



KTH Royal Institute of Technology

# Omogen Heap

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- 1 Contest
- 2 Mathematics
- 3 Data structures
- 4 Numerical
- 5 Number theory
- 6 Combinatorial
- 7 Graph
- 8 Geometry
- 9 Strings
- 10 Various

## Contest (1)

template.cpp 14 lines

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

#define rep(i, a, b) for(int i = a; i < (b); ++i)
#define all(x) begin(x), end(x)
#define sz(x) (int)(x).size()
typedef long long ll;
typedef pair<int, int> pii;
typedef vector<int> vi;

int main() {
    cin.tie(0)->sync_with_stdio(0);
    cin.exceptions(cin.failbit);
}
```

.bashrc 3 lines

```
alias c='g++ -Wall -Wconversion -Wfatal-errors -g -std=c++17 \
-fsanitize=undefined,address'
xmodmap -e 'clear lock' -e 'keycode 66=less greater' #caps = ◊
```

.vimrc 6 lines

```
set cin aw ai is ts=4 sw=4 tm=50 nu noe bg=dark ru cul
sy on | im jk <esc> | im kj <esc> | no ; :
" Select region and then type :Hash to hash your selection.
" Useful for verifying that there aren't mistypes.
ca Hash w !cpp -dD -P -fpreprocessed \ | tr -d '[:space:]' \
\ | md5sum \ | cut -c-6
```

hash.sh 3 lines

```
# Hashes a file, ignoring all whitespace and comments. Use for
# verifying that code was correctly typed.
cpp -dD -P -fpreprocessed | tr -d '[:space:]' | md5sum | cut -c-6
```

1 troubleshoot.txt 52 lines

```
Pre-submit:
1 Write a few simple test cases if sample is not enough.
Are time limits close? If so, generate max cases.
3 Is the memory usage fine?
3 Could anything overflow?
Make sure to submit the right file.
5 Wrong answer:
Print your solution! Print debug output, as well.
8 Are you clearing all data structures between test cases?
Can your algorithm handle the whole range of input?
Read the full problem statement again.
10 Do you handle all corner cases correctly?
Have you understood the problem correctly?
Any uninitialized variables?
11 Any overflows?
Confusing N and M, i and j, etc.?
Are you sure your algorithm works?
16 What special cases have you not thought of?
Are you sure the STL functions you use work as you think?
Add some assertions, maybe resubmit.
20 Create some testcases to run your algorithm on.
Go through the algorithm for a simple case.
22 Go through this list again.
Explain your algorithm to a teammate.
Ask the teammate to look at your code.
Go for a small walk, e.g. to the toilet.
Is your output format correct? (including whitespace)
Rewrite your solution from the start or let a teammate do it.
```

```
Runtime error:
Have you tested all corner cases locally?
Any uninitialized variables?
Are you reading or writing outside the range of any vector?
Any assertions that might fail?
Any possible division by 0? (mod 0 for example)
Any possible infinite recursion?
Invalidated pointers or iterators?
Are you using too much memory?
Debug with resubmits (e.g. remapped signals, see Various).
```

```
Time limit exceeded:
Do you have any possible infinite loops?
What is the complexity of your algorithm?
Are you copying a lot of unnecessary data? (References)
How big is the input and output? (consider scanf)
Avoid vector, map. (use arrays/unordered_map)
What do your teammates think about your algorithm?
```

```
Memory limit exceeded:
What is the max amount of memory your algorithm should need?
Are you clearing all data structures between test cases?
```

## Mathematics (2)

### 2.1 Equations

$$ax^2 + bx + c = 0 \Rightarrow x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

The extremum is given by  $x = -b/2a$ .

$$\begin{aligned} ax + by = e & \Rightarrow x = \frac{ed - bf}{ad - bc} \\ cx + dy = f & \Rightarrow y = \frac{af - ec}{ad - bc} \end{aligned}$$

In general, given an equation  $Ax = b$ , the solution to a variable  $x_i$  is given by

$$x_i = \frac{\det A'_i}{\det A}$$

where  $A'_i$  is  $A$  with the  $i$ 'th column replaced by  $b$ .

### 2.2 Recurrences

If  $a_n = c_1 a_{n-1} + \dots + c_k a_{n-k}$ , and  $r_1, \dots, r_k$  are distinct roots of  $x^k - c_1 x^{k-1} - \dots - c_k$ , there are  $d_1, \dots, d_k$  s.t.

$$a_n = d_1 r_1^n + \dots + d_k r_k^n.$$

Non-distinct roots  $r$  become polynomial factors, e.g.

$$a_n = (d_1 n + d_2) r^n.$$

### 2.3 Trigonometry

$$\sin(v + w) = \sin v \cos w + \cos v \sin w$$

$$\cos(v + w) = \cos v \cos w - \sin v \sin w$$

$$\tan(v + w) = \frac{\tan v + \tan w}{1 - \tan v \tan w}$$

$$\sin v + \sin w = 2 \sin \frac{v + w}{2} \cos \frac{v - w}{2}$$

$$\cos v + \cos w = 2 \cos \frac{v + w}{2} \cos \frac{v - w}{2}$$

$$(V + W) \tan(v - w)/2 = (V - W) \tan(v + w)/2$$

where  $V, W$  are lengths of sides opposite angles  $v, w$ .

$$a \cos x + b \sin x = r \cos(x - \phi)$$

$$a \sin x + b \cos x = r \sin(x + \phi)$$

where  $r = \sqrt{a^2 + b^2}, \phi = \text{atan2}(b, a)$ .

### 2.4 Geometry

#### 2.4.1 Triangles

Side lengths:  $a, b, c$

$$\text{Semiperimeter: } p = \frac{a + b + c}{2}$$

$$\text{Area: } A = \sqrt{p(p - a)(p - b)(p - c)}$$

$$\text{Circumradius: } R = \frac{abc}{4A}$$

$$\text{Inradius: } r = \frac{A}{p}$$

Length of median (divides triangle into two equal-area triangles):

$$m_a = \frac{1}{2} \sqrt{2b^2 + 2c^2 - a^2}$$

Length of bisector (divides angles in two):

$$s_a = \sqrt{bc \left[ 1 - \left( \frac{a}{b+c} \right)^2 \right]}$$

Law of sines:  $\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c} = \frac{1}{2R}$

Law of cosines:  $a^2 = b^2 + c^2 - 2bc \cos \alpha$

Law of tangents:  $\frac{a+b}{a-b} = \frac{\tan \frac{\alpha+\beta}{2}}{\tan \frac{\alpha-\beta}{2}}$

### 2.4.2 Quadrilaterals

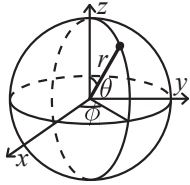
With side lengths  $a, b, c, d$ , diagonals  $e, f$ , diagonals angle  $\theta$ , area  $A$  and magic flux  $F = b^2 + d^2 - a^2 - c^2$ :

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2 f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is  $180^\circ$ ,

$$ef = ac + bd, \text{ and } A = \sqrt{(p-a)(p-b)(p-c)(p-d)}.$$

### 2.4.3 Spherical coordinates



$$\begin{aligned} x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\ y &= r \sin \theta \sin \phi & \theta &= \arccos(z / \sqrt{x^2 + y^2 + z^2}) \\ z &= r \cos \theta & \phi &= \operatorname{atan2}(y, x) \end{aligned}$$

## 2.5 Derivatives/Integrals

$$\frac{d}{dx} \arcsin x = \frac{1}{\sqrt{1-x^2}} \quad \frac{d}{dx} \arccos x = -\frac{1}{\sqrt{1-x^2}}$$

$$\frac{d}{dx} \tan x = 1 + \tan^2 x \quad \frac{d}{dx} \arctan x = \frac{1}{1+x^2}$$

$$\int \tan ax = -\frac{\ln |\cos ax|}{a} \quad \int x \sin ax = \frac{\sin ax - ax \cos ax}{a^2}$$

$$\int e^{-x^2} = \frac{\sqrt{\pi}}{2} \operatorname{erf}(x) \quad \int x e^{ax} dx = \frac{e^{ax}}{a^2} (ax - 1)$$

Integration by parts:

$$\int_a^b f(x)g(x)dx = [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx$$

## 2.6 Sums

$$c^a + c^{a+1} + \dots + c^b = \frac{c^{b+1} - c^a}{c - 1}, c \neq 1$$

$$1 + 2 + 3 + \dots + n = \frac{n(n+1)}{2}$$

$$1^2 + 2^2 + 3^2 + \dots + n^2 = \frac{n(2n+1)(n+1)}{6}$$

$$1^3 + 2^3 + 3^3 + \dots + n^3 = \frac{n^2(n+1)^2}{4}$$

$$1^4 + 2^4 + 3^4 + \dots + n^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}$$

## 2.7 Series

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty)$$

$$\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1)$$

$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1)$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty)$$

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)$$

## 2.8 Probability theory

Let  $X$  be a discrete random variable with probability  $p_X(x)$  of assuming the value  $x$ . It will then have an expected value (mean)  $\mu = \mathbb{E}(X) = \sum_x x p_X(x)$  and variance  $\sigma^2 = V(X) = \mathbb{E}(X^2) - (\mathbb{E}(X))^2 = \sum_x (x - \mathbb{E}(X))^2 p_X(x)$  where  $\sigma$  is the standard deviation. If  $X$  is instead continuous it will have a probability density function  $f_X(x)$  and the sums above will instead be integrals with  $p_X(x)$  replaced by  $f_X(x)$ .

Expectation is linear:

$$\mathbb{E}(aX + bY) = a\mathbb{E}(X) + b\mathbb{E}(Y)$$

For independent  $X$  and  $Y$ ,

$$V(aX + bY) = a^2 V(X) + b^2 V(Y).$$

### 2.8.1 Discrete distributions

#### Binomial distribution

The number of successes in  $n$  independent yes/no experiments, each which yields success with probability  $p$  is  $\operatorname{Bin}(n, p)$ ,  $n = 1, 2, \dots, 0 \leq p \leq 1$ .

$$p(k) = \binom{n}{k} p^k (1-p)^{n-k}$$

$$\mu = np, \sigma^2 = np(1-p)$$

$\operatorname{Bin}(n, p)$  is approximately  $\operatorname{Po}(np)$  for small  $p$ .

### First success distribution

The number of trials needed to get the first success in independent yes/no experiments, each which yields success with probability  $p$  is  $\operatorname{Fs}(p)$ ,  $0 \leq p \leq 1$ .

$$p(k) = p(1-p)^{k-1}, k = 1, 2, \dots$$

$$\mu = \frac{1}{p}, \sigma^2 = \frac{1-p}{p^2}$$

### Poisson distribution

The number of events occurring in a fixed period of time  $t$  if these events occur with a known average rate  $\kappa$  and independently of the time since the last event is  $\operatorname{Po}(\lambda)$ ,  $\lambda = t\kappa$ .

$$p(k) = e^{-\lambda} \frac{\lambda^k}{k!}, k = 0, 1, 2, \dots$$

$$\mu = \lambda, \sigma^2 = \lambda$$

### 2.8.2 Continuous distributions

#### Uniform distribution

If the probability density function is constant between  $a$  and  $b$  and 0 elsewhere it is  $\operatorname{U}(a, b)$ ,  $a < b$ .

$$f(x) = \begin{cases} \frac{1}{b-a} & a < x < b \\ 0 & \text{otherwise} \end{cases}$$

$$\mu = \frac{a+b}{2}, \sigma^2 = \frac{(b-a)^2}{12}$$

#### Exponential distribution

The time between events in a Poisson process is  $\operatorname{Exp}(\lambda)$ ,  $\lambda > 0$ .

$$f(x) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0 \\ 0 & x < 0 \end{cases}$$

$$\mu = \frac{1}{\lambda}, \sigma^2 = \frac{1}{\lambda^2}$$

#### Normal distribution

Most real random values with mean  $\mu$  and variance  $\sigma^2$  are well described by  $\mathcal{N}(\mu, \sigma^2)$ ,  $\sigma > 0$ .

$$f(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

If  $X_1 \sim \mathcal{N}(\mu_1, \sigma_1^2)$  and  $X_2 \sim \mathcal{N}(\mu_2, \sigma_2^2)$  then

$$aX_1 + bX_2 + c \sim \mathcal{N}(\mu_1 + \mu_2 + c, a^2\sigma_1^2 + b^2\sigma_2^2)$$

## 2.9 Markov chains

A *Markov chain* is a discrete random process with the property that the next state depends only on the current state. Let  $X_1, X_2, \dots$  be a sequence of random variables generated by the Markov process. Then there is a transition matrix  $\mathbf{P} = (p_{ij})$ , with  $p_{ij} = \Pr(X_n = i | X_{n-1} = j)$ , and  $\mathbf{p}^{(n)} = \mathbf{P}^n \mathbf{p}^{(0)}$  is the probability distribution for  $X_n$  (i.e.,  $p_i^{(n)} = \Pr(X_n = i)$ ), where  $\mathbf{p}^{(0)}$  is the initial distribution.

$\pi$  is a stationary distribution if  $\pi = \pi \mathbf{P}$ . If the Markov chain is *irreducible* (it is possible to get to any state from any state), then  $\pi_i = \frac{1}{\mathbb{E}(T_i)}$  where  $\mathbb{E}(T_i)$  is the expected time between two visits in state  $i$ .  $\pi_j / \pi_i$  is the expected number of visits in state  $j$  between two visits in state  $i$ .

For a connected, undirected and non-bipartite graph, where the transition probability is uniform among all neighbors,  $\pi_i$  is proportional to node  $i$ 's degree.

A Markov chain is *ergodic* if the asymptotic distribution is independent of the initial distribution. A finite Markov chain is ergodic iff it is irreducible and *aperiodic* (i.e., the gcd of cycle lengths is 1).  $\lim_{k \rightarrow \infty} \mathbf{P}^k = \mathbf{1}\pi$ .

A Markov chain is an **A-chain** if the states can be partitioned into two sets **A** and **G**, such that all states in **A** are absorbing ( $p_{ii} = 1$ ), and all states in **G** leads to an absorbing state in **A**. The probability for absorption in state  $i \in \mathbf{A}$ , when the initial state is  $j$ , is  $a_{ij} = p_{ij} + \sum_{k \in \mathbf{G}} a_{ik} p_{kj}$ . The expected time until absorption, when the initial state is  $i$ , is  $t_i = 1 + \sum_{k \in \mathbf{G}} p_{ki} t_k$ .

## Data structures (3)

### OrderStatisticTree.h

**Description:** A set (not multiset!) with support for finding the  $n$ 'th element, and finding the index of an element. To get a map, change `null_type`.  
**Time:**  $\mathcal{O}(\log N)$

```
#include <bits/extc++.h>
using namespace __gnu_pbds;

template<class T>
using Tree = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;

void example() {
    Tree<int> t, t2; t.insert(8);
    auto it = t.insert(10).first;
    assert(it == t.lower_bound(9));
    assert(t.order_of_key(10) == 1);
    assert(t.order_of_key(11) == 2);
    assert(*t.find_by_order(0) == 8);
    t.join(t2); // assuming T < T2 or T > T2, merge t2 into t
}
```

### HashMap.h

**Description:** Hash map with mostly the same API as `unordered_map`, but  $\sim 3x$  faster. Uses  $1.5x$  memory. Initial capacity must be a power of 2 (if provided).

```
d77092, 7 lines
#include <bits/extc++.h>
// To use most bits rather than just the lowest ones:
struct chash { // large odd number for C
    const uint64_t C = 11(4e18 * acos(0)) | 71;
    ll operator()(ll x) const { return __builtin_bswap64(x*C); }
};
__gnu_pbds::gp_hash_table<ll,int,chash> h({}, {}, {}, {}, {1<<16});
```

### SegmentTree.h

**Description:** Zero-indexed max-tree. Bounds are inclusive to the left and exclusive to the right. Can be changed by modifying `T, f` and `unit`.

**Time:**  $\mathcal{O}(\log N)$

```
0f4bdb, 19 lines
struct Tree {
    typedef int T;
    static constexpr T unit = INT_MIN;
    T f(T a, T b) { return max(a, b); } // (any associative fn)
    vector<T> s; int n;
    Tree(int n = 0, T def = unit) : s(2*n, def), n(n) {}
    void update(int pos, T val) {
        for (s[pos += n] = val; pos /= 2;)
            s[pos] = f(s[pos * 2], s[pos * 2 + 1]);
    }
    T query(int b, int e) { // query [b, e)
        T ra = unit, rb = unit;
        for (b += n, e += n; b < e; b /= 2, e /= 2) {
            if (b % 2) ra = f(ra, s[b++]);
            if (e % 2) rb = f(s[--e], rb);
        }
        return f(ra, rb);
    }
};
```

### LazySegmentTree.h

**Description:** Segment tree with ability to add or set values of large intervals, and compute max of intervals. Can be changed to other things. Use with a bump allocator for better performance, and `SmallPtr` or `implicit` indices to save memory.

**Usage:** `Node* tr = new Node(v, 0, sz(v));`

**Time:**  $\mathcal{O}(\log N)$ .

```
"../various/BumpAllocator.h"
34ecf5, 50 lines
const int inf = 1e9;
struct Node {
    Node *l = 0, *r = 0;
    int lo, hi, mset = inf, madd = 0, val = -inf;
    Node(int lo, int hi) : lo(lo), hi(hi) {} // Large interval of -inf
    Node(int v, int lo, int hi) : lo(lo), hi(hi) {
        if (lo + 1 < hi) {
            int mid = lo + (hi - lo) / 2;
            l = new Node(v, lo, mid); r = new Node(v, mid, hi);
            val = max(l->val, r->val);
        }
        else val = v[lo];
    }
    int query(int L, int R) {
        if (R <= lo || hi <= L) return -inf;
        if (L <= lo && hi <= R) return val;
        push();
        return max(l->query(L, R), r->query(L, R));
    }
    void set(int L, int R, int x) {
        if (R <= lo || hi <= L) return;
        if (L <= lo && hi <= R) mset = val = x, madd = 0;
        else {
            push(), l->set(L, R, x), r->set(L, R, x);
        }
    }
};
```

```
val = max(l->val, r->val);
}
}
void add(int L, int R, int x) {
    if (R <= lo || hi <= L) return;
    if (L <= lo && hi <= R) {
        if (mset != inf) mset += x;
        else madd += x;
        val += x;
    }
    else {
        push(), l->add(L, R, x), r->add(L, R, x);
        val = max(l->val, r->val);
    }
}
void push() {
    if (!l) {
        int mid = lo + (hi - lo) / 2;
        l = new Node(lo, mid); r = new Node(mid, hi);
    }
    if (mset != inf)
        l->set(lo, hi, mset), r->set(lo, hi, mset), mset = inf;
    else if (madd)
        l->add(lo, hi, madd), r->add(lo, hi, madd), madd = 0;
}
};
```

### UnionFindRollback.h

**Description:** Disjoint-set data structure with undo. If undo is not needed, skip `st, time()` and `rollback()`.

**Usage:** `int t = uf.time(); ...; uf.rollback(t);`

**Time:**  $\mathcal{O}(\log(N))$

```
de4ad0, 21 lines
struct RollbackUF {
    vi e; vector<pii> st;
    RollbackUF(int n) : e(n, -1) {}
    int size(int x) { return -e[find(x)]; }
    int find(int x) { return e[x] < 0 ? x : find(e[x]); }
    int time() { return sz(st); }
    void rollback(int t) {
        for (int i = time(); i --> t;)
            e[st[i].first] = st[i].second;
        st.resize(t);
    }
    bool join(int a, int b) {
        a = find(a), b = find(b);
        if (a == b) return false;
        if (e[a] > e[b]) swap(a, b);
        st.push_back({a, e[a]});
        st.push_back({b, e[b]});
        e[a] += e[b]; e[b] = a;
        return true;
    }
};
```

### SubMatrix.h

**Description:** Calculate submatrix sums quickly, given upper-left and lower-right corners (half-open).

**Usage:** `SubMatrix<int> m(matrix);`

`m.sum(0, 0, 2, 2);` // top left 4 elements

**Time:**  $\mathcal{O}(N^2 + Q)$

```
c59ada, 13 lines
template<class T>
struct SubMatrix {
    vector<vector<T>> p;
    SubMatrix(vector<vector<T>>& v) {
        int R = sz(v), C = sz(v[0]);
        p.assign(R+1, vector<T>(C+1));
        rep(r, 0, R) rep(c, 0, C)
```

```

    p[r+1][c+1] = v[r][c] + p[r][c+1] + p[r+1][c] - p[r][c];
}
T sum(int u, int l, int d, int r) {
    return p[d][r] - p[d][l] - p[u][r] + p[u][l];
}
};

```

## Matrix.h

**Description:** Basic operations on square matrices.

**Usage:** Matrix<int, 3> A;

A.d = {{{{1,2,3}}, {{4,5,6}}, {{7,8,9}}}};

vector<int> vec = {1,2,3};

vec = (A^N) \* vec;

c43c7d, 26 lines

```

template<class T, int N> struct Matrix {
    typedef Matrix M;
    array<array<T, N>, N> d{};
    M operator*(const M& m) const {
        M a;
        rep(i,0,N) rep(j,0,N)
            rep(k,0,N) a.d[i][j] += d[i][k]*m.d[k][j];
        return a;
    }
    vector<T> operator*(const vector<T>& vec) const {
        vector<T> ret(N);
        rep(i,0,N) rep(j,0,N) ret[i] += d[i][j] * vec[j];
        return ret;
    }
    M operator^(ll p) const {
        assert(p >= 0);
        M a, b(*this);
        rep(i,0,N) a.d[i][i] = 1;
        while (p) {
            if (p&1) a = a*b;
            b = b*b;
            p >>= 1;
        }
        return a;
    }
};

```

## LineContainer.h

**Description:** Container where you can add lines of the form  $kx+m$ , and query maximum values at points  $x$ . Useful for dynamic programming (“convex hull trick”).

**Time:**  $\mathcal{O}(\log N)$

Sec1c7, 30 lines

```

struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const { return k < o.k; }
    bool operator<(ll x) const { return p < x; }
};

struct LineContainer : multiset<Line, less<>> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    static const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b);
    }
    bool isect(iterator x, iterator y) {
        if (y == end()) return x->p = inf, 0;
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)

```

```

        isect(x, erase(y));
    }
    ll query(ll x) {
        assert(!empty());
        auto l = *lower_bound(x);
        return l.k * x + l.m;
    }
};

```

## Treap.h

**Description:** A short self-balancing tree. It acts as a sequential container with log-time splits/joins, and is easy to augment with additional data.

**Time:**  $\mathcal{O}(\log N)$

9556fe, 55 lines

```

struct Node {
    Node *l = 0, *r = 0;
    int val, y, c = 1;
    Node(int val) : val(val), y(rand()) {}
    void recalc();
};

int cnt(Node* n) { return n ? n->c : 0; }
void Node::recalc() { c = cnt(l) + cnt(r) + 1; }

template<class F> void each(Node* n, F f) {
    if (n) { each(n->l, f); f(n->val); each(n->r, f); }
}

pair<Node*, Node*> split(Node* n, int k) {
    if (!n) return {};
    if (cnt(n->l) >= k) { // "n->val >= k" for lower_bound(k)
        auto pa = split(n->l, k);
        n->l = pa.second;
        n->recalc();
        return {pa.first, n};
    } else {
        auto pa = split(n->r, k - cnt(n->l) - 1); // and just "k"
        n->r = pa.first;
        n->recalc();
        return {n, pa.second};
    }
}

Node* merge(Node* l, Node* r) {
    if (!l) return r;
    if (!r) return l;
    if (l->y > r->y) {
        l->r = merge(l->r, r);
        l->recalc();
        return l;
    } else {
        r->l = merge(l, r->l);
        r->recalc();
        return r;
    }
}

Node* ins(Node* t, Node* n, int pos) {
    auto pa = split(t, pos);
    return merge(merge(pa.first, n), pa.second);
}

// Example application: move the range [l, r) to index k
void move(Node& t, int l, int r, int k) {
    Node *a, *b, *c;
    tie(a,b) = split(t, l); tie(b,c) = split(b, r - l);
    if (k <= l) t = merge(ins(a, b, k), c);
    else t = merge(a, ins(c, b, k - r));
}

```

## FenwickTree.h

**Description:** Computes partial sums  $a[0] + a[1] + \dots + a[\text{pos} - 1]$ , and updates single elements  $a[i]$ , taking the difference between the old and new value.

**Time:** Both operations are  $\mathcal{O}(\log N)$ .

e62fac, 22 lines

```

struct FT {
    vector<ll> s;
    FT(int n) : s(n) {}
    void update(int pos, ll dif) { // a[pos] += dif
        for (; pos < sz(s); pos |= pos + 1) s[pos] += dif;
    }
    ll query(int pos) { // sum of values in [0, pos)
        ll res = 0;
        for (; pos > 0; pos &= pos - 1) res += s[pos-1];
        return res;
    }
    int lower_bound(ll sum) { // min pos st sum of [0, pos] >= sum
        // Returns n if no sum is >= sum, or -1 if empty sum is.
        if (sum <= 0) return -1;
        int pos = 0;
        for (int pw = 1 << 25; pw; pw >=> 1) {
            if (pos + pw <= sz(s) && s[pos + pw-1] < sum)
                pos += pw, sum -= s[pos-1];
        }
        return pos;
    }
};

```

## FenwickTree2d.h

**Description:** Computes sums  $a[i,j]$  for all  $i < I, j < J$ , and increases single elements  $a[i,j]$ . Requires that the elements to be updated are known in advance (call `fakeUpdate()` before `init()`).

**Time:**  $\mathcal{O}(\log^2 N)$ . (Use persistent segment trees for  $\mathcal{O}(\log N)$ .)

"FenwickTree.h"

157f07, 22 lines

```

struct FT2 {
    vector<vi> ys; vector<FT> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
    }
    int ind(int x, int y) {
        return (int)(lower_bound(all(ys[x]), y) - ys[x].begin());
    }
    void update(int x, int y, ll dif) {
        for (; x < sz(ys); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};

```

## RMQ.h

**Description:** Range Minimum Queries on an array. Returns  $\min(V[a], V[a+1], \dots, V[b-1])$  in constant time.

**Usage:** RMQ rmq(values);

rmq.query(inclusive, exclusive);

**Time:**  $\mathcal{O}(|V| \log |V| + Q)$

510c32, 16 lines

```

template<class T>
struct RMQ {
    vector<vector<T>> jmp;
    RMQ(const vector<T>& V) : jmp(1, V) {}
};

```

```

for (int pw = 1, k = 1; pw * 2 <= sz(V); pw *= 2, ++k) {
    jmp.emplace_back(sz(V) - pw * 2 + 1);
    rep(j, 0, sz(jmp[k]))
        jmp[k][j] = min(jmp[k - 1][j], jmp[k - 1][j + pw]);
}
}
T query(int a, int b) {
    assert(a < b); // or return inf if a == b
    int dep = 31 - __builtin_clz(b - a);
    return min(jmp[dep][a], jmp[dep][b - (1 << dep)]);
}
};

```

## MoQueries.h

**Description:** Answer interval or tree path queries by finding an approximate TSP through the queries, and moving from one query to the next by adding/removing points at the ends. If values are on tree edges, change step to add/remove the edge  $(a, c)$  and remove the initial add call (but keep in).

**Time:**  $\mathcal{O}(N\sqrt{Q})$

```

void add(int ind, int end) { ... } // add a[ind] (end = 0 or 1)
void del(int ind, int end) { ... } // remove a[ind]
int calc() { ... } // compute current answer

```

```

vi mo(vector<pii> Q) {
    int L = 0, R = 0, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s;
    #define K(x) pii(x.first/blk, x.second ^ -(x.first/blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) {
        pii q = Q[qi];
        while (L > q.first) add(--L, 0);
        while (R < q.second) add(R++, 1);
        while (L < q.first) del(L++, 0);
        while (R > q.second) del(--R, 1);
        res[qi] = calc();
    }
    return res;
}

```

```

vi moTree(vector<array<int, 2>> Q, vector<vi>& ed, int root=0) {
    int N = sz(ed), pos[2] = {}, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s, I(N), L(N), R(N), in(N), par(N);
    add(0, 0), in[0] = 1;
    auto dfs = [&](int x, int p, int dep, auto& f) -> void {
        par[x] = p;
        L[x] = N;
        if (dep) I[x] = N++;
        for (int y : ed[x]) if (y != p) f(y, x, !dep, f);
        if (!dep) I[x] = N++;
        R[x] = N;
    };
    dfs(root, -1, 0, dfs);
    #define K(x) pii(I[x[0]] / blk, I[x[1]] ^ -(I[x[0]] / blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) rep(end, 0, 2) {
        int &a = pos[end], b = Q[qi][end], i = 0;
    #define step(c) { if (in[c]) { del(a, end); in[a] = 0; } \
        else { add(c, end); in[c] = 1; } a = c; }
        while (L[b] <= L[a] && R[a] <= R[b])
            I[i++] = b, b = par[b];
        while (a != b) step(par[a]);
        while (i--) step(I[i]);
        if (end) res[qi] = calc();
    }
    return res;
}

```

## Numerical (4)

### 4.1 Polynomials and recurrences

#### Polynomial.h

c9b7b0, 17 lines

```

struct Poly {
    vector<double> a;
    double operator() (double x) const {
        double val = 0;
        for (int i = sz(a); i--;) (val *= x) += a[i];
        return val;
    }
    void diff() {
        rep(i, 1, sz(a)) a[i-1] = i*a[i];
        a.pop_back();
    }
    void divroot(double x0) {
        double b = a.back(), c; a.back() = 0;
        for (int i=sz(a)-1; i--;) c = a[i], a[i] = a[i+1]*x0+b, b=c;
        a.pop_back();
    }
};

```

#### PolyRoots.h

**Description:** Finds the real roots to a polynomial.

**Usage:** polyRoots({{2,-3,1}}, -1e9, 1e9) // solve  $x^2-3x+2 = 0$

**Time:**  $\mathcal{O}(n^2 \log(1/\epsilon))$

"Polynomial.h" b00bfe, 23 lines

```

vector<double> polyRoots(Poly p, double xmin, double xmax) {
    if (sz(p.a) == 2) { return {-p.a[0]/p.a[1]}; }
    vector<double> ret;
    Poly der = p;
    der.diff();
    auto dr = polyRoots(der, xmin, xmax);
    dr.push_back(xmin-1);
    dr.push_back(xmax+1);
    sort(all(dr));
    rep(i, 0, sz(dr)-1) {
        double l = dr[i], h = dr[i+1];
        bool sign = p(l) > 0;
        if (sign ^ (p(h) > 0)) {
            rep(it, 0, 60) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
    }
    return ret;
}

```

#### PolyInterpolate.h

**Description:** Given  $n$  points  $(x[i], y[i])$ , computes an  $n-1$ -degree polynomial  $p$  that passes through them:  $p(x) = a[0] * x^0 + \dots + a[n-1] * x^{n-1}$ . For numerical precision, pick  $x[k] = c * \cos(k/(n-1) * \pi), k = 0 \dots n-1$ .

**Time:**  $\mathcal{O}(n^2)$

```

typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    rep(k, 0, n-1) rep(i, k+1, n)
        y[i] = (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0; temp[0] = 1;
    rep(k, 0, n) rep(i, 0, n) {
        res[i] += y[k] * temp[i];
        swap(last, temp[i]);
        temp[i] -= last * x[k];
    }
}

```

```

}
return res;
}

```

#### BerlekampMassey.h

**Description:** Recovers any  $n$ -order linear recurrence relation from the first  $2n$  terms of the recurrence. Useful for guessing linear recurrences after brute-forcing the first terms. Should work on any field, but numerical stability for floats is not guaranteed. Output will have size  $\leq n$ .

**Usage:** berlekampMassey({0, 1, 1, 3, 5, 11}) // {1, 2}

**Time:**  $\mathcal{O}(N^2)$

"./number-theory/ModPow.h" 96548b, 20 lines

```

vector<ll> berlekampMassey(vector<ll> s) {
    int n = sz(s), L = 0, m = 0;
    vector<ll> C(n), B(n), T;
    C[0] = B[0] = 1;

    ll b = 1;
    rep(i, 0, n) { ++m;
        ll d = s[i] % mod;
        rep(j, 1, L+1) d = (d + C[j] * s[i - j]) % mod;
        if (!d) continue;
        T = C; ll coef = d * modpow(b, mod-2) % mod;
        rep(j, m, n) C[j] = (C[j] - coef * B[j - m]) % mod;
        if (2 * L > i) continue;
        L = i + 1 - L; B = T; b = d; m = 0;
    }

    C.resize(L + 1); C.erase(C.begin());
    for (ll& x : C) x = (mod - x) % mod;
    return C;
}

```

#### LinearRecurrence.h

**Description:** Generates the  $k$ 'th term of an  $n$ -order linear recurrence  $S[i] = \sum_j S[i-j-1]tr[j]$ , given  $S[0 \dots n-1]$  and  $tr[0 \dots n-1]$ . Faster than matrix multiplication. Useful together with Berlekamp-Massey.

**Usage:** linearRec({0, 1}, {1, 1}, k) //  $k$ 'th Fibonacci number

**Time:**  $\mathcal{O}(n^2 \log k)$

f4e444, 26 lines

```

typedef vector<ll> Poly;
ll linearRec(Poly S, Poly tr, ll k) {
    int n = sz(tr);

    auto combine = [&](Poly a, Poly b) {
        Poly res(n * 2 + 1);
        rep(i, 0, n+1) rep(j, 0, n+1)
            res[i + j] = (res[i + j] + a[i] * b[j]) % mod;
        for (int i = 2 * n; i > n; --i) rep(j, 0, n)
            res[i - 1 - j] = (res[i - 1 - j] + res[i] * tr[j]) % mod;
        res.resize(n + 1);
        return res;
    };

    Poly pol(n + 1), e(pol);
    pol[0] = e[1] = 1;

    for (++k; k; k /= 2) {
        if (k % 2) pol = combine(pol, e);
        e = combine(e, e);
    }

    ll res = 0;
    rep(i, 0, n) res = (res + pol[i + 1] * S[i]) % mod;
    return res;
}

```

## 4.2 Optimization

### GoldenSectionSearch.h

**Description:** Finds the argument minimizing the function  $f$  in the interval  $[a, b]$  assuming  $f$  is unimodal on the interval, i.e. has only one local minimum and no local maximum. The maximum error in the result is  $\epsilon$ . Works equally well for maximization with a small change in the code. See TernarySearch.h in the Various chapter for a discrete version.

**Usage:** double func(double x) { return 4+x+.3\*x\*x; }

double xmin = gss(-1000,1000,func);

**Time:**  $\mathcal{O}(\log((b-a)/\epsilon))$

31d45b, 14 lines

```
double gss(double a, double b, double (*f)(double)) {
    double r = (sqrt(5)-1)/2, eps = 1e-7;
    double x1 = b - r*(b-a), x2 = a + r*(b-a);
    double f1 = f(x1), f2 = f(x2);
    while (b-a > eps)
        if (f1 < f2) { //change to > to find maximum
            b = x2; x2 = x1; f2 = f1;
            x1 = b - r*(b-a); f1 = f(x1);
        } else {
            a = x1; x1 = x2; f1 = f2;
            x2 = a + r*(b-a); f2 = f(x2);
        }
    return a;
}
```

### HillClimbing.h

**Description:** Poor man's optimization for unimodal functions. See caaf, 14 lines

typedef array<double, 2> P;

```
template<class F> pair<double, P> hillClimb(P start, F f) {
    pair<double, P> cur(f(start), start);
    for (double jmp = 1e9; jmp > 1e-20; jmp /= 2) {
        rep(j,0,100) rep(dx,-1,2) rep(dy,-1,2) {
            P p = cur.second;
            p[0] += dx*jmp;
            p[1] += dy*jmp;
            cur = min(cur, make_pair(f(p), p));
        }
    }
    return cur;
}
```

### Integrate.h

**Description:** Simple integration of a function over an interval using Simpson's rule. The error should be proportional to  $h^4$ , although in practice you will want to verify that the result is stable to desired precision when epsilon changes.

4756fc, 7 lines

```
template<class F>
double quad(double a, double b, F f, const int n = 1000) {
    double h = (b - a) / 2 / n, v = f(a) + f(b);
    rep(i,1,n*2)
        v += f(a + i*h) * (i%4 ? 4 : 2);
    return v * h / 3;
}
```

### IntegrateAdaptive.h

**Description:** Fast integration using an adaptive Simpson's rule.

**Usage:** double sphereVolume = quad(-1, 1, [](double x) {

```
return quad(-1, 1, [&](double y) {
return quad(-1, 1, [&](double z) {
return x*x + y*y + z*z < 1; });});});});
```

92dd79, 15 lines

```
typedef double d;
#define S(a,b) (f(a) + 4*f((a+b) / 2) + f(b)) * (b-a) / 6
```

```
template <class F>
```

```
d rec(F& f, d a, d b, d eps, d S) {
    d c = (a + b) / 2;
    d S1 = S(a, c), S2 = S(c, b), T = S1 + S2;
    if (abs(T - S) <= 15 * eps || b - a < 1e-10)
        return T + (T - S) / 15;
    return rec(f, a, c, eps / 2, S1) + rec(f, c, b, eps / 2, S2);
}
template<class F>
d quad(d a, d b, F f, d eps = 1e-8) {
    return rec(f, a, b, eps, S(a, b));
}
```

### Simplex.h

**Description:** Solves a general linear maximization problem: maximize  $c^T x$  subject to  $Ax \leq b, x \geq 0$ . Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of  $c^T x$  otherwise. The input vector is set to an optimal  $x$  (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that  $x = 0$  is viable.

**Usage:** vvd A = {{1,-1}, {-1,1}, {-1,-2}};

vvd b = {1,1,-4}, c = {-1,-1}, x;

T val = LPSolver(A, b, c).solve(x);

**Time:**  $\mathcal{O}(NM * \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case.

aa8530, 68 lines

```
typedef double T; // long double, Rational, double + mod<P>...
typedef vector<T> vd;
typedef vector<vd> vvd;
```

```
const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N[s])) s=j
```

```
struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;

    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
        rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
        rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i]; }
        rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }
}
```

```
void pivot(int r, int s) {
    T *a = D[r].data(), inv = 1 / a[s];
    rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
        T *b = D[i].data(), inv2 = b[s] * inv;
        rep(j,0,n+2) b[j] -= a[j] * inv2;
        b[s] = a[s] * inv2;
    }
    rep(j,0,n+2) if (j != s) D[r][j] *= inv;
    rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
    D[r][s] = inv;
    swap(B[r], N[s]);
}
```

```
bool simplex(int phase) {
    int x = m + phase - 1;
    for (;;) {
        int s = -1;
        rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
        if (D[x][s] >= -eps) return true;
        int r = -1;
        rep(i,0,m) {
            if (D[i][s] <= eps) continue;
            if (r == -1 || MP(D[i][n+1] / D[i][s], B[i]))
```

```
                < MP(D[r][n+1] / D[r][s], B[r])) r = i;
        }
        if (r == -1) return false;
        pivot(r, s);
    }
}
```

```
T solve(vd &x) {
    int r = 0;
    rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
    if (D[r][n+1] < -eps) {
        pivot(r, n);
        if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
        rep(i,0,m) if (B[i] == -1) {
            int s = 0;
            rep(j,1,n+1) ltj(D[i]);
            pivot(i, s);
        }
    }
    bool ok = simplex(1); x = vd(n);
    rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
    return ok ? D[m][n+1] : inf;
}
};
```

## 4.3 Matrices

### Determinant.h

**Description:** Calculates determinant of a matrix. Destroys the matrix.

**Time:**  $\mathcal{O}(N^3)$

bd5cec, 15 lines

```
double det(vector<vector<double>>& a) {
    int n = sz(a); double res = 1;
    rep(i,0,n) {
        int b = i;
        rep(j,i+1,n) if (fabs(a[j][i]) > fabs(a[b][i])) b = j;
        if (i != b) swap(a[i], a[b]), res *= -1;
        res *= a[i][i];
        if (res == 0) return 0;
        rep(j,i+1,n) {
            double v = a[j][i] / a[i][i];
            if (v != 0) rep(k,i+1,n) a[j][k] -= v * a[i][k];
        }
    }
    return res;
}
```

### IntDeterminant.h

**Description:** Calculates determinant using modular arithmetics. Modulos can also be removed to get a pure-integer version.

**Time:**  $\mathcal{O}(N^3)$

3313dc, 18 lines

```
const ll mod = 12345;
ll det(vector<vector<ll>>& a) {
    int n = sz(a); ll ans = 1;
    rep(i,0,n) {
        rep(j,i+1,n) {
            while (a[j][i] != 0) { // gcd step
                ll t = a[i][i] / a[j][i];
                if (t) rep(k,i,n)
                    a[i][k] = (a[i][k] - a[j][k] * t) % mod;
                swap(a[i], a[j]);
                ans *= -1;
            }
        }
        ans = ans * a[i][i] % mod;
        if (!ans) return 0;
    }
    return (ans + mod) % mod;
}
```

## SolveLinear.h

**Description:** Solves  $A * x = b$ . If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in  $A$  and  $b$  is lost.

**Time:**  $\mathcal{O}(n^2m)$

44c9ab, 38 lines

```
typedef vector<double> vd;
const double eps = 1e-12;
```

```
int solveLinear(vector<vd>& A, vd& b, vd& x) {
    int n = sz(A), m = sz(x), rank = 0, br, bc;
    if (n) assert(sz(A[0]) == m);
    vi col(m); iota(all(col), 0);
```

```
    rep(i,0,n) {
        double v, bv = 0;
        rep(r,i,n) rep(c,i,m)
            if ((v = fabs(A[r][c])) > bv)
                br = r, bc = c, bv = v;
        if (bv <= eps) {
            rep(j,i,n) if (fabs(b[j]) > eps) return -1;
            break;
        }
```

```
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) swap(A[j][i], A[j][bc]);
        bv = 1/A[i][i];
        rep(j,i+1,n) {
            double fac = A[j][i] * bv;
            b[j] -= fac * b[i];
            rep(k,i+1,m) A[j][k] -= fac*A[i][k];
        }
        rank++;
    }
```

```
    x.assign(m, 0);
    for (int i = rank; i--;) {
        b[i] /= A[i][i];
        x[col[i]] = b[i];
        rep(j,0,i) b[j] -= A[j][i] * b[i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

## SolveLinear2.h

**Description:** To get all uniquely determined values of  $x$  back from SolveLinear, make the following changes:

"SolveLinear.h" 08e495, 7 lines

```
rep(j,0,n) if (j != i) // instead of rep(j,i+1,n)
// ... then at the end:
x.assign(m, undefined);
rep(i,0,rank) {
    rep(j,rank,m) if (fabs(A[i][j]) > eps) goto fail;
    x[col[i]] = b[i] / A[i][i];
fail:; }
```

## SolveLinearBinary.h

**Description:** Solves  $Ax = b$  over  $\mathbb{F}_2$ . If there are multiple solutions, one is returned arbitrarily. Returns rank, or -1 if no solutions. Destroys  $A$  and  $b$ .

**Time:**  $\mathcal{O}(n^2m)$

fa2d7a, 34 lines

```
typedef bitset<1000> bs;
```

```
int solveLinear(vector<bs>& A, vi& b, bs& x, int m) {
    int n = sz(A), rank = 0, br;
    assert(m <= sz(x));
    vi col(m); iota(all(col), 0);
    rep(i,0,n) {
        for (br=i; br<n; ++br) if (A[br].any()) break;
```

```
        if (br == n) {
            rep(j,i,n) if (b[j]) return -1;
            break;
        }
        int bc = (int)A[br]._Find_next(i-1);
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) if (A[j][i] != A[j][bc]) {
            A[j].flip(i); A[j].flip(bc);
        }
        rep(j,i+1,n) if (A[j][i]) {
            b[j] ^= b[i];
            A[j] ^= A[i];
        }
        rank++;
    }

    x = bs();
    for (int i = rank; i--;) {
        if (!b[i]) continue;
        x[col[i]] = 1;
        rep(j,0,i) b[j] ^= A[j][i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

## MatrixInverse.h

**Description:** Invert matrix  $A$ . Returns rank; result is stored in  $A$  unless singular (rank <  $n$ ). Can easily be extended to prime moduli; for prime powers, repeatedly set  $A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k}$  where  $A^{-1}$  starts as the inverse of  $A \pmod{p}$ , and  $k$  is doubled in each step.

**Time:**  $\mathcal{O}(n^3)$

ebfff6, 35 lines

```
int matInv(vector<vector<double>>& A) {
    int n = sz(A); vi col(n);
    vector<vector<double>> tmp(n, vector<double>(n));
    rep(i,0,n) tmp[i][i] = 1, col[i] = i;

    rep(i,0,n) {
        int r = i, c = i;
        rep(j,i,n) rep(k,i,n)
            if (fabs(A[j][k]) > fabs(A[r][c]))
                r = j, c = k;
        if (fabs(A[r][c]) < 1e-12) return i;
        A[i].swap(A[r]); tmp[i].swap(tmp[r]);
        rep(j,0,n)
            swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
        swap(col[i], col[c]);
        double v = A[i][i];
        rep(j,i+1,n) {
            double f = A[j][i] / v;
            A[j][i] = 0;
            rep(k,i+1,n) A[j][k] -= f*A[i][k];
            rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
        }
        rep(j,i+1,n) A[i][j] /= v;
        rep(j,0,n) tmp[i][j] /= v;
        A[i][i] = 1;
    }

    for (int i = n-1; i > 0; --i) rep(j,0,i) {
        double v = A[j][i];
        rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
    }

    rep(i,0,n) rep(j,0,n) A[col[i]][col[j]] = tmp[i][j];
    return n;
}
```

## Tridiagonal.h

**Description:**  $x = \text{tridiagonal}(d, p, q, b)$  solves the equation system

$$\begin{pmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_{n-1} \end{pmatrix} = \begin{pmatrix} d_0 & p_0 & 0 & 0 & \cdots & 0 \\ q_0 & d_1 & p_1 & 0 & \cdots & 0 \\ 0 & q_1 & d_2 & p_2 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & q_{n-3} & d_{n-2} & p_{n-2} \\ 0 & 0 & \cdots & 0 & q_{n-2} & d_{n-1} \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_{n-1} \end{pmatrix}.$$

This is useful for solving problems on the type

$$a_i = b_i a_{i-1} + c_i a_{i+1} + d_i, \quad 1 \leq i \leq n,$$

where  $a_0, a_{n+1}, b_i, c_i$  and  $d_i$  are known.  $a$  can then be obtained from

$$\{a_i\} = \text{tridiagonal}(\{1, -1, -1, \dots, -1, 1\}, \{0, c_1, c_2, \dots, c_n\}, \{b_1, b_2, \dots, b_n, 0\}, \{a_0, d_1, d_2, \dots, d_n, a_{n+1}\}).$$

Fails if the solution is not unique.

If  $|d_i| > |p_i| + |q_{i-1}|$  for all  $i$ , or  $|d_i| > |p_{i-1}| + |q_i|$ , or the matrix is positive definite, the algorithm is numerically stable and neither `tr` nor the check for `diag[i] == 0` is needed.

**Time:**  $\mathcal{O}(N)$

8f9fa8, 26 lines

```
typedef double T;
```

```
vector<T> tridiagonal(vector<T> diag, const vector<T>& super,
    const vector<T>& sub, vector<T> b) {
    int n = sz(b); vi tr(n);
    rep(i,0,n-1) {
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i];
            diag[i+1] = sub[i]; tr[++i] = 1;
        } else {
            diag[i+1] -= super[i]*sub[i]/diag[i];
            b[i+1] -= b[i]*sub[i]/diag[i];
        }
    }
    for (int i = n; i--;) {
        if (tr[i]) {
            swap(b[i], b[i-1]);
            diag[i-1] = diag[i];
            b[i] /= super[i-1];
        } else {
            b[i] /= diag[i];
            if (i) b[i-1] -= b[i]*super[i-1];
        }
    }
    return b;
}
```

## 4.4 Fourier transforms

## FastFourierTransform.h

**Description:** `fft(a)` computes  $\hat{f}(k) = \sum_a a[x] \exp(2\pi i \cdot kx/N)$  for all  $k$ .  $N$  must be a power of 2. Useful for convolution: `conv(a, b) = c`, where  $c[x] = \sum a[i]b[x-i]$ . For convolution of complex numbers or more than two vectors: FFT, multiply pointwise, divide by  $n$ , reverse(start+1, end), FFT back. Rounding is safe if  $(\sum a_i^2 + \sum b_i^2) \log_2 N < 9 \cdot 10^{14}$  (in practice  $10^{16}$ ; higher for random inputs). Otherwise, use NTT/FFTMod.

**Time:**  $\mathcal{O}(N \log N)$  with  $N = |A| + |B|$  ( $\sim 1s$  for  $N = 2^{22}$ ) 00ced6, 35 lines

```
typedef complex<double> C;
typedef vector<double> vd;
void fft(vector<C>& a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vector<complex<long double>> R(2, 1);
    static vector<C> rt(2, 1); // (^ 10% faster if double)
    for (static int k = 2; k < n; k *= 2) {
        R.resize(n); rt.resize(n);
        auto x = polar(1.0L, acos(-1.0L) / k);
```



```

    rep(i,k,2*k) rt[i] = R[i] = i&1 ? R[i/2] * x : R[i/2];
}
vi rev(n);
rep(i,0,n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
rep(i,0,n) if (i < rev[i]) swap(a[i], a[rev[i]]);
for (int k = 1; k < n; k *= 2)
    for (int i = 0; i < n; i += 2 * k) rep(j,0,k) {
        C z = rt[j+k] * a[i+j+k]; // (25% faster if hand-rolled)
        a[i + j + k] = a[i + j] - z;
        a[i + j] += z;
    }
}
vd conv(const vd& a, const vd& b) {
    if (a.empty() || b.empty()) return {};
    vd res(sz(a) + sz(b) - 1);
    int L = 32 - __builtin_clz(sz(res)), n = 1 << L;
    vector<C> in(n), out(n);
    copy(all(a), begin(in));
    rep(i,0,sz(b)) in[i].imag(b[i]);
    fft(in);
    for (C& x : in) x *= x;
    rep(i,0,n) out[i] = in[-i & (n - 1)] - conj(in[i]);
    fft(out);
    rep(i,0,sz(res)) res[i] = imag(out[i]) / (4 * n);
    return res;
}

```

### FastFourierTransformMod.h

**Description:** Higher precision FFT, can be used for convolutions modulo arbitrary integers as long as  $N \log_2 N \cdot \text{mod} < 8.6 \cdot 10^{14}$  (in practice  $10^{16}$  or higher). Inputs must be in  $[0, \text{mod})$ .

**Time:**  $\mathcal{O}(N \log N)$ , where  $N = |A| + |B|$  (twice as slow as NTT or FFT)

"FastFourierTransform.h" b82773, 22 lines

```

typedef vector<ll> vl;
template<int M> vl convMod(const vl &a, const vl &b) {
    if (a.empty() || b.empty()) return {};
    vl res(sz(a) + sz(b) - 1);
    int B=32-__builtin_clz(sz(res)), n=1<<B, cut=int(sqrt(M));
    vector<C> L(n), R(n), outs(n), outl(n);
    rep(i,0,sz(a)) L[i] = C((int)a[i] / cut, (int)a[i] % cut);
    rep(i,0,sz(b)) R[i] = C((int)b[i] / cut, (int)b[i] % cut);
    fft(L), fft(R);
    rep(i,0,n) {
        int j = -i & (n - 1);
        outl[j] = (L[i] + conj(L[j])) * R[i] / (2.0 * n);
        outs[j] = (L[i] - conj(L[j])) * R[i] / (2.0 * n) / ii;
    }
    fft(outl), fft(outs);
    rep(i,0,sz(res)) {
        ll av = ll(real(outl[i])+.5), cv = ll(imag(outs[i])+.5);
        ll bv = ll(imag(outl[i])+.5) + ll(real(outs[i])+.5);
        res[i] = ((av % M * cut + bv) % M * cut + cv) % M;
    }
    return res;
}

```

### NumberTheoreticTransform.h

**Description:** ntt(a) computes  $f(k) = \sum_x a[x]g^{xk}$  for all  $k$ , where  $g = \text{root}^{(\text{mod}-1)/N}$ .  $N$  must be a power of 2. Useful for convolution modulo specific nice primes of the form  $2^a b + 1$ , where the convolution result has size at most  $2^a$ . For arbitrary modulo, see FFTMod.  $\text{conv}(a, b) = c$ , where  $c[x] = \sum a[i]b[x - i]$ . For manual convolution: NTT the inputs, multiply pointwise, divide by  $n$ , reverse(start+1, end), NTT back. Inputs must be in  $[0, \text{mod})$ .

**Time:**  $\mathcal{O}(N \log N)$

"../number-theory/ModPow.h" ced03d, 35 lines

```

const ll mod = (119 << 23) + 1, root = 62; // = 998244353
// For p < 2^30 there is also e.g. 5 << 25, 7 << 26, 479 << 21

```

// and 483 << 21 (same root). The last two are > 10^9.

```

typedef vector<ll> vl;
void ntt(vl &a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vl rt(2, 1);
    for (static int k = 2, s = 2; k < n; k *= 2, s++) {
        rt.resize(n);
        ll z[] = {1, modpow(root, mod >> s)};
        rep(i,k,2*k) rt[i] = rt[i / 2] * z[i & 1] % mod;
    }
    vi rev(n);
    rep(i,0,n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
    rep(i,0,n) if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (int k = 1; k < n; k *= 2)
        for (int i = 0; i < n; i += 2 * k) rep(j,0,k) {
            ll z = rt[j + k] * a[i + j + k] % mod, &ai = a[i + j];
            a[i + j + k] = ai - z + (z > ai ? mod : 0);
            ai += (ai + z >= mod ? z - mod : z);
        }
}
vl conv(const vl &a, const vl &b) {
    if (a.empty() || b.empty()) return {};
    int s = sz(a) + sz(b) - 1, B = 32 - __builtin_clz(s),
        n = 1 << B;
    int inv = modpow(n, mod - 2);
    vl L(a), R(b), out(n);
    L.resize(n), R.resize(n);
    ntt(L), ntt(R);
    rep(i,0,n)
        out[-i & (n - 1)] = (ll)L[i] * R[i] % mod * inv % mod;
    ntt(out);
    return {out.begin(), out.begin() + s};
}

```

### FastSubsetTransform.h

**Description:** Transform to a basis with fast convolutions of the form  $c[z] = \sum_{z=x \oplus y} a[x] \cdot b[y]$ , where  $\oplus$  is one of AND, OR, XOR. The size of  $a$  must be a power of two.

**Time:**  $\mathcal{O}(N \log N)$  464cf3, 16 lines

```

void FST(vi &a, bool inv) {
    for (int n = sz(a), step = 1; step < n; step *= 2) {
        for (int i = 0; i < n; i += 2 * step) rep(j,i,i+step) {
            int &u = a[j], &v = a[j + step]; tie(u, v) =
                inv ? pii(v - u, u) : pii(v, u + v); // AND
                inv ? pii(v, u - v) : pii(u + v, u); // OR
                pii(u + v, u - v); // XOR
        }
    }
    if (inv) for (int& x : a) x /= sz(a); // XOR only
}
vi conv(vi a, vi b) {
    FST(a, 0); FST(b, 0);
    rep(i,0,sz(a)) a[i] *= b[i];
    FST(a, 1); return a;
}

```

## Number theory (5)

### 5.1 Modular arithmetic

#### ModularArithmetic.h

**Description:** Operators for modular arithmetic. You need to set mod to some number first and then you can use the structure.

"euclid.h" 35bfea, 18 lines

```

const ll mod = 17; // change to something else
struct Mod {

```

```

    ll x;
    Mod(ll xx) : x(xx) {}
    Mod operator+(Mod b) { return Mod((x + b.x) % mod); }
    Mod operator-(Mod b) { return Mod((x - b.x + mod) % mod); }
    Mod operator*(Mod b) { return Mod((x * b.x) % mod); }
    Mod operator/(Mod b) { return *this * invert(b); }
    Mod invert(Mod a) {
        ll x, y, g = euclid(a.x, mod, x, y);
        assert(g == 1); return Mod((x + mod) % mod);
    }
    Mod operator^(ll e) {
        if (!e) return Mod(1);
        Mod r = *this ^ (e / 2); r = r * r;
        return e&1 ? *this * r : r;
    }
};

```

### ModInverse.h

**Description:** Pre-computation of modular inverses. Assumes  $\text{LIM} \leq \text{mod}$  and that mod is a prime.

6f684f, 3 lines

```

const ll mod = 1000000007, LIM = 200000;
ll* inv = new ll[LIM] - 1; inv[1] = 1;
rep(i,2,LIM) inv[i] = mod - (mod / i) * inv[mod % i] % mod;

```

### ModPow.h

b83e45, 8 lines

```

const ll mod = 1000000007; // faster if const

```

```

ll modpow(ll b, ll e) {
    ll ans = 1;
    for (; e; b = b * b % mod, e /= 2)
        if (e & 1) ans = ans * b % mod;
    return ans;
}

```

### ModLog.h

**Description:** Returns the smallest  $x > 0$  s.t.  $a^x = b \pmod m$ , or  $-1$  if no such  $x$  exists.  $\text{modLog}(a,1,m)$  can be used to calculate the order of  $a$ .

**Time:**  $\mathcal{O}(\sqrt{m})$  c040b8, 11 lines

```

ll modLog(ll a, ll b, ll m) {
    ll n = (ll) sqrt(m) + 1, e = 1, f = 1, j = 1;
    unordered_map<ll, ll> A;
    while (j <= n && (e = f = e * a % m) != b % m)
        A[e * b % m] = j++;
    if (e == b % m) return j;
    if (__gcd(m, e) == __gcd(m, b))
        rep(i,2,n+2) if (A.count(e = e * f % m))
            return n * i - A[e];
    return -1;
}

```

### ModSum.h

**Description:** Sums of mod'ed arithmetic progressions.

$\text{modsum}(\text{to}, c, k, m) = \sum_{i=0}^{\text{to}-1} (ki + c) \% m$ .  $\text{divsum}$  is similar but for floored division.

**Time:**  $\log(m)$ , with a large constant. 5c5bc5, 16 lines

```

typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }

```

```

ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (!k) return res;
    ull to2 = (to * k + c) / m;
    return res + (to - 1) * to2 - divsum(to2, m-1 - c, m, k);
}

```

```

ll modsum(ull to, ll c, ll k, ll m) {
    c = ((c % m) + m) % m;
    k = ((k % m) + m) % m;
    return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}

```

## ModMulLL.h

**Description:** Calculate  $a \cdot b \pmod c$  (or  $a^b \pmod c$ ) for  $0 \leq a, b \leq c \leq 7.2 \cdot 10^{18}$ .  
**Time:**  $\mathcal{O}(1)$  for modmul,  $\mathcal{O}(\log b)$  for modpow

bbbd8f, 11 lines

```

typedef unsigned long long ull;
ull modmul(ull a, ull b, ull M) {
    ll ret = a * b - M * ull(1.L / M * a * b);
    return ret + M * (ret < 0) - M * (ret >= (ll)M);
}
ull modpow(ull b, ull e, ull mod) {
    ull ans = 1;
    for (; e; b = modmul(b, b, mod), e /= 2)
        if (e & 1) ans = modmul(ans, b, mod);
    return ans;
}

```

## ModSqrt.h

**Description:** Tonelli-Shanks algorithm for modular square roots. Finds  $x$  s.t.  $x^2 = a \pmod p$  ( $-x$  gives the other solution).

**Time:**  $\mathcal{O}(\log^2 p)$  worst case,  $\mathcal{O}(\log p)$  for most  $p$

"ModPow.h" 19a793, 24 lines

```

ll sqrt(ll a, ll p) {
    a %= p; if (a < 0) a += p;
    if (a == 0) return 0;
    assert(modpow(a, (p-1)/2, p) == 1); // else no solution
    if (p % 4 == 3) return modpow(a, (p+1)/4, p);
    // a^(n+3)/8 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5
    ll s = p - 1, n = 2;
    int r = 0, m;
    while (s % 2 == 0)
        ++r, s /= 2;
    while (modpow(n, (p - 1) / 2, p) != p - 1) ++n;
    ll x = modpow(a, (s + 1) / 2, p);
    ll b = modpow(a, s, p), g = modpow(n, s, p);
    for (; r = m) {
        ll t = b;
        for (m = 0; m < r && t != 1; ++m)
            t = t * t % p;
        if (m == 0) return x;
        ll gs = modpow(g, 1LL << (r - m - 1), p);
        g = gs * gs % p;
        x = x * gs % p;
        b = b * g % p;
    }
}

```

## 5.2 Primality

### FastEratosthenes.h

**Description:** Prime sieve for generating all primes smaller than LIM.

**Time:** LIM=1e9  $\approx$  1.5s

6b2912, 20 lines

```

const int LIM = 1e6;
bitset<LIM> isPrime;
vi eratosthenes() {
    const int S = (int)round(sqrt(LIM)), R = LIM / 2;
    vi pr = {2}, sieve(S+1); pr.reserve(int(LIM/log(LIM)*1.1));
    vector<pii> cp;
    for (int i = 3; i <= S; i += 2) if (!sieve[i]) {
        cp.push_back({i, i * i / 2});
        for (int j = i * i; j <= S; j += 2 * i) sieve[j] = 1;
    }
}

```

```

for (int L = 1; L <= R; L += S) {
    array<bool, S> block{};
    for (auto &[p, idx] : cp)
        for (int i=idx; i < S+L; idx = (i+=p)) block[i-L] = 1;
    rep(i, 0, min(S, R - L))
        if (!block[i]) pr.push_back((L + i) * 2 + 1);
}
for (int i : pr) isPrime[i] = 1;
return pr;
}

```

## MillerRabin.h

**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $7 \cdot 10^{18}$ ; for larger numbers, use Python and extend A randomly.

**Time:** 7 times the complexity of  $a^b \pmod c$ .

"ModMulLL.h" 60dcd1, 12 lines

```

bool isPrime(ull n) {
    if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
    ull A[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022},
        s = __builtin_ctzll(n-1), d = n >> s;
    for (ull a : A) { // ^ count trailing zeroes
        ull p = modpow(a%n, d, n), i = s;
        while (p != 1 && p != n - 1 && a % n && i--)
            p = modmul(p, p, n);
        if (p != n-1 && i != s) return 0;
    }
    return 1;
}

```

## Factor.h

**Description:** Pollard-rho randomized factorization algorithm. Returns prime factors of a number, in arbitrary order (e.g. 2299 -> {11, 19, 11}).

**Time:**  $\mathcal{O}(n^{1/4})$ , less for numbers with small factors.

"ModMulLL.h", "MillerRabin.h" d8d98d, 18 lines

```

ull pollard(ull n) {
    ull x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    auto f = [&](ull x) { return modmul(x, x, n) + i; };
    while (t++ % 40 || __gcd(prd, n) == 1) {
        if (x == y) x = ++i, y = f(x);
        if ((q = modmul(prd, max(x,y) - min(x,y), n)) prd = q;
            x = f(x), y = f(f(y));
    }
    return __gcd(prd, n);
}
vector<ull> factor(ull n) {
    if (n == 1) return {};
    if (isPrime(n)) return {n};
    ull x = pollard(n);
    auto l = factor(x), r = factor(n / x);
    l.insert(l.end(), all(r));
    return l;
}

```

## 5.3 Divisibility

### euclid.h

**Description:** Finds two integers  $x$  and  $y$ , such that  $ax + by = \gcd(a, b)$ . If you just need gcd, use the built in `__gcd` instead. If  $a$  and  $b$  are coprime, then  $x$  is the inverse of  $a \pmod b$ .

33ba8f, 5 lines

```

ll euclid(ll a, ll b, ll &x, ll &y) {
    if (!b) return x = 1, y = 0, a;
    ll d = euclid(b, a % b, y, x);
    return y -= a/b * x, d;
}

```

## CRT.h

**Description:** Chinese Remainder Theorem.

`crt(a, m, b, n)` computes  $x$  such that  $x \equiv a \pmod m$ ,  $x \equiv b \pmod n$ . If  $|a| < m$  and  $|b| < n$ ,  $x$  will obey  $0 \leq x < \text{lcm}(m, n)$ . Assumes  $mn < 2^{62}$ .

**Time:**  $\log(n)$

"euclid.h" 04d93a, 7 lines

```

ll crt(ll a, ll m, ll b, ll n) {
    if (n > m) swap(a, b), swap(m, n);
    ll x, y, g = euclid(m, n, x, y);
    assert((a - b) % g == 0); // else no solution
    x = (b - a) % n * x % n / g * m + a;
    return x < 0 ? x + m*n/g : x;
}

```

## 5.3.1 Bézout's identity

For  $a \neq 0$ ,  $b \neq 0$ , then  $d = \gcd(a, b)$  is the smallest positive integer for which there are integer solutions to

$$ax + by = d$$

If  $(x, y)$  is one solution, then all solutions are given by

$$\left( x + \frac{kb}{\gcd(a, b)}, y - \frac{ka}{\gcd(a, b)} \right), \quad k \in \mathbb{Z}$$

## phiFunction.h

**Description:** Euler's  $\phi$  function is defined as  $\phi(n) := \#$  of positive integers  $\leq n$  that are coprime with  $n$ .  $\phi(1) = 1$ ,  $p$  prime  $\Rightarrow \phi(p^k) = (p - 1)p^{k-1}$ ,  $m, n$  coprime  $\Rightarrow \phi(mn) = \phi(m)\phi(n)$ . If  $n = p_1^{k_1} p_2^{k_2} \dots p_r^{k_r}$  then  $\phi(n) = (p_1 - 1)p_1^{k_1-1} \dots (p_r - 1)p_r^{k_r-1}$ .  $\phi(n) = n \cdot \prod_{p|n} (1 - 1/p)$ .

$\sum_{d|n} \phi(d) = n$ ,  $\sum_{1 \leq k \leq n, \gcd(k, n) = 1} k = n\phi(n)/2, n > 1$

**Euler's thm:**  $a, n$  coprime  $\Rightarrow a^{\phi(n)} \equiv 1 \pmod n$ .

**Fermat's little thm:**  $p$  prime  $\Rightarrow a^{p-1} \equiv 1 \pmod p \forall a$ .

cf7d6d, 8 lines

```
const int LIM = 5000000;
```

```
int phi[LIM];
```

```

void calculatePhi() {
    rep(i, 0, LIM) phi[i] = i&1 ? i : i/2;
    for (int i = 3; i < LIM; i += 2) if (phi[i] == i)
        for (int j = i; j < LIM; j += i) phi[j] -= phi[j] / i;
}

```

## 5.4 Fractions

### ContinuedFractions.h

**Description:** Given  $N$  and a real number  $x \geq 0$ , finds the closest rational approximation  $p/q$  with  $p, q \leq N$ . It will obey  $|p/q - x| \leq 1/qN$ .

For consecutive convergents,  $p_{k+1}q_k - q_{k+1}p_k = (-1)^k$ . ( $p_k/q_k$  alternates between  $> x$  and  $< x$ .) If  $x$  is rational,  $y$  eventually becomes  $\infty$ ; if  $x$  is the root of a degree 2 polynomial the  $a$ 's eventually become cyclic.

**Time:**  $\mathcal{O}(\log N)$

dd6c5e, 21 lines

```

typedef double d; // for N ~ 1e7; long double for N ~ 1e9
pair<ll, ll> approximate(d x, ll N) {
    ll LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d y = x;
    for (;) {
        ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
            a = (ll)floor(y), b = min(a, lim),
            NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
            // better approximation; if b = a/2, we *may* have one.
            // Return {P, Q} here for a more canonical approximation.
            return (abs(x - (d)NP / (d)NQ) < abs(x - (d)P / (d)Q) ?

```

```

    make_pair(NP, NQ) : make_pair(P, Q);
}
if (abs(y = 1/(y - (d)a)) > 3*N) {
    return {NP, NQ};
}
LP = P; P = NP;
LQ = Q; Q = NQ;
}
}

```

### FracBinarySearch.h

**Description:** Given  $f$  and  $N$ , finds the smallest fraction  $p/q \in [0, 1]$  such that  $f(p/q)$  is true, and  $p, q \leq N$ . You may want to throw an exception from  $f$  if it finds an exact solution, in which case  $N$  can be removed.  
**Usage:** `fracBS({}(Frac f) { return f.p>=3*f.q; }, 10); // {1,3}`  
**Time:**  $\mathcal{O}(\log(N))$  27ab3e, 25 lines

```

struct Frac { ll p, q; };

```

```

template<class F>
Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac lo{0, 1}, hi{1, 1}; // Set hi to 1/0 to search (0, N]
    if (f(lo)) return lo;
    assert(f(hi));
    while (A || B) {
        ll adv = 0, step = 1; // move hi if dir, else lo
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            Frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
            if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
                adv -= step; si = 2;
            }
            hi.p += lo.p * adv;
            hi.q += lo.q * adv;
            dir = !dir;
            swap(lo, hi);
            A = B; B = !adv;
        }
        return dir ? hi : lo;
    }
}

```

## 5.5 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with  $m > n > 0, k > 0, m \perp n$ , and either  $m$  or  $n$  even.

## 5.6 Primes

$p = 962592769$  is such that  $2^{21} | p - 1$ , which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power  $p^a$ , except for  $p = 2, a > 2$ , and there are  $\phi(\phi(p^a))$  many. For  $p = 2, a > 2$ , the group  $\mathbb{Z}_{2^a}^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$ .

## 5.7 Estimates

$$\sum_{d|n} d = \mathcal{O}(n \log \log n).$$

The number of divisors of  $n$  is at most around 100 for  $n < 5e4$ , 500 for  $n < 1e7$ , 2000 for  $n < 1e10$ , 200 000 for  $n < 1e19$ .

## 5.8 Mobius Function

$$\mu(n) = \begin{cases} 0 & n \text{ is not square free} \\ 1 & n \text{ has even number of prime factors} \\ -1 & n \text{ has odd number of prime factors} \end{cases}$$

Mobius Inversion:

$$g(n) = \sum_{d|n} f(d) \Leftrightarrow f(n) = \sum_{d|n} \mu(d)g(n/d)$$

Other useful formulas/forms:

$$\sum_{d|n} \mu(d) = [n = 1] \text{ (very useful)}$$

$$g(n) = \sum_{n|d} f(d) \Leftrightarrow f(n) = \sum_{n|d} \mu(d/n)g(d)$$

$$g(n) = \sum_{1 \leq m \leq n} f(\lfloor \frac{n}{m} \rfloor) \Leftrightarrow f(n) = \sum_{1 \leq m \leq n} \mu(m)g(\lfloor \frac{n}{m} \rfloor)$$

## Combinatorial (6)

### 6.1 Permutations

#### 6.1.1 Factorial

$n$	1	2	3	4	5	6	7	8	9	10
$n!$	1	2	6	24	120	720	5040	40320	362880	3628800
$n$	11	12	13	14	15	16	17			
$n!$	4.0e7	4.8e8	6.2e9	8.7e10	1.3e12	2.1e13	3.6e14			
$n$	20	25	30	40	50	100	150	171		
$n!$	2e18	2e25	3e32	8e47	3e64	9e157	6e262	>DBL_MAX		

#### IntPerm.h

**Description:** Permutation -> integer conversion. (Not order preserving.)  
 Integer -> permutation can use a lookup table.  
**Time:**  $\mathcal{O}(n)$  044568, 6 lines

```

int permToInt(vi& v) {
    int use = 0, i = 0, r = 0;
    for (int x:v) r = r * ++i + __builtin_popcount(use & -(1<<x)),
        use |= 1 << x; // (note: minus, not ~!)
    return r;
}

```

#### 6.1.2 Cycles

Let  $g_S(n)$  be the number of  $n$ -permutations whose cycle lengths all belong to the set  $S$ . Then

$$\sum_{n=0}^{\infty} g_S(n) \frac{x^n}{n!} = \exp \left( \sum_{n \in S} \frac{x^n}{n} \right)$$

#### 6.1.3 Derangements

Permutations of a set such that none of the elements appear in their original position.

$$D(n) = (n-1)(D(n-1) + D(n-2)) = nD(n-1) + (-1)^n = \left\lfloor \frac{n!}{e} \right\rfloor$$

### 6.1.4 Burnside's lemma

Given a group  $G$  of symmetries and a set  $X$ , the number of elements of  $X$  up to symmetry equals

$$\frac{1}{|G|} \sum_{g \in G} |X^g|,$$

where  $X^g$  are the elements fixed by  $g$  ( $g.x = x$ ).

If  $f(n)$  counts “configurations” (of some sort) of length  $n$ , we can ignore rotational symmetry using  $G = \mathbb{Z}_n$  to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k|n} f(k)\phi(n/k).$$

## 6.2 Partitions and subsets

### 6.2.1 Partition function

Number of ways of writing  $n$  as a sum of positive integers, disregarding the order of the summands.

$$p(0) = 1, \quad p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k-1)/2)$$

$$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$$

$n$	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	$\sim 2e5$	$\sim 2e8$

### 6.2.2 Lucas' Theorem

Let  $n, m$  be non-negative integers and  $p$  a prime. Write  $n = n_k p^k + \dots + n_1 p + n_0$  and  $m = m_k p^k + \dots + m_1 p + m_0$ . Then  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$ .

### 6.2.3 Binomials

#### multinomial.h

**Description:** Computes  $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1! k_2! \dots k_n!}$ . a0a312, 5 lines

```

ll multinomial(vi& v) {
    ll c = 1, m = v.empty() ? 1 : v[0];
    rep(i, 1, sz(v)) rep(j, 0, v[i]) c = c * ++m / (j+1);
    return c;
}

```

## 6.3 General purpose numbers

### 6.3.1 Bernoulli numbers

EGF of Bernoulli numbers is  $B(t) = \frac{t}{e^t - 1}$  (FFT-able).  
 $B[0, \dots] = [1, -\frac{1}{2}, \frac{1}{6}, 0, -\frac{1}{30}, 0, \frac{1}{42}, \dots]$

Sums of powers:

$$\sum_{i=1}^n n^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k \cdot (n+1)^{m+1-k}$$

Euler-Maclaurin formula for infinite sums:

$$\sum_{i=m}^{\infty} f(i) = \int_m^{\infty} f(x)dx - \sum_{k=1}^{\infty} \frac{B_k}{k!} f^{(k-1)}(m)$$

$$\approx \int_m^\infty f(x)dx + \frac{f(m)}{2} - \frac{f'(m)}{12} + \frac{f'''(m)}{720} + O(f^{(5)}(m))$$

### 6.3.2 Stirling numbers of the first kind

Number of permutations on  $n$  items with  $k$  cycles.

$$c(n, k) = c(n-1, k-1) + (n-1)c(n-1, k), \quad c(0, 0) = 1$$

$$\sum_{k=0}^n c(n, k)x^k = x(x+1) \dots (x+n-1)$$

$$c(8, k) = 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1$$

$$c(n, 2) = 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots$$

### 6.3.3 Eulerian numbers

Number of permutations  $\pi \in S_n$  in which exactly  $k$  elements are greater than the previous element.  $k$   $j$ :s s.t.  $\pi(j) > \pi(j+1)$ ,  $k+1$   $j$ :s s.t.  $\pi(j) \geq j$ ,  $k$   $j$ :s s.t.  $\pi(j) > j$ .

$$E(n, k) = (n-k)E(n-1, k-1) + (k+1)E(n-1, k)$$

$$E(n, 0) = E(n, n-1) = 1$$

$$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

### 6.3.4 Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$$S(n, k) = S(n-1, k-1) + kS(n-1, k)$$

$$S(n, 1) = S(n, n) = 1$$

$$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$$

### 6.3.5 Bell numbers

Total number of partitions of  $n$  distinct elements.  $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$ . For  $p$  prime,

$$B(p^m + n) \equiv mB(n) + B(n+1) \pmod{p}$$

### 6.3.6 Labeled unrooted trees

# on  $n$  vertices:  $n^{n-2}$

# on  $k$  existing trees of size  $n_i$ :  $n_1 n_2 \dots n_k n^{k-2}$

# with degrees  $d_i$ :  $(n-2)! / ((d_1-1)! \dots (d_n-1)!)$

### 6.3.7 Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)n!}$$

$$C_0 = 1, \quad C_{n+1} = \frac{2(2n+1)}{n+2} C_n, \quad C_{n+1} = \sum C_i C_{n-i}$$

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$$

- sub-diagonal monotone paths in an  $n \times n$  grid.

## BellmanFord FloydWarshall TopoSort PushRelabel

- strings with  $n$  pairs of parenthesis, correctly nested.
- binary trees with with  $n+1$  leaves (0 or 2 children).
- ordered trees with  $n+1$  vertices.
- ways a convex polygon with  $n+2$  sides can be cut into triangles by connecting vertices with straight lines.
- permutations of  $[n]$  with no 3-term increasing subseq.

## Graph (7)

### 7.1 Fundamentals

BellmanFord.h

**Description:** Calculates shortest paths from  $s$  in a graph that might have negative edge weights. Unreachable nodes get `dist = inf`; nodes reachable through negative-weight cycles get `dist = -inf`. Assumes  $V^2 \max |w_i| < \sim 2^{63}$ .  
**Time:**  $\mathcal{O}(VE)$

```
830a8f, 23 lines
const ll inf = LLONG_MAX;
struct Ed { int a, b, w, s() { return a < b ? a : -a; } };
struct Node { ll dist = inf; int prev = -1; };

void bellmanFord(vector<Node>& nodes, vector<Ed>& eds, int s) {
    nodes[s].dist = 0;
    sort(all(eds), [](Ed a, Ed b) { return a.s() < b.s(); });

    int lim = sz(nodes) / 2 + 2; // /3+100 with shuffled vertices
    rep(i, 0, lim) for (Ed ed : eds) {
        Node cur = nodes[ed.a], &dest = nodes[ed.b];
        if (abs(cur.dist) == inf) continue;
        ll d = cur.dist + ed.w;
        if (d < dest.dist) {
            dest.prev = ed.a;
            dest.dist = (i < lim-1 ? d : -inf);
        }
    }
    rep(i, 0, lim) for (Ed e : eds) {
        if (nodes[e.a].dist == -inf)
            nodes[e.b].dist = -inf;
    }
}
```

FloydWarshall.h

**Description:** Calculates all-pairs shortest path in a directed graph that might have negative edge weights. Input is an distance matrix  $m$ , where  $m[i][j] = \text{inf}$  if  $i$  and  $j$  are not adjacent. As output,  $m[i][j]$  is set to the shortest distance between  $i$  and  $j$ ,  $\text{inf}$  if no path, or  $-\text{inf}$  if the path goes through a negative-weight cycle.  
**Time:**  $\mathcal{O}(N^3)$

```
531245, 12 lines
const ll inf = 1LL << 62;
void floydWarshall(vector<vector<ll>>& m) {
    int n = sz(m);
    rep(i, 0, n) m[i][i] = min(m[i][i], 0LL);
    rep(k, 0, n) rep(i, 0, n) rep(j, 0, n)
        if (m[i][k] != inf && m[k][j] != inf) {
            auto newDist = max(m[i][k] + m[k][j], -inf);
            m[i][j] = min(m[i][j], newDist);
        }
    rep(k, 0, n) if (m[k][k] < 0) rep(i, 0, n) rep(j, 0, n)
        if (m[i][k] != inf && m[k][j] != inf) m[i][j] = -inf;
}
```

TopoSort.h

**Description:** Topological sorting. Given is an oriented graph. Output is an ordering of vertices, such that there are edges only from left to right. If there are cycles, the returned list will have size smaller than  $n$  - nodes reachable from cycles will not be returned.

**Time:**  $\mathcal{O}(|V| + |E|)$

d678d8, 8 lines

```
vi topoSort(const vector<vi>& gr) {
    vi indeg(sz(gr)), q;
    for (auto& li : gr) for (int x : li) indeg[x]++;
    rep(i, 0, sz(gr)) if (indeg[i] == 0) q.push_back(i);
    rep(j, 0, sz(q)) for (int x : gr[q[j]])
        if (--indeg[x] == 0) q.push_back(x);
    return q;
}
```

### 7.2 Network flow

PushRelabel.h

**Description:** Push-relabel using the highest label selection rule and the gap heuristic. Quite fast in practice. To obtain the actual flow, look at positive values only.

**Time:**  $\mathcal{O}(V^2\sqrt{E})$

0ae1d4, 48 lines

```
struct PushRelabel {
    struct Edge {
        int dest, back;
        ll f, c;
    };
    vector<vector<Edge>> g;
    vector<ll> ec;
    vector<Edge> cur;
    vector<vi> hs; vi H;
    PushRelabel(int n) : g(n), ec(n), cur(n), hs(2*n), H(n) {}

    void addEdge(int s, int t, ll cap, ll rcap=0) {
        if (s == t) return;
        g[s].push_back({t, sz(g[t]), 0, cap});
        g[t].push_back({s, sz(g[s])-1, 0, rcap});
    }

    void addFlow(Edge& e, ll f) {
        Edge &back = g[e.dest][e.back];
        if (!ec[e.dest] && f) hs[H[e.dest]].push_back(e.dest);
        e.f += f; e.c -= f; ec[e.dest] += f;
        back.f -= f; back.c += f; ec[back.dest] -= f;
    }

    ll calc(int s, int t) {
        int v = sz(g); H[s] = v; ec[t] = 1;
        vi co(2*v); co[0] = v-1;
        rep(i, 0, v) cur[i] = g[i].data();
        for (Edge& e : g[s]) addFlow(e, e.c);

        for (int hi = 0;;) {
            while (hs[hi].empty()) if (!hi--) return -ec[s];
            int u = hs[hi].back(); hs[hi].pop_back();
            while (ec[u] > 0) // discharge u
                if (cur[u] == g[u].data() + sz(g[u])) {
                    H[u] = 1e9;
                    for (Edge& e : g[u]) if (e.c && H[u] > H[e.dest]+1)
                        H[u] = H[e.dest]+1, cur[u] = &e;
                    if (++co[H[u]], !--co[hi] && hi < v)
                        rep(i, 0, v) if (hi < H[i] && H[i] < v)
                            --co[H[i]], H[i] = v + 1;
                    hi = H[u];
                } else if (cur[u]->c && H[u] == H[cur[u]->dest]+1)
                    addFlow(*cur[u], min(ec[u], cur[u]->c));
                else ++cur[u];
        }
    }

    bool leftOfMinCut(int a) { return H[a] >= sz(g); }
}
```

};

## MinCostMaxFlow.h

**Description:** Min-cost max-flow. If costs can be negative, call setpi before maxflow, but note that negative cost cycles are not supported. To obtain the actual flow, look at positive values only.

**Time:**  $O(FE \log(V))$  where F is max flow.  $O(VE)$  for setpi. 58385b, 79 lines

```
#include <bits/extc++>.
```

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

```
struct MCMF {
    struct edge {
        int from, to, rev;
        ll cap, cost, flow;
    };
    int N;
    vector<vector<edge>> ed;
    vi seen;
    vector<ll> dist, pi;
    vector<edge*> par;
```

```
MCMF(int N) : N(N), ed(N), seen(N), dist(N), pi(N), par(N) {}
```

```
void addEdge(int from, int to, ll cap, ll cost) {
    if (from == to) return;
    ed[from].push_back(edge{ from,to,sz(ed[to]),cap,cost,0 });
    ed[to].push_back(edge{ to,from,sz(ed[from])-1,0,-cost,0 });
}
```

```
void path(int s) {
    fill(all(seen), 0);
    fill(all(dist), INF);
    dist[s] = 0; ll di;
```

```
__gnu_pbds::priority_queue<pair<ll, int>> q;
vector<decltype(q)::point_iterator> its(N);
q.push({ 0, s });
```

```
while (!q.empty()) {
    s = q.top().second; q.pop();
    seen[s] = 1; di = dist[s] + pi[s];
    for (edge& e : ed[s]) if (!seen[e.to]) {
        ll val = di - pi[e.to] + e.cost;
        if (e.cap - e.flow > 0 && val < dist[e.to]) {
            dist[e.to] = val;
            par[e.to] = &e;
            if (its[e.to] == q.end())
                its[e.to] = q.push({ -dist[e.to], e.to });
            else
                q.modify(its[e.to], { -dist[e.to], e.to });
        }
    }
}
```

```
rep(i,0,N) pi[i] = min(pi[i] + dist[i], INF);
```

```
pair<ll, ll> maxflow(int s, int t) {
    ll totflow = 0, totcost = 0;
    while (path(s), seen[t]) {
        ll fl = INF;
        for (edge* x = par[t]; x; x = par[x->from])
            fl = min(fl, x->cap - x->flow);
```

```
totflow += fl;
```

```
for (edge* x = par[t]; x; x = par[x->from]) {
    x->flow += fl;
    ed[x->to][x->rev].flow -= fl;
```

```
    }
}
rep(i,0,N) for (edge& e : ed[i]) totcost += e.cost * e.flow;
return {totflow, totcost/2};
}
```

*// If some costs can be negative, call this before maxflow:*

```
void setpi(int s) { // (otherwise, leave this out)
```

```
fill(all(pi), INF); pi[s] = 0;
int it = N, ch = 1; ll v;
while (ch-- && it--)
```

```
rep(i,0,N) if (pi[i] != INF)
    for (edge& e : ed[i]) if (e.cap)
        if ((v = pi[i] + e.cost) < pi[e.to])
            pi[e.to] = v, ch = 1;
assert(it >= 0); // negative cost cycle
```

};

## EdmondsKarp.h

**Description:** Flow algorithm with guaranteed complexity  $O(VE^2)$ . To get edge flow values, compare capacities before and after, and take the positive values only. 482fe0, 36 lines

```
template<class T> T edmondsKarp(vector<unordered_map<int, T>>&
    graph, int source, int sink) {
    assert(source != sink);
    T flow = 0;
    vi par(sz(graph)), q = par;
```

```
for (;;) {
    fill(all(par), -1);
    par[source] = 0;
    int ptr = 1;
    q[0] = source;
```

```
rep(i,0,ptr) {
    int x = q[i];
    for (auto e : graph[x]) {
        if (par[e.first] == -1 && e.second > 0) {
            par[e.first] = x;
            q[ptr++] = e.first;
            if (e.first == sink) goto out;
        }
    }
}
return flow;
```

out:

```
T inc = numeric_limits<T>::max();
for (int y = sink; y != source; y = par[y])
    inc = min(inc, graph[par[y]][y]);
```

```
flow += inc;
for (int y = sink; y != source; y = par[y]) {
    int p = par[y];
    if ((graph[p][y] -= inc) <= 0) graph[p].erase(y);
    graph[y][p] += inc;
}
```

}

## MinCut.h

**Description:** After running max-flow, the left side of a min-cut from  $s$  to  $t$  is given by all vertices reachable from  $s$ , only traversing edges with positive residual capacity.

## GlobalMinCut.h

**Description:** Find a global minimum cut in an undirected graph, as represented by an adjacency matrix.

**Time:**  $O(V^3)$

8b0e19, 21 lines

```
pair<int, vi> globalMinCut(vector<vi> mat) {
    pair<int, vi> best = {INT_MAX, {}};
    int n = sz(mat);
    vector<vi> co(n);
    rep(i,0,n) co[i] = {i};
    rep(ph,1,n) {
        vi w = mat[0];
        size_t s = 0, t = 0;
        rep(it,0,n-ph) { //  $O(V^2) \rightarrow O(E \log V)$  with prio. queue
            w[t] = INT_MIN;
            s = t, t = max_element(all(w)) - w.begin();
            rep(i,0,n) w[i] += mat[t][i];
        }
        best = min(best, {w[t] - mat[t][t], co[t]});
        co[s].insert(co[s].end(), all(co[t]));
        rep(i,0,n) mat[s][i] += mat[t][i];
        rep(i,0,n) mat[i][s] = mat[s][i];
        mat[0][t] = INT_MIN;
    }
    return best;
}
```

## GomoryHu.h

**Description:** Given a list of edges representing an undirected flow graph, returns edges of the Gomory-Hu tree. The max flow between any pair of vertices is given by minimum edge weight along the Gomory-Hu tree path.

**Time:**  $O(V)$  Flow Computations

"PushRelabel.h"

0418b3, 13 lines

```
typedef array<ll, 3> Edge;
vector<Edge> gomoryHu(int N, vector<Edge> ed) {
    vector<Edge> tree;
    vi par(N);
    rep(i,1,N) {
        PushRelabel D(N); // Dinic also works
        for (Edge t : ed) D.addEdge(t[0], t[1], t[2], t[2]);
        tree.push_back({i, par[i], D.calc(i, par[i])});
        rep(j,i+1,N)
            if (par[j] == par[i] && D.leftOfMinCut(j)) par[j] = i;
    }
    return tree;
}
```

## 7.3 Matching

### hopcroftKarp.h

**Description:** Fast bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or -1 if it's not matched.

**Usage:**  $vi$   $btoa(m, -1)$ ; hopcroftKarp( $g, btoa$ );

**Time:**  $O(\sqrt{VE})$

f612e4, 42 lines

```
bool dfs(int a, int L, vector<vi>& g, vi& btoa, vi& A, vi& B) {
    if (A[a] != L) return 0;
    A[a] = -1;
    for (int b : g[a]) if (B[b] == L + 1) {
        B[b] = 0;
        if (btoa[b] == -1 || dfs(btoa[b], L + 1, g, btoa, A, B))
            return btoa[b] = a, 1;
    }
    return 0;
}
```

```
int hopcroftKarp(vector<vi>& g, vi& btoa) {
```

```

int res = 0;
vi A(g.size()), B(btoa.size()), cur, next;
for (;;) {
    fill(all(A), 0);
    fill(all(B), 0);
    cur.clear();
    for (int a : btoa) if (a != -1) A[a] = -1;
    rep(a, 0, sz(g)) if (A[a] == 0) cur.push_back(a);
    for (int lay = 1; ; lay++) {
        bool islast = 0;
        next.clear();
        for (int a : cur) for (int b : g[a]) {
            if (btoa[b] == -1) {
                B[b] = lay;
                islast = 1;
            }
            else if (btoa[b] != a && !B[b]) {
                B[b] = lay;
                next.push_back(btoa[b]);
            }
        }
        if (islast) break;
        if (next.empty()) return res;
        for (int a : next) A[a] = lay;
        cur.swap(next);
    }
    rep(a, 0, sz(g))
        res += dfs(a, 0, g, btoa, A, B);
}

```

## DFSMatching.h

**Description:** Simple bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or -1 if it's not matched.

**Usage:** vi btoa(m, -1); dfsMatching(g, btoa);

**Time:**  $\mathcal{O}(VE)$

522b98, 22 lines

```

bool find(int j, vector<vi>& g, vi& btoa, vi& vis) {
    if (btoa[j] == -1) return 1;
    vis[j] = 1; int di = btoa[j];
    for (int e : g[di])
        if (!vis[e] && find(e, g, btoa, vis)) {
            btoa[e] = di;
            return 1;
        }
    return 0;
}

int dfsMatching(vector<vi>& g, vi& btoa) {
    vi vis;
    rep(i, 0, sz(g)) {
        vis.assign(sz(btoa), 0);
        for (int j : g[i])
            if (find(j, g, btoa, vis)) {
                btoa[j] = i;
                break;
            }
    }
    return sz(btoa) - (int)count(all(btoa), -1);
}

```

## MinimumVertexCover.h

**Description:** Finds a minimum vertex cover in a bipartite graph. The size is the same as the size of a maximum matching, and the complement is a maximum independent set.

"DFSMatching.h" da4196, 20 lines

```

vi cover(vector<vi>& g, int n, int m) {
    vi match(m, -1);

```

```

int res = dfsMatching(g, match);
vector<bool> lfound(n, true), seen(m);
for (int it : match) if (it != -1) lfound[it] = false;
vi q, cover;
rep(i, 0, n) if (lfound[i]) q.push_back(i);
while (!q.empty()) {
    int i = q.back(); q.pop_back();
    lfound[i] = 1;
    for (int e : g[i]) if (!seen[e] && match[e] != -1) {
        seen[e] = true;
        q.push_back(match[e]);
    }
}
rep(i, 0, n) if (!lfound[i]) cover.push_back(i);
rep(i, 0, m) if (seen[i]) cover.push_back(n+i);
assert(sz(cover) == res);
return cover;
}

```

## WeightedMatching.h

**Description:** Given a weighted bipartite graph, matches every node on the left with a node on the right such that no nodes are in two matchings and the sum of the edge weights is minimal. Takes  $cost[N][M]$ , where  $cost[i][j] = cost$  for  $L[i]$  to be matched with  $R[j]$  and returns (min cost, match), where  $L[i]$  is matched with  $R[match[i]]$ . Negate costs for max cost. Requires  $N \leq M$ .

**Time:**  $\mathcal{O}(N^2M)$

1e0fe9, 31 lines

```

pair<int, vi> hungarian(const vector<vi> &a) {
    if (a.empty()) return {0, {}};
    int n = sz(a) + 1, m = sz(a[0]) + 1;
    vi u(n), v(m), p(m), ans(n - 1);
    rep(i, 1, n) {
        p[0] = i;
        int j0 = 0; // add "dummy" worker 0
        vi dist(m, INT_MAX), pre(m, -1);
        vector<bool> done(m + 1);
        do { // dijkstra
            done[j0] = true;
            int i0 = p[j0], j1, delta = INT_MAX;
            rep(j, 1, m) if (!done[j]) {
                auto cur = a[i0 - 1][j - 1] - u[i0] - v[j];
                if (cur < dist[j]) dist[j] = cur, pre[j] = j0;
                if (dist[j] < delta) delta = dist[j], j1 = j;
            }
            rep(j, 0, m) {
                if (done[j]) u[p[j]] += delta, v[j] -= delta;
                else dist[j] -= delta;
            }
            j0 = j1;
        } while (p[j0]);
        while (j0) { // update alternating path
            int j1 = pre[j0];
            p[j0] = p[j1], j0 = j1;
        }
    }
    rep(j, 1, m) if (p[j]) ans[p[j] - 1] = j - 1;
    return {-v[0], ans}; // min cost
}

```

## GeneralMatching.h

**Description:** Matching for general graphs. Fails with probability  $N/mod$ .

**Time:**  $\mathcal{O}(N^3)$

"../numerical/MatrixInverse-mod.h" cb1912, 40 lines

```

vector<pii> generalMatching(int N, vector<pii>& ed) {
    vector<vector<ll>> mat(N, vector<ll>(N)), A;
    for (pii pa : ed) {
        int a = pa.first, b = pa.second, r = rand() % mod;
        mat[a][b] = r, mat[b][a] = (mod - r) % mod;
    }
}

```

```

int r = matInv(A = mat), M = 2*N - r, fi, fj;
assert(r % 2 == 0);

if (M != N) do {
    mat.resize(M, vector<ll>(M));
    rep(i, 0, N) {
        mat[i].resize(M);
        rep(j, N, M) {
            int r = rand() % mod;
            mat[i][j] = r, mat[j][i] = (mod - r) % mod;
        }
    }
} while (matInv(A = mat) != M);

```

```

vi has(M, 1); vector<pii> ret;
rep(it, 0, M/2) {
    rep(i, 0, M) if (has[i])
        rep(j, i+1, M) if (A[i][j] && mat[i][j]) {
            fi = i; fj = j; goto done;
        }
    assert(0); done:
    if (fj < N) ret.emplace_back(fi, fj);
    has[fi] = has[fj] = 0;
    rep(sw, 0, 2) {
        ll a = modpow(A[fi][fj], mod-2);
        rep(i, 0, M) if (has[i] && A[i][fj]) {
            ll b = A[i][fj] * a % mod;
            rep(j, 0, M) A[i][j] = (A[i][j] - A[fi][j] * b) % mod;
        }
        swap(fi, fj);
    }
}
return ret;
}

```

## 7.4 DFS algorithms

### SCC.h

**Description:** Finds strongly connected components in a directed graph. If vertices  $u, v$  belong to the same component, we can reach  $u$  from  $v$  and vice versa.

**Usage:** scc(graph, [&](vi& v) { ... }) visits all components in reverse topological order.  $comp[i]$  holds the component index of a node (a component only has edges to components with lower index).  $ncomps$  will contain the number of components.

**Time:**  $\mathcal{O}(E + V)$

76b5c9, 24 lines

```

vi val, comp, z, cont;
int Time, ncomps;
template<class G, class F> int dfs(int j, G& g, F& f) {
    int low = val[j] = ++Time, x; z.push_back(j);
    for (auto e : g[j]) if (comp[e] < 0)
        low = min(low, val[e] ? dfs(e, g, f));

    if (low == val[j]) {
        do {
            x = z.back(); z.pop_back();
            comp[x] = ncomps;
            cont.push_back(x);
        } while (x != j);
        f(cont); cont.clear();
        ncomps++;
    }
    return val[j] = low;
}

template<class G, class F> void scc(G& g, F f) {
    int n = sz(g);
    val.assign(n, 0); comp.assign(n, -1);
    Time = ncomps = 0;
    rep(i, 0, n) if (comp[i] < 0) dfs(i, g, f);
}

```

}

## BiconnectedComponents.h

**Description:** Finds all biconnected components in an undirected graph, and runs a callback for the edges in each. In a biconnected component there are at least two distinct paths between any two nodes. Note that a node can be in several components. An edge which is not in a component is a bridge, i.e., not part of any cycle.

**Usage:** int eid = 0; ed.resize(N);  
for each edge (a,b) {  
ed[a].emplace\_back(b, eid);  
ed[b].emplace\_back(a, eid++); }  
bicomps([&](const vi& edgelist) {...});  
**Time:**  $\mathcal{O}(E + V)$

c6b7c7, 32 lines

```
vi num, st;
vector<vector<pii>> ed;
int Time;
template<class F>
int dfs(int at, int par, F& f) {
    int me = num[at] = ++Time, top = me;
    for (auto [y, e] : ed[at]) if (e != par) {
        if (num[y]) {
            top = min(top, num[y]);
            if (num[y] < me)
                st.push_back(e);
        } else {
            int si = sz(st);
            int up = dfs(y, e, f);
            top = min(top, up);
            if (up == me) {
                st.push_back(e);
                f(vi(st.begin() + si, st.end()));
                st.resize(si);
            }
            else if (up < me) st.push_back(e);
            else { /* e is a bridge */ }
        }
    }
    return top;
}
```

```
template<class F>
void bicomps(F f) {
    num.assign(sz(ed), 0);
    rep(i,0,sz(ed)) if (!num[i]) dfs(i, -1, f);
}
```

## 2sat.h

**Description:** Calculates a valid assignment to boolean variables a, b, c,... to a 2-SAT problem, so that an expression of the type  $(a|b)\&\&(!a|c)\&\&(d|!b)\&\&...$  becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions (~x).

**Usage:** TwoSat ts(number of boolean variables);  
ts.either(0, ~3); // Var 0 is true or var 3 is false  
ts.setValue(2); // Var 2 is true  
ts.atMostOne({0,~1,2}); // <= 1 of vars 0, ~1 and 2 are true  
ts.solve(); // Returns true iff it is solvable  
ts.values[0..N-1] holds the assigned values to the vars  
**Time:**  $\mathcal{O}(N + E)$ , where N is the number of boolean variables, and E is the number of clauses.

5f9706, 56 lines

```
struct TwoSat {
    int N;
    vector<vi> gr;
    vi values; // 0 = false, 1 = true

    TwoSat(int n = 0) : N(n), gr(2*n) {}
}
```

```
int addVar() { // (optional)
    gr.emplace_back();
    gr.emplace_back();
    return N++;
}
```

```
void either(int f, int j) {
    f = max(2*f, -1-2*f);
    j = max(2*j, -1-2*j);
    gr[f].push_back(j^1);
    gr[j].push_back(f^1);
}
```

```
void setValue(int x) { either(x, x); }
```

```
void atMostOne(const vi& li) { // (optional)
    if (sz(li) <= 1) return;
    int cur = ~li[0];
    rep(i,2,sz(li)) {
        int next = addVar();
        either(cur, ~li[i]);
        either(cur, next);
        either(~li[i], next);
        cur = ~next;
    }
    either(cur, ~li[1]);
}
```

```
vi val, comp, z; int time = 0;
int dfs(int i) {
    int low = val[i] = ++time, x; z.push_back(i);
    for(int e : gr[i]) if (!comp[e])
        low = min(low, val[e] ? dfs(e));
    if (low == val[i]) do {
        x = z.back(); z.pop_back();
        comp[x] = low;
        if (values[x>>1] == -1)
            values[x>>1] = x&1;
    } while (x != i);
    return val[i] = low;
}

bool solve() {
    values.assign(N, -1);
    val.assign(2*N, 0); comp = val;
    rep(i,0,2*N) if (!comp[i]) dfs(i);
    rep(i,0,N) if (comp[2*i] == comp[2*i+1]) return 0;
    return 1;
}
};
```

780b64, 15 lines

## EulerWalk.h

**Description:** Eulerian undirected/directed path/cycle algorithm. Input should be a vector of (dest, global edge index), where for undirected graphs, forward/backward edges have the same index. Returns a list of nodes in the Eulerian path/cycle with src at both start and end, or empty list if no cycle/path exists. To get edge indices back, add .second to s and ret.

**Time:**  $\mathcal{O}(V + E)$ 

```
vi eulerWalk(vector<vector<pii>>& gr, int nedges, int src=0) {
    int n = sz(gr);
    vi D(n), its(n), eu(nedges), ret, s = {src};
    D[src]++; // to allow Euler paths, not just cycles
    while (!s.empty()) {
        int x = s.back(), y, e, &it = its[x], end = sz(gr[x]);
        if (it == end){ ret.push_back(x); s.pop_back(); continue; }
        tie(y, e) = gr[x][it++];
        if (!eu[e]) {
            D[x]--, D[y]++;
            eu[e] = 1; s.push_back(y);
        }
    }
}
```

```
}}
for (int x : D) if (x < 0 || sz(ret) != nedges+1) return {};
return {ret.rbegin(), ret.rend()};
}
```

## 7.5 Coloring

### EdgeColoring.h

**Description:** Given a simple, undirected graph with max degree  $D$ , computes a  $(D + 1)$ -coloring of the edges such that no neighboring edges share a color. ( $D$ -coloring is NP-hard, but can be done for bipartite graphs by repeated matchings of max-degree nodes.)

**Time:**  $\mathcal{O}(NM)$ 

e210e2, 31 lines

```
vi edgeColoring(int N, vector<pii> eds) {
    vi cc(N + 1), ret(sz(eds)), fan(N), free(N), loc;
    for (pii e : eds) ++cc[e.first], ++cc[e.second];
    int u, v, ncols = *max_element(all(cc)) + 1;
    vector<vi> adj(N, vi(ncols, -1));
    for (pii e : eds) {
        tie(u, v) = e;
        fan[0] = v;
        loc.assign(ncols, 0);
        int at = u, end = u, d, c = free[u], ind = 0, i = 0;
        while (d = free[v], !loc[d] && (v = adj[u][d]) != -1)
            loc[d] = ++ind, cc[ind] = d, fan[ind] = v;
        cc[loc[d]] = c;
        for (int cd = d; at != -1; cd ^= c ^ d, at = adj[at][cd])
            swap(adj[at][cd], adj[end = at][cd ^ c ^ d]);
        while (adj[fan[i]][d] != -1) {
            int left = fan[i], right = fan[++i], e = cc[i];
            adj[u][e] = left;
            adj[left][e] = u;
            adj[right][e] = -1;
            free[right] = e;
        }
        adj[u][d] = fan[i];
        adj[fan[i]][d] = u;
        for (int y : {fan[0], u, end})
            for (int& z = free[y] = 0; adj[y][z] != -1; z++);
    }
    rep(i,0,sz(eds))
        for (tie(u, v) = eds[i]; adj[u][ret[i]] != v;) ++ret[i];
    return ret;
}
```

## 7.6 Heuristics

### MaximalCliques.h

**Description:** Runs a callback for all maximal cliques in a graph (given as a symmetric bitset matrix; self-edges not allowed). Callback is given a bitset representing the maximal clique.

**Time:**  $\mathcal{O}(3^{n/3})$ , much faster for sparse graphs

b0d5b1, 12 lines

```
typedef bitset<128> B;
template<class F>
void cliques(vector<B>& eds, F f, B P = ~B(), B X={}, B R={}) {
    if (!P.any()) { if (!X.any()) f(R); return; }
    auto q = (P | X)._Find_first();
    auto cand = P & ~eds[q];
    rep(i,0,sz(eds)) if (cand[i]) {
        R[i] = 1;
        cliques(eds, f, P & eds[i], X & eds[i], R);
        R[i] = P[i] = 0; X[i] = 1;
    }
}
```

## MaximumClique.h

**Description:** Quickly finds a maximum clique of a graph (given as symmetric bitset matrix; self-edges not allowed). Can be used to find a maximum independent set by finding a clique of the complement graph.

**Time:** Runs in about  $1s$  for  $n=155$  and worst case random graphs ( $p=.90$ ). Runs faster for sparse graphs.

f7c0bc, 49 lines

```
typedef vector<bitset<200>> vb;
struct Maxclique {
    double limit=0.025, pk=0;
    struct Vertex { int i, d=0; };
    typedef vector<Vertex> vv;
    vb e;
    vv V;
    vector<vi> C;
    vi qmax, q, S, old;
    void init(vv& r) {
        for (auto& v : r) v.d = 0;
        for (auto& v : r) for (auto j : r) v.d += e[v.i][j.i];
        sort(all(r), [](auto a, auto b) { return a.d > b.d; });
        int mxD = r[0].d;
        rep(i,0,sz(r)) r[i].d = min(i, mxD) + 1;
    }
    void expand(vv& R, int lev = 1) {
        S[lev] += S[lev - 1] - old[lev];
        old[lev] = S[lev - 1];
        while (sz(R)) {
            if (sz(q) + R.back().d <= sz(qmax)) return;
            q.push_back(R.back().i);
            vv T;
            for (auto v:R) if (e[R.back().i][v.i]) T.push_back({v.i});
            if (sz(T)) {
                if (S[lev]++ / ++pk < limit) init(T);
                int j = 0, mxk = 1, mnk = max(sz(qmax) - sz(q) + 1, 1);
                C[1].clear(), C[2].clear();
                for (auto v : T) {
                    int k = 1;
                    auto f = [&](int i) { return e[v.i][i]; };
                    while (any_of(all(C[k]), f)) k++;
                    if (k > mxk) mxk = k, C[mxk + 1].clear();
                    if (k < mnk) T[j++] .i = v.i;
                    C[k].push_back(v.i);
                }
                if (j > 0) T[j - 1].d = 0;
                rep(k,mnk,mxk + 1) for (int i : C[k])
                    T[j].i = i, T[j++].d = k;
                expand(T, lev + 1);
            } else if (sz(q) > sz(qmax)) qmax = q;
            q.pop_back(), R.pop_back();
        }
    }
    vi maxClique() { init(V), expand(V); return qmax; }
    Maxclique(vb conn) : e(conn), C(sz(e)+1), S(sz(C)), old(S) {
        rep(i,0,sz(e)) V.push_back({i});
    }
};
```

## MaximumIndependentSet.h

**Description:** To obtain a maximum independent set of a graph, find a max clique of the complement. If the graph is bipartite, see MinimumVertex-Cover.

## 7.7 Trees

### BinaryLifting.h

**Description:** Calculate power of two jumps in a tree, to support fast upward jumps and LCAs. Assumes the root node points to itself.

**Time:** construction  $\mathcal{O}(N \log N)$ , queries  $\mathcal{O}(\log N)$

bfce85, 25 lines

```
vector<vi> treeJump(vi& P) {
    int on = 1, d = 1;
    while (on < sz(P)) on *= 2, d++;
    vector<vi> jmp(d, P);
    rep(i,1,d) rep(j,0,sz(P))
        jmp[i][j] = jmp[i-1][jmp[i-1][j]];
    return jmp;
}

int jmp(vector<vi>& tbl, int nod, int steps) {
    rep(i,0,sz(tbl))
        if (steps&(1<<i)) nod = tbl[i][nod];
    return nod;
}

int lca(vector<vi>& tbl, vi& depth, int a, int b) {
    if (depth[a] < depth[b]) swap(a, b);
    a = jmp(tbl, a, depth[a] - depth[b]);
    if (a == b) return a;
    for (int i = sz(tbl); i--;) {
        int c = tbl[i][a], d = tbl[i][b];
        if (c != d) a = c, b = d;
    }
    return tbl[0][a];
}

LCA.h
Description: Data structure for computing lowest common ancestors in a tree (with 0 as root). C should be an adjacency list of the tree, either directed or undirected.
Time:  $\mathcal{O}(N \log N + Q)$ 
"../data-structures/RMQ.h" 0f62fb, 21 lines
struct LCA {
    int T = 0;
    vi time, path, ret;
    RMQ<int> rmq;

    LCA(vector<vi>& C) : time(sz(C)), rmq((dfs(C,0,-1), ret)) {}
    void dfs(vector<vi>& C, int v, int par) {
        time[v] = T++;
        for (int y : C[v]) if (y != par) {
            path.push_back(v), ret.push_back(time[v]);
            dfs(C, y, v);
        }
    }

    int lca(int a, int b) {
        if (a == b) return a;
        tie(a, b) = minmax(time[a], time[b]);
        return path[rmq.query(a, b)];
    }

    //dist(a,b){return depth[a] + depth[b] - 2*depth[lca(a,b)];}
};
```

### CompressTree.h

**Description:** Given a rooted tree and a subset S of nodes, compute the minimal subtree that contains all the nodes by adding all (at most  $|S| - 1$ ) pairwise LCA's and compressing edges. Returns a list of (par, orig\_index) representing a tree rooted at 0. The root points to itself.

**Time:**  $\mathcal{O}(|S| \log |S|)$

"LCA.h" 9775a0, 21 lines

```
typedef vector<pair<int, int>> vpi;
vpi compressTree(LCA& lca, const vi& subset) {
    static vi rev; rev.resize(sz(lca.time));
    vi li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(all(li), cmp);
    int m = sz(li)-1;
```

```
rep(i,0,m) {
    int a = li[i], b = li[i+1];
    li.push_back(lca.lca(a, b));
}
sort(all(li), cmp);
li.erase(unique(all(li)), li.end());
rep(i,0,sz(li)) rev[li[i]] = i;
vpi ret = {pii(0, li[0])};
rep(i,0,sz(li)-1) {
    int a = li[i], b = li[i+1];
    ret.emplace_back(rev[lca.lca(a, b)], b);
}
return ret;
}
```

### HLD.h

**Description:** Decomposes a tree into vertex disjoint heavy paths and light edges such that the path from any leaf to the root contains at most  $\log(n)$  light edges. Code does additive modifications and max queries, but can support commutative segtree modifications/queries on paths and subtrees. Takes as input the full adjacency list. VALS\_EDGES being true means that values are stored in the edges, as opposed to the nodes. All values initialized to the segtree default. Root must be 0.

**Time:**  $\mathcal{O}((\log N)^2)$

"../data-structures/LazySegmentTree.h" 03139d, 46 lines

```
template <bool VALS_EDGES> struct HLD {
    int N, tim = 0;
    vector<vi> adj;
    vi par, siz, rt, pos;
    Node *tree;
    HLD(vector<vi> adj_)
        : N(sz(adj_)), adj(adj_), par(N, -1), siz(N, 1),
          rt(N), pos(N), tree(new Node(0, N)) { dfsSz(0); dfsHld(0); }
    void dfsSz(int v) {
        if (par[v] != -1) adj[v].erase(find(all(adj[v]), par[v]));
        for (int& u : adj[v]) {
            par[u] = v;
            dfsSz(u);
            siz[v] += siz[u];
            if (siz[u] > siz[adj[v][0]]) swap(u, adj[v][0]);
        }
    }
    void dfsHld(int v) {
        pos[v] = tim++;
        for (int u : adj[v]) {
            rt[u] = (u == adj[v][0] ? rt[v] : u);
            dfsHld(u);
        }
    }
    template <class B> void process(int u, int v, B op) {
        for (; rt[u] != rt[v]; v = par[rt[v]]) {
            if (pos[rt[u]] > pos[rt[v]]) swap(u, v);
            op(pos[rt[v]], pos[v] + 1);
        }
        if (pos[u] > pos[v]) swap(u, v);
        op(pos[u] + VALS_EDGES, pos[v] + 1);
    }
    void modifyPath(int u, int v, int val) {
        process(u, v, [&](int l, int r) { tree->add(l, r, val); });
    }
    int queryPath(int u, int v) { // Modify depending on problem
        int res = -1e9;
        process(u, v, [&](int l, int r) {
            res = max(res, tree->query(l, r));
        });
        return res;
    }
    int querySubtree(int v) { // modifySubtree is similar
        return tree->query(pos[v] + VALS_EDGES, pos[v] + siz[v]);
    }
};
```



```

}
};

```

## LinkCutTree.h

**Description:** Represents a forest of unrooted trees. You can add and remove edges (as long as the result is still a forest), and check whether two nodes are in the same tree.

**Time:** All operations take amortized  $\mathcal{O}(\log N)$ .

ofb462, 90 lines

**struct** Node { // Splay tree. Root's pp contains tree's parent.

```

Node *p = 0, *pp = 0, *c[2];
bool flip = 0;
Node() { c[0] = c[1] = 0; fix(); }
void fix() {
    if (c[0]) c[0]->p = this;
    if (c[1]) c[1]->p = this;
    // (+ update sum of subtree elements etc. if wanted)
}
void pushFlip() {
    if (!flip) return;
    flip = 0; swap(c[0], c[1]);
    if (c[0]) c[0]->flip ^= 1;
    if (c[1]) c[1]->flip ^= 1;
}
int up() { return p ? p->c[1] == this : -1; }
void rot(int i, int b) {
    int h = i ^ b;
    Node *x = c[i], *y = b == 2 ? x : x->c[h], *z = b ? y : x;
    if ((y->p = p) p->c[up()] = y;
    c[i] = z->c[i ^ 1];
    if (b < 2) {
        x->c[h] = y->c[h ^ 1];
        y->c[h ^ 1] = x;
    }
    z->c[i ^ 1] = this;
    fix(); x->fix(); y->fix();
    if (p) p->fix();
    swap(pp, y->pp);
}
void splay() {
    for (pushFlip(); p; ) {
        if (p->p) p->p->pushFlip();
        p->pushFlip(); pushFlip();
        int c1 = up(), c2 = p->up();
        if (c2 == -1) p->rot(c1, 2);
        else p->p->rot(c2, c1 != c2);
    }
}
Node* first() {
    pushFlip();
    return c[0] ? c[0]->first() : (splay(), this);
}
};

```

```

struct LinkCut {
    vector<Node> node;
    LinkCut(int N) : node(N) {}
}

```

```

void link(int u, int v) { // add an edge (u, v)
    assert(!connected(u, v));
    makeRoot(&node[u]);
    node[u].pp = &node[v];
}
void cut(int u, int v) { // remove an edge (u, v)
    Node *x = &node[u], *top = &node[v];
    makeRoot(top); x->splay();
    assert(top == (x->pp ? x->c[0]));
    if (x->pp) x->pp = 0;
    else {

```

```

        x->c[0] = top->p = 0;
        x->fix();
    }
}
bool connected(int u, int v) { // are u, v in the same tree?
    Node* nu = access(&node[u])->first();
    return nu == access(&node[v])->first();
}
void makeRoot(Node* u) {
    access(u);
    u->splay();
    if (u->c[0]) {
        u->c[0]->p = 0;
        u->c[0]->flip ^= 1;
        u->c[0]->pp = u;
        u->c[0] = 0;
        u->fix();
    }
}
Node* access(Node* u) {
    u->splay();
    while (Node* pp = u->pp) {
        pp->splay(); u->pp = 0;
        if (pp->c[1]) {
            pp->c[1]->p = 0; pp->c[1]->pp = pp; }
        pp->c[1] = u; pp->fix(); u = pp;
    }
    return u;
}
};

```

## DirectedMST.h

**Description:** Finds a minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.

**Time:**  $\mathcal{O}(E \log V)$

"../data-structures/UnionFindRollback.h"

39e620, 60 lines

```

struct Edge { int a, b; ll w; };
struct Node {
    Edge key;
    Node *l, *r;
    ll delta;
    void prop() {
        key.w += delta;
        if (l) l->delta += delta;
        if (r) r->delta += delta;
        delta = 0;
    }
    Edge top() { prop(); return key; }
};
Node *merge(Node *a, Node *b) {
    if (!a || !b) return a ? b;
    a->prop(), b->prop();
    if (a->key.w > b->key.w) swap(a, b);
    swap(a->l, (a->r = merge(b, a->r)));
    return a;
}
void pop(Node* &a) { a->prop(); a = merge(a->l, a->r); }

pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
    RollbackUF uf(n);
    vector<Node*> heap(n);
    for (Edge e : g) heap[e.b] = merge(heap[e.b], new Node{e});
    ll res = 0;
    vi seen(n, -1), path(n), par(n);
    seen[r] = r;
    vector<Edge> Q(n), in(n, {-1,-1}), comp;
    deque<tuple<int, int, vector<Edge>>> cycs;
    rep(s,0,n) {
        int u = s, qi = 0, w;

```

```

        while (seen[u] < 0) {
            if (!heap[u]) return {-1,{} };
            Edge e = heap[u]->top();
            heap[u]->delta -= e.w, pop(heap[u]);
            Q[qi] = e, path[qi++] = u, seen[u] = s;
            res += e.w, u = uf.find(e.a);
            if (seen[u] == s) {
                Node* cyc = 0;
                int end = qi, time = uf.time();
                do cyc = merge(cyc, heap[w = path[--qi]]);
                while (uf.join(u, w));
                u = uf.find(u), heap[u] = cyc, seen[u] = -1;
                cycs.push_front({u, time, {&Q[qi], &Q[end]}});
            }
        }
        rep(i,0,qi) in[uf.find(Q[i].b)] = Q[i];
    }
}

```

```

for (auto& [u,t,comp] : cycs) { // restore sol (optional)
    uf.rollback(t);
    Edge inEdge = in[u];
    for (auto& e : comp) in[uf.find(e.b)] = e;
    in[uf.find(inEdge.b)] = inEdge;
}
rep(i,0,n) par[i] = in[i].a;
return {res, par};
}

```

## 7.8 Math

### 7.8.1 Number of Spanning Trees

Create an  $N \times N$  matrix  $\text{mat}$ , and for each edge  $a \rightarrow b \in G$ , do  $\text{mat}[a][b]--$ ,  $\text{mat}[b][b]++$  (and  $\text{mat}[b][a]--$ ,  $\text{mat}[a][a]++$  if  $G$  is undirected). Remove the  $i$ th row and column and take the determinant; this yields the number of directed spanning trees rooted at  $i$  (if  $G$  is undirected, remove any row/column).

### 7.8.2 Erdős–Gallai theorem

A simple graph with node degrees  $d_1 \geq \dots \geq d_n$  exists iff  $d_1 + \dots + d_n$  is even and for every  $k = 1 \dots n$ ,

$$\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k).$$

## Geometry (8)

### 8.1 Geometric primitives

#### Point.h

**Description:** Class to handle points in the plane. T can be e.g. double or long long. (Avoid int.)

47ec0a, 28 lines

```

template <class T> int sgn(T x) { return (x > 0) - (x < 0); }
template <class T>
struct Point {
    typedef Point P;
    T x, y;
    explicit Point(T x=0, T y=0) : x(x), y(y) {}
    bool operator<(P p) const { return tie(x,y) < tie(p.x,p.y); }
    bool operator==(P p) const { return tie(x,y)==tie(p.x,p.y); }
    P operator+(P p) const { return P(x+p.x, y+p.y); }
    P operator-(P p) const { return P(x-p.x, y-p.y); }
}

```

```

P operator*(T d) const { return P(x*d, y*d); }
P operator/(T d) const { return P(x/d, y/d); }
T dot(P p) const { return x*p.x + y*p.y; }
T cross(P p) const { return x*p.y - y*p.x; }
T cross(P a, P b) const { return (a-*this).cross(b-*this); }
T dist2() const { return x*x + y*y; }
double dist() const { return sqrt((double)dist2()); }
// angle to x-axis in interval [-pi, pi]
double angle() const { return atan2(y, x); }
P unit() const { return *this/dist(); } // makes dist()==1
P perp() const { return P(-y, x); } // rotates +90 degrees
P normal() const { return perp().unit(); }
// returns point rotated 'a' radians ccw around the origin
P rotate(double a) const {
    return P(x*cos(a)-y*sin(a), x*sin(a)+y*cos(a)); }
friend ostream& operator<<(ostream& os, P p) {
    return os << "(" << p.x << ", " << p.y << ")"; }
};

```

## lineDistance.h

### Description:

Returns the signed distance between point  $p$  and the line containing points  $a$  and  $b$ . Positive value on left side and negative on right as seen from  $a$  towards  $b$ .  $a==b$  gives nan.  $P$  is supposed to be `Point<T>` or `Point3D<T>` where  $T$  is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using `Point3D` will always give a non-negative distance. For `Point3D`, call `.dist` on the result of the cross product.

"Point.h" f6bf6b, 4 lines

```

template<class P>
double lineDist(const P& a, const P& b, const P& p) {
    return (double)(b-a).cross(p-a)/(b-a).dist();
}

```

## SegmentDistance.h

### Description:

Returns the shortest distance between point  $p$  and the line segment from point  $s$  to  $e$ .

**Usage:** `Point<double> a, b(2,2), p(1,1);`  
`bool onSegment = segDist(a,b,p) < 1e-10;`

"Point.h" 5c88f4, 6 lines

```

typedef Point<double> P;
double segDist(P& s, P& e, P& p) {
    if (s==e) return (p-s).dist();
    auto d = (e-s).dist2(), t = min(d,max(.0, (p-s).dot(e-s)));
    return ((p-s)*d-(e-s)*t).dist()/d;
}

```

## SegmentIntersection.h

### Description:

If a unique intersection point between the line segments going from  $s1$  to  $e1$  and from  $s2$  to  $e2$  exists then it is returned. If no intersection point exists an empty vector is returned. If infinitely many exist a vector with 2 elements is returned, containing the endpoints of the common line segment. The wrong position will be returned if  $P$  is `Point<ll>` and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

**Usage:** `vector<P> inter = segInter(s1,e1,s2,e2);`

if (sz(inter)==1)  
 cout << "segments intersect at " << inter[0] << endl;

"Point.h", "OnSegment.h" 9d57f2, 13 lines

```

template<class P> vector<P> segInter(P a, P b, P c, P d) {
    auto oa = c.cross(d, a), ob = c.cross(d, b),
        oc = a.cross(b, c), od = a.cross(b, d);
    // Checks if intersection is single non-endpoint point.
}

```

```

if (sgn(oa) * sgn(ob) < 0 && sgn(oc) * sgn(od) < 0)
    return {(a * ob - b * oa) / (ob - oa)};
set<P> s;
if (onSegment(c, d, a)) s.insert(a);
if (onSegment(c, d, b)) s.insert(b);
if (onSegment(a, b, c)) s.insert(c);
if (onSegment(a, b, d)) s.insert(d);
return {all(s)};
}

```

## lineIntersection.h

### Description:

If a unique intersection point of the lines going through  $s1,e1$  and  $s2,e2$  exists `{1, point}` is returned. If no intersection point exists `{0, (0,0)}` is returned and if infinitely many exists `{-1, (0,0)}` is returned. The wrong position will be returned if  $P$  is `Point<ll>` and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or ll.

**Usage:** `auto res = lineInter(s1,e1,s2,e2);`

if (res.first == 1)

cout << "intersection point at " << res.second << endl;

"Point.h" a0f81, 8 lines

```

template<class P>
pair<int, P> lineInter(P s1, P e1, P s2, P e2) {
    auto d = (e1 - s1).cross(e2 - s2);
    if (d == 0) // if parallel
        return {-(s1.cross(e1, s2) == 0), P(0, 0)};
    auto p = s2.cross(e1, e2), q = s2.cross(e2, s1);
    return {1, (s1 * p + e1 * q) / d};
}

```

## sideOf.h

**Description:** Returns where  $p$  is as seen from  $s$  towards  $e$ .  $1/0/-1 \Leftrightarrow$  left/on line/right. If the optional argument  $eps$  is given 0 is returned if  $p$  is within distance  $eps$  from the line.  $P$  is supposed to be `Point<T>` where  $T$  is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.

**Usage:** `bool left = sideOf(p1,p2,q)==1;`

"Point.h" 3af81c, 9 lines

```

template<class P>
int sideOf(P s, P e, P p) { return sgn(s.cross(e, p)); }

```

## template<class P>

```

int sideOf(const P& s, const P& e, const P& p, double eps) {
    auto a = (e-s).cross(p-s);
    double l = (e-s).dist()*eps;
    return (a > l) - (a < -l);
}

```

## OnSegment.h

**Description:** Returns true iff  $p$  lies on the line segment from  $s$  to  $e$ . Use (`segDist(s,e,p) <= epsilon`) instead when using `Point<double>`.

"Point.h" c597e8, 3 lines

```

template<class P> bool onSegment(P s, P e, P p) {
    return p.cross(s, e) == 0 && (s - p).dot(e - p) <= 0;
}

```

## linearTransformation.h

### Description:

Apply the linear transformation (translation, rotation and scaling) which takes line  $p0-p1$  to line  $q0-q1$  to point  $r$ .

"Point.h" 03a306, 6 lines

```

typedef Point<double> P;
P linearTransformation(const P& p0, const P& p1,
    const P& q0, const P& q1, const P& r) {
}

```

```

P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(dq));
return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.dist2();
}

```

## Angle.h

**Description:** A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping. Sometimes also represents points or vectors.

**Usage:** `vector<Angle> v = {w[0], w[0].t360() ...}; // sorted`  
`int j = 0; rep(i,0,n) { while (v[j] < v[i].t180()) ++j; }`  
 // sweeps  $j$  such that  $(j-i)$  represents the number of positively oriented triangles with vertices at 0 and  $i$  0f0602, 35 lines

```

struct Angle {
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle b) const { return {x-b.x, y-b.y, t}; }
    int half() const {
        assert(x || y);
        return y < 0 || (y == 0 && x < 0);
    }
    Angle t90() const { return {-y, x, t + (half() && x >= 0)}; }
    Angle t180() const { return {-x, -y, t + half()}; }
    Angle t360() const { return {x, y, t + 1}; }
};
bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.half(), a.y * (ll)b.x <
        make_tuple(b.t, b.half(), a.x * (ll)b.y);
}
}

```

// Given two points, this calculates the smallest angle between them, i.e., the angle that covers the defined line segment.

```

pair<Angle, Angle> segmentAngles(Angle a, Angle b) {
    if (b < a) swap(a, b);
    return (b < a.t180() ?
        make_pair(a, b) : make_pair(b, a.t360()));
}

```

```

Angle operator+(Angle a, Angle b) { // point a + vector b
    Angle r(a.x + b.x, a.y + b.y, a.t);
    if (a.t180() < r) r.t--;
    return r.t180() < a ? r.t360() : r;
}

```

```

Angle angleDiff(Angle a, Angle b) { // angle b - angle a
    int tu = b.t - a.t; a.t = b.t;
    return {a.x*b.x + a.y*b.y, a.x*b.y - a.y*b.x, tu - (b < a)};
}

```

## 8.2 Circles

### CircleIntersection.h

**Description:** Computes the pair of points at which two circles intersect. Returns false in case of no intersection.

"Point.h" 84d6d3, 11 lines

```

typedef Point<double> P;
bool circleInter(P a,P b,double r1,double r2,pair<P, P>* out) {
    if (a == b) { assert(r1 != r2); return false; }
    P vec = b - a;
    double d2 = vec.dist2(), sum = r1+r2, dif = r1-r2,
        p = (d2 + r1*r1 - r2*r2)/(d2*2), h2 = r1*r1 - p*p*d2;
    if (sum*sum < d2 || dif*dif > d2) return false;
    P mid = a + vec*p, per = vec.perp() * sqrt(fmax(0, h2) / d2);
    *out = {mid + per, mid - per};
    return true;
}

```

## CircleTangents.h

**Description:** Finds the external tangents of two circles, or internal if r2 is negated. Can return 0, 1, or 2 tangents – 0 if one circle contains the other (or overlaps it, in the internal case, or if the circles are the same); 1 if the circles are tangent to each other (in which case .first = .second and the tangent line is perpendicular to the line between the centers). .first and .second give the tangency points at circle 1 and 2 respectively. To find the tangents of a circle with a point set r2 to 0.

```
"Point.h"
b0153d, 13 lines
template<class P>
vector<pair<P, P>> tangents(P c1, double r1, P c2, double r2) {
    P d = c2 - c1;
    double dr = r1 - r2, d2 = d.dist2(), h2 = d2 - dr * dr;
    if (d2 == 0 || h2 < 0) return {};
    vector<pair<P, P>> out;
    for (double sign : {-1, 1}) {
        P v = (d * dr + d.perp() * sqrt(h2) * sign) / d2;
        out.push_back({c1 + v * r1, c2 + v * r2});
    }
    if (h2 == 0) out.pop_back();
    return out;
}
```

## CirclePolygonIntersection.h

**Description:** Returns the area of the intersection of a circle with a ccw polygon.

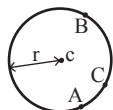
**Time:**  $\mathcal{O}(n)$

```
"../content/geometry/Point.h"
a1ee63, 19 lines
typedef Point<double> P;
#define arg(p, q) atan2(p.cross(q), p.dot(q))
double circlePoly(P c, double r, vector<P> ps) {
    auto tri = [&](P p, P q) {
        auto r2 = r * r / 2;
        P d = q - p;
        auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2();
        auto det = a * a - b;
        if (det <= 0) return arg(p, q) * r2;
        auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det));
        if (t < 0 || 1 <= s) return arg(p, q) * r2;
        P u = p + d * s, v = p + d * t;
        return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2;
    };
    auto sum = 0.0;
    rep(i, 0, sz(ps))
        sum += tri(ps[i] - c, ps[(i + 1) % sz(ps)] - c);
    return sum;
}
```

## circumcircle.h

**Description:**

The circumcircle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.



```
"Point.h"
1caa3a, 9 lines
typedef Point<double> P;
double ccRadius(const P& A, const P& B, const P& C) {
    return (B-A).dist()*(C-B).dist()*(A-C).dist() /
        abs((B-A).cross(C-A))/2;
}
P ccCenter(const P& A, const P& B, const P& C) {
    P b = C-A, c = B-A;
    return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2;
}
```

## MinimumEnclosingCircle.h

**Description:** Computes the minimum circle that encloses a set of points.

**Time:** expected  $\mathcal{O}(n)$

```
"circumcircle.h"
09dd0a, 17 lines
pair<P, double> mec(vector<P> ps) {
    shuffle(all(ps), mt19937(time(0)));
    P o = ps[0];
    double r = 0, EPS = 1 + 1e-8;
    rep(i, 0, sz(ps)) if ((o - ps[i]).dist() > r * EPS) {
        o = ps[i], r = 0;
        rep(j, 0, i) if ((o - ps[j]).dist() > r * EPS) {
            o = (ps[i] + ps[j]) / 2;
            r = (o - ps[i]).dist();
            rep(k, 0, j) if ((o - ps[k]).dist() > r * EPS) {
                o = ccCenter(ps[i], ps[j], ps[k]);
                r = (o - ps[i]).dist();
            }
        }
    }
    return {o, r};
}
```

## 8.3 Polygons

### InsidePolygon.h

**Description:** Returns true if p lies within the polygon. If strict is true, it returns false for points on the boundary. The algorithm uses products in intermediate steps so watch out for overflow.

**Usage:** vector<P> v = {P{4,4}, P{1,2}, P{2,1}};

**Time:**  $\mathcal{O}(n)$

```
"Point.h", "OnSegment.h", "SegmentDistance.h"
2bf504, 11 lines
template<class P>
bool inPolygon(vector<P> &p, P a, bool strict = true) {
    int cnt = 0, n = sz(p);
    rep(i, 0, n) {
        P q = p[(i + 1) % n];
        if (onSegment(p[i], q, a)) return !strict;
        //or: if (segDist(p[i], q, a) <= eps) return !strict;
        cnt ^= ((a.y<p[i].y) - (a.y<q.y)) * a.cross(p[i], q) > 0;
    }
    return cnt;
}
```

### PolygonArea.h

**Description:** Returns twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

```
"Point.h"
f12300, 6 lines
template<class T>
T polygonArea2(vector<Point<T>> &v) {
    T a = v.back().cross(v[0]);
    rep(i, 0, sz(v)-1) a += v[i].cross(v[i+1]);
    return a;
}
```

### PolygonCenter.h

**Description:** Returns the center of mass for a polygon.

**Time:**  $\mathcal{O}(n)$

```
"Point.h"
9706dc, 9 lines
typedef Point<double> P;
P polygonCenter(const vector<P> &v) {
    P res(0, 0); double A = 0;
    for (int i = 0, j = sz(v) - 1; i < sz(v); j = i++) {
        res = res + (v[i] + v[j]) * v[j].cross(v[i]);
        A += v[j].cross(v[i]);
    }
    return res / A / 3;
}
```

## PolygonCut.h

**Description:**

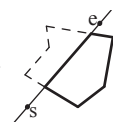
Returns a vector with the vertices of a polygon with everything to the left of the line going from s to e cut away.

**Usage:** vector<P> p = ...;

p = polygonCut(p, P(0,0), P(1,0));

"Point.h", "LineIntersection.h" f2b7d4, 13 lines

```
typedef Point<double> P;
vector<P> polygonCut(const vector<P> &poly, P s, P e) {
    vector<P> res;
    rep(i, 0, sz(poly)) {
        P cur = poly[i], prev = i ? poly[i-1] : poly.back();
        bool side = s.cross(e, cur) < 0;
        if (side != (s.cross(e, prev) < 0))
            res.push_back(lineInter(s, e, cur, prev).second);
        if (side)
            res.push_back(cur);
    }
    return res;
}
```



## ConvexHull.h

**Description:**

Returns a vector of the points of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull.

**Time:**  $\mathcal{O}(n \log n)$

"Point.h" 310954, 13 lines

```
typedef Point<ll> P;
vector<P> convexHull(vector<P> pts) {
    if (sz(pts) <= 1) return pts;
    sort(all(pts));
    vector<P> h(sz(pts)+1);
    int s = 0, t = 0;
    for (int it = 2; it--; s = --t, reverse(all(pts)))
        for (P p : pts) {
            while (t >= s + 2 && h[t-2].cross(h[t-1], p) <= 0) t--;
            h[t++] = p;
        }
    return {h.begin(), h.begin() + t - (t == 2 && h[0] == h[1])};
}
```



## HullDiameter.h

**Description:** Returns the two points with max distance on a convex hull (ccw, no duplicate/collinear points).

**Time:**  $\mathcal{O}(n)$

"Point.h" c571b8, 12 lines

```
typedef Point<ll> P;
array<P, 2> hullDiameter(vector<P> S) {
    int n = sz(S), j = n < 2 ? 0 : 1;
    pair<ll, array<P, 2>> res({0, {S[0], S[0]}});
    rep(i, 0, j)
        for (; j = (j + 1) % n) {
            res = max(res, {S[i] - S[j]}.dist2(), {S[i], S[j]});
            if ((S[(j + 1) % n] - S[j]).cross(S[i + 1] - S[i]) >= 0)
                break;
        }
    return res.second;
}
```

## PointInsideHull.h

**Description:** Determine whether a point t lies inside a convex hull (CCW order, with no collinear points). Returns true if point lies within the hull. If strict is true, points on the boundary aren't included.

**Time:**  $\mathcal{O}(\log N)$

"Point.h", "sideOf.h", "OnSegment.h" 71446b, 14 lines

```
typedef Point<ll> P;
```

```
bool inHull(const vector<P>& l, P p, bool strict = true) {
    int a = 1, b = sz(l) - 1, r = !strict;
    if (sz(l) < 3) return r && onSegment(l[0], l.back(), p);
    if (sideOf(l[0], l[a], l[b]) > 0) swap(a, b);
    if (sideOf(l[0], l[a], p) >= r || sideOf(l[0], l[b], p) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (sideOf(l[0], l[c], p) > 0 ? b : a) = c;
    }
    return sgn(l[a].cross(l[b], p)) < r;
}
```

## LineHullIntersection.h

**Description:** Line-convex polygon intersection. The polygon must be ccw and have no collinear points. lineHull(line, poly) returns a pair describing the intersection of a line with the polygon:  $\bullet(-1, -1)$  if no collision,  $\bullet(i, -1)$  if touching the corner  $i$ ,  $\bullet(i, i)$  if along side  $(i, i+1)$ ,  $\bullet(i, j)$  if crossing sides  $(i, i+1)$  and  $(j, j+1)$ . In the last case, if a corner  $i$  is crossed, this is treated as happening on side  $(i, i+1)$ . The points are returned in the same order as the line hits the polygon. extrVertex returns the point of a hull with the max projection onto a line.

**Time:**  $\mathcal{O}(\log n)$

```
"Point.h" 7cf45b, 39 lines
#define cmp(i, j) sgn(dir.perp().cross(poly[(i)%n]-poly[(j)%n]))
#define extr(i) cmp(i + 1, i) >= 0 && cmp(i, i - 1 + n) < 0
template <class P> int extrVertex(vector<P>& poly, P dir) {
    int n = sz(poly), lo = 0, hi = n;
    if (extr(0)) return 0;
    while (lo + 1 < hi) {
        int m = (lo + hi) / 2;
        if (extr(m)) return m;
        int ls = cmp(lo + 1, lo), ms = cmp(m + 1, m);
        (ls < ms || (ls == ms && ls == cmp(lo, m)) ? hi : lo) = m;
    }
    return lo;
}

#define cmpL(i) sgn(a.cross(poly[i], b))
template <class P>
array<int, 2> lineHull(P a, P b, vector<P>& poly) {
    int endA = extrVertex(poly, (a - b).perp());
    int endB = extrVertex(poly, (b - a).perp());
    if (cmpL(endA) < 0 || cmpL(endB) > 0)
        return {-1, -1};
    array<int, 2> res;
    rep(i, 0, 2) {
        int lo = endB, hi = endA, n = sz(poly);
        while ((lo + 1) % n != hi) {
            int m = ((lo + hi + (lo < hi ? 0 : n)) / 2) % n;
            (cmpL(m) == cmpL(endB) ? lo : hi) = m;
        }
        res[i] = (lo + !cmpL(hi)) % n;
        swap(endA, endB);
    }
    if (res[0] == res[1]) return {res[0], -1};
    if (!cmpL(res[0]) && !cmpL(res[1]))
        switch ((res[0] - res[1] + sz(poly) + 1) % sz(poly)) {
            case 0: return {res[0], res[0]};
            case 2: return {res[1], res[1]};
        }
    return res;
}
```

## 8.4 Misc. Point Set Problems

### ClosestPair.h

**Description:** Finds the closest pair of points.

**Time:**  $\mathcal{O}(n \log n)$

```
"Point.h" ac41a6, 17 lines
typedef Point<ll> P;
pair<P, P> closest(vector<P> v) {
    assert(sz(v) > 1);
    set<P> S;
    sort(all(v), [](P a, P b) { return a.y < b.y; });
    pair<ll, pair<P, P>> ret{LLONG_MAX, {P(), P()}};
    int j = 0;
    for (P p : v) {
        P d(1 + (ll)sqrt(ret.first), 0);
        while (v[j].y <= p.y - d.x) S.erase(v[j++]);
        auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
        for (; lo != hi; ++lo)
            ret = min(ret, {(*lo - p).dist2(), {*lo, p}});
        S.insert(p);
    }
    return ret.second;
}
```

### kdTree.h

**Description:** KD-tree (2d, can be extended to 3d)

```
"Point.h" bac5b0, 63 lines
typedef long long T;
typedef Point<T> P;
const T INF = numeric_limits<T>::max();

bool on_x(const P& a, const P& b) { return a.x < b.x; }
bool on_y(const P& a, const P& b) { return a.y < b.y; }

struct Node {
    P pt; // if this is a leaf, the single point in it
    T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds
    Node *first = 0, *second = 0;

    T distance(const P& p) { // min squared distance to a point
        T x = (p.x < x0 ? x0 : p.x > x1 ? x1 : p.x);
        T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
        return (P(x, y) - p).dist2();
    }

    Node(vector<P>&& vp) : pt(vp[0]) {
        for (P p : vp) {
            x0 = min(x0, p.x); x1 = max(x1, p.x);
            y0 = min(y0, p.y); y1 = max(y1, p.y);
        }
        if (vp.size() > 1) {
            // split on x if width >= height (not ideal...)
            sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
            // divide by taking half the array for each child (not
            // best performance with many duplicates in the middle)
            int half = sz(vp)/2;
            first = new Node({vp.begin(), vp.begin() + half});
            second = new Node({vp.begin() + half, vp.end()});
        }
    }
};

struct KDTree {
    Node* root;
    KDTree(const vector<P>& vp) : root(new Node({all(vp)})) {}

    pair<T, P> search(Node *node, const P& p) {
        if (!node->first) {
            // uncomment if we should not find the point itself:

```

```
        // if (p == node->pt) return {INF, P()};
        return make_pair((p - node->pt).dist2(), node->pt);
    }

    Node *f = node->first, *s = node->second;
    T bfirst = f->distance(p), bsec = s->distance(p);
    if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);

    // search closest side first, other side if needed
    auto best = search(f, p);
    if (bsec < best.first)
        best = min(best, search(s, p));
    return best;
}

// find nearest point to a point, and its squared distance
// (requires an arbitrary operator< for Point)
pair<T, P> nearest(const P& p) {
    return search(root, p);
}
};
```

### FastDelaunay.h

**Description:** Fast Delaunay triangulation. Each circumcircle contains none of the input points. There must be no duplicate points. If all points are on a line, no triangles will be returned. Should work for doubles as well, though there may be precision issues in 'circ'. Returns triangles in order  $\{t[0][0], t[0][1], t[0][2], t[1][0], \dots\}$ , all counter-clockwise.

**Time:**  $\mathcal{O}(n \log n)$

```
"Point.h" eefdf5, 88 lines
typedef Point<ll> P;
typedef struct Quad* Q;
typedef __int128_t lll; // (can be ll if coords are < 2e4)
P arb(LLONG_MAX, LLONG_MAX); // not equal to any other point

struct Quad {
    Q rot, o; P p = arb; bool mark;
    P& F() { return r()->p; }
    Q& r() { return rot->rot; }
    Q prev() { return rot->o->rot; }
    Q next() { return r()->prev(); }
} *H;

bool circ(P p, P a, P b, P c) { // is p in the circumcircle?
    lll p2 = p.dist2(), A = a.dist2()-p2,
        B = b.dist2()-p2, C = c.dist2()-p2;
    return p.cross(a,b)*C + p.cross(b,c)*A + p.cross(c,a)*B > 0;
}

Q makeEdge(P orig, P dest) {
    Q r = H ? H : new Quad{new Quad{new Quad{new Quad{0}}}};
    H = r->o; r->r()->r() = r;
    rep(i, 0, 4) r = r->rot, r->p = arb, r->o = i & 1 ? r : r->r();
    r->p = orig; r->F() = dest;
    return r;
}

void splice(Q a, Q b) {
    swap(a->o->rot->o, b->o->rot->o); swap(a->o, b->o);
}

Q connect(Q a, Q b) {
    Q q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
}

pair<Q, Q> rec(const vector<P>& s) {
    if (sz(s) <= 3) {
        Q a = makeEdge(s[0], s[1]), b = makeEdge(s[1], s.back());
        if (sz(s) == 2) return {a, a->r()};

```

```

splice(a->r(), b);
auto side = s[0].cross(s[1], s[2]);
Q c = side ? connect(b, a) : 0;
return {side < 0 ? c->r() : a, side < 0 ? c : b->r() };
}

```

```

#define H(e) e->F(), e->p
#define valid(e) (e->F().cross(H(base)) > 0)
Q A, B, ra, rb;
int half = sz(s) / 2;
tie(ra, A) = rec({all(s) - half});
tie(B, rb) = rec({sz(s) - half + all(s)});
while ((B->p.cross(H(A)) < 0 && (A = A->next())) ||
        (A->p.cross(H(B)) > 0 && (B = B->r()->o)));
Q base = connect(B->r(), A);
if (A->p == ra->p) ra = base->r();
if (B->p == rb->p) rb = base;

```

```

#define DEL(e, init, dir) Q e = init->dir; if (valid(e)) \
while (circ(e->dir->F(), H(base), e->F())) { \
    Q t = e->dir; \
    splice(e, e->prev()); \
    splice(e->r(), e->r()->prev()); \
    e->o = H; H = e; e = t; \
}
for (;;) {
DEL(LC, base->r(), o); DEL(RC, base, prev());
if (!valid(LC) && !valid(RC)) break;
if (!valid(LC) || (valid(RC) && circ(H(RC), H(LC))))
    base = connect(RC, base->r());
else
    base = connect(base->r(), LC->r());
}
return { ra, rb };
}

```

```

vector<P> triangulate(vector<P> pts) {
sort(all(pts)); assert(unique(all(pts)) == pts.end());
if (sz(pts) < 2) return {};
Q e = rec(pts).first;
vector<Q> q = {e};
int qi = 0;
while (e->o->F().cross(e->F(), e->p) < 0) e = e->o;
#define ADD { Q c = e; do { c->mark = 1; pts.push_back(c->p); \
q.push_back(c->r()); c = c->next(); } while (c != e); }
ADD; pts.clear();
while (qi < sz(q)) if (!(e = q[qi++])>mark) ADD;
return pts;
}

```

## 8.5 3D

### PolyhedronVolume.h

**Description:** Magic formula for the volume of a polyhedron. Faces should point outwards.

3058c3, 6 lines

```

template<class V, class L>
double signedPolyVolume(const V& p, const L& trilst) {
double v = 0;
for (auto i : trilst) v += p[i.a].cross(p[i.b]).dot(p[i.c]);
return v / 6;
}

```

### Point3D.h

**Description:** Class to handle points in 3D space. T can be e.g. double or long long.

8058ae, 32 lines

```

template<class T> struct Point3D {
typedef Point3D P;
typedef const P& R;

```

```

T x, y, z;
explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}
bool operator<(R p) const {
return tie(x, y, z) < tie(p.x, p.y, p.z); }
bool operator==(R p) const {
return tie(x, y, z) == tie(p.x, p.y, p.z); }
P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }
P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }
P operator*(T d) const { return P(x*d, y*d, z*d); }
P operator/(T d) const { return P(x/d, y/d, z/d); }
T dot(R p) const { return x*p.x + y*p.y + z*p.z; }
P cross(R p) const {
return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
}
T dist2() const { return x*x + y*y + z*z; }
double dist() const { return sqrt((double)dist2()); }
//Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
double phi() const { return atan2(y, x); }
//Zenith angle (latitude) to the z-axis in interval [0, pi]
double theta() const { return atan2(sqrt(x*x+y*y), z); }
P unit() const { return *this / (T)dist(); } //makes dist()==1
//returns unit vector normal to *this and p
P normal(P p) const { return cross(p).unit(); }
//returns point rotated 'angle' radians ccw around axis
P rotate(double angle, P axis) const {
double s = sin(angle), c = cos(angle); P u = axis.unit();
return u*dot(u)*(1-c) + (*this)*c - cross(u)*s;
}
}

```

### 3dHull.h

**Description:** Computes all faces of the 3-dimension hull of a point set. \*No four points must be coplanar\*, or else random results will be returned. All faces will point outwards.

**Time:**  $\mathcal{O}(n^2)$

"Point3D.h"

5b45fc, 49 lines

```

typedef Point3D<double> P3;

```

```

struct PR {
void ins(int x) { (a == -1 ? a : b) = x; }
void rem(int x) { (a == x ? a : b) = -1; }
int cnt() { return (a != -1) + (b != -1); }
int a, b;
};

```

```

struct F { P3 q; int a, b, c; };

```

```

vector<F> hull3d(const vector<P3>& A) {
assert(sz(A) >= 4);
vector<vector<PR>> E(sz(A), vector<PR>(sz(A), {-1, -1}));
#define E(x,y) E[f.x][f.y]
vector<F> FS;
auto mf = [&](int i, int j, int k, int l) {
P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
if (q.dot(A[l]) > q.dot(A[i]))
q = q * -1;
F f{q, i, j, k};
E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
FS.push_back(f);
};
rep(i,0,4) rep(j,i+1,4) rep(k,j+1,4)
mf(i, j, k, 6 - i - j - k);

```

```

rep(i,4,sz(A)) {
rep(j,0,sz(FS)) {
F f = FS[j];
if (f.q.dot(A[i]) > f.q.dot(A[f.a])) {
E(a,b).rem(f.c);
E(a,c).rem(f.b);
}
}
}

```

```

E(b,c).rem(f.a);
swap(FS[j-], FS.back());
FS.pop_back();
}
}
int nw = sz(FS);
rep(j,0,nw) {
F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b, i, f.c);
C(a, b, c); C(a, c, b); C(b, c, a);
}
}
for (F& it : FS) if ((A[it.b] - A[it.a]).cross(
A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b);
return FS;
};

```

### sphericalDistance.h

**Description:** Returns the shortest distance on the sphere with radius radius between the points with azimuthal angles (longitude)  $f_1$  ( $\phi_1$ ) and  $f_2$  ( $\phi_2$ ) from x axis and zenith angles (latitude)  $t_1$  ( $\theta_1$ ) and  $t_2$  ( $\theta_2$ ) from z axis (0 = north pole). All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows.  $dx*$ radius is then the difference between the two points in the x direction and  $d*$ radius is the total distance between the points.

611f07, 8 lines

```

double sphericalDistance(double f1, double t1,
double f2, double t2, double radius) {
double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
double dz = cos(t2) - cos(t1);
double d = sqrt(dx*dx + dy*dy + dz*dz);
return radius*2*asin(d/2);
}

```

## Strings (9)

### KMP.h

**Description:**  $pi[x]$  computes the length of the longest prefix of s that ends at x, other than  $s[0..x]$  itself (abacaba -> 0010123). Can be used to find all occurrences of a string.

**Time:**  $\mathcal{O}(n)$

d4375c, 16 lines

```

vi pi(const string& s) {
vi p(sz(s));
rep(i,1,sz(s)) {
int g = p[i-1];
while (g && s[i] != s[g]) g = p[g-1];
p[i] = g + (s[i] == s[g]);
}
return p;
}

```

```

vi match(const string& s, const string& pat) {
vi p = pi(pat + '\0' + s), res;
rep(i,sz(p)-sz(s),sz(p))
if (p[i] == sz(pat)) res.push_back(i - 2 * sz(pat));
return res;
}

```

### Zfunc.h

**Description:**  $z[i]$  computes the length of the longest common prefix of  $s[i:]$  and s, except  $z[0] = 0$ . (abacaba -> 0010301)

**Time:**  $\mathcal{O}(n)$

ee09e2, 12 lines

```

vi Z(const string& S) {
vi z(sz(S));

```

```

int l = -1, r = -1;
rep(i,1,sz(S)) {
    z[i] = i >= r ? 0 : min(r - i, z[i - 1]);
    while (i + z[i] < sz(S) && S[i + z[i]] == S[z[i]])
        z[i]++;
    if (i + z[i] > r)
        l = i, r = i + z[i];
}
return z;
}

```

## Manacher.h

**Description:** For each position in a string, computes  $p[0][i]$  = half length of longest even palindrome around pos  $i$ ,  $p[1][i]$  = longest odd (half rounded down).

**Time:**  $O(N)$

e7ad79, 13 lines

```

array<vi, 2> manacher(const string& s) {
    int n = sz(s);
    array<vi, 2> p = {vi(n+1), vi(n)};
    rep(z,0,2) for (int i=0,l=0,r=0; i < n; i++) {
        int t = r-i+!z;
        if (i<r) p[z][i] = min(t, p[z][l+t]);
        int L = i-p[z][i], R = i+p[z][i]-!z;
        while (L>=1 && R+1<n && s[L-1] == s[R+1])
            p[z][i]++, L--, R++;
        if (R>r) l=L, r=R;
    }
    return p;
}

```

## MinRotation.h

**Description:** Finds the lexicographically smallest rotation of a string.

**Usage:** rotate(v.begin(), v.begin()+minRotation(v), v.end());

**Time:**  $O(N)$

d07a42, 8 lines

```

int minRotation(string s) {
    int a=0, N=sz(s); s += s;
    rep(b,0,N) rep(k,0,N) {
        if (a+k == b || s[a+k] < s[b+k]) {b += max(0, k-1); break;}
        if (s[a+k] > s[b+k]) {a = b; break;}
    }
    return a;
}

```

## SuffixArray.h

**Description:** Builds suffix array for a string.  $sa[i]$  is the starting index of the suffix which is  $i$ 'th in the sorted suffix array. The returned vector is of size  $n + 1$ , and  $sa[0] = n$ . The lcp array contains longest common prefixes for neighbouring strings in the suffix array:  $lcp[i] = lcp(sa[i], sa[i-1])$ ,  $lcp[0] = 0$ . The input string must not contain any zero bytes.

**Time:**  $O(n \log n)$

bc716b, 22 lines

```

struct SuffixArray {
    vi sa, lcp;
    SuffixArray(string& s, int lim=256) { // or basic_string<int>
        int n = sz(s) + 1, k = 0, a, b;
        vi x(all(s)), y(n), ws(max(n, lim));
        x.push_back(0), sa = lcp = y, iota(all(sa), 0);
        for (int j = 0, p = 0; p < n; j = max(1, j * 2), lim = p) {
            p = j, iota(all(y), n - j);
            rep(i,0,n) if (sa[i] >= j) y[p++] = sa[i] - j;
            fill(all(ws), 0);
            rep(i,0,n) ws[x[i]]++;
            rep(i,1,lim) ws[i] += ws[i - 1];
            for (int i = n; i--;) sa[--ws[x[i]]] = y[i];
            swap(x, y), p = 1, x[sa[0]] = 0;
            rep(i,1,n) a = sa[i - 1], b = sa[i], x[b] =
                (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p++;
        }
    }
}

```

```

}
for (int i = 0, j; i < n - 1; lcp[x[i++]] = k)
    for (k && k--, j = sa[x[i] - 1];
         s[i + k] == s[j + k]; k++);
}
};

```

## SuffixTree.h

**Description:** Ukkonen's algorithm for online suffix tree construction. Each node contains indices  $[l, r]$  into the string, and a list of child nodes. Suffixes are given by traversals of this tree, joining  $[l, r]$  substrings. The root is 0 (has  $l = -1, r = 0$ ), non-existent children are  $-1$ . To get a complete tree, append a dummy symbol – otherwise it may contain an incomplete path (still useful for substring matching, though).

**Time:**  $O(26N)$

aae0b8, 50 lines

```

struct SuffixTree {
    enum { N = 200010, ALPHA = 26 }; // N ~ 2*maxlen+10
    int toi(char c) { return c - 'a'; }
    string a; // v = cur node, q = cur position
    int t[N][ALPHA], l[N], r[N], p[N], s[N], v=0, q=0, m=2;

    void ukkadd(int i, int c) { suff:
        if (r[v]<=q) {
            if (t[v][c]==-1) { t[v][c]=m; l[m]=i;
                p[m++]=v; v=s[v]; q=r[v]; goto suff; }
            v=t[v][c]; q=l[v];
        }
        if (q==-1 || c==toi(a[q])) q++; else {
            l[m+1]=i; p[m+1]=m; l[m]=l[v]; r[m]=q;
            p[m]=p[v]; t[m][c]=m+1; t[m][toi(a[q])]=v;
            l[v]=q; p[v]=m; t[p[m]][toi(a[l[m]])]=m;
            v=s[p[m]]; q=l[m];
            while (q<r[m]) { v=t[v][toi(a[q])]; q+=r[v]-l[v]; }
            if (q==r[m]) s[m]=v; else s[m]=m+2;
            q=r[v]-q-r[m]; m+=2; goto suff;
        }
    }

    SuffixTree(string a) : a(a) {
        fill(r,r+N,sz(a));
        memset(s, 0, sizeof s);
        memset(t, -1, sizeof t);
        fill(t[1],t[1]+ALPHA,0);
        s[0] = 1; l[0] = l[1] = -1; r[0] = r[1] = p[0] = p[1] = 0;
        rep(i,0,sz(a)) ukkadd(i, toi(a[i]));
    }
}

```

// example: find longest common substring (uses ALPHA = 28)  
pii best;

```

int lcs(int node, int i1, int i2, int olen) {
    if (l[node] <= i1 && i1 < r[node]) return 1;
    if (l[node] <= i2 && i2 < r[node]) return 2;
    int mask = 0, len = node ? olen + (r[node] - l[node]) : 0;
    rep(c,0,ALPHA) if (t[node][c] != -1)
        mask |= lcs(t[node][c], i1, i2, len);
    if (mask == 3)
        best = max(best, {len, r[node] - len});
    return mask;
}

static pii LCS(string s, string t) {
    SuffixTree st(s + (char)('z' + 1) + t + (char)('z' + 2));
    st.lcs(0, sz(s), sz(s) + 1 + sz(t), 0);
    return st.best;
}
}
};

```

## Hashing.h

**Description:** Self-explanatory methods for string hashing. 2d2a67, 44 lines

```

// Arithmetic mod 2^64-1. 2x slower than mod 2^64 and more
// code, but works on evil test data (e.g. Thue-Morse, where
// ABBA... and BAAB... of length 2^10 hash the same mod 2^64).
// "typedef ull H;" instead if you think test data is random,
// or work mod 10^9+7 if the Birthday paradox is not a problem.
typedef uint64_t ull;
struct H {
    ull x; H(ull x=0) : x(x) {}
    H operator+(H o) { return x + o.x + (x + o.x < x); }
    H operator-(H o) { return *this + ~o.x; }
    H operator*(H o) { auto m = (__uint128_t)x * o.x;
        return H((ull)m) + (ull)(m >> 64); }
    ull get() const { return x + !~x; }
    bool operator==(H o) const { return get() == o.get(); }
    bool operator<(H o) const { return get() < o.get(); }
};
static const H C = (1ll)1e11+3; // (order ~ 3e9; random also ok)

```

```

struct HashInterval {
    vector<H> ha, pw;
    HashInterval(string& str) : ha(sz(str)+1), pw(ha) {
        pw[0] = 1;
        rep(i,0,sz(str))
            ha[i+1] = ha[i] * C + str[i],
            pw[i+1] = pw[i] * C;
    }
    H hashInterval(int a, int b) { // hash [a, b]
        return ha[b] - ha[a] * pw[b - a];
    }
};

```

```

vector<H> getHashes(string& str, int length) {
    if (sz(str) < length) return {};
    H h = 0, pw = 1;
    rep(i,0,length)
        h = h * C + str[i], pw = pw * C;
    vector<H> ret = {h};
    rep(i,length,sz(str)) {
        ret.push_back(h = h * C + str[i] - pw * str[i-length]);
    }
    return ret;
}

```

H hashString(string& s){H h{}; for(char c:s) h=h\*C+c;return h;}

## AhoCorasick.h

**Description:** Aho-Corasick automaton, used for multiple pattern matching. Initialize with AhoCorasick ac(patterns); the automaton start node will be at index 0. find(word) returns for each position the index of the longest word that ends there, or -1 if none. findAll(-, word) finds all words (up to  $N\sqrt{N}$  many if no duplicate patterns) that start at each position (shortest first). Duplicate patterns are allowed; empty patterns are not. To find the longest words that start at each position, reverse all input. For large alphabets, split each symbol into chunks, with sentinel bits for symbol boundaries.

**Time:** construction takes  $O(26N)$ , where  $N$  = sum of length of patterns. find(x) is  $O(N)$ , where  $N$  = length of x. findAll is  $O(NM)$ . f35677, 66 lines

```

struct AhoCorasick {
    enum {alpha = 26, first = 'A'}; // change this!
    struct Node {
        // (nmatches is optional)
        int back, next[alpha], start = -1, end = -1, nmatches = 0;
        Node(int v) { memset(next, v, sizeof(next)); }
    };
    vector<Node> N;
    vi backp;
}

```



```

    for (x = 2*m; --x > m;) rep(j, max(0, u[x]), v[x])
        v[x-w[j]] = max(v[x-w[j]], j);
}
for (a = t; v[a+m-t] < 0; a--);
return a;
}

```

## 10.3 Dynamic programming

### KnuthDP.h

**Description:** When doing DP on intervals:  $a[i][j] = \min_{i < k < j} (a[i][k] + a[k][j]) + f(i, j)$ , where the (minimal) optimal  $k$  increases with both  $i$  and  $j$ , one can solve intervals in increasing order of length, and search  $k = p[i][j]$  for  $a[i][j]$  only between  $p[i][j-1]$  and  $p[i+1][j]$ . This is known as Knuth DP. Sufficient criteria for this are if  $f(b, c) \leq f(a, d)$  and  $f(a, c) + f(b, d) \leq f(a, d) + f(b, c)$  for all  $a \leq b \leq c \leq d$ . Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.

**Time:**  $\mathcal{O}(N^2)$

### DivideAndConquerDP.h

**Description:** Given  $a[i] = \min_{1 \leq k \leq hi(i)} (f(i, k))$  where the (minimal) optimal  $k$  increases with  $i$ , computes  $a[i]$  for  $i = L..R - 1$ .

**Time:**  $\mathcal{O}((N + (hi - lo)) \log N)$

d38d2b, 18 lines

```

struct DP { // Modify at will:
    int lo(int ind) { return 0; }
    int hi(int ind) { return ind; }
    ll f(int ind, int k) { return dp[ind][k]; }
    void store(int ind, int k, ll v) { res[ind] = pii(k, v); }

    void rec(int L, int R, int LO, int HI) {
        if (L >= R) return;
        int mid = (L + R) >> 1;
        pair<ll, int> best (LLONG_MAX, LO);
        rep(k, max(LO, lo(mid)), min(HI, hi(mid)))
            best = min(best, make_pair(f(mid, k), k));
        store(mid, best.second, best.first);
        rec(L, mid, LO, best.second+1);
        rec(mid+1, R, best.second, HI);
    }
    void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); }
};

```

## 10.4 Debugging tricks

- `signal(SIGSEGV, [] (int) { _Exit(0); });` converts segfaults into Wrong Answers. Similarly one can catch SIGABRT (assertion failures) and SIGFPE (zero divisions). `_GLIBCXX_DEBUG` failures generate SIGABRT (or SIGSEGV on gcc 5.4.0 apparently).
- `feenableexcept(29);` kills the program on NaNs (1), 0-divs (4), infinities (8) and denormals (16).

## 10.5 Optimization tricks

`__builtin_ia32_ldmxcsr(40896);` disables denormals (which make floats 20x slower near their minimum value).

### 10.5.1 Bit hacks

- `x & -x` is the least bit in `x`.
- `for (int x = m; x; ) { --x &= m; ... }` loops over all subset masks of `m` (except `m` itself).

- `c = x&-x, r = x+c; ((r^x) >> 2)/c` | `r` is the next number after `x` with the same number of bits set.

- `rep(b, 0, K) rep(i, 0, (1 << K))`  
if `(i & 1 << b) D[i] += D[i^(1 << b)];`  
computes all sums of subsets.

### 10.5.2 Pragmas

- `#pragma GCC optimize ("Ofast")` will make GCC auto-vectorize loops and optimizes floating points better.
- `#pragma GCC target ("avx2")` can double performance of vectorized code, but causes crashes on old machines.
- `#pragma GCC optimize ("trapv")` kills the program on integer overflows (but is really slow).

### FastMod.h

**Description:** Compute  $a \% b$  about 5 times faster than usual, where  $b$  is constant but not known at compile time. Returns a value congruent to  $a \pmod b$  in the range  $[0, 2b)$ .

751a02, 8 lines

```

typedef unsigned long long ull;
struct FastMod {
    ull b, m;
    FastMod(ull b) : b(b), m(-1ULL / b) {}
    ull reduce(ull a) { // a % b + (0 or b)
        return a - (ull)((__uint128_t(m) * a) >> 64) * b;
    }
};

```

### FastInput.h

**Description:** Read an integer from stdin. Usage requires your program to pipe in input from file.

**Usage:** `./a.out < input.txt`

**Time:** About 5x as fast as `cin/scanf`.

7b3c70, 17 lines

```

inline char gc() { // like getchar()
    static char buf[1 << 16];
    static size_t bc, be;
    if (bc >= be) {
        buf[0] = 0, bc = 0;
        be = fread(buf, 1, sizeof(buf), stdin);
    }
    return buf[bc++]; // returns 0 on EOF
}

```

```

int readInt() {
    int a, c;
    while ((a = gc()) < 40);
    if (a == '-') return -readInt();
    while ((c = gc()) >= 48) a = a * 10 + c - 48;
    return a - 48;
}

```

### BumpAllocator.h

**Description:** When you need to dynamically allocate many objects and don't care about freeing them. "new X" otherwise has an overhead of something like 0.05us + 16 bytes per allocation.

745d2b, 8 lines

```

// Either globally or in a single class:
static char buf[450 << 20];
void* operator new(size_t s) {
    static size_t i = sizeof(buf);
    assert(s < i);
    return (void*)&buf[i -= s];
}

```

```

}
void operator delete(void*) {}

```

### SmallPtr.h

**Description:** A 32-bit pointer that points into BumpAllocator memory.

"BumpAllocator.h" 2dd6c9, 10 lines

```

template<class T> struct ptr {
    unsigned ind;
    ptr(T* p = 0) : ind(p ? unsigned((char*)p - buf) : 0) {
        assert(ind < sizeof(buf));
    }
    T& operator*() const { return *(T*)(buf + ind); }
    T* operator->() const { return &*this; }
    T& operator[](int a) const { return (&this)[a]; }
    explicit operator bool() const { return ind; }
};

```

### BumpAllocatorSTL.h

**Description:** BumpAllocator for STL containers.

**Usage:** `vector<vector<int, small<int>>> ed(N);`

bb66d4, 14 lines

```

char buf[450 << 20] alignas(16);
size_t buf_ind = sizeof(buf);

```

```

template<class T> struct small {
    typedef T value_type;
    small() {}
    template<class U> small(const U&) {}
    T* allocate(size_t n) {
        buf_ind -= n * sizeof(T);
        buf_ind &= 0 - alignof(T);
        return (T*)(buf + buf_ind);
    }
    void deallocate(T*, size_t) {}
};

```

### SIMD.h

**Description:** Cheat sheet of SSE/AVX intrinsics, for doing arithmetic on several numbers at once. Can provide a constant factor improvement of about 4, orthogonal to loop unrolling. Operations follow the pattern `__mm(256)?_name_(si(128|256)|epi(8|16|32|64)|pd|ps)`. Not all are described here; `grep` for `__mm` in `/usr/lib/gcc/*/4.9/include/` for more. If AVX is unsupported, try 128-bit operations, "emmintrin.h" and `#define _SSE_` and `__MMX_` before including it. For aligned memory use `__mm_malloc(size, 32)` or `int buf[N] alignas(32)`, but prefer `loadu/storeu`.

551b82, 43 lines

```

#pragma GCC target ("avx2") // or sse4.1
#include "immintrin.h"

```

```

typedef __m256i mi;
#define L(x) __mm256_loadu_si256((mi*)&(x))

```

```

// High-level/specific methods:
// load(u)?_si256, store(u)?_si256, setzero_si256, __mm_malloc
// blendv_(epi8|ps|pd)(z?y:x), movemask_epi8 (hibits of bytes)
// i32gather_epi32(addr, x, 4): map addr[] over 32-b parts of x
// sad_epu8: sum of absolute differences of u8, outputs 4xi64
// maddubs_epi16: dot product of unsigned i7's, outputs 16xi15
// madd_epi16: dot product of signed i16's, outputs 8xi32
// extractf128_si256(i)(256->128), cvtsi128_si32(128->lo32)
// permute2f128_si256(x,x,1) swaps 128-bit lanes
// shuffle_epi32(x, 3*64+2*16+1*4+0) == x for each lane
// shuffle_epi8(x, y) takes a vector instead of an imm

```

```

// Methods that work with most data types (append e.g. _epi32):
// set1, blend (i8?y), add, adds (sat.), mullo, sub, and/or,
// andnot, abs, min, max, sign(1,x), cmp(gt|eq), unpack(lo|hi)

```



```
int sumi32(mi m) { union {int v[8]; mi m;} u; u.m = m;
  int ret = 0; rep(i,0,8) ret += u.v[i]; return ret; }
mi zero() { return _mm256_setzero_si256(); }
mi one() { return _mm256_set1_epi32(-1); }
bool all_zero(mi m) { return _mm256_testz_si256(m, m); }
bool all_one(mi m) { return _mm256_testc_si256(m, one()); }

ll example_filteredDotProduct(int n, short* a, short* b) {
  int i = 0; ll r = 0;
  mi zero = _mm256_setzero_si256(), acc = zero;
  while (i + 16 <= n) {
    mi va = L(a[i]), vb = L(b[i]); i += 16;
    va = _mm256_and_si256(_mm256_cmpgt_epi16(vb, va), va);
    mi vp = _mm256_madd_epi16(va, vb);
    acc = _mm256_add_epi64(_mm256_unpacklo_epi32(vp, zero),
      _mm256_add_epi64(acc, _mm256_unpackhi_epi32(vp, zero)));
  }
  union {ll v[4]; mi m;} u; u.m = acc; rep(i,0,4) r += u.v[i];
  for (;i<n;++i) if (a[i] < b[i]) r += a[i]*b[i]; // <- equiv
  return r;
}
```

# Techniques (A)

techniques.txt

159 lines

Recursion  
 Divide and conquer  
   Finding interesting points in  $N \log N$   
 Algorithm analysis  
   Master theorem  
   Amortized time complexity  
 Greedy algorithm  
   Scheduling  
   Max contiguous subvector sum  
   Invariants  
   Huffman encoding  
 Graph theory  
   Dynamic graphs (extra book-keeping)  
   Breadth first search  
   Depth first search  
   \* Normal trees / DFS trees  
   Dijkstra's algorithm  
   MST: Prim's algorithm  
   Bellman-Ford  
   Konig's theorem and vertex cover  
   Min-cost max flow  
   Lovasz toggle  
   Matrix tree theorem  
   Maximal matching, general graphs  
   Hopcroft-Karp  
   Hall's marriage theorem  
   Graphical sequences  
   Floyd-Warshall  
   Euler cycles  
   Flow networks  
   \* Augmenting paths  
   \* Edmonds-Karp  
   Bipartite matching  
   Min. path cover  
   Topological sorting  
   Strongly connected components  
   2-SAT  
   Cut vertices, cut-edges and biconnected components  
   Edge coloring  
   \* Trees  
   Vertex coloring  
   \* Bipartite graphs ( $\Rightarrow$  trees)  
   \*  $3^n$  (special case of set cover)  
   Diameter and centroid  
   K'th shortest path  
   Shortest cycle  
 Dynamic programming  
   Knapsack  
   Coin change  
   Longest common subsequence  
   Longest increasing subsequence  
   Number of paths in a dag  
   Shortest path in a dag  
   Dynprog over intervals  
   Dynprog over subsets  
   Dynprog over probabilities  
   Dynprog over trees  
    $3^n$  set cover  
   Divide and conquer  
   Knuth optimization  
   Convex hull optimizations  
   RMQ (sparse table a.k.a  $2^k$ -jumps)  
   Bitonic cycle  
   Log partitioning (loop over most restricted)  
 Combinatorics

Computation of binomial coefficients  
 Pigeon-hole principle  
 Inclusion/exclusion  
 Catalan number  
 Pick's theorem  
 Number theory  
   Integer parts  
   Divisibility  
   Euclidean algorithm  
   Modular arithmetic  
   \* Modular multiplication  
   \* Modular inverses  
   \* Modular exponentiation by squaring  
   Chinese remainder theorem  
   Fermat's little theorem  
   Euler's theorem  
   Phi function  
   Frobenius number  
   Quadratic reciprocity  
   Pollard-Rho  
   Miller-Rabin  
   Hensel lifting  
   Vieta root jumping  
 Game theory  
   Combinatorial games  
   Game trees  
   Mini-max  
   Nim  
   Games on graphs  
   Games on graphs with loops  
   Grundy numbers  
   Bipartite games without repetition  
   General games without repetition  
   Alpha-beta pruning  
 Probability theory  
 Optimization  
   Binary search  
   Ternary search  
   Unimodality and convex functions  
   Binary search on derivative  
 Numerical methods  
   Numeric integration  
   Newton's method  
   Root-finding with binary/ternary search  
   Golden section search  
 Matrices  
   Gaussian elimination  
   Exponentiation by squaring  
 Sorting  
   Radix sort  
 Geometry  
   Coordinates and vectors  
   \* Cross product  
   \* Scalar product  
   Convex hull  
   Polygon cut  
   Closest pair  
   Coordinate-compression  
   Quadtrees  
   KD-trees  
   All segment-segment intersection  
 Sweeping  
   Discretization (convert to events and sweep)  
   Angle sweeping  
   Line sweeping  
   Discrete second derivatives  
 Strings  
   Longest common substring  
   Palindrome subsequences

Knuth-Morris-Pratt  
 Tries  
 Rolling polynomial hashes  
 Suffix array  
 Suffix tree  
 Aho-Corasick  
 Manacher's algorithm  
 Letter position lists  
 Combinatorial search  
   Meet in the middle  
   Brute-force with pruning  
   Best-first (A\*)  
   Bidirectional search  
   Iterative deepening DFS / A\*  
 Data structures  
   LCA ( $2^k$ -jumps in trees in general)  
   Pull/push-technique on trees  
   Heavy-light decomposition  
   Centroid decomposition  
   Lazy propagation  
   Self-balancing trees  
   Convex hull trick (wcipeg.com/wiki/Convex\_hull\_trick)  
   Monotone queues / monotone stacks / sliding queues  
   Sliding queue using 2 stacks  
   Persistent segment tree