \left( \sum_{n \in S} \frac{x^n}{n} \right)$$

### 6.1.3 Derangements

Permutations of a set such that none of the elements appear in their original position.

$$D(n) = (n-1)(D(n-1)+D(n-2)) = nD(n-1)+(-1)^n$$

### 6.1.4 Burnside’s lemma

Given a group  $G$  of symmetries and a set  $X$ , the number of elements of  $X$  *up to symmetry* equals

$$\frac{1}{|G|} \sum_{g \in G} |X^g|,$$

where  $X^g$  are the elements fixed by  $g$  ( $g.x = x$ ).

If  $f(n)$  counts “configurations” (of some sort) of length  $n$ , we can ignore rotational symmetry using  $G = \mathbb{Z}_n$  to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k|n} f(k)\phi(n/k).$$

## 6.2 Partitions and subsets

### 6.2.1 Partition function

Number of ways of writing  $n$  as a sum of positive integers, disregarding the order of the summands.

$$p(0) = 1, \quad p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k-1)/2)$$

$$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$$

$n$	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	~2e5	~2e8

### 6.2.2 Lucas’ Theorem

Let  $n, m$  be non-negative integers and  $p$  a prime. Write  $n = n_kp^k + \dots + n_1p + n_0$  and  $m = m_kp^k + \dots + m_1p + m_0$ . Then  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod p$ .

### 6.2.3 Binomials

multinomial.h

**Description:** Computes  $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1!k_2!\dots k_n!}$ .

```
ll multinomial(vi& v) {
    ll c = 1, m = v.empty() ? 1 : v[0];
    rep(i,1,sz(v)) rep(j,0,v[i])
        c = c * ++m / (j+1);
    return c;
}
```

## 6.3 General purpose numbers

### 6.3.1 Bernoulli numbers

EGF of Bernoulli numbers is  $B(t) = \frac{t}{e^t-1}$  (FFT-table).

$$B[0, \dots] = [1, -\tfrac{1}{2}, \tfrac{1}{6}, 0, -\tfrac{1}{30}, 0, \tfrac{1}{42}, \dots]$$

Sums of powers:

$$\sum_{k=1}^m n^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k \cdot (n+1)^{m+1-k}$$

Euler-Maclaurin formula for infinite sums:

$$\begin{aligned} \sum_{i=m}^{\infty} f(i) &= \int_m^{\infty} f(x)dx - \sum_{k=1}^{\infty} \frac{B_k}{k!} f^{(k-1)}(m) \\ &\approx \int_m^{\infty} f(x)dx + \frac{f(m)}{2} - \frac{f'(m)}{12} + \frac{f'''(m)}{720} + O(f^{(5)}(m)) \end{aligned}$$

### 6.3.2 Stirling numbers of the first kind

Number of permutations on  $n$  items with  $k$  cycles.

$$c(n, k) = c(n-1, k-1) + (n-1)c(n-1, k), \quad c(0, 0) = 1$$

$$\sum_{k=0}^n c(n, k)x^k = x(x+1)\dots(x+n-1)$$

$$\begin{aligned} c(8, k) &= \\ 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1 \\ c(n, 2) &= \\ 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots \end{aligned}$$



6.3.3 Eulerian numbers

Number of permutations  $\pi \in S_n$  in which exactly  $k$  elements are greater than the previous element.  $k \ j$ :s s.t.  $\pi(j) > \pi(j + 1)$ ,  $k + 1 \ j$ :s s.t.  $\pi(j) \geq j$ ,  $k \ j$ :s s.t.  $\pi(j) > j$ .

$E(n, k) = (n - k)E(n - 1, k - 1) + (k + 1)E(n - 1, k)$

$E(n, 0) = E(n, n - 1) = 1$

$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$

6.3.4 Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$S(n, k) = S(n - 1, k - 1) + kS(n - 1, k)$

$S(n, 1) = S(n, n) = 1$

$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$

6.3.5 Bell numbers

Total number of partitions of  $n$  distinct elements.  
 $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$  For  $p$  prime,

$B(p^m + n) \equiv mB(n) + B(n + 1) \pmod{p}$

6.3.6 Labeled unrooted trees

# on  $n$  vertices:  $n^{n-2}$   
# on  $k$  existing trees of size  $n_i$ :  
 $n_1 n_2 \dots n_k n^{k-2}$   
# with degrees  $d_i$ :  
 $(n - 2)! / ((d_1 - 1)! \dots (d_n - 1)!)$

6.3.7 Catalan numbers

$C_n = \frac{1}{n + 1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n + 1} = \frac{(2n)!}{(n + 1)!n!}$

$C_0 = 1, C_{n+1} = \frac{2(2n + 1)}{n + 2} C_n, C_{n+1} = \sum C_i C_{n-i}$

$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, \dots$

- sub-diagonal monotone paths in an  $n \times n$  grid.
- strings with  $n$  pairs of parenthesis, correctly nested.
- binary trees with with  $n + 1$  leaves (0 or 2 children).
- ordered trees with  $n + 1$  vertices.
- ways a convex polygon with  $n + 2$  sides can be cut into triangles by connecting vertices with straight lines.

- permutations of  $[n]$  with no 3-term increasing subseq.

Graph (7)

7.1 Fundamentals

BellmanFord.h

Description: Calculates shortest paths from  $s$  in a graph that might have negative edge weights. Unreachable nodes get dist = inf; nodes reachable through negative-weight cycles get dist = -inf. Assumes  $V^2 \max |w_i| < \sim 2^{63}$ .

Time:  $\mathcal{O}(VE)$

830a8f, 23 lines

const ll inf = LLONG\_MAX;

struct Ed { int a, b, w, s() { return a < b ? a : -a; };

struct Node { ll dist = inf; int prev = -1; };

void bellmanFord(vector<Node>& nodes, vector<Ed>& eds,

int s) {

nodes[s].dist = 0;

sort(all(eds), [] (Ed a, Ed b) { return a.s() < b.s() ; } );

int lim = sz(nodes) / 2 + 2; // /3+100 with shuffled vertices

rep(i,0,lim) for (Ed ed : eds) {

Node cur = nodes[ed.a], &dest = nodes[ed.b];

if (abs(cur.dist) == inf) continue;

ll d = cur.dist + ed.w;

if (d < dest.dist) {

dest.prev = ed.a;

dest.dist = (i < lim-1 ? d : -inf);

}

rep(i,0,lim) for (Ed e : eds) {

if (nodes[e.a].dist == -inf)

nodes[e.b].dist = -inf;

}

}

FloydWarshall.h

Description: Calculates all-pairs shortest path in a directed graph that might have negative edge weights. Input is an distance matrix  $m$ , where  $m[i][j] = \text{inf}$  if  $i$  and  $j$  are not adjacent. As output,  $m[i][j]$  is set to the shortest distance between  $i$  and  $j$ , inf if no path, or -inf if the path goes through a negative-weight cycle.

Time:  $\mathcal{O}(N^3)$

531245, 12 lines

const ll inf = 1LL << 62;

void floydWarshall(vector<vector<ll>>& m) {

int n = sz(m);

rep(i,0,n) m[i][i] = min(m[i][i], 0LL);

rep(k,0,n) rep(i,0,n) rep(j,0,n)

if (m[i][k] != inf && m[k][j] != inf) {

auto newDist = max(m[i][k] + m[k][j], -inf);

m[i][j] = min(m[i][j], newDist);

}

rep(k,0,n) if (m[k][k] < 0) rep(i,0,n) rep(j,0,n)

if (m[i][k] != inf && m[k][j] != inf) m[i][j] = -

inf;

}

TopoSort.h

Description: Topological sorting. Given is an oriented graph. Output is an ordering of vertices, such that there are edges only from left to right. If there are cycles, the returned list will have size smaller than  $n$  - nodes reachable from cycles will not be returned.

Time:  $\mathcal{O}(|V| + |E|)$

66a137, 14 lines

vi topoSort(const vector<vi>& gr) {

vi indeg(sz(gr)), ret;

for (auto& li : gr) for (int x : li) indeg[x]++;

queue<int> q; // use priority\_queue for lexic. largest ans.

rep(i,0,sz(gr)) if (indeg[i] == 0) q.push(i);

while (!q.empty()) {

int i = q.front(); // top() for priority queue

ret.push\_back(i);

q.pop();

for (int x : gr[i])

if (--indeg[x] == 0) q.push(x);

}

return ret;

}

7.2 Network flow

PushRelabel.h

Description: Push-relabel using the highest label selection rule and the gap heuristic. Quite fast in practice. To obtain the actual flow, look at positive values only.

Time:  $\mathcal{O}(V^2\sqrt{E})$

0ae1d4, 48 lines

struct PushRelabel {

struct Edge {

int dest, back;

ll f, c;

};

vector<vector<Edge>> g;

vector<ll> ec;

vector<Edge> cur;

vector<vi> hs; vi H;

PushRelabel(int N) : g(n), ec(n), cur(n), hs(2\*n), H(n) {}

void addEdge(int s, int t, ll cap, ll rcap=0) {

if (s == t) return;

g[s].push\_back({t, sz(g[t]), 0, cap});

g[t].push\_back({s, sz(g[s])-1, 0, rcap});

}

void addFlow(Edge& e, ll f) {

Edge &back = g[e.dest][e.back];

if (!ec[e.dest] && f) hs[H[e.dest]].push\_back(e.dest);

e.f += f; e.c -= f; ec[e.dest] += f;

back.f -= f; back.c += f; ec[back.dest] -= f;

}

ll calc(int s, int t) {

int v = sz(g); H[s] = v; ec[t] = 1;

vi co(2\*v); co[0] = v-1;

rep(i,0,v) cur[i] = g[i].data();

for (Edge& e : g[s]) addFlow(e, e.c);

for (int hi = 0;;) {

while (hs[hi].empty()) if (!hi--) return -ec[s];

int u = hs[hi].back(); hs[hi].pop\_back();

while (ec[u] > 0) // discharge u

if (cur[u] == g[u].data() + sz(g[u])) {

H[u] = le9;

for (Edge& e : g[u]) if (e.c && H[u] > H[e.dest]+1)

H[u] = H[e.dest]+1, cur[u] = &e;

if (++co[H[u]], !--co[hi] && hi < v)

rep(i,0,v) if (hi < H[i] && H[i] < v)

--co[H[i]], H[i] = v + 1;

hi = H[u];

} else if (cur[u]->c && H[u] == H[cur[u]->dest

+1)

addFlow(\*cur[u], min(ec[u], cur[u]->c));

else ++cur[u];

}

bool leftOfMinCut(int a) { return H[a] >= sz(g); }

}

MinCostMaxFlow.h

Description: Min-cost max-flow. cap[i][j] != cap[j][i] is allowed; double edges are not. If costs can be negative, call setpi before maxflow, but note that negative cost cycles are not supported. To obtain the actual flow, look at positive values only.

Time: Approximately  $\mathcal{O}(E^2)$

fe85cc, 81 lines

#include <bits/extc++.h>

const ll INF = numeric\_limits<ll>::max() / 4;

typedef vector<ll> VL;

struct MCMF {

int N;

vector<vi> ed, red;

vector<VL> cap, flow, cost;

vi seen;

VL dist, pi;

vector<pii> par;

MCMF(int N) :

N(N), ed(N), red(N), cap(N, VL(N)), flow(cap),

cost(cap),

seen(N), dist(N), pi(N), par(N) {}

void addEdge(int from, int to, ll cap, ll cost) {

this->cap[from][to] = cap;

this->cost[from][to] = cost;

ed[from].push\_back(to);

red[to].push\_back(from);

}

void path(int s) {

fill(all(seen), 0);

fill(all(dist), INF);

dist[s] = 0; ll di;

\_\_gnu\_pbds::priority\_queue<pair<ll, int>> q;

vector<decltype(q)::point\_iterator> its(N);

q.push({0, s});

auto relax = [&](int i, ll cap, ll cost, int dir)

{

ll val = di - pi[i] + cost;

if (cap && val < dist[i]) {

dist[i] = val;

par[i] = {s, dir};

if (its[i] == q.end()) its[i] = q.push({-dist[i], i});

else q.modify(its[i], {-dist[i], i});

}

}

while (!q.empty()) {

s = q.top().second; q.pop();

seen[s] = 1; di = dist[s] + pi[s];

for (int i : ed[s]) if (!seen[i])

relax(i, cap[s][i] - flow[s][i], cost[s][i],

1);

for (int i : red[s]) if (!seen[i])

relax(i, flow[i][s], -cost[i][s], 0);

}

rep(i,0,N) pi[i] = min(pi[i] + dist[i], INF);

}

pair<ll, ll> maxflow(int s, int t) {

ll totflow = 0, totcost = 0;

while (path(s), seen[t]) {

ll fl = INF;

for (int p,r,x = t; tie(p,r) = par[x], x != s; x

= p)

fl = min(fl, r ? cap[p][x] - flow[p][x] : flow

[x][p]);

totflow += fl;

for (int p,r,x = t; tie(p,r) = par[x], x != s; x

= p)

if (r) flow[p][x] += fl;

else flow[x][p] -= fl;

```
    }
    rep(i,0,N) rep(j,0,N) totcost += cost[i][j] * flow[i][j];
    return {totflow, totcost};
}

// If some costs can be negative, call this before maxflow:
void setpi(int s) { // (otherwise, leave this out)
    fill(all(pi), INF); pi[s] = 0;
    int it = N, ch = 1; ll v;
    while (ch-- && it--)
        rep(i,0,N) if (pi[i] != INF)
            for (int to : ed[i]) if (cap[i][to])
                if ((v = pi[i] + cost[i][to]) < pi[to])
                    pi[to] = v, ch = 1;
    assert(it >= 0); // negative cost cycle
}
};
```

### EdmondsKarp.h

**Description:** Flow algorithm with guaranteed complexity  $O(VE^2)$ . To get edge flow values, compare capacities before and after, and take the positive values only. 482fe0, 35 lines

```
template<class T> T edmondsKarp(vector<unordered_map<
    int, T>&& graph, int source, int sink) {
    assert(source != sink);
    T flow = 0;
    vi par(sz(graph)), q = par;

    for (;;) {
        fill(all(par), -1);
        par[source] = 0;
        int ptr = 1;
        q[0] = source;

        rep(i,0,ptr) {
            int x = q[i];
            for (auto e : graph[x]) {
                if (par[e.first] == -1 && e.second > 0) {
                    par[e.first] = x;
                    q[ptr++] = e.first;
                    if (e.first == sink) goto out;
                }
            }
        }
        return flow;
    out:
    T inc = numeric_limits<T>::max();
    for (int y = sink; y != source; y = par[y])
        inc = min(inc, graph[par[y]][y]);

    flow += inc;
    for (int y = sink; y != source; y = par[y]) {
        int p = par[y];
        if ((graph[p][y] -= inc) <= 0) graph[p].erase(y);
        graph[y][p] += inc;
    }
}
```

### MinCut.h

**Description:** After running max-flow, the left side of a min-cut from  $s$  to  $t$  is given by all vertices reachable from  $s$ , only traversing edges with positive residual capacity.

### GlobalMinCut.h

**Description:** Find a global minimum cut in an undirected graph, as represented by an adjacency matrix.

```
Time:  $O(V^3)$  8b0e19, 21 lines
pair<int, vi> globalMinCut(vector<vi> mat) {
    pair<int, vi> best = {INT_MAX, {}};
    int n = sz(mat);
    vector<vi> co(n);
```

```
    rep(i,0,n) co[i] = {i};
    rep(ph,1,n) {
        vi w = mat[0];
        size_t s = 0, t = 0;
        rep(it,0,n-ph) { //  $O(V^2) \rightarrow O(E \log V)$  with prio
            . queue
            w[t] = INT_MIN;
            s = t, t = max_element(all(w)) - w.begin();
            rep(i,0,n) w[i] += mat[t][i];
        }
        best = min(best, {w[t] - mat[t][t], co[t]});
        co[s].insert(co[s].end(), all(co[t]));
        rep(i,0,n) mat[s][i] += mat[t][i];
        rep(i,0,n) mat[i][s] = mat[s][i];
        mat[0][t] = INT_MIN;
    }
    return best;
}
```

### GomoryHu.h

**Description:** Given a list of edges representing an undirected flow graph, returns edges of the Gomory-Hu tree. The max flow between any pair of vertices is given by minimum edge weight along the Gomory-Hu tree path. **Time:**  $O(V)$  Flow Computations

```
"PushRelabel.h" 0418b3, 13 lines

typedef array<ll, 3> Edge;
vector<Edge> gomoryHu(int N, vector<Edge> ed) {
    vector<Edge> tree;
    vi par(N);
    rep(i,1,N) {
        PushRelabel D(N); // Dinic also works
        for (Edge t : ed) D.addEdge(t[0], t[1], t[2], t[2]);
        tree.push_back({i, par[i], D.calc(i, par[i])});
        rep(j,i+1,N)
            if (par[j] == par[i] && D.leftOfMinCut(j)) par[j] = i;
    }
    return tree;
}
```

## 7.3 Matching

### hopcroftKarp.h

**Description:** Fast bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or -1 if it's not matched.

**Usage:** vi btoa(m, -1); hopcroftKarp(g, btoa); **Time:**  $O(\sqrt{VE})$  f612e4, 42 lines

```
bool dfs(int a, int L, vector<vi>& g, vi& btoa, vi& A, vi& B) {
    if (A[a] != L) return 0;
    A[a] = -1;
    for (int b : g[a]) if (B[b] == L + 1) {
        B[b] = 0;
        if (btoa[b] == -1 || dfs(btoa[b], L + 1, g, btoa, A, B))
            return btoa[b] = a, 1;
    }
    return 0;
}

int hopcroftKarp(vector<vi>& g, vi& btoa) {
    int res = 0;
    vi A(g.size()), B(btoa.size()), cur, next;
    for (;;) {
        fill(all(A), 0);
        fill(all(B), 0);
        cur.clear();
        for (int a : btoa) if (a != -1) A[a] = -1;
        rep(a,0,sz(g)) if (A[a] == 0) cur.push_back(a);
        for (int lay = 1; lay++) {
            bool islast = 0;
```

```
        next.clear();
        for (int a : cur) for (int b : g[a]) {
            if (btoa[b] == -1) {
                B[b] = lay;
                islast = 1;
            }
            else if (btoa[b] != a && !B[b]) {
                B[b] = lay;
                next.push_back(btoa[b]);
            }
        }
        if (islast) break;
        if (next.empty()) return res;
        for (int a : next) A[a] = lay;
        cur.swap(next);
    }
    rep(a,0,sz(g))
        res += dfs(a, 0, g, btoa, A, B);
}
```

### DFSMatching.h

**Description:** Simple bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or -1 if it's not matched. **Usage:** vi btoa(m, -1); dfsMatching(g, btoa); **Time:**  $O(VE)$  522b98, 22 lines

```
bool find(int j, vector<vi>& g, vi& btoa, vi& vis) {
    if (btoa[j] == -1) return 1;
    vis[j] = 1; int di = btoa[j];
    for (int e : g[di])
        if (!vis[e] && find(e, g, btoa, vis)) {
            btoa[e] = di;
            return 1;
        }
    return 0;
}

int dfsMatching(vector<vi>& g, vi& btoa) {
    vi vis;
    rep(i,0,sz(g)) {
        vis.assign(sz(btoa), 0);
        for (int j : g[i])
            if (find(j, g, btoa, vis)) {
                btoa[j] = i;
                break;
            }
    }
    return sz(btoa) - (int)count(all(btoa), -1);
}
```

### MinimumVertexCover.h

**Description:** Finds a minimum vertex cover in a bipartite graph. The size is the same as the size of a maximum matching, and the complement is a maximum independent set.

```
"DFSMatching.h" da4196, 20 lines
vi cover(vector<vi>& g, int n, int m) {
    vi match(m, -1);
    int res = dfsMatching(g, match);
    vector<bool> lfound(n, true), seen(m);
    for (int it : match) if (it != -1) lfound[it] = false;
    vi q, cover;
    rep(i,0,n) if (lfound[i]) q.push_back(i);
    while (!q.empty()) {
        int i = q.back(); q.pop_back();
        lfound[i] = 1;
        for (int e : g[i]) if (!seen[e] && match[e] != -1) {
            seen[e] = true;
            q.push_back(match[e]);
        }
    }
    rep(i,0,n) if (!lfound[i]) cover.push_back(i);
    rep(i,0,m) if (seen[i]) cover.push_back(n+i);
    assert(sz(cover) == res);
}
```

```
    return cover;
}
```

### WeightedMatching.h

**Description:** Given a weighted bipartite graph, matches every node on the left with a node on the right such that no nodes are in two matchings and the sum of the edge weights is minimal. Takes  $cost[N][M]$ , where  $cost[i][j]$  = cost for  $L[i]$  to be matched with  $R[j]$  and returns (min cost, match), where  $L[i]$  is matched with  $R[match[i]]$ . Negate costs for max cost. Requires  $N \leq M$ .

```
Time:  $O(N^2M)$  1e0fe9, 31 lines
pair<int, vi> hungarian(const vector<vi> &a) {
    if (a.empty()) return {0, {}};
    int n = sz(a) + 1, m = sz(a[0]) + 1;
    vi u(n), v(m), p(m), ans(n - 1);
    rep(i,1,n) {
        p[0] = i;
        int j0 = 0; // add "dummy" worker 0
        vi dist(m, INT_MAX), pre(m, -1);
        vector<bool> done(m + 1);
        do { // dijkstra
            done[j0] = true;
            int i0 = p[j0], j1, delta = INT_MAX;
            rep(j,1,m) if (!done[j]) {
                auto cur = a[i0 - 1][j - 1] - u[i0] - v[j];
                if (cur < dist[j]) dist[j] = cur, pre[j] = j0;
                if (dist[j] < delta) delta = dist[j], j1 = j;
            }
            rep(j,0,m) {
                if (done[j]) u[p[j]] += delta, v[j] -= delta;
                else dist[j] -= delta;
            }
            j0 = j1;
        } while (p[j0]);
        while (j0) { // update alternating path
            int j1 = pre[j0];
            p[j0] = p[j1], j0 = j1;
        }
    }
    rep(j,1,m) if (p[j]) ans[p[j] - 1] = j - 1;
    return {-v[0], ans}; // min cost
}
```

### GeneralMatching.h

**Description:** Matching for general graphs. Fails with probability  $N/mod$ .

```
Time:  $O(N^3)$  cb1912, 40 lines
"../numerical/MatrixInverse-mod.h"
vector<pii> generalMatching(int N, vector<pii>& ed) {
    vector<vector<ll>> mat(N, vector<ll>(N)), A;
    for (pii pa : ed) {
        int a = pa.first, b = pa.second, r = rand() % mod;
        mat[a][b] = r, mat[b][a] = (mod - r) % mod;
    }

    int r = matInv(A = mat), M = 2*N - r, fi, fj;
    assert(r % 2 == 0);

    if (M != N) do {
        mat.resize(M, vector<ll>(M));
        rep(i,0,N) {
            mat[i].resize(M);
            rep(j,N,M) {
                int r = rand() % mod;
                mat[i][j] = r, mat[j][i] = (mod - r) % mod;
            }
        }
    } while (matInv(A = mat) != M);

    vi has(M, 1); vector<pii> ret;
    rep(it,0,M/2) {
        rep(i,0,M) if (has[i])
            rep(j,i+1,M) if (A[i][j] && mat[i][j]) {
                fi = i; fj = j; goto done;
            }
        assert(0); done:
    }
```

```
    if (fj < N) ret.emplace_back(fi, fj);
    has[fi] = has[fj] = 0;
    rep(sw,0,2) {
        ll a = modpow(A[fi][fj], mod-2);
        rep(i,0,M) if (has[i] && A[i][fj]) {
            ll b = A[i][fj] * a % mod;
            rep(j,0,M) A[i][j] = (A[i][j] - A[fi][j] * b)
                % mod;
        }
        swap(fi,fj);
    }
}
return ret;
}
```

7.4 DFS algorithms

SCC.h

**Description:** Finds strongly connected components in a di-rected graph. If vertices *u, v* belong to the same component, we can reach *u* from *v* and vice versa.

**Usage:** scc(graph, [&](vi& v) { ... }) visits all components in reverse topological order. comp[i] holds the component index of a node (a component only has edges to components with lower index). ncomps will contain the number of components.

<b>Time:</b> $\mathcal{O}(E + V)$	76b5c9, 24 lines
-----------------------------------	------------------

```
vi val, comp, z, cont;
int Time, ncomps;
template<class G, class F> int dfs(int j, G& g, F& f)
{
    int low = val[j] = ++Time, x; z.push_back(j);
    for (auto e : g[j]) if (comp[e] < 0)
        low = min(low, val[e] ? : dfs(e,g,f));

    if (low == val[j]) {
        do {
            x = z.back(); z.pop_back();
            comp[x] = ncomps;
            cont.push_back(x);
        } while (x != j);
        f(cont); cont.clear();
        ncomps++;
    }
    return val[j] = low;
}

template<class G, class F> void scc(G& g, F f) {
    int n = sz(g);
    val.assign(n, 0); comp.assign(n, -1);
    Time = ncomps = 0;
    rep(i,0,n) if (comp[i] < 0) dfs(i, g, f);
}
```

BiconnectedComponents.h

**Description:** Finds all biconnected components in an undi-rected graph, and runs a callback for the edges in each. In a biconnected component there are at least two distinct paths between any two nodes. Note that a node can be in several components. An edge which is not in a component is a bridge, i.e., not part of any cycle.

**Usage:** int eid = 0; ed.resize(N); for each edge (a,b) { ed[a].emplace\_back(b, eid); ed[b].emplace\_back(a, eid++); }

bicomps[&i](const vi& edgelist) {...});

<b>Time:</b> $\mathcal{O}(E + V)$	2965e5, 33 lines
-----------------------------------	------------------

```
vi num, st;
vector<vector<pii>> ed;
int Time;
template<class F>
int dfs(int at, int par, F& f) {
    int me = num[at] = ++Time, e, y, top = me;
    for (auto pa : ed[at]) if (pa.second != par) {
```

```
        tie(y, e) = pa;
        if (num[y]) {
            top = min(top, num[y]);
            if (num[y] < me)
                st.push_back(e);
        } else {
            int si = sz(st);
            int up = dfs(y, e, f);
            top = min(top, up);
            if (up == me) {
                st.push_back(e);
                f(vi(st.begin() + si, st.end()));
                st.resize(si);
            }
            else if (up < me) st.push_back(e);
            else { /* e is a bridge */ }
        }
    }
    return top;
}
```

```
template<class F>
void bicomps(F f) {
    num.assign(sz(ed), 0);
    rep(i,0,sz(ed)) if (!num[i]) dfs(i, -1, f);
}
```

2sat.h

**Description:** Calculates a valid assignment to boolean variables *a, b, c, ...* to a 2-SAT problem, so that an expression of the type *(a||b)&&(!a||c)&&(d||!b)&&... becomes true*, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions (~x).

**Usage:** TwoSat ts(number of boolean variables); ts.either(0, ~3); // Var 0 is true or var 3 is false ts.setValue(2); // Var 2 is true ts.atMostOne{0,~1,2}); // <= 1 of vars 0, ~1 and 2 are true ts.solve(); // Returns true iff it is solvable ts.values[0..N-1] holds the assigned values to the vars

<b>Time:</b> $\mathcal{O}(N + E)$ , where <i>N</i> is the number of boolean variables, and <i>E</i> is the number of clauses.	5f9706, 56 lines
---	------------------

```
struct TwoSat {
    int N;
    vector<vi> gr;
    vi values; // 0 = false, 1 = true

    TwoSat(int n = 0) : N(n), gr(2*n) {}

    int addVar(i) { // (optional)
        gr.emplace_back();
        gr.emplace_back();
        return N++;
    }

    void either(int f, int j) {
        f = max(2*f, -1-2*f);
        j = max(2*j, -1-2*j);
        gr[f].push_back(j^1);
        gr[j].push_back(f^1);
    }

    void setValue(int x) { either(x, x); }

    void atMostOne(const vi& li) { // (optional)
        if (sz(li) <= 1) return;
        int cur = ~li[0];
        rep(i,2,sz(li)) {
            int next = addVar();
            either(cur, ~li[i]);
            either(cur, next);
            either(~li[i], next);
            cur = ~next;
        }
        either(cur, ~li[1]);
    }

    vi val, comp, z; int time = 0;
```

```
int dfs(int i) {
    int low = val[i] = ++time, x; z.push_back(i);
    for(int e : gr[i]) if (!comp[e])
        low = min(low, val[e] ? : dfs(e));
    if (low == val[i]) do {
        x = z.back(); z.pop_back();
        comp[x] = low;
        if (values[x>>1] == -1)
            values[x>>1] = x&1;
    } while (x != i);
    return val[i] = low;
}

bool solve() {
    values.assign(N, -1);
    val.assign(2*N, 0); comp = val;
    rep(i,0,2*N) if (!comp[i]) dfs(i);
    rep(i,0,N) if (comp[2*i] == comp[2*i+1]) return 0;
    return 1;
}

};
```

EulerWalk.h

**Description:** Eulerian undirected/directed path/cycle algo-rithm. Input should be a vector of (dest, global edge index), where for undirected graphs, forward/backward edges have the same index. Returns a list of nodes in the Eulerian path/-cycle with src at both start and end, or empty list if no cycle/path exists. To get edge indices back, add .second to s and ret.

<b>Time:</b> $\mathcal{O}(V + E)$	780b64, 15 lines
-----------------------------------	------------------

```
vi eulerWalk(vector<vector<pii>>& gr, int nedges, int src=0) {
    int n = sz(gr);
    vi D(n), its(n), eu(nedges), ret, s = {src};
    D[src]++; // to allow Euler paths, not just cycles
    while (!s.empty()) {
        int x = s.back(), y, e, &it = its[x], end = sz(gr[x]);
        if (it == end){ ret.push_back(x); s.pop_back();
            continue; }
        tie(y, e) = gr[x][it++];
        if (!eu[e]) {
            D[x]--, D[y]++;
            eu[e] = 1; s.push_back(y);
        }
    }
    for (int x : D) if (x < 0 || sz(ret) != nedges+1)
        return {};
    return {ret.rbegin(), ret.rend()};
}
```

7.5 Coloring

EdgeColoring.h

**Description:** Given a simple, undirected graph with max de-gree *D*, computes a *(D + 1)*-coloring of the edges such that no neighboring edges share a color. (*D*-coloring is NP-hard, but can be done for bipartite graphs by repeated matchings of max-degree nodes.)

<b>Time:</b> $\mathcal{O}(NM)$	e210e2, 31 lines
--------------------------------	------------------

```
vi edgeColoring(int N, vector<pii> eds) {
    vi cc(N + 1), ret(sz(eds)), fan(N), free(N), loc;
    for (pii e : eds) ++cc[e.first], ++cc[e.second];
    int u, v, ncols = *max_element(all(cc)) + 1;
    vector<vi> adj(N, vi(ncols, -1));
    for (pii e : eds) {
        tie(u, v) = e;
        fan[0] = v;
        loc.assign(ncols, 0);
        int at = u, end = u, d, c = free[u], ind = 0, i = 0;
        while (d = free[v], !loc[d] && (v = adj[u][d]) != -1)
            loc[d] = ++ind, cc[ind] = d, fan[ind] = v;
        cc[loc[d]] = c;
        for (int cd = d; at != -1; cd ^= c ^ d, at = adj[at][cd])
```

```
            swap(adj[at][cd], adj[end = at][cd ^ c ^ d]);
        while (adj[fan[i]][d] != -1) {
            int left = fan[i], right = fan[++i], e = cc[i];
            adj[u][e] = left;
            adj[left][e] = u;
            adj[right][e] = -1;
            free[right] = e;
        }
        adj[u][d] = fan[i];
        adj[fan[i]][d] = u;
        for (int y : {fan[0], u, end})
            for (int& z = free[y] = 0; adj[y][z] != -1; z++)
                ;
        rep(i,0,sz(eds))
            for (tie(u, v) = eds[i]; adj[u][ret[i]] != v;) ++
                ret[i];
        return ret;
    }
```

7.6 Heuristics

MaximalCliques.h

**Description:** Runs a callback for all maximal cliques in a graph (given as a symmetric bitset matrix; self-edges not al-lowed). Callback is given a bitset representing the maximal clique.

<b>Time:</b> $\mathcal{O}\left(3^{n/3}\right)$ , much faster for sparse graphs	P60d5b1, 12 lines
--	-------------------

```
typedef bitset<128> B;
template<class F>
void cliques(vector<B>& eds, F f, B P = ~B(), B X=()),
    B R=()) {
    if (!P.any()) { if (!X.any()) f(R); return; }
    auto q = (P | X)._Find_first();
    auto cands = P ^ ~eds[q];
    rep(i,0,sz(eds)) if (cands[i]) {
        R[i] = 1;
        cliques(eds, f, P ^ eds[i], X ^ eds[i], R);
        R[i] = P[i] = 0; X[i] = 1;
    }
}
```

MaximumClique.h

**Description:** Quickly finds a maximum clique of a graph (given as symmetric bitset matrix; self-edges not allowed). Can be used to find a maximum independent set by finding a clique of the complement graph.

**Time:** Runs in about 1s for n=155 and worst case random graphs (p=.90). Runs faster for sparse graphs.f7c0bc, 49 lines

```
typedef vector<bitset<200>> vb;
struct MaxClique {
    double limit=0.025, pk=0;
    struct Vertex { int i, d=0; };
    typedef vector<Vertex> vv;
    vb e;
    vv V;
    vector<vi> C;
    vi qmax, q, S, old;
    void init(vv& r) {
        for (auto& v : r) v.d = 0;
        for (auto& v : r) for (auto j : r) v.d += e[v.i][j].i;
        sort(all(r), [](auto a, auto b) { return a.d > b.d
            ; });
        int mxD = r[0].d;
        rep(i,0,sz(r)) r[i].d = min(i, mxD) + 1;
    }
    void expand(vv& R, int lev = 1) {
        S[lev] += S[lev - 1] - old[lev];
        old[lev] = S[lev - 1];
        while (sz(R)) {
            if (sz(q) + R.back().d <= sz(qmax)) return;
            q.push_back(R.back().i);
            vv T;
            for(auto v:R) if (e[R.back().i][v.i]) T.
                push_back({v.i});
            if (sz(T)) {
```

```
if (S[lev]++ / ++pk < limit) init(T);
int j = 0, mxk = 1, mnk = max(sz(qmax) - sz(q) + 1, 1);
C[1].clear(), C[2].clear();
for (auto v : T) {
    int k = 1;
    auto f = [&](int i) { return e[v.i][i]; };
    while (any_of(all(C[k]), f)) k++;
    if (k > mxk) mxk = k, C[mxk + 1].clear();
    if (k < mnk) T[j++] .i = v.i;
    C[k].push_back(v.i);
}
if (j > 0) T[j - 1].d = 0;
rep(k, mnk, mxk + 1) for (int i : C[k])
    T[j].i = i, T[j++].d = k;
expand(T, lev + 1);
} else if (sz(q) > sz(qmax)) qmax = q;
q.pop_back(), R.pop_back();
}
}
vi maxClique() { init(V), expand(V); return qmax; }
MaxClique(vb conn) : e(conn), C(sz(e)+1), S(sz(C)),
old(S) {
    rep(i, 0, sz(e)) V.push_back({i});
}
};
```

MaximumIndependentSet.h

**Description:** To obtain a maximum independent set of a graph, find a max clique of the complement. If the graph is bipartite, see MinimumVertexCover.

7.7 Trees

BinaryLifting.h

**Description:** Calculate power of two jumps in a tree, to support fast upward jumps and LCAs. Assumes the root node points to itself.

**Time:** construction  $\mathcal{O}(N \log N)$ , queries  $\mathcal{O}(\log N)$

```
vector<vi> treeJump(vi& P) {
    int on = 1, d = 1;
    while (on < sz(P)) on *= 2, d++;
    vector<vi> jmp(d, P);
    rep(i, 1, d) rep(j, 0, sz(P))
        jmp[i][j] = jmp[i-1][jmp[i-1][j]];
    return jmp;
}

int jmp(vector<vi>& tbl, int nod, int steps) {
    rep(i, 0, sz(tbl))
        if (steps & (1<<i)) nod = tbl[i][nod];
    return nod;
}

int lca(vector<vi>& tbl, vi& depth, int a, int b) {
    if (depth[a] < depth[b]) swap(a, b);
    a = jmp(tbl, a, depth[a] - depth[b]);
    if (a == b) return a;
    for (int i = sz(tbl); i--;) {
        int c = tbl[i][a], d = tbl[i][b];
        if (c != d) a = c, b = d;
    }
    return tbl[0][a];
}
```

LCA.h

**Description:** Data structure for computing lowest common ancestors in a tree (with 0 as root). C should be an adjacency list of the tree, either directed or undirected.

**Time:**  $\mathcal{O}(N \log N + Q)$

```
"../data-structures/RMQ.h" 0f62fb, 21 lines
```

```
struct LCA {
    int T = 0;
    vi time, path, ret;
    RMQ<int> rmq;
```

```
LCA(vector<vi>& C) : time(sz(C)), rmq((dfs(C, 0, -1),
ret)) {}
void dfs(vector<vi>& C, int v, int par) {
    time[v] = T++;
    for (int y : C[v]) if (y != par) {
        path.push_back(v), ret.push_back(time[v]);
        dfs(C, y, v);
    }
}

int lca(int a, int b) {
    if (a == b) return a;
    tie(a, b) = minmax(time[a], time[b]);
    return path[rmq.query(a, b)];
}
//dist(a,b){return depth[a] + depth[b] - 2*depth[lca(a,b)];}
};
```

CompressTree.h

**Description:** Given a rooted tree and a subset S of nodes, compute the minimal subtree that contains all the nodes by adding all (at most  $|S| - 1$ ) pairwise LCA's and compressing edges. Returns a list of (par, orig\_index) representing a tree rooted at 0. The root points to itself.

**Time:**  $\mathcal{O}(|S| \log |S|)$

```
"LCA.h" 9775a0, 21 lines
```

```
typedef vector<pair<int, int>> vpi;
vpi compressTree(LCA& lca, const vi& subset) {
    static vi rev; rev.resize(sz(lca.time));
    vi li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(all(li), cmp);
    int m = sz(li)-1;
    rep(i, 0, m) {
        int a = li[i], b = li[i+1];
        li.push_back(lca.lca(a, b));
    }
    sort(all(li), cmp);
    li.erase(unique(all(li)), li.end());
    rep(i, 0, sz(li)) rev[li[i]] = i;
    vpi ret = {pii(0, li[0])};
    rep(i, 0, sz(li)-1) {
        int a = li[i], b = li[i+1];
        ret.emplace_back(rev[lca.lca(a, b)], b);
    }
    return ret;
}
```

HLD.h

**Description:** Decomposes a tree into vertex disjoint heavy paths and light edges such that the path from any leaf to the root contains at most  $\log(n)$  light edges. Code does additive modifications and max queries, but can support commutative segtree modifications/queries on paths and subtrees. Takes as input the full adjacency list. VALS.EDGES being true means that values are stored in the edges, as opposed to the nodes. All values initialized to the segtree default. Root must be 0.

**Time:**  $\mathcal{O}((\log N)^2)$

```
"../data-structures/LazySegmentTree.h" 6f34db, 46 lines
```

```
template <bool VALS_EDGES> struct HLD {
    int N, tim = 0;
    vector<vi> adj;
    vi par, siz, depth, rt, pos;
    Node *tree;
    HLD(vector<vi> adj_) :
        N(sz(adj_)), adj(adj_), par(N, -1), siz(N, 1),
        depth(N),
        rt(N), pos(N), tree(new Node(0, N)) { dfsSz(0);
        dfsHld(0); }
    void dfsSz(int v) {
        if (par[v] != -1) adj[v].erase(find(all(adj[v]),
par[v]));
        for (int& u : adj[v]) {
            par[u] = v, depth[u] = depth[v] + 1;
            dfsSz(u);
        }
```

```
        siz[v] += siz[u];
        if (siz[u] > siz[adj[v][0]]) swap(u, adj[v][0]);
    }
}
void dfsHld(int v) {
    pos[v] = tim++;
    for (int u : adj[v]) {
        rt[u] = (u == adj[v][0] ? rt[v] : u);
        dfsHld(u);
    }
}
template <class B> void process(int u, int v, B op) {
    for (; rt[u] != rt[v]; v = par[rt[v]]) {
        if (depth[rt[u]] > depth[rt[v]]) swap(u, v);
        op(pos[rt[v]], pos[v] + 1);
    }
    if (depth[u] > depth[v]) swap(u, v);
    op(pos[u] + VALS_EDGES, pos[v] + 1);
}
void modifyPath(int u, int v, int val) {
    process(u, v, [&](int l, int r) { tree->add(l, r,
val); });
}
int queryPath(int u, int v) { // Modify depending on
problem
    int res = -1e9;
    process(u, v, [&](int l, int r) {
        res = max(res, tree->query(l, r));
    });
    return res;
}
int querySubtree(int v) { // modifySubtree is
similar
    return tree->query(pos[v] + VALS_EDGES, pos[v] +
siz[v]);
}
};
```

LinkCutTree.h

**Description:** Represents a forest of unrooted trees. You can add and remove edges (as long as the result is still a forest), and check whether two nodes are in the same tree.

**Time:** All operations take amortized  $\mathcal{O}(\log N)$

```
"sg09e2, 90 lines
```

```
struct Node { // Splay tree. Root's pp contains tree's
parent.
    Node *p = 0, *pp = 0, *c[2];
    bool flip = 0;
    Node() { c[0] = c[1] = 0; fix(); }
    void fix() {
        if (c[0]) c[0]->p = this;
        if (c[1]) c[1]->p = this;
        // (+ update sum of subtree elements etc. if
wanted)
    }
    void pushFlip() {
        if (!flip) return;
        flip = 0; swap(c[0], c[1]);
        if (c[0]) c[0]->flip ^= 1;
        if (c[1]) c[1]->flip ^= 1;
    }
    int up() { return p ? p->c[1] == this : -1; }
    void rot(int i, int b) {
        int h = i ^ b;
        Node *x = c[i], *y = b == 2 ? x : x->c[h], *z = b
? y : x;
        if ((y->p = p)) p->c[up()] = y;
        c[i] = z->c[i ^ 1];
        if (b < 2) {
            x->c[h] = y->c[h ^ 1];
            z->c[h ^ 1] = b ? x : this;
        }
        y->c[i ^ 1] = b ? this : x;
        fix(); x->fix(); y->fix();
        if (p) p->fix();
        swap(pp, y->pp);
    }
    void splay() {
```

```
        for (pushFlip(); p; ) {
            if (p->p) p->p->pushFlip();
            p->pushFlip(); pushFlip();
            int c1 = up(), c2 = p->up();
            if (c2 == -1) p->rot(c1, 2);
            else p->p->rot(c2, c1 != c2);
        }
    }
    Node* first() {
        pushFlip();
        return c[0] ? c[0]->first() : (splay(), this);
    }
};

struct LinkCut {
    vector<Node> node;
    LinkCut(int N) : node(N) {}

    void link(int u, int v) { // add an edge (u, v)
        assert(!connected(u, v));
        makeRoot(&node[u]);
        node[u].pp = &node[v];
    }
    void cut(int u, int v) { // remove an edge (u, v)
        Node *x = &node[u], *top = &node[v];
        makeRoot(top); x->splay();
        assert(top == (x->pp ? x->c[0]));
        if (x->pp) x->pp = 0;
        else {
            x->c[0] = top->p = 0;
            x->fix();
        }
    }
    bool connected(int u, int v) { // are u, v in the
same tree?
        Node* nu = access(&node[u])->first();
        return nu == access(&node[v])->first();
    }
    void makeRoot(Node* u) {
        access(u);
        u->splay();
        if (u->c[0]) {
            u->c[0]->p = 0;
            u->c[0]->flip ^= 1;
            u->c[0]->pp = u;
            u->c[0] = 0;
            u->fix();
        }
    }
    Node* access(Node* u) {
        u->splay();
        while (Node* pp = u->pp) {
            pp->splay(); u->pp = 0;
            if (pp->c[1]) {
                pp->c[1]->p = 0; pp->c[1]->pp = pp; }
            pp->c[1] = u; pp->fix(); u = pp;
        }
        return u;
    }
};
```

DirectedMST.h

**Description:** Finds a minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.

**Time:**  $\mathcal{O}(E \log V)$

```
"../data-structures/UnionFindRollback.h" 39e620, 60 lines
```

```
struct Edge { int a, b; ll w; };
struct Node {
    Edge key;
    Node *l, *r;
    ll delta;
    void prop() {
        key.w += delta;
        if (l) l->delta += delta;
        if (r) r->delta += delta;
        delta = 0;
    }
}
```

```
Edge top() { prop(); return key; }
};
Node *merge(Node *a, Node *b) {
    if (!a || !b) return a ? b;
    a->prop(), b->prop();
    if (a->key.w > b->key.w) swap(a, b);
    swap(a->l, (a->r = merge(b, a->r)));
    return a;
}
void pop(Node& a) { a->prop(); a = merge(a->l, a->r);
}

pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
    RollbackUF uf(n);
    vector<Node>> heap(n);
    for (Edge e : g) heap[e.b] = merge(heap[e.b], new
        Node(e));
    ll res = 0;
    vi seen(n, -1), path(n), par(n);
    seen[r] = r;
    vector<Edge> Q(n), in(n, {-1,-1}), comp;
    deque<tuple<int, int, vector<Edge>>> cyscs;
    rep(s,0,n) {
        int u = s, qi = 0, w;
        while (seen[u] < 0) {
            if (!heap[u]) return {-1,{};};
            Edge e = heap[u]->top();
            heap[u]->delta -= e.w, pop(heap[u]);
            Q[qi] = e, path[qi++] = u, seen[u] = s;
            res += e.w, u = uf.find(e.a);
            if (seen[u] == s) {
                Node* cyc = 0;
                int end = qi, time = uf.time();
                do cyc = merge(cyc, heap[w = path[--qi]]);
                while (uf.join(u, w));
                u = uf.find(u), heap[u] = cyc, seen[u] = -1;
                cyscs.push_front({u, time, {&Q[qi], &Q[end]} });
            }
        }
        rep(i,0,qi) in[uf.find(Q[i].b)] = Q[i];
    }

    for (auto& [u,t,comp] : cyscs) { // restore sol (
        optional)
        uf.rollback(t);
        Edge inEdge = in[u];
        for (auto& e : comp) in[uf.find(e.b)] = e;
        in[uf.find(inEdge.b)] = inEdge;
    }
    rep(i,0,n) par[i] = in[i].a;
    return {res, par};
}
```

7.8 Math

7.8.1 Number of Spanning Trees

Create an  $N \times N$  matrix  $mat$ , and for each edge  $a \rightarrow b \in G$ , do  $mat[a][b]--$ ,  $mat[b][b]++$  (and  $mat[b][a]--$ ,  $mat[a][a]++$  if  $G$  is undirected). Remove the  $i$ th row and column and take the determinant; this yields the number of directed spanning trees rooted at  $i$  (if  $G$  is undirected, remove any row/column).

7.8.2 Erdős–Gallai theorem

A simple graph with node degrees  $d_1 \geq \dots \geq d_n$  exists iff  $d_1 + \dots + d_n$  is even and for every  $k = 1 \dots n$ ,

$$\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k).$$

Geometry (8)

8.1 Geometric primitives

Point.h

Description: Class to handle points in the plane. T can be e.g. double or long long. (Avoid int.)

```
template <class T> int sgn(T x) { return (x > 0) - (x
    < 0); }
template<class T>
struct Point {
    typedef Point P;
    T x, y;
    explicit Point(T x=0, T y=0) : x(x), y(y) {}
    bool operator<(P p) const { return tie(x,y) < tie(p.
        x,p.y); }
    bool operator==(P p) const { return tie(x,y)==tie(p.
        x,p.y); }
    P operator+(P p) const { return P(x+p.x, y+p.y); }
    P operator-(P p) const { return P(x-p.x, y-p.y); }
    P operator*(T d) const { return P(x*d, y*d); }
    P operator/(T d) const { return P(x/d, y/d); }
    T dot(P p) const { return x*p.x + y*p.y; }
    T cross(P p) const { return x*p.y - y*p.x; }
    T cross(P a, P b) const { return (a-*this).cross(b-*
        this); }
    T dist2() const { return x*x + y*y; }
    double dist() const { return sqrt((double)dist2());
    }
    // angle to x-axis in interval [-pi, pi]
    double angle() const { return atan2(y, x); }
    P unit() const { return *this/dist(); } // makes
        dist()==1
    P perp() const { return P(-y, x); } // rotates +90
        degrees
    P normal() const { return perp().unit(); }
    // returns point rotated 'a' radians ccw around the
        origin
    P rotate(double a) const {
        return P(x*cos(a)-y*sin(a),x*sin(a)+y*cos(a)); }
    friend ostream& operator<<(ostream& os, P p) {
        return os << "(" << p.x << ", " << p.y << ")"; }
};
```

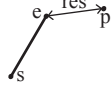
lineDistance.h

Description: Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. a==b gives nan. P is supposed to be Point<T> or Point3D<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using Point3D will always give a non-negative distance. For Point3D, call .dist on the result of the cross product.

```
template<class P>
double lineDist(const P& a, const P& b, const P& p) {
    return (double) (b-a).cross(p-a) / (b-a).dist();
}
```

SegmentDistance.h

Description: Returns the shortest distance between point p and the line segment from point s to e.

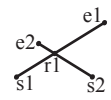


```
Usage: Point<double> a, b(2,2), p(1,1);
bool onSegment = segDist(a,b,p) < 1e-10;
"Point.h" 5c88f4, 6 lines

typedef Point<double> P;
double segDist(P& s, P& e, P& p) {
    if (s==e) return (p-s).dist();
    auto d = (e-s).dist2(), t = min(d,max(.0, (p-s).dot(e
        -s)));
    return ((p-s)*d-(e-s)*t).dist()/d;
}
```

SegmentIntersection.h

Description: If a unique intersection point between the line segments going from s1 to e1 and from s2 to e2 exists then it is returned. If no intersection point exists an empty vector is returned. If infinitely many exist a vector with 2 elements is returned, containing the endpoints of the common line segment. The wrong position will be returned if P is Point<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

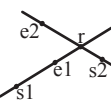


```
Usage: vector<P> inter = segInter(s1,e1,s2,e2);
if (sz(inter)==1)
cout << "segments intersect at " << inter[0] <<
endl;
"Point.h", "OnSegment.h" 9d57f2, 13 lines

template<class P> vector<P> segInter(P a, P b, P c, P
    d) {
    auto oa = c.cross(d, a), ob = c.cross(d, b),
        oc = a.cross(b, c), od = a.cross(b, d);
    // Checks if intersection is single non-endpoint
        point.
    if (sgn(oa) * sgn(ob) < 0 && sgn(oc) * sgn(od) < 0)
        return {(a * ob - b * oa) / (ob - oa)};
    set<P> s;
    if (onSegment(c, d, a)) s.insert(a);
    if (onSegment(c, d, b)) s.insert(b);
    if (onSegment(a, b, c)) s.insert(c);
    if (onSegment(a, b, d)) s.insert(d);
    return {all(s)};
}
```

lineIntersection.h

Description: If a unique intersection point of the lines going through s1,e1 and s2,e2 exists {1, point} is returned. If no intersection point exists {0, (0,0)} is returned and if infinitely many exists {-1, (0,0)} is returned. The wrong position will be returned if P is Point<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or ll.



```
Usage: auto res = lineInter(s1,e1,s2,e2);
if (res.first == 1)
cout << "intersection point at " << res.second <<
endl;
"Point.h" a01f81, 8 lines

template<class P>
pair<int, P> lineInter(P s1, P e1, P s2, P e2) {
    auto d = (e1 - s1).cross(e2 - s2);
    if (d == 0) // if parallel
        return {(s1.cross(e1, s2) == 0), P(0, 0)};
    auto p = s2.cross(e1, e2), q = s2.cross(e2, s1);
```

```
    return {1, (s1 * p + e1 * q) / d};
}
```

sideOf.h

Description: Returns where p is as seen from s towards e. 1/0/-1 ⇔ left/on line/right. If the optional argument eps is given 0 is returned if p is within distance eps from the line. P is supposed to be Point<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.

```
Usage: bool left = sideOf(p1,p2,q)==1;
"Point.h" 3af81c, 9 lines

template<class P>
int sideOf(const P& s, P e, P p) { return sgn(s.cross(e, p));
}

template<class P>
int sideOf(const P& s, const P& e, const P& p, double
    eps) {
    auto a = (e-s).cross(p-s);
    double l = (e-s).dist()*eps;
    return (a > l) - (a < -l);
}
```

OnSegment.h

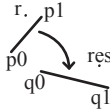
Description: Returns true iff p lies on the line segment from s to e. Use (segDist(s,e,p)<=epsilon) instead when using Point<double>.

```
"Point.h" c597e8, 3 lines

template<class P> bool onSegment(P s, P e, P p) {
    return p.cross(s, e) == 0 && (s - p).dot(e - p) <=
        0;
}
```

linearTransformation.h

Description: Apply the linear transformation (translation, rotation and scaling) which takes line p0-p1 to line q0-q1 to point r.



```
"Point.h" 03a306, 6 lines

typedef Point<double> P;
P linearTransformation(const P& p0, const P& p1,
    const P& q0, const P& q1, const P& r) {
    P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(
        dq));
    return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.
        dist2();
}
```

Angle.h

Description: A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping. Sometimes also represents points or vectors.

```
Usage: vector<Angle> v = {w[0], w[0].t360() ...}; //
sorted
int j = 0; rep(i,0,n) { while (v[j] < v[i].t180())
    ++j; }
// sweeps j such that (j-i) represents the number of
positively oriented triangles with vertices i,j and
    i
struct Angle {
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle b) const { return {x-b.x, y-b.
        y, t}; }
    int half() const {
        assert(x || y);
        return y < 0 || (y == 0 && x < 0);
    }
}
```

```
Angle t90() const { return {-y, x, t + (half()) && x >= 0); }
Angle t180() const { return {-x, -y, t + half(); }
Angle t360() const { return {x, y, t + 1}; }
};
bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.half(), a.y * (1l)b.x) <
        make_tuple(b.t, b.half(), a.x * (1l)b.y);
}

// Given two points, this calculates the smallest angle between
// them, i.e., the angle that covers the defined line segment.
pair<Angle, Angle> segmentAngles(Angle a, Angle b) {
    if (b < a) swap(a, b);
    return (b < a.t180() ?
        make_pair(a, b) : make_pair(b, a.t360()));
}
Angle operator+(Angle a, Angle b) { // point a + vector b
    Angle r(a.x + b.x, a.y + b.y, a.t);
    if (a.t180() < r) r.t--;
    return r.t180() < a ? r.t360() : r;
}
Angle angleDiff(Angle a, Angle b) { // angle b - angle a
    int tu = b.t - a.t; a.t = b.t;
    return {a.x*b.x + a.y*b.y, a.x*b.y - a.y*b.x, tu - (b < a)};
}
```

## 8.2 Circles

### CircleIntersection.h

**Description:** Computes the pair of points at which two circles intersect. Returns false in case of no intersection.

"Point.h"	84d6d3, 11 lines
-----------	------------------

```
typedef Point<double> P;
bool circleInter(P a,P b,double r1,double r2,pair<P, P> & out) {
    if (a == b) { assert(r1 != r2); return false; }
    P vec = b - a;
    double d2 = vec.dist2(), sum = r1+r2, dif = r1-r2,
        p = (d2 + r1*r1 - r2*r2)/(d2*2), h2 = r1*r1 - p*p*d2;

    if (sum*sum < d2 || dif*dif > d2) return false;
    P mid = a + vec*p, per = vec.perp() * sqrt(fmax(0, h2) / d2);
    *out = {mid + per, mid - per};
    return true;
}
```

### CircleTangents.h

**Description:** Finds the external tangents of two circles, or internal if r2 is negated. Can return 0, 1, or 2 tangents – 0 if one circle contains the other (or overlaps it, in the internal case, or if the circles are the same); 1 if the circles are tangent to each other (in which case .first = .second and the tangent line is perpendicular to the line between the centers). .first and .second give the tangency points at circle 1 and 2 respectively. To find the tangents of a circle with a point set r2 to 0.

"Point.h"	b0153d, 13 lines
-----------	------------------

```
template<class P>
vector<pair<P, P>> tangents(P c1, double r1, P c2, double r2) {
    P d = c2 - c1;
    double dr = r1 - r2, d2 = d.dist2(), h2 = d2 - dr * dr;
    if (d2 == 0 || h2 < 0) return {};
    vector<pair<P, P>> out;
    for (double sign : {-1, 1}) {
        P v = (d * dr + d.perp() * sqrt(h2) * sign) / d2;
        out.push_back({c1 + v * r1, c2 + v * r2});
    }
}
```

```
if (h2 == 0) out.pop_back();
return out;
}
```

### CirclePolygonIntersection.h

**Description:** Returns the area of the intersection of a circle with a ccw polygon.

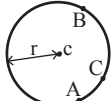
**Time:**  $\mathcal{O}(n)$

"../content/geometry/Point.h"	a1ee63, 19 lines
-------------------------------	------------------

```
typedef Point<double> P;
#define arg(p, q) atan2(p.cross(q), p.dot(q))
double circlePoly(P c, double r, vector<P> ps) {
    auto tri = [&](P p, P q) {
        auto r2 = r * r / 2;
        P d = q - p;
        auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2();
        auto det = a * a - b;
        if (det <= 0) return arg(p, q) * r2;
        auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det));
        if (t < 0 || 1 <= s) return arg(p, q) * r2;
        P u = p + d * s, v = p + d * t;
        return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2;
    };
    auto sum = 0.0;
    rep(i,0,sz(ps))
        sum += tri(ps[i] - c, ps[(i + 1) % sz(ps)] - c);
    return sum;
}
```

### circumcircle.h

**Description:** The circumcircle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.



"Point.h"	1caa3a, 9 lines
-----------	-----------------

```
typedef Point<double> P;
double ccRadius(const P& A, const P& B, const P& C) {
    return (B-A).dist()*(C-B).dist()*(A-C).dist()/
        abs((B-A).cross(C-A))/2;
}
P ccCenter(const P& A, const P& B, const P& C) {
    P b = C-A, c = B-A;
    return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2;
}
```

### MinimumEnclosingCircle.h

**Description:** Computes the minimum circle that encloses a set of points.

**Time:** expected  $\mathcal{O}(n)$

"circumcircle.h"	09dd0a, 17 lines
------------------	------------------

```
pair<P, double> mec(vector<P> ps) {
    shuffle(all(ps), mt19937(time(0)));
    P o = ps[0];
    double r = 0, EPS = 1 + 1e-8;
    rep(i,0,sz(ps)) if ((o - ps[i]).dist() > r * EPS) {
        o = ps[i], r = 0;
        rep(j,0,i) if ((o - ps[j]).dist() > r * EPS) {
            o = (ps[i] + ps[j]) / 2;
            r = (o - ps[i]).dist();
            rep(k,0,j) if ((o - ps[k]).dist() > r * EPS) {
                o = ccCenter(ps[i], ps[j], ps[k]);
                r = (o - ps[i]).dist();
            }
        }
    }
}
```

```
    }
    return {o, r};
}
```

## 8.3 Polygons

### InsidePolygon.h

**Description:** Returns true if p lies within the polygon. If strict is true, it returns false for points on the boundary. The algorithm uses products in intermediate steps so watch out for overflow.

**Usage:** vector<P> v = {P{4,4}, P{1,2}, P{2,1}};

bool in = inPolygon(v, P{3, 3}, false);

**Time:**  $\mathcal{O}(n)$

"Point.h", "OnSegment.h", "SegmentDistance.h"	2bf504, 11 lines
---	------------------

```
template<class P>
bool inPolygon(vector<P> &p, P a, bool strict = true)
{
    int cnt = 0, n = sz(p);
    rep(i,0,n) {
        P q = p[(i + 1) % n];
        if (onSegment(p[i], q, a)) return !strict;
        //or: if (segDist(p[i], q, a) <= eps) return !strict;
        cnt ^= ((a.y<p[i].y) - (a.y<q.y)) * a.cross(p[i], q) > 0;
    }
    return cnt;
}
```

### PolygonArea.h

**Description:** Returns twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

"Point.h"	f12300, 6 lines
-----------	-----------------

```
template<class T>
T polygonArea2(vector<Point<T>>& v) {
    T a = v.back().cross(v[0]);
    rep(i,0,sz(v)-1) a += v[i].cross(v[i+1]);
    return a;
}
```

### PolygonCenter.h

**Description:** Returns the center of mass for a polygon.

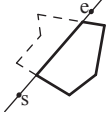
**Time:**  $\mathcal{O}(n)$

"Point.h"	9706dc, 9 lines
-----------	-----------------

```
typedef Point<double> P;
P polygonCenter(const vector<P>& v) {
    P res(0, 0); double A = 0;
    for (int i = 0, j = sz(v) - 1; i < sz(v); j = i++) {
        res = res + (v[i] + v[j]) * v[j].cross(v[i]);
        A += v[j].cross(v[i]);
    }
    return res / A / 3;
}
```

### PolygonCut.h

**Description:** Returns a vector with the vertices of a polygon with everything to the left of the line going from s to e cut away.



**Usage:** vector<P> p = ...;

p = polygonCut(p, P(0,0), P(1,0));

"Point.h", "lineIntersection.h"	f2b7d4, 13 lines
---------------------------------	------------------

```
typedef Point<double> P;
vector<P> polygonCut(const vector<P>& poly, P s, P e)
{
    vector<P> res;
    rep(i,0,sz(poly)) {
```

```
        P cur = poly[i], prev = i ? poly[i-1] : poly.back()
        ();
        bool side = s.cross(e, cur) < 0;
        if (side != (s.cross(e, prev) < 0))
            res.push_back(lineInter(s, e, cur, prev).second)
            ;
        if (side)
            res.push_back(cur);
    }
    return res;
}
```

### ConvexHull.h

**Description:** Returns a vector of the points of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull.



**Time:**  $\mathcal{O}(n \log n)$

"Point.h"	310954, 13 lines
-----------	------------------

```
typedef Point<ll> P;
vector<P> convexHull(vector<P> pts) {
    if (sz(pts) <= 1) return pts;
    sort(all(pts));
    vector<P> h(sz(pts)+1);
    int s = 0, t = 0;
    for (int it = 2; it--; s = --t, reverse(all(pts)))
        for (P p : pts) {
            while (t >= s + 2 && h[t-2].cross(h[t-1], p) <= 0) t--;
            h[t++] = p;
        }
    return {h.begin(), h.begin() + t - (t == 2 && h[0] == h[1])};
}
```

### HullDiameter.h

**Description:** Returns the two points with max distance on a convex hull (ccw, no duplicate/collinear points).

**Time:**  $\mathcal{O}(n)$

"Point.h"	c571b8, 12 lines
-----------	------------------

```
typedef Point<ll> P;
array<P, 2> hullDiameter(vector<P> S) {
    int n = sz(S), j = n < 2 ? 0 : 1;
    pair<ll, array<P, 2>> res(0, {S[0], S[0]});
    rep(i,0,j)
        for (; j = (j + 1) % n) {
            res = max(res, {(S[i] - S[j]).dist2(), {S[i], S[j]}});
            if ((S[(j + 1) % n] - S[j]).cross(S[i + 1] - S[i]) >= 0)
                break;
        }
    return res.second;
}
```

### PointInsideHull.h

**Description:** Determine whether a point t lies inside a convex hull (CCW order, with no collinear points). Returns true if point lies within the hull. If strict is true, points on the boundary aren't included.

**Time:**  $\mathcal{O}(\log N)$

"Point.h", "sideOf.h", "OnSegment.h"	71446b, 14 lines
--------------------------------------	------------------

```
typedef Point<ll> P;

bool inHull(const vector<P>& l, P p, bool strict = true) {
    int a = 1, b = sz(l) - 1, r = !strict;
    if (sz(l) < 3) return r && onSegment(l[0], l.back(), p);
    if (sideOf(l[0], l[a], l[b]) > 0) swap(a, b);
```

```
    if (sideOf(l[0], l[a], p) >= r || sideOf(l[0], l[b],
        p)<= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (sideOf(l[0], l[c], p) > 0 ? b : a) = c;
    }
    return sgn(l[a].cross(l[b], p)) < r;
```

LineHullIntersection.h

**Description:** Line-convex polygon intersection. The poly-  
gon must be ccw and have no collinear points. lineHull(line,  
poly) returns a pair describing the intersection of a line with  
the polygon:  $\bullet (-1, -1)$  if no collision,  $\bullet (i, -1)$  if touching  
the corner  $i$ ,  $\bullet (i, i)$  if along side  $(i, i + 1)$ ,  $\bullet (i, j)$  if cross-  
ing sides  $(i, i + 1)$  and  $(j, j + 1)$ . In the last case, if a corner  
 $i$  is crossed, this is treated as happening on side  $(i, i + 1)$ .  
The points are returned in the same order as the line hits the  
polygon. extrVertex returns the point of a hull with the max  
projection onto a line.

**Time:**  $\mathcal{O}(\log n)$

```
"Point.h" 7cf45b, 39 lines

#define cmp(i, j) sgn(dir.perp().cross(poly[(i)%n]-poly
    [(j)%n]))
#define extr(i) cmp(i + 1, i) >= 0 && cmp(i, i - 1 + n
    ) < 0
template <class P> int extrVertex(vector<P>& poly, P
    dir) {
    int n = sz(poly), lo = 0, hi = n;
    if (extr(0)) return 0;
    while (lo + 1 < hi) {
        int m = (lo + hi) / 2;
        if (extr(m)) return m;
        int ls = cmp(lo + 1, lo), ms = cmp(m + 1, m);
        (ls < ms || (ls == ms && ls == cmp(lo, m)) ? hi :
            lo) = m;
    }
    return lo;
}
```

```
#define cmpL(i) sgn(a.cross(poly[i], b))
template <class P>
array<int, 2> lineHull(P a, P b, vector<P>& poly) {
    int endA = extrVertex(poly, (a - b).perp());
    int endB = extrVertex(poly, (b - a).perp());
    if (cmpL(endA) < 0 || cmpL(endB) > 0)
        return {-1, -1};
    array<int, 2> res;
    rep(i, 0, 2) {
        int lo = endB, hi = endA, n = sz(poly);
        while ((lo + 1) % n != hi) {
            int m = ((lo + hi + (lo < hi ? 0 : n)) / 2) % n;
            (cmpL(m) == cmpL(endB) ? lo : hi) = m;
        }
        res[i] = (lo + !cmpL(hi)) % n;
        swap(endA, endB);
    }
    if (res[0] == res[1]) return {res[0], -1};
    if (!cmpL(res[0]) && !cmpL(res[1]))
        switch ((res[0] - res[1] + sz(poly) + 1) % sz(poly)
            ) {
            case 0: return {res[0], res[0]};
            case 2: return {res[1], res[1]};
        }
    return res;
}
```

8.4 Misc. Point Set Problems

ClosestPair.h

**Description:** Finds the closest pair of points.

**Time:**  $\mathcal{O}(n \log n)$

```
"Point.h" ac41a6, 17 lines

typedef Point<ll> P;
pair<P, P> closest(vector<P> v) {
```

```
    assert(sz(v) > 1);
    set<P> S;
    sort(all(v), [](P a, P b) { return a.y < b.y; });
    pair<ll, pair<P, P>> ret(LLONG_MAX, {P(), P()});
    int j = 0;
    for (P p : v) {
        P d(1 + (ll)sqrt(ret.first), 0);
        while (v[j].y <= p.y - d.x) S.erase(v[j++]);
        auto lo = S.lower_bound(p - d), hi = S.upper_bound
            (p + d);
        for (; lo != hi; ++lo)
            ret = min(ret, {(*lo - p).dist2(), { *lo, p }});
        S.insert(p);
    }
    return ret.second;
}
```

kdTree.h

**Description:** KD-tree (2d, can be extended to 3d)

"Point.h" bac5b0, 63 lines

```
typedef long long T;
typedef Point<T> P;
const T INF = numeric_limits<T>::max();
```

```
bool on_x(const P& a, const P& b) { return a.x < b.x; }
bool on_y(const P& a, const P& b) { return a.y < b.y; }
}
```

```
struct Node {
    P pt; // if this is a leaf, the single point in it
    T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; //
        bounds
    Node *first = 0, *second = 0;

    T distance(const P& p) { // min squared distance to
        a point
        T x = (p.x < x0 ? x0 : p.x > x1 ? x1 : p.x);
        T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
        return (P(x, y) - p).dist2();
    }
}
```

```
Node(vector<P>&& vp) : pt(vp[0]) {
    for (P p : vp) {
        x0 = min(x0, p.x); x1 = max(x1, p.x);
        y0 = min(y0, p.y); y1 = max(y1, p.y);
    }
    if (vp.size() > 1) {
        // split on x if width >= height (not ideal...)
        sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
        // divide by taking half the array for each
        child (not
        best performance with many duplicates in the
        middle)
        int half = sz(vp)/2;
        first = new Node({vp.begin(), vp.begin() + half}
            );
        second = new Node({vp.begin() + half, vp.end()})
            ;
    }
}
```

```
struct KDTree {
    Node* root;
    KDTree(const vector<P>& vp) : root(new Node({all(vp)
        })) {}
}
```

```
pair<T, P> search(Node *node, const P& p) {
    if (!node->first) {
        // uncomment if we should not find the point
        itself:
        // if (p == node->pt) return {INF, P()};
        return make_pair((p - node->pt).dist2(), node->
            pt);
    }

    Node *f = node->first, *s = node->second;
```

```
    T bfirst = f->distance(p), bsec = s->distance(p);
    if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);

    // search closest side first, other side if needed
    auto best = search(f, p);
    if (bsec < best.first)
        best = min(best, search(s, p));
    return best;
}
```

```
// find nearest point to a point, and its squared
distance
// (requires an arbitrary operator< for Point)
pair<T, P> nearest(const P& p) {
    return search(root, p);
}
};
```

FastDelaunay.h

**Description:** Fast Delaunay triangulation. Each circum-  
circle contains none of the input points. There must be no du-  
plicate points. If all points are on a line, no triangles will  
be returned. Should work for doubles as well, though there  
may be precision issues in 'circ'. Returns triangles in order  
{t[0][0], t[0][1], t[0][2], t[1][0], ... }, all counter-clockwise.

**Time:**  $\mathcal{O}(n \log n)$

"Point.h" eefdf5, 88 lines

```
typedef Point<ll> P;
typedef struct Quad* Q;
typedef _int128_t lll; // (can be ll if coords are <
    2e4)
P arb(LLONG_MAX, LLONG_MAX); // not equal to any other
    point
```

```
struct Quad {
    Q rot, o; P p = arb; bool mark;
    P& F() { return r()->p; }
    Q& r() { return rot->rot; }
    Q prev() { return rot->o->rot; }
    Q next() { return r()->prev(); }
} *H;
```

```
bool circ(P p, P a, P b, P c) { // is p in the
    circumcircle?
    lll p2 = p.dist2(), A = a.dist2()-p2,
        B = b.dist2()-p2, C = c.dist2()-p2;
    return p.cross(a,b)*C + p.cross(b,c)*A + p.cross(c,a
        )*B > 0;
}

Q makeEdge(P orig, P dest) {
    Q r = H ? H : new Quad(new Quad(new Quad(new Quad{0}
        )));
    H = r->o; r->r()->r() = r;
    rep(i, 0, 4) r = r->rot, r->p = arb, r->o = i & 1 ? r
        : r->r();
    r->p = orig; r->F() = dest;
    return r;
}

void splice(Q a, Q b) {
    swap(a->o->rot->o, b->o->rot->o); swap(a->o, b->o);
}

Q connect(Q a, Q b) {
    Q q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
}
```

```
pair<Q, Q> rec(const vector<P>& s) {
    if (sz(s) <= 3) {
        Q a = makeEdge(s[0], s[1]), b = makeEdge(s[1], s.
            back());
        if (sz(s) == 2) return { a, a->r() };
        splice(a->r(), b);
        auto side = s[0].cross(s[1], s[2]);
        Q c = side ? connect(b, a) : 0;
        return {side < 0 ? c->r() : a, side < 0 ? c : b->r
            () };
    }
```

```
}

#define H(e) e->F(), e->p
#define valid(e) (e->F().cross(H(base)) > 0)
Q A, B, ra, rb;
int half = sz(s) / 2;
tie(ra, A) = rec({all(s) - half});
tie(B, rb) = rec({sz(s) - half + all(s)});
while ((B->p.cross(H(A)) < 0 && (A = A->next()) ||
    (A->p.cross(H(B)) > 0 && (B = B->r()->o)));
Q base = connect(B->r(), A);
if (A->p == ra->p) ra = base->r();
if (B->p == rb->p) rb = base;
```

```
#define DEL(e, init, dir) Q e = init->dir; if (valid(e
    )) \
    while (circ(e->dir->F(), H(base), e->F())) { \
        Q t = e->dir; \
        splice(e, e->prev()); \
        splice(e->r(), e->r()->prev()); \
        e->o = H; H = e; e = t; \
    }
for (;;) {
    DEL(LC, base->r(), o); DEL(RC, base, prev());
    if (!valid(LC) && !valid(RC)) break;
    if (!valid(LC) || (valid(RC) && circ(H(RC), H(LC))
        ))
        base = connect(RC, base->r());
    else
        base = connect(base->r(), LC->r());
}
return { ra, rb };
}
```

```
vector<P> triangulate(vector<P> pts) {
    sort(all(pts)); assert(unique(all(pts)) == pts.end
        ());
    if (sz(pts) < 2) return {};
    Q e = rec(pts).first;
    vector<Q> q = {e};
    int qi = 0;
    while (e->o->F().cross(e->F(), e->p) < 0) e = e->o;
    #define ADD { Q c = e; do { c->mark = 1; pts.push_back
        (c->p); \
        q.push_back(c->r()); c = c->next(); } while (c != e)
        ; }
    ADD; pts.clear();
    while (qi < sz(q) if (!(e = q[qi++])->mark) ADD;
    return pts;
}
```

hplane-cpalg.h

**Description:** Half plane intersection in  $\mathcal{O}(n \log n)$ . The di-  
rection of the plane is ccw of pq vector in Halflplane struct.

2e310c, 136 lines

*// Redefine epsilon and infinity as necessary. Be*  
*mindful of precision errors.*  
const long double eps = 1e-9, inf = 1e9;

*// Basic point/vector struct.*  
struct Point {

```
    long double x, y;
    explicit Point(long double x = 0, long double y =
        0) : x(x), y(y) {}

    // Addition, subtraction, multiply by constant,
    dot product, cross product.

    friend Point operator + (const Point& p, const
        Point& q) {
        return Point(p.x + q.x, p.y + q.y);
    }

    friend Point operator - (const Point& p, const
        Point& q) {
        return Point(p.x - q.x, p.y - q.y);
    }
}
```



```

--len;
}

// Remove from the front of the deque while
// first half-plane is redundant
while (len > 1 && H[i].out(inter(dq[0], dq[1])
)) {
    dq.pop_front();
    --len;
}

// Special case check: Parallel half-planes
if (len > 0 && fabs1(cross(H[i].pq, dq[len-1]
pq)) < eps) {
    // Opposite parallel half-planes that
    // ended up checked against each other.
    if (dot(H[i].pq, dq[len-1].pq) < 0.0)
        return vector<Point>();

    // Same direction half-plane: keep only
    // the leftmost half-plane.
    if (H[i].out(dq[len-1].p)) {
        dq.pop_back();
        --len;
    }
    else continue;
}

// Add new half-plane
dq.push_back(H[i]);
++len;
}

// Final cleanup: Check half-planes at the front
// against the back and vice-versa
while (len > 2 && dq[0].out(inter(dq[len-1], dq[
len-2]))) {
    dq.pop_back();
    --len;
}

while (len > 2 && dq[len-1].out(inter(dq[0], dq
[1]))) {
    dq.pop_front();
    --len;
}

// Report empty intersection if necessary
if (len < 3) return vector<Point>();

// Reconstruct the convex polygon from the
// remaining half-planes.
vector<Point> ret(len);
for(int i = 0; i+1 < len; i++) {
    ret[i] = inter(dq[i], dq[i+1]);
}
ret.back() = inter(dq[len-1], dq[0]);
return ret;
}

```

---

## 8.5 3D

### PolyhedronVolume.h

**Description:** Magic formula for the volume of a polyhedron. Faces should point outwards. 3058c3, 6 lines

---

```

template<class V, class L>
double signedPolyVolume(const V& p, const L& trilst)
{
    double v = 0;
    for (auto i : trilst) v += p[i.a].cross(p[i.b]).dot
        (p[i.c]);
    return v / 6;
}

```

---

### Point3D.h

**Description:** Class to handle points in 3D space. T can be e.g. double or long long. 8058ae, 32 lines

```

rep(i,4,sz(A)) {
    rep(j,0,sz(FS)) {
        F f = FS[j];
        if(f.q.dot(A[i]) > f.q.dot(A[f.a])) {
            E(a,b).rem(f.c);
            E(a,c).rem(f.b);
            E(b,c).rem(f.a);
            swap(FS[j--], FS.back());
            FS.pop_back();
        }
    }
    int nw = sz(FS);
    rep(j,0,nw) {
        F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b,
        i, f.c);
        C(a, b, c); C(a, c, b); C(b, c, a);
    }
    for (F& it : FS) if ((A[it.b] - A[it.a]).cross(
        A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b
        );
    return FS;
};

```

### sphericalDistance.h

**Description:** Returns the shortest distance on the sphere with radius radius between the points with azimuthal angles (longitude)  $f_1$  ( $\phi_1$ ) and  $f_2$  ( $\phi_2$ ) from x axis and zenith angles (latitude)  $t_1$  ( $\theta_1$ ) and  $t_2$  ( $\theta_2$ ) from z axis ( $0 = \text{north pole}$ ). All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows.  $dx * \text{radius}$  is then the difference between the two points in the x direction and  $d * \text{radius}$  is the total distance between the points.

611f07, 8 lines

```

double sphericalDistance(double f1, double t1,
    double f2, double t2, double radius) {
    double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
    double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
    double dz = cos(t2) - cos(t1);
    double d = sqrt(dx*dx + dy*dy + dz*dz);
    return radius*2*asin(d/2);
}

```

### warsawGeo3D.h

**Description:** 3D geometry

c53353, 336 lines

```

using LD = long double;
const LD kEps = 1e-9;
const LD kPi = acosl(-1);
LD Sq(LD x) { return x * x; }
struct Point {
    LD x, y;
    Point() {}
    Point(LD a, LD b) : x(a), y(b) {}
    Point(const Point& a) : Point(a.x, a.y) {}
    void operator+=(const Point& a) { x += a.x; y += a.y; }
    Point operator+(const Point& a) const { Point p(x +
        a.x, y + a.y); return p; }
    Point operator-(const Point& a) const { Point p(x -
        a.x, y - a.y); return p; }
    Point operator*(LD a) const { Point p(x * a, y * a);
        return p; }
    Point operator/(LD a) const { assert(abs(a) > kEps);
        Point p(x / a, y / a); return p; }
    Point &operator+=(const Point& a) { x += a.x; y += a
        .y; return *this; }
    Point &operator-=(const Point& a) { x -= a.x; y -= a
        .y; return *this; }
    LD CrossProd(const Point& a) const { return x * a.y
        - y * a.x; }
    LD CrossProd(Point a, Point b) const { a -= *this; b
        -= *this; return a.CrossProd(b); }
};
struct Line {
    Point p[2];

```



```

    Line(Point a, Point b) { p[0] = a; p[1] = b; }
    Point &operator[](int a) { return p[a]; }
};

struct P3 {
    LD x, y, z;
    P3 operator+(P3 a) { P3 p{x + a.x, y + a.y, z + a.z}
        ; return p; }
    P3 operator-(P3 a) { P3 p{x - a.x, y - a.y, z - a.z}
        ; return p; }
    P3 operator*(LD a) { P3 p{x * a, y * a, z * a};
        return p; }
    P3 operator/(LD a) { assert(a > kEps); P3 p{x / a, y
        / a, z / a}; return p; }
    P3 &operator+=(P3 a) { x += a.x; y += a.y; z += a.z;
        return *this; }
    P3 &operator+=(P3 a) { x -= a.x; y -= a.y; z -= a.z;
        return *this; }
    P3 &operator=(LD a) { x *= a; y *= a; z *= a;
        return *this; }
    P3 &operator/(LD a) { assert(a > kEps); x /= a; y
        /= a; z /= a; return *this; }
    LD &operator[](int a) {
        if (a == 0) return x;
        if (a == 1) return y;
        return z;
    }
    bool IsZero() { return abs(x) < kEps && abs(y) <
        kEps && abs(z) < kEps; }
    LD DotProd(P3 a) { return x * a.x + y * a.y + z * a.
        z; }
    LD Norm() { return sqrt(x * x + y * y + z * z); }
    LD SqNorm() { return x * x + y * y + z * z; }
    void NormalizeSelf() { *this /= Norm(); }
    P3 Normalize() {
        P3 res(*this); res.NormalizeSelf();
        return res;
    }
    LD Dis(P3 a) { return (*this - a).Norm(); }
    pair<LD, LD> SphericalAngles() {
        return {atan2(z, sqrt(x * x + y * y)), atan2(y, x)
            };
    }
    LD Area(P3 p) { return Norm() * p.Norm() * sin(Angle
        (p)) / 2; }
    LD Angle(P3 p) {
        LD a = Norm();
        LD b = p.Norm();
        LD c = Dis(p);
        return acos((a * a + b * b - c * c) / (2 * a * b))
            ;
    }
    LD Angle(P3 p, P3 q) { return p.Angle(q); }
    P3 CrossProd(P3 p) {
        P3 q(*this);
        return {q[1] * p[2] - q[2] * p[1], q[2] * p[0] - q
            [0] * p[2],
            q[0] * p[1] - q[1] * p[0]};
    }
    bool LexCmp(P3 &a, const P3 &b) {
        if (abs(a.x - b.x) > kEps) return a.x < b.x;
        if (abs(a.y - b.y) > kEps) return a.y < b.y;
        return a.z < b.z;
    }
};

struct Line3 {
    P3 p[2];
    P3 &operator[](int a) { return p[a]; }
    friend ostream &operator<<(ostream &out, Line3 m);
};

struct Plane {
    P3 p[3];
    P3 &operator[](int a) { return p[a]; }
    P3 GetNormal() {
        P3 cross = (p[1] - p[0]).CrossProd(p[2] - p[0]);
        return cross.Normalize();
    }
    void GetPlaneEq(LD &A, LD &B, LD &C, LD &D) {
        P3 normal = GetNormal();
        A = normal[0];

```

```

        B = normal[1];
        C = normal[2];
        D = normal.DotProd(p[0]);
        assert(abs(D - normal.DotProd(p[1])) < kEps);
        assert(abs(D - normal.DotProd(p[2])) < kEps);
    }
    vector<P3> GetOrthonormalBase() {
        P3 normal = GetNormal();
        P3 cand = {-normal.y, normal.x, 0};
        if (abs(cand.x) < kEps && abs(cand.y) < kEps) {
            cand = {0, -normal.z, normal.y};
        }
        cand.NormalizeSelf();
        P3 third = Plane{P3{0, 0, 0}, normal, cand}.
            GetNormal();
        assert(abs(normal.DotProd(cand)) < kEps &&
            abs(normal.DotProd(third)) < kEps &&
            abs(cand.DotProd(third)) < kEps);
        return {normal, cand, third};
    }
};

struct Circle3 {
    Plane pl; P3 o; LD r;
};

// angle PQR
LD Angle(P3 P, P3 Q, P3 R) { return (P - Q).Angle(R -
    Q); }

P3 ProjPtToLine3(P3 p, Line3 l) { // ok
    P3 diff = l[1] - l[0];
    diff.NormalizeSelf();
    return l[0] + diff * (p - l[0]).DotProd(diff);
}

LD DisPtLine3(P3 p, Line3 l) { // ok
    // LD area = Area(p, l[0], l[1]); LD dis1 = 2 *
        area / l[0].Dis(l[1]);
    LD dis2 = p.Dis(ProjPtToLine3(p, l)); // assert(abs(
        dis1 - dis2) < kEps);
    return dis2;
}

LD DisPtPlane(P3 p, Plane pl) {
    P3 normal = pl.GetNormal();
    return abs(normal.DotProd(p - pl[0]));
}

P3 ProjPtToPlane(P3 p, Plane pl) {
    P3 normal = pl.GetNormal();
    return p - normal * normal.DotProd(p - pl[0]);
}

bool PtBelongToLine3(P3 p, Line3 l) { return
    DisPtLine3(p, l) < kEps; }

bool LinesEqual(Line3 p, Line3 l) {
    return PtBelongToLine3(p[0], l) && PtBelongToLine3(p
        [1], l);
}

bool PtBelongToPlane(P3 p, Plane pl) { return
    DisPtPlane(p, pl) < kEps; }

Point PlanePtTo2D(Plane pl, P3 p) { // ok
    assert (PtBelongToPlane(p, pl));
    vector<P3> base = pl.GetOrthonormalBase();
    P3 control{0, 0, 0};
    REP(tr, 3) { control += base[tr] * p.DotProd(base[tr
        ]); }
    assert(PtBelongToPlane(pl[0] + base[1], pl));
    assert(PtBelongToPlane(pl[0] + base[2], pl));
    assert((p - control).IsZero());
    return {p.DotProd(base[1]), p.DotProd(base[2])};
}

Plane ParallelPlane(Plane pl, P3 A) { // plane
    parallel to pl going through A
    P3 diff = A - ProjPtToPlane(A, pl);
    return {pl[0] + diff, pl[1] + diff, pl[2] + diff};
}

P3 PlanePtTo3D(Plane pl, Point p) { // ok
    vector<P3> base = pl.GetOrthonormalBase();
    return base[0] * base[0].DotProd(pl[0]) + base[1] *
        p.x + base[2] * p.y;
}

```

```

Line3 PlaneLineTo3D(Plane pl, Line l) {
    return {PlanePtTo3D(pl, l[0]), PlanePtTo3D(pl, l[1])
        };
}

Line3 ProjLineToPlane(Line3 l, Plane pl) { // ok
    return {ProjPtToPlane(l[0], pl), ProjPtToPlane(l[1],
        pl)};
}

bool Line3BelongToPlane(Line3 l, Plane pl) {
    return PtBelongToPlane(l[0], pl) && PtBelongToPlane(
        l[1], pl);
}

LD Det(P3 a, P3 b, P3 d) { // ok
    P3 pts[3] = {a, b, d};
    LD res = 0;
    for (int sign : {-1, 1}) {
        REP(st_col, 3) {
            int c = st_col;
            LD prod = 1;
            REP(r, 3) {
                prod *= pts[r][c];
                c = (c + sign + 3) % 3;
            }
            res += sign * prod;
        }
    }
    return res;
}

LD Area(P3 p, P3 q, P3 r) {
    q -= p; r -= p;
    return q.Area(r);
}

vector<Point> InterLineLine(Line &a, Line &b) { //
    working fine
    Point vec_a = a[1] - a[0];
    Point vec_b1 = b[1] - a[0];
    Point vec_b0 = b[0] - a[0];
    LD tr_area = vec_b1.CrossProd(vec_b0);
    LD quad_area = vec_b1.CrossProd(vec_a) + vec_a.
        CrossProd(vec_b0);
    if (abs(quad_area) < kEps) { // parallel or
        coinciding
        if (abs(b[0].CrossProd(b[1], a[0])) < kEps) {
            return {a[0], a[1]};
        } else return {};
    }
    return {a[0] + vec_a * (tr_area / quad_area)};
}

vector<P3> InterLineLine(Line3 k, Line3 l) {
    if (Lines3Equal(k, l)) return {k[0], k[1]};
    if (PtBelongToLine3(l[0], k)) return {l[0]};
    Plane pl{l[0], k[0], k[1]};
    if (!PtBelongToPlane(l[1], pl)) return {};
    Line k2 = PlaneLineTo2D(pl, k);
    Line l2 = PlaneLineTo2D(pl, l);
    vector<Point> inter = InterLineLine(k2, l2);
    vector<P3> res;
    for (auto P : inter) res.push_back(PlanePtTo3D(pl, P
        ));
    return res;
}

LD DisLineLine(Line3 l, Line3 k) { // ok
    Plane together{l[0], l[1], l[0] + k[1] - k[0]}; //
        parallel FIXME
    Line3 proj = ProjLineToPlane(k, together);
    P3 inter = (InterLineLine(l, proj))[0];
    P3 on_k_inter = k[0] + inter - proj[0];
    return inter.Dis(on_k_inter);
}

Plane ParallelPlane(Plane pl, P3 A) { // plane
    parallel to pl going through A
    P3 diff = A - ProjPtToPlane(A, pl);
    return {pl[0] + diff, pl[1] + diff, pl[2] + diff};
}

// image of B in rotation wrt line passing through
    origin s.t. A1→A2
// implemented in more general case with similarity
    instead of rotation
P3 RotateAccordingly(P3 A1, P3 A2, P3 B1) { // ok

```

```

    Plane pl{A1, A2, {0, 0, 0}};
    Point A12 = PlanePtTo2D(pl, A1);
    Point A22 = PlanePtTo2D(pl, A2);
    complex<LD> rat = complex<LD>(A22.x, A22.y) /
        complex<LD>(A12.x, A12.y);
    Plane plb = ParallelPlane(pl, B1);
    Point B2 = PlanePtTo2D(plb, B1);
    complex<LD> Brot = rat * complex<LD>(B2.x, B2.y);
    return PlanePtTo3D(plb, {Brot.real(), Brot.imag()});
}

vector<Circle3> InterSpherePlane(Sphere s, Plane pl) {
    // ok
    P3 proj = ProjPtToPlane(s.o, pl);
    LD dis = s.o.Dis(proj);
    if (dis > s.r + kEps) return {};
    if (dis > s.r - kEps) return {{pl, proj, 0}}; // is
        it best choice?
    return {{pl, proj, sqrt(s.r * s.r - dis * dis)}};
}

bool PtBelongToSphere(Sphere s, P3 p) { return abs(s.r
    - s.o.Dis(p)) < kEps; }

struct PointS { // just for conversion purposes,
    probably to Eucl suffices
    LD lat, lon;
    P3 toEucl() { return P3(cos(lat) * cos(lon), cos(lat)
        ) * sin(lon), sin(lat)}; }
    PointS(P3 p) {
        p.NormalizeSelf();
        lat = asin(p.z);
        lon = acos(p.y / cos(lat));
    }
};

LD DistS(P3 a, P3 b) { return atan2l(b.CrossProd(a).
    Norm(), a.DotProd(b)); }

struct CircleS {
    P3 o; // center of circle on sphere
    LD r; // arc len
    LD area() const { return 2 * kPi * (1 - cos(r)); }
};

CircleS From3(P3 a, P3 b, P3 c) { // any three
    different points
    int tmp = 1;
    if ((a - b).Norm() > (c - b).Norm()) {
        swap(a, c); tmp = -tmp;
    }
    if ((b - c).Norm() > (a - c).Norm()) {
        swap(a, b); tmp = -tmp;
    }
    P3 v = (c - b).CrossProd(b - a);
    v = v * (tmp / v.Norm());
    return CircleS(v, DistS(a, v));
}

CircleS From2(P3 a, P3 b) { // neither the same nor
    the opposite
    P3 mid = (a + b) / 2;
    mid = mid / mid.Norm();
    return From3(a, mid, b);
}

LD SphAngle(P3 A, P3 B, P3 C) { // angle at A, no two
    points opposite
    LD a = B.DotProd(C);
    LD b = C.DotProd(A);
    LD c = A.DotProd(B);
    return acos((b - a * c) / sqrt((1 - Sq(a)) * (1 - Sq
        (c))));
}

LD TriangleArea(P3 A, P3 B, P3 C) { // no two points
    opposite
    LD a = SphAngle(C, A, B);
    LD b = SphAngle(A, B, C);
    LD c = SphAngle(B, C, A);
    return a + b + c - kPi;
}

vector<P3> IntersectionS(CircleS c1, CircleS c2) {
    P3 n = c2.o.CrossProd(c1.o), w = c2.o * cos(c1.r) -
        c1.o * cos(c2.r);
    LD d = n.SqNorm();
    if (d < kEps) return {}; // parallel circles (can
        fully overlap)

```

```
LD a = w.SqrtNorm() / d;
vector<P3> res;
if (a >= 1 + kEps) return res;
P3 u = n.CrossProd(w) / d;
if (a > 1 - kEps) {
    res.push_back(u);
    return res;
}

LD h = sqrt((1 - a) / d);
res.push_back(u + n * h);
res.push_back(u - n * h);
return res;
}

bool Eq(LD a, LD b) { return abs(a - b) < kEps; }
vector<P3> intersect (Sphere a, Sphere b, Sphere c) {
    // Does not work for 3 colinear centers
    vector<P3> res; // Bardzo podejrzana funkcja.
    P3 ex, ey, ez;
    LD r1 = a.r, r2 = b.r, r3 = c.r, d, cnd_x = 0, i, j;
    ex = (b.o - a.o).Normalize();
    i = ex.DotProd(c.o - a.o);
    ey = ((c.o - a.o) - ex * i).Normalize();
    ez = ex.CrossProd(ey);
    d = (b.o - a.o).Norm();
    j = ey.DotProd(c.o - a.o);
    bool cnd = 0;
    if (Eq(r2, d - r1)) {
        cnd_x = +r1; cnd = 1;
    }
    if (Eq(r2, d + r1)) {
        cnd_x = -r1; cnd = 1;
    }
    if (!cnd && (r2 < d - r1 || r2 > d + r1)) return res ;
    if (cnd) {
        if (Eq(Sq(r3), (Sq(cnd_x - i) + Sq(j))))
            res.push_back(P3(cnd_x, LD(0), LD(0)));
    } else {
        LD x = (Sq(r1) - Sq(r2) + Sq(d)) / (2 * d);
        LD y = (Sq(r1) - Sq(r3) + Sq(i) + Sq(j)) / (2 * j)
            - (i / j) * x;
        LD u = Sq(r1) - Sq(x) - Sq(y);
        if (u >= -kEps) {
            LD z = sqrt1(max(LD(0), u));
            res.push_back(P3(x, y, z));
            if (abs(z) > kEps) res.push_back(P3(x, y, -z));
        }
    }
    for (auto &it : res) it = a.o + ex * it[0] + ey * it[1] + ez * it[2];
    return res;
}
```

## Strings (9)

### KMP.h

**Description:** pi[x] computes the length of the longest prefix of s that ends at x, other than s[0..x] itself (abacaba -> 0010123). Can be used to find all occurrences of a string.  
**Time:**  $O(n)$

```
vi pi(const string& s) {
    vi p(sz(s));
    rep(i,1,sz(s)) {
        int g = p[i-1];
        while (g && s[i] != s[g]) g = p[g-1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}
```

```
vi match(const string& s, const string& pat) {
    vi p = pi(pat + '\0' + s), res;
    rep(i,sz(p)-sz(s),sz(p))
        if (p[i] == sz(pat)) res.push_back(i - 2 * sz(pat)
        );
    return res;
}
```

```
}

Zfunc.h
Description: z[x] computes the length of the longest common prefix of s[i:] and s, except z[0] = 0. (abacaba -> 0010301)
Time:  $O(n)$ 
ee09e2, 12 lines

vi Z(const string& S) {
    vi z(sz(S));
    int l = -1, r = -1;
    rep(i,1,sz(S)) {
        z[i] = i >= r ? 0 : min(r - i, z[i - l]);
        while (i + z[i] < sz(S) && S[i + z[i]] == S[z[i]])
            z[i]++;
        if (i + z[i] > r)
            l = i, r = i + z[i];
    }
    return z;
}
```

### Manacher.h

**Description:** For each position in a string, computes p[0][i] = half length of longest even palindrome around pos i, p[1][i] = longest odd (half rounded down).  
**Time:**  $O(N)$

```
array<vi, 2> manacher(const string& s) {
    int n = sz(s);
    array<vi,2> p = {vi(n+1), vi(n)};
    rep(z,0,2) for (int i=0,l=0,r=0; i < n; i++) {
        int t = r-i+!z;
        if (i<r) p[z][i] = min(t, p[z][l+t]);
        int L = i-p[z][i], R = i+p[z][i]-!z;
        while (L>1 && R+1<n && s[L-1] == s[R+1])
            p[z][i]++, L--, R++;
        if (R>r) l=L, r=R;
    }
    return p;
}
```

### MinRotation.h

**Description:** Finds the lexicographically smallest rotation of a string.  
**Usage:** rotate(v.begin(), v.begin()+minRotation(v), v.end());  
**Time:**  $O(N)$

```
d07a42, 8 lines

int minRotation(string s) {
    int a=0, N=sz(s); s += s;
    rep(b,0,N) rep(k,0,N) {
        if (a+k == b || s[a+k] < s[b+k]) {b += max(0, k-1)
        ; break;};
        if (s[a+k] > s[b+k]) { a = b; break; }
    }
    return a;
}
```

### SuffixArray.h

**Description:** Builds suffix array for a string. sa[i] is the starting index of the suffix which is i'th in the sorted suffix array. The returned vector is of size n+1, and sa[0] = n. The lcp array contains longest common prefixes for neighbouring strings in the suffix array: lcp[i] = lcp(sa[i], sa[i-1]), lcp[0] = 0. The input string must not contain any zero bytes.  
**Time:**  $O(n \log n)$

```
38db9f, 23 lines

struct SuffixArray {
    vi sa, lcp;
    SuffixArray(string& s, int lim=256) { // or
        basic_string<int>
        int n = sz(s) + 1, k = 0, a, b;
        vi x(all(s)+1, y(n), ws(max(n, lim)), rank(n);
        sa = lcp = y, iota(all(sa), 0);
        for (int j = 0, p = 0; p < n; j = max(1, j * 2),
            lim = p) {
            p = j, iota(all(y), n - j);
            rep(i,0,n) if (sa[i] >= j) y[p++] = sa[i] - j;
            fill(all(ws), 0);
            rep(i,0,n) ws[x[i]]++;
```

```
rep(i,1,lim) ws[i] += ws[i - 1];
for (int i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
swap(x, y), p = 1, x[sa[0]] = 0;
rep(i,1,n) a = sa[i - 1], b = sa[i], x[b] =
    (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1
    : p++;
}
rep(i,1,n) rank[sa[i]] = i;
for (int i = 0, j; i < n - 1; lcp[rank[i++]] = k)
    for (k && k--, j = sa[rank[i] - 1];
        s[i + k] == s[j + k]; k++);
}
};
```

### SuffixTree.h

**Description:** Ukkonen's algorithm for online suffix tree construction. Each node contains indices [l, r] into the string, and a list of child nodes. Suffixes are given by traversals of this tree, joining [l, r] substrings. The root is 0 (has l = -1, r = 0), non-existent children are -1. To get a complete tree, append a dummy symbol - otherwise it may contain an incomplete path (still useful for substring matching, though).  
**Time:**  $O(26N)$

```
struct SuffixTree {
    enum { N = 200010, ALPHA = 26 }; // N ~ 2*maxlen+10
    int toi(char c) { return c - 'a'; }
    string a; // v = cur node, q = cur position
    int t[N][ALPHA], l[N], r[N], p[N], s[N], v=0, q=0, m=2;

    void ukkadd(int i, int c) { suff:
        if (r[v]<=q) {
            if (t[v][c]==-1) { t[v][c]=m; l[m]=i;
                p[m++]=v; v=s[v]; q=r[v]; goto suff; }
            v=t[v][c]; q=l[v];
        }
        if (q==-1 || c==toi(a[q])) q++; else {
            l[m+1]=i; p[m+1]=m; l[m]=l[v]; r[m]=q;
            p[m]=p[v]; t[m][c]=m+1; t[m][toi(a[q])]=v;
            l[v]=q; p[v]=m; t[p[m]][toi(a[l[m]])]=m;
            v=s[p[m]]; q=l[m];
            while (q<r[m]) { v=t[v][toi(a[q])]; q+=r[v]-l[v]
            ; }
            if (q==r[m]) s[m]=v; else s[m]=m+2;
            q=r[v]-q-r[m]; m+=2; goto suff;
        }
    }

    SuffixTree(string a) : a(a) {
        fill(r,r+N,sz(a));
        memset(s, 0, sizeof s);
        memset(t, -1, sizeof t);
        fill(t[1],t[1]+ALPHA,0);
        s[0] = 1; l[0] = l[1] = -1; r[0] = r[1] = p[0] = p
            [1] = 0;
        rep(i,0,sz(a)) ukkadd(i, toi(a[i]));
    }

    // example: find longest common substring (uses
    ALPHA = 28)
    pii best;
    int lcs(int node, int i1, int i2, int olen) {
        if (l[node] <= i1 && i1 < r[node]) return 1;
        if (l[node] <= i2 && i2 < r[node]) return 2;
        int mask = 0, len = node ? olen + (r[node] - l[
            node]) : 0;
        rep(c,0,ALPHA) if (t[node][c] != -1)
            mask |= lcs(t[node][c], i1, i2, len);
        if (mask == 3)
            best = max(best, {len, r[node] - len});
        return mask;
    }

    static pii LCS(string s, string t) {
        SuffixTree st(s + (char)('z' + 1) + t + (char)('z'
            + 2));
        st.lcs(0, sz(s), sz(s) + 1 + sz(t), 0);
        return st.best;
    }
};
```

### Hashing.h

**Description:** Self-explanatory methods for string hashing. ~~suffix array times~~  
// Arithmetic mod 2^64-1. 2x slower than mod 2^64 and more  
// code, but works on evil test data (e.g. Thue-Morse, where  
// ABBA... and BAAB... of length 2^10 hash the same mod 2^64).  
// "typedef ull H;" instead if you think test data is random,  
// or work mod 10^9+7 if the Birthday paradox is not a problem.

```
typedef uint64_t ull;
struct H {
    ull x; H(ull x=0) : x(x) {}
    H operator+(H o) { return x + o.x + (x + o.x < x); }
    H operator-(H o) { return *this + ~o.x; }
    H operator*(H o) { auto m = (_uint128_t)x * o.x;
        return H((ull)m) + (ull)(m >> 64); }
    ull get() const { return x + !~x; }
    bool operator==(H o) const { return get() == o.get()
    ; }
    bool operator<(H o) const { return get() < o.get(); }
}

};
static const H C = (11)1e11+3; // (order ~ 3e9; random
    also ok)
```

```
struct HashInterval {
    vector<H> ha, pw;
    HashInterval(string& str) : ha(sz(str)+1), pw(ha) {
        pw[0] = 1;
        rep(i,0,sz(str))
            ha[i+1] = ha[i] * C + str[i],
            pw[i+1] = pw[i] * C;
    }
    H hashInterval(int a, int b) { // hash [a, b)
        return ha[b] - ha[a] * pw[b - a];
    }
};
```

```
vector<H> getHashes(string& str, int length) {
    if (sz(str) < length) return {};
    H h = 0, pw = 1;
    rep(i,0,length)
        h = h * C + str[i], pw = pw * C;
    vector<H> ret = {h};
    rep(i,length,sz(str)) {
        ret.push_back(h = h * C + str[i] - pw * str[i-
            length]);
    }
    return ret;
}
```

```
H hashString(string& s)(H h{}); for(char c:s) h=h*C+c;
return h;}
```

## Various (10)

### 10.1 Intervals

#### IntervalContainer.h

**Description:** Add and remove intervals from a set of disjoint intervals. Will merge the added interval with any overlapping intervals in the set when adding. Intervals are [inclusive, exclusive).  
**Time:**  $O(\log N)$

```
edce47, 23 lines

set<pii>::iterator addInterval(set<pii>& is, int L,
    int R) {
    if (L == R) return is.end();
    auto it = is.lower_bound({L, R}), before = it;
    while (it != is.end() && it->first <= R) {
        R = max(R, it->second);
        before = it = is.erase(it);
    }
    if (it != is.begin() && (--it)->second >= L) {
```

```

    L = min(L, it->first);
    R = max(R, it->second);
    is.erase(it);
}
return is.insert(before, {L,R});
}
```

```

void removeInterval(set<pii>& is, int L, int R) {
    if (L == R) return;
    auto it = addInterval(is, L, R);
    auto r2 = it->second;
    if (it->first == L) is.erase(it);
    else (int&)it->second = L;
    if (R != r2) is.emplace(R, r2);
}
```

### IntervalCover.h

**Description:** Compute indices of smallest set of intervals covering another interval. Intervals should be [inclusive, exclusive). To support [inclusive, inclusive], change (A) to add || R.empty(). Returns empty set on failure (or if G is empty).  
**Time:**  $\mathcal{O}(N \log N)$

9e9d8d, 19 lines

```

template<class T>
vi cover(pair<T, T> G, vector<pair<T, T>> I) {
    vi S(sz(I)), R;
    iota(all(S), 0);
    sort(all(S), [&](int a, int b) { return I[a] < I[b];
    });
    T cur = G.first;
    int at = 0;
    while (cur < G.second) { // (A)
        pair<T, int> mx = make_pair(cur, -1);
        while (at < sz(I) && I[S[at]].first <= cur) {
            mx = max(mx, make_pair(I[S[at]].second, S[at]));
            at++;
        }
        if (mx.second == -1) return {};
        cur = mx.first;
        R.push_back(mx.second);
    }
    return R;
}
```

### ConstantIntervals.h

**Description:** Split a monotone function on [from, to) into a minimal set of half-open intervals on which it has the same value. Runs a callback g for each such interval.  
**Usage:** constantIntervals(0, sz(v), [&](**int** x){**return** v[x]}), [&](**int** lo, **int** hi, T val){...});  
**Time:**  $\mathcal{O}\left(k \log \frac{n}{k}\right)$

753a4c, 19 lines

```

template<class F, class G, class T>
void rec(int from, int to, F& f, G& g, int& i, T& p, T
q) {
    if (p == q) return;
    if (from == to) {
        g(i, to, p);
        i = to; p = q;
    } else {
        int mid = (from + to) >> 1;
        rec(from, mid, f, g, i, p, f(mid));
        rec(mid+1, to, f, g, i, p, q);
    }
}
template<class F, class G>
void constantIntervals(int from, int to, F f, G g) {
    if (to <= from) return;
    int i = from; auto p = f(i), q = f(to-1);
    rec(from, to-1, f, g, i, p, q);
    g(i, to, q);
}
```

## 10.2 Misc. algorithms

### TernarySearch.h

**Description:** Find the smallest  $i$  in  $[a, b]$  that maximizes  $f(i)$ , assuming that  $f(a) < \dots < f(i) \geq \dots \geq f(b)$ . To reverse which of the sides allows non-strict inequalities, change the  $<$  marked with (A) to  $\leq$ , and reverse the loop at (B). To minimize  $f$ , change it to  $>$ , also at (B).  
**Usage:** `int ind = ternSearch(0,n-1,[&](int i){return a[i];});`  
**Time:**  $\mathcal{O}(\log(b-a))$

9155b4, 11 lines

```

template<class F>
int ternSearch(int a, int b, F f) {
    assert (a <= b);
    while (b - a >= 5) {
        int mid = (a + b) / 2;
        if (f(mid) < f(mid+1)) a = mid; // (A)
        else b = mid+1;
    }
    rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
    return a;
}
```

### LIS.h

**Description:** Compute indices for the longest increasing sub-sequence.  
**Time:**  $\mathcal{O}(N \log N)$

2932a0, 17 lines

```

template<class I> vi lis(const vector<I>& S) {
    if (S.empty()) return {};
    vi prev(sz(S));
    typedef pair<I, int> p;
    vector<p> res;
    rep(i,0,sz(S)) {
        // change 0 -> i for longest non-decreasing
        // subsequence
        auto it = lower_bound(all(res), p(S[i], 0));
        if (it == res.end()) res.emplace_back(), it = res.
            end()-1;
        *it = {S[i], i};
        prev[i] = it == res.begin() ? 0 : (it-1)->second;
    }
    int L = sz(res), cur = res.back().second;
    vi ans(L);
    while (L--) ans[L] = cur, cur = prev[cur];
    return ans;
}
```

### FastKnapsack.h

**Description:** Given  $N$  non-negative integer weights  $w$  and a non-negative target  $t$ , computes the maximum  $S \leq t$  such that  $S$  is the sum of some subset of the weights.  
**Time:**  $\mathcal{O}(N \max(w_i))$

b20ccc, 16 lines

```

int knapsack(vi w, int t) {
    int a = 0, b = 0, x;
    while (b < sz(w) && a + w[b] <= t) a += w[b++];
    if (b == sz(w)) return a;
    int m = *max_element(all(w));
    vi u, v(2*m, -1);
    v[a+m-t] = b;
    rep(i,b,sz(w)) {
        u = v;
        rep(x,0,m) v[x+w[i]] = max(v[x+w[i]], u[x]);
        for (x = 2*m; --x > m;) rep(j, max(0,u[x]), v[x])
            v[x-w[j]] = max(v[x-w[j]], j);
    }
    for (a = t; v[a+m-t] < 0; a--);
    return a;
}
```

## 10.3 Dynamic

## programming

### KnuthDP.h

**Description:** When doing DP on intervals:  $a[i][j] = \min_{i < k < j} (a[i][k] + a[k][j]) + f(i, j)$ , where the (minimal) optimal  $k$  increases with both  $i$  and  $j$ , one can solve intervals in increasing order of length, and search  $k = p[i][j]$  for  $a[i][j]$  only between  $p[i][j-1]$  and  $p[i+1][j]$ . This is known as Knuth DP. Sufficient criteria for this are if  $f(b, c) \leq f(a, d)$  and  $f(a, c) + f(b, d) \leq f(a, d) + f(b, c)$  for all  $a \leq b \leq c \leq d$ . Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.

**Time:**  $\mathcal{O}\left(N^2\right)$

### DivideAndConquerDP.h

**Description:** Given  $a[i] = \min_{lo(i) \leq k < hi(i)} (f(i, k))$  where the (minimal) optimal  $k$  increases with  $i$ , computes  $a[i]$  for  $i = L \dots R - 1$ .  
**Time:**  $\mathcal{O}((N + (hi - lo)) \log N)$

d38d2b, 18 lines

```

struct DP { // Modify at will:
    int lo(int ind) { return 0; }
    int hi(int ind) { return ind; }
    ll f(int ind, int k) { return dp[ind][k]; }
    void store(int ind, int k, ll v) { res[ind] = pii(k,
        v); }

    void rec(int L, int R, int LO, int HI) {
        if (L >= R) return;
        int mid = (L + R) >> 1;
        pair<ll, int> best(LLONG_MAX, LO);
        rep(k, max(LO, lo(mid)), min(HI, hi(mid)))
            best = min(best, make_pair(f(mid, k), k));
        store(mid, best.second, best.first);
        rec(L, mid, LO, best.second+1);
        rec(mid+1, R, best.second, HI);
    }
    void solve(int L, int R) { rec(L, R, INT_MIN,
        INT_MAX); }
};
```

## 10.4 Debugging tricks

- signal(SIGSEGV, [](**int**) { \_Exit(0); }); converts segfaults into Wrong Answers. Similarly one can catch SIGABRT (assertion failures) and SIGFPE (zero divisions). \_GLIBCXX\_DEBUG failures generate SIGABRT (or SIGSEGV on gcc 5.4.0 apparently).
- feenableexcept(29); kills the program on NaNs (1), 0-divs (4), infinities (8) and denormals (16).

## 10.5 Optimization tricks

\_\_builtin\_ia32\_ldmxcsr(40896); disables denormals (which make floats 20x slower near their minimum value).

### 10.5.1 Bit hacks

- $x \ \& \ -x$  is the least bit in  $x$ .
- `for (int x = m; x; ) { --x &= m; ... }` loops over all subset masks of  $m$  (except  $m$  itself).
- $c = x \ \& \ -x, \ r = x + c;$   
`{ ((r^x) >> 2) / c | r is the next number after x with the same number of bits set.`
- `rep(b,0,K) rep(i,0,(1 << K))`  
`if (i & 1 << b)`

`D[i] += D[i^(1 << b)];` computes all sums of subsets.

### 10.5.2 Pragmas

- **#pragma** GCC optimize ("Ofast") will make GCC auto-vectorize loops and optimizes floating points better.
- **#pragma** GCC target ("avx2") can double performance of vectorized code, but causes crashes on old machines.
- **#pragma** GCC optimize ("trapv") kills the program on integer overflows (but is really slow).

### FastMod.h

**Description:** Compute  $a \% b$  about 5 times faster than usual, where  $b$  is constant but not known at compile time. Returns a value congruent to  $a \pmod b$  in the range  $[0, 2b)$ .

751402, 8 lines

```

typedef unsigned long long ull;
struct FastMod {
    ull b, m;
    FastMod(ull b) : b(b), m(-1ULL / b) {}
    ull reduce(ull a) { // a % b + (0 or b)
        return a - (ull)((__uint128_t)m * a) >> 64) * b;
    }
};
```

### FastInput.h

**Description:** Read an integer from stdin. Usage requires your program to pipe in input from file.  
**Usage:** ./a.out < input.txt  
**Time:** About 5x as fast as cin/scanf.

7b3c70, 17 lines

```

inline char gc() { // like getchar()
    static char buf[1 << 16];
    static size_t bc, be;
    if (bc >= be) {
        buf[0] = 0, bc = 0;
        be = fread(buf, 1, sizeof(buf), stdin);
    }
    return buf[bc++]; // returns 0 on EOF
}
```

```

int readInt() {
    int a, c;
    while ((a = gc()) < 40);
    if (a == '-') return -readInt();
    while ((c = gc()) >= 48) a = a * 10 + c - 48;
    return a - 48;
}
```

### BumpAllocator.h

**Description:** When you need to dynamically allocate many objects and don't care about freeing them. "new X" otherwise has an overhead of something like 0.05us + 16 bytes per allocation.

745db2, 8 lines

```

// Either globally or in a single class:
static char buf[450 << 20];
void* operator new(size_t s) {
    static size_t i = sizeof buf;
    assert(s < i);
    return (void*)&buf[i -= s];
}
void operator delete(void*) {}
```

### SmallPtr.h

**Description:** A 32-bit pointer that points into BumpAllocator memory.

"BumpAllocator.h" 2dd6c9, 10 lines

```

template<class T> struct ptr {
    unsigned ind;
```

```
ptr(T* p = 0) : ind(p ? unsigned((char*)p - buf) : 0) {
    assert(ind < sizeof buf);
}

T& operator*() const { return *(T*)(buf + ind); }
T* operator->() const { return &*this; }
T& operator[](int a) const { return (&*this)[a]; }
explicit operator bool() const { return ind; }
};
```

BumpAllocatorSTL.h

**Description:** BumpAllocator for STL containers.  
**Usage:** vector<vector<int, small<int>>> > b66d4, 14 lines

```
template<class T> struct small {
    typedef T value_type;
    small() {}
    template<class U> small(const U&) {}
    T* allocate(size_t n) {
        buf_ind -= n * sizeof(T);
        buf_ind &= 0 - alignof(T);
        return (T*)(buf + buf_ind);
    }
    void deallocate(T*, size_t) {}
};
```

SIMD.h

**Description:** Cheat sheet of SSE/AVX intrinsics, for doing arithmetic on several numbers at once. Can provide a constant factor improvement of about 4, orthogonal to loop unrolling. Operations follow the pattern `__m256 ?name.(si(128|256)|epi(8|16|32|64)|pd|ps)".` Not all are described here; grep for `__m_` in `/usr/lib/gcc/*4.9/include/` for more. If AVX is unsupported, try 128-bit operations, "emmintrin.h" and `#define _SSE_` and `_MMX_` before including it. For aligned memory use `__m_malloc(size, 32)` or `int buf[N] alignas(32)`, but prefer `loadu/storeu`. 551b82, 43 lines

```
#pragma GCC target ("avx2") // or sse4.1
#include "immintrin.h"

typedef __m256i mi;
#define L(x) __mm256_loadu_si256((mi*)&(x))

// High-level/specific methods:
// load(u)?_si256, store(u)?_si256, setzero_si256,
// __m_malloc
// blendv.(epi8|ps|pd) (z?y:x), movemask.epi8 (hibits of bytes)
// i32gather.epi32(addr, x, 4): map addr[] over 32-b parts of x
// sad_epu8: sum of absolute differences of u8, outputs 4xi64
// maddubs.epi16: dot product of unsigned i7's, outputs 16xi15
// madd.epi16: dot product of signed i16's, outputs 8 xi32
// extractf128_si256(, i) (256->128), cvtsi128_si32 (128->lo32)
// permute2f128_si256(x,x,1) swaps 128-bit lanes
// shuffle.epi32(x, 3*64+2*16+1*4+0) == x for each lane
// shuffle.epi8(x, y) takes a vector instead of an imm

// Methods that work with most data types (append e.g. _epi32):
// set1, blend (i8?x:y), add, adds (sat.), mullo, sub, and/or,
// andnot, abs, min, max, sign(1,x), cmp(gt|eq), unpack(lo|hi)

int sumi32(mi m) { union {int v[8]; mi m;} u; u.m = m;
    int ret = 0; rep(i,0,8) ret += u.v[i]; return ret; }
mi zero() { return __mm256_setzero_si256(); }
mi one() { return __mm256_set1_epi32(-1); }
```

BumpAllocatorSTL SIMD euler-totient lazy-segment-tree trie hld

```
bool all_zero(mi m) { return __mm256_testz_si256(m, m); }
}
bool all_one(mi m) { return __mm256_testc_si256(m, one()); }

ll example_filteredDotProduct(int n, short* a, short* b) {
    int i = 0; ll r = 0;
    mi zero = __mm256_setzero_si256(), acc = zero;
    while (i + 16 <= n) {
        mi va = L(a[i]), vb = L(b[i]); i += 16;
        va = __mm256_and_si256(__mm256_cmpgt_epi16(vb, va), va);
        mi vp = __mm256_madd_epi16(va, vb);
        acc = __mm256_add_epi64(__mm256_unpacklo_epi32(vp, zero),
            __mm256_add_epi64(acc, __mm256_unpackhi_epi32(vp, zero)));
    }
    union {ll v[4]; mi m;} u; u.m = acc; rep(i,0,4) r += u.v[i];
    for (;i<n;++i) if (a[i] < b[i]) r += a[i]*b[i]; // <- equiv
    return r;
}
```

Mazed (11)

euler-totient.h

**Description:** euler totient.  
**Time:**  $O(n\log\log n)$  bcacc5, 16 lines

```
const int nmax = 1e6;
int phi[nmax+5];
bool mark[nmax+5];
void euler_totient(){
    for(int i=1; i<=nmax; i++){
        phi[i]=i;
    }
    for(int i=2; i<=nmax; i++){
        if(mark[i]) continue;

        for(int j=i; j<=nmax; j+=i){
            phi[j] = phi[j] - phi[j]/i;
            mark[j]=true;
        }
    }
}
```

lazy-segment-tree.h

**Description:** lazy segment tree 4cdcae, 56 lines

```
const int nmax = set_it;
ll tree[4*nmax];
ll lazy[4*nmax];
ll arr[nmax];

void build(int id, int l, int r){
    lazy[id] = lazy_identity;
    if(l==r){
        initialize
        return;
    }
    int mid = (l+r)/2;
    build(2*id, l, mid);
    build(2*id+1, mid+1, r);
    tree[id] = op(tree[2*id], tree[2*id+1]);
    return;
}

void propagate(int id, int l, int r){
    if(lazy[id] == lazy_identity) return;
    tree[id] ?
    if(l!=r){
        lazy[2*id] ?
        lazy[2*id+1] ?
    }
}
```

```
lazy[id] = lazy_identity;
}

void update(int id, int l, int r, int a, int b, ll k){
    propagate(id, l, r);
    if(b<l || r<a){
        return;
    }
    if(a<=l && r<=b){
        lazy[id] ?
        propagate(id, l, r);
        return;
    }

    int mid = (l+r)/2;
    update(2*id, l, mid, a, b, k);
    update(2*id+1, mid+1, r, a, b, k);
    tree[id] = op(tree[2*id], tree[2*id+1]);
    return;
}

ll query(int id, int l, int r, int a, int b){
    propagate(id, l, r);
    if(b<l || r<a)
        return identity;
    if(a<=l && r<=b)
        return tree[id];
    int mid = (l+r)/2;
    ll p = query(id*2, l, mid, a, b);
    ll q = query(id*2+1, mid+1, r, a, b);
    return op(p,q);
}
```

trie.h

**Description:** Trie implementation using pointers 43255f, 70 lines

```
const int alphabet_size = 26;

struct TrieNode{
    char dat;
    TrieNode* children[alphabet_size];
    int endCount;

    TrieNode(char ch){
        dat = ch;
        for(int i=0; i<alphabet_size; i++){
            children[i] = NULL;
        }
        endCount = 0;
    }
};

struct Trie{
    TrieNode* root;

    Trie(){
        root = new TrieNode('\'0\');
    }

    void insertUtil(TrieNode* root, string &word, int i){
        if(i==word.size()){
            root->endCount++;
            return;
        }

        int index = word[i]-'a';
        TrieNode* child;

        if(root->children[index] != NULL){
            child = root->children[index];
        }
        else{
            child = new TrieNode(word[i]);
            root->children[index] = child;
        }

        insertUtil(child, word, i+1);
    }
}
```

```
void insertWrod(string word){
    insertUtil(root, word, 0);
}

int searchUtil(TrieNode* root, string &word, int i){
    if(i==word.size()){
        return root->endCount;
    }

    int index = word[i]-'a';
    TrieNode* child;

    if(root->children[index] != NULL){
        child = root->children[index];
    }
    else{
        return 0;
    }

    return searchUtil(child, word, i+1);
}

int searchWord(string word){
    return searchUtil(root, word, 0);
}
};
```

Ruhan (12)

hld.h

**Description:** 0-based indexing, HLDSTree refers to the type of the segment tree The segment tree must have update([l, r], +dx) and query([l, r)) methods.

**Time:**  $O((\log N)^2)$  (not sure about this, though). 456a1d, 66 lines

```
template<class T, class HLDSTree>
class HLD {
    int n;
    vector<int> par, heavy, level, root, tree_pos;
    HLDSTree tree;
private:
    int dfs(const vector<vector<int>>& graph, int u);
    template<class BinOp>
    void process_path(int u, int v, BinOp op);
public:
    HLD(int n_, const vector<vector<int>>& graph) : n(n_), par(n), heavy(n, -1), level(n), root(n), tree_pos(n), tree(n) {
        par[0] = -1;
        level[0] = 0;
        dfs(graph, 0);
        int ii = 0;
        for(int u = 0; u < n; u++) {
            if(par[u] != -1 && heavy[par[u]] == u)
                continue;
            for(int v = u; v != -1; v = heavy[v]) {
                root[v] = u;
                tree_pos[v] = ii++;
            }
        }

        void update(int u, int v, T val) {
            process_path(u, v, [this, val](int l, int r) {
                tree.update(l, r, val); });
        }

        T query(int u, int v) {
            T res = T();
            process_path(u, v, [this, &res](int l, int r) {
                res += tree.query(l, r); });
            return res;
        }
};
```

```
template<class T, class HLDSegTree>
int HLD<T,HLDSegTree>::dfs(const vector<vector<int>>&
graph, int u) {
    int cc = 1, max_sub = 0;
    for(int v : graph[u]) {
        if(v == par[u]) continue;
        par[v] = u;
        level[v] = level[u] + 1;
        int sub = dfs(graph, v);
        if(sub > max_sub) {
            max_sub = sub;
            heavy[u] = v;
        }
        cc += sub;
    }
    return cc;
}

template<class T, class HLDSegTree>
template<class BinOp>
void HLD<T, HLDSegTree>::process_path(int u, int v,
BinOp op) {
    for(; root[u] != root[v]; v = par[root[v]]) {
        if(level[root[u]] > level[root[v]]) swap(u, v);

        op(tree_pos[root[v]], tree_pos[v]);
        assert(v != -1);
    }

    if(level[u] > level[v]) swap(u, v);
    op(tree_pos[u], tree_pos[v]);
}
```

random.h  
Description: Nice uniform real/int distribution, wrapper

```
random_device non_deterministic_generator;
//mt19937 mersenne_generator(
    non_deterministic_generator());
mt19937 mersenne_generator(chrono::steady_clock::now()
    .time_since_epoch().count());
mt19937_64 mersenne_generator_64(chrono::steady_clock
    ::now().time_since_epoch().count());
uniform_int_distribution<int> dist1(lo, hi);
uniform_real_distribution<> dist2(lo, hi);

// Usage

int val = mersenne_generator();
long long val2 = mersenne_generator_64();
int val3 = dist1(mersenne_generator);
double val4 = dist2(mersenne_generator);

shuffle(vec.begin(), vec.end(), mersenne_generator);
```

fft.h  
Description: FFT  
Time:  $\mathcal{O}(n \log n)$

```
once_flag onceFlag;
vector<cd> w;

// fft does not recalculate w even if n changes
// so if n changes, handle that
void fft(vector<cd> &a, bool invert) {
    int n = a.size();

    call_once(onceFlag, [&]() {
        w.resize(n);
        w[0] = cd(1);
        for (int i = 1; i < n; ++i)
            w[i] = cd(cos((2*PI*i)/n), sin((2*PI*i)/n));
    });

    for (int i = 1, j = 0; i < n; i++) {
        int bit = n >> 1;
        for (; j & bit; bit >>= 1)
            j ^= bit;
```

```
j ^= bit;

        if (i < j)
            swap(a[i], a[j]);
    }

    for (int len = 2; len <= n; len <= 1) {
        int jump = n / len * (invert ? -1 : 1), idx = 0;

        for (int i = 0; i < n; i += len) {
            idx = 0;
            for (int j = 0; j < len / 2; j++) {
                cd u = a[i+j], v = a[i+j+len/2] * w[idx];
                a[i+j] = u + v;
                a[i+j+len/2] = u - v;

                idx += jump;
                if (idx >= n) idx -= n;
                else if (idx < 0) idx += n;
            }
        }
    }

    if (invert) {
        for (cd &x : a)
            x /= n;
    }
}
```

```
vector<cd> multiply(vector<cd> const& a, vector<cd>
const& b) {
    vector<cd> fa(a.begin(), a.end()), fb(b.begin(), b.
end());
    int n = 1;
    while (n < sz(a) + sz(b))
        n <<= 1;
    fa.resize(n);
    fb.resize(n);

    fft(fa, false);
    fft(fb, false);
    for (int i = 0; i < n; i++)
        fa[i] *= fb[i];
    fft(fa, true);

    for (auto &c : fa)
        if (fabs(c.imag()) <= eps)
            c.imag(0);
    return fa;
}
```

lichao.h  
Description: Li-Chao Tree, get minimum. range-> [0, n), 0-based indexing, [l, r)  
Time:  $\mathcal{O}(n \log n)$

```
template<class T>
struct LiChao {
    using point = complex<T>;

    const T inf = numeric_limits<T>::max();

    static T dot(point a, point b) {
        return (cong(a) * b).real();
    }

    static T f(point a, T x) {
        return dot(a, {x, 1});
    }

    int n;
    vector<point> line;

    LiChao(int n_) : n(n_), line(4 * n_, {0, inf}) {}

    void add_line (point nw, int v = 1, int l = 0, r = n
) {
        int m = (l + r) / 2;
        bool lef = f(nw, l) < f(line[v], l);
```

```
bool mid = f(nw, m) < f(line[v], m);
        if (mid) swap(line[v], nw);
        if (r - l == 1) return;
        else if (lef != mid) add_line(nw, 2 * v, l, m);
        else add_line(nw, 2 * v + 1, m, r);
    }

    ftype get (int x, int v = 1, int l = 0, int r = n) {
        int m = (l + r) / 2;
        if (r - l == 1) return f(line[v], x);
        else if (x < m) return min(f(line[v], x), get(x, 2
            * v, l, m));
        else return min(f(line[v], x), get(x, 2 * v + 1, m
            , r));
    }
};
```

## Arman (13)

bridges-and-points.cpp  
Description: Only need to call PointsAndBridges(). Nodes are [0, n) which can easily be configured there.  
Time:  $\mathcal{O}(V + E)$  except the final sorting of bridges. If the graph doesn't contain any multi-edges, that part can be omitted.

```
vector<bool> vis, cutPoint;
vi low, disc; int tim;
vector<pair<int,int>> mebi, bridge;

void dfsPB(int u, int f = -1) {
    vis[u] = true; int children = 0;
    disc[u] = low[u] = tim++;
    for (int v : g[u]) {
        if (v == f) continue; // all loops ignored
        if (vis[v]) low[u] = min(low[u], disc[v]);
        else {
            dfsPB(v, u); ++children;
            low[u] = min(low[u], low[v]);

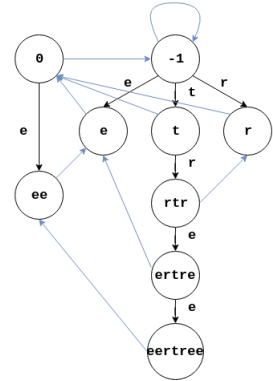
            if (disc[u] < low[v]) {
                // u == v if no multi edges.
                mebi.pb({min(u, v), max(u, v)});
            }
            if (disc[u] <= low[v] && f != -1)
                cutPoint[u] = true;//this line executes > once
        }
    }
    if (f == -1 && children > 1) cutPoint[u] = 1;
}

void PointsAndBridges() { // [0,n)
    vis.assign(n, false); tim = 0;
    low.assign(n, -1); disc.assign(n, -1);
    cutPoint.assign(n, false); mebi.clear();

    for (int i = 0; i < n; ++i)
        if (!vis[i]) dfsPB(i);

    sort(all(mebi)); bridge.clear();
    for (int i = 0; i < sz(mebi); ++i) {
        if ((i + 1 < sz(mebi) && mebi[i + 1] == mebi[i])
            || (i > 0 && mebi[i - 1] == mebi[i])) continue;
        bridge.pb(mebi[i]);
    }
}
```

## 13.1 Palindromic Tree



palindromic-tree.cpp  
Description: Makes a trie of  $\mathcal{O}(|S|)$  vertices containing all distinct palindromes of a string. Suffix links give the longest proper suffix/prefix of that palindrome which is also a palindrome.  
Usage:  $S :=$  1-indexed string. {add} characters left to right.  
After adding the  $i$ -th character {ptr} points to the node containing the longest palindrome ending at  $i$ .  
Time:  $\mathcal{O}(|S|)$

```
const int ALPHA = 26;
struct PalindromicTree {
    struct node {
        int to[ALPHA];
        int link, len;

        node(int a = 0, int b = 0) : link(a), len(b) {
            memset(to, 0, sizeof to);
        }
    };

    vector<node> T; int ptr;

    int ID(char x) { return x - 'a'; }
    void init() {
        T.clear(); ptr = 1;
        T.emplace_back(0, -1); // Odd root
        T.emplace_back(0, 0); // Even root
    }

    void append(int i, string &s) {
        while (s[i - T[ptr].len - 1] != s[i])
            ptr = T[ptr].link;

        int id = ID(s[i]);
        // if node already exists, return
        if (T[ptr].to[id]) return void(ptr = T[ptr].to[id]);
        int tmp = T[ptr].link;
        while (s[i - T[tmp].len - 1] != s[i])
            tmp = T[tmp].link;

        int newlink = T[ptr].len == -1 ? 1 : T[tmp].to[id];

        // ptr is the parent of this new node
        T.emplace_back(newlink, T[ptr].len + 2);

        // Now shift ptr to the newly created node
        T[ptr].to[id] = sz(T) - 1;
        ptr = sz(T) - 1;
    }
};
```

ahoCorasick.h

**Usage:** insert strings first (0-indexed). Then call prepare to use everything. link = suffix link. to[ch] = trie transition. jump[ch] = aho transition to ch using links.  
**Time:**  $\mathcal{O}(AL)$  36fabb, 37 lines

```
const int L = 5000; // Total no of characters
const int A = 10; // Alphabet size

struct Aho_Corasick {
    struct Node {
        bool end_flag; int par, pch, to[A], link, jump[A];
        Node() {
            par = link = end_flag = 0;
            memset(to, 0, sizeof to);
            memset(jump, 0, sizeof jump);
        }
    };
    Node t[L]; int at;
    Aho_Corasick() { at = 0; }

    void insert(string &s) {
        int u = 0;
        for (auto ch : s) {
            int &v = t[u].to[ch - '0'];
            if (!v) v = ++at;
            t[v].par = u; t[v].pch = ch - '0'; u = v;
        }
        t[u].end_flag = true;
    }

    void prepare() {
        for (queue<int> q({0}); !q.empty(); q.pop()) {
            int u = q.front(), w = t[u].link;
            for (int ch = 0; ch < A; ++ch) {
                int v = t[u].to[ch];
                if (v) {
                    t[v].link = t[w].jump[ch];
                    q.push(v);
                }
            }
            t[u].jump[ch] = v ? v : t[w].jump[ch];
        }
    }
};
```

hashing.h

**Usage:** Call hashing on a 0-indexed string. eval intervals are [l,r]. Shouldn't overflow with given mods. ea5444, 24 lines

```
#define sz(s) size( s )

using ll = long long;

template<const ll M, const ll B> struct Hashing {
    int n; vector<ll> h, pw;
    Hashing(const string &s) : n(sz(s)), h(n+1), pw(n+1) {
        pw[0] = 1; // ^ s is 0 indexed
        for (int i = 1; i <= n; ++i)
            pw[i] = (pw[i-1] * B) % M,
            h[i] = (h[i-1] * B + s[i-1]) % M;
    }
    ll eval(int l, int r) { assert(l <= r); // [l, r]
        return (h[r+1] - ((h[l] * pw[r-l+1]) % M) + M) % M;
    }
};

struct Double_Hash {
    using H1 = Hashing<916969619, 101>;
    using H2 = Hashing<285646799, 103>;
    H1 h1; H2 h2;
    Double_Hash(const string &s) : h1(s), h2(s) {}
    pii eval(int l, int r) { return {h1.eval(l,r), h2.eval(l,r)}; }
};
```

hashingDynamic.h

**Description:** Hashing with point updates on string (0-indexed).  
**Usage:** upd function adds c.add to the pos (0-indexed) th character.  
**Time:**  $\mathcal{O}(n \log n)$  b2b0d2, 40 lines

```
#define sz(s) size( s )

using ll = long long;

template<const ll M, const ll B> struct Dynamic_Hashing {
    int n; vector<ll> h, pw;

    void upd(int pos, int c_add) {
        for (int i = ++pos; i <= n; i += i&-i)
            h[i] = (h[i] + c_add * 1LL * pw[i - pos]) % M;
    }
    ll get(int pos, int r = 0) {
        for (int i = ++pos, j = 0; i; i -= i&-i) {
            r = (r + h[i] * 1LL * pw[j]) % M;
            j += i&-i;
        }
        return r;
    }
    Dynamic_Hashing(const string &s) : n(sz(s)), h(n+1), pw(n+1) {
        pw[0] = 1; // ^ s is 0 indexed
        for (int i = 1; i <= n; ++i) pw[i] = (pw[i-1] * 1LL * B) % M;
        for (int i = 0; i < n; ++i) upd(i, s[i]);
    }
    // [l, r]
    ll eval(int l, int r) { assert(l <= r);
        return (get(r) - ((get(l-1) * 1LL * pw[r-l+1]) % M) + M) % M;
    }
};

struct Double_Dynamic {
    using DH1 = Dynamic_Hashing<916969619, 571>;
    using DH2 = Dynamic_Hashing<285646799, 953>;
    DH1 h1; DH2 h2;
    Double_Dynamic(const string &s) : h1(s), h2(s) {}
    void upd(int pos, int c_add) {
        h1.upd(pos, c_add);
        h2.upd(pos, c_add);
    }
    pll eval(int l, int r) { return {h1.eval(l,r), h2.eval(l,r)}; }
};
```

sparsetable.cpp

**Description:** 0-Indexed, Query type [l,r]. Handles range query on static arrays.  
**Usage:** SparseTable<int, op> table;  
**Time:**  $\mathcal{O}(n \lg n)$  to construct. query is  $\mathcal{O}(1)$  if function is idempotent ( $f \circ f = f$ ). Otherwise, use lgQuery, which is  $\mathcal{O}(\lg n)$ . 40bbc0, 23 lines

```
template<typename T, T (*op)(T, T)>
struct SparseTable {
    vector<vector<T>> t;
    SparseTable(const vector<T> &v) : t(1, v) {
        for (int j = 1; j <= __lg(sz(v)); ++j) {
            t.emplace_back(sz(v) - (1 << j) + 1);
            for (int i = 0; i < sz(t[j]); ++i)
                t[j][i] = op(t[j - 1][i],
                    t[j - 1][i + (1 << (j - 1))]);
        }
    }
    T query(int l, int r) { assert(l < r);
        int k = __lg(r - l);
        return op(t[k][l], t[k][r - (1 << k)]);
    }
    T lgQuery(int l, int r) { assert(l < r);
        T ret = t[0][l+]; if (l == r) return ret;
        for (int j = __lg(r - l); j >= 0; --j) {
            if (l + (1 << j) - 1 < r) {
                ret = op(ret, t[j][l]);
            }
        }
    }
};
```

```
1 += (1 << j);
} } return ret;
}
}; int op(int a, int b) { return min(a, b); }
```

treebinarize.h

**Description:** Given weighted graph g with nodes  $\in [1,n]$ , makes a new binary tree T with nodes  $\in [1,nnode]$  such that distance is maintained. Adds at-most  $2(N-1)$  nodes (actually much less than that).g must have  $(w,v)$  pairs. 40876e, 23 lines

```
struct BinaryTree {
    int nnode;
    V<V<pii>> T;
    void dfs(int u, int f) {
        for (auto &e : T[u])
            e.second == f ? swap(e, T[u][0]) : dfs(e.second, u);
    }
    BinaryTree(V<V<pii>> &g, int I = 1) : T(g) {
        dfs(I, -1); int n = sz(T);
        for (int u = I; u < n; ++u) {
            for (int i = 2 - (u == I), x = u; i+1 < sz(T[u]); ++i)
                T.push_back({{0, x}, T[u][i], T[u][i+1]});
            int v1 = T[u][i].second, v2 = T[u][i+1].second;
            T[v1][0] = T[v2][0] = {1, sz(T) - 1};
            T[x][2 - (x == I)] = {0, sz(T) - 1};
            x = sz(T) - 1;
        }
        if (sz(T[u]) > 3 - (u == I))
            T[u].resize(3 - (u == I));
    }
    nnode = sz(T) - 1;
};
```

centroidDecomp.cpp

**Description:** Builds the Centroid Tree of the tree adj. For each centroid c, calculates its parent C[c].p, all outgoing children in C[c].out and the (index of C[parent of c].out which points to c itself) in C[c].p.idx. Just call build(). Parent of ROOT = -1.  
**Time:** build() in  $\mathcal{O}(n \lg n)$ . 34b647, 35 lines

```
struct centroidDecomp {
    struct centroid {
        int p, p_idx; vi out;
        centroid() { p = p_idx = -1; };
    };
    int ROOT; vector<centroid> C;
    vector<bool> done; vi siz;
    void build() {
        C.resize(sz(adj)); done.resize(sz(adj), false);
        siz.resize(sz(adj)); ROOT = build_tree(1, -1);
    }
    int dfs(int u, int f) {
        siz[u] = 1;
        for (int v : adj[u]) if (v != f && !done[v])
            siz[u] += dfs(v, u);
        return siz[u];
    }
    int find_centroid(int u, int f, int lim) {
        for (int v : adj[u])
            if (v != f && !done[v] && 2*siz[v] > lim)
                return find_centroid(v, u, lim);
        return u;
    }
    int build_tree(int u, int f, int lev = 0) {
        dfs(u, f); if (siz[u] == 1) return u;
        int c = find_centroid(u, f, siz[u]);
        done[c] = true;
        for (int v : adj[c]) if (!done[v]) {
            int next_c = build_tree(v, c);
            // next_c is the next centroid after c.
            C[next_c].p = c;
            C[next_c].p_idx = sz(C[c].out);
            C[c].out.pb(next_c);
        }
    }
};
```

```
} return c;
} }cd;
```

fastLCA.cpp

**Description:** Call build() with weighted tree g. And g has pairs (w, v), nodes  $\in [0/1,n]$ . Requires SparseTable.  
**Time:** build() in  $\mathcal{O}(n \lg n)$ , lca() in  $\mathcal{O}(1)$ . becd9, 21 lines

```
inline ii op(ii a, ii b) {return a.fi<b.fi ? a : b;}
struct FastLCA {
    vii L; vi pos, dis; SparseTable<ii, op> rmq;
    void build(int root = 1) { L.clear();
        pos.assign(sz(g),0); dis.assign(sz(g),0);
        dfs(root, -1, 0); rmq = SparseTable<ii, op>(L);
    }
    void dfs(int u, int f, int lev) {
        pos[u] = sz(L); L.pb({lev, u});
        for (auto [w, v] : g[u]) if (v ^ f) {
            dis[v] = dis[u] + w;
            dfs(v, u, lev + 1);
            L.pb({lev, u});
        }
    }
    inline int lca(int u, int v) {
        if (pos[u] > pos[v]) swap(u, v);
        return u == v ? u : rmq.query(pos[u], pos[v]).se;
    }
    inline int dist(int u, int v) {
        { return dis[u] + dis[v] - 2*dis[lca(u, v)]; }
    }
};
```

sparse2d.cpp

**Description:** Call build() first, then query (uper-left, lower-right).  
**Time:** build() in  $\mathcal{O}(nm \lg(n) \lg(m))$  query  $\mathcal{O}(4)$ . 4d5130, 30 lines

```
struct SparseTable2D{
    int n, m, t[10][500][10][500];

    int lg(int x) { return 31 - __builtin_clz(x); }

    void build(int _n, int _m, int a[][500]) {
        n = _n, m = _m;
        for(int i = 0; i < n; i++) {
            for(int j = 0; j < m; j++)
                t[0][i][0][j] = a[i][j];

            for(int jj = 1; jj < 10; jj++)
                for(int j = 0; j + (1 << (jj - 1)) < m; j++)
                    t[0][i][jj][j] = min(t[0][i][jj - 1][j], t[0][i][jj - 1][j + (1 << (jj - 1))]);
        }

        for(int ii = 1; ii < 10; ii++)
            for(int i = 0; i + (1 << (ii - 1)) < n; i++)
                for(int jj = 0; jj < 10; jj++)
                    for(int j = 0; j < m; j++)
                        t[ii][i][jj][j] = min(t[ii - 1][i][jj][j],
                            t[ii - 1][i + (1 << (ii - 1))][jj][j]);
    }

    int query(int x1, int y1, int x2, int y2) {
        int kx = lg(x2 - x1 + 1), ky = lg(y2 - y1 + 1);
        int r1 = min(t[kx][x1][ky][y1], t[kx][x1][ky][y2 - (1 << ky) + 1]);
        int r2 = min(t[kx][x2 - (1 << kx) + 1][ky][y1], t[kx][x2 - (1 << kx) + 1][ky][y2 - (1 << ky) + 1]);
        return min(r1, r2);
    }
};
```