

VinUniversity ICPC Team Notebook (2025-26)

Contents

1 Mathematics

1.1	Combinatorics	1
1.2	Prime numbers	1
1.3	Highly Composite Numbers	1
1.4	Number theory (modular, linear Diophantine)	1
1.5	Chinese Remainder Theorem	2
1.6	Discrete Log	2

2 Geometry

2.1	Convex hull	2
2.2	Miscellaneous geometry	2
2.3	Slow Delaunay triangulation	4
2.4	Point in Polygon	4

3 Numerical algorithms

3.1	Systems of linear equations, matrix inverse, determinant	3
3.2	Reduced row echelon form, matrix rank	3
3.3	Simplex algorithm	3

4 Graph algorithms

4.1	Fast Dijkstra's algorithm	4
4.2	Bellman Ford's shortest path for negative cycle detection	4
4.3	Strongly connected components	4
4.4	Bridges And Articulation Points	4
4.5	Eulerian path	4
4.6	Finding centroid	4
4.7	Centroid Decomposition	4

5 Combinatorial optimization

5.1	Dinic max-flow for sparse graph	5
5.2	Min-cost max-flow	5
5.3	Min Cost Matching	5
5.4	Push-relabel max-flow	5
5.5	Unweighted Bipartite Matching	5
5.6	Global min-cut	5
5.7	Graph cut inference	5

6 Data structures

6.1	Binary Indexed Tree	6
6.2	DSU rollback	6
6.3	Segment Tree Beats	6

7 String algorithms

7.1	Suffix array	7
7.2	Knuth-Morris-Pratt	7
7.3	Z function	7

8 Miscellaneous

8.1	Longest increasing subsequence	8
8.2	Dates	8
8.3	C++ input/output	8
8.4	Latitude/longitude	8
8.5	Random STL stuff	8
8.6	Longest common subsequence	8
8.7	Miller-Rabin Primality Test (C)	8
8.8	Super Duper Fast IO	8
8.9	FFT	8
8.10	Policy-based Data Structure	8

1 Mathematics

1.1 Combinatorics

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

$$\binom{n}{k} = \binom{n}{n-k}$$

$$\binom{n}{k} = \binom{n-1}{k-1} + \binom{n-1}{k}$$

$$\sum_{k=0}^r \binom{m}{k} \binom{n}{r-k} = \binom{m+n}{r}$$

$$\sum_{i=r}^n \binom{i}{r} = \binom{n+1}{r+1}$$

$$\sum_{k=0}^n \binom{n}{k} = 2^n$$

$$(x+y)^n = \sum_{k=0}^n \binom{n}{k} x^{n-k} y^k$$

$$\sum_{k=0}^n \binom{n}{k} = \binom{n+1}{r+1}$$

$$(1+x)^\alpha = \sum_{k=0}^{\infty} \binom{\alpha}{k} x^k$$

$$k \binom{n}{k} = n \binom{n-1}{k-1}$$

1.2 Prime numbers

```
// O(sqrt(x)) Exhaustive Primality Test
#include <bits/stdc++.h>
#define EPS 1e-7
typedef long long LL;
bool IsPrimeSlow (LL x)
{
    if(x<=1) return false;
    if(x<=3) return true;
    if (!(x%2) || !(x%3)) return false;
    LL s=(LL)(sqrt((long double)(x))+EPS);
    for(LL i=5; i<=s; i+=6)
    {
        if (!(x%i) || !(x%(i+2))) return false;
    }
    return true;
}

// Primes less than 1000:
// 2 3 5 7 11 13 17 19 23 29 31 37
// 41 43 47 53 59 61 67 71 73 79 83 89
// 97 101 103 107 109 113 127 131 137 139 149 151
// 157 163 167 173 179 181 191 193 197 199 211 223
// 227 229 233 239 241 251 257 263 269 271 277 281
// 283 293 307 311 313 317 331 337 347 349 353 359
// 367 373 379 383 389 397 401 409 419 421 431 433
// 439 443 449 457 461 463 467 479 487 491 499 503
// 509 521 523 541 547 557 563 569 571 577 587 593
// 599 601 607 613 617 619 631 641 643 647 653 659
// 661 673 677 683 691 701 709 719 727 733 739 743
// 751 757 761 769 773 787 797 809 811 821 823 827
// 829 839 853 857 859 863 877 881 883 887 907 911
// 919 929 937 941 947 953 967 971 977 983 991 997
// 4 The largest prime < 10^4 is 9973, 10^5 is 99991.
// 6 10^6 is 999983; 10^7 is 999991.
// 8 10^8 is 99999989; 10^9 is 999999937.
//10 10^10 is 9999999967; 10^11 is 99999999977.
//12 10^12 is 99999999989; 10^13 is 999999999971.
//14 10^14 is 9999999999973; 10^15 is 99999999999989.
//16 10^16 is 999999999999937; 10^17 is 999999999999997.
//18 The largest prime < 10^18 is 9999999999999989.
// Primes past 1e9 are. 1000000007 1000000009 1000000021
// 1000000033 1000000087 1000000093 1000000097 1000000103
// Primes below 1e9: 999999937 999999929 999999893 999999883
// 999999797 999999761 999999757 999999751 999999739 999999733
// Primes <= (10^9)/31: 32257999 32257963 32257921 32257909
// Primes<=(10^9)/307: 3257299 3257297 3257291 3257269 3257257
//0000000111111111222222222333333333444444445555555566666666
//34567890123456789012345678901234567890123456789012345678901234567
```

1.3 Highly Composite Numbers

```
# Prints all HCN (highly composite numbers) <= MAXN (=10**18)
# The value of MAXN can be changed arbitrarily. When MAXN =
# 10**100, the program takes <1s to generate the list of HCN.
from math import log
MAXN = 10**18

# TODO: Generates a list of the first primes (with product > MAXN).
primes = gen_primes() # primes = [2, 3, 5, 7, 11, ...]

# Generates a list of the hcn <= MAXN.
def gen_hcn():
    # List of (number, number of divisors, exponents of the
    # factorization)
    hcn = [(1, 1, {})]
    for i in range(len(primes)):
        new_hcn = []
        for el in hcn:
            new_hcn.append(el)
            if len(el[2]) < i: continue
            e_max = el[2][i-1] if i >= 1 else int(log(MAXN, 2))
            n = el[0]
            for e in range(1, e_max+1):
                n *= primes[i]
                if n > MAXN: break
                div = el[1] * (e+1)
                exponents = el[2] + [e]
                new_hcn.append((n, div, exponents))
            new_hcn.sort()
        hcn = [(1, 1, {})]
    for el in new_hcn:
        if el[1] > hcn[-1][1]: hcn.append(el)
    return hcn

# Biggest HCN < 10^9, 10^12, 10^18, and their divisors count:
# 735134400 1344 2^6*3^3*5^2*7*11*13*17
# 963761198400 6720 2^6*3^4*5^2*7*11*13*17*19*23
# 897612484786617600 103680 2^8*3^4*5^2*7^2*11*13*17*19*23*29*31*37
```

1.4 Number theory (modular, linear Diophantine)

```
#include <iostream>
#include <vector>
#include <algorithm>
using namespace std;

typedef vector<int> VI;
typedef pair<int, int> PII;

// return a % b (positive value)
int mod(int a, int b) {
    return ((a%b) + b) % b;
}

// computes gcd(a,b)
int gcd(int a, int b) {
    while (b) { int t = a%b; a = b; b = t; }
    return a;
}

// computes lcm(a,b)
int lcm(int a, int b) {
    return a / gcd(a, b)*b;
}

// (a^b) mod m via successive squaring
int powermod(int a, int b, int m)
{
    int ret = 1;
    while (b)
    {
        if (b & 1) ret = mod(ret*a, m);
        a = mod(a*a, m);
        b >>= 1;
    }
    return ret;
}

// returns g = gcd(a, b); finds x, y such that d = ax + by
int extended_euclid(int a, int b, int &x, int &y) {
    int xx = y = 0;
    int yy = x = 1;
    while (b) {
        int q = a / b;
```

```

    int t = b; b = a%b; a = t;
    t = xx; xx = x - q*xx; x = t;
    t = yy; yy = y - q*yy; y = t;
}
return a;
}

// finds all solutions to ax = b (mod n)
VI modular_linear_equation_solver(int a, int b, int n) {
    int x, y;
    VI ret;
    int g = extended_euclid(a, n, x, y);
    if (!(b%g)) {
        x = mod(x*(b / g), n);
        for (int i = 0; i < g; i++)
            ret.push_back(mod(x + i*(n / g), n));
    }
    return ret;
}

// computes b such that ab = 1 (mod n), returns -1 on failure
int mod_inverse(int a, int n) {
    int x, y;
    int g = extended_euclid(a, n, x, y);
    if (g > 1) return -1;
    return mod(x, n);
}

// computes x and y such that ax + by = c
// returns whether the solution exists
bool linear_diophantine(int a, int b, int c, int &x, int &y) {
    if (!a && !b)
    {
        if (c) return false;
        x = 0; y = 0;
        return true;
    }
    if (!a)
    {
        if (c % b) return false;
        x = 0; y = c / b;
        return true;
    }
    if (!b)
    {
        if (c % a) return false;
        x = c / a; y = 0;
        return true;
    }
    int g = gcd(a, b);
    if (c % g) return false;
    x = c / g * mod_inverse(a / g, b / g);
    y = (c - a*x) / b;
    return true;
}

int main() {
    // expected: 2
    cout << gcd(14, 30) << endl;

    // expected: 2 -2 1
    int x, y;
    int g = extended_euclid(14, 30, x, y);
    cout << g << " " << x << " " << y << endl;

    // expected: 95 451
    VI sols = modular_linear_equation_solver(14, 30, 100);
    for (int i = 0; i < sols.size(); i++) cout << sols[i] << " ";
    cout << endl;

    // expected: 8
    cout << mod_inverse(8, 9) << endl;

    // expected: 5 -15
    if (!linear_diophantine(7, 2, 5, x, y)) cout << "ERROR" << endl;
    cout << x << " " << y << endl;
    return 0;
}

```

1.5 Chinese Remainder Theorem

// Official version: <https://cp-algorithms.com/math/chinese-remainder-theorem.html>

```

#define ll long long
struct Congruence {

```

```

    ll a, m;
};

// CRT = Chinese Remainder Theorem
ll CRT(vector<Congruence> const& congruences) {
    long long M = 1;
    for (auto const& congruence : congruences) {
        M *= congruence.m;
    }

    long long solution = 0;
    for (auto const& congruence : congruences) {
        long long a_i = congruence.a;
        long long M_i = M / congruence.m;
        long long N_i = mod_inv(M_i, congruence.m);
        solution = (solution + a_i * M_i % M * N_i) % M;
    }
    return solution;
}

// CRT({{2,3},{3,5},{2,7}}) = 23 mod 105
// CRT({{3,4},{5,6}}) = 11 mod 12

```

1.6 Discrete Log

```

#include <bits/stdc++.h>

using namespace std;

// returns any x such that a^x = b (mod m)
// O(m^0.5) complexity
int discrete_log(int a, int b, int m) {
    assert(gcd(a, m) == 1);

    int n = (int)sqrt(m) + 1;

    int an = 1;
    for (int i = 0; i < n; ++i) {
        an = ((long long)an * a) % m;
    }

    unordered_map<int, int> vals;
    for (int i = 1, cur = an; i <= n; ++i) {
        if (!vals.count(cur))
            vals[cur] = i;
        cur = ((long long)cur * an) % m;
    }

    for (int i = 0, cur = b; i <= n; ++i) {
        if (vals.count(cur)) {
            int res = (long long)vals[cur] * n - i;
            if (res < m)
                return res;
        }
        cur = ((long long)cur * a) % m;
    }
    return -1;
}

// usage example
int main() {
    // 2^x = 3 (mod 5), x = 3
    cout << discrete_log(2, 3, 5) << endl;
}

```

2 Geometry

2.1 Convex hull

```

// Compute the 2D convex hull of a set of points using the
// monotone chain algorithm. Eliminate redundant points from the
// hull if REMOVE_REDUNDANT is #defined.
//
// Running time: O(n log n)
//
// INPUT: a vector of input points, unordered.
// OUTPUT: a vector of points in the convex hull,
// counter-clockwise, starting with bottommost/leftmost point
#include <bits/stdc++.h>
using namespace std;
#define ll long long

```

// Convex hull construction in O(n*log(n)): <https://cp-algorithms.com/geometry/grahams-scan-convex-hull.html>

```

struct point {
    int x, y;
};

bool isNotRightTurn(const point&a, const point&b, const point&c) {
    ll cross = (ll)(a.x-b.x)*(c.y-b.y) - (ll)(a.y-b.y)*(c.x-b.x);
    ll dot = (ll)(a.x-b.x)*(c.x-b.x) + (ll)(a.y-b.y)*(c.y-b.y);
    return cross < 0 || (cross == 0 && dot <= 0);
}

vector<point> convex_hull(vector<point> points) {
    sort(points.begin(), points.end(), [](auto a, auto b) {
        return a.x < b.x || (a.x == b.x && a.y < b.y);
    });
    int n = points.size();
    vector<point> hull;
    for (int i = 0; i < 2 * n - 1; i++) {
        int j = i < n ? i : 2 * n - 2 - i;
        while (hull.size() >= 2 &&
            isNotRightTurn(hull.end()[-2], hull.end()[-1], points[j])){
            hull.pop_back();
        }
        hull.push_back(points[j]);
    }
    hull.pop_back();
    return hull;
}

// usage example
int main() {
    vector<point> hull1=convex_hull({{0,0},{3,0},{0,3},{1,1}});
    cout << (3 == hull1.size()) << endl;

    vector<point> hull2=convex_hull({{0,0},{0,0}});
    cout << (1 == hull2.size()) << endl;
}

```

2.2 Miscellaneous geometry

// C++ routines for computational geometry.

```

#include <iostream>
#include <vector>
#include <cmath>
#include <cassert>

using namespace std;

double INF = 1e100;
double EPS = 1e-12;

struct PT {
    double x, y;
    PT() {}
    PT(double x, double y) : x(x), y(y) {}
    PT(const PT &p) : x(p.x), y(p.y) {}
    PT operator + (const PT &p) const { return PT(x+p.x, y+p.y); }
    PT operator - (const PT &p) const { return PT(x-p.x, y-p.y); }
    PT operator * (double c) const { return PT(x*c, y*c); }
    PT operator / (double c) const { return PT(x/c, y/c); }
};

```

```

double dot(PT p, PT q) { return p.x*q.x+p.y*q.y; }
double dist2(PT p, PT q) { return dot(p-q,p-q); }
double cross(PT p, PT q) { return p.x*q.y-p.y*q.x; }
ostream &operator<<(ostream &os, const PT &p) {
    return os << "(" << p.x << ", " << p.y << ")";
}

```

```

// rotate a point CCW or CW around the origin
PT RotateCCW90(PT p) { return PT(-p.y,p.x); }
PT RotateCW90(PT p) { return PT(p.y,-p.x); }
PT RotateCCW(PT p, double t) {
    return PT(p.x*cos(t)-p.y*sin(t), p.x*sin(t)+p.y*cos(t));
}

```

```

// project point c onto line through a and b
// assuming a != b
PT ProjectPointLine(PT a, PT b, PT c) {
    return a + (b-a)*dot(c-a, b-a)/dot(b-a, b-a);
}

```

```

// project point c onto line segment through a and b
PT ProjectPointSegment(PT a, PT b, PT c) {
    double r = dot(b-a,b-a);
    if (fabs(r) < EPS) return a;
    r = dot(c-a, b-a)/r;
    if (r < 0) return a;
    if (r > 1) return b;
    return a + (b-a)*r;
}

// compute distance from c to segment between a and b
double DistancePointSegment(PT a, PT b, PT c) {
    return sqrt(dist2(c, ProjectPointSegment(a, b, c)));
}

// compute distance between point (x,y,z) and plane ax+by+cz=d
double DistancePointPlane(double x, double y, double z,
    double a, double b, double c, double d)
{
    return fabs(a*x+b*y+c*z-d)/sqrt(a*a+b*b+c*c);
}

// determine if lines from a to b and c to d are parallel or
// collinear
bool LinesParallel(PT a, PT b, PT c, PT d) {
    return fabs(cross(b-a, c-d)) < EPS;
}

bool LinesCollinear(PT a, PT b, PT c, PT d) {
    return LinesParallel(a, b, c, d)
        && fabs(cross(a-b, a-c)) < EPS
        && fabs(cross(c-d, c-a)) < EPS;
}

// determine if line segment from a to b intersects with
// line segment from c to d
bool SegmentsIntersect(PT a, PT b, PT c, PT d) {
    if (LinesCollinear(a, b, c, d)) {
        if (dist2(a, c) < EPS || dist2(a, d) < EPS ||
            dist2(b, c) < EPS || dist2(b, d) < EPS) return true;
        if (dot(c-a, c-b) > 0 && dot(d-a, d-b) > 0 && dot(c-b, d-b) >
            0)
            return false;
        return true;
    }
    if (cross(d-a, b-a) * cross(c-a, b-a) > 0) return false;
    if (cross(a-c, d-c) * cross(b-c, d-c) > 0) return false;
    return true;
}

// compute intersection of line passing through a and b
// with line passing through c and d, assuming that unique
// intersection exists; for segment intersection, check if
// segments intersect first
PT ComputeLineIntersection(PT a, PT b, PT c, PT d) {
    b=b-a; d=c-d; c=c-a;
    assert(dot(b, b) > EPS && dot(d, d) > EPS);
    return a + b*cross(c, d)/cross(b, d);
}

// compute center of circle given three points
PT ComputeCircleCenter(PT a, PT b, PT c) {
    b=(a+b)/2;
    c=(a+c)/2;
    return ComputeLineIntersection(b, b+RotateCW90(a-b), c, c+
        RotateCW90(a-c));
}

// determine if point is in a possibly non-convex polygon (by
// William Randolph Franklin); returns 1 for strictly interior
// points, 0 for strictly exterior points, and 0 or 1 for the
// remaining points. Note that it is possible to convert this into
// an *exact* test using integer arithmetic by taking care of the
// division appropriately (making sure to deal with signs
// properly) and then by writing exact tests for checking point on
// polygon boundary
bool PointInPolygon(const vector<PT> &p, PT q) {
    bool c = 0;
    for (int i = 0; i < p.size(); i++) {
        int j = (i+1)%p.size();
        if ((p[i].y <= q.y && q.y < p[j].y ||
            p[j].y <= q.y && q.y < p[i].y) &&
            q.x < p[i].x + (p[j].x - p[i].x) * (q.y - p[i].y) / (p[j].y -
                p[i].y))
            c = !c;
        return c;
    }
}

// determine if point is on the boundary of a polygon
bool PointOnPolygon(const vector<PT> &p, PT q) {
    for (int i = 0; i < p.size(); i++)
        if (dist2(ProjectPointSegment(p[i], p[(i+1)%p.size()], q), q) <
            EPS) return true;
    return false;
}

// compute intersection of line through points a and b with
// circle centered at c with radius r > 0
vector<PT> CircleLineIntersection(PT a, PT b, PT c, double r) {
    vector<PT> ret;
    b = b-a;
    a = a-c;
    double A = dot(b, b);
    double B = dot(a, b);
    double C = dot(a, a) - r*r;
    double D = B*B - A*C;
    if (D < -EPS) return ret;
    ret.push_back(c+a+b*(-B+sqrt(D+EPS))/A);
    if (D > EPS)
        ret.push_back(c+a+b*(-B-sqrt(D))/A);
    return ret;
}

// compute intersection of circle centered at a with radius r
// with circle centered at b with radius R
vector<PT> CircleCircleIntersection(PT a, PT b, double r, double R)
{
    vector<PT> ret;
    double d = sqrt(dist2(a, b));
    if (d > r+R || d<min(r, R) < max(r, R)) return ret;
    double x = (d*d-R*R+r*r)/(2*d);
    double y = sqrt(r*r-x*x);
    PT v = (b-a)/d;
    ret.push_back(a+v*x + RotateCCW90(v)*y);
    if (y > 0)
        ret.push_back(a+v*x - RotateCCW90(v)*y);
    return ret;
}

// This code computes the area or centroid of a (possibly
// nonconvex) polygon, assuming that the coordinates are listed in
// a clockwise or counterclockwise fashion. Note that the
// centroid is often known as the "center of gravity".
double ComputeSignedArea(const vector<PT> &p) {
    double area = 0;
    for(int i = 0; i < p.size(); i++) {
        int j = (i+1) % p.size();
        area += p[i].x*p[j].y - p[j].x*p[i].y;
    }
    return area / 2.0;
}

double ComputeArea(const vector<PT> &p) {
    return fabs(ComputeSignedArea(p));
}

PT ComputeCentroid(const vector<PT> &p) {
    PT c(0,0);
    double scale = 6.0 * ComputeSignedArea(p);
    for (int i = 0; i < p.size(); i++){
        int j = (i+1) % p.size();
        c = c + (p[i]+p[j])*(p[i].x*p[j].y - p[j].x*p[i].y);
    }
    return c / scale;
}

// tests whether or not a given polygon (in CW or CCW order) is
// simple
bool IsSimple(const vector<PT> &p) {
    for (int i = 0; i < p.size(); i++) {
        for (int k = i+1; k < p.size(); k++) {
            int j = (i+1) % p.size();
            int l = (k+1) % p.size();
            if (i == l || j == k) continue;
            if (SegmentsIntersect(p[i], p[j], p[k], p[l]))
                return false;
        }
    }
    return true;
}

int main() {
    // expected: (-5,2)
    cerr << RotateCCW90(PT(2,5)) << endl;

    // expected: (5,-2)
    cerr << RotateCW90(PT(2,5)) << endl;

    // expected: (-5,2)
    cerr << RotateCCW(PT(2,5), M_PI/2) << endl;

    // expected: (5,2)
    cerr << ProjectPointLine(PT(-5,-2), PT(10,4), PT(3,7)) << endl;

    // expected: (5,2) (7.5,3) (2.5,1)
    cerr << ProjectPointSegment(PT(-5,-2), PT(10,4), PT(3,7)) << " "
        << ProjectPointSegment(PT(7.5,3), PT(10,4), PT(3,7)) << " "
        << ProjectPointSegment(PT(-5,-2), PT(2.5,1), PT(3,7)) << " "
        << endl;

    // expected: 6.78903
    cerr << DistancePointPlane(4,-4,3,2,-2,5,-8) << endl;

    // expected: 1 0 1
    cerr << LinesParallel(PT(1,1), PT(3,5), PT(2,1), PT(4,5)) << " "
        << LinesParallel(PT(1,1), PT(3,5), PT(2,0), PT(4,5)) << " "
        << LinesParallel(PT(1,1), PT(3,5), PT(5,9), PT(7,13)) << " "
        << endl;

    // expected: 0 0 1
    cerr << LinesCollinear(PT(1,1), PT(3,5), PT(2,1), PT(4,5)) << " "
        << LinesCollinear(PT(1,1), PT(3,5), PT(2,0), PT(4,5)) << " "
        << LinesCollinear(PT(1,1), PT(3,5), PT(5,9), PT(7,13)) << " "
        << endl;

    // expected: 1 1 1 0
    cerr << SegmentsIntersect(PT(0,0),PT(2,4),PT(3,1),PT(-1,3))<<" "
        << SegmentsIntersect(PT(0,0),PT(2,4),PT(4,3),PT(0,5)) <<" "
        << SegmentsIntersect(PT(0,0),PT(2,4),PT(2,-1),PT(-2,1))<<" "
        << SegmentsIntersect(PT(0,0),PT(2,4),PT(5,5),PT(1,7))<<endl;

    // expected: (1,2)
    cerr << ComputeLineIntersection(PT(0,0), PT(2,4), PT(3,1), PT
        (-1,3)) << endl;

    // expected: (1,1)
    cerr << ComputeCircleCenter(PT(-3,4), PT(6,1), PT(4,5)) << endl;

    vector<PT> v;
    v.push_back(PT(0,0));
    v.push_back(PT(5,0));
    v.push_back(PT(5,5));
    v.push_back(PT(0,5));

    // expected: 1 1 1 0 0
    cerr << PointInPolygon(v, PT(2,2)) << " "
        << PointInPolygon(v, PT(2,0)) << " "
        << PointInPolygon(v, PT(0,2)) << " "
        << PointInPolygon(v, PT(5,2)) << " "
        << PointInPolygon(v, PT(2,5)) << endl;

    // expected: 0 1 1 1 1
    cerr << PointOnPolygon(v, PT(2,2)) << " "
        << PointOnPolygon(v, PT(2,0)) << " "
        << PointOnPolygon(v, PT(0,2)) << " "
        << PointOnPolygon(v, PT(5,2)) << " "
        << PointOnPolygon(v, PT(2,5)) << endl;

    // expected: (1,6)
    // (5,4) (4,5)
    // blank line
    // (4,5) (5,4)
    // blank line
    // (4,5) (5,4)
    vector<PT> u = CircleLineIntersection(PT(0,6), PT(2,6), PT(1,1),
        5);
    for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
    u = CircleLineIntersection(PT(0,9), PT(9,0), PT(1,1), 5);
    for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
    u = CircleCircleIntersection(PT(1,1), PT(10,10), 5, 5);
    for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
    u = CircleCircleIntersection(PT(1,1), PT(8,8), 5, 5);
    for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
    u=CircleCircleIntersection(PT(1,1),PT(4.5,4.5),10,sqrt(2.0)/2.0);
    for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
    u=CircleCircleIntersection(PT(1,1),PT(4.5,4.5),5,sqrt(2.0)/2.0);
    for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;

    // area should be 5.0
    // centroid should be (1.16666666, 1.16666666)
    PT pa[] = { PT(0,0), PT(5,0), PT(1,1), PT(0,5) };
    vector<PT> p(pa, pa+4);
    PT c = ComputeCentroid(p);
    cerr << "Area: " << ComputeArea(p) << endl;
    cerr << "Centroid: " << c << endl;
}

```

```
    return 0;
}
```

2.3 Slow Delaunay triangulation

```
// Slow but simple Delaunay triangulation. Does not handle
// degenerate cases (from O'Rourke, Computational Geometry in C)
//
// Running time: O(n^4)
//
// INPUT:    x[] = x-coordinates
//           y[] = y-coordinates
//
// OUTPUT:   triples = a vector containing m triples of indices
//                  corresponding to triangle vertices
```

```
#include<vector>
#include<cstdio>
using namespace std;
```

```
typedef double T;
```

```
struct triple {
    int i, j, k;
    triple() {}
    triple(int i, int j, int k) : i(i), j(j), k(k) {}
};
```

```
vector<triple> delaunayTriangulation(vector<T>& x, vector<T>& y) {
    int n = x.size();
    vector<T> z(n);
    vector<triple> ret;
```

```
    for (int i = 0; i < n; i++)
        z[i] = x[i] * x[i] + y[i] * y[i];

    for (int i = 0; i < n-2; i++) {
        for (int j = i+1; j < n; j++) {
            for (int k = i+1; k < n; k++) {
                if (j == k) continue;
                double xn = (y[j]-y[i])*(z[k]-z[i]) - (y[k]-y[i])*(z[j]-z[i]);
                double yn = (x[k]-x[i])*(z[j]-z[i]) - (x[j]-x[i])*(z[k]-z[i]);
                double zn = (x[j]-x[i])*(y[k]-y[i]) - (x[k]-x[i])*(y[j]-y[i]);
                bool flag = zn < 0;
                for (int m = 0; flag && m < n; m++)
                    flag = flag && ((x[m]-x[i])*xn +
                        (y[m]-y[i])*yn +
                        (z[m]-z[i])*zn <= 0);
                if (flag) ret.push_back(triple(i, j, k));
            }
        }
    }
    return ret;
}
```

```
int main()
{
    T xs[]={0, 0, 1, 0.9};
    T ys[]={0, 1, 0, 0.9};
    vector<T> x(&xs[0], &xs[4]), y(&ys[0], &ys[4]);
    vector<triple> tri = delaunayTriangulation(x, y);

    //expected: 0 1 3
    //           0 3 2

    int i;
    for(i = 0; i < tri.size(); i++)
        printf("%d %d %d\n", tri[i].i, tri[i].j, tri[i].k);
    return 0;
}
```

2.4 Point in Polygon

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
using ll = long long;
```

```
int pointInPolygon(int qx, int qy, const vector<int> &x, const
vector<int> &y) {
```

```
    int n = x.size();
    int cnt = 0;
    for (int i = 0, j = n - 1; i < n; j = i++) {
        if (y[i] == qy && (x[i] == qx || (y[j] == qy && (x[i] <= qx
|| x[j] <= qx) && (x[i] >= qx || x[j] >= qx))))
            return 0; // boundary
        if ((y[i] > qy) != (y[j] > qy)) {
            ll det = ((ll)x[i] - qx) * ((ll)y[j] - qy) - ((ll)x[j]
- qx) * ((ll)y[i] - qy);
            if (det == 0)
                return 0; // boundary
            if ((det > 0) != (y[j] > y[i]))
                ++cnt;
        }
    }
    return cnt % 2 == 0 ? -1 /* exterior */ : 1 /* interior */;
}
```

```
// usage example
```

```
int main() {
    vector<int> x{0, 0, 2, 2};
    vector<int> y{0, 2, 2, 0};
    cout << (1 == pointInPolygon(1, 1, x, y)) << endl;
    cout << (0 == pointInPolygon(0, 0, x, y)) << endl;
    cout << (-1 == pointInPolygon(0, 3, x, y)) << endl;
}
```

3 Numerical algorithms

3.1 Systems of linear equations, matrix inverse, determinant

```
// Gauss-Jordan elimination with full pivoting.
//
// Uses:
// (1) solving systems of linear equations (AX=B)
// (2) inverting matrices (AX=I)
// (3) computing determinants of square matrices
//
// Running time: O(n^3)
//
// INPUT:    a[][] = an nxn matrix
//           b[][] = an nxm matrix
//
// OUTPUT:   X      = an nxm matrix (stored in b[][])
//           A^-1    = an nxn matrix (stored in a[][])
//           returns determinant of a[][]
```

```
#include <iostream>
#include <vector>
#include <cmath>
```

```
using namespace std;
```

```
const double EPS = 1e-10;
```

```
typedef vector<int> VI;
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
```

```
T GaussJordan(VVT &a, VVT &b) {
    const int n = a.size();
    const int m = b[0].size();
    VI irow(n), icol(n), ipiv(n);
    T det = 1;
```

```
    for (int i = 0; i < n; i++) {
        int pj = -1, pk = -1;
        for (int j = 0; j < n; j++) if (!ipiv[j])
            for (int k = 0; k < n; k++) if (!ipiv[k])
                if (fabs(a[j][k]) > fabs(a[pj][pk])) { pj = j; pk = k
                ; }
        if (fabs(a[pj][pk]) < EPS) { cerr << "Matrix is singular." <<
            endl; exit(0); }
        ipiv[pj]++;
        swap(a[pj], a[pk]);
        swap(b[pj], b[pk]);
        if (pj != pk) det *= -1;
        irow[i] = pj;
        icol[i] = pk;
```

```
        T c = 1.0 / a[pk][pk];
        det *= a[pk][pk];
        a[pk][pk] = 1.0;
        for (int p = 0; p < n; p++) a[pk][p] *= c;
        for (int p = 0; p < m; p++) b[pk][p] *= c;
        for (int p = 0; p < n; p++) if (p != pk) {
            c = a[p][pk];
            a[p][pk] = 0;
            for (int q = 0; q < n; q++) a[p][q] -= a[pk][q] * c;
            for (int q = 0; q < m; q++) b[p][q] -= b[pk][q] * c;
        }

        for (int p = n-1; p >= 0; p--) if (irow[p] != icol[p]) {
            for (int k = 0; k < n; k++) swap(a[k][irow[p]], a[k][icol[p]]);
        }

        return det;
}
```

```
int main() {
    const int n = 4;
    const int m = 2;
    double A[n][n] = { {1,2,3,4},{1,0,1,0},{5,3,2,4},{6,1,4,6} };
    double B[n][m] = { {1,2},{4,3},{5,6},{8,7} };
    VVT a(n), b(n);
    for (int i = 0; i < n; i++) {
        a[i] = VT(A[i], A[i] + n);
        b[i] = VT(B[i], B[i] + m);
    }
```

```
double det = GaussJordan(a, b);
```

```
// expected: 60
cout << "Determinant: " << det << endl;
```

```
// expected: -0.233333 0.166667 0.133333 0.066667
//           0.166667 0.166667 0.333333 -0.333333
//           0.233333 0.833333 -0.133333 -0.066667
//           0.05 -0.75 -0.1 0.2
cout << "Inverse: " << endl;
for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++)
        cout << a[i][j] << ' ';
    cout << endl;
```

```
// expected: 1.63333 1.3
//           -0.166667 0.5
//           2.36667 1.7
//           -1.85 -1.35
cout << "Solution: " << endl;
for (int i = 0; i < n; i++) {
    for (int j = 0; j < m; j++)
        cout << b[i][j] << ' ';
    cout << endl;
```

3.2 Reduced row echelon form, matrix rank

```
// Reduced row echelon form via Gauss-Jordan elimination
// with partial pivoting. This can be used for computing
// the rank of a matrix.
//
// Running time: O(n^3)
//
// INPUT:    a[][] = an nxm matrix
//
// OUTPUT:   rref[][] = an nxm matrix (stored in a[][])
//           returns rank of a[][]
```

```
#include <iostream>
#include <vector>
#include <cmath>
```

```
using namespace std;
```

```
const double EPSILON = 1e-10;
```

```
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
```

```

int rref(VVT &a) {
    int n = a.size();
    int m = a[0].size();
    int r = 0;
    for (int c = 0; c < m && r < n; c++) {
        int j = r;
        for (int i = r + 1; i < n; i++)
            if (fabs(a[i][c]) > fabs(a[j][c])) j = i;
        if (fabs(a[j][c]) < EPSILON) continue;
        swap(a[j], a[r]);

        T s = 1.0 / a[r][c];
        for (int j = 0; j < m; j++) a[r][j] *= s;
        for (int i = 0; i < n; i++) if (i != r) {
            T t = a[i][c];
            for (int j = 0; j < m; j++) a[i][j] -= t * a[r][j];
        }
        r++;
    }
    return r;
}

int main() {
    const int n = 5, m = 4;
    double A[n][m] = {
        {16, 2, 3, 13},
        {5, 11, 10, 8},
        {9, 7, 6, 12},
        {4, 14, 15, 1},
        {13, 21, 21, 13}};
    VVT a(n);
    for (int i = 0; i < n; i++)
        a[i] = VT(A[i], A[i] + m);

    int rank = rref(a);

    // expected: 3
    cout << "Rank: " << rank << endl;

    // expected: 1 0 0 1
    //          0 1 0 3
    //          0 0 1 -3
    //          0 0 0 3.10862e-15
    //          0 0 0 2.22045e-15
    cout << "rref: " << endl;
    for (int i = 0; i < 5; i++) {
        for (int j = 0; j < 4; j++)
            cout << a[i][j] << ' ';
        cout << endl;
    }
}

```

3.3 Simplex algorithm

```

// Two-phase simplex algorithm for solving linear opti. of the form
//
//      maximize      c^T x
//      subject to    Ax <= b
//                  x >= 0
//
// INPUT: A -- an m x n matrix
//        b -- an m-dimensional vector
//        c -- an n-dimensional vector
//        x -- a vector where the optimal solution will be stored
//
// OUTPUT: value of the optimal solution (infinity if unbounded
//        above, nan if infeasible)
//
// To use this code, create an LPSolver object with A, b, and c as
// arguments. Then, call Solve(x).

```

```

#include <iostream>
#include <iomanip>
#include <vector>
#include <cmath>
#include <limits>

using namespace std;

typedef long double DOUBLE;
typedef vector<DOUBLE> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;

```

```
const DOUBLE EPS = 1e-9;
```

```

struct LPSolver {
    int m, n;
    VI B, N;
    VVD D;

```

```

    LPSolver(const VVD &A, const VD &b, const VD &c) :
        m(b.size()), n(c.size()), N(n + 1), B(m), D(m + 2, VD(n + 2)) {
        for (int i = 0; i < m; i++) for (int j = 0; j < n; j++) D[i][j]
            = A[i][j];
        for (int i = 0; i < m; i++) { B[i] = n + i; D[i][n] = -1; D[i][
            n + 1] = b[i]; }
        for (int j = 0; j < n; j++) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m + 1][n] = 1;
    }

```

```

    void Pivot(int r, int s) {
        double inv = 1.0 / D[r][s];
        for (int i = 0; i < m + 2; i++) if (i != r)
            for (int j = 0; j < n + 2; j++) if (j != s)
                D[i][j] -= D[r][j] * D[i][s] * inv;
        for (int j = 0; j < n + 2; j++) if (j != s) D[r][j] *= inv;
        for (int i = 0; i < m + 2; i++) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]);
    }

```

```

    bool Simplex(int phase) {
        int x = phase == 1 ? m + 1 : m;
        while (true) {
            int s = -1;
            for (int j = 0; j <= n; j++) {
                if (phase == 2 && N[j] == -1) continue;
                if (s == -1 || D[x][j] < D[x][s] || D[x][j] == D[x][s] && N
                    [j] < N[s]) s = j;
            }
            if (D[x][s] > -EPS) return true;
            int r = -1;
            for (int i = 0; i < m; i++) {
                if (D[i][s] < EPS) continue;
                if (r == -1 || D[i][n + 1] / D[i][s] < D[r][n + 1] / D[r][s]
                    ||
                    (D[i][n + 1] / D[i][s]) == (D[r][n + 1] / D[r][s]) && B[i]
                    < B[r]) r = i;
            }
            if (r == -1) return false;
            Pivot(r, s);
        }
    }

```

```

    DOUBLE Solve(VD &x) {
        int r = 0;
        for (int i = 1; i < m; i++) if (D[i][n + 1] < D[r][n + 1]) r =
            i;
        if (D[r][n + 1] < -EPS) {
            Pivot(r, n);
            if (!Simplex(1) || D[m + 1][n + 1] < -EPS) return -
                numeric_limits<DOUBLE>::infinity();
            for (int i = 0; i < m; i++) if (B[i] == -1) {
                int s = -1;
                for (int j = 0; j <= n; j++)
                    if (s == -1 || D[i][j] < D[i][s] || D[i][j] == D[i][s] &&
                        N[j] < N[s]) s = j;
                Pivot(i, s);
            }
        }
        if (!Simplex(2)) return numeric_limits<DOUBLE>::infinity();
        x = VD(n);
        for (int i = 0; i < m; i++) if (B[i] < n) x[B[i]] = D[i][n +
            1];
        return D[m][n + 1];
    }
}

```

```

int main() {
    const int m = 4;
    const int n = 3;
    DOUBLE _A[m][n] = {
        {6, -1, 0},
        {-1, -5, 0},
        {1, 5, 1},
        {-1, -5, -1}
    };
    DOUBLE _b[m] = {10, -4, 5, -5};
    DOUBLE _c[n] = {1, -1, 0};

    VVD A(m);

```

```

    VD b(_b, _b + m);
    VD c(_c, _c + n);
    for (int i = 0; i < m; i++) A[i] = VD(_A[i], _A[i] + n);

    LPSolver solver(A, b, c);
    VD x;
    DOUBLE value = solver.Solve(x);

```

```

    cerr << "VALUE: " << value << endl; // VALUE: 1.29032
    cerr << "SOLUTION: "; // SOLUTION: 1.74194 0.451613 1
    for (size_t i = 0; i < x.size(); i++) cerr << " " << x[i];
    cerr << endl;
    return 0;
}

```

4 Graph algorithms

4.1 Fast Dijkstra's algorithm

```

// Implementation of Dijkstra's algorithm using adjacency lists
// and priority queue for efficiency.
//
// Running time: O(|E| log |V|)

```

```

#include <queue>
#include <cstdio>

```

```

using namespace std;
const int INF = 2000000000;
typedef pair<int, int> PII;

```

```

int main() {
    int N, s, t;
    scanf("%d%d%d", &N, &s, &t);
    vector<vector<PII>> edges(N);
    for (int i = 0; i < N; i++) {
        int M;
        scanf("%d", &M);
        for (int j = 0; j < M; j++) {
            int vertex, dist;
            scanf("%d%d", &vertex, &dist);
            edges[i].push_back(make_pair(dist, vertex)); // note order of
                arguments here
        }
    }

```

```

    // priority queue but top element has the "smallest" priority
    priority_queue<PII, vector<PII>, greater<PII>> Q;
    vector<int> dist(N, INF), dad(N, -1);
    Q.push(make_pair(0, s));
    dist[s] = 0;
    while (!Q.empty()) {
        PII p = Q.top();
        Q.pop();
        int here = p.second;
        if (here == t) break;
        if (dist[here] != p.first) continue;

        for (vector<PII>::iterator it = edges[here].begin(); it !=
            edges[here].end(); it++) {
            if (dist[here] + it->first < dist[it->second]) {
                dist[it->second] = dist[here] + it->first;
                dad[it->second] = here;
                Q.push(make_pair(dist[it->second], it->second));
            }
        }
    }
}

```

```

printf("%d\n", dist[t]);
if (dist[t] < INF)
    for (int i = t; i != -1; i = dad[i])
        printf("%d%c", i, (i == s ? '\n' : ' '));
return 0;
}

```

```

/*
Sample input:
5 0 4
2 1 2 3 1
2 2 4 4 5
3 1 4 3 3 4 1
2 0 1 2 3

```

```
2 1 5 2 1
```

```
Expected:
5
4 2 3 0
*/
```

4.2 Bellman Ford's shortest path for negative cycle detection

```
// This function runs the Bellman-Ford algorithm for single source
// shortest paths with negative edge weights. The function returns
// false if a negative weight cycle is detected. Otherwise, the
// function returns true and dist[i] is the length of the shortest
// path from start to i.
//
// Running time: O(|V|^3)
//
// INPUT:  start, w[i][j] = cost of edge from i to j
// OUTPUT: dist[i] = min weight path from start to i
//         prev[i] = previous node on the best path from the
//         start node
```

```
#include <iostream>
#include <queue>
#include <cmath>
#include <vector>
```

```
using namespace std;
```

```
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
```

```
typedef vector<int> VI;
typedef vector<VI> VVI;
```

```
bool BellmanFord (const VVT &w, VT &dist, VI &prev, int start) {
    int n = w.size();
    prev = VI(n, -1);
    dist = VT(n, 1000000000);
    dist[start] = 0;
```

```
    for (int k = 0; k < n; k++) {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                if (dist[j] > dist[i] + w[i][j]) {
                    if (k == n-1) return false;
                    dist[j] = dist[i] + w[i][j];
                    prev[j] = i;
                }
            }
        }
    }
```

```
    return true;
}
```

4.3 Strongly connected components

```
#include <vector>
#include <algorithm>
using namespace std;
vector<bool> visited; // keeps track of visited vertices
```

```
// runs depth first search starting at vertex v.
// each visited vertex is appended to the output vector when dfs
// leaves it.
```

```
void dfs(int v, vector<vector<int>> &const& adj, vector<int> &
    output) {
    visited[v] = true;
    for (auto u : adj[v])
        if (!visited[u])
            dfs(u, adj, output);
    output.push_back(v); // used to record the t_out of each vertex
}
```

```
// input: adj -- adjacency list of G
// output: components -- the strongly connected components in G
// output: adj_cond -- adjacency list of G's SCC (by root vertices)
```

```
void strongly_connected_components(vector<vector<int>> &const& adj,
    vector<vector<int>> &components,
    vector<vector<int>> &adj_cond) {
```

```
    int n = adj.size();
    components.clear(), adj_cond.clear();
```

```
    vector<int> order; // sorted list of G's vertices by exit time
```

```
    visited.assign(n, false);
```

```
    // first series of depth first searches
    for (int i = 0; i < n; i++)
        if (!visited[i])
            dfs(i, adj, order);
```

```
    // create adjacency list of G^T
    vector<vector<int>> adj_rev(n);
    for (int v = 0; v < n; v++)
        for (int u : adj[v])
            adj_rev[u].push_back(v);
```

```
    visited.assign(n, false);
    reverse(order.begin(), order.end());
```

```
    vector<int> roots(n, 0);
    // gives the root vertex of a vertex's SCC
```

```
    // second series of depth first searches
    for (auto v : order)
        if (!visited[v]) {
            std::vector<int> component;
            dfs(v, adj_rev, component);
            components.push_back(component);
            int root = *min_element(begin(component), end(component)
                );
            // can choose any element in the component!!!.
            for (auto u : component)
                roots[u] = root;
        }
```

```
    // add edges to condensation graph
    adj_cond.assign(n, {});
    for (int v = 0; v < n; v++)
        for (auto u : adj[v])
            if (roots[v] != roots[u])
                adj_cond[roots[v]].push_back(roots[u]);
}
```

4.4 Bridges And Articulation Points

```
// Official version
#include <bits/stdc++.h>
using namespace std;
const int maxN = 10010;
```

```
int n, m;
bool joint[maxN];
int timeDfs = 0, bridge = 0;
int low[maxN], num[maxN];
vector<int> g[maxN];
```

```
void dfs(int u, int pre) {
    int child = 0;
    num[u] = low[u] = ++timeDfs;
    for (int v : g[u]) {
        if (v == pre) continue;
        if (!num[v]) {
            dfs(v, u);
            low[u] = min(low[u], low[v]);
            if (low[v] == num[v]) bridge++;
            child++;
            if (pre != -1 && low[v] >= num[u]) joint[u] = true;
        }
        else low[u] = min(low[u], num[v]);
    }
    if (pre == -1) {
        if (child > 1) joint[u] = true;
    }
}
```

```
int main() {
    cin >> n >> m;
    for (int i = 1; i <= m; i++) {
        int u, v;
        cin >> u >> v;
```

```
        g[u].push_back(v);
        g[v].push_back(u);
    }
    for (int i = 1; i <= n; i++)
        if (!num[i]) dfs(i, -1);

    int cntJoint = 0;
    for (int i = 1; i <= n; i++) cntJoint += joint[i];

    cout << cntJoint << ' ' << bridge;
}
```

4.5 Eulerian path

```
struct Edge;
typedef list<Edge>::iterator iter;

struct Edge
{
    int next_vertex;
    iter reverse_edge;

    Edge(int next_vertex)
        :next_vertex(next_vertex)
    { }
```

```
const int max_vertices = ;
int num_vertices;
list<Edge> adj[max_vertices]; // adjacency list
```

```
vector<int> path;
```

```
void find_path(int v)
{
    while(adj[v].size() > 0)
    {
        int vn = adj[v].front().next_vertex;
        adj[vn].erase(adj[v].front().reverse_edge);
        adj[v].pop_front();
        find_path(vn);
    }
    path.push_back(v);
}
```

```
void add_edge(int a, int b)
```

```
{
    adj[a].push_front(Edge(b));
    iter ita = adj[a].begin();
    adj[b].push_front(Edge(a));
    iter itb = adj[b].begin();
    ita->reverse_edge = itb;
    itb->reverse_edge = ita;
}
```

4.6 Finding centroid

```
#include <iostream>
#include <vector>
using namespace std;
const int maxn = 200010;
int n;
vector<int> adj[maxn];
int subtree_size[maxn];
```

```
int get_subtree_size(int node, int parent = -1) {
    int &res = subtree_size[node];
    res = 1;
    for (int i : adj[node]) {
        if (i == parent) { continue; }
        res += get_subtree_size(i, node);
    }
    return res;
}
```

```
int get_centroid(int node, int parent = -1) {
    for (int i : adj[node]) {
        if (i == parent) { continue; }

        if (subtree_size[i] * 2 > n) { return get_centroid(i, node); }
    }
}
```



```

    return node;
}

int main() {
    cin >> n;
    for (int i = 0; i < n - 1; i++) {
        int a, b;
        cin >> a >> b;
        a--;
        b--;
        adj[a].push_back(b);
        adj[b].push_back(a);
    }

    get_subtree_size(0);
    cout << get_centroid(0) + 1 << endl;
}

```

4.7 Centroid Decomposition

```

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

// a number that is large enough while not causing overflow
const int INF = 1e9;

vector<vector<int>>> adj;
vector<int> subtree_size;
// min_dist[v] := the minimal distance between v and a red node
vector<int> min_dist;
vector<bool> is_removed;
vector<vector<pair<int, int>>> ancestors;

int get_subtree_size(int node, int parent = -1) {
    subtree_size[node] = 1;
    for (int child : adj[node]) {
        if (child == parent || is_removed[child]) { continue; }
        subtree_size[node] += get_subtree_size(child, node);
    }
    return subtree_size[node];
}

int get_centroid(int node, int tree_size, int parent = -1) {
    for (int child : adj[node]) {
        if (child == parent || is_removed[child]) { continue; }
        if (subtree_size[child] * 2 > tree_size) {
            return get_centroid(child, tree_size, node);
        }
    }
    return node;
}

/**
 * Calculate the distance between current 'node' and the
 * centroid' it belongs to. The distances between a node and
 * all its centroid ancestors are stored in the vector
 * 'ancestors'.
 * Arguments:
 * cur_dist: the distance between 'node' and 'centroid'
 */
void get_dists(int node, int centroid, int parent = -1, int cur_dist = 1)
{
    for (int child : adj[node]) {
        if (child == parent || is_removed[child]) { continue; }
        cur_dist++;
        get_dists(child, centroid, node, cur_dist);
        cur_dist--;
        ancestors[node].push_back({centroid, cur_dist});
    }
}

void build_centroid_decomp(int node = 0) {
    int centroid = get_centroid(node, get_subtree_size(node));
    /**
     * For all nodes in the subtree rooted at 'centroid',
     * calculate their distances to the centroid
     */
    for (int child : adj[centroid]) {
        if (is_removed[child]) { continue; }
        get_dists(child, centroid, centroid);
    }

    is_removed[centroid] = true;
    for (int child : adj[centroid]) {

```

```

        if (is_removed[child]) { continue; }
        // build the centroid decomposition for all child components
        build_centroid_decomp(child);
    }
}

/**
 * Paint 'node' red by updating all of its ancestors' minimal
 * distances to a red node.
 */
void paint(int node) {
    for (auto &[ancestor, dist] : ancestors[node]) {
        min_dist[ancestor] = min(min_dist[ancestor], dist);
    }
    min_dist[node] = 0;
}

/** Print the minimal distance between 'node' to a red node */
void query(int node) {
    int ans = min_dist[node];
    for (auto &[ancestor, dist] : ancestors[node]) {
        if (!dist) { continue; }
        /**
         * The distance between 'node' and a red painted node
         * is the sum of the distance from 'node' to one of
         * its ancestors ('dist') and the distance from this
         * ancestor to the nearest red node
         * ('min_dist[ancestor]').
         */
        ans = min(ans, dist + min_dist[ancestor]);
    }

    cout << ans << "\n";
}

int main() {
    int N, M;
    cin >> N >> M;

    adj.assign(N, vector<int>());
    for (int i = 0; i < N - 1; i++) {
        int a, b;
        cin >> a >> b;
        a--, b--;
        adj[a].push_back(b);
        adj[b].push_back(a);
    }

    subtree_size.assign(N, 0);
    ancestors.assign(N, vector<pair<int, int>>());
    is_removed.assign(N, false);
    build_centroid_decomp();

    min_dist.assign(N, INF);
    paint(0);
    for (int i = 0; i < M; i++) {
        int t, v;
        cin >> t >> v;
        v--;
        if (t == 1) {
            paint(v);
        } else {
            query(v);
        }
    }
}

```

5 Combinatorial optimization

5.1 Dinic max-flow for sparse graph

```

#include <bits/stdc++.h>
using namespace std;
const int N = 5001;
#define fi first
#define se second
struct TEdge
{
    int v, rit; //rit: reverse edge
    long long cap, flow;
};

map<pair<int, int>, long long> ww;

```

```

int n, m;
void enter()
{
    cin >> n >> m;
    for (int i=0, a, b, c; i<m; i++)
    {
        cin >> a >> b >> c;
        ww[{a,b}] += c;
        ww[{b,a}] += c;
    }
}

vector< TEdge> g[N];
void init()
{
    int ru, rv;
    for (pair<pair<int, int>, int> p: ww)
    {
        if (p.fi.fi < p.fi.se)
        {
            ru = g[p.fi.fi].size();
            rv = g[p.fi.se].size();
            g[p.fi.fi].push_back({p.fi.se, rv, p.se, 0});
            g[p.fi.se].push_back({p.fi.fi, ru, p.se, 0});
        }
    }
}

int MF = 1;
int tt;
int d[N], ni[N];

bool bfs()
{
    for (int i=1; i<=n; i++)
        d[i] = 0;
    d[1] = 1;
    queue<int> qu;
    int u;
    qu.push(1);
    while (!qu.empty())
    {
        u = qu.front();
        qu.pop();
        for (auto v : g[u])
        {
            if (!d[v.v])
            {
                if (v.flow + MF <= v.cap)
                {
                    d[v.v] = d[u] + 1;
                    qu.push(v.v);
                }
            }
        }
    }
    return d[n];
}

long long dfs (int u, long long ff)
{
    if (u == n)
        return ff;
    for (; ni[u] < g[u].size(); ++ni[u])
    {
        if (d[g[u][ni[u]].v] == d[u] + 1)
        {
            int fff = dfs(g[u][ni[u]].v, min(g[u][ni[u]].cap - g[u][ni[u]].flow, ff));
            if (fff >= MF)
            {
                g[u][ni[u]].flow += fff;
                g[g[u][ni[u]].v][g[u][ni[u]].rit].flow -= fff;
                return fff;
            }
        }
    }
    return 0;
}

long long max_flow()
{
    long long res = 0, d;
    MF = 1 << 30;
    while (MF)
    {
        while (bfs())
        {

```

```

    for (int i=1; i<=n; i++)
        ni[i] = 0;
    do
    {
        d = dfs(1, 1<30);
        res += d;
    } while (d);
    MF >>= 1;
}
return res;
}

```

```

int main()
{
    ios_base::sync_with_stdio(0);
    enter();
    init();
    cout << max_flow();
    return 0;
}

```

5.2 Min-cost max-flow

```

// Implementation of min cost max flow algorithm using adjacency
// matrix (Edmonds and Karp 1972). This implementation keeps track
// of
// forward and reverse edges separately (so you can set cap[i][j]
// !=
// cap[j][i]). For a regular max flow, set all edge costs to 0.
//
// Running time,  $O(|V|^2)$  cost per augmentation
// max flow:  $O(|V|^3)$  augmentations
// min cost max flow:  $O(|V|^4 * \text{MAX\_EDGE\_COST})$  augmentations
//
// INPUT:
// - graph, constructed using AddEdge()
// - source
// - sink
//
// OUTPUT:
// - (maximum flow value, minimum cost value)
// - To obtain the actual flow, look at positive values only.

```

```

#include <cmath>
#include <vector>
#include <iostream>

```

```
using namespace std;
```

```

typedef vector<int> VI;
typedef vector<VI> VVI;
typedef long long L;
typedef vector<L> VL;
typedef vector<VL> VVL;
typedef pair<int, int> PII;
typedef vector<PII> VPPII;

```

```
const L INF = numeric_limits<L>::max() / 4;
```

```

struct MinCostMaxFlow {
    int N;
    VVL cap, flow, cost;
    VI found;
    VL dist, pi, width;
    VPPII dad;

    MinCostMaxFlow(int N) :
        N(N), cap(N, VL(N)), flow(N, VL(N)), cost(N, VL(N)),
        found(N), dist(N), pi(N), width(N), dad(N) {}

    void AddEdge(int from, int to, L cap, L cost) {
        this->cap[from][to] = cap;
        this->cost[from][to] = cost;
    }

    void Relax(int s, int k, L cap, L cost, int dir) {
        L val = dist[s] + pi[s] - pi[k] + cost;
        if (cap && val < dist[k]) {
            dist[k] = val;
            dad[k] = make_pair(s, dir);
            width[k] = min(cap, width[s]);
        }
    }

    L Dijkstra(int s, int t) {

```

```

        fill(found.begin(), found.end(), false);
        fill(dist.begin(), dist.end(), INF);
        fill(width.begin(), width.end(), 0);
        dist[s] = 0;
        width[s] = INF;

        while (s != -1) {
            int best = -1;
            found[s] = true;
            for (int k = 0; k < N; k++) {
                if (found[k]) continue;
                Relax(s, k, cap[s][k] - flow[s][k], cost[s][k], 1);
                Relax(s, k, flow[k][s], -cost[k][s], -1);
                if (best == -1 || dist[k] < dist[best]) best = k;
            }
            s = best;
        }

        for (int k = 0; k < N; k++)
            pi[k] = min(pi[k] + dist[k], INF);
        return width[t];
    }
}

```

```

pair<L, L> GetMaxFlow(int s, int t) {
    L totflow = 0, totcost = 0;
    while (L amt = Dijkstra(s, t)) {
        totflow += amt;
        for (int x = t; x != s; x = dad[x].first) {
            if (dad[x].second == 1) {
                flow[dad[x].first][x] += amt;
                totcost += amt * cost[dad[x].first][x];
            } else {
                flow[x][dad[x].first] -= amt;
                totcost -= amt * cost[x][dad[x].first];
            }
        }
        return make_pair(totflow, totcost);
    }
}

// BEGIN CUT
// The following code solves UVA problem #10594: Data Flow

int main() {
    int N, M;

    while (scanf("%d%d", &N, &M) == 2) {
        VVL v(M, VL(3));
        for (int i = 0; i < M; i++)
            scanf("%Ld%Ld%Ld", &v[i][0], &v[i][1], &v[i][2]);
        L D, K;
        scanf("%Ld%Ld", &D, &K);

        MinCostMaxFlow mcmf(N+1);
        for (int i = 0; i < M; i++) {
            mcmf.AddEdge(int(v[i][0]), int(v[i][1]), K, v[i][2]);
            mcmf.AddEdge(int(v[i][1]), int(v[i][0]), K, v[i][2]);
        }
        mcmf.AddEdge(0, 1, D, 0);

        pair<L, L> res = mcmf.GetMaxFlow(0, N);

        if (res.first == D) {
            printf("%Ld\n", res.second);
        } else {
            printf("Impossible.\n");
        }
    }

    return 0;
}

// END CUT

```

5.3 Min Cost Matching

```

//
//
// Min cost bipartite matching via shortest augmenting paths
//
// This is an  $O(n^3)$  implementation of a shortest augmenting path
// algorithm for finding min cost perfect matchings in dense
// graphs. In practice, it solves 1000x1000 problems in around 1

```

```

// second.
//
// cost[i][j] = cost for pairing left node i with right node j
// Lmate[i] = index of right node that left node i pairs with
// Rmate[j] = index of left node that right node j pairs with
//
// The values in cost[i][j] may be positive or negative. To
// perform
// maximization, simply negate the cost[][] matrix.
//
//

```

```

#include <algorithm>
#include <cstdio>
#include <cmath>
#include <vector>

```

```
using namespace std;
```

```

typedef vector<double> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;

```

```

double MinCostMatching(const VVD &cost, VI &Lmate, VI &Rmate) {
    int n = int(cost.size());

    // construct dual feasible solution
    VD u(n);
    VD v(n);
    for (int i = 0; i < n; i++) {
        u[i] = cost[i][0];
        for (int j = 1; j < n; j++) u[i] = min(u[i], cost[i][j]);
    }
    for (int j = 0; j < n; j++) {
        v[j] = cost[0][j] - u[0];
        for (int i = 1; i < n; i++) v[j] = min(v[j], cost[i][j] - u[i]);
    }

    // construct primal solution satisfying complementary slackness
    Lmate = VI(n, -1);
    Rmate = VI(n, -1);
    int mated = 0;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            if (Rmate[j] != -1) continue;
            if (fabs(cost[i][j] - u[i] - v[j]) < 1e-10) {
                Lmate[i] = j;
                Rmate[j] = i;
                mated++;
                break;
            }
        }
    }
}

```

```

VD dist(n);
VI dad(n);
VI seen(n);

```

```

// repeat until primal solution is feasible
while (mated < n) {

```

```

    // find an unmatched left node
    int s = 0;
    while (Lmate[s] != -1) s++;

    // initialize Dijkstra
    fill(dad.begin(), dad.end(), -1);
    fill(seen.begin(), seen.end(), 0);
    for (int k = 0; k < n; k++)
        dist[k] = cost[s][k] - u[s] - v[k];

```

```

    int j = 0;
    while (true) {

```

```

        // find closest
        j = -1;
        for (int k = 0; k < n; k++) {
            if (seen[k]) continue;
            if (j == -1 || dist[k] < dist[j]) j = k;
        }
        seen[j] = 1;

```

```

        // termination condition
        if (Rmate[j] == -1) break;

```

```

        // relax neighbors
        const int i = Rmate[j];

```



```

    for (int k = 0; k < n; k++) {
        if (seen[k]) continue;
        const double new_dist = dist[j] + cost[i][k] - u[i] - v[k];
        if (dist[k] > new_dist) {
            dist[k] = new_dist;
            dad[k] = j;
        }
    }

    // update dual variables
    for (int k = 0; k < n; k++) {
        if (k == j || !seen[k]) continue;
        const int i = Rmate[k];
        v[k] += dist[k] - dist[j];
        u[i] -= dist[k] - dist[j];
    }
    u[s] += dist[j];

    // augment along path
    while (dad[j] >= 0) {
        const int d = dad[j];
        Rmate[j] = Rmate[d];
        Lmate[Rmate[j]] = j;
        j = d;
    }
    Rmate[j] = s;
    Lmate[s] = j;

    mated++;
}

double value = 0;
for (int i = 0; i < n; i++)
    value += cost[i][Lmate[i]];

return value;
}

```

5.4 Push-relabel max-flow

// Adjacency list implementation of FIFO push relabel maximum flow
// with the gap relabeling heuristic. This implementation is
// significantly faster than straight Ford-Fulkerson. It solves
// random problems with 10000 vertices and 1000000 edges in a few
// seconds, though it is possible to construct test cases that
// achieve the worst-case.

```

// Running time:
// O(|V|^3)
//
// INPUT:
// - graph, constructed using AddEdge()
// - source
// - sink
//
// OUTPUT:
// - maximum flow value
// - To obtain the actual flow values, look at all edges with
// capacity > 0 (zero capacity edges are residual edges).

```

```

#include <cmath>
#include <vector>
#include <iostream>
#include <queue>

```

```
using namespace std;
```

```
typedef long long LL;
```

```

struct Edge {
    int from, to, cap, flow, index;
    Edge(int from, int to, int cap, int flow, int index) :
        from(from), to(to), cap(cap), flow(flow), index(index) {}
};

```

```

struct PushRelabel {
    int N;
    vector<vector<Edge>> > G;
    vector<LL> excess;
    vector<int> dist, active, count;
    queue<int> Q;

```

```

    PushRelabel(int N) : N(N), G(N), excess(N), dist(N), active(N),
        count(2*N) {}

```

```

    void AddEdge(int from, int to, int cap) {
        G[from].push_back(Edge(from, to, cap, 0, G[to].size()));
        if (from == to) G[from].back().index++;
        G[to].push_back(Edge(to, from, 0, 0, G[from].size() - 1));
    }

```

```

    void Enqueue(int v) {
        if (!active[v] && excess[v] > 0) { active[v] = true; Q.push(v); }
    }

```

```

    void Push(Edge &e) {
        int amt = int(min(excess[e.from], LL(e.cap - e.flow)));
        if (dist[e.from] <= dist[e.to] || amt == 0) return;
        e.flow += amt;
        G[e.to][e.index].flow -= amt;
        excess[e.to] += amt;
        excess[e.from] -= amt;
        Enqueue(e.to);
    }

```

```

    void Gap(int k) {
        for (int v = 0; v < N; v++) {
            if (dist[v] < k) continue;
            count[dist[v]]--;
            dist[v] = max(dist[v], N+1);
            count[dist[v]]++;
            Enqueue(v);
        }
    }

```

```

    void Relabel(int v) {
        count[dist[v]]--;
        dist[v] = 2*N;
        for (int i = 0; i < G[v].size(); i++)
            if (G[v][i].cap - G[v][i].flow > 0)
                dist[v] = min(dist[v], dist[G[v][i].to] + 1);
        count[dist[v]]++;
        Enqueue(v);
    }

```

```

    void Discharge(int v) {
        for (int i = 0; excess[v] > 0 && i < G[v].size(); i++) Push(G[v]
            ][i]);
        if (excess[v] > 0) {
            if (count[dist[v]] == 1)
                Gap(dist[v]);
            else
                Relabel(v);
        }
    }

```

```

    LL GetMaxFlow(int s, int t) {
        count[0] = N-1;
        count[N] = 1;
        dist[s] = N;
        active[s] = active[t] = true;
        for (int i = 0; i < G[s].size(); i++) {
            excess[s] += G[s][i].cap;
            Push(G[s][i]);
        }
    }

```

```

    while (!Q.empty()) {
        int v = Q.front();
        Q.pop();
        active[v] = false;
        Discharge(v);
    }

```

```

    LL totflow = 0;
    for (int i = 0; i < G[s].size(); i++) totflow += G[s][i].flow;
    return totflow;
}

```

// The following code solves SPOJ problem 4110: Fast Maximum Flow (FASTFLOW)

/* Input
The first line contains the two integers N and M. The next M lines
each contain
three integers A, B, and C, denoting that there is an edge of
capacity C (1 <= C <= 109) between nodes A and B (1 <= A, B
<= N). Note that it is possible for there to be duplicate
edges, as well as an edge from a node to itself.

Output
Print a single integer (which may not fit into a 32-bit integer)
denoting the
maximum flow / minimum cut between 1 and N.

Example

Input:

```

4 6
1 2 3
2 3 4
3 1 2
2 2 5
3 4 3
4 3 3
Output:
5

```

```

*/
int main() {
    int n, m;
    scanf("%d%d", &n, &m);

    PushRelabel pr(n);
    for (int i = 0; i < m; i++) {
        int a, b, c;
        scanf("%d%d%d", &a, &b, &c);
        if (a == b) continue;
        pr.AddEdge(a-1, b-1, c);
        pr.AddEdge(b-1, a-1, c);
    }
    printf("%d\n", pr.GetMaxFlow(0, n-1));
    return 0;
}

```

5.5 Unweighted Bipartite Matching

// Max matching for unweighted bipartite graph
// Kuhn's algorithm $O(n^2)$

/*
Given a **bipartite graph** $G = (X \cup Y, E)$. The vertices of
 X are denoted x_1, x_2, \dots, x_m , and the vertices of
 Y are denoted y_1, y_2, \dots, y_n .

A **matching** on G is a set of edges $E' \subseteq E$ such that
no two edges in E' share a common vertex.

Requirement: Find a **maximum matching** (having the most edges
) on G .

Input
* **Line 1:** Contains two integers, m and n ($1 \leq m, n \leq 100$).

* **Subsequent lines:** Each line contains two positive integers,
 i and j , representing an edge $(x_i, y_j) \in E$.

Output
* **Line 1:** The number of edges in the maximum matching found (K).
* **K subsequent lines:** Each line contains two numbers, u and
 v , representing the edge (x_u, y_v) chosen for the
maximum matching.

```

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

```

```
const int N = 102;
```

```
int n, m, Assigned[N];
```

```
int Visited[N], t = 0;
```

```
vector<int> a[N];
```

```

bool visit(int u) {
    if (Visited[u] != t)
        Visited[u] = t;
    else
        return false;
    for (int i = 0; i < a[u].size(); i++) {
        int v = a[u][i];
        if (!Assigned[v] || visit(Assigned[v])) {
            Assigned[v] = u;
            return true;
        }
    }
    return false;
}

```

```
int main() {
```

```
scanf("%d%d", &m, &n);
int x, y;
while (scanf("%d%d", &x, &y) > 0)
    a[x].push_back(y);
int Count = 0;
for (int i = 1; i <= m; i++) {
    t++;
    Count += visit(i);
}

printf("%d\n", Count);
for (int i = 1; i <= n; i++)
    if (int j = Assigned[i])
        printf("%d %d\n", j, i);
}
```

5.6 Global min-cut

// Adjacency matrix implementation of Stoer-Wagner min cut algorithm.

```
//
// Running time:
// O(|V|^3)
//
// INPUT:
// - graph, constructed using AddEdge()
//
// OUTPUT:
// - (min cut value, nodes in half of min cut)
```

```
#include <cmath>
#include <vector>
#include <iostream>
```

```
using namespace std;
```

```
typedef vector<int> VI;
typedef vector<VI> VVI;
```

```
const int INF = 1000000000;
```

```
pair<int, VI> GetMinCut(VVI &weights) {
    int N = weights.size();
    VI used(N), cut, best_cut;
    int best_weight = -1;

    for (int phase = N-1; phase >= 0; phase--) {
        VI w = weights[0];
        VI added = used;
        int prev, last = 0;
        for (int i = 0; i < phase; i++) {
            prev = last;
            last = -1;
            for (int j = 1; j < N; j++)
                if (!added[j] && (last == -1 || w[j] > w[last])) last = j;
            if (i == phase-1) {
                for (int j = 0; j < N; j++) weights[prev][j] += weights[last][j];
                for (int j = 0; j < N; j++) weights[j][prev] = weights[j][j];
                used[last] = true;
                cut.push_back(last);
                if (best_weight == -1 || w[last] < best_weight) {
                    best_cut = cut;
                    best_weight = w[last];
                }
            } else {
                for (int j = 0; j < N; j++)
                    w[j] += weights[last][j];
                added[last] = true;
            }
        }
        return make_pair(best_weight, best_cut);
    }
}
```

// BEGIN CUT
// The following code solves UVA problem #10989: Bomb, Divide and Conquer

```
int main() {
    int N;
    cin >> N;
    for (int i = 0; i < N; i++) {
        int n, m;
        cin >> n >> m;
        VVI weights(n, VI(n));
        for (int j = 0; j < m; j++) {
            int a, b, c;
```

```
        cin >> a >> b >> c;
        weights[a-1][b-1] = weights[b-1][a-1] = c;
    }
    pair<int, VI> res = GetMinCut(weights);
    cout << "Case #" << i+1 << " : " << res.first << endl;
}
// END CUT
```

5.7 Graph cut inference

```
// Special-purpose {0,1} combinatorial optimization solver for
// problems of the following by a reduction to graph cuts:
//
// minimize          sum_i psi_i(x[i])
// x[1]...x[n] in {0,1} + sum_{i < j} phi_{ij}(x[i], x[j])
//
// where
// psi_i : {0, 1} --> R
// phi_{ij} : {0, 1} x {0, 1} --> R
//
// such that
// phi_{ij}(0,0) + phi_{ij}(1,1) <= phi_{ij}(0,1) + phi_{ij}(1,0)
// (*)
//
// This can also be used to solve maximization problems where the
// direction of the inequality in (*) is reversed.
//
// INPUT: phi -- a matrix such that phi[i][j][u][v] = phi_{ij}(u, v)
//          psi -- a matrix such that psi[i][u] = psi_i(u)
//          x -- a vector where the optimal solution will be stored
//
// OUTPUT: value of the optimal solution
//
// To use this code, create a GraphCutInference object, and call
// the
// DoInference() method. To perform maximization instead of
// minimization,
// ensure that #define MAXIMIZATION is enabled.
```

```
#include <vector>
#include <iostream>
```

```
using namespace std;
```

```
typedef vector<int> VI;
typedef vector<VI> VVI;
typedef vector<VVI> VVVI;
typedef vector<VVVI> VVVVI;
```

```
const int INF = 1000000000;
```

```
// comment out following line for minimization
#define MAXIMIZATION
```

```
struct GraphCutInference {
    int N;
    VVI cap, flow;
    VI reached;

    int Augment(int s, int t, int a) {
        reached[s] = 1;
        if (s == t) return a;
        for (int k = 0; k < N; k++) {
            if (reached[k]) continue;
            if (int aa = min(a, cap[s][k] - flow[s][k])) {
                if (int b = Augment(k, t, aa)) {
                    flow[s][k] += b;
                    flow[k][s] -= b;
                    return b;
                }
            }
        }
        return 0;
    }

    int GetMaxFlow(int s, int t) {
        N = cap.size();
        flow = VVI(N, VI(N));
        reached = VI(N);

        int totflow = 0;
        while (int amt = Augment(s, t, INF)) {
            totflow += amt;
```

```
        fill(reached.begin(), reached.end(), 0);
    }
    return totflow;
}
```

```
int DoInference(const VVVVI &phi, const VVI &psi, VI &x) {
    int M = phi.size();
    cap = VVI(M+2, VI(M+2));
    VI b(M);
    int c = 0;

    for (int i = 0; i < M; i++) {
        b[i] += psi[i][1] - psi[i][0];
        c += psi[i][0];
        for (int j = 0; j < i; j++)
            b[i] += phi[i][j][1][1] - phi[i][j][0][1];
        for (int j = i+1; j < M; j++) {
            cap[i][j] = phi[i][j][0][1] + phi[i][j][1][0] - phi[i][j][0][0] -
                phi[i][j][1][1];
            b[i] += phi[i][j][1][1][0] - phi[i][j][0][0];
            c += phi[i][j][0][0];
        }
    }
}
```

```
#ifndef MAXIMIZATION
    for (int i = 0; i < M; i++) {
        for (int j = i+1; j < M; j++)
            cap[i][j] *= -1;
        b[i] *= -1;
    }
    c *= -1;
#endif
```

```
    for (int i = 0; i < M; i++) {
        if (b[i] >= 0) {
            cap[M][i] = b[i];
        } else {
            cap[i][M+1] = -b[i];
            c += b[i];
        }
    }
}
```

```
int score = GetMaxFlow(M, M+1);
fill(reached.begin(), reached.end(), 0);
Augment(M, M+1, INF);
x = VI(M);
for (int i = 0; i < M; i++) x[i] = reached[i] ? 0 : 1;
score += c;
#ifdef MAXIMIZATION
    score *= -1;
#endif
```

```
    return score;
}
```

```
};
```

```
int main() {
```

```
    // solver for "Cat vs. Dog" from NWERC 2008
```

```
    int numcases;
    cin >> numcases;
    for (int caseno = 0; caseno < numcases; caseno++) {
        int c, d, v;
        cin >> c >> d >> v;

        VVVVI phi(c+d, VVVI(c+d, VVI(2, VI(2))));
        VVI psi(c+d, VI(2));
        for (int i = 0; i < v; i++) {
            char p, q;
            int u, v;
            cin >> p >> u >> q >> v;
            u--; v--;
            if (p == 'C') {
                phi[u][c+v][0][0]++;
                phi[c+v][u][0][0]++;
            } else {
                phi[v][c+u][1][1]++;
                phi[c+u][v][1][1]++;
            }
        }

        GraphCutInference graph;
        VI x;
        cout << graph.DoInference(phi, psi, x) << endl;
    }

    return 0;
}
```

6 Data structures

6.1 Binary Indexed Tree

```
#include <iostream>
using namespace std;

#define LOGSZ 17

int tree[(1<<LOGSZ)+1];
int N = (1<<LOGSZ);

// add v to value at x
void set(int x, int v) {
    while(x <= N) {
        tree[x] += v;
        x += (x & -x);
    }
}

// get cumulative sum up to and including x
int get(int x) {
    int res = 0;
    while(x) {
        res += tree[x];
        x -= (x & -x);
    }
    return res;
}

// get largest value with cumulative sum less than or equal to x;
// for smallest, pass x-1 and add 1 to result
int getind(int x) {
    int idx = 0, mask = N;
    while(mask && idx < N) {
        int t = idx + mask;
        if(x >= tree[t]) {
            idx = t;
            x -= tree[t];
        }
        mask >>= 1;
    }
    return idx;
}
```

6.2 DSU rollback

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

// BeginCodeSnip(DSU)
class DSU {
private:
    vector<ll> p, sz, sum;
    // stores all history info related to merges
    vector<pair<ll &, ll>> history;

public:
    DSU(int n) : p(n), sz(n, 1), sum(n) { iota(p.begin(), p.end(), 0); }

    void init_sum(const vector<ll> a) {
        for (int i = 0; i < (int)a.size(); i++) { sum[i] = a[i]; }
    }

    int get(int x) { return (p[x] == x) ? x : get(p[x]); }

    ll get_sum(int x) { return sum[get(x)]; }

    void unite(int a, int b) {
        a = get(a);
        b = get(b);
        if (a == b) { return; }
        if (sz[a] < sz[b]) { swap(a, b); }

        // add to history
```

```
        history.push_back({p[b], p[b]});
        history.push_back({sz[a], sz[a]});
        history.push_back({sum[a], sum[a]});

        p[b] = a;
        sz[a] += sz[b];
        sum[a] += sum[b];
    }

    void add(int x, ll v) {
        x = get(x);
        history.push_back({sum[x], sum[x]});
        sum[x] += v;
    }

    int snapshot() { return history.size(); }

    void rollback(int until) {
        while (snapshot() > until) {
            history.back().first = history.back().second;
            history.pop_back();
        }
    }
};
// EndCodeSnip

const int MAXN = 3e5;
DSU dsu(MAXN);

struct Query {
    int t, u, v, x;
};

vector<Query> tree[MAXN * 4];

void update(Query &q, int v, int query_l, int query_r, int tree_l,
            int tree_r) {
    if (query_l > tree_r || query_r < tree_l) { return; }
    if (query_l <= tree_l && query_r >= tree_r) {
        tree[v].push_back(q);
        return;
    }
    int m = (tree_l + tree_r) / 2;
    update(q, v * 2, query_l, query_r, tree_l, m);
    update(q, v * 2 + 1, query_l, query_r, m + 1, tree_r);
}

void dfs(int v, int l, int r, vector<ll> &ans) {
    int snapshot = dsu.snapshot();
    // perform all available operations upon entering
    for (Query &q : tree[v]) {
        if (q.t == 1) { dsu.unite(q.u, q.v); }
        if (q.t == 2) { dsu.add(q.v, q.x); }
    }
    if (l == r) {
        // answer type 3 query if we have one
        for (Query &q : tree[v]) {
            if (q.t == 3) { ans[l] = dsu.get_sum(q.v); }
        }
    } else {
        // go deeper into the tree
        int m = (l + r) / 2;
        dfs(2 * v, l, m, ans);
        dfs(2 * v + 1, m + 1, r, ans);
    }
    // undo operations upon exiting
    dsu.rollback(snapshot);
}

int main() {
    int n, q;
    cin >> n >> q;
    vector<ll> a(n);
    for (int i = 0; i < n; i++) { cin >> a[i]; }
    dsu.init_sum(a);

    map<pair<int, int>, int> index_added;
    for (int i = 0; i < q; i++) {
        int t;
        cin >> t;
        if (t == 0) {
            int u, v;
            cin >> u >> v;
            if (u > v) swap(u, v);
            // store index this edge is added, marks beginning of
            // interval
            index_added[{u, v}] = i;
        } else if (t == 1) {
```

```
        int u, v;
        cin >> u >> v;
        if (u > v) swap(u, v);
        Query cur_q = {1, u, v};
        // add all edges that are deleted to interval [index added, i
        // - 1]
        update(cur_q, 1, index_added[{u, v}], i - 1, 0, q - 1);
        index_added[{u, v}] = -1;
    } else if (t == 2) {
        int v, x;
        cin >> v >> x;
        Query cur_q = {2, -1, v, x};
        // add all sum queries to interval [i, q - 1]
        update(cur_q, 1, i, q - 1, 0, q - 1);
    } else if (t == 3) {
        int v;
        cin >> v;
        Query cur_q = {3, -1, v};
        // add all output queries to interval [i, i]
        update(cur_q, 1, i, i, 0, q - 1);
    }
}

// add all edges that are not deleted to interval [index added, q
// - 1]
for (auto [edge, index] : index_added) {
    if (index != -1) {
        Query cur_q = {1, edge.first, edge.second};
        update(cur_q, 1, index, q - 1, 0, q - 1);
    }
}

vector<ll> ans(q, -1);
dfs(1, 0, q - 1, ans);
for (int i = 0; i < q; i++) {
    if (ans[i] != -1) { cout << ans[i] << "\n"; }
}
}
```

6.3 Segment Tree Beats

/* Given a size N integer sequence a_0, a_1, \dots, a_{N-1} . Process the following Q queries in order:

* 0 l r b: For each $i=l, \dots, r-1$, $a_i \leftarrow \min(a_i, b)$
 * 1 l r b: For each $i=l, \dots, r-1$, $a_i \leftarrow \max(a_i, b)$
 * 2 l r b: For each $i=l, \dots, r-1$, $a_i \leftarrow a_i + b$
 * 3 l r: Print Sum from $i=l$ to $r-1$ of a_i

Time complexity: $O((n+q)\log^2(n))$
 */

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

const int MAXN = 200001; // 1-based

int N;
ll A[MAXN];
#define llINF ((ll)1e18)

struct Node {
    ll sum; // Sum tag
    ll max1; // Max value
    ll max2; // Second Max value
    ll maxc; // Max value count
    ll min1; // Min value
    ll min2; // Second Min value
    ll minc; // Min value count
    ll lazy; // Lazy tag
} T[MAXN * 4];

void merge(int t) {
    // sum
    T[t].sum = T[t << 1].sum + T[t << 1 | 1].sum;

    // max
    if (T[t << 1].max1 == T[t << 1 | 1].max1) {
        T[t].max1 = T[t << 1].max1;
        T[t].max2 = max(T[t << 1].max2, T[t << 1 | 1].max2);
        T[t].maxc = T[t << 1].maxc + T[t << 1 | 1].maxc;
    } else {
        if (T[t << 1].max1 > T[t << 1 | 1].max1) {
            T[t].max1 = T[t << 1].max1;
```

```

    T[t].max2 = max(T[t << 1].max2, T[t << 1 | 1].max1);
    T[t].maxc = T[t << 1].maxc;
} else {
    T[t].max1 = T[t << 1 | 1].max1;
    T[t].max2 = max(T[t << 1].max1, T[t << 1 | 1].max2);
    T[t].maxc = T[t << 1 | 1].maxc;
}
}

// min
if (T[t << 1].min1 == T[t << 1 | 1].min1) {
    T[t].min1 = T[t << 1].min1;
    T[t].min2 = min(T[t << 1].min2, T[t << 1 | 1].min2);
    T[t].minc = T[t << 1].minc + T[t << 1 | 1].minc;
} else {
    if (T[t << 1].min1 < T[t << 1 | 1].min1) {
        T[t].min1 = T[t << 1].min1;
        T[t].min2 = min(T[t << 1].min2, T[t << 1 | 1].min1);
        T[t].minc = T[t << 1].minc;
    } else {
        T[t].min1 = T[t << 1 | 1].min1;
        T[t].min2 = min(T[t << 1].min1, T[t << 1 | 1].min2);
        T[t].minc = T[t << 1 | 1].minc;
    }
}

void push_add(int t, int tl, int tr, ll v) {
    if (v == 0) { return; }
    T[t].sum += (tr - tl + 1) * v;
    T[t].max1 += v;
    if (T[t].max2 != -11INF) { T[t].max2 += v; }
    T[t].min1 += v;
    if (T[t].min2 != 11INF) { T[t].min2 += v; }
    T[t].lazy += v;
}

// corresponds to a chmin update
void push_max(int t, ll v, bool l) {
    if (v >= T[t].max1) { return; }
    T[t].sum -= T[t].max1 * T[t].maxc;
    T[t].max1 = v;
    T[t].sum += T[t].max1 * T[t].maxc;
    if (l) {
        T[t].min1 = T[t].max1;
    } else {
        if (v <= T[t].min1) {
            T[t].min1 = v;
        } else if (v < T[t].min2) {
            T[t].min2 = v;
        }
    }
}

// corresponds to a chmax update
void push_min(int t, ll v, bool l) {
    if (v <= T[t].min1) { return; }
    T[t].sum -= T[t].min1 * T[t].minc;
    T[t].min1 = v;
    T[t].sum += T[t].min1 * T[t].minc;
    if (l) {
        T[t].max1 = T[t].min1;
    } else {
        if (v >= T[t].max1) {
            T[t].max1 = v;
        } else if (v > T[t].max2) {
            T[t].max2 = v;
        }
    }
}

void pushdown(int t, int tl, int tr) {
    if (tl == tr) return;
    // sum
    int tm = (tl + tr) >> 1;
    push_add(t << 1, tl, tm, T[t].lazy);
    push_add(t << 1 | 1, tm + 1, tr, T[t].lazy);
    T[t].lazy = 0;

    // max
    push_max(t << 1, T[t].max1, tl == tm);
    push_max(t << 1 | 1, T[t].max1, tm + 1 == tr);

    // min
    push_min(t << 1, T[t].min1, tl == tm);
    push_min(t << 1 | 1, T[t].min1, tm + 1 == tr);
}

void build(int t = 1, int tl = 0, int tr = N - 1) {

```

```

    T[t].lazy = 0;
    if (tl == tr) {
        T[t].sum = T[t].max1 = T[t].min1 = A[tl];
        T[t].maxc = T[t].minc = 1;
        T[t].max2 = -11INF;
        T[t].min2 = 11INF;
        return;
    }

    int tm = (tl + tr) >> 1;
    build(t << 1, tl, tm);
    build(t << 1 | 1, tm + 1, tr);
    merge(t);
}

void update_add(int l, int r, ll v, int t = 1, int tl = 0, int tr =
    N - 1) {
    if (r < tl || tr < l) { return; }
    if (l <= tl && tr <= r) {
        push_add(t, tl, tr, v);
        return;
    }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    update_add(l, r, v, t << 1, tl, tm);
    update_add(l, r, v, t << 1 | 1, tm + 1, tr);
    merge(t);
}

void update_chmin(int l, int r, ll v, int t = 1, int tl = 0, int tr =
    N - 1) {
    if (r < tl || tr < l || v >= T[t].max1) { return; }
    if (l <= tl && tr <= r && v > T[t].max2) {
        push_max(t, v, tl == tr);
        return;
    }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    update_chmin(l, r, v, t << 1, tl, tm);
    update_chmin(l, r, v, t << 1 | 1, tm + 1, tr);
    merge(t);
}

void update_chmax(int l, int r, ll v, int t = 1, int tl = 0, int tr =
    N - 1) {
    if (r < tl || tr < l || v <= T[t].min1) { return; }
    if (l <= tl && tr <= r && v < T[t].min2) {
        push_min(t, v, tl == tr);
        return;
    }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    update_chmax(l, r, v, t << 1, tl, tm);
    update_chmax(l, r, v, t << 1 | 1, tm + 1, tr);
    merge(t);
}

ll query_sum(int l, int r, int t = 1, int tl = 0, int tr = N - 1) {
    if (r < tl || tr < l) { return 0; }
    if (l <= tl && tr <= r) { return T[t].sum; }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    return query_sum(l, r, t << 1, tl, tm) + query_sum(l, r, t << 1 |
        1, tm + 1, tr);
}

int main() {
    int Q;

    cin >> N >> Q;
    for (int i = 0; i < N; i++) { cin >> A[i]; }
    build();
    for (int q = 0; q < Q; q++) {
        int t;
        cin >> t;
        if (t == 0) {
            int l, r;
            ll x;
            cin >> l >> r >> x;
            update_chmin(l, r - 1, x);
        } else if (t == 1) {
            int l, r;
            ll x;
            cin >> l >> r >> x;
            update_chmax(l, r - 1, x);

```

```

        } else if (t == 2) {
            int l, r;
            ll x;
            cin >> l >> r >> x;
            update_add(l, r - 1, x);
        } else if (t == 3) {
            int l, r;
            cin >> l >> r;
            cout << query_sum(l, r - 1) << '\n';
        }
    }
}

```

7 String algorithms

7.1 Suffix array

```

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

struct SA {
    string s;
    vector<int> p;
    int n;

    SA(string s) : s(s) {
        s = s + "$";
        n = s.size();
        p.resize(n);

        for (int i=0; i<n; ++i)
            p[i] = i;

        sort(p.begin(), p.end(), [&] (int a, int b) {
            return s[a] < s[b];
        });
        vector<int> rank(n, 0);
        for (int i=0; i<n; ++i) {
            rank[i] = lower_bound(p.begin(), p.end(), i, [&] (int a
                , int b) {
                    return s[a] < s[b];
                }) - p.begin();
        }

        vector<int> rank_new(n), p_new(n), cnt(n);
        for (int k=1; k<n; k*=2) {
            for (int i = 0; i < n; i++) {
                p_new[i] = p[i] - k;
                if (p_new[i] < 0) p_new[i] += n;
            }
            cnt.assign(n, 0); rank_new.assign(n, 0);
            for (int i = 0; i < n; i++)
                cnt[rank[p_new[i]]]++;
            for (int i = 1; i < n; i++)
                cnt[i] += cnt[i-1];
            for (int i = n-1; i >= 0; i--)
                p[--cnt[rank[p_new[i]]]] = p_new[i];
            rank_new[p[0]] = 0;
            int classes = 0;
            for (int i = 1; i < n; i++) {
                pair<int, int> cur = {rank[p[i]], rank[(p[i] + k) %
                    n]};
                pair<int, int> prev = {rank[p[i-1]], rank[(p[i-1] +
                    k) % n]};
                if (cur != prev)
                    ++classes;
                rank_new[p[i]] = classes;
            }
            rank.swap(rank_new);
        }
    }
};

// Input "pppppplppp" -> Output "9 5 8 4 7 3 6 2 1 0"
// "ababba" -> "6 5 0 2 4 1 3"
int main() {
    ios_base::sync_with_stdio(0);
    cin.tie(0);
    string s; cin >> s;
    SA sa(s);
    for (auto x : sa.p) cout << x << " ";
}

```

7.2 Knuth-Morris-Pratt

```
/*
Finds all occurrences of the pattern string p within the
text string t. Running time is O(n + m), where n and m
are the lengths of p and t, respectively.
*/
```

```
#include <iostream>
#include <string>
#include <vector>

using namespace std;

typedef vector<int> VI;

void buildPi(string& p, VI& pi)
{
    pi = VI(p.length());
    int k = -2;
    for(int i = 0; i < p.length(); i++) {
        while(k >= -1 && p[k+1] != p[i])
            k = (k == -1) ? -2 : pi[k];
        pi[i] = ++k;
    }
}

int KMP(string& t, string& p)
{
    VI pi;
    buildPi(p, pi);
    int k = -1;
    for(int i = 0; i < t.length(); i++) {
        while(k >= -1 && p[k+1] != t[i])
            k = (k == -1) ? -2 : pi[k];
        k++;
        if(k == p.length() - 1) {
            // p matches t[i-m+1, ..., i]
            cout << "matched at index " << i-k << " ";
            cout << t.substr(i-k, p.length()) << endl;
            k = (k == -1) ? -2 : pi[k];
        }
    }
    return 0;
}

int main()
{
    string a = "AABAACAADAABAABA", b = "AABA";
    KMP(a, b); // expected matches at: 0, 9, 12
    return 0;
}
```

7.3 Z function

```
vector<int> z_function(string s) {
    int n = s.size();
    vector<int> z(n);
    int l = 0, r = 0;
    for(int i = 1; i < n; i++) {
        if(i < r) {
            z[i] = min(r - i, z[i - l]);
        }
        while(i + z[i] < n && s[z[i]] == s[i + z[i]])
            z[i]++;
        if(i + z[i] > r) {
            l = i;
            r = i + z[i];
        }
    }
    return z;
}
```

8 Miscellaneous

8.1 Longest increasing subsequence

```
// Given a list of numbers of length n, this routine extracts a
// longest increasing subsequence.
//
// Running time: O(n log n)
//
// INPUT: a vector of integers
// OUTPUT: a vector containing the longest increasing subsequence

#include <iostream>
#include <vector>
#include <algorithm>

using namespace std;

typedef vector<int> VI;
typedef pair<int,int> PII;
typedef vector<PII> VPII;

#define STRICTLY_INCREASING

VI LongestIncreasingSubsequence(VI v) {
    VPII best;
    VI dad(v.size(), -1);

    for (int i = 0; i < v.size(); i++) {
#ifdef STRICTLY_INCREASING
        PII item = make_pair(v[i], 0);
        VPII::iterator it = lower_bound(best.begin(), best.end(), item)
            ;
        item.second = i;
#else
        PII item = make_pair(v[i], i);
        VPII::iterator it = upper_bound(best.begin(), best.end(), item)
            ;
#endif
        if (it == best.end()) {
            dad[i] = (best.size() == 0 ? -1 : best.back().second);
            best.push_back(item);
        } else {
            dad[i] = it == best.begin() ? -1 : prev(it)->second;
            *it = item;
        }
    }

    VI ret;
    for (int i = best.back().second; i >= 0; i = dad[i])
        ret.push_back(v[i]);
    reverse(ret.begin(), ret.end());
    return ret;
}
```

8.2 Dates

```
// Routines for performing computations on dates. In these
// routines,
// months are expressed as integers from 1 to 12, days are
// expressed
// as integers from 1 to 31, and years are expressed as 4-digit
// integers.

#include <iostream>
#include <string>

using namespace std;

string dayOfWeek[] = {"Mon", "Tue", "Wed", "Thu", "Fri", "Sat", "Sun"};

// converts Gregorian date to integer (Julian day number)
int dateToInt (int m, int d, int y){
    return
        1461 * (y + 4800 + (m - 14) / 12) / 4 +
        367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
        3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
        d - 32075;
}

// converts integer (Julian day number) to Gregorian date: month/
// day/year
void intToDate (int jd, int &m, int &d, int &y){
    int x, n, i, j;

    x = jd + 68569;
    n = 4 * x / 146097;
    x -= (146097 * n + 3) / 4;
    i = (4000 * (x + 1)) / 1461001;
```

```
x -= 1461 * i / 4 - 31;
j = 80 * x / 2447;
d = x - 2447 * j / 80;
x = j / 11;
m = j + 2 - 12 * x;
y = 100 * (n - 49) + i + x;

// converts integer (Julian day number) to day of week
string intToDay (int jd){
    return dayOfWeek[jd % 7];
}

int main (int argc, char **argv){
    int jd = dateToInt (3, 24, 2004);
    int m, d, y;
    intToDate (jd, m, d, y);
    string day = intToDay (jd);

    // expected output:
    // 2453089
    // 3/24/2004
    // Wed
    cout << jd << endl
        << m << "/" << d << "/" << y << endl
        << day << endl;
}
```

8.3 C++ input/output

```
#include <iostream>
#include <iomanip>

using namespace std;

int main()
{
    // Ouput a specific number of digits past the decimal point,
    // in this case 5
    cout.setf(ios::fixed); cout << setprecision(5);
    cout << 100.0/7.0 << endl;
    cout.unsetf(ios::fixed);

    // Output the decimal point and trailing zeros
    cout.setf(ios::showpoint);
    cout << 100.0 << endl;
    cout.unsetf(ios::showpoint);

    // Output a '+' before positive values
    cout.setf(ios::showpos);
    cout << 100 << " " << -100 << endl;
    cout.unsetf(ios::showpos);

    // Output numerical values in hexadecimal
    cout << hex << 100 << " " << 1000 << " " << 10000 << dec <<
        endl;
}
```

8.4 Latitude/longitude

```
/*
Converts from rectangular coordinates to latitude/longitude and
vice
versa. Uses degrees (not radians).
*/

#include <iostream>
#include <cmath>

using namespace std;

struct ll
{
    double r, lat, lon;
};

struct rect
{
    double x, y, z;
};
```

```

11 convert(rect& P)
{
    ll Q;
    Q.r = sqrt(P.x*P.x+P.y*P.y+P.z*P.z);
    Q.lat = 180/M_PI*asin(P.z/Q.r);
    Q.lon = 180/M_PI*acos(P.x/sqrt(P.x*P.x+P.y*P.y));

    return Q;
}

rect convert(ll& Q)
{
    rect P;
    P.x = Q.r*cos(Q.lon*M_PI/180)*cos(Q.lat*M_PI/180);
    P.y = Q.r*sin(Q.lon*M_PI/180)*cos(Q.lat*M_PI/180);
    P.z = Q.r*sin(Q.lat*M_PI/180);

    return P;
}

int main()
{
    rect A;
    ll B;

    A.x = -1.0; A.y = 2.0; A.z = -3.0;

    B = convert(A);
    cout << B.r << " " << B.lat << " " << B.lon << endl;

    A = convert(B);
    cout << A.x << " " << A.y << " " << A.z << endl;
}

```

8.5 Random STL stuff

```

// Example for using stringstream and next_permutation

#include <algorithm>
#include <iostream>
#include <sstream>
#include <vector>

using namespace std;

int main(void){
    vector<int> v;

    v.push_back(1);
    v.push_back(2);
    v.push_back(3);
    v.push_back(4);

    // Expected output: 1 2 3 4
    //                  1 2 4 3
    //                  ..
    //                  4 3 2 1
    do {
        stringstream oss;
        oss << v[0] << " " << v[1] << " " << v[2] << " " << v[3];

        // for input from a string s,
        // istream iss(s);
        // iss >> variable;

        cout << oss.str() << endl;
    } while (next_permutation (v.begin(), v.end()));

    v.clear();

    v.push_back(1);
    v.push_back(2);
    v.push_back(1);
    v.push_back(3);

    // To use unique, first sort numbers. Then call
    // unique to place all the unique elements at the beginning
    // of the vector, and then use erase to remove the duplicate
    // elements.

    sort(v.begin(), v.end());
    v.erase(unique(v.begin(), v.end(), v.end()));

    // Expected output: 1 2 3
    for (size_t i = 0; i < v.size(); i++)
        cout << v[i] << " ";
}

```

```

    cout << endl;
}

#include<bits/stdc++.h>
using namespace std;
int main() {
    int n; cin >> n; int m; cin >> m;
    vector<int> a(n); for (int &x:a) cin >> x;
    vector<int> b(m); for (int &x:b) cin >> x;

    vector< vector< int > > f(n+1, vector<int> (m+1, 0));
    for (int i=0; i<n; ++i) {
        for (int j=0; j<m; ++j) {
            if (a[i] == b[j]) {
                f[i+1][j+1] = f[i][j] + 1;
            } else {
                f[i+1][j+1] = max(f[i][j+1], f[i+1][j]);
            }
        }
    }

    cout << f[n][m] << endl;
    int x=n,y=m; vector<int> trace;
    while (x>0&&y>0) {
        if (a[x-1] == b[y-1]) {
            trace.push_back(a[x-1]);
            x--;y--;
        } else if (f[x][y] == f[x-1][y]) x--;
        else y--;
    }
    for (int i=trace.size()-1; i>=0; --i) cout << trace[i] << " ";
}

```

8.7 Miller-Rabin Primality Test (C)

```

// Randomized Primality Test (Miller-Rabin):
// Error rate: 2^(-TRIAL)
// Almost constant time. srand is needed

#include <stdlib.h>
#define EPS 1e-7

typedef long long LL;

LL ModularMultiplication(LL a, LL b, LL m)
{
    LL ret=0, c=a;
    while(b)
    {
        if(b&1) ret=(ret+c)%m;
        b>>=1; c=(c+c)%m;
    }
    return ret;
}

LL ModularExponentiation(LL a, LL n, LL m)
{
    LL ret=1, c=a;
    while(n)
    {
        if(n&1) ret=ModularMultiplication(ret, c, m);
        n>>=1; c=ModularMultiplication(c, c, m);
    }
    return ret;
}

bool Witness(LL a, LL n)
{
    LL u=n-1;
    int t=0;
    while(!(u&1)){u>>=1; t++;}
    LL x0=ModularExponentiation(a, u, n), x1;
    for(int i=1;i<=t;i++)
    {
        x1=ModularMultiplication(x0, x0, n);
        if(x1==1 && x0!=1 && x0!=n-1) return true;
        x0=x1;
    }
    if(x0!=1) return true;
    return false;
}

```

```

LL Random(LL n)
{
    LL ret=rand(); ret*=32768;
    ret+=rand(); ret*=32768;
    ret+=rand(); ret*=32768;
    ret+=rand();
    return ret%n;
}

bool IsPrimeFast(LL n, int TRIAL)
{
    while (TRIAL-->0)
    {
        LL a=Random(n-2)+1;
        if(Witness(a, n)) return false;
    }
    return true;
}

```

8.8 Super Duper Fast IO

```

#include <memory.h>

#include <cstdio>

const int BUF_SIZE = 65536;
char input[BUF_SIZE];

struct scanner {
    char* curPos;

    scanner() {
        fread(input, 1, sizeof(input), stdin);
        curPos = input;
    }

    void ensureCapacity() {
        int size = input + BUF_SIZE - curPos;
        if (size < 100) {
            memcpy(input, curPos, size);
            fread(input + size, 1, BUF_SIZE - size, stdin);
            curPos = input;
        }
    }

    int nextInt() {
        ensureCapacity();
        while (*curPos <= ' ')
            ++curPos;
        bool sign = false;
        if (*curPos == '-') {
            sign = true;
            ++curPos;
        }
        int res = 0;
        while (*curPos > ' ')
            res = res * 10 + (*(curPos++) & 15);
        return sign ? -res : res;
    }

    char nextChar() {
        ensureCapacity();
        while (*curPos <= ' ')
            ++curPos;
        return *(curPos++);
    }
};

int main() {
    scanner sc;
    int a = sc.nextInt();
    char b = sc.nextChar();

    printf("%d %c\n", a, b);
}

```

8.9 FFT

```

// Convolution using the fast Fourier transform (FFT).
//
// INPUT:
// a[1...n]
// b[1...m]

```



```
//
// OUTPUT:
//      c[1...n+m-1] such that c[k] = sum_{i=0}^k a[i] b[k-i]
//
// Alternatively, you can use the DFT() routine directly, which
// will
// zero-pad your input to the next largest power of 2 and compute
// the
// DFT or inverse DFT.
```

```
#include <iostream>
#include <vector>
#include <complex>

using namespace std;

typedef long double DOUBLE;
typedef complex<DOUBLE> COMPLEX;
typedef vector<DOUBLE> VD;
typedef vector<COMPLEX> VC;
```

```
struct FFT {
    VC A;
    int n, L;

    int ReverseBits(int k) {
        int ret = 0;
        for (int i = 0; i < L; i++) {
            ret = (ret << 1) | (k & 1);
            k >>= 1;
        }
        return ret;
    }

    void BitReverseCopy(VC a) {
        for (n = 1, L = 0; n < a.size(); n <= 1, L++) {
            A.resize(n);
            for (int k = 0; k < n; k++)
                A[ReverseBits(k)] = a[k];
        }

        VC DFT(VC a, bool inverse) {
            BitReverseCopy(a);
            for (int s = 1; s <= L; s++) {
                int m = 1 << s;
                COMPLEX wm = exp(COMPLEX(0, 2.0 * M_PI / m));
                if (inverse) wm = COMPLEX(1, 0) / wm;
                for (int k = 0; k < n; k += m) {
                    COMPLEX w = 1;
                    for (int j = 0; j < m/2; j++) {
                        COMPLEX t = w * A[k + j + m/2];
                        COMPLEX u = A[k + j];
                        A[k + j] = u + t;
                        A[k + j + m/2] = u - t;
                        w = w * wm;
                    }
                }
            }
            if (inverse) for (int i = 0; i < n; i++) A[i] /= n;
        }
    }
};
```

```
        return A;
    }

    // c[k] = sum_{i=0}^k a[i] b[k-i]
    VD Convolution(VD a, VD b) {
        int L = 1;
        while ((1 << L) < a.size()) L++;
        while ((1 << L) < b.size()) L++;
        int n = 1 << (L+1);

        VC aa, bb;
        for (size_t i = 0; i < n; i++) aa.push_back(i < a.size() ?
            COMPLEX(a[i], 0) : 0);
        for (size_t i = 0; i < n; i++) bb.push_back(i < b.size() ?
            COMPLEX(b[i], 0) : 0);

        VC AA = DFT(aa, false);
        VC BB = DFT(bb, false);
        VC CC;
        for (size_t i = 0; i < AA.size(); i++) CC.push_back(AA[i] * BB[
            i]);
        VC cc = DFT(CC, true);

        VD c;
        for (int i = 0; i < a.size() + b.size() - 1; i++) c.push_back(
            cc[i].real());
        return c;
    }

};

int main() {
    double a[] = {1, 3, 4, 5, 7};
    double b[] = {2, 4, 6};

    FFT fft;
    VD c = fft.Convolution(VD(a, a + 5), VD(b, b + 3));

    // expected output: 2 10 26 44 58 58 42
    for (int i = 0; i < c.size(); i++) cerr << c[i] << " ";
    cerr << endl;

    return 0;
}
```

8.10 Policy-based Data Structure

```
// Required PBDS headers
#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace std;
using namespace __gnu_pbds;
```

```
template<typename T>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
```

```
tree_order_statistics_node_update>;
```

```
template<typename Key, typename Value>
using ordered_map = tree<Key, Value, less<Key>, rb_tree_tag,
tree_order_statistics_node_update>;
```

```
void print(ordered_set<int> s) {
    for (int x : s)
        cout << x << " ";
    cout << endl;
}
```

```
int main() {
    ordered_set<int> s;

    s.insert(10); s.insert(20); s.insert(30);
    print(s); // 10 20 30
    s.erase(20); print(s); // 10 30
    if (s.find(20) != s.end())
        cout << "20 is found\n";
    else
        cout << "20 is not found\n";
    // 20 is not found

    s.insert(20); s.insert(60); s.insert(-10); // -10 10 20 30 60
    // lower_bound(x) returns iterator to the first element >= x.
    auto it = s.lower_bound(15);
    if (it != s.end())
        cout << *it << "\n"; // Output: 20

    // upper_bound(x) returns iterator to the first element > x.
    it = s.upper_bound(20);
    if (it != s.end())
        cout << *it << "\n"; // Output: 30

    // find_by_order(k) returns iterator to the k-th smallest ele
    cout << *s.find_by_order(-10) << endl; // Output: 0

    // order_of_key(x) returns the number of elements strictly less
    // than x.
    cout << s.order_of_key(25) << endl; // Output: 3

    #define fi first
    #define se second
    ordered_map<pair<int, int>, int> M;
    M[make_pair(4, 4)] = 3; M[make_pair(1, 4)] = 10;
    M[make_pair(4, 1)] = 120; M[make_pair(1, 1)] = 61;
    for (auto x : M) {
        cout << x.fi.fi << " " << x.fi.se << ": " << x.se << " ";
    }
    cout << endl;
    auto p0 = *(M.find_by_order(0)); // 1 1: 61
    cout << p0.fi.fi << " " << p0.fi.se << ": " << p0.se << endl;
    int s30 = M.order_of_key({3,0}); cout << s30 << endl; // 2
    return 0;
}
```