

Algorithm Code Book

Tanvir Hasan Anick

July 8, 2015

Contents

1	Data Structure	2
2	Graph Theory	3
3	Flow networks/ matching	4
4	Dynamic programming	5
5	Strings	6
6	Computational geometry	7
7	Math	8
8	Number Theory	9

Chapter 1

Data Structure

Chapter 2

Graph Theory

Chapter 3

Flow networks/ matching

Chapter 4

Dynamic programming

Chapter 5

Strings

Chapter 6

Computational geometry

Chapter 7

Math

Chapter 8

Number Theory

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 char TXT[10000000], ptr[10000000];
4 vector<int> compute_prefix(const char *p)
5 {
6     int m=strlen(p+1);
7     vector<int> prefix(m+1);
8     prefix[1]=0;
9     int k=0;
10    for(int i=2; i<=m; i++)
11    {
12        while(k>0 and p[k+1]!=p[i]) k=prefix[k];
13        if(p[k+1]==p[i]) k=k+1;
14        prefix[i]=k;
15    }
16    return prefix;
17 }
18 vector<int> KMP_match(const char *txt, const char *ptrn)
19 {
20     int n=strlen(txt+1);
21     int m=strlen(ptrn+1);
22     vector<int> Prefix=compute_prefix(ptrn);
23     vector<int> Match_position;
24     int q=0;
25     for(int i=1; i<=n; i++)
26     {
27         while(q>0 and ptrn[q+1]!=txt[i]) q=Prefix[q];
28         if(ptrn[q+1]==txt[i]) q=q+1;
29         if(q==m)
30         {
31             Match_position.push_back(i-m);
32             q=Prefix[q];
33         }
34     }
35     return Match_position;
36 }
37 int main()
38 {
```

```

39     scanf("%s %s",TXT+1,ptr+1);
40     vector<int> Match_position=KMP_match(TXT,ptr);
41     for(int i=0; i<Match_position.size(); i++)
42     {
43         if(!i)printf("%d",Match_position[i]);
44         else printf(" %d",Match_position[i]);
45     }
46     return 0;
47 }

```