

Cheat Sheet

python库

二分

```
import bisect

a = [1, 2, 4, 4, 8]
print(bisect.bisect_left(a, 4)) # 输出: 2

print(bisect.bisect_right(a, 4)) # 输出: 4

print(bisect.bisect(a, 4)) # 输出: 4
```

优先队列

即该队列自动的保证顺序

```
import heapq

data = [1, 3, 5, 7, 9, 2, 4, 6, 8, 0]
heapq.heapify(data)
print(data) # 输出: [0, 1, 2, 3, 9, 5, 4, 6, 8, 7]

heapq.heappush(data, -5)
print(data) # 输出: [-5, 0, 2, 3, 1, 5, 4, 6, 8, 7, 9]

print(heapq.heappop(data)) # 输出: -5
```

日期与时间

```
import calendar, datetime

print(calendar.isleap(2020)) # 输出: True

print(datetime.datetime(2023, 10, 5).weekday()) # 输出: 3 (星期四)
```

数据结构

```
import collections

# deque
dq = collections.deque([1, 2, 3])
dq.append(4)
print(dq) # 输出: deque([1, 2, 3, 4])
dq.appendleft(0)
print(dq) # 输出: deque([0, 1, 2, 3, 4])
dq.pop()
print(dq) # 输出: deque([0, 1, 2, 3])
dq.popleft()
print(dq) # 输出: deque([1, 2, 3])

dd = collections.defaultdict(int)
dd['a'] += 1
print(dd) # 输出: defaultdict(<class 'int'>, {'a': 1})

od = collections.OrderedDict()
od['a'] = 1
od['b'] = 2
od['c'] = 3
print(od) # 输出: OrderedDict([('a', 1), ('b', 2), ('c', 3)])

Point = collections.namedtuple('Point', ['x', 'y'])
p = Point(11, 22)
print(p) # 输出: Point(x=11, y=22)
print(p.x, p.y) # 输出: 11 22
```

遍历

```
import itertools

for item in itertools.product('AB', repeat=2):
    print(item) # 输出: ('A', 'A'), ('A', 'B'), ('B', 'A'), ('B', 'B')
```

函数

```
import functools

print(functools.reduce(lambda x, y: x + y, [1, 2, 3, 4])) # 输出: 10
```

分数与有理数

```
import fractions, decimal

frac = fractions.Fraction(1, 3)
print(frac) # 输出: 1/3

dec = decimal.Decimal('0.1')
print(dec) # 输出: 0.1
```

数学

```
import math

print(math.ceil(4.2)) # 输出: 5

print(math.floor(4.2)) # 输出: 4
```

拷贝

```
import copy

original = [1, 2, [3, 4]]
copied = copy.deepcopy(original)
print(copied) # 输出: [1, 2, [3, 4]]
```

数组操作

```
squared = list(map(lambda x: x**2, [1, 2, 3, 4]))
print(squared) # 输出: [1, 4, 9, 16]
```

```
a = [1, 2, 3]
b = ['a', 'b', 'c']
zipped = list(zip(a, b))
print(zipped) # 输出: [(1, 'a'), (2, 'b'), (3, 'c')]
```

```
filtered = list(filter(lambda x: x > 2, [1, 2, 3, 4]))
print(filtered) # 输出: [3, 4]
```

```
enumerated = list(enumerate(['a', 'b', 'c']))
print(enumerated) # 输出: [(0, 'a'), (1, 'b'), (2, 'c')]
```

算法

dfs模板

连通域染色

```
directions = ((0, 1), (0, -1), (-1, 0), (1, 0),  
              (1, -1), (1, 1), (-1, -1), (-1, 1))
```

```
def dfs(x, y):  
    global n, m, color, board  
    board[x][y] = color  
    area = 1  
    for d in directions:  
        nx = x+d[0]  
        ny = y+d[1]  
        if any((nx < 0, ny < 0, nx >= n, ny >= m)):  
            continue  
        if board[nx][ny] == "W":  
            area += dfs(nx, ny)  
    return area
```

水淹七军

```
def dfs_iterative(x, y, h, m, n, grid, water_height):  
    stack = [(x, y)]  
    water_height[x][y] = h  
  
    while stack:  
        cx, cy = stack.pop()  
  
        for dx, dy in directions:  
            nx = cx + dx  
            ny = cy + dy  
            if (0 <= nx < m and 0 <= ny < n and  
                grid[nx][ny] < h and  
                water_height[nx][ny] < h):  
                water_height[nx][ny] = h  
                stack.append((nx, ny))
```


筛法

```
def euler_sieve(n):
    is_prime = [True] * (n + 1)
    primes = []
    for i in range(2, n + 1):
        if is_prime[i]:
            primes.append(i)
            for p in primes:
                if i * p > n:
                    break
                is_prime[i * p] = False
                if i % p == 0:
                    break
    return primes

n = 50
print(euler_sieve(n)) # 输出: [2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47]
```

dp

01背包

```
def knapsack(weights, values, capacity):
    n = len(weights)
    dp = [[0] * (capacity + 1) for _ in range(n + 1)]

    for i in range(1, n + 1):
        for w in range(1, capacity + 1):
            if weights[i - 1] <= w:
                dp[i][w] = max(dp[i - 1][w], dp[i - 1][w - weights[i - 1]] + values[i - 1])
            else:
                dp[i][w] = dp[i - 1][w]

    return dp[n][capacity]

weights = [1, 2, 3, 4]
values = [10, 20, 30, 40]
capacity = 5
print(knapsack(weights, values, capacity)) # 输出: 50
```

完全背包

```
def knapsack_complete(weights, values, capacity):
    dp = [0] * (capacity + 1)
    for i in range(len(weights)):
        for w in range(weights[i], capacity + 1):
            dp[w] = max(dp[w], dp[w - weights[i]] + values[i])
    return dp[capacity]

weights = [1, 2, 3, 4]
values = [10, 20, 30, 40]
capacity = 5
print(knapsack_complete(weights, values, capacity)) # 输出: 50
```

必须装满的完全背包

```
def knapsack_complete_fill(weights, values, capacity):
    dp = [-float('inf')] * (capacity + 1)
    dp[0] = 0
    for i in range(len(weights)):
        for w in range(weights[i], capacity + 1):
            dp[w] = max(dp[w], dp[w - weights[i]] + values[i])
    return dp[capacity] if dp[capacity] != -float('inf') else 0

weights = [1, 2, 3, 4]
values = [10, 20, 30, 40]
capacity = 5
print(knapsack_complete_fill(weights, values, capacity)) # 输出: 50
```


多重背包（二进制优化）

```
def binary_optimized_multi_knapsack(weights, values, quantities, capacity):
    n = len(weights)
    items = []
    # 将每个物品拆分成若干子物品
    for i in range(n):
        w, v, q = weights[i], values[i], quantities[i]
        k = 1
        while k < q:
            items.append((k * w, k * v))
            q -= k
            k <= 1
        if q > 0:
            items.append((q * w, q * v))
    # 动态规划求解01背包问题
    dp = [0] * (capacity + 1)
    for w, v in items:
        for j in range(capacity, w - 1, -1):
            dp[j] = max(dp[j], dp[j - w] + v)
    return dp[capacity]

weights = [1, 2, 3]
values = [6, 10, 12]
quantities = [10, 5, 3]
capacity = 15

print(binary_optimized_multi_knapsack(weights, values, quantities, capacity)) # 输出: 120
```

Dijkstra

```
import heapq

def dijkstra(graph, start):
    n = len(graph)
    distances = {node: float('inf') for node in range(n)}
    distances[start] = 0
    priority_queue = [(0, start)]

    while priority_queue:
        current_distance, current_node = heapq.heappop(priority_queue)

        if current_distance > distances[current_node]:
            continue

        for neighbor, weight in graph[current_node]:
            distance = current_distance + weight

            if distance < distances[neighbor]:
                distances[neighbor] = distance
                heapq.heappush(priority_queue, (distance, neighbor))

    return distances

graph = {
    0: [(1, 4), (2, 1)],
    1: [(3, 1)],
    2: [(1, 2), (3, 5)],
    3: []
}

start_node = 0
print(dijkstra(graph, start_node)) # 输出: {0: 0, 1: 3, 2: 1, 3: 4}
```

走山路 (高度差为距离)

```
from heapq import heappop, heappush

directions = ((1, 0), (-1, 0), (0, 1), (0, -1))
INF = float("inf")

def dijkstra(start_x, start_y, end_x, end_y):
    global m, n, terrian
    if terrian[start_x][start_y] == "#" or terrian[end_x][end_y] == "#":
        return "NO"
    pq = [(0, start_x, start_y)]
    distance = [[INF]*n for _ in range(m)]
    distance[start_x][start_y] = 0

    while pq:
        d, x, y = heappop(pq)
        if x == end_x and y == end_y:
            return d
        for dx, dy in directions:
            nx, ny = x+dx, y+dy
            if 0 <= nx < m and 0 <= ny < n and terrian[nx][ny] != "#":
                nd = d+abs(terrian[nx][ny]-terrian[x][y])
                if nd < distance[nx][ny]:
                    distance[nx][ny] = nd
                    heappush(pq, (nd, nx, ny))
    return "NO"
```

Kadane算法

最大子序列

```
def max_subarray_sum(nums):  
    max_sum = current_sum = nums[0]  
    for num in nums[1:]:  
        current_sum = max(num, current_sum + num)  
        max_sum = max(max_sum, current_sum)  
    return max_sum
```

```
nums = [-2, 1, -3, 4, -1, 2, 1, -5, 4]  
print(max_subarray_sum(nums)) # 输出: 6
```

最大子矩阵

枚举 $1 \sim r$ 列的子式，按行求和后，求这些和的最大子序列即可。

最长上升子序列

dp方法

```
def length_of_lis(nums):  
    if not nums:  
        return 0  
    dp = [1] * len(nums)  
    for i in range(1, len(nums)):  
        for j in range(i):  
            if nums[i] > nums[j]:  
                dp[i] = max(dp[i], dp[j] + 1)  
    return max(dp)
```

```
nums = [10, 9, 2, 5, 3, 7, 101, 18]  
print(length_of_lis(nums)) # 输出: 4
```

二分法

```
import bisect

def length_of_lis_binary(nums):
    if not nums:
        return 0
    tails = []
    for num in nums:
        pos = bisect.bisect_left(tails, num)
        if pos == len(tails):
            tails.append(num)
        else:
            tails[pos] = num
    return len(tails)

nums = [10, 9, 2, 5, 3, 7, 101, 18]
print(length_of_lis_binary(nums)) # 输出: 4
```

其它

下一个全排列

```
def next_permutation(nums):
    i = len(nums) - 2
    while i >= 0 and nums[i] >= nums[i + 1]:
        i -= 1
    if i >= 0:
        j = len(nums) - 1
        while nums[j] <= nums[i]:
            j -= 1
        nums[i], nums[j] = nums[j], nums[i]
    nums[i + 1:] = reversed(nums[i + 1:])
    return nums

nums = [1, 2, 3]
print(next_permutation(nums)) # 输出: [1, 3, 2]
```

Manacher算法

```
def manacher(s):
    s = '#' + '#'.join(s) + '#'
    n = len(s)
    p = [0] * n
    c = r = 0
    for i in range(n):
        mirr = 2 * c - i
        if i < r:
            p[i] = min(r - i, p[mirr])
        while i + p[i] + 1 < n and i - p[i] - 1 >= 0 and s[i + p[i] + 1] == s[i - p[i] - 1]:
            p[i] += 1
        if i + p[i] > r:
            c, r = i, i + p[i]
    max_len, center_index = max((n, i) for i, n in enumerate(p))
    return s[center_index - max_len:center_index + max_len].replace('#', '')

s = "babad"
print(manacher(s)) # 输出: "bab" 或 "aba"
```