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# 1 Basic

## 1.1 Default Code

```

#include <iostream>
#include <iomanip>
#include <string>
#include <algorithm>
#include <vector>
#include <queue>
#include <bitset>
#include <map>
#include <set>
#include <unordered_map>
#include <unordered_set>
#include <cstdio>
#include <cstdlib>
#include <cstring>
#include <ctime>
#include <random>
#include <utility>
#include <stack>
#include <sstream>
#include <functional>
#include <deque>
#include <cassert>
using namespace std;
/* include everything for Kotori~ <3 */

typedef long long lld;
typedef unsigned long long llu;
typedef long double lldf;
typedef pair<int,int> PII;
typedef pair<int,lld> PIL;
typedef pair<lld,int> PLI;
typedef pair<lld,lld> PLL;
template<typename T>
using maxHeap = priority_queue<T,vector<T>,less<T>>;
template<typename T>
using minHeap = priority_queue<T,vector<T>,greater<T>>;
/* define some types for Ruby! */

#define FF first
#define SS second
#define SZ(x) (int)(x.size())
#define ALL(x) begin(x), end(x)
#define PB push_back
#define WC(x) while(x--)
/* make code shorter for Di~a~ */

template<typename Iter>
ostream& _out(ostream& s, Iter b, Iter e) {
    s<<"[";
    for ( auto it=b; it!=e; it++ ) s<<(it==b?"":" ")<<*it;
    s<<"]";
    return s;
}

template<typename A, typename B>
ostream& operator << (ostream& s, const pair<A,B> &p) {
    { return s<< "("<<p.FF<<","<<p.SS<<")"; }
template<typename T>
ostream& operator << (ostream& s, const vector<T> &c) {
    { return _out(s,ALL(c)); }
/* make output easier for Ainyan~n~ */

bool debug = 0;
#define DUMP(x) if(debug) cerr<<__PRETTY_FUNCTION__<<":\n"
#define LINE__<<" - "<<#x<<"="<<x<<'\n'
template<typename T>
void DEBUG(const T& x){if(debug) cerr<<x;}
template<typename T, typename... Args>
void DEBUG(const T& head,const Args& ...tail){
    if(debug){cerr<<head; DEBUG(tail...);}
}
/* Let's debug with Nico~Nico~Ni */

int main(int argc, char* argv[]){
    if(argc>1 and string(argv[1])=="-D") debug=1;
    if(!debug){ios_base::sync_with_stdio(0);cin.tie(0);}
    return 0;
}

```

## 1.2 IncreaseStackSize

```
//stack resize
asm( "mov %0,%esp\n" ::"g"(mem+10000000) );
//change esp to rsp if 64-bit system

//stack resize (linux)
#include <sys/resource.h>
void increase_stack_size() {
    const rlim_t ks = 64*1024*1024;
    struct rlimit rl;
    int res=getrlimit(RLIMIT_STACK, &rl);
    if(res==0){
        if(rl.rlim_cur<ks){
            rl.rlim_cur=ks;
            res=setrlimit(RLIMIT_STACK, &rl);
        }
    }
}
```

## 1.3 Pragma optimization

```
#pragma GCC optimize("Ofast,no-stack-protector")
#pragma GCC target("avx,tune=native")
// or #pragma GCC target ("sse4")
```

## 2 Data Structure

### 2.1 Bigint

```
#include<algorithm>
#include<iostream>
#include<sstream>
#include<iomanip>
#include<vector>
#include<string>
#include<cmath>
using namespace std;
template<typename T>
inline string to_string(const T& x){
    stringstream ss;
    return ss<<x,ss.str();
}
typedef long long LL;
struct bigN:vector<LL>{
    const static int base=1000000000,width=log10(base);
    bool negative;
    bigN(const_iterator a,const_iterator b):vector<LL>(a,b){}
    bigN(string s){
        if(s.empty())return;
        if(s[0]=='-')negative=1,s=s.substr(1);
        else negative=0;
        for(int i=int(s.size())-1;i>=0;i-=width){
            LL t=0;
            for(int j=max(0,i-width+1);j<=i;++j)
                t=t*10+s[j]-'0';
            push_back(t);
        }
        trim();
    }
    template<typename T>
    bigN(const T &x):bigN(to_string(x)){}
    bigN():negative(0){}
    void trim(){
        while(size()&&!back())pop_back();
        if(empty())negative=0;
    }
    void carry(int _base=base){
        for(size_t i=0;i<size();++i){
            if(at(i)>=_base&&at(i)<_base)continue;
            if(i+1u==size())push_back(0);
            int r=at(i)%_base;
            if(r<0)r+=_base;
            at(i+1)+=(at(i)-r)/_base;
            at(i)=r;
        }
    }
    int abscmp(const bigN &b) const{
```

```
if(size()>b.size())return 1;
if(size()<b.size())return -1;
for(int i=int(size())-1;i>=0;--i){
    if(at(i)>b[i])return 1;
    if(at(i)<b[i])return -1;
}
return 0;
}
int cmp(const bigN &b) const{
    if(negative!=b.negative)return negative?-1:1;
    return negative?-abscmp(b):abscmp(b);
}
bool operator<(const bigN&b) const{return cmp(b)<0;}
bool operator>(const bigN&b) const{return cmp(b)>0;}
bool operator<=(const bigN&b) const{return cmp(b)<=0;}
bool operator>=(const bigN&b) const{return cmp(b)>=0;}
bool operator==(const bigN&b) const{return !cmp(b);}
bool operator!=(const bigN&b) const{return cmp(b)!=0;}
bigN abs() const{
    bigN res=*this;
    return res.negative=0, res;
}
bigN operator-() const{
    bigN res=*this;
    return res.negative=!negative, res;
}
bigN operator+(const bigN &b) const{
    if(negative)return -(-(*this)+(-b));
    if(b.negative)return *this-(-b);
    bigN res=*this;
    if(b.size()>size())res.resize(b.size());
    for(size_t i=0;i<b.size();++i)res[i]+=b[i];
    return res.carry(),res.trim(),res;
}
bigN operator-(const bigN &b) const{
    if(negative)return -(-(*this)-(-b));
    if(b.negative)return *this+(-b);
    if(abscmp(b)<0)return -(b-(*this));
    bigN res=*this;
    if(b.size()>size())res.resize(b.size());
    for(size_t i=0;i<b.size();++i)res[i]-=b[i];
    return res.carry(),res.trim(),res;
}
//operator* using karatsuba
bigN convert_base(int old_width,int new_width) const{
    vector<long long> p(max(old_width,new_width)+1,1);
    ;
    for(size_t i=1;i<p.size();++i)p[i]=p[i-1]*10;
    bigN ans;
    long long cur=0;
    int cur_id=0;
    for(size_t i=0;i<size();++i){
        cur+=at(i)*p[cur_id];
        cur_id+=old_width;
        while(cur_id>=new_width){
            ans.push_back(cur%p[new_width]);
            cur/=p[new_width];
            cur_id-=new_width;
        }
    }
    return ans.push_back(cur),ans.trim(),ans;
}
bigN karatsuba(const bigN &b) const{
    bigN res;res.resize(size()*2);
    if(size()<=32){
        for(size_t i=0;i<size();++i)
            for(size_t j=0;j<size();++j)
                res[i+j]+=at(i)*b[j];
        return res;
    }
    size_t k=size()/2;
    bigN a1(begin(),begin()+k);
    bigN a2(begin()+k,end());
    bigN b1(b.begin(),b.begin()+k);
    bigN b2(b.begin()+k,b.end());

    bigN a1b1=a1.karatsuba(b1);
    bigN a2b2=a2.karatsuba(b2);

    for(size_t i=0;i<k;++i)a2[i]+=a1[i];
    for(size_t i=0;i<k;++i)b2[i]+=b1[i];

    bigN r=a2.karatsuba(b2);
```

```

    for(size_t i=0;i<a1b1.size();++i)r[i]-=a1b1[i];
    for(size_t i=0;i<a2b2.size();++i)r[i]-=a2b2[i];

    for(size_t i=0;i<r.size();++i)res[i+k]+=r[i];
    for(size_t i=0;i<a1b1.size();++i)res[i]+=a1b1[i];
    for(size_t i=0;i<a2b2.size();++i)res[i+size()+a2b2[i];
    return res;
}
bigN operator*(const bigN &b) const{
    const static int mul_base=1000000,mul_width=log10
        (mul_base);
    bigN A=convert_base(width,mul_width);
    bigN B=b.convert_base(width,mul_width);
    int n=max(A.size(),B.size());
    while(n&(n-1))++n;
    A.resize(n),B.resize(n);
    bigN res=A.karatsuba(B);
    res.negative=negative!=b.negative;
    res.carry(mul_base);
    res=res.convert_base(mul_width,width);
    return res.trim(),res;
}
bigN operator*(long long b) const{
    bigN res=*this;
    if(b<0)res.negative=!negative,b=-b;
    for(size_t i=0, is=0; i<res.size()||is; ++i){
        if(i==res.size())res.push_back(0);
        long long a=res[i]*b+is;
        is=a/base;
        res[i]=a%base;
    }
    return res.trim(),res;
}
bigN operator/(const bigN &b) const{
    int norm=base/(b.back()+1);
    bigN x=abs()*norm;
    bigN y=b.abs()*norm;
    bigN q,r;
    q.resize(x.size());
    for(int i=int(x.size()-1);i>=0;--i){
        r=r*base+x[i];
        int s1=r.size()<=y.size()?r[y.size()];
        int s2=r.size()<y.size()?r[y.size()-1];
        int d=(LL(base)*s1+s2)/y.back();
        r=r-y*d;
        while(r.negative)r=r+y,--d;
        q[i]=d;
    }
    q.negative=negative!=b.negative;
    return q.trim(),q;
}
bigN operator%(const bigN &b) const{
    return *this-(*this/b)*b;
}
friend istream& operator>>(istream &ss, bigN &b){
    string s;
    return ss>>s, b=s, ss;
}
friend ostream& operator<<(ostream &ss, const bigN &b)
    ){
    if(b.negative)ss<<"-";
    ss<<(b.empty()?0:b.back());
    for(int i=int(b.size()-2);i>=0;--i)
        ss<<setw(width)<<setfill('0')<<b[i];
    return ss;
}
template<typename T>
operator T(){
    stringstream ss;
    ss<<*this;
    T res;
    return ss>>res,res;
}
};

```

## 2.2 Fraction

```

/*****
n為分子，d為分母
若分數為0則n=0,d=1
若為負數則負號加在分子
必定約到最簡分數

```

```

*****/
#ifndef SUNMOON_FRACTION
#define SUNMOON_FRACTION
#include<algorithm>
template<typename T>
struct fraction{
    T n,d;
    fraction(const T &n=0,const T &d=1):n(n),d(d){
        T t=std::__gcd(n,d);
        n/=t,d/=t;
        if(d<0)n=-n,d=-d;
    }
    fraction operator-() const{
        return fraction(-n,d);
    }
    fraction operator+(const fraction &b) const{
        return fraction(n*b.d+b.n*d,d*b.d);
    }
    fraction operator-(const fraction &b) const{
        return fraction(n*b.d-b.n*d,d*b.d);
    }
    fraction operator*(const fraction &b) const{
        return fraction(n*b.n,d*b.d);
    }
    fraction operator/(const fraction &b) const{
        return fraction(n*b.d,d*b.n);
    }
    fraction operator+=(const fraction &b){
        return *this=fraction(n*b.d+b.n*d,d*b.d);
    }
    fraction operator-=(const fraction &b){
        return *this=fraction(n*b.d-b.n*d,d*b.d);
    }
    fraction operator*=(const fraction &b){
        return *this=fraction(n*b.n,d*b.d);
    }
    fraction operator/=(const fraction &b){
        return *this=fraction(n*b.d,d*b.n);
    }
    bool operator <(const fraction &b) const{
        return n*b.d<b.n*d;
    }
    bool operator >(const fraction &b) const{
        return n*b.d>b.n*d;
    }
    bool operator ==(const fraction &b) const{
        return n*b.d==b.n*d;
    }
    bool operator <=(const fraction &b) const{
        return n*b.d<=b.n*d;
    }
    bool operator >=(const fraction &b) const{
        return n*b.d>=b.n*d;
    }
};
#endif

```

## 2.3 ScientificNotation

```

#include <cmath>
#include <cstdio>
#include <iostream>
#include <algorithm>

struct SciFi{
    typedef double base_t;
    base_t x; int p;
    SciFi(){x=0;p=0;}
    SciFi(base_t k){
        p = floor(log10(k));
        x = k / pow((base_t)10, p);
    }
    SciFi(base_t a, int b){
        x=a;p=b;
    }
    SciFi operator=(base_t k){
        p = floor(log10(k));
        x = k / pow((base_t)10, p);
        return *this;
    }
    SciFi operator*(SciFi k) const{
        int nP = p+k.p;
        base_t nX = x*k.x;
        int tp = floor(log10(nX));

```

```

    return SciFi(nX/pow((base_t)10, tp), nP+tp);
}
SciFi operator*=(SciFi k){
    p+=k.p;
    x*=k.x;
    int tp = floor(log10(x));
    p+=tp;
    x/=pow((base_t)10, tp);
    return *this;
}
SciFi operator+(SciFi k) const{
    int newP = std::min(k.p, p);
    base_t x1 = x*pow((base_t)10, p-newP);
    base_t x2 = k.x*pow((base_t)10, k.p-newP);
    x1+=x2;
    int tp = floor(log10(x1));
    newP+=tp;
    x1 /= pow((base_t)10, tp);
    return SciFi(x1, newP);
}
SciFi operator+=(SciFi k){
    int newP = std::min(k.p, p);
    base_t x1 = x*pow((base_t)10, p-newP);
    base_t x2 = k.x*pow((base_t)10, k.p-newP);
    x1+=x2;
    int tp = floor(log10(x1));
    newP+=tp;
    x1 /= pow((base_t)10, tp);
    x=x1;p=newP;
    return *this;
}
bool operator<(SciFi a) const{
    if(p == a.p) return x<a.x;
    return p<a.p;
}
bool operator>(SciFi a) const{
    if(p == a.p) return x>a.x;
    return p>a.p;
}
bool operator==(SciFi a) const{
    return p==a.p and x==a.x;
}
};

int main(){
    double a; scanf("%lf",&a);
    SciFi aa=a, x;
    x = aa*SciFi(2);
    printf("%.21fe%c%03d\n", x.x, "+-" [x.p<0], abs(x.p));
    return 0;
}

```

## 2.4 unordered\_map

```

#include <ext/pb_ds/assoc_container.hpp>
using __gnu_pbds::cc_hash_table;
using __gnu_pbds::gp_hash_table;
template<typename A, typename B> using hTable1 =
    cc_hash_table<A,B>;
template<typename A, typename B> using hTable2 =
    gp_hash_table<A,B>;

```

## 2.5 extc\_balance\_tree

```

#include <functional>
#include <ext/pb_ds/assoc_container.hpp>
using std::less;
using std::greater;
using __gnu_pbds::tree;
using __gnu_pbds::rb_tree_tag;
using __gnu_pbds::ov_tree_tag;
using __gnu_pbds::splay_tree_tag;
using __gnu_pbds::null_type;
using __gnu_pbds::tree_order_statistics_node_update;

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

template<typename A, B>
using ordered_map = tree<A, B, less<A>, rb_tree_tag,
    tree_order_statistics_node_update>;

```

```

int main(){
    ordered_set<int> ss;
    ordered_map<int,int> mm;
    ss.insert(1);
    ss.insert(5);
    assert(*ss.find_by_order(0)==1);
    assert(ss.order_of_key(-1)==0);
    assert(ss.order_of_key(87)==2);
    return 0;
}

```

## 2.6 extc\_heap

```

#include <functional>
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/priority_queue.hpp>
using std::less;
using std::greater;
using __gnu_pbds::priority_queue;
using __gnu_pbds::pairing_heap_tag;
using __gnu_pbds::binary_heap_tag;
using __gnu_pbds::binomial_heap_tag;
using __gnu_pbds::rc_binomial_heap_tag;
using __gnu_pbds::thin_heap_tag;

int main(){
    priority_queue<int,less<int>,pairing_heap_tag> pq1,
        pq2;
    pq1.push(1);
    pq2.push(2);
    pq1.join(pq2);
    assert(pq2.size()==0);
    auto it = pq1.push(87);
    pq1.modify(it, 19);
    while(!pq1.empty()){
        pq1.top();
        pq1.pop();
    }
    return 0;
}

```

## 2.7 PairingHeap

```

#include <vector>
using std::vector;

template<typename T>
class pairingHeap{
private:
    struct pairingNode{
        T val;
        vector<pairingNode*> child;
    };
    pairingNode* root;
    size_t count=0;
public:
    pairingHeap(){root=NULL;count=0;}
    inline bool empty(){return count==0;}
    inline T top(){return root->val;}
    inline size_t size(){return count;}
    inline void push(T a){
        count++;
        if(root==NULL){
            root = new pairingNode;
            root->val=a;
        }else{
            auto temp = new pairingNode;
            temp->val=a;
            if(root->val>temp->val)
                root->child.push_back(temp);
            else{
                temp->child.push_back(root);
                swap(temp,root);
            }
        }
    }
    inline void join(pairingHeap& a){
        count+=a.size();
        auto temp = a.root;
        if(root->val>temp->val){
            root->child.push_back(temp);

```

```

    }else{
        temp->child.push_back(root);
        swap(temp, root);
    }
    a.root=nullptr;
    a.count=0;
}
inline void pop(){
    count--;
    queue<pairingNode*> QQ;
    for(auto i:root->child) QQ.push(i);
    delete root;
    while(QQ.size()>1){
        pairingNode* tp1=QQ.front();QQ.pop();
        pairingNode* tp2=QQ.front();QQ.pop();
        if(tp1->val>tp2->val){
            tp1->child.push_back(tp2);
            QQ.push(tp1);
        }else{
            tp2->child.push_back(tp1);
            QQ.push(tp2);
        }
    }
    if(QQ.empty()) root=NULL;
    else root = QQ.front();
}
};

int main(){
    pairingHeap<int> pq1, pq2;
    for(int i=0;i<1e5;i++) pq1.push(i);
    for(int i=1e5;i<2e5;i++) pq2.push(i);
    pq1.join(pq2);
    while(!pq1.empty()){
        // cout<<pq1.top()<<" ";
        pq1.pop();
    }
    return 0;
}

```

## 2.8 Disjoint Set

```

class DJS{
private:
    int arr[N];
public:
    int query(int x){
        while(arr[x]!=x) x=arr[x];
        return x;
    }
    int merge(int a, int b){
        arr[query(a)]=query(b);
    }
};

```

## 2.9 Treap

```

#include <cstdlib>

class Treap{
private:
    struct node{
        node* l;
        node* r;
        int pri, size, val;
        node(){l=NULL; r=NULL; pri=rand(); size=0;}
        node(int x){l=NULL; r=NULL; pri=rand(); size=1; val=x;}
        ~node(){if(l) delete l; if(r) delete r; l=NULL; r=NULL;}
    };
    node* root;
    inline int gSize(node* x){return (x==NULL)?0:(x->size);}
    node* merge(node* x, node* y){
        if(x==NULL || y==NULL) return x?x:y;
        else if(x->pri > y->pri){
            x->r = merge(x->r, y);
            x->size = gSize(x->l)+gSize(x->r)+1;
            return x;
        }else{
            y->l = merge(x, y->l);

```

```

        y->size = gSize(y->l)+gSize(y->r)+1;
        return y;
    }
}

void split(node* rr, int x, node*& l, node*& r){
    if(rr==NULL) r=l=NULL;
    else if(rr->val <= x){
        l=rr;
        split(rr->r, x, l->r, r);
        l->size = gSize(l->r)+gSize(l->l)+1;
    }else{
        r=rr;
        split(rr->l, x, l, r->l);
        r->size = gSize(r->r)+gSize(r->l)+1;
    }
}

int oOk(node* rr, int x){
    if(rr==NULL) return 0;
    if((rr->val) < x) return gSize(rr->l)+oOk(rr->r, x)+1;
    else return oOk(rr->l, x);
}

public:
    Treap(){root=NULL;}
    ~Treap(){delete root; root=NULL;}
    void insert(int x){
        node *a, *b;
        split(root, x, a, b);
        root = merge(merge(a, new node(x)), b);
        root->size = gSize(root->l)+gSize(root->r)+1;
    }
    void remove(int x){
        //need debug may contain bugs
        node *a, *b, *c, *d;
        split(root, x, a, b);
        a->size = gSize(a->l)+gSize(a->r);
        split(a, x-1, c, d);
        root = merge(b, c);
        root->size = gSize(root->l)+gSize(root->r);
        delete d;
    }
    int order_of_key(int x){return oOk(root, x);}
};

int main(){
    return 0;
}

```

## 2.10 SparseTable

```

#include <algorithm>
using std::min;

const int N = 1<<20;
const int LOG_N = 21;

class SparseTable{
private:
    int table[N][LOG_N];
public:
    void build(int n, int arr[]){
        // [1, n]
        for(int i=1; i<=n; i++) table[i][0] = arr[i];
        for(int j=1; (1<<j)<=n; j++){
            for(int i=1; i+(1<<j)-1<=n; i++){
                table[i][j] = min(table[i][j-1], table[i+(1<<(j-1))][j-1]);
            }
        }
    }
    int query(int l, int r){
        // 1-base [l, r]
        int k = 31-__builtin_clz(r-l+1);
        return min(table[l][k], table[r-(1<<k)+1][k]);
    }
};

```

## 3 Graph

### 3.1 BCC Edge

```
struct BccEdge {
    static const int MXN = 100005;
    struct Edge { int v, eid; };
    int n, m, step, par[MXN], dfn[MXN], low[MXN];
    vector<Edge> E[MXN];
    DisjointSet djs;
    void init(int _n) {
        n = _n; m = 0;
        for (int i=0; i<n; i++) E[i].clear();
        djs.init(n);
    }
    void add_edge(int u, int v) {
        E[u].PB({v, m});
        E[v].PB({u, m});
        m++;
    }
    void DFS(int u, int f, int f_eid) {
        par[u] = f;
        dfn[u] = low[u] = step++;
        for (auto it:E[u]) {
            if (it.eid == f_eid) continue;
            int v = it.v;
            if (dfn[v] == -1) {
                DFS(v, u, it.eid);
                low[u] = min(low[u], low[v]);
            } else {
                low[u] = min(low[u], dfn[v]);
            }
        }
    }
    void solve() {
        step = 0;
        memset(dfn, -1, sizeof(int)*n);
        for (int i=0; i<n; i++) {
            if (dfn[i] == -1) DFS(i, i, -1);
        }
        djs.init(n);
        for (int i=0; i<n; i++) {
            if (low[i] < dfn[i]) djs.uni(i, par[i]);
        }
    }
};
```

### 3.2 BCC Vertex

```
struct BccVertex {
    int n, nBcc, step, root, dfn[MXN], low[MXN];
    vector<int> E[MXN], ap;
    vector<pii> bcc[MXN];
    int top;
    pii stk[MXN];
    void init(int _n) {
        n = _n;
        nBcc = step = 0;
        for (int i=0; i<n; i++) E[i].clear();
    }
    void add_edge(int u, int v) {
        E[u].PB(v);
        E[v].PB(u);
    }
    void DFS(int u, int f) {
        dfn[u] = low[u] = step++;
        int son = 0;
        for (auto v:E[u]) {
            if (v == f) continue;
            if (dfn[v] == -1) {
                son++;
                stk[top++] = {u, v};
                DFS(v, u);
                if (low[v] >= dfn[u]) {
                    if (v != root) ap.PB(v);
                    do {
                        assert(top > 0);
                        bcc[nBcc].PB(stk[--top]);
                    } while (stk[top] != pii(u, v));
                    nBcc++;
                }
                low[u] = min(low[u], low[v]);
            }
        }
    }
};
```

```
    } else {
        if (dfn[v] < dfn[u]) stk[top++] = pii(u, v);
        low[u] = min(low[u], dfn[v]);
    }
}
if (u == root && son > 1) ap.PB(u);
}
// return the edges of each bcc;
vector<vector<pii>> solve() {
    vector<vector<pii>> res;
    for (int i=0; i<n; i++) {
        dfn[i] = low[i] = -1;
    }
    ap.clear();
    for (int i=0; i<n; i++) {
        if (dfn[i] == -1) {
            top = 0;
            root = i;
            DFS(i, i);
        }
    }
    REP(i, nBcc) res.PB(bcc[i]);
    return res;
}
```

### 3.3 Strongly Connected Components

```
struct Scc{
    int n, nScc, vst[MXN], bln[MXN];
    vector<int> E[MXN], rE[MXN], vec;
    void init(int _n){
        n = _n;
        for (int i=0; i<n; i++){
            E[i].clear();
            rE[i].clear();
        }
    }
    void add_edge(int u, int v){
        E[u].PB(v);
        rE[v].PB(u);
    }
    void DFS(int u){
        vst[u]=1;
        for (auto v : E[u])
            if (!vst[v]) DFS(v);
        vec.PB(u);
    }
    void rDFS(int u){
        vst[u] = 1;
        bln[u] = nScc;
        for (auto v : rE[u])
            if (!vst[v]) rDFS(v);
    }
    void solve(){
        nScc = 0;
        vec.clear();
        for (int i=0; i<n; i++) vst[i] = 0;
        for (int i=0; i<n; i++)
            if (!vst[i]) DFS(i);
        reverse(vec.begin(), vec.end());
        for (int i=0; i<n; i++) vst[i] = 0;
        for (auto v : vec){
            if (!vst[v]){
                rDFS(v);
                nScc++;
            }
        }
    }
};
```

### 3.4 Articulation Point

```
#include <bits/stdc++.h>
using namespace std;
#define N 1000000+5

class AP{
private:
    vector<int> graph[N];
    bitset<N> visited, result;
    int low[N], lv[N];
```

```

void dfs(int x, int f, int cnt){
    low[x]=cnt;
    lv[x]=cnt;
    visited[x]=1;
    int child=0;
    for(auto i:graph[x]){
        if(i!=f){
            if(visited[i]){
                low[x] = min(low[x], low[i]);
            }else{
                child++;
                dfs(i,x,cnt+1);
                low[x] = min(low[x], low[i]);
                if(low[i] >= lv[x]) result[x]=1;
            }
        }
    }
    if(lv[x]==1 && child <= 1)
        result[x]=0;
}

public:
void init(int sz){
    for(int i=0;i<sz;i++) graph[i].clear();
    visited.reset(); result.reset();
}
void AddEdge(int u, int v){
    graph[u].push_back(v);
    graph[v].push_back(u);
}
void solve(){
    dfs(1, 1, 1);
}
bool isAP(int x){
    return result[x];
}
} ap;

int main(){
    int n,m;cin>>n>>m;
    ap.init(n+2);
    for(int i=0;i<m;i++){
        int st,ed;cin>>st>>ed;
        ap.AddEdge(st, ed);
    }
    ap.solve();
    for(int i=1;i<=n;i++) if(ap.isAP(i)) cout<<i<<'\\n';
    return 0;
}

```

### 3.5 Bipartite Matching

```

#include <bits/stdc++.h>
using namespace std;
#define N 500

class BipartiteMatching{
private:
    vector<int> X[N], Y[N];
    int fX[N], fY[N], n;
    bitset<N> walked;
    bool dfs(int x){
        for(auto i:X[x]){
            if(walked[i]) continue;
            walked[i]=1;
            if(fY[i]==-1||dfs(fY[i])){
                fY[i]=x;fX[x]=i;
                return 1;
            }
        }
        return 0;
    }
public:
    void init(int _n){
        n=_n;
        for(int i=0;i<n;i++){
            X[i].clear();
            Y[i].clear();
            fX[i]=fY[i]=-1;
        }
        walked.reset();
    }
    void AddEdge(int x, int y){
        X[x].push_back(y);
        Y[y].push_back(x);
    }
}

```

```

}
int solve(){
    int cnt = 0;
    for(int i=0;i<n;i++){
        walked.reset();
        if(dfs(i)) cnt++;
    }
    // return how many pair matched
    return cnt;
}
};

```

### 3.6 MinimumCostMaximumFlow

```

class MiniCostMaxiFlow{
typedef int CapT;
typedef lld WeiT;
typedef pair<CapT, WeiT> PCW;
const CapT INF_CAP = 1<<30;
const WeiT INF_WEI = 1LL<<60;
const int MAXV = N;
private:
    struct Edge{
        int to, back;
        WeiT wei;
        CapT cap;
        Edge(){}
        Edge(int a, int b, WeiT c, CapT d): to(a), back(b), wei(c), cap(d) {}
    };
    int ori, edd, V;
    vector<Edge> G[MAXV];
    int fa[MAXV], wh[MAXV];
    bool inq[MAXV];
    WeiT dis[MAXV];
    PCW SPFA(){
        for(int i=0;i<V;i++) inq[i]=0;
        for(int i=0;i<V;i++) dis[i]=INF_WEI;
        queue<int> qq;
        qq.push(ori);
        dis[ori]=0;
        while(!qq.empty()){
            int u = qq.front(); qq.pop();
            inq[u]=0;
            for(int i=0;i<SZ(G[u]);i++){
                Edge e = G[u][i];
                int v = e.to;
                WeiT d = e.wei;
                if(e.cap > 0 and dis[v] > dis[u]+d){
                    dis[v]=dis[u]+d;
                    fa[v]=u;
                    wh[v] = i;
                    if(inq[v]) continue;
                    qq.push(v);
                    inq[v]=1;
                }
            }
        }
        if(dis[edd]==INF_WEI) return {-1, -1};
        CapT mw=INF_CAP;
        for(int i=edd;i!=ori;i=fa[i]){
            mw = min(mw, G[fa[i]][wh[i]].cap);
        }
        for(int i=edd;i!=ori;i=fa[i]){
            auto &eg = G[fa[i]][wh[i]];
            eg.cap -= mw;
            G[eg.to][eg.back].cap += mw;
        }
        return {mw, dis[edd]};
    }
public:
    void init(int a, int b, int n=MAXV){
        V=n;
        ori = a;
        edd = b;
        for(int i=0;i<n;i++) G[i].clear();
    }
    void addEdge(int st, int ed, WeiT w, CapT c){
        G[st].PB(Edge(ed, SZ(G[ed]), w, c));
        G[ed].PB(Edge(st, SZ(G[st])-1, -w, 0));
    }
    PCW solve(){
        CapT cc=0; WeiT ww=0;
        while(true){

```



```

        PCW ret = SPFA();
        if (ret.FF == -1) break;
        cc += ret.FF;
        ww += ret.SS;
    }
    return {cc, ww};
}
} mcmf;

```

## 4 Math

### 4.1 $ax+by=gcd$

```

// By Adrien1018 (not knowing how to use.
// ax+ny = 1, ax+ny == ax == 1 (mod n)
tuple<int, int, int> extended_gcd(int a, int b) {
    if (!b) return make_tuple(a, 1, 0);
    int d, x, y;
    tie(d, x, y) = extended_gcd(b, a % b);
    return make_tuple(d, y, x - (a / b) * y);
}
// ax+by = gcd (by Eddy1021
PII gcd(int a, int b) {
    if (b == 0) return {1, 0};
    PII q = gcd(b, a % b);
    return {q.second, q.first - q.second * (a / b)};
}

```

### 4.2 Pollard Rho

```

// coded by hanhanW
// does not work when n is prime
long long modit(long long x, long long mod) {
    if (x >= mod) x -= mod;
    // if (x < 0) x += mod;
    return x;
}
long long mult(long long x, long long y, long long mod) {
    long long s = 0, m = x % mod;
    while (y) {
        if (y & 1) s = modit(s + m, mod);
        y >>= 1;
        m = modit(m * 2, mod);
    }
    return s;
}
long long f(long long x, long long mod) {
    return modit(mult(x, x, mod) + 1, mod);
}
long long pollard_rho(long long n) {
    if (!(n & 1)) return 2;
    while (true) {
        long long y = 2, x = rand() % (n - 1) + 1, res = 1;
        for (int sz = 2; res == 1; sz *= 2) {
            for (int i = 0; i < sz && res == 1; i++) {
                x = f(x, n);
                res = __gcd(abs(x - y), n);
            }
            y = x;
        }
        if (res != 0 && res != n) return res;
    }
}

```

### 4.3 Linear Sieve

```

const int N = 20000000;
bool sieve[N];

void linear_sieve() {
    vector<int> prime;
    for (int i = 2; i < N; i++) {
        if (!sieve[i]) prime.push_back(i);
        for (int j = 0; i * prime[j] < N; j++) {
            sieve[i * prime[j]] = true;
            if (i % prime[j] == 0) break;
        }
    }
}

```

```

    }
}

```

### 4.4 NloglogN Sieve

```

bool notprime[N];
vector<int> primes;

void Sieve(int n) {
    // reverse true false for quicker
    for (int i = 2; i <= n; i++) {
        if (!notprime[i]) {
            primes.push_back(i);
            for (int j = i * i; j <= n; j += i) notprime[j] = true;
        }
    }
}

```

### 4.5 Miller Rabin

```

template<typename T>
inline T pow(T a, T b, T mod) { // a^b mod mod
    T ret = 1;
    while (b) {
        if (b & 1) ret = (ret * a) % mod;
        b >>= 1;
        a = (a * a) % mod;
    }
    return ret % mod;
}
int sprp[3] = {2, 7, 61}; // for int range
int llsp[7] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022}; //
// at least unsigned long long

template<typename T>
inline bool isprime(T n, int *sprp, int num) {
    if (n == 2) return 1;
    if (n < 2 || n % 2 == 0) return 0;
    int t = 0;
    T u = n - 1;
    for (; u % 2 == 0; ++t) u >>= 1;
    for (int i = 0; i < num; ++i) {
        T a = sprp[i] % n;
        if (a == 0 || a == 1 || a == n - 1) continue;
        T x = pow(a, u, n);
        if (x == 1 || x == n - 1) continue;
        for (int j = 0; j < t; ++j) {
            x = (x * x) % n;
            if (x == 1) return 0;
            if (x == n - 1) break;
        }
        if (x == n - 1) continue;
        return 0;
    }
    return 1;
}

```

### 4.6 Inverse Element

```

// x's inverse mod k
// if k is prime
long long GetInv(long long x, long long k) {
    return qPow(x, k - 2);
}
// if you need [1, x] (most use: [1, k-1])
void solve(int x, long long k) {
    inv[1] = 1;
    for (int i = 2; i < x; i++)
        inv[i] = ((long long)(k - k / i) * inv[k % i]) % k;
}

```

### 4.7 Fast Fourier Transform



```
// const int MAXN = 262144;
// (must be 2^k)
// before any usage, run pre_fft() first
//
// To implement poly. multiply:
//
// fft( n , a );
// fft( n , b );
// for( int i = 0 ; i < n ; i++ )
//   c[ i ] = a[ i ] * b[ i ];
// fft( n , c , 1 );
//
// then you have the result in c :: [cplx]
typedef long double ld;
typedef complex<ld> cplx;
const ld PI = acos(-1);
const cplx I(0, 1);
cplx omega[MAXN+1];
void pre_fft(){
    for(int i=0; i<=MAXN; i++){
        omega[i] = exp(i * 2 * PI / MAXN * I);
    }
// n must be 2^k
void fft(int n, cplx a[], bool inv=false){
    int basic = MAXN / n;
    int theta = basic;
    for (int m = n; m >= 2; m >>= 1) {
        int mh = m >> 1;
        for (int i = 0; i < mh; i++) {
            cplx w = omega[inv ? MAXN-(i*theta%MAXN)
                        : i*theta%MAXN];
            for (int j = i; j < n; j += m) {
                int k = j + mh;
                cplx x = a[j] - a[k];
                a[j] += a[k];
                a[k] = w * x;
            }
        }
        theta = (theta * 2) % MAXN;
    }
    int i = 0;
    for (int j = 1; j < n - 1; j++) {
        for (int k = n >> 1; k > (i ^= k); k >>= 1);
        if (j < i) swap(a[i], a[j]);
    }
    if (inv)
        for (i = 0; i < n; i++)
            a[i] /= n;
}
```

## 4.8 NTT

```
typedef long long LL;
// Remember coefficient are mod P
/* p=a*2^n+1
n    2^n    p    a    root
5    32     97    3    5
6    64    193    3    5
7    128    257    2    3
8    256    257    1    3
9    512    7681   15   17
10   1024   12289   12   11
11   2048   12289   6    11
12   4096   12289   3    11
13   8192   40961   5    3
14   16384  65537   4    3
15   32768  65537   2    3
16   65536  65537   1    3
17   131072 786433   6   10
18   262144 786433   3   10 (605028353,
    2308, 3)
19   524288 5767169  11   3
20   1048576 7340033  7    3
21   2097152 23068673 11   3
22   4194304 104857601 25   3
23   8388608 167772161 20   3
24   16777216 167772161 10   3
25   33554432 167772161 5    3 (1107296257, 33,
    10)
26   67108864 469762049 7    3
27   134217728 2013265921 15   31 */
// (must be 2^k)
// To implement poly. multiply:
// NTT<P, root, MAXN> ntt;
```

```
// ntt( n , a ); // or ntt.tran( n , a );
// ntt( n , b );
// for( int i = 0 ; i < n ; i++ )
//   c[ i ] = a[ i ] * b[ i ];
// ntt( n , c , 1 );
//
// then you have the result in c :: [LL]

template<LL P, LL root, int MAXN>
struct NTT{
    static LL bigmod(LL a, LL b) {
        LL res = 1;
        for (LL bs = a; b; b >= 1, bs = (bs * bs) % P) {
            if(b&1) res=(res*bs)%P;
        }
        return res;
    }
    static LL inv(LL a, LL b) {
        if(a==1) return 1;
        return ((LL) (a-inv(b*a,a))*b+1)/a%b;
    }
    LL omega[MAXN+1];
    NTT() {
        omega[0] = 1;
        LL r = bigmod(root, (P-1)/MAXN);
        for (int i=1; i<=MAXN; i++)
            omega[i] = (omega[i-1]*r)%P;
    }
// n must be 2^k
void tran(int n, LL a[], bool inv_ntt=false){
    int basic = MAXN / n;
    int theta = basic;
    for (int m = n; m >= 2; m >>= 1) {
        int mh = m >> 1;
        for (int i = 0; i < mh; i++) {
            LL w = omega[i*theta%MAXN];
            for (int j = i; j < n; j += m) {
                int k = j + mh;
                LL x = a[j] - a[k];
                if (x < 0) x += P;
                a[j] += a[k];
                if (a[j] > P) a[j] -= P;
                a[k] = (w * x) % P;
            }
        }
        theta = (theta * 2) % MAXN;
    }
    int i = 0;
    for (int j = 1; j < n - 1; j++) {
        for (int k = n >> 1; k > (i ^= k); k >>= 1);
        if (j < i) swap(a[i], a[j]);
    }
    if (inv_ntt) {
        LL ni = inv(n,P);
        reverse( a+1 , a+n );
        for (i = 0; i < n; i++)
            a[i] = (a[i] * ni) % P;
    }
}

void operator()(int n, LL a[], bool inv_ntt=false) {
    tran(n, a, inv_ntt);
}

};

const LL P=2013265921,root=31;
const int MAXN=4194304;
NTT<P, root, MAXN> ntt;
```

## 5 Geometry

### 5.1 Point Class

```
namespace Geometry{
    const long double EPS = 1e-8;
    const long double PI = acos((long double)-1);
    template<typename T>
    struct Point{
        typedef long double lld;
        T x, y;
        Point(): x(0), y(0){}
        Point(T __, T __): x(__), y(__){}
        template<typename T2>
```

```

Point(const Point<T2>& a): x(a.x), y(a.y){}
inline llf theta() const {
    return atan2((llf)y, (llf)x);
}
inline llf dis() const {
    return hypot((llf)x, (llf)y);
}
inline llf dis(const Point& o) const {
    return hypot((llf)(x-o.x), (llf)(y-o.y));
}
Point operator-(const Point& o) const {
    return Point(x-o.x, y-o.y);
}
Point operator+=(const Point& o){
    x+=o.x, y+=o.y;
    return *this;
}
Point operator+(const Point& o) const {
    return Point(x+o.x, y+o.y);
}
Point operator+=(const Point& o){
    x+=o.x, y+=o.y;
    return *this;
}
Point operator*(const T& k) const {
    return Point(x*k, y*k);
}
Point operator*=(const T& k){
    x*=k, y*=k;
    return *this;
}
Point operator/(const T& k) const {
    return Point(x/k, y/k);
}
Point operator/=(const T& k){
    x/=k, y/=k;
    return *this;
}
Point operator-() const {
    return Point(-x, -y);
}
template<class = typename is_floating_point<T>::
    type>
bool operator==(const Point& o) const {
    return fabs(x-o.x) < EPS and fabs(y-o.y) < EPS;
}
bool operator==(const Point& o) const {
    return x==o.x and y==o.y;
}
bool operator!=(const Point& o) const {
    return !(*this == o);
}
friend inline T cross(const Point& a, const Point&
    b){
    return a.x*b.y - b.x*a.y;
}
friend inline T dot(const Point& a, const Point &b)
    {
    return a.x*b.x + a.y*b.y;
}
friend ostream& operator<<(ostream& ss, const Point
    & o){
    ss<<"("<<o.x<<" ", "<<o.y<<" ";<<endl;
    return ss;
}
};
const Point<long double> INF_P(-1e20, 1e20);
const Point<long double> NOT_EXIST(1e20, 1e-20);
template<typename T>
struct Line{
    // ax+by+c = 0
    T a, b, c;
    Line(): a(0), b(1), c(0){}
    Line(T __, T __, T __): a(__), b(__), c(__){
        assert(fabs(a)>EPS or fabs(b)>EPS);
    }
    template<typename T2>
    Line(const Line<T2>& x): a(x.a), b(x.b), c(x.c){}
    typedef Point<long double> Pt;
    template<class = typename is_floating_point<T>::
        type>
    bool operator==(const Line& o) const {
        return fabs(a-o.a) < EPS and fabs(b-o.b) < EPS
            and fabs(c-o.c) < EPS;
    }
    bool operator==(const Line& o) const {

```

```

        return a==o.a and b==o.b and c==o.c;
    }
    bool operator!=(const Line& o) const {
        return !(*this == o);
    }
    template<class = typename is_floating_point<T>::
        type>
    friend inline bool on_line(const Point<T>& p, const
        Line& l){
        return fabs(l.a*p.x + l.b*p.y + l.c) < EPS;
    }
    friend inline bool on_line(const Point<T>& p, const
        Line& l){
        return l.a*p.x + l.b*p.y + l.c == 0;
    }
    template<class = typename is_floating_point<T>::
        type>
    friend inline bool is_parallel(const Line& x, const
        Line& y){
        return fabs(x.a*y.b - x.b*y.a) < EPS;
    }
    friend inline bool is_parallel(const Line& x, const
        Line& y){
        return x.a*y.b == x.b*y.a;
    }
    friend inline Pt get_inter(const Line& x, const
        Line& y){
        typedef long double llf;
        if(x==y) return INF_P;
        if(is_parallel(x, y)) return NOT_EXIST;
        llf delta = x.a*y.b - x.b*y.a;
        llf delta_x = x.b*y.c - x.c*y.b;
        llf delta_y = x.c*y.a - x.a*y.c;
        return Pt(delta_x / delta, delta_y / delta);
    }
    friend ostream& operator<<(ostream& ss, const Line&
        o){
        ss<<o.a<<"x+"<<o.b<<"y+"<<o.c<<"=0";
        return ss;
    }
};
template<typename T>
inline Line<T> get_line(const Point<T>& a, const
    Point<T>& b){
    return Line<T>(a.y-b.y, b.x-a.x, (b.y-a.y)*a.x-(b.x
        -a.x)*a.y);
}
template<typename T>
struct Segment{
    // p1.x < p2.x
    Line<T> base;
    Point<T> p1, p2;
    Segment(): base(Line<T>()), p1(Point<T>()), p2(
        Point<T>()){
        assert(on_line(p1, base) and on_line(p2, base));
    }
    Segment(Line<T> __, Point<T> __, Point<T> __): base
        (__), p1(__), p2(__){
        assert(on_line(p1, base) and on_line(p2, base));
    }
    template<typename T2>
    Segment(const Segment<T2>& __): base(__.base), p1(
        __.p1), p2(__.p2) {}
    typedef Point<long double> Pt;
    friend bool on_segment(const Point<T>& p, const
        Segment& l){
        if(on_line(p, l.base))
            return (l.p1.x-p.x)*(p.x-l.p2.x)>=0 and (l.p1.y
                -p.y)*(p.y-l.p2.y)>=0;
        return false;
    }
    friend bool have_inter(const Segment& a, const
        Segment& b){
        if(is_parallel(a.base, b.base)){
            return on_segment(a.p1, b) or on_segment(a.p2,
                b) or on_segment(b.p1, a) or on_segment(b.
                    p2, a);
        }
        Pt inter = get_inter(a.base, b.base);
        return on_segment(inter, a) and on_segment(inter,
            b);
    }
    friend inline Pt get_inter(const Segment& a, const
        Segment& b){
        if(!have_inter(a, b)){
            return NOT_EXIST;
        }

```

```

} else if (is_parallel(a.base, b.base)) {
    if (a.p1 == b.p1) {
        if (on_segment(a.p2, b) or on_segment(b.p2, a))
            return INF_P;
        else return a.p1;
    } else if (a.p1 == b.p2) {
        if (on_segment(a.p2, b) or on_segment(b.p1, a))
            return INF_P;
        else return a.p1;
    } else if (a.p2 == b.p1) {
        if (on_segment(a.p1, b) or on_segment(b.p2, a))
            return INF_P;
        else return a.p2;
    } else if (a.p2 == b.p2) {
        if (on_segment(a.p1, b) or on_segment(b.p1, a))
            return INF_P;
        else return a.p2;
    }
}
return INF_P;
}
return get_inter(a.base, b.base);
}
friend ostream& operator<<(ostream& ss, const
    Segment& o) {
    ss<<o.base<<" ~ "<<o.p1<<" ~ "<<o.p2;
    return ss;
}
};
template<typename T>
inline Segment<T> get_segment(const Point<T>& a,
    const Point<T>& b) {
    return Segment<T>(get_line(a, b), a, b);
}
};

```

## 5.2 2D Convex Hull

```

#include <bits/stdc++.h>
using namespace std;
typedef long long lld;
typedef pair<lld, lld> PLL;

template<typename A, typename B>
pair<A, B> operator-(const pair<A, B>& a, const pair<A,
    B>& b) {
    return {a.first-b.first, a.second-b.second};
}

class ConvexHull_2D {
#define x first
#define y second
private:
    vector<PLL> dots, down, up;
    inline lld cross(PLL a, PLL b) {
        return a.x*b.y-b.x*a.y;
    }
public:
    void insert(PLL x) {dots.push_back(x);}
    void solve() {
        down.clear(); up.clear();
        sort(dots.begin(), dots.end());
        for (auto i: dots) {
            while (up.size() > 1) {
                if (cross(i-up[up.size()-2], up.back()-up[up.size()-2]) <= 0) up.pop_back();
                else break;
            }
            up.push_back(i);
        }
        reverse(dots.begin(), dots.end());
        for (auto i: dots) {
            while (down.size() > 1) {
                if (cross(i-down[down.size()-2], down.back()-down[down.size()-2]) <= 0) down.pop_back();
                else break;
            }
            down.push_back(i);
        }
        dots.clear();
        dots.insert(dots.end(), down.begin(), down.end());
        dots.insert(dots.end(), up.begin(), up.end());
        sort(dots.begin(), dots.end());
    }
};

```

```

dots.resize(distance(dots.begin(), unique(dots.begin(), dots.end())));
down.clear(); up.clear();
}
vector<PLL> get() {
    return dots;
}
bool IsThis(PLL x) {
    auto ret = lower_bound(dots.begin(), dots.end(), x);
    return *ret==x;
}
int count() {return dots.size();}
#undef x
#undef y
} cv;

int main() {
    ios_base::sync_with_stdio(0); cin.tie(0);
    int n; cin>>n;
    for (int i=0; i<n; i++) {
        lld a, b; cin>>a>>b;
        cv.insert({a, b});
    }
    cv.solve();
    cout<<cv.count()<<"\n";
    return 0;
}

```

## 5.3 SimulateAnnealing

```

#include <random>
#include <functional>
#include <utility>
#include <algorithm>
using namespace std;

double getY(double);

int main() {
    int rr, ll;
    default_random_engine rEng(time(NULL));
    uniform_real_distribution<double> Range(-1, 1);
    uniform_real_distribution<double> expR(0, 1);
    auto Random=bind(Range, rEng);
    auto expRand=bind(expR, rEng);
    int step=0;
    double pace=rr-ll, mini=0.95; // need to search for
    it
    double x=max(min(Random()*pace+ll, rr), ll), y=getY(x);
    while (pace>=1e-7) {
        double newX = max(min(x + Random()*pace, rr), ll);
        double newY = getY(newX);
        if (newY < y || expRand() < exp(-step))
            x=newX, y=newY;
        step++;
        pace*=mini;
    }
}

double getY(double x) {
    // get y using x
    return x;
}

```

## 6 Stringology

### 6.1 Hash

```

#include <string>
typedef long long lld;
const int N = 1000000;
class Hash {
private:
    const lld p = 127, q = 1208220623;
    int sz;
    lld prefix[N], power[N];
public:

```

```

void init(const std::string &x){
    sz = x.size();
    prefix[0]=0;
    for(int i=1;i<=sz;i++) prefix[i]=(prefix[i-1]*p)%q+x[i-1]%q;
    power[0]=1;
    for(int i=1;i<=sz;i++) power[i]=(power[i-1]*p)%q;
}
lld query(int l, int r){
    // 1-base (l, r)
    return (prefix[r] - (prefix[l]*power[r-l])%
            q + q)%q;
}
};

```

## 6.2 Suffix Array

```

//help by http://www.geeksforgeeks.org/suffix-array-set
-2-a-nlognlogn-algorithm/
#include <bits/stdc++.h>
using namespace std;
#define PB push_back

struct sfx{
    int index;
    int r,nr;
};

char str[N + 10];
int len;

vector<sfx> srs[N + 10];
int mapping[N + 10];
sfx sa[N + 10];

bool cmp(sfx a,sfx b){
    if(a.r==b.r){
        return a.nr<b.nr;
    }else{
        return a.r<b.r;
    }
}

void SA();
void radixSort();

int main(){
    gets(str);
    len = strlen(str);
    SA();
    for(int i=0;i<len;i++){
        printf("%d\n",sa[i].index);
    }
    return 0;
}

void SA(){
    for(int i=0;i<len;i++){
        sa[i].index = i;
        sa[i].r=str[i];
        sa[i].nr=(i+1>=len)?0:str[i+1];
    }
    //sort(sa,sa+len,cmp);
    radixSort();
    for(int j=2;j<=len;j*=2){
        int cnt=1;
        int rr = sa[0].r;
        sa[0].r=cnt;
        mapping[sa[0].index]=0;
        for(int i=1;i<len;i++){
            if(sa[i].r == rr && sa[i].nr == sa[i-1].nr){
                rr=sa[i].r;
                sa[i].r=cnt;
            }else{
                rr=sa[i].r;
                sa[i].r=++cnt;
            }
            mapping[sa[i].index]=i;
        }
        for(int i=0;i<len;i++){
            int nn = sa[i].index+j;
            sa[i].nr = (nn>=len)?0:sa[mapping[nn]].r;
        }
    }
}

```

```

//sort(sa, sa+len, cmp);
radixSort();
}

void radixSort(){
    int m = 0;
    for(int i=0;i<len;i++){
        srs[sa[i].nr].PB(sa[i]);
        m=max(m,sa[i].nr);
    }
    int cnt=0;
    for(int i=0;i<=m;i++){
        if(srs[i].empty())continue;
        for(auto j:srs[i]){
            sa[cnt++] = j;
        }
        srs[i].clear();
    }
    m = 0;
    for(int i=0;i<len;i++){
        srs[sa[i].r].PB(sa[i]);
        m=max(m,sa[i].r);
    }
    cnt=0;
    for(int i=0;i<=m;i++){
        if(srs[i].empty())continue;
        for(auto j:srs[i]){
            sa[cnt++] = j;
        }
        srs[i].clear();
    }
}
}

```

## 6.3 KMP

```

int F[N];
int match(const std::string& A, const std::string& B) {
    F[0] = -1, F[1] = 0;
    for (int i=1, j=0; i < B.size()-1; F[++i] = ++j) { //
        calculate failure function
        if (B[i] == B[j]) F[i] = F[j]; // optimization by
        Knuth, may not need this
        while (j != -1 && B[i] != B[j]) j = F[j];
    }
    for (int i=0, j=0; i-j+B.size() <= A.size(); i++, j
        ++){ // match
        while (j != -1 && A[i] != B[j]) j = F[j];
        if (j == B.size() - 1) return i - j; // match
        successfully at string B's end return result
    }
    return -1;
}

```