

algorithm template

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Contents

Contents	2
数论	3
素性检测	3
树	5
树的直径	5

数论

素性检测

```
1  #include <vector>
2  namespace PrimeTest {
3      long long mul(long long a, long long b, long long mod){
4          return (__int128) a * b % mod;
5      }
6
7      long long Pow(long long a, long long b, long long mod){
8          //mod <= 10^18.
9          long long res = 1;
10         while(b){
11             if (b&1) res = mul(res, a, mod);
12             b >>= 1;
13             a = mul(a, a, mod);
14         }
15         return res;
16     }
17
18     std::vector<long long> pr = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31,
19     ↪ 37};
20
21     bool rabin_test(long long a, long long n, long long s, long long d){
22         long long u = Pow(a, d, n);
23         if (u == 1 or u == n - 1) return false;
24
25         for(long long i = 1; i < s; i++){
26             u = mul(u, u, n);
27             if (u == n - 1) return false;
28         }
29         return true;
30     }
31
32     bool rabin_miller(long long n){
33         if (n < 2) return false;
34         if (n % 2 == 0) return n==2;
35         long long res = 1;
36         long s = 0, d = n-1;
37         while(d%2==0) {
38             s++;
39             d>>=1;
40         }
```

```

41         for(long long i = 0;i<pr.size();i++){
42             if (n%pr[i] == 0) {
43                 return n == pr[i];
44             }
45             if (rabin_test(pr[i], n, s, d)){
46                 return false;
47             }
48         }
49         return true;
50     }
51 }

```

树

树的直径

```
1  #include <vector>
2  #include <tuple>
3  namespace TreeDiameter {
4      /*
5       * 无向正权树的最大直径，限制：
6       * 1. 直径需要<= LONG_LONG_MAX
7       * 2. 单颗树，而非森林
8       */
9      using namespace std;
10     using Graph = vector<vector<pair<int, long long>>>; // 起点对应的
        ↳ 边(终点 & 权值)
11
12     /*
13     * Input: 树，起始点
14     * Output: 离起始点最大的距离，对应的点
15     * 复杂度: O(边数)
16     */
17     pair<long long, int> dfs(const vector<vector<pair<int, long long>>>
        ↳ &g, int cur, int par = -1) {
18         pair<long long, int> ret(0, cur);
19         for (auto e : g[cur]) {
20             if (e.first == par) continue;
21             auto cost = dfs(g, e.first, cur);
22             cost.first += e.second;
23             ret = max(ret, cost);
24         }
25         return ret;
26     }
27     /*
28     * Input: 树
29     * Output: 直径起点，直径终点，直径长度
30     */
31     tuple<int, int, long long> tree_diameter(const
        ↳ vector<vector<pair<int, long long>>> &g) {
32         auto u = dfs(g, 0, -1).second;
33         long long dist;
34         int v;
35         tie(dist, v) = dfs(g, u, -1);
36         return make_tuple(u, v, dist);
37     }
38 }
```

```

39      /*
40      * 会搜索出一条从cur到goal的路径，结果会放在path里面
41      * Input: 树
42      * Output: 路径
43      * 复杂度:  $O(\text{边数})$ 
44      */
45      void path_restoration(const vector<vector<pair<int, long long>>> &g,
46      ↪      vector<int> &path, int cur, int par, int &goal) {
47          path.push_back(cur);
48          if (cur == goal) {
49              goal = -1;
50              return;
51          }
52          for (auto e : g[cur]) {
53              int nxt = e.first;
54              if (nxt == par) continue;
55              path_restoration(g, path, nxt, cur, goal);
56              if (goal == -1) return;
57          }
58          if (goal == -1) {
59              return;
60          }
61          path.pop_back();
62      }
63  }
64  }
65

```