algorithm.cm

```
/*
    ================================================================

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        )

    ================================================================
    */

// Copyright (c) 1994
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//using System.Collections;
using System.Concepts;

namespace System
{
    public nothrow inline const T& Min<T>(const T& left, const T& right)
        where T is LessThanComparable
    {
        if (left <= right) return left;
        return right;
    }

    public nothrow inline const T& Max<T>(const T& left, const T& right)
        where T is LessThanComparable
    {
        if (right >= left) return right;
        return left;
    }

    public nothrow inline void Swap<T>(T& left, T& right) where T is
        MoveConstructible and T is MoveAssignable and T is Destructible
    {
        T temp(Rvalue(left));
        left = Rvalue(right);
        right = Rvalue(temp);
    }

    public nothrow void Reverse<I>(I begin, I end) where I is
        RandomAccessIterator
    {
        while (begin < end)
        {
```

```
            --end;
            Swap(*begin, *end);
            ++begin;
        }
    }

    public nothrow void Reverse<I>(I begin, I end) where I is
        BidirectionalIterator
    {
        while (true)
        {
            if (begin == end)
            {
                return;
            }
            --end;
            if (begin == end)
            {
                return;
            }
            Swap(*begin, *end);
            ++begin;
        }
    }

    public Pair<I, I> ReverseUntil<I>(I first, I middle, I last) where I
        is BidirectionalIterator
    {
        while (first != middle && middle != last)
        {
            --last;
            Swap(*first, *last);
            ++first;
        }
        return MakePair(first, last);
    }

    public I Rotate<I>(I first, I middle, I last) where I is
        BidirectionalIterator
    {
        Reverse(first, middle);
        Reverse(middle, last);
        Pair<I, I> p = ReverseUntil(first, middle, last);
        Reverse(p.first, p.second);
        if (middle == p.first) return p.second;
        return p.first;
    }

    public O Copy<I, O>(I begin, I end, O to) where I is InputIterator
        and O is OutputIterator and CopyAssignable<O.ValueType, I.
        ValueType>
    {
        while (begin != end)
```

```
    {
        *to = *begin;
        ++begin;
        ++to;
    }
    return to;
}

public O CopyBackward<I, O>(I begin, I end, O to) where I is
    BidirectionalIterator and O is BidirectionalIterator and
    CopyAssignable<O.ValueType, I.ValueType>
{
    while (begin != end)
    {
        --to;
        --end;
        *to = *end;
    }
    return to;
}

public O Move<I, O>(I begin, I end, O to) where I is InputIterator
    and O is OutputIterator and O.ValueType is I.ValueType and I.
    ValueType is MoveAssignable
{
    while (begin != end)
    {
        *to = Rvalue(*begin);
        ++begin;
        ++to;
    }
    return to;
}

public O MoveBackward<I, O>(I begin, I end, O to) where I is
    BidirectionalIterator and O is BidirectionalIterator and O.
    ValueType is I.ValueType and I.ValueType is MoveAssignable
{
    while (begin != end)
    {
        --to;
        --end;
        *to = Rvalue(*end);
    }
    return to;
}

public nothrow int Distance<I>(I first, I last) where I is
    ForwardIterator
{
    int distance = 0;
    while (first != last)
    {
```

```
        ++first;
        ++distance;
    }
    return distance;
}

public nothrow inline int Distance<I>(I first, I last) where I is
    RandomAccessIterator
{
    return last - first;
}

public nothrow I Next<I>(I i, int n) where I is ForwardIterator
{
    #assert(n >= 0);
    while (n > 0)
    {
        ++i;
        --n;
    }
    return i;
}

public nothrow inline I Next<I>(I i, int n) where I is
    RandomAccessIterator
{
    return i + n;
}

public nothrow I LowerBound<I, T>(I first, I last, const T& value)
    where I is ForwardIterator and TotallyOrdered<T, I.ValueType>
{
    int len = Distance(first, last);
    while (len > 0)
    {
        int half = len >> 1;
        I middle = Next(first, half);
        if (value > *middle)
        {
            first = middle;
            ++first;
            len = len - half - 1;
        }
        else // value <= *middle
        {
            len = half;
        }
    }
    return first;
}

public nothrow I LowerBound<I, T, R>(I first, I last, const T& value,
    R r) where I is ForwardIterator and T is I.ValueType and R is
```

```
    Relation and R.Domain is I.ValueType
{
    int len = Distance(first, last);
    while (len > 0)
    {
        int half = len >> 1;
        I middle = Next(first, half);
        if (r(*middle, value)) // value > *middle
        {
            first = middle;
            ++first;
            len = len - half - 1;
        }
        else // value <= *middle
        {
            len = half;
        }
    }
    return first;
}

public nothrow I UpperBound<I, T>(I first, I last, const T& value)
    where I is ForwardIterator and TotallyOrdered<T, I.ValueType>
{
    int len = Distance(first, last);
    while (len > 0)
    {
        int half = len >> 1;
        I middle = Next(first, half);
        if (value < *middle)
        {
            len = half;
        }
        else // value >= *middle
        {
            first = middle;
            ++first;
            len = len - half - 1;
        }
    }
    return first;
}

public nothrow I UpperBound<I, T, R>(I first, I last, const T& value,
    R r) where I is ForwardIterator and T is I.ValueType and R is
    Relation and R.Domain is I.ValueType
{
    int len = Distance(first, last);
    while (len > 0)
    {
        int half = len >> 1;
        I middle = Next(first, half);
        if (r(value, *middle)) // value < *middle
```

```
            {
                len = half;
            }
            else // value >= *middle
            {
                first = middle;
                ++first;
                len = len - half - 1;
            }
        }
        return first;
    }

    public Pair<I, I> EqualRange<I, T>(I first, I last, const T& value)
        where I is ForwardIterator and TotallyOrdered<T, I.ValueType>
    {
        int len = Distance(first, last);
        while (len > 0)
        {
            int half = len >> 1;
            I middle = Next(first, half);
            if (*middle < value)
            {
                first = middle;
                ++first;
                len = len - half - 1;
            }
            else if (value < *middle)
            {
                len = half;
            }
            else
            {
                I left = LowerBound(first, middle, value);
                I end = Next(first, len);
                ++middle;
                I right = UpperBound(middle, end, value);
                return Pair<I, I>(left, right);
            }
        }
        return Pair<I, I>(first, first);
    }

    public Pair<I, I> EqualRange<I, T, R>(I first, I last, const T& value
        , R r) where I is ForwardIterator and T is I.ValueType and R is
        Relation and R.Domain is I.ValueType
    {
        int len = Distance(first, last);
        while (len > 0)
        {
            int half = len >> 1;
            I middle = Next(first, half);
            if (r(*middle, value))
```

```
            {
                first = middle;
                ++first;
                len = len - half - 1;
            }
            else if (r(value, *middle))
            {
                len = half;
            }
            else
            {
                I left = LowerBound(first, middle, value, r);
                I end = Next(first, len);
                ++middle;
                I right = UpperBound(middle, end, value, r);
                return Pair<I, I>(left, right);
            }
        }
        return Pair<I, I>(first, first);
    }

    public nothrow I Find<I, T>(I begin, I end, const T& value) where I
        is InputIterator and T is Semiregular and EqualityComparable<T, I.
        ValueType>
    {
        while (begin != end)
        {
            if (*begin == value)
            {
                return begin;
            }
            ++begin;
        }
        return end;
    }

    public nothrow I Find<I, P>(I begin, I end, P p) where I is
        InputIterator and P is UnaryPredicate and P.ArgumentType is I.
        ValueType
    {
        while (begin != end)
        {
            if (p(*begin))
            {
                return begin;
            }
            ++begin;
        }
        return end;
    }

    public nothrow int Count<I, T>(I begin, I end, const T& value) where
        I is InputIterator and T is Semiregular and EqualityComparable<T,
```

```
    I.ValueType>
{
    int count = 0;
    while (begin != end)
    {
        if (*begin == value)
        {
            ++count;
        }
        ++begin;
    }
    return count;
}

public nothrow int Count<I, P>(I begin, I end, P p) where I is
    InputIterator and P is UnaryPredicate and P.ArgumentType is I.
    ValueType
{
    int count = 0;
    while (begin != end)
    {
        if (p(*begin))
        {
            ++count;
        }
        ++begin;
    }
    return count;
}

public nothrow T Accumulate<I, T, Op>(I begin, I end, T init, Op op)
    where I is InputIterator and T is Semiregular and Op is
    BinaryOperation and Op.FirstArgumentType is T and Op.
    SecondArgumentType is I.ValueType
{
    while (begin != end)
    {
        init = op(init, *begin);
        ++begin;
    }
    return init;
}

public F ForEach<I, F>(I begin, I end, F f) where I is InputIterator
    and F is UnaryFunction and F.ArgumentType is I.ValueType
{
    while (begin != end)
    {
        f(*begin);
        ++begin;
    }
    return f;
}
```

```
public O Transform<I, O, F>(I begin, I end, O to, F fun)
    where I is InputIterator and O is OutputIterator and F is
        UnaryFunction and F.ArgumentType is I.ValueType and
        CopyAssignable<O.ValueType, F.ResultType>
{
    while (begin != end)
    {
        *to = fun(*begin);
        ++begin;
        ++to;
    }
    return to;
}

public O Transform<I1, I2, O, F>(I1 begin1, I1 end1, I2 begin2, O to,
    F fun)
    where I1 is InputIterator and I2 is InputIterator and O is
        OutputIterator and F is BinaryFunction and F.FirstArgumentType
         is I1.ValueType and F.SecondArgumentType is I2.ValueType and
         CopyAssignable<O.ValueType, F.ResultType>
{
    while (begin1 != end1)
    {
        *to = fun(*begin1, *begin2);
        ++begin1;
        ++begin2;
        ++to;
    }
    return to;
}

public nothrow inline const T& Select_0_2<T, R>(const T& a, const T&
   b, R r) where T is Semiregular and R is Relation and R.Domain is T
{
    if (r(b, a)) return b;
    return a;
}

public nothrow inline const T& Select_1_2<T, R>(const T& a, const T&
   b, R r) where T is Semiregular and R is Relation and R.Domain is T
{
    if (r(b, a)) return a;
    return b;
}

public nothrow inline const T& Select_0_3<T, R>(const T& a, const T&
   b, const T& c, R r) where T is Semiregular and R is Relation and R
   .Domain is T
{
    return Select_0_2(Select_0_2(a, b, r), c, r);
}
```

```
public nothrow inline const T& Select_2_3<T, R>(const T& a, const T&
    b, const T& c, R r) where T is Semiregular and R is Relation and R
    .Domain is T
{
    return Select_1_2(Select_1_2(a, b, r), c, r);
}

public nothrow inline const T& Select_1_3_ab<T, R>(const T& a, const
    T& b, const T& c, R r) where T is Semiregular and R is Relation
    and R.Domain is T
{
    if (!r(c, b)) return b;
    return Select_1_2(a, c, r);
}

public nothrow inline const T& Select_1_3<T, R>(const T& a, const T&
    b, const T& c, R r) where T is Semiregular and R is Relation and R
    .Domain is T
{
    if (r(b, a)) return Select_1_3_ab(b, a, c, r);
    return Select_1_3_ab(a, b, c, r);
}

public nothrow const T& Median<T, R>(const T& a, const T& b, const T&
    c, R r) where T is Semiregular and R is Relation and R.Domain is
    T
{
    return Select_1_3(a, b, c, r);
}

public nothrow const T& Median<T>(const T& a, const T& b, const T& c)
    where T is TotallyOrdered
{
    return Median(a, b, c, Less<T>());
}

public nothrow I UnguardedPartition<I, T, R>(I begin, I end, const T&
    pivot, R r)  where I is RandomAccessIterator and T is I.ValueType
    and R is Relation and R.Domain is I.ValueType
{
    while (true)
    {
        while (r(*begin, pivot))
        {
            ++begin;
        }
        --end;
        while (r(pivot, *end))
        {
            --end;
        }
        if (begin >= end)
        {
```

```
            return begin;
        }
        Swap(*begin, *end);
        ++begin;
    }
    // dummy return to keep compiler happy...
    return begin;
}

public nothrow void UnguardedLinearInsert<I, T, R>(I last, const T&
    val, R r) where I is RandomAccessIterator and T is I.ValueType and
    R is Relation and R.Domain is I.ValueType
{
    I next = last;
    --next;
    while (r(val, *next))
    {
        *last = *next;
        last = next;
        --next;
    }
    *last = val;
}

public void LinearInsert<I, R>(I first, I last, R r) where I is
    RandomAccessIterator and R is Relation and R.Domain is I.ValueType
{
    I.ValueType val = *last;
    if (r(val, *first))
    {
        CopyBackward(first, last, last + 1);
        *first = val;
    }
    else
    {
        UnguardedLinearInsert(last, val, r);
    }
}

public void InsertionSort<I, R>(I begin, I end, R r) where I is
    RandomAccessIterator and R is Relation and R.Domain is I.ValueType
{
    if (begin == end)
    {
        return;
    }
    for (I i = begin + 1; i != end; ++i)
    {
        LinearInsert(begin, i, r);
    }
}
```

```
public inline void InsertionSort<I>(I begin, I end) where I is
    RandomAccessIterator and I.ValueType is TotallyOrdered
{
    InsertionSort(begin, end, Less<I.ValueType>());
}

public const int InsertionSortThreshold = 16;

public void PartialQuickSort<I, R>(I begin, I end, R r) where I is
    RandomAccessIterator and R is Relation and R.Domain is I.ValueType
{
    while (end - begin > InsertionSortThreshold)
    {
        I.ValueType pivot = Median(*begin, *(begin + (end - begin) /
            2), *(end - 1), r);
        I cut = UnguardedPartition(begin, end, pivot, r);
        PartialQuickSort(cut, end, r);
        end = cut;
    }
}

public void Sort<I, R>(I begin, I end, R r) where I is
    RandomAccessIterator and R is Relation and R.Domain is I.ValueType
{
    if (begin != end)
    {
        PartialQuickSort(begin, end, r);
        InsertionSort(begin, end, r);
    }
}

public inline void Sort<I>(I begin, I end) where I is
    RandomAccessIterator and I.ValueType is TotallyOrdered
{
    Sort(begin, end, Less<I.ValueType>());
}

public inline void Sort<C, R>(C& c, R r) where C is
    RandomAccessContainer and R is Relation and R.Domain is C.Iterator
    .ValueType
{
    Sort(c.Begin(), c.End(), r);
}

public inline void Sort<C>(C& c) where C is RandomAccessContainer and
    C.Iterator.ValueType is TotallyOrdered
{
    Sort(c.Begin(), c.End());
}

public void Sort<C>(C& c) where C is ForwardContainer and C.Iterator.
    ValueType is TotallyOrdered
{
```

```
    List<C.ValueType> list;
    Copy(c.CBegin(), c.CEnd(), BackInserter(list));
    Sort(list);
    Copy(list.CBegin(), list.CEnd(), c.Begin());
}

public void Sort<C, R>(C& c, R r) where C is ForwardContainer and R
    is Relation and R.Domain is C.Iterator.ValueType
{
    List<C.ValueType> list;
    Copy(c.CBegin(), c.CEnd(), BackInserter(list));
    Sort(list, r);
    Copy(list.CBegin(), list.CEnd(), c.Begin());
}

public nothrow bool Equal<I1, I2, R>(I1 first1, I1 last1, I2 first2,
    I2 last2, R r) where I1 is InputIterator and I2 is InputIterator
    and Relation<R, I1.ValueType, I2.ValueType>
{
    while (first1 != last1 && first2 != last2)
    {
        if (!r(*first1, *first2))
        {
            return false;
        }
        ++first1;
        ++first2;
    }
    return first1 == last1 && first2 == last2;
}

public nothrow inline bool Equal<I1, I2>(I1 first1, I1 last1, I2
    first2, I2 last2) where I1 is InputIterator and I2 is
    InputIterator and EqualityComparable<I1.ValueType, I2.ValueType>
{
    return Equal(first1, last1, first2, last2, EqualTo2<I1.ValueType,
        I2.ValueType>());
}

public nothrow bool LexicographicalCompare<I1, I2, R>(I1 first1, I1
    last1, I2 first2, I2 last2, R r)
    where I1 is InputIterator and I2 is InputIterator and Same<I1.
        ValueType, I2.ValueType> and Relation<R, I1.ValueType, I2.
        ValueType> and Relation<R, I2.ValueType, I1.ValueType>
{
    while (first1 != last1 && first2 != last2)
    {
        if (r(*first1, *first2))
        {
            return true;
        }
        if (r(*first2, *first1))
        {
```

```
            return false;
        }
        ++first1;
        ++first2;
    }
    return first1 == last1 && first2 != last2;
}

public nothrow inline bool LexicographicalCompare<I1, I2>(I1 first1,
    I1 last1, I2 first2, I2 last2) where I1 is InputIterator and I2 is
     InputIterator and LessThanComparable<I1.ValueType, I2.ValueType>
{
    return LexicographicalCompare(first1, last1, first2, last2, Less2
        <I1.ValueType, I2.ValueType>());
}

public nothrow I MinElement<I>(I first, I last) where I is
    ForwardIterator and I.ValueType is TotallyOrdered
{
    if (first == last)
    {
        return first;
    }
    I minElementPos = first;
    ++first;
    while (first != last)
    {
        if (*first < *minElementPos)
        {
            minElementPos = first;
        }
        ++first;
    }
    return minElementPos;
}

public nothrow I MinElement<I, R>(I first, I last, R r) where I is
    ForwardIterator and R is Relation and R.Domain is I.ValueType
{
    if (first == last)
    {
        return first;
    }
    I minElementPos = first;
    ++first;
    while (first != last)
    {
        if (r(*first, *minElementPos))
        {
            minElementPos = first;
        }
        ++first;
    }
```

```
    return minElementPos;
}

public nothrow I MaxElement<I>(I first, I last) where I is
    ForwardIterator and I.ValueType is TotallyOrdered
{
    if (first == last)
    {
        return first;
    }
    I maxElementPos = first;
    ++first;
    while (first != last)
    {
        if (*maxElementPos < *first)
        {
            maxElementPos = first;
        }
        ++first;
    }
    return maxElementPos;
}

public nothrow I MaxElement<I, R>(I first, I last, R r) where I is
    ForwardIterator and R is Relation and R.Domain is I.ValueType
{
    if (first == last)
    {
        return first;
    }
    I maxElementPos = first;
    ++first;
    while (first != last)
    {
        if (r(*maxElementPos, *first))
        {
            maxElementPos = first;
        }
        ++first;
    }
    return maxElementPos;
}

public nothrow inline T Abs<T>(const T& x) where T is
    OrderedAdditiveGroup
{
    if (x < T(0))
    {
        return -x;
    }
    return x;
}
```

```
// naive implementation...
public nothrow U Factorial<U>(U n) where U is UnsignedInteger
{
    U f = 1u;
    for (U u = 2u; u <= n; ++u)
    {
        f = f * u;
    }
    return f;
}

public nothrow T Gcd<T>(T a, T b) where T is EuclideanSemiring
{
    while (true)
    {
        if (b == T(0)) return a;
        a = a % b;
        if (a == T(0)) return b;
        b = b % a;
    }
}

public nothrow bool NextPermutation<I>(I begin, I end) where I is
    BidirectionalIterator and I.ValueType is LessThanComparable
{
    if (begin == end)
    {
        return false;
    }
    I i = begin;
    ++i;
    if (i == end)
    {
        return false;
    }
    i = end;
    --i;
    while (true)
    {
        I ii = i;
        --i;
        if (*i < *ii)
        {
            I j = end;
            --j;
            while (*i >= *j)
            {
                --j;
            }
            Swap(*i, *j);
            Reverse(ii, end);
            return true;
        }
```

```
            if (i == begin)
            {
                Reverse(begin, end);
                return false;
            }
        }
    }

    public nothrow bool NextPermutation<I, R>(I begin, I end, R r) where
        I is BidirectionalIterator and R is Relation and R.Domain is I.
        ValueType
    {
        if (begin == end)
        {
            return false;
        }
        I i = begin;
        ++i;
        if (i == end)
        {
            return false;
        }
        i = end;
        --i;
        while (true)
        {
            I ii = i;
            --i;
            if (r(*i, *ii))
            {
                I j = end;
                --j;
                while (!r(*i, *j))
                {
                    --j;
                }
                Swap(*i, *j);
                Reverse(ii, end);
                return true;
            }
            if (i == begin)
            {
                Reverse(begin, end);
                return false;
            }
        }
    }

    public nothrow bool PrevPermutation<I>(I begin, I end) where I is
        BidirectionalIterator and I.ValueType is LessThanComparable
    {
        if (begin == end)
        {
```

```
            return false;
        }
        I i = begin;
        ++i;
        if (i == end)
        {
            return false;
        }
        i = end;
        --i;
        while (true)
        {
            I ii = i;
            --i;
            if (*ii < *i)
            {
                I j = end;
                --j;
                while (*j >= *i)
                {
                    --j;
                }
                Swap(*i, *j);
                Reverse(ii, end);
                return true;
            }
            if (i == begin)
            {
                Reverse(begin, end);
                return false;
            }
        }
    }

    public nothrow bool PrevPermutation<I, R>(I begin, I end, R r) where
        I is BidirectionalIterator and R is Relation and R.Domain is I.
        ValueType
    {
        if (begin == end)
        {
            return false;
        }
        I i = begin;
        ++i;
        if (i == end)
        {
            return false;
        }
        i = end;
        --i;
        while (true)
        {
            I ii = i;
```

```
            --i;
            if (r(*ii, *i))
            {
                I j = end;
                --j;
                while (!r(*j, *i))
                {
                    --j;
                }
                Swap(*i, *j);
                Reverse(ii, end);
                return true;
            }
            if (i == begin)
            {
                Reverse(begin, end);
                return false;
            }
        }
    }

    public nothrow inline uint RandomNumber(uint n)
    {
        return Rand() % n;
    }

    public nothrow void RandomShuffle<I>(I begin, I end) where I is
        RandomAccessIterator
    {
        if (begin == end) return;
        for (I i = begin + 1; i != end; ++i)
        {
            int d = (i - begin) + 1;
            int r = cast<int>(RandomNumber(cast<uint>(d)));
            I j = begin + r;
            Swap(*i, *j);
        }
    }
}
```