Code Template for ACM-ICPC

CZWin32768 @ BIT

November 14, 2018

Contents

1 AhoCorasick

1.1 AhoCorasick

```
// Aho-Corasick
struct AhoCorasick
{
    struct Node
    {
        int cnt;
        vector<int> id;
        Node *nextNode, *nextPatternNode,
            *child[ALPHABET_SIZE];

        Node()
        {
            cnt = 0;
            id = vector<int>();
            nextNode = nextPatternNode = NULL;
            FOR(i, 0, ALPHABET_SIZE - 1)
                child[i] = NULL;
        }
    } root;

    void insertString(const string &s, int id)
    {
        Node *p = &root;
        FOR(i, 0, int(s.size()) - 1)
        {
            int z = encode(s[i]);
            if (p->child[z] == NULL)
                p->child[z] = new Node();
            p = p->child[z];
        }
        p->id.pb(id);
    }

    queue<Node*> q;

    void calculateNode()
    {
        q.push(&root);
        while(!q.empty())
        {
            Node *p = q.front();
            q.pop();
            FOR(i, 0, ALPHABET_SIZE - 1)
            if (p->child[i] != NULL)
            {
                Node *c = p->child[i];
                Node *f = p->nextNode;
                while(true)
                {
                    if (f == NULL)
                    {
                        c->nextNode = &root;
                        break;
                    }
                    if (f->child[i] != NULL)
                    {
                        c->nextNode = f->child[i];
                        break;
                    }
                    f = f->nextNode;
                }
                if (c->nextNode->id.empty())
                    c->nextPatternNode =
                        c->nextNode->nextPatternNode;
                else
                    c->nextPatternNode = c->nextNode;
                q.push(p->child[i]);
            }
        }
    }

    void query(const string &s)
    {
        Node *p = &root;
        FOR(i, 0, int(s.size()) - 1)
        {
            int z = encode(s[i]);
            while(p != NULL && p->child[z] == NULL)
                p = p->nextNode;
            if (p == NULL)
                p = &root;
            else
            {
                p = p->child[z];
                p->cnt ++;
            }
        }
    }

    stack<Node*> st;

    void pushAnswer(int *ans)
    {
        q.push(&root);
        while(!q.empty())
        {
            Node *p = q.front();
            q.pop();
            st.push(p);
            FOR(i, 0, ALPHABET_SIZE - 1)
            if (p->child[i] != NULL)
                q.push(p->child[i]);
        }
        while(!st.empty())
        {
            Node *p = st.top();
            st.pop();
            FOR(i, 0, int(p->id.size()) - 1)
                ans[p->id[i]] += p->cnt;
            if (p->nextNode != NULL)
                p->nextNode->cnt += p->cnt;
        }
    }
};
```

2 FFT

2.1 FFT

```
// FFT
const int NBIT = 18;
const int DEGREE = 1 << NBIT;
const double PI = acos(-1);
typedef complex<double> cplx;
cplx W[DEGREE];

int reverseBit(int mask)
```

```
{
    for(int i = 0, j = NBIT - 1; i < j; i ++, j --)
    if (((mask >> i) & 1) != ((mask >> j) & 1))
    {
        mask ^= 1 << i;
        mask ^= 1 << j;
    }
    return mask;
}

void fft(vector<cplx>& v, bool invert = false)
{
    v.resize(DEGREE);
    FOR(i, 0, DEGREE - 1)
    {
        int j = reverseBit(i);
        if (i < j)
            swap(v[i], v[j]);
    }
    vector<cplx> newV = vector<cplx>(DEGREE);
    for(int step = 1; step < DEGREE; step <<= 1)
    {
        double angle = PI / step;
        if (invert)
            angle = -angle;
        W[0] = cplx(1);
        cplx wn = cplx(cos(angle), sin(angle));
        FOR(i, 1, step - 1)
            W[i] = W[i - 1] * wn;

        int startEven = 0;
        int startOdd = step;
        while(startEven < DEGREE)
        {
            FOR(i, 0, step - 1)
            {
                newV[startEven + i] = v[startEven + i] +
                    W[i] * v[startOdd + i];
                newV[startOdd + i] = v[startEven + i] -
                    W[i] * v[startOdd + i];
            }
            startEven += (step << 1);
            startOdd = startEven + step;
        }

        FOR(i, 0, DEGREE - 1)
            v[i] = newV[i];
    }
    if (invert)
        FOR(i, 0, DEGREE - 1)
            v[i] /= DEGREE;
}
```

3 HungarianAlgorithm

3.1 HungarianAlgorithm

```
// Hungarian Algorithm
int n, c[mn][mn], fx[mn], fy[mn];
int matchX[mn], matchY[mn], Queue[mn];
int reachX[mn], reachY[mn], inReachY[mn];
int trace[mn], numX, numY, co = 0, ans = 0;

void setup()
{
    cin >> n;
    FOR(x, 1, n)
    FOR(y, 1, n)
        c[x][y] = maxC;
    int u, v;
    while(cin >> u)
    {
        cin >> v;
        cin >> c[u][v];
    }
}

int findArgumentPath(int s)
{
    co ++;
    numX = numY = 0;
    int l = 1, r = 1;
    Queue[1] = s;
    while(l <= r)
    {
        int x = Queue[l ++];
        reachX[++ numX] = x;
        FOR(y, 1, n)
        if (inReachY[y] != co && C(x, y) == 0)
        {
            inReachY[y] = co;
            reachY[++ numY] = y;
            trace[y] = x;
            if (!matchY[y])
                return y;
            Queue[++ r] = matchY[y];
        }
    }
    return 0;
}

void changeEdge()
{
    int delta = maxC;
    FOR(i, 1, numX)
    {
        int x = reachX[i];
        FOR(y, 1, n)
        if (inReachY[y] != co)
            delta = min(delta, C(x, y));
    }
    FOR(i, 1, numX)
        fx[reachX[i]] += delta;
    FOR(i, 1, numY)
        fy[reachY[i]] -= delta;
}

void argumenting(int y)
{
    while(inReachY[y] == co)
    {
        int x = trace[y];
        int nex = matchX[x];
        matchX[x] = y;
        matchY[y] = x;
        y = nex;
    }
}

void xuly()
{
    FOR(x, 1, n)
```

```
    while(true)
    {
        int y = findArgumentPath(x);
        if (y)
        {
            argumenting(y);
            break;
        }
        changeEdge();
    }
    FOR(x, 1, n)
        ans += c[x][matchX[x]];
    cout << ans << '\n';
    FOR(x, 1, n)
        cout << x << ' ' << matchX[x] << '\n';
}
```

4 JavaFastIO

4.1 JavaFastIO

```
// Fast IO class in Java
static class FastReader
{
    final BufferedReader br;
    StringTokenizer st;

    FastReader()
    {
        br = new BufferedReader(new
                InputStreamReader(System.in));
    }

    String next()
    {
        while (st == null || !st.hasMoreElements())
        {
            try
            {
                st = new StringTokenizer(br.readLine());
            }
            catch (IOException e)
            {
                e.printStackTrace();
            }
        }
        return st.nextToken();
    }

    int nextInt()
    {
        return Integer.parseInt(next());
    }
}

static class FastWriter{
    PrintWriter printWriter;

    FastWriter(){
        printWriter = new PrintWriter(new
            BufferedOutputStream(System.out));
    }

    void print(Object object){
        printWriter.print(object);
    }

    void flush(){
        printWriter.flush();
    }
}
```

5 SuffixArray

5.1 SuffixArray

```
// Suffix Array and LCP Array
void calculateSuffixArray(string &s, int* sa, int*
    group, pair< pair<int, int> , int > * data)
{
    int n = s.size();
    FOR(i, 1, n)
        group[i] = s[i - 1];
    for(int length = 1; length <= n; length <<= 1)
    {
        FOR(i, 1, n)
            data[i] = mp(mp(group[i], (i + length > n?
                -1 : group[i + length])), i);
        sort(data + 1, data + n + 1);
        FOR(i, 1, n)
            group[data[i].S] = group[data[i - 1].S] +
                (data[i].F != data[i - 1].F);
    }
    FOR(i, 1, n)
        sa[i] = data[i].S;
}

void calculateLCPArray(string &s, int* lcp, int* sa,
    int* pos)
{
    int n = s.size();
    FOR(i, 1, n)
        pos[sa[i]] = i;
    int result = 0;
    FOR(i, 1, n)
    {
        if (pos[i] == n)
        {
            result = 0;
            continue;
        }
        int j = sa[pos[i] + 1];
        while(i + result <= n && j + result <= n && s[i
            + result - 1] == s[j + result - 1])
            result ++;
        lcp[pos[i]] = result;
        if (result)
            result --;
    }
}
```

6 SuffixAutomaton

6.1 SuffixAutomaton

```
// Suffix Automaton
class SuffixAutomaton
```

```
{
    private:
        class SAState
        {
            public:
                int length;
                SAState *link, *next[26];

                SAState(int length = 0, SAState *link =
                    NULL): length(length), link(link)
                {
                    FOR(i, 0, 25)
                        next[i] = NULL;
                }
        };

        SAState *root, *last;

    public:
        SuffixAutomaton()
        {
            last = root = new SAState(0, NULL);
        }

        void insert(char c)
        {
            c -= 'a';
            SAState* newState = new SAState(last->length
                + 1);
            while (last != NULL && last->next[c] == NULL)
            {
                last->next[c] = newState;
                last = last->link;
            }
            if (last == NULL)
                newState->link = root;
            else
            {
                SAState* stateC = last->next[c];
                if (stateC->length == last->length + 1)
                    newState->link = stateC;
                else
                {
                    SAState* cloneState = new
                        SAState(last->length + 1,
                        stateC->link);
                    FOR(i, 0, 25)
                        cloneState->next[i] =
                            stateC->next[i];
                    while (last != NULL && last->next[c]
                        == stateC)
                    {
                        last->next[c] = cloneState;
                        last = last->link;
                    }
                    newState->link = stateC->link =
                        cloneState;
                }
            }
            last = newState;
        }

        bool checkSubstring(string& s)
        {
            SAState* state = root;
            FOR(i, 0, int(s.size()) - 1)
            {
                if (state->next[s[i] - 'a'] == NULL)
                    return false;
                state = state->next[s[i] - 'a'];
            }
            return true;
        }
};
```

7 Treap

7.1 Treap

```
// Implicit Treap
template <typename T> class Treap
{
    private:
        class TreapNode
        {
            public:
                T value;
                int priority, cnt;
                TreapNode *lc, *rc;

                TreapNode() {}

                TreapNode(T value): value(value)
                {
                    priority = getRandom(1, maxC);
                    cnt = 1;
                    lc = rc = NULL;
                }
        };

        int getCount(TreapNode* node)
        {
            return (node? node->cnt : 0);
        }

        void updateCount(TreapNode* node)
        {
            if (node)
                node->cnt = getCount(node->lc) +
                    getCount(node->rc) + 1;
        }

        TreapNode* merge(TreapNode* l, TreapNode* r)
        {
            if (!l || !r)
                return (l? l : r);
            TreapNode* re = NULL;
            if (l->priority > r->priority)
            {
                l->rc = merge(l->rc, r);
                re = l;
            }
            else
            {
                r->lc = merge(l, r->lc);
                re = r;
            }
            updateCount(re);
            return re;
        }
```

```
    void split(TreapNode* node, TreapNode*& l,
        TreapNode*& r, int pos, int add = 0)
    {
        if (!node)
        {
            l = r = NULL;
            return;
        }
        int currentPos = add + getCount(node->lc);
        if (pos <= currentPos)
        {
            split(node->lc, l, node->lc, pos, add);
            r = node;
        }
        else
        {
            split(node->rc, node->rc, r, pos,
                currentPos + 1);
            l = node;
        }
        updateCount(node);
    }

    TreapNode* get(TreapNode* node, int pos, int
        add = 0)
    {
        if (!node)
            return NULL;
        int currentPos = add + getCount(node->lc);
        if (pos == currentPos)
            return node;
        if (pos < currentPos)
            return get(node->lc, pos, add);
        return get(node->rc, pos, currentPos + 1);
    }

    void erase(TreapNode*& node, int pos, int add =
        0)
    {
        if (!node)
            return;
        int currentPos = add + getCount(node->lc);
        if (pos == currentPos)
        {
            delete node;
            node = merge(node->lc, node->rc);
        }
        else if (pos < currentPos)
            erase(node->lc, pos, add);
        else
            erase(node->rc, pos, currentPos + 1);
        updateCount(node);
    }

    void print(TreapNode* node)
    {
        if (!node)
            return;
        print(node->lc);
        cout << node->value << ' ';
        print(node->rc);
    }

    TreapNode* root;

public:
    Treap()
    {
        root = NULL;
    }

    int size()
    {
        return getCount(root);
    }

    void insert(T value, int pos)
    {
        TreapNode *l = NULL, *r = NULL;
        split(root, l, r, pos);
        TreapNode* newItem = new TreapNode(value);
        root = merge(merge(l, newItem), r);
    }

    void insert(T value)
    {
        insert(value, size());
    }

    T get(int pos)
    {
        return get(root, pos)->value;
    }

    void erase(int pos)
    {
        erase(root, pos);
    }

    void print()
    {
        print(root);
        cout << '\n';
    }
};
```