

# Contents

## 1 Basic

1.1	vimrc .....	1
1.2	Debug Macro .....	1
1.3	Increase Stack .....	1
1.4	Pragma Optimization .....	1
1.5	IO Optimization .....	1
1.6	SVG Writer .....	1

## 2 Data Structure

2.1	Dark Magic .....	2
2.2	Link-Cut Tree .....	2
2.3	LiChao Segment Tree .....	2
2.4	Treap .....	3
2.5	Linear Basis .....	3
2.6	Binary Search On Segtree .....	3

## 3 Graph

3.1	2-SAT (SCC) .....	3
3.2	BCC .....	3
3.3	Round Square Tree .....	4
3.4	Edge TCC .....	4
3.5	DMST .....	4
3.6	Dominator Tree .....	4
3.7	Edge Coloring .....	5
3.8	Centroid Decomposition .....	5
3.9	Lowbit Decomposition .....	5
3.10	Virtual Tree .....	6
3.11	Tree Hashing .....	6
3.12	Mo's Algorithm on Tree .....	6
3.13	Count Cycles .....	6
3.14	Maximal Clique .....	6
3.15	Maximum Clique .....	6
3.16	Minimum Mean Cycle .....	7

## 4 Flow & Matching

4.1	HopcroftKarp .....	7
4.2	Kuhn Munkres .....	7
4.3	Flow Models .....	7
4.4	Dinic .....	8
4.5	HLPP .....	8
4.6	Global Min-Cut .....	8
4.7	GomoryHu Tree .....	9
4.8	Minimum Cost Max Flow .....	9
4.9	Dijkstra Cost Flow .....	9
4.10	Minimum Cost Circulation .....	9
4.11	General Graph Matching .....	10
4.12	Weighted Matching .....	10

## 5 Math

5.1	Common Bounds .....	11
5.2	Stirling Number .....	11
5.3	ax+by=gcd .....	11
5.4	Chinese Remainder .....	11
5.5	DiscreteLog .....	11
5.6	Quadratic Residue .....	11
5.7	Extended Euler .....	12
5.8	Extended FloorSum .....	12
5.9	Extended Euclidean .....	12
5.10	FloorSum .....	12
5.11	ModMin .....	12
5.12	FWT .....	12
5.13	Packed FFT .....	12
5.14	CRT for arbitrary mod .....	12
5.15	NTT / FFT .....	13
5.16	Formal Power Series .....	13
5.17	Partition Number .....	13
5.18	Pi Count .....	14
5.19	Miller Rabin .....	14
5.20	Pollard Rho .....	14
5.21	Berlekamp Massey .....	14
5.22	Gauss Elimination .....	14
5.23	Characteristic Polynomial .....	14
5.24	Simplex .....	14
5.25	Simplex Construction .....	15

5.26	Adaptive Simpson .....	15
5.27	Integer Division .....	15

## 6 Geometry

6.1	Basic Geometry .....	15
6.2	2D Convex Hull .....	15
6.3	2D Farthest Pair .....	15
6.4	MinMax Enclosing Rect .....	15
6.5	Minkowski Sum .....	16
6.6	Segment Intersection .....	16
6.7	Half Plane Intersection .....	16
6.8	SegmentDist (Sausage) .....	16
6.9	Rotating Sweep Line .....	16
6.10	Polygon Cut .....	16
6.11	Point In Simple Polygon .....	17
6.12	Point In Hull (Fast) .....	17
6.13	Point In Polygon (Fast) .....	17
6.14	Tangent of Points To Hull .....	17
6.15	Circle Class & Intersection .....	17
6.16	Circle Common Tangent .....	17
6.17	Line-Circle Intersection .....	17
6.18	Poly-Circle Intersection .....	18
6.19	Minimum Covering Circle .....	18
6.20	Circle Union .....	18
6.21	Polygon Union .....	18
6.22	3D Point .....	18
6.23	3D Convex Hull .....	19
6.24	3D Projection .....	19
6.25	3D Skew Line Nearest Point .....	19
6.26	Delaunay .....	19
6.27	Build Voronoi .....	20
6.28	kd Tree (Nearest Point) .....	20
6.29	kd Closest Pair (3D ver.) .....	20
6.30	Simulated Annealing .....	20
6.31	Triangle Centers .....	20

## 7 Stringology

7.1	Hash .....	20
7.2	Suffix Array .....	20
7.3	Ex SAM .....	21
7.4	KMP .....	21
7.5	Z value .....	21
7.6	Manacher .....	21
7.7	Lyndon Factorization .....	21
7.8	Main Lorentz .....	22
7.9	BWT .....	22
7.10	Palindromic Tree .....	22

## 8 Misc

8.1	Theorems .....	22
8.2	Weight Matroid Intersection .....	23
8.3	Stable Marriage .....	23
8.4	Bitset LCS .....	23
8.5	Prefix Substring LCS .....	23
8.6	Convex ID/ID DP .....	23
8.7	ConvexHull Optimization .....	23
8.8	Min Plus Convolution .....	23
8.9	De-Bruijn .....	24
8.10	Josephus Problem .....	24
8.11	N Queens Problem .....	24
8.12	Tree Knapsack .....	24
8.13	Manhattan MST .....	24
8.14	Binary Search On Fraction .....	24
8.15	Barrett Reduction .....	24
8.16	Montgomery .....	24

# 1 Basic

## 1.1 vimrc

```
se is nu ru et tgc sc hls cin cino+=j1 sw=2 sts=2 bs=2
mouse=a "encoding=utf-8 ls=2
syn on | colo desert | filetype indent on
inoremap {<CR> {<CR>}<ESC>O
map <F8> <ESC>:w<CR>:!g++ "%<" -o "%<" -g -std=gnu++20 -
    DCKISEKI -Wall -Wextra -Wshadow -Wfatal-errors -
    Wconversion -fsanitize=address,undefined,float-
    divide-by-zero,float-cast-overflow && echo success<
    CR>
map <F9> <ESC>:w<CR>:!g++ "%<" -o "%<" -O2 -g -std=gnu
    ++20 && echo success<CR>
map <F10> <ESC>:!. /"%<"<CR>
ca Hash w !cpp -dD -P -fpreprocessed \ | tr -d '[:space
    :]' \ | md5sum \ | cut -c-6
let c_no_curly_error=1
" setxkbmap -option caps:ctrl_modifier
```

## 1.2 Debug Macro [a45c59]

```
#define all(x) begin(x), end(x)
#ifdef CKISEKI
#include <experimental/iterator>
#define safe cerr<<__PRETTY_FUNCTION__<<" line "<<
    __LINE__<<" safe\n"
#define debug(a...) debug(#a, a)
#define orange(a...) orange(#a, a)
void debug_(auto s, auto ...a) {
    cerr << "\e[1;32m(" << s << ") = (" ;
    int f = 0;
    (... , (cerr << (f++ ? ", " : "") << a));
    cerr << ")\e[0m\n";
}
void orange_(auto s, auto L, auto R) {
    cerr << "\e[1;33m[ " << s << " ] = [ " ;
    using namespace experimental;
    copy(L, R, make_ostream_joiner(cerr, ", "));
    cerr << "]\e[0m\n";
}
#else
#define safe ((void)0)
#define debug(...) safe
#define orange(...) safe
#endif
```

## 1.3 Increase Stack [b6856c]

```
const int size = 256 << 20;
register long rsp asm("rsp");
char *p = (char*)malloc(size)+size, *bak = (char*)rsp;
__asm__ ("movq %0, %%rsp\n"::"r"(p));
// main
__asm__ ("movq %0, %%rsp\n"::"r"(bak));
```

## 1.4 Pragma Optimization [6006f6]

```
#pragma GCC optimize("Ofast,no-stack-protector")
#pragma GCC optimize("no-math-errno,unroll-loops")
#pragma GCC target("sse,sse2,sse3,ssse3,sse4")
#pragma GCC target("popcnt,abm,mmx,avx,arch=skylake")
__builtin_ia32_ldmxcsr(__builtin_ia32_stmxcsr()|0x8040)
```

## 1.5 IO Optimization [c9494b]

```
static inline int gc() {
    constexpr int B = 1<<20; static char buf[B], *p, *q;
    if (p == q) q = (p = buf) + fread(buf, 1, B, stdin);
    return q == buf ? EOF : *p++;
}
```

## 1.6 SVG Writer [57436c]

```
class SVG {
    void p(string_view s) { o << s; }
    void p(string_view s, auto v, auto... vs) {
        auto i = s.find('$');
        o << s.substr(0, i) << v, p(s.substr(i + 1, vs...));
    }
    ostream o; string c = "red";
public:
    SVG(auto f, auto x1, auto y1, auto x2, auto y2) : o(f) {
        p("<svg xmlns='http://www.w3.org/2000/svg' "
            "viewBox='$ $ $ $'>\n"
            "<style>{*stroke-width:0.5%;}</style>\n",
            x1, -y2, x2 - x1, y2 - y1); }
    ~SVG() { p("</svg>\n"); }
    SVG &color(string nc) { return c = nc, *this; }
    void line(auto x1, auto y1, auto x2, auto y2) {
        p("<line x1='$' y1='$' x2='$' y2='$' stroke='$'>\n",
            x1, -y1, x2, -y2, c); }
```

```

void circle(auto x, auto y, auto r) {
    p("<circle cx='$' cy='$' r='$' stroke='$' "
      "fill='none'/>\n", x, -y, r, c); }
void text(auto x, auto y, string s, int w = 12) {
    p("<text x='$' y='$' font-size='$px'></text>\n",
      x, -y, w, s); }
};

```

## 2 Data Structure

### 2.1 Dark Magic [095f25]

```

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/priority_queue.hpp>
using namespace __gnu_pbds;
// heap tags: paring/binary/binomial/rc_binomial/thin
template<typename T>
using pbds_heap=__gnu_pbds::prioity_queue<T,less<T>, \
    pairing_heap_tag>;
// pbds_heap::point_iterator
// x = pq.push(10); pq.modify(x, 87); a.join(b);
// tree tags: rb_tree_tag/ov_tree_tag/splay_tree_tag
template<typename T>
using ordered_set = tree<T, null_type, less<T>,
    rb_tree_tag, tree_order_statistics_node_update>;
// find_by_order, order_of_key
// hash tables: cc_hash_table/gp_hash_table

```

### 2.2 Link-Cut Tree [60627f]

```

template <typename Val, typename SVal> class LCT {
    struct node {
        int pa, ch[2];
        bool rev;
        Val v, prod, rprod;
        SVal sv, sub, vir;
        node() : pa{0}, ch{0, 0}, rev{false}, v{}, prod{},
            rprod{}, sv{}, sub{}, vir{} {};
    };
    #define cur o[u]
    #define lc cur.ch[0]
    #define rc cur.ch[1]
    vector<node> o;
    bool is_root(int u) const {
        return o[cur.pa].ch[0] != u && o[cur.pa].ch[1] != u;
    }
    bool is_rch(int u) const {
        return o[cur.pa].ch[1] == u && !is_root(u);
    }
    void down(int u) {
        if (not cur.rev) return;
        if (lc) set_rev(lc);
        if (rc) set_rev(rc);
        cur.rev = false;
    }
    void up(int u) {
        cur.prod = o[lc].prod * cur.v * o[rc].prod;
        cur.rprod = o[rc].rprod * cur.v * o[lc].rprod;
        cur.sub = cur.vir + o[lc].sub + o[rc].sub + cur.sv;
    }
    void set_rev(int u) {
        swap(lc, rc), swap(cur.prod, cur.rprod);
        cur.rev ^= 1;
    }
    void rotate(int u) {
        int f = cur.pa, g = o[f].pa, l = is_rch(u);
        if (cur.ch[l ^ 1]) o[cur.ch[l ^ 1]].pa = f;
        if (not is_root(f)) o[g].ch[is_rch(f)] = u;
        o[f].ch[l] = cur.ch[l ^ 1];
        cur.ch[l ^ 1] = f;
        cur.pa = g, o[f].pa = u;
        up(f);
    }
    void splay(int u) {
        vector<int> stk = {u};
        while (not is_root(stk.back()))
            stk.push_back(o[stk.back()].pa);
        while (not stk.empty()) {
            down(stk.back());
            stk.pop_back();
        }
        for (int f = cur.pa; not is_root(u); f = cur.pa) {
            if (!is_root(f))
                rotate(is_rch(u) == is_rch(f) ? f : u);
            rotate(u);
        }
        up(u);
    }

```

```

}
void access(int x) {
    for (int u = x, last = 0; u; u = cur.pa) {
        splay(u);
        cur.vir = cur.vir + o[rc].sub - o[last].sub;
        rc = last; up(last = u);
    }
    splay(x);
}
int find_root(int u) {
    int la = 0;
    for (access(u); u; u = lc) down(la = u);
    return la;
}
void split(int x, int y) { chroot(x); access(y); }
void chroot(int u) { access(u); set_rev(u); }
public:
    LCT(int n = 0) : o(n + 1) {}
    int add(const Val &v = {}) {
        o.push_back(v);
        return int(o.size()) - 2;
    }
    void set_val(int u, const Val &v) {
        splay(++u); cur.v = v; up(u);
    }
    void set_sval(int u, const SVal &v) {
        access(++u); cur.sv = v; up(u);
    }
    Val query(int x, int y) {
        split(++x, ++y); return o[y].prod;
    }
    SVal subtree(int p, int u) {
        chroot(++p); access(++u);
        return cur.vir + cur.sv;
    }
    bool connected(int u, int v) {
        return find_root(++u) == find_root(++v);
    }
    void link(int x, int y) {
        chroot(++x); access(++y);
        o[y].vir = o[y].vir + o[x].sub;
        up(o[x].pa = y);
    }
    void cut(int x, int y) {
        split(++x, ++y);
        o[y].ch[0] = o[x].pa = 0; up(y);
    }
    #undef cur
    #undef lc
    #undef rc
};

```

### 2.3 LiChao Segment Tree [b9c827]

```

struct L {
    int m, k, id;
    L() : id(-1) {}
    L(int a, int b, int c) : m(a), k(b), id(c) {}
    int at(int x) { return m * x + k; }
};
class LiChao {
private:
    int n; vector<L> nodes;
    static int lc(int x) { return 2 * x + 1; }
    static int rc(int x) { return 2 * x + 2; }
    void insert(int l, int r, int id, L ln) {
        int m = (l + r) >> 1;
        if (nodes[id].id == -1)
            return nodes[id] = ln, void();
        bool atLeft = nodes[id].at(l) < ln.at(l);
        if (nodes[id].at(m) < ln.at(m))
            atLeft ^= 1, swap(nodes[id], ln);
        if (r - l == 1) return;
        if (atLeft) insert(l, m, lc(id), ln);
        else insert(m, r, rc(id), ln);
    }
    int query(int l, int r, int id, int x) {
        int m = (l + r) >> 1, ret = 0;
        if (nodes[id].id != -1) ret = nodes[id].at(x);
        if (r - l == 1) return ret;
        if (x < m) return max(ret, query(l, m, lc(id), x));
        return max(ret, query(m, r, rc(id), x));
    }
public:

```

```
LiChao(int n_) : n(n_), nodes(n * 4) {}
void insert(L ln) { insert(0, n, 0, ln); }
int query(int x) { return query(0, n, 0, x); }
};
```

## 2.4 Treap [ae576c]

```
__gnu_cxx::sfmt19937 rnd(7122); // <ext/random>
namespace Treap {
struct node {
    int size, pri; node *lc, *rc, *pa;
    node() : size(1), pri(rnd()), lc(0), rc(0), pa(0) {}
    void pull() {
        size = 1; pa = 0;
        if (lc) { size += lc->size; lc->pa = this; }
        if (rc) { size += rc->size; rc->pa = this; }
    }
};
int SZ(node *x) { return x ? x->size : 0; }
node *merge(node *L, node *R) {
    if (not L or not R) return L ? L : R;
    if (L->pri > R->pri)
        return L->rc = merge(L->rc, R), L->pull(), L;
    else
        return R->lc = merge(L, R->lc), R->pull(), R;
}
void splitBySize(node *o, int k, node *&L, node *&R) {
    if (not o) L = R = 0;
    else if (int s = SZ(o->lc) + 1; s <= k)
        L=o, splitBySize(o->rc, k-s, L->rc, R), L->pull();
    else
        R=o, splitBySize(o->lc, k, L, R->lc), R->pull();
} // SZ(L) == k
int getRank(node *o) { // 1-base
    int r = SZ(o->lc) + 1;
    for (; o->pa; o = o->pa)
        if (o->pa->rc == o) r += SZ(o->pa->lc) + 1;
    return r;
}
} // namespace Treap
```

## 2.5 Linear Basis [138d5d]

```
template <int BITS, typename S = int> struct Basis {
    static constexpr S MIN = numeric_limits<S>::min();
    array<pair<llu, S>, BITS> b;
    Basis() { b.fill({0, MIN}); }
    void add(llu x, S p) {
        for (int i = BITS-1; i>=0; i--) if (x >> i & 1) {
            if (b[i].first == 0) return b[i]={x, p}, void();
            if (b[i].second < p)
                swap(b[i].first, x), swap(b[i].second, p);
            x ^= b[i].first;
        }
    }
    optional<llu> query_kth(llu v, llu k) {
        vector<pair<llu, int>> o;
        for (int i = 0; i < BITS; i++)
            if (b[i].first) o.emplace_back(b[i].first, i);
        if (k >= (1ULL << o.size())) return {};
        for (int i = int(o.size()) - 1; i >= 0; i--)
            if ((k >> i & 1) ^ (v >> o[i].second & 1))
                v ^= o[i].first;
        return v;
    }
    Basis filter(S l) {
        Basis res = *this;
        for (int i = 0; i < BITS; i++)
            if (res.b[i].second < l) res.b[i] = {0, MIN};
        return res;
    }
};
```

## 2.6 Binary Search On Segtree [6c61c0]

```
// find_first = l -> minimal x s.t. check( [l, x) )
// find_last = r -> maximal x s.t. check( [x, r) )
int find_first(int l, auto &&check) {
    if (l >= n) return n + 1;
    l += sz; push(l); Monoid sum; // identity
    do {
        while ((l & 1) == 0) l >>= 1;
        if (auto s = sum + nd[l]; check(s)) {
            while (l < sz) {
                prop(l); l = (l << 1);
                if (auto nxt = sum + nd[l]; not check(nxt))
                    sum = nxt, l++;
            }
        }
    } while (l < sz);
    return l;
```

```

    }
    return l + 1 - sz;
} else sum = s, l++;
} while (lowbit(l) != l);
return n + 1;
}
int find_last(int r, auto &&check) {
    if (r <= 0) return -1;
    r += sz; push(r - 1); Monoid sum; // identity
    do {
        r--;
        while (r > 1 and (r & 1)) r >>= 1;
        if (auto s = nd[r] + sum; check(s)) {
            while (r < sz) {
                prop(r); r = (r << 1) | 1;
                if (auto nxt = nd[r] + sum; not check(nxt))
                    sum = nxt, r--;
            }
            return r - sz;
        } else sum = s;
    } while (lowbit(r) != r);
    return -1;
}
```

## 3 Graph

### 3.1 2-SAT (SCC) [09167a]

```
class TwoSat { // test @ CSES Giant Pizza
private:
    int n; vector<vector<int>> G, rG, sccs;
    vector<int> ord, idx, vis, res;
    void dfs(int u) {
        vis[u] = true;
        for (int v : G[u]) if (!vis[v]) dfs(v);
        ord.push_back(u);
    }
    void rdfs(int u) {
        vis[u] = false; idx[u] = sccs.size() - 1;
        sccs.back().push_back(u);
        for (int v : rG[u]) if (vis[v]) rdfs(v);
    }
public:
    TwoSat(int n_) : n(n_), G(n), rG(n), idx(n), vis(n),
        res(n) {}
    void add_edge(int u, int v) {
        G[u].push_back(v); rG[v].push_back(u);
    }
    void orr(int x, int y) {
        if ((x ^ y) == 1) return;
        add_edge(x ^ 1, y); add_edge(y ^ 1, x);
    }
    bool solve() {
        for (int i = 0; i < n; ++i) if (not vis[i]) dfs(i);
        for (int u : ord | views::reverse)
            if (vis[u]) sccs.emplace_back(), rdfs(u);
        for (int i = 0; i < n; i += 2)
            if (idx[i] == idx[i + 1]) return false;
        vector<bool> c(sccs.size());
        for (size_t i = 0; i < sccs.size(); ++i)
            for (int z : sccs[i])
                res[z] = c[i], c[idx[z ^ 1]] = !c[i];
        return true;
    }
    bool get(int x) { return res[x]; }
    int get_id(int x) { return idx[x]; }
    int count() { return sccs.size(); }
};
```

### 3.2 BCC [6ac6db]

```
class BCC {
    int n, ecnt, bcnt;
    vector<vector<pair<int, int>>> g;
    vector<int> dfn, low, bcc, stk;
    vector<bool> ap, bridge;
    void dfs(int u, int f) {
        dfn[u] = low[u] = dfn[f] + 1;
        int ch = 0;
        for (auto [v, t] : g[u]) if (bcc[t] == -1) {
            bcc[t] = 0; stk.push_back(t);
            if (dfn[v]) {
                low[u] = min(low[u], dfn[v]);
                continue;
            }
            ++ch, dfs(v, u);
```

```

low[u] = min(low[u], low[v]);
if (low[v] > dfn[u]) bridge[t] = true;
if (low[v] < dfn[u]) continue;
ap[u] = true;
while (not stk.empty()) {
    int o = stk.back(); stk.pop_back();
    bcc[o] = bcnt;
    if (o == t) break;
}
bcnt += 1;
}
ap[u] = ap[u] and (ch != 1 or u != f);
}
public:
BCC(int n_) : n(n_), ecnt(0), bcnt(0), g(n), dfn(n),
    low(n), stk(), ap(n) {}
void add_edge(int u, int v) {
    g[u].emplace_back(v, ecnt);
    g[v].emplace_back(u, ecnt++);
}
void solve() {
    bridge.assign(ecnt, false); bcc.assign(ecnt, -1);
    for (int i = 0; i < n; ++i) if (!dfn[i]) dfs(i, i);
}
int bcc_id(int x) const { return bcc[x]; }
bool is_ap(int x) const { return ap[x]; }
bool is_bridge(int x) const { return bridge[x]; }
};

```

### 3.3 Round Square Tree [cf6d74]

```

struct RST { // be careful about isolate point
    int n; vector<vector<int>> T;
    RST(auto &G) : n(int(G.size())), T(n) {
        vector<int> stk, vis(n), low(n);
        auto dfs = [&](auto self, int u, int d) -> void {
            low[u] = vis[u] = d; stk.push_back(u);
            for (int v : G[u]) if (!vis[v]) {
                self(self, v, d + 1);
                if (low[v] == vis[u]) {
                    int cnt = int(T.size()); T.emplace_back();
                    for (int x = -1; x != v; stk.pop_back())
                        T[cnt].push_back(x = stk.back());
                    T[u].push_back(cnt); // T is rooted
                } else low[u] = min(low[u], low[v]);
                else low[u] = min(low[u], vis[v]);
            }
        };
        for (int u = 0; u < n; u++)
            if (!vis[u]) dfs(dfs, u, 1);
        // T may be forest; after dfs, stk are the roots
    }; // test @ 2020 Shanghai K
};

```

### 3.4 Edge TCC [5a2668]

```

vector<vector<int>> ETCC(auto &adj) {
    const int n = static_cast<int>(adj.size());
    vector<int> up(n), low(n), in, out, nx, id;
    in = out = nx = id = vector<int>(n, -1);
    int dfc = 0, cnt = 0; Dsu dsu(n);
    auto merge = [&](int u, int v) {
        dsu.join(u, v); up[u] += up[v]; };
    auto dfs = [&](auto self, int u, int p) -> void {
        in[u] = low[u] = dfc++;
        for (int v : adj[u]) if (v != u) {
            if (v == p) { p = -1; continue; }
            if (in[v] == -1) {
                self(self, v, u);
                if (nx[v] == -1 && up[v] <= 1) {
                    up[u] += up[v]; low[u] = min(low[u], low[v]);
                    continue;
                }
                if (up[v] == 0) v = nx[v];
                if (low[u] > low[v])
                    low[u] = low[v], swap(nx[u], v);
                for (; v != -1; v = nx[v]) merge(u, v);
            } else if (in[v] < in[u]) {
                low[u] = min(low[u], in[v]); up[u]++;
            } else {
                for (int &x = nx[u]; x != -1 &&
                    in[x] <= in[v] && in[v] < out[x]; x = nx[x])
                    merge(u, x);
                up[u]--;
            }
        }
        out[u] = dfc;
    };
};

```

```

};
for (int i = 0; i < n; i++)
    if (in[i] == -1) dfs(dfs, i, -1);
for (int i = 0; i < n; i++)
    if (dsu.anc(i) == i) id[i] = cnt++;
vector<vector<int>> comps(cnt);
for (int i = 0; i < n; i++)
    comps[id[dsu.anc(i)]].push_back(i);
return comps;
} // test @ yosupo judge

3.5 DMST [f4317e]
using lld = int64_t;
struct E { int s, t; lld w; }; // 0-base
struct PQ {
    struct P {
        lld v; int i;
        bool operator>(const P &b) const { return v > b.v; }
    };
    min_heap<P> pq; lld tag;
    void push(P p) { p.v -= tag; pq.emplace(p); }
    P top() { P p = pq.top(); p.v += tag; return p; }
    void join(PQ &b) {
        if (pq.size() < b.pq.size())
            swap(pq, b.pq), swap(tag, b.tag);
        while (!b.pq.empty()) push(b.top()), b.pq.pop();
    }
};
vector<int> dmst(const vector<E> &e, int n, int root) {
    vector<PQ> h(n * 2);
    for (int i = 0; i < int(e.size()); ++i)
        h[e[i].t].push({e[i].w, i});
    vector<int> a(n * 2); iota(all(a), 0);
    vector<int> v(n * 2, -1), pa(n * 2, -1), r(n * 2);
    auto o = [&](auto Y, int x) -> int {
        return x == a[x] ? x : a[x] = Y(Y, a[x]); };
    auto S = [&](int i) { return o(o, e[i].s); };
    int pc = v[root] = n;
    for (int i = 0; i < n; ++i) if (v[i] == -1)
        for (int p = i; v[p] < 0 || v[p] == i; p = S(r[p])) {
            if (v[p] == i)
                for (int q = pc++; p != q; p = S(r[p])) {
                    h[p].tag -= h[p].top().v; h[q].join(h[p]);
                    pa[p] = a[p] = q;
                }
            while (S(h[p].top().i) == p) h[p].pq.pop();
            v[p] = i; r[p] = h[p].top().i;
        }
    vector<int> ans;
    for (int i = pc - 1; i >= 0; i--) if (v[i] != n) {
        for (int f = e[r[i]].t; f != -1 && v[f] != n; f = pa[f])
            v[f] = n;
        ans.push_back(r[i]);
    }
    return ans; // default minimize, returns edgeid array
}

```

### 3.6 Dominator Tree [ea5b7c]

```

struct Dominator {
    vector<vector<int>> g, r, rdom; int tk;
    vector<int> dfn, rev, fa, sdом, dom, val, rp;
    Dominator(int n) : g(n), r(n), rdom(n), tk(0) {
        dfn = rev = fa = sdом = dom =
            val = rp = vector<int>(n, -1); }
    void add_edge(int x, int y) { g[x].push_back(y); }
    void dfs(int x) {
        rev[dfn[x]] = tk; x = x;
        fa[tk] = sdом[tk] = val[tk] = tk; tk++;
        for (int u : g[x]) {
            if (dfn[u] == -1) dfs(u), rp[dfn[u]] = dfn[x];
            r[dfn[u]].push_back(dfn[x]);
        }
    }
    void merge(int x, int y) { fa[x] = y; }
    int find(int x, int c = 0) {
        if (fa[x] == x) return c ? -1 : x;
        if (int p = find(fa[x], 1); p != -1) {
            if (sdом[val[x]] > sdом[val[fa[x]]])
                val[x] = val[fa[x]];
            fa[x] = p;
            return c ? p : val[x];
        } else return c ? fa[x] : val[x];
    }
};

```



```

vector<int> build(int s, int n) {
    // return the father of each node in dominator tree
    dfs(s); // p[i] = -2 if i is unreachable from s
    for (int i = tk - 1; i >= 0; --i) {
        for (int u : r[i])
            sdom[i] = min(sdom[i], sdom[find(u)]);
        if (i) rdom[sdom[i]].push_back(i);
        for (int u : rdom[i]) {
            int p = find(u);
            dom[u] = (sdom[p] == i ? i : p);
        }
        if (i) merge(i, rp[i]);
    }
    vector<int> p(n, -2); p[s] = -1;
    for (int i = 1; i < tk; ++i)
        if (sdom[i] != dom[i]) dom[i] = dom[dom[i]];
    for (int i = 1; i < tk; ++i)
        p[rev[i]] = rev[dom[i]];
    return p;
} // test @ yosupo judge
};

```

### 3.7 Edge Coloring [029763]

```

// max(d_u) + 1 edge coloring, time: O(NM)
int C[kN][kN], G[kN][kN]; // 1-based, G: ans
void clear(int N) {
    for (int i = 0; i <= N; i++)
        for (int j = 0; j <= N; j++)
            C[i][j] = G[i][j] = 0;
}
void solve(vector<pair<int, int>> &E, int N) {
    int X[kN] = {}, a;
    auto update = [&](int u) {
        for (X[u] = 1; C[u][X[u]]; X[u]++);
    };
    auto color = [&](int u, int v, int c) {
        int p = G[u][v];
        G[u][v] = G[v][u] = c;
        C[u][c] = v, C[v][c] = u;
        C[u][p] = C[v][p] = 0;
        if (p) X[u] = X[v] = p;
        else update(u), update(v);
        return p;
    };
    auto flip = [&](int u, int c1, int c2) {
        int p = C[u][c1];
        swap(C[u][c1], C[u][c2]);
        if (p) G[u][p] = G[p][u] = c2;
        if (!C[u][c1]) X[u] = c1;
        if (!C[u][c2]) X[u] = c2;
        return p;
    };
    for (int i = 1; i <= N; i++) X[i] = 1;
    for (int t = 0; t < E.size(); t++) {
        auto [u, v] = E[t];
        int v0 = v, c = X[u], c0 = c, d;
        vector<pair<int, int>> L; int vst[kN] = {};
        while (!G[u][v0]) {
            L.emplace_back(v, d = X[v]);
            if (!C[v][c]) for (a=L.size()-1; a>=0; a--)
                c = color(u, L[a].first, c);
            else if (!C[u][d]) for (a=L.size()-1; a>=0; a--)
                color(u, L[a].first, L[a].second);
            else if (vst[d]) break;
            else vst[d] = 1, v = C[u][d];
        }
        if (!G[u][v0]) {
            for (; v; v = flip(v, c, d), swap(c, d));
            if (C[u][c0]) { a = int(L.size()) - 1;
                while (--a >= 0 && L[a].second != c);
                for (; a>=0; a--) color(u, L[a].first, L[a].second);
            } else t--;
        }
    }
}

```

### 3.8 Centroid Decomposition [670cdd]

```

class Centroid {
    vector<vector<pair<int, int>>> g; // g[u] = {(v, w)}
    vector<int> pa, dep, vis, sz, mx;
    vector<vector<int64_t>> Dist;
    vector<int64_t> Sub, Sub2;
    vector<int> Cnt, Cnt2;

```

```

    void DfsSz(vector<int> &tmp, int x) {
        vis[x] = true, sz[x] = 1, mx[x] = 0;
        for (auto [u, w] : g[x]) if (not vis[u]) {
            DfsSz(tmp, u); sz[x] += sz[u];
            mx[x] = max(mx[x], sz[u]);
        }
        tmp.push_back(x);
    }
    void DfsDist(int x, int64_t D = 0) {
        Dist[x].push_back(D); vis[x] = true;
        for (auto [u, w] : g[x])
            if (not vis[u]) DfsDist(u, D + w);
    }
    void DfsCen(int x, int D, int p) {
        vector<int> tmp; DfsSz(tmp, x);
        int M = int(tmp.size()), C = -1;
        for (int u : tmp)
            if (max(M - sz[u], mx[u]) * 2 <= M) C = u;
        for (int u : tmp) vis[u] = false;
        DfsDist(C);
        for (int u : tmp) vis[u] = false;
        pa[C] = p, vis[C] = true, dep[C] = D;
        for (auto [u, w] : g[C])
            if (not vis[u]) DfsCen(u, D + 1, C);
    }
public:
    Centroid(int N) : g(N), pa(N), dep(N),
        vis(N), sz(N), mx(N), Dist(N),
        Sub(N), Sub2(N), Cnt(N), Cnt2(N) {}
    void AddEdge(int u, int v, int w) {
        g[u].emplace_back(v, w);
        g[v].emplace_back(u, w);
    }
    void Build() { DfsCen(0, 0, -1); }
    void Mark(int v) {
        int x = v, z = -1;
        for (int i = dep[v]; i >= 0; --i) {
            Sub[x] += Dist[v][i], Cnt[x]++;
            if (z != -1)
                Sub2[z] += Dist[v][i], Cnt2[z]++;
            x = pa[z = x];
        }
    }
    int64_t Query(int v) {
        int64_t res = 0;
        int x = v, z = -1;
        for (int i = dep[v]; i >= 0; --i) {
            res += Sub[x] + 1LL * Cnt[x] * Dist[v][i];
            if (z != -1)
                res -= Sub2[z] + 1LL * Cnt2[z] * Dist[v][i];
            x = pa[z = x];
        }
        return res;
    }
}; // pa, dep are centroid tree attributes

```

### 3.9 Lowbit Decomposition [760ac]

```

class LBD {
    int timer, chains;
    vector<vector<int>>> G;
    vector<int> tl, tr, chain, head, dep, pa;
    // chains : number of chain
    // tl, tr[u] : subtree interval in the seq. of u
    // head[i] : head of the chain i
    // chain[u] : chain id of the chain u is on
    void predfs(int u, int f) {
        dep[u] = dep[pa[u] = f] + 1;
        for (int v : G[u]) if (v != f) {
            predfs(v, u);
            if (lowbit(chain[u]) < lowbit(chain[v]))
                chain[u] = chain[v];
        }
        if (chain[u] == 0) chain[u] = ++chains;
    }
    void dfschain(int u, int f) {
        tl[u] = timer++;
        if (head[chain[u]] == -1)
            head[chain[u]] = u;
        for (int v : G[u])
            if (v != f and chain[v] == chain[u])
                dfschain(v, u);
        for (int v : G[u])

```

```

    if (v != f and chain[v] != chain[u])
        dfschain(v, u);
    tr[u] = timer;
}
public:
LBD(int n) : timer(0), chains(0), G(n), tl(n), tr(n),
    chain(n), head(n + 1, -1), dep(n), pa(n) {}
void add_edge(int u, int v) {
    G[u].push_back(v); G[v].push_back(u);
}
void decompose() { predfs(0, 0); dfschain(0, 0); }
PII get_subtree(int u) { return {tl[u], tr[u]}; }
vector<PII> get_path(int u, int v) {
    vector<PII> res;
    while (chain[u] != chain[v]) {
        if (dep[head[chain[u]]] < dep[head[chain[v]]])
            swap(u, v);
        int s = head[chain[u]];
        res.emplace_back(tl[s], tl[u] + 1);
        u = pa[s];
    }
    if (dep[u] < dep[v]) swap(u, v);
    res.emplace_back(tl[v], tl[u] + 1);
    return res;
}
};

```

### 3.10 Virtual Tree [ad5cf5]

```

vector<pair<int, int>> build(vector<int> vs, int r) {
    vector<pair<int, int>> res;
    sort(vs.begin(), vs.end(), [](int i, int j) {
        return dfn[i] < dfn[j]; });
    vector<int> s = {r};
    for (int v : vs) if (v != r) {
        if (int o = lca(v, s.back()); o != s.back()) {
            while (s.size() >= 2) {
                if (dfn[s[s.size() - 2]] < dfn[o]) break;
                res.emplace_back(s[s.size() - 2], s.back());
                s.pop_back();
            }
            if (s.back() != o) {
                res.emplace_back(o, s.back());
                s.back() = o;
            }
        }
        s.push_back(v);
    }
    for (size_t i = 1; i < s.size(); ++i)
        res.emplace_back(s[i - 1], s[i]);
    return res; // (x, y): x->y
}

```

### 3.11 Tree Hashing [d6a9f9]

```

vector<int> g[maxn]; ll h[maxn];
llu F(llu z) { // xorshift64star from iwiwi
    z ^= z >> 12; z ^= z << 25; z ^= z >> 27;
    return z * 2685821657736338717LL;
}
llu hsah(int u, int f) {
    ll r = 127; // bigger?
    for (int v : g[u]) if (v != f) r += hsah(v, u);
    return h[u] = F(r);
} // test @ UOJ 763 & yosupo library checker

```

### 3.12 Mo's Algorithm on Tree

```

dfs u:
    push u
    iterate subtree
    push u
Let P = LCA(u, v) with St(u) <= St(v)
if (P == u) query[St(u), St(v)]
else query[Ed(u), St(v)], query[St(P), St(P)]

```

### 3.13 Count Cycles [c7e8f2]

```

// ord = sort by deg decreasing, rk[ord[i]] = i
// D[i] = edge point from rk small to rk big
for (int x : ord) { // c3
    for (int y : D[x]) vis[y] = 1;
    for (int y : D[x]) for (int z : D[y]) c3 += vis[z];
    for (int y : D[x]) vis[y] = 0;
}
for (int x : ord) { // c4
    for (int y : D[x]) for (int z : adj[y])
        if (rk[z] > rk[x]) c4 += vis[z]++;
    for (int y : D[x]) for (int z : adj[y])

```

```

    if (rk[z] > rk[x]) --vis[z];
} // both are O(M*sqrt(M)), test @ 2022 CCPC guangzhou

```

### 3.14 MaximalClique [293730]

// contain a self loop u to u, than u won't in clique

```

template <size_t maxn> class MaxClique {
private:
    using bits = bitset<maxn>;
    bits popped, G[maxn], ans;
    size_t deg[maxn], deo[maxn], n;
    void sort_by_degree() {
        popped.reset();
        for (size_t i = 0; i < n; ++i)
            deg[i] = G[i].count();
        for (size_t i = 0; i < n; ++i) {
            size_t mi = maxn, id = 0;
            for (size_t j = 0; j < n; ++j)
                if (not popped[j] and deg[j] < mi)
                    mi = deg[id = j];
            popped[deo[i] = id] = 1;
            for (size_t u = G[i].Find_first(); u < n;
                u = G[i].Find_next(u))
                --deg[u];
        }
    }
    void BK(bits R, bits P, bits X) {
        if (R.count() + P.count() <= ans.count()) return;
        if (not P.count() and not X.count()) {
            if (R.count() > ans.count()) ans = R;
            return;
        }
        /* greedily choose max degree as pivot
        bits cur = P | X; size_t pivot = 0, sz = 0;
        for (size_t u = cur.Find_first();
            u < n; u = cur.Find_next(u))
            if (deg[u] > sz) sz = deg[pivot = u];
        cur = P & (~G[pivot]);
        */ // or simply choose first
        bits cur = P & (~G[(P | X).Find_first()]);
        for (size_t u = cur.Find_first(); u < n;
            u = cur.Find_next(u)) {
            if (R[u]) continue;
            R[u] = 1;
            BK(R, P & G[u], X & G[u]);
            R[u] = P[u] = 0, X[u] = 1;
        }
    }
public:
    void init(size_t n_) {
        n = n_;
        for (size_t i = 0; i < n; ++i) G[i].reset();
        ans.reset();
    }
    void add_edges(int u, bits S) { G[u] = S; }
    void add_edge(int u, int v) { G[u][v] = G[v][u] = 1; }
    int solve() {
        sort_by_degree(); // or simply iota(deo... )
        for (size_t i = 0; i < n; ++i)
            deg[i] = G[i].count();
        bits pob, nob = 0; pob.set();
        for (size_t i = n; i < maxn; ++i) pob[i] = 0;
        for (size_t i = 0; i < n; ++i) {
            size_t v = deo[i];
            bits tmp;
            tmp[v] = 1;
            BK(tmp, pob & G[v], nob & G[v]);
            pob[v] = 0, nob[v] = 1;
        }
        return static_cast<int>(ans.count());
    }
};

```

### 3.15 MaximumClique [aee5d8]

```

constexpr size_t kN = 150; using bits = bitset<kN>;
struct MaxClique {
    bits G[kN], cs[kN];
    int ans, sol[kN], q, cur[kN], d[kN], n;
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; ++i) G[i].reset();
    }
    void add_edge(int u, int v) { G[u][v] = G[v][u] = 1; }
    void pre_dfs(vector<int> &v, int i, bits mask) {

```

```

if (i < 4) {
    for (int x : v) d[x] = (int)(G[x] & mask).count();
    sort(all(v), [&](int x, int y) {
        return d[x] > d[y]; });
}
vector<int> c(v.size());
cs[1].reset(), cs[2].reset();
int l = max(ans - q + 1, 1), r = 2, tp = 0, k;
for (int p : v) {
    for (k = 1; (cs[k] & G[p]).any(); ++k);
    if (k >= r) cs[+r].reset();
    cs[k][p] = 1;
    if (k < l) v[tp++] = p;
}
for (k = l; k < r; ++k)
    for (auto p = cs[k]._Find_first();
         p < kN; p = cs[k]._Find_next(p))
        v[tp] = (int)p, c[tp] = k, ++tp;
dfs(v, c, i + 1, mask);
}
void dfs(vector<int> &v, vector<int> &c,
        int i, bits mask) {
    while (!v.empty()) {
        int p = v.back(); v.pop_back(); mask[p] = 0;
        if (q + c.back() <= ans) return;
        cur[q++] = p;
        vector<int> nr;
        for (int x : v) if (G[p][x]) nr.push_back(x);
        if (!nr.empty()) pre_dfs(nr, i, mask & G[p]);
        else if (q > ans) ans = q, copy_n(cur, q, sol);
        c.pop_back(); --q;
    }
}
int solve() {
    vector<int> v(n); iota(all(v), 0);
    ans = q = 0; pre_dfs(v, 0, bits(string(n, '1')));
    return ans; // sol[0 ~ ans-1]
}
} cliq; // test @ yosupo judge

```

### 3.16 Minimum Mean Cycle [e23bc0]

```

// WARNING: TYPE matters
struct Edge { int s, t; llf c; };
llf solve(vector<Edge> &e, int n) {
    // O(VE), returns inf if no cycle, mmc otherwise
    vector<VI> prv(n + 1, VI(n)), prve = prv;
    vector<vector<llf>> d(n + 1, vector<llf>(n, inf));
    d[0] = vector<llf>(n, 0);
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < (int)e.size(); ++j) {
            auto [s, t, c] = e[j];
            if (d[i][s] < inf && d[i + 1][t] > d[i][s] + c) {
                d[i + 1][t] = d[i][s] + c;
                prv[i + 1][t] = s; prve[i + 1][t] = j;
            }
        }
    }
    llf mmc = inf; int st = -1;
    for (int i = 0; i < n; ++i) {
        llf avg = -inf;
        for (int k = 0; k < n; ++k) {
            if (d[n][i] < inf - eps)
                avg = max(avg, (d[n][i] - d[k][i]) / (n - k));
            else avg = inf;
        }
        if (avg < mmc) tie(mmc, st) = tie(avg, i);
    }
    if (st == -1) return inf;
    vector<int> vst(n), eid, cycle, rho;
    for (int i = n; !vst[st]; st = prv[i--][st]) {
        vst[st]++; eid.emplace_back(prve[i][st]);
        rho.emplace_back(st);
    }
    while (vst[st] != 2) {
        int v = rho.back(); rho.pop_back();
        cycle.emplace_back(v); vst[v]++;
    }
    reverse(all(eid)); eid.resize(cycle.size());
    return mmc;
}

```

## 4 Flow & Matching

### 4.1 HopcroftKarp [930040]

```

struct HK {
    vector<int> l, r, a, p; int ans;
    HK(int n, int m, auto &g) : l(n, -1), r(m, -1), ans(0) {
        for (bool match = true; match;) {
            match = false; a.assign(n, -1); p.assign(m, -1);
            queue<int> q;
            for (int i = 0; i < n; ++i)
                if (l[i] == -1) q.push(a[i] = p[i] = i);
            // bitset<maxn> nvis, t; nvis.set();
            while (!q.empty()) {
                int z, x = q.front(); q.pop();
                if (l[a[x]] != -1) continue;
                for (int y : g[x]) { // or iterate t = g[x]&nvis
                    // nvis.reset(y);
                    if (r[y] == -1) {
                        for (z = y; z != -1; )
                            r[z] = x, swap(l[x], z), x = p[x];
                        match = true; ++ans; break;
                    } else if (p[r[y]] == -1)
                        q.push(z = r[y]), p[z] = x, a[z] = a[x];
                }
            }
        }
    }
};

```

### 4.2 Kuhn Munkres [2c09ed]

```

struct KM { // maximize, test @ UOJ 80
    int n, l, r; lld ans; // fl and fr are the match
    vector<lld> hl, hr; vector<int> fl, fr, pre, q;
    void bfs(const auto &w, int s) {
        vector<int> vl(n), vr(n); vector<lld> slk(n, INF);
        l = r = 0; vr[q[r++] = s] = true;
        const auto check = [&](int x) -> bool {
            if (vl[x] || slk[x] > 0) return true;
            vl[x] = true; slk[x] = INF;
            if (fl[x] != -1) return vr[q[r++] = fl[x]] = true;
            while (x != -1) swap(x, fr[fl[x] = pre[x]]);
            return false;
        };
        while (true) {
            while (l < r)
                for (int x = 0, y = q[l++]; x < n; ++x) if (!vl[x])
                    if (chmin(slk[x], hl[x] + hr[y] - w[x][y]))
                        if (pre[x] = y, !check(x)) return;
                lld d = ranges::min(slk);
                for (int x = 0; x < n; ++x)
                    vl[x] ? hl[x] += d : slk[x] -= d;
                for (int x = 0; x < n; ++x) if (vr[x]) hr[x] -= d;
                for (int x = 0; x < n; ++x) if (!check(x)) return;
            }
        }
    }
    KM(int n_, const auto &w) : n(n_), ans(0),
        hl(n), hr(n), fl(n, -1), fr(fl), pre(n), q(n) {
        for (int i = 0; i < n; ++i) hl[i] = ranges::max(w[i]);
        for (int i = 0; i < n; ++i) bfs(w, i);
        for (int i = 0; i < n; ++i) ans += w[i][fl[i]];
    }
};

```

### 4.3 Flow Models

- Maximum/Minimum flow with lower bound / Circulation problem
  - Construct super source  $S$  and sink  $T$ .
  - For each edge  $(x, y, l, u)$ , connect  $x \rightarrow y$  with capacity  $u - l$ .
  - For each vertex  $v$ , denote by  $in(v)$  the difference between the sum of incoming lower bounds and the sum of outgoing lower bounds.
  - If  $in(v) > 0$ , connect  $S \rightarrow v$  with capacity  $in(v)$ , otherwise, connect  $v \rightarrow T$  with capacity  $-in(v)$ .
    - To maximize, connect  $t \rightarrow s$  with capacity  $\infty$  (skip this in circulation problem), and let  $f$  be the maximum flow from  $S$  to  $T$ . If  $f \neq \sum_{v \in V, in(v) > 0} in(v)$ , there's no solution. Otherwise, the maximum flow from  $s$  to  $t$  is the answer. Also,  $f$  is a mincost valid flow.
    - To minimize, let  $f$  be the maximum flow from  $S$  to  $T$ . Connect  $t \rightarrow s$  with capacity  $\infty$  and let the flow from  $S$  to  $T$  be  $f'$ . If  $f + f' \neq \sum_{v \in V, in(v) > 0} in(v)$ , there's no solution. Otherwise,  $f'$  is the answer.
  - The solution of each edge  $e$  is  $l_e + f_e$ , where  $f_e$  corresponds to the flow of edge  $e$  on the graph.
- Construct minimum vertex cover from maximum matching  $M$  on bipartite graph  $(X, Y)$ 
  - Redirect every edge:  $y \rightarrow x$  if  $(x, y) \in M$ ,  $x \rightarrow y$  otherwise.
  - DFS from unmatched vertices in  $X$ .
  - $x \in X$  is chosen iff  $x$  is unvisited;  $y \in Y$  is chosen iff  $y$  is visited.
- Minimum cost cyclic flow
  - Construct super source  $S$  and sink  $T$
  - For each edge  $(x, y, c)$ , connect  $x \rightarrow y$  with  $(cost, cap) = (c, 1)$  if  $c > 0$ , otherwise connect  $y \rightarrow x$  with  $(cost, cap) = (-c, 1)$
  - For each edge with  $c < 0$ , sum these cost as  $K$ , then increase  $d(y)$  by 1,

- decrease  $d(x)$  by 1
- For each vertex  $v$  with  $d(v) > 0$ , connect  $S \rightarrow v$  with  $(cost, cap) = (0, d(v))$
  - For each vertex  $v$  with  $d(v) < 0$ , connect  $v \rightarrow T$  with  $(cost, cap) = (0, -d(v))$
  - Flow from  $S$  to  $T$ , the answer is the cost of the flow  $C + K$
- Maximum density induced subgraph
- Binary search on answer, suppose we're checking answer  $T$
  - Construct a max flow model, let  $K$  be the sum of all weights
  - Connect source  $s \rightarrow v, v \in G$  with capacity  $K$
  - For each edge  $(u, v, w)$  in  $G$ , connect  $u \rightarrow v$  and  $v \rightarrow u$  with capacity  $w$
  - For  $v \in G$ , connect it with sink  $v \rightarrow t$  with capacity  $K + 2T - (\sum_{e \in E(v)} w(e)) - 2w(v)$
  - $T$  is a valid answer if the maximum flow  $f < K|V|$
- Minimum weight edge cover
- For each  $v \in V$  create a copy  $v'$ , and connect  $u' \rightarrow v'$  with weight  $w(u, v)$ .
  - Connect  $v \rightarrow v'$  with weight  $2\mu(v)$ , where  $\mu(v)$  is the cost of the cheapest edge incident to  $v$ .
  - Find the minimum weight perfect matching on  $G'$ .
- Project selection cheat sheet:  $S, T$  分別代表 0, 1 側，最小化總花費。
- |                            |   |
|----------------------------|---|
| $i$ 為 0 時花費 $c$            | $(i, T, c)$   |
| $i$ 為 1 時花費 $c$            | $(S, i, c)$   |
| $i \in I$ 有任何一個為 0 時花費 $c$ | $(i, w, \infty), (w, T, c)$                         |
| $i \in I$ 有任何一個為 1 時花費 $c$ | $(S, w, c), (w, i, \infty)$                         |
| $i$ 為 0 時得到 $c$            | 直接得到 $c; (S, i, c)$                                 |
| $i$ 為 1 時得到 $c$            | 直接得到 $c; (i, T, c)$                                 |
| $i$ 為 0, $j$ 為 1 時花費 $c$   | $(i, j, c)$   |
| $i, j$ 不同時花費 $c$           | $(i, j, c), (j, i, c)$                              |
| $i, j$ 同時是 0 時得到 $c$       | 直接得到 $c; (S, w, c), (w, i, \infty), (w, j, \infty)$ |
| $i, j$ 同時是 1 時得到 $c$       | 直接得到 $c; (i, w, \infty), (j, w, \infty), (w, T, c)$ |
- Submodular functions minimization
- For a function  $f: 2^V \rightarrow \mathbb{R}$ ,  $f$  is a submodular function iff
    - $\forall S, T \subseteq V, f(S) + f(T) \geq f(S \cup T) + f(S \cap T)$ , or
    - $\forall X \subseteq Y \subseteq V, x \notin Y, f(X \cup \{x\}) - f(X) \geq f(Y \cup \{x\}) - f(Y)$ .
  - To minimize  $\sum_i \theta_i(x_i) + \sum_{i < j} \phi_{ij}(x_i, x_j) + \sum_{i < j < k} \psi_{ijk}(x_i, x_j, x_k)$
  - If  $\theta_i(1) \geq \theta_i(0)$ , add edge  $(S, i, \theta_i(1) - \theta_i(0))$  and  $\theta_i(0)$  to answer; otherwise,  $(i, T, \theta_i(0) - \theta_i(1))$  and  $\theta_i(1)$ .
  - Add edges  $(i, j, \phi_{ij}(0, 1) + \phi_{ij}(1, 0) - \phi_{ij}(0, 0) - \phi_{ij}(1, 1))$ .
  - Denote  $x_{ijk}$  as helper nodes. Let  $P = \psi_{ijk}(0, 0, 0) + \psi_{ijk}(0, 1, 1) + \psi_{ijk}(1, 0, 1) + \psi_{ijk}(1, 1, 0) - \psi_{ijk}(0, 0, 1) - \psi_{ijk}(0, 1, 0) - \psi_{ijk}(1, 0, 0) - \psi_{ijk}(1, 1, 1)$ . Add  $-P$  to answer. If  $P \geq 0$ , add edges  $(i, x_{ijk}, P), (j, x_{ijk}, P), (k, x_{ijk}, P), (x_{ijk}, T, P)$ ; otherwise  $(x_{ijk}, i, -P), (x_{ijk}, j, -P), (x_{ijk}, k, -P), (S, x_{ijk}, -P)$ .
  - The minimum cut of this graph will be the the minimum value of the function above.

#### 4.4 Dinic [32c53e]

```
template <typename> Cap = int64_t> class Dinic {
private:
    struct E { int to, rev; Cap cap; }; int n, st, ed;
    vector<vector<E>> G; vector<size_t> lv, idx;
    bool BFS(int k) {
        lv.assign(n, 0); idx.assign(n, 0);
        queue<int> bfs; bfs.push(st); lv[st] = 1;
        while (not bfs.empty() and not lv[ed]) {
            int u = bfs.front(); bfs.pop();
            for (auto e: G[u]) if (e.cap >> k and !lv[e.to])
                bfs.push(e.to), lv[e.to] = lv[u] + 1;
        }
        return lv[ed];
    }
    Cap DFS(int u, Cap f = numeric_limits<Cap>::max()) {
        if (u == ed) return f;
        Cap ret = 0;
        for (auto &i = idx[u]; i < G[u].size(); ++i) {
            auto &[to, rev, cap] = G[u][i];
            if (cap <= 0 or lv[to] != lv[u] + 1) continue;
            Cap nf = DFS(to, min(f, cap));
            ret += nf; cap -= nf; f -= nf;
            G[to][rev].cap += nf;
            if (f == 0) return ret;
        }
        if (ret == 0) lv[u] = 0;
        return ret;
    }
public:
    void init(int n_) { G.assign(n = n_, vector<E>()); }
    void add_edge(int u, int v, Cap c) {
        G[u].push_back({v, int(G[v].size()), c});
        G[v].push_back({u, int(G[u].size())-1, 0});
    }
    Cap max_flow(int st_, int ed_) {
        st = st_, ed = ed_; Cap ret = 0;
        for (int i = 63; i >= 0; --i)
            while (BFS(i)) ret += DFS(st);
        return ret;
    }
}
```

```
}; // test @ luogu P3376
```

#### 4.5 HLPP [198e4e]

```
template <typename T> struct HLPP {
    struct Edge { int to, rev; T flow, cap; };
    int n, mx; vector<vector<Edge>> adj; vector<T> excess;
    vector<int> d, cnt, active; vector<vector<int>> B;
    void add_edge(int u, int v, int f) {
        Edge a{v, (int)size(adj[v]), 0, f};
        Edge b{u, (int)size(adj[u]), 0, 0};
        adj[u].push_back(a), adj[v].push_back(b);
    }
    void enqueue(int v) {
        if (!active[v] && excess[v] > 0 && d[v] < n) {
            mx = max(mx, d[v]);
            B[d[v]].push_back(v); active[v] = 1;
        }
    }
    void push(int v, Edge &e) {
        T df = min(excess[v], e.cap - e.flow);
        if (df <= 0 || d[v] != d[e.to] + 1) return;
        e.flow += df, adj[e.to][e.rev].flow -= df;
        excess[e.to] += df, excess[v] -= df;
        enqueue(e.to);
    }
    void gap(int k) {
        for (int v = 0; v < n; v++) if (d[v] >= k)
            cnt[d[v]]--, d[v] = n, cnt[d[v]]++;
    }
    void relabel(int v) {
        cnt[d[v]]--; d[v] = n;
        for (auto e: adj[v])
            if (e.cap > e.flow) d[v] = min(d[v], d[e.to] + 1);
        cnt[d[v]]++; enqueue(v);
    }
    void discharge(int v) {
        for (auto &e: adj[v])
            if (excess[v] > 0) push(v, e);
            else break;
        if (excess[v] <= 0) return;
        if (cnt[d[v]] == 1) gap(d[v]);
        else relabel(v);
    }
    T max_flow(int s, int t) {
        for (auto &e: adj[s]) excess[s] += e.cap;
        cnt[0] = n; enqueue(s); active[t] = 1;
        for (mx = 0; mx >= 0; mx--)
            if (!B[mx].empty()) {
                int v = B[mx].back(); B[mx].pop_back();
                active[v] = 0; discharge(v);
            } else --mx;
        return excess[t];
    }
    HLPP(int _n): n(_n), adj(n), excess(n),
        d(n), cnt(n + 1), active(n), B(n) {}
};
```

#### 4.6 Global Min-Cut [ae7013]

```
void add_edge(auto &w, int u, int v, int c) {
    w[u][v] += c; w[v][u] += c; }
auto phase(const auto &w, int n, vector<int> id) {
    vector<int> g(n); int s = -1, t = -1;
    while (!id.empty()) {
        int c = -1;
        for (int i: id) if (c == -1 || g[i] > g[c]) c = i;
        s = t; t = c;
        id.erase(ranges::find(id, c));
        for (int i: id) g[i] += w[c][i];
    }
    return tuple{s, t, g[t]};
}
lld mincut(auto w, int n) {
    lld cut = numeric_limits<lld>::max();
    vector<int> id(n); iota(all(id), 0);
    for (int i = 0; i < n - 1; ++i) {
        auto [s, t, gt] = phase(w, n, id);
        id.erase(ranges::find(id, t));
        cut = min(cut, gt);
        for (int j = 0; j < n; ++j)
            w[s][j] += w[t][j], w[j][s] += w[j][t];
    }
    return cut;
}
// O(V^3), can be O(VE + V^2 log V)?
```



## 4.7 GomoryHu Tree [5edb29]

```
vector<tuple<int, int, int>> GomoryHu(int n){
    vector<tuple<int, int, int>> rt;
    vector<int> g(n);
    for (int i = 1; i < n; ++i) {
        int t = g[i];
        auto f = flow;
        rt.emplace_back(f.max_flow(i, t), i, t);
        f.walk(i); // bfs points that connected to i (use
                  // edges with .cap > 0)
        for (int j = i + 1; j < n; ++j)
            if (g[j]==t&&f.connect(j)) // check if i can reach j
                g[j] = i;
    }
    return rt;
}
/* for our dinic:
 * void walk(int) { BFS(0); }
 * bool connect(int i) { return lv[i]; } */
```

## 4.8 Minimum Cost Max Flow [6d1b01]

```
template <typename F, typename C> class MCMF {
    static constexpr F INF_F = numeric_limits<F>::max();
    static constexpr C INF_C = numeric_limits<C>::max();
    struct E {
        int to, r;
        F f; C c;
        E() {}
        E(int a, int b, F x, C y)
            : to(a), r(b), f(x), c(y) {}
    };
    vector<vector<E>> g;
    vector<pair<int, int>> f;
    vector<bool> inq;
    vector<F> up; vector<C> d;
    optional<pair<F, C>> step(int S, int T) {
        queue<int> q;
        for (q.push(S), d[S] = 0, up[S] = INF_F;
             !q.empty(); q.pop()) {
            int u = q.front(); inq[u] = false;
            if (up[u] == 0) continue;
            for (int i = 0; i < int(g[u].size()); ++i) {
                auto e = g[u][i]; int v = e.to;
                if (e.f <= 0 or d[v] <= d[u] + e.c)
                    continue;
                d[v] = d[u] + e.c; f[v] = {u, i};
                up[v] = min(up[u], e.f);
                if (not inq[v]) q.push(v);
                inq[v] = true;
            }
        }
        if (d[T] == INF_C) return nullopt;
        for (int i = T; i != S; i = f[i].first) {
            auto &eg = g[f[i].first][f[i].second];
            eg.f -= up[T];
            g[eg.to][eg.r].f += up[T];
        }
        return pair{up[T], d[T]};
    }
public:
    MCMF(int n) : g(n), f(n), inq(n), up(n), d(n, INF_C) {}
    void add_edge(int s, int t, F c, C w) {
        g[s].emplace_back(t, int(g[t].size()), c, w);
        g[t].emplace_back(s, int(g[s].size()) - 1, 0, -w);
    }
    pair<F, C> solve(int a, int b) {
        F c = 0; C w = 0;
        while (auto r = step(a, b)) {
            c += r->first, w += r->first * r->second;
            fill(inq.begin(), inq.end(), false);
            fill(d.begin(), d.end(), INF_C);
        }
        return {c, w};
    }
};
```

## 4.9 Dijkstra Cost Flow [9675fa]

```
template <typename F, typename C> class MCMF {
    static constexpr F INF_F = numeric_limits<F>::max();
    static constexpr C INF_C = numeric_limits<C>::max();
    struct E {
        int to, r; F f; C c;
        E(int a, int b, F x, C y)
```

```
        : to(a), r(b), f(x), c(y) {}
    };
    vector<vector<E>> g; vector<pair<int, int>> f;
    vector<F> up; vector<C> d, h;
    optional<pair<F, C>> step(int S, int T) {
        priority_queue<pair<C, int>> q;
        q.emplace(d[S] = 0, S), up[S] = INF_F;
        while (not q.empty()) {
            auto [l, u] = q.top(); q.pop();
            if (up[u] == 0 or l != -d[u]) continue;
            for (int i = 0; i < int(g[u].size()); ++i) {
                auto e = g[u][i]; int v = e.to;
                auto nd = d[u] + e.c + h[u] - h[v];
                if (e.f <= 0 or d[v] <= nd) continue;
                f[v] = {u, i}; up[v] = min(up[u], e.f);
                q.emplace(-(d[v] = nd), v);
            }
        }
        if (d[T] == INF_C) return nullopt;
        for (size_t i = 0; i < d.size(); ++i) h[i] += d[i];
        for (int i = T; i != S; i = f[i].first) {
            auto &eg = g[f[i].first][f[i].second];
            eg.f -= up[T]; g[eg.to][eg.r].f += up[T];
        }
        return pair{up[T], h[T]};
    }
public:
    MCMF(int n) : g(n), f(n), up(n), d(n, INF_C) {}
    void add_edge(int s, int t, F c, C w) {
        g[s].emplace_back(t, int(g[t].size()), c, w);
        g[t].emplace_back(s, int(g[s].size()) - 1, 0, -w);
    }
    pair<F, C> solve(int a, int b) {
        h.assign(g.size(), 0);
        F c = 0; C w = 0;
        while (auto r = step(a, b)) {
            c += r->first, w += r->first * r->second;
            fill(d.begin(), d.end(), INF_C);
        }
        return {c, w};
    }
};
```

## 4.10 Minimum Cost Circulation [3f7d84]

```
template <typename F, typename C>
struct MinCostCirculation {
    struct ep { int to; F flow; C cost; };
    int n; vector<int> vis; int visc;
    vector<int> fa, fae; vector<vector<int>> g;
    vector<ep> e; vector<C> pi;
    MinCostCirculation(int n_) : n(n_), vis(n), visc(0), g
        (n), pi(n) {}
    void add_edge(int u, int v, F fl, C cs) {
        g[u].emplace_back((int)e.size());
        e.emplace_back(v, fl, cs);
        g[v].emplace_back((int)e.size());
        e.emplace_back(u, 0, -cs);
    }
    C phi(int x) {
        if (fa[x] == -1) return 0;
        if (vis[x] == visc) return pi[x];
        vis[x] = visc;
        return pi[x] = phi(fa[x]) - e[fae[x]].cost;
    }
    int lca(int u, int v) {
        for (; u != -1 || v != -1; swap(u, v)) if (u != -1) {
            if (vis[u] == visc) return u;
            vis[u] = visc;
            u = fa[u];
        }
        return -1;
    }
    void pushflow(int x, C &cost) {
        int v = e[x ^ 1].to, u = e[x].to;
        ++visc;
        if (int w = lca(u, v); w == -1) {
            while (v != -1)
                swap(x ^= 1, fae[v]), swap(u, fa[v]), swap(u, v);
        } else {
            int z = u, dir = 0; F f = e[x].flow;
            vector<int> cyc = {x};
            for (int d : {0, 1})
```

```

    for (int i = (d ? u : v); i != w; i = fa[i]) {
        cyc.push_back(fae[i] ^ d);
        if (chmin(f, e[fae[i] ^ d].flow)) z = i, dir = d;
    }
    for (int i : cyc) {
        e[i].flow -= f; e[i ^ 1].flow += f;
        cost += f * e[i].cost;
    }
    if (dir) x ^= 1, swap(u, v);
    while (u != z)
        swap(x ^= 1, fae[v]), swap(u, fa[v]), swap(u, v);
}
}
void dfs(int u) {
    vis[u] = visc;
    for (int i : g[u])
        if (int v = e[i].to; vis[v] != visc and e[i].flow)
            fa[v] = u, fae[v] = i, dfs(v);
}
C simplex() {
    C cost = 0;
    fa.assign(g.size(), -1); fae.assign(e.size(), -1);
    ++visc; dfs(0);
    for (int fail = 0; fail < ssize(e); )
        for (int i = 0; i < ssize(e); i++)
            if (e[i].flow and e[i].cost < phi(e[i ^ 1].to) -
                phi(e[i].to))
                fail = 0, pushflow(i, cost), ++visc;
            else ++fail;
    return cost;
}
};

```

## 4.11 General Graph Matching [5f2293]

```

struct Matching {
    queue<int> q; int ans, n;
    vector<int> fa, s, v, pre, match;
    int Find(int u) {
        return u == fa[u] ? u : fa[u] = Find(fa[u]);
    }
    int LCA(int x, int y) {
        static int tk = 0; tk++; x = Find(x); y = Find(y);
        for (; swap(x, y)) if (x != n) {
            if (v[x] == tk) return x;
            v[x] = tk;
            x = Find(pre[match[x]]);
        }
    }
    void Blossom(int x, int y, int l) {
        for (; Find(x) != l; x = pre[y]) {
            pre[x] = y, y = match[x];
            if (s[y] == 1) q.push(y), s[y] = 0;
            for (int z: {x, y}) if (fa[z] == z) fa[z] = l;
        }
    }
    bool Bfs(auto &&g, int r) {
        iota(all(fa), 0); ranges::fill(s, -1);
        q = queue<int>(); q.push(r); s[r] = 0;
        for (; !q.empty(); q.pop()) {
            for (int x = q.front(); int u : g[x])
                if (s[u] == -1) {
                    if (pre[u] = x, s[u] = 1, match[u] == n) {
                        for (int a = u, b = x, last;
                            b != n; a = last, b = pre[a])
                            last = match[b], match[b] = a, match[a] = b;
                        return true;
                    }
                    q.push(match[u]); s[match[u]] = 0;
                } else if (!s[u] && Find(u) != Find(x)) {
                    int l = LCA(u, x);
                    Blossom(x, u, l); Blossom(u, x, l);
                }
            }
        }
        return false;
    }
    Matching(auto &&g) : ans(0), n(int(g.size())),
        fa(n+1), s(n+1), v(n+1), pre(n+1, n), match(n+1, n) {
        for (int x = 0; x < n; ++x)
            if (match[x] == n) ans += Bfs(g, x);
        // match[x] == n means not matched
    }; // test @ yosupo judge

```

## 4.12 Weighted Matching [94ca35]

```

#define pb emplace_back

```

```

#define rep(i, l, r) for (int i=(l); i<=(r); ++i)
struct WeightGraph { // 1-based
    static const int inf = INT_MAX;
    struct edge { int u, v, w; }; int n, nx;
    vector<int> lab; vector<vector<edge>> g;
    vector<int> slack, match, st, pa, S, vis;
    vector<vector<int>> flo, flo_from; queue<int> q;
    WeightGraph(int n_) : n(n_), nx(n * 2), lab(nx + 1),
        g(nx + 1, vector<edge>(nx + 1)), slack(nx + 1),
        flo(nx + 1), flo_from(nx + 1, vector(n + 1, 0)) {
        match = st = pa = S = vis = slack;
        rep(u, 1, n) rep(v, 1, n) g[u][v] = {u, v, 0};
    }
    int ED(edge e) {
        return lab[e.u] + lab[e.v] - g[e.u][e.v].w * 2;
    }
    void update_slack(int u, int x, int &s) {
        if (!s || ED(g[u][x]) < ED(g[s][x])) s = u;
    }
    void set_slack(int x) {
        slack[x] = 0;
        for (int u = 1; u <= n; ++u)
            if (g[u][x].w > 0 && st[u] != x && S[st[u]] == 0)
                update_slack(u, x, slack[x]);
    }
    void q_push(int x) {
        if (x <= n) q.push(x);
        else for (int y : flo[x]) q_push(y);
    }
    void set_st(int x, int b) {
        st[x] = b;
        if (x > n) for (int y : flo[x]) set_st(y, b);
    }
    vector<int> split_flo(auto &f, int xr) {
        auto it = find(all(f), xr);
        if (auto pr = it - f.begin(); pr % 2 == 1)
            reverse(1 + all(f), it = f.end() - pr);
        auto res = vector(f.begin(), it);
        return f.erase(f.begin(), it), res;
    }
    void set_match(int u, int v) {
        match[u] = g[u][v].v;
        if (u <= n) return;
        int xr = flo_from[u][g[u][v].u];
        auto &f = flo[u], z = split_flo(f, xr);
        rep(i, 0, int(z.size())-1) set_match(z[i], z[i ^ 1]);
        set_match(xr, v); f.insert(f.end(), all(z));
    }
    void augment(int u, int v) {
        for (;) {
            int xnv = st[match[u]]; set_match(u, v);
            if (!xnv) return;
            set_match(xnv, st[pa[xnv]]);
            u = st[pa[xnv]], v = xnv;
        }
    }
    int lca(int u, int v) {
        static int t = 0; ++t;
        for (++t; u || v; swap(u, v)) if (u) {
            if (vis[u] == t) return u;
            vis[u] = t; u = st[match[u]];
            if (u) u = st[pa[u]];
        }
        return 0;
    }
    void add_blossom(int u, int o, int v) {
        int b = int(find(n + 1 + all(st), 0) - begin(st));
        lab[b] = 0, S[b] = 0; match[b] = match[o];
        vector<int> f = {o};
        for (int x = u, y; x != o; x = st[pa[y]])
            f.pb(x), f.pb(y = st[match[x]]), q_push(y);
        reverse(1 + all(f));
        for (int x = v, y; x != o; x = st[pa[y]])
            f.pb(x), f.pb(y = st[match[x]]), q_push(y);
        flo[b] = f; set_st(b, b);
        for (int x = 1; x <= nx; ++x)
            g[b][x].w = g[x][b].w = 0;
        for (int x = 1; x <= n; ++x) flo_from[b][x] = 0;
        for (int xs : flo[b]) {
            for (int x = 1; x <= nx; ++x)
                if (g[b][x].w == 0 || ED(g[xs][x]) < ED(g[b][x]))
                    g[b][x] = g[xs][x], g[x][b] = g[x][xs];
            for (int x = 1; x <= n; ++x)
                if (flo_from[xs][x]) flo_from[b][x] = xs;
        }
    }

```

```

}
set_slack(b);
}
void expand_blossom(int b) {
    for (int x : flo[b]) set_st(x, x);
    int xr = flo_from[b][g[b][pa[b]].u], xs = -1;
    for (int x : split_flo(flo[b], xr)) {
        if (xs == -1) { xs = x; continue; }
        pa[xs] = g[x][xs].u; S[xs] = 1, S[x] = 0;
        slack[xs] = 0; set_slack(x); q_push(x); xs = -1;
    }
    for (int x : flo[b])
        if (x == xr) S[x] = 1, pa[x] = pa[b];
        else S[x] = -1, set_slack(x);
    st[b] = 0;
}
bool on_found_edge(const edge &e) {
    if (int u = st[e.u], v = st[e.v]; S[v] == -1) {
        int nu = st[match[v]]; pa[v] = e.u; S[v] = 1;
        slack[v] = slack[nu] = 0; S[nu] = 0; q_push(nu);
    } else if (S[v] == 0) {
        if (int o = lca(u, v)) add_blossom(u, o, v);
        else return augment(u, v, augment(v, u), true);
    }
    return false;
}
bool matching() {
    ranges::fill(S, -1); ranges::fill(slack, 0);
    q = queue<int>();
    for (int x = 1; x <= nx; ++x)
        if (st[x] == x && !match[x])
            pa[x] = 0, S[x] = 0, q_push(x);
    if (q.empty()) return false;
    for (;;) {
        while (q.size()) {
            int u = q.front(); q.pop();
            if (S[st[u]] == 1) continue;
            for (int v = 1; v <= n; ++v)
                if (g[u][v].w > 0 && st[u] != st[v]) {
                    if (ED(g[u][v]) != 0)
                        update_slack(u, st[v], slack[st[v]]);
                    else if (on_found_edge(g[u][v])) return true;
                }
        }
        int d = inf;
        for (int b = n + 1; b <= nx; ++b)
            if (st[b] == b && S[b] == 1)
                d = min(d, lab[b] / 2);
        for (int x = 1; x <= nx; ++x)
            if (int s = slack[x]; st[x] == x && s && S[x] <= 0)
                d = min(d, ED(g[s][x]) / (S[x] + 2));
        for (int u = 1; u <= n; ++u)
            if (S[st[u]] == 1) lab[u] += d;
            else if (S[st[u]] == 0) {
                if (lab[u] <= d) return false;
                lab[u] -= d;
            }
        rep(b, n + 1, nx) if (st[b] == b && S[b] >= 0)
            lab[b] += d * (2 - 4 * S[b]);
        for (int x = 1; x <= nx; ++x)
            if (int s = slack[x]; st[x] == x &&
                s && st[s] != x && ED(g[s][x]) == 0)
                if (on_found_edge(g[s][x])) return true;
        for (int b = n + 1; b <= nx; ++b)
            if (st[b] == b && S[b] == 1 && lab[b] == 0)
                expand_blossom(b);
    }
    return false;
}
pair<lld, int> solve() {
    ranges::fill(match, 0);
    rep(u, 0, n) st[u] = u, flo[u].clear();
    int w_max = 0;
    rep(u, 1, n) rep(v, 1, n) {
        flo_from[u][v] = (u == v ? u : 0);
        w_max = max(w_max, g[u][v].w);
    }
    for (int u = 1; u <= n; ++u) lab[u] = w_max;
    int n_matches = 0; lld tot_weight = 0;
    while (matching()) ++n_matches;
    rep(u, 1, n) if (match[u] && match[u] < u)
        tot_weight += g[u][match[u]].w;
}

```

```

return make_pair(tot_weight, n_matches);
}
void set_edge(int u, int v, int w) {
    g[u][v].w = g[v][u].w = w;
}
};

```

## 5 Math

### 5.1 Common Bounds

$$p(0) = 1, p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k - 1)/2) \approx 0.145/n \cdot \exp(2.56\sqrt{n})$$

$\frac{n}{p(n)}$	2	3	4	5	6	7	8	9	20	50	100	$\frac{n}{d(i)}$	100	1e3	1e6	1e9	1e12	1e15	1e18
	2	3	5	7	11	15	22	30	627	2e5	2e8		12	32	240	1344	6720	26880	103680

$n$	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
$\frac{n}{\binom{2n}{n}}$	2	6	20	70	252	924	3432	12870	48620	184756	7e5	2e6	1e7	4e7	1.5e8

### 5.2 Stirling Number

#### First Kind

$S_1(n, k)$  counts the number of permutations of  $n$  elements with  $k$  disjoint cycles.

- $S_1(n, k) = (n-1) \cdot S_1(n-1, k) + S_1(n-1, k-1)$
- $S_1(n, i) = [x^i] \left( \prod_{i=0}^{n-1} (x+i) \right)$ , use D&Q and Taylor shift.

$$S_1(i, k) = \frac{i!}{k!} [x^i] \left( \sum_{j \geq 1} \frac{x^j}{j} \right)^k$$

#### Second Kind

$S_2(n, k)$  counts the number of ways to partition a set of  $n$  elements into  $k$  nonempty sets.

- $S_2(n, k) = S_2(n-1, k-1) + k \cdot S_2(n-1, k)$
- $S_2(n, k) = \sum_{i=0}^k \binom{n}{i} i^n (-1)^{k-i} = \sum_{i=0}^k \frac{(-1)^i}{i!} \cdot \frac{(k-i)^n}{(k-i)!}$
- $S_2(i, k) = \frac{i!}{k!} [x^i] (e^x - 1)^k$

### 5.3 ax+by=gcd [d0cbdd]

```

// ax+ny = 1, ax+ny == ax == 1 (mod n)
void exgcd(lld x, lld y, lld &g, lld &a, lld &b) {
    if (y == 0) g = x, a = 1, b = 0;
    else exgcd(y, x % y, g, b, a), b -= (x / y) * a;
}

```

### 5.4 Chinese Remainder [d69e74]

```

// please ensure r_i \in [0, m_i)
bool crt(lld &m1, lld &r1, lld m2, lld r2) {
    if (m2 > m1) swap(m1, m2), swap(r1, r2);
    lld g, a, b; exgcd(m1, m2, g, a, b);
    if ((r2 - r1) % g != 0) return false;
    m2 /= g; lld D = (r2 - r1) / g % m2 * a % m2;
    r1 += (D < 0 ? D + m2 : D) * m1; m1 *= m2;
    assert (r1 >= 0 && r1 < m1);
    return true;
}

```

### 5.5 DiscreteLog [86e463]

```

template<typename Int>
Int BSGS(Int x, Int y, Int M) {
    // x^? \equiv y (mod M)
    Int t = 1, c = 0, g = 1;
    for (Int M_ = M; M_ > 0; M_ >= 1) g = g * x % M;
    for (g = gcd(g, M); t % g != 0; ++c) {
        if (t == y) return c;
        t = t * x % M;
    }
    if (y % g != 0) return -1;
    t /= g, y /= g, M /= g;
    Int h = 0, gs = 1;
    for (; h * h < M; ++h) gs = gs * x % M;
    unordered_map<Int, Int> bs;
    for (Int s = 0; s < h; bs[y] = ++s) y = y * x % M;
    for (Int s = 0; s < M; s += h) {
        t = t * gs % M;
        if (bs.count(t)) return c + s + h - bs[t];
    }
    return -1;
}

```

### 5.6 Quadratic Residue [f0baec]

```

int get_root(int n, int P) { // ensure 0 <= n < p
    if (P == 2 or n == 0) return n;
    auto check = [&](lld x) {
        return modpow(int(x), (P - 1) / 2, P);
    };
    if (check(n) != 1) return -1;
    mt19937 rnd(7122); lld z = 1, w;
    while (check(w = (z * z - n + P) % P) != P - 1)
        z = rnd() % P;
    const auto M = [P, w](auto &u, auto &v) {
        auto [a, b] = u; auto [c, d] = v;
        return make_pair((a * c + b * d % P * w) % P,
            (a * d + b * c) % P);
    };
}

```

```
pair<lld, lld> r(1, 0), e(z, 1);
for (int q = (P + 1) / 2; q; q >>= 1, e = M(e, e))
    if (q & 1) r = M(r, e);
return int(r.first); // sqrt(n) mod P where P is prime
}
```

## 5.7 Extended Euler

$$a^b \equiv \begin{cases} a^{(b \bmod \varphi(m)) + \varphi(m)} & \text{if } (a, m) \neq 1 \wedge b \geq \varphi(m) \\ a^b & \text{otherwise} \end{cases} \pmod{m}$$

## 5.8 Extended FloorSum

$$g(a, b, c, n) = \sum_{i=0}^n \left\lfloor \frac{ai+b}{c} \right\rfloor$$

$$= \begin{cases} \left\lfloor \frac{a}{c} \right\rfloor \cdot \frac{n(n+1)(2n+1)}{6} + \left\lfloor \frac{b}{c} \right\rfloor \cdot \frac{n(n+1)}{2} \\ + g(a \bmod c, b \bmod c, c, n), & a \geq c \vee b \geq c \\ 0, & n < 0 \vee a = 0 \\ \frac{1}{2} \cdot (n(n+1)m - f(c, c-b-1, a, m-1)) \\ - h(c, c-b-1, a, m-1), & \text{otherwise} \end{cases}$$

$$h(a, b, c, n) = \sum_{i=0}^n \left\lfloor \frac{ai+b}{c} \right\rfloor^2$$

$$= \begin{cases} \left\lfloor \frac{a}{c} \right\rfloor^2 \cdot \frac{n(n+1)(2n+1)}{6} + \left\lfloor \frac{b}{c} \right\rfloor^2 \cdot (n+1) \\ + \left\lfloor \frac{a}{c} \right\rfloor \cdot \left\lfloor \frac{b}{c} \right\rfloor \cdot n(n+1) \\ + h(a \bmod c, b \bmod c, c, n) \\ + 2 \left\lfloor \frac{a}{c} \right\rfloor \cdot g(a \bmod c, b \bmod c, c, n) \\ + 2 \left\lfloor \frac{b}{c} \right\rfloor \cdot f(a \bmod c, b \bmod c, c, n), & a \geq c \vee b \geq c \\ 0, & n < 0 \vee a = 0 \\ nm(m+1) - 2g(c, c-b-1, a, m-1) \\ - 2f(c, c-b-1, a, m-1) - f(a, b, c, n), & \text{otherwise} \end{cases}$$

## 5.9 Extended Euclidean [e09892]

```
template <typename T>
auto euclid(lld a, lld b, lld c, lld n, T U, T R) {
    b %= c;
    if (a >= c)
        return euclid(a % c, b, c, n, U, mpow(U, a / c) * R);
    lld m = (i128(a) * n + b) / c;
    if (!m) return mpow(R, n);
    return mpow(R, (c - b - 1) / a) * U *
        euclid(c, c - b - 1, a, m - 1, R, U) *
        mpow(R, n - (i128(c) * m - b - 1) / a);
}
// time complexity is O(log max(a, c))
// 給定二維座標系上的一次函數 $y = (ax + b) / c$
// 維護一個矩陣 $A = I$, 考慮 $x \in [0, n]$
// 每次向右穿過網格的垂直線時，乘上一個矩陣 $SR$
// 每次向上穿過網格的水平線時，乘上一個矩陣 $SU$
// 若剛好經過一個整點，那麼先乘 $SU$ 再乘 $SR$
```

## 5.10 FloorSum [fb5917]

```
// @param n `n < 2^32`
// @param m `1 <= m < 2^32`
// @return sum_{i=0}^{n-1} floor((ai + b)/m) mod 2^64
llu floor_sum_unsigned(llu n, llu m, llu a, llu b) {
    llu ans = 0;
    while (true) {
        if (a >= m) ans += n*(n-1)/2 * (a/m), a %= m;
        if (b >= m) ans += n * (b/m), b %= m;
        if ((llu y_max = a * n + b; y_max >= m) {
            n = (llu)(y_max / m), b = (llu)(y_max % m);
            swap(m, a);
        } else break;
    }
    return ans;
}
lld floor_sum(lld n, lld m, lld a, lld b) {
    llu ans = 0;
    if (a < 0) {
        llu a2 = (a % m + m), d = (a2 - a) / m;
        ans -= 1ULL * n * (n - 1) / 2 * d; a = a2;
    }
    if (b < 0) {
        llu b2 = (b % m + m), d = (b2 - b) / m;
        ans -= 1ULL * n * d; b = b2;
    }
    return ans + floor_sum_unsigned(n, m, a, b);
}
```

## 5.11 ModMin [253e4d]

```
// min{k | l <= ((ak) mod m) <= r}
optional<llu> mod_min(u32 a, u32 m, u32 l, u32 r) {
    if (a == 0) return l ? nullopt : 0;
```

```
if (auto k = llu(l + a - 1) / a; k * a <= r)
    return k;
auto b = m / a, c = m % a;
if (auto y = mod_min(c, a, a - r % a, a - l % a))
    return (l + *y * c + a - 1) / a + *y * b;
return nullopt;
}
```

## 5.12 FWT [f82550]

```
/* or convolution:
 * x = (x0, x0+x1), inv = (x0, x1-x0) w/o final div
 * and convolution:
 * x = (x0+x1, x1), inv = (x0-x1, x1) w/o final div */
void fwt(int x[], int N, bool inv = false) {
    for (int d = 1; d < N; d <= d * 2)
        for (int s = 0; s < N; s += d * 2)
            for (int i = s; i < s + d; i++) {
                int j = i + d, ta = x[i], tb = x[j];
                x[i] = add(ta, tb);
                x[j] = sub(ta, tb);
            }
    if (inv) {
        const int invn = modinv(N);
        for (int i = 0; i < N; i++)
            x[i] = mul(x[i], invn);
    }
}
```

## 5.13 Packed FFT [7c64ba]

```
int round2k(size_t n) {
    int sz = 1; while (sz < int(n)) sz *= 2; return sz;
}
VL convolution(const VI &a, const VI &b) {
    const int sz = round2k(a.size() + b.size() - 1);
    // Should be able to handle N <= 10^5, C <= 10^4
    vector<P> v(sz);
    for (size_t i = 0; i < a.size(); ++i) v[i].RE(a[i]);
    for (size_t i = 0; i < b.size(); ++i) v[i].IM(b[i]);
    fft(v.data(), sz, /*inv=*/false);
    auto rev = v; reverse(1 + all(rev));
    for (int i = 0; i < sz; ++i) {
        P A = (v[i] + conj(rev[i])) / P(2, 0);
        P B = (v[i] - conj(rev[i])) / P(0, 2);
        v[i] = A * B;
    }
    VL c(sz); fft(v.data(), sz, /*inv=*/true);
    for (int i = 0; i < sz; ++i) c[i] = roundl(RE(v[i]));
    return c;
}
VI convolution_mod(const VI &a, const VI &b) {
    const int sz = round2k(a.size() + b.size() - 1);
    vector<P> fa(sz), fb(sz);
    for (size_t i = 0; i < a.size(); ++i)
        fa[i] = P(a[i] & ((1 << 15) - 1), a[i] >> 15);
    for (size_t i = 0; i < b.size(); ++i)
        fb[i] = P(b[i] & ((1 << 15) - 1), b[i] >> 15);
    fft(fa.data(), sz); fft(fb.data(), sz);
    auto rfa = fa; reverse(1 + all(rfa));
    for (int i = 0; i < sz; ++i) fa[i] *= fb[i];
    for (int i = 0; i < sz; ++i) fb[i] *= conj(rfa[i]);
    fft(fa.data(), sz, true); fft(fb.data(), sz, true);
    vector<int> res(sz);
    for (int i = 0; i < sz; ++i) {
        lld A = (lld)roundl(RE((fa[i] + fb[i]) / P(2, 0))));
        lld C = (lld)roundl(IM((fa[i] - fb[i]) / P(0, 2))));
        lld B = (lld)roundl(IM(fa[i])); B %= p; C %= p;
        res[i] = (A + (B << 15) + (C << 30)) % p;
    }
    return res;
}
// test @ yosupo judge with long double
```

## 5.14 CRT for arbitrary mod [e4dde7]

```
const int mod = 1000000007;
const int M1 = 985661441; // G = 3 for M1, M2, M3
const int M2 = 998244353;
const int M3 = 1004535809;
int superBigCRT(lld A, lld B, lld C) {
    static_assert (M1 < M2 && M2 < M3);
    constexpr lld r12 = modpow(M1, M2-2, M2);
    constexpr lld r13 = modpow(M1, M3-2, M3);
    constexpr lld r23 = modpow(M2, M3-2, M3);
    constexpr lld M1M2 = 1LL * M1 * M2 % mod;
    B = (B - A + M2) * r12 % M2;
    C = (C - A + M3) * r13 % M3;
    C = (C - B + M3) * r23 % M3;
```



```

    return (A + B * M1 + C * M1M2) % mod;
}

```

## 5.15 NTT / FFT [41c1f2]

```

template <int mod, int G, int maxn> struct NTT {
    static_assert(maxn == (maxn & -maxn));
    int roots[maxn];
    NTT () {
        int r = modpow(G, (mod - 1) / maxn);
        for (int i = maxn >> 1; i; i >>= 1) {
            roots[i] = 1;
            for (int j = 1; j < i; j++)
                roots[i + j] = mul(roots[i + j - 1], r);
            r = mul(r, r);
            // for (int j = 0; j < i; j++) // FFT (tested)
            // roots[i+j] = polar<llf>(1, PI * j / i);
        }
        // n must be 2^k, and 0 <= F[i] < mod
    }
    template <typename T>
    void operator()(int F[], T n, bool inv = false) {
        for (T i = 0, j = 0; i < n; i++) {
            if (i < j) swap(F[i], F[j]);
            for (T k = n >> 1; (j ^= k) < k; k >>= 1);
        }
        for (T s = 1; s < n; s *= 2) {
            for (T i = 0; i < n; i += s * 2) {
                for (T j = 0; j < s; j++) {
                    int a = F[i+j], b = mul(F[i+j+s], roots[s+j]);
                    F[i+j] = add(a, b); // a + b
                    F[i+j+s] = sub(a, b); // a - b
                }
            }
        }
        if (inv) {
            int iv = modinv(int(n));
            for (T i = 0; i < n; i++) F[i] = mul(F[i], iv);
            reverse(F + 1, F + n);
        }
    }
};

```

## 5.16 Formal Power Series [c6b99a]

```

#define fi(l, r) for (size_t i = (l); i < (r); i++)
using S = vector<int>;
auto Mul(auto a, auto b, size_t sz) {
    a.resize(sz), b.resize(sz);
    ntt(a.data(), sz), ntt(b.data(), sz);
    fi(0, sz) a[i] = mul(a[i], b[i]);
    return ntt(a.data(), sz, true), a;
}
S Newton(const S &v, int init, auto &&iter) {
    S Q = { init };
    for (int sz = 2; Q.size() < v.size(); sz *= 2) {
        S A{begin(v), begin(v) + min(sz, int(v.size()))};
        A.resize(sz * 2), Q.resize(sz * 2);
        iter(Q, A, sz * 2); Q.resize(sz);
    }
    return Q.resize(v.size()), Q;
}
S Inv(const S &v) { // v[0] != 0
    return Newton(v, modinv(v[0]),
        [](S &X, S &A, int sz) {
            ntt(X.data(), sz), ntt(A.data(), sz);
            for (int i = 0; i < sz; i++)
                X[i] = mul(X[i], sub(2, mul(X[i], A[i])));
            ntt(X.data(), sz, true);
        });
}
S Dx(S A) {
    fi(1, A.size()) A[i - 1] = mul(i, A[i]);
    return A.empty() ? A : (A.pop_back(), A);
}
S Sx(S A) {
    A.insert(A.begin(), 0);
    fi(1, A.size()) A[i] = mul(modinv(int(i)), A[i]);
    return A;
}
S Ln(const S &A) { // coef[0] == 1; res[0] == 0
    auto B = Sx(Mul(Dx(A), Inv(A), bit_ceil(A.size()*2)));
    return B.resize(A.size()), B;
}
S Exp(const S &v) { // coef[0] == 0; res[0] == 1
    return Newton(v, 1,

```

```

        [](S &X, S &A, int sz) {
            auto Y = X; Y.resize(sz / 2); Y = Ln(Y);
            fi(0, Y.size()) Y[i] = sub(A[i], Y[i]);
            Y[0] = add(Y[0], 1); X = Mul(X, Y, sz);
        });
}
S Pow(S a, lld M) { // period mod*(mod-1)
    assert(!a.empty() && a[0] != 0);
    const auto imul = [&a](int s) {
        for (int &x: a) x = mul(x, s);
    };
    imul(modinv(c)); a = Ln(a); imul(int(M % mod));
    a = Exp(a); imul(modpow(c, int(M % (mod - 1))));
    return a; // mod x^N where N=a.size()
}
S Sqrt(const S &v) { // need: QuadraticResidue
    assert(!v.empty() && v[0] != 0);
    const int r = get_root(v[0]); assert(r != -1);
    return Newton(v, r,
        [](S &X, S &A, int sz) {
            auto Y = X; Y.resize(sz / 2);
            auto B = Mul(A, Inv(Y), sz);
            for (int i = 0, inv2 = mod / 2 + 1; i < sz; i++)
                X[i] = mul(inv2, add(X[i], B[i]));
        });
}
S Mul(auto &&a, auto &&b) {
    const auto n = a.size() + b.size() - 1;
    auto R = Mul(a, b, bit_ceil(n));
    return R.resize(n), R;
}
S MulT(S a, S b, size_t k) {
    assert(b.size()); reverse(all(b)); auto R = Mul(a, b);
    R = vector(R.begin() + b.size() - 1, R.end());
    return R.resize(k), R;
}
S Eval(const S &f, const S &x) {
    if (f.empty()) return vector(x.size(), 0);
    const int n = int(max(x.size(), f.size()));
    auto q = vector(n * 2, S(2, 1)); S ans(n);
    fi(0, x.size()) q[i + n][1] = sub(0, x[i]);
    for (int i = n - 1; i > 0; i--)
        q[i] = Mul(q[i << 1], q[i << 1 | 1]);
    q[1] = MulT(f, Inv(q[1]), n);
    for (int i = 1; i < n; i++) {
        auto L = q[i << 1], R = q[i << 1 | 1];
        q[i << 1 | 0] = MulT(q[i], R, L.size());
        q[i << 1 | 1] = MulT(q[i], L, R.size());
    }
    for (int i = 0; i < n; i++) ans[i] = q[i + n][0];
    return ans.resize(x.size()), ans;
}
pair<S, S> DivMod(const S &A, const S &B) {
    assert(!B.empty() && B.back() != 0);
    if (A.size() < B.size()) return {{}, A};
    const auto sz = A.size() - B.size() + 1;
    S X = B; reverse(all(X)); X.resize(sz);
    S Y = A; reverse(all(Y)); Y.resize(sz);
    S Q = Mul(Inv(X), Y);
    Q.resize(sz); reverse(all(Q)); X = Mul(Q, B); Y = A;
    fi(0, Y.size()) Y[i] = sub(Y[i], X[i]);
    while (Y.size() && Y.back() == 0) Y.pop_back();
    while (Q.size() && Q.back() == 0) Q.pop_back();
    return {Q, Y};
} // empty means zero polynomial
int LinearRecursionKth(S a, S c, int64_t k) {
    const auto d = a.size(); assert(c.size() == d + 1);
    const auto sz = bit_ceil(2 * d + 1), o = sz / 2;
    S q = c; for (int &x: q) x = sub(0, x); q[0] = 1;
    S p = Mul(a, q); p.resize(sz); q.resize(sz);
    for (int r; r = (k & 1), k; k >>= 1) {
        fill(d + all(p), 0); fill(d + 1 + all(q), 0);
        ntt(p.data(), sz); ntt(q.data(), sz);
        for (size_t i = 0; i < sz; i++)
            p[i] = mul(p[i], q[(i + o) & (sz - 1)]);
        for (size_t i = 0, j = o; j < sz; i++, j++)
            q[i] = q[j] = mul(q[i], q[j]);
        ntt(p.data(), sz, true); ntt(q.data(), sz, true);
        for (size_t i = 0; i < d; i++) p[i] = p[i << 1 | r];
        for (size_t i = 0; i <= d; i++) q[i] = q[i << 1];
    } // Bostan-Mori
    return mul(p[0], modinv(q[0]));
} // a_n = \sum c_j a_{n-j}, c_0 is not used

```

## 5.17 Partition Number [9bb845]

```
ans[0] = tmp[0] = 1;
for (int i = 1; i * i <= n; i++) {
    for (int rep = 0; rep < 2; rep++)
        for (int j = i; j <= n - i * i; j++)
            modadd(tmp[j], tmp[j-i]);
    for (int j = i * i; j <= n; j++)
        modadd(ans[j], tmp[j - i * i]);
}
```

### 5.18 Pi Count [715863]

```
struct S { int rough; lld large; int id; };
lld PrimeCount(lld n) { // n ~ 10^13 => < 1s
    if (n <= 1) return 0;
    const int v = static_cast<int>(sqrtl(n)); int pc = 0;
    vector<int> smalls(v + 1), skip(v + 1); vector<S> z;
    for (int i = 2; i <= v; ++i) smalls[i] = (i + 1) / 2;
    for (int i : views::iota(0, (v + 1) / 2))
        z.emplace_back(2*i+1, (n / (2*i+1) + 1) / 2, i);
    for (int p = 3; p <= v; ++p)
        if (smalls[p] > smalls[p - 1]) {
            const int q = p * p; ++pc;
            if (1LL * q * q > n) break;
            skip[p] = 1;
            for (int i = q; i <= v; i += 2 * p) skip[i] = 1;
            int ns = 0;
            for (auto e : z) if (!skip[e.rough]) {
                lld d = 1LL * e.rough * p;
                e.large += pc - (d <= v ? z[smalls[d] - pc].large :
                    smalls[n / d]);
                e.id = ns; z[ns++] = e;
            }
            z.resize(ns);
            for (int j = v / p; j >= p; --j) {
                int c = smalls[j] - pc, e = min(j * p + p, v + 1);
                for (int i = j * p; i < e; ++i) smalls[i] -= c;
            }
            lld ans = z[0].large; z.erase(z.begin());
            for (auto &[rough, large, k] : z) {
                const lld m = n / rough; --k;
                ans -= large - (pc + k);
                for (auto [p, _, l] : z)
                    if (l >= k || p * p > m) break;
                else ans += smalls[m / p] - (pc + l);
            }
            return ans;
        }
    // test @ yosupo library checker w/ n=1e11, 68ms
}
```

### 5.19 Miller Rabin [fbd812]

```
bool isprime(llu x) {
    auto witn = [&](llu a, int t) {
        for (llu a2; t--; a = a2) {
            a2 = mmul(a, a, x);
            if (a2 == 1 && a != 1 && a != x - 1) return true;
        }
        return a != 1;
    };
    if (x <= 2 || ~x & 1) return x == 2;
    int t = countr_zero(x-1); llu odd = (x-1) >> t;
    for (llu m : {2, 325, 9375, 28178, 450775, 9780504, 1795265022})
        if (m % x != 0 && witn(mpows(m % x, odd, x), t))
            return false;
    return true;
}
// test @ luogu 143 & yosupo judge, ~1700ms for Q=1e5
// if use montgomery, ~250ms for Q=1e5
```

### 5.20 Pollard Rho [57ad88]

```
// does not work when n is prime or n == 1
// return any non-trivial factor
llu pollard_rho(llu n) {
    static mt19937_64 rnd(120821011);
    if (!(n & 1)) return 2;
    llu y = 2, z = y, c = rnd() % n, p = 1, i = 0, t;
    auto f = [&](llu x) {
        return madd(mmul(x, x, n), c, n);
    };
    do {
        p = mmul(msub(z = f(f(z)), y = f(y), n), p, n);
        if (++i &= 63) if (i == (i & -i)) t = gcd(p, n);
    } while (t == 1);
    return t == n ? pollard_rho(n) : t;
}
// test @ yosupo judge, ~270ms for Q=100
// if use montgomery, ~70ms for Q=100
```

### 5.21 Berlekamp Massey [a94d00]

```
template <typename T>
vector<T> BerlekampMassey(const vector<T> &output) {
    vector<T> d(output.size() + 1), me, he;
    for (size_t f = 0, i = 1; i <= output.size(); ++i) {
        for (size_t j = 0; j < me.size(); ++j)
            d[i] += output[i - j - 2] * me[j];
        if ((d[i] - output[i - 1]) == 0) continue;
        if (me.empty()) {
            me.resize(f = i);
            continue;
        }
        vector<T> o(i - f - 1);
        T k = -d[i] / d[f]; o.push_back(-k);
        for (T x : he) o.push_back(x * k);
        if (o.size() < me.size()) o.resize(me.size());
        for (size_t j = 0; j < me.size(); ++j) o[j] += me[j];
        if (i-f+he.size() >= me.size()) he = me, f = i;
        me = o;
    }
    return me;
}
```

### 5.22 Gauss Elimination [9dea40]

```
void gauss(vector<vector<llf>> A, vector<llf> b) {
    const int n = A.size(), m = A[0].size();
    for (int i = 0; i < m; ++i) {
        int p = -1;
        for (int j = i; j < n; ++j)
            if (abs(A[j][i]) > eps)
                if (p == -1 || abs(A[j][i]) > abs(A[p][i]))
                    p = j;
        if (p == -1) continue;
        swap(A[p], A[i]);
        swap(b[p], b[i]);
        for (int j = 0; j < n; ++j) if (j != i) {
            llf z = A[j][i] / A[i][i];
            for (int k = 0; k < m; ++k)
                A[j][k] -= z * A[i][k];
            b[j] -= z * b[i];
        }
    }
}
```

### 5.23 Characteristic Polynomial [ff2159]

```
#define rep(x, y, z) for (int x=y; x<z; x++)
using VI = vector<int>; using VVI = vector<VI>;
void Hessenberg(VVI &H, int N) {
    for (int i = 0; i < N - 2; ++i) {
        for (int j = i + 1; j < N; ++j) if (H[j][i]) {
            rep(k, i, N) swap(H[i+1][k], H[j][k]);
            rep(k, 0, N) swap(H[k][i+1], H[k][j]);
            break;
        }
        if (!H[i + 1][i]) continue;
        for (int j = i + 2; j < N; ++j) {
            int co = mul(modinv(H[i + 1][i]), H[j][i]);
            rep(k, i, N) subeq(H[j][k], mul(H[i+1][k], co));
            rep(k, 0, N) addeq(H[k][i+1], mul(H[k][j], co));
        }
    }
}
VI CharacteristicPoly(VVI &A) {
    int N = (int)A.size(); Hessenberg(A, N);
    VVI P(N + 1, VI(N + 1)); P[0][0] = 1;
    for (int i = 1; i <= N; ++i) {
        rep(j, 0, i+1) P[i][j] = j ? P[i-1][j-1] : 0;
        for (int j = i - 1, val = 1; j >= 0; --j) {
            int co = mul(val, A[j][i - 1]);
            rep(k, 0, j+1) subeq(P[i][k], mul(P[j][k], co));
            if (j) val = mul(val, A[j][j - 1]);
        }
    }
    if (N & 1) for (int &x: P[N]) x = sub(0, x);
    return P[N]; // test: 2021 PTZ Korea K
}
```

### 5.24 Simplex [c9c93b]

```
namespace simplex {
    // maximize c^T x under Ax <= B and x >= 0
    // return VD(n, -inf) if the solution doesn't exist
    // return VD(n, +inf) if the solution is unbounded
    using VD = vector<llf>;
    using VVD = vector<vector<llf>>;
    const llf eps = 1e-9, inf = 1e+9;
}
```

```

int n, m; VVD d; vector<int> p, q;
void pivot(int r, int s) {
    llf inv = 1.0 / d[r][s];
    for (int i = 0; i < m + 2; ++i)
        for (int j = 0; j < n + 2; ++j)
            if (i != r && j != s)
                d[i][j] -= d[r][j] * d[i][s] * inv;
    for(int i=0;i<m+2;++i) if (i != r) d[i][s] *= -inv;
    for(int j=0;j<n+2;++j) if (j != s) d[r][j] *= +inv;
    d[r][s] = inv; swap(p[r], q[s]);
}
bool phase(int z) {
    int x = m + z;
    while (true) {
        int s = -1;
        for (int i = 0; i <= n; ++i) {
            if (!z && q[i] == -1) continue;
            if (s == -1 || d[x][i] < d[x][s]) s = i;
        }
        if (s == -1 || d[x][s] > -eps) return true;
        int r = -1;
        for (int i = 0; i < m; ++i) {
            if (d[i][s] < eps) continue;
            if (r == -1 ||
                d[i][n+1]/d[i][s] < d[r][n+1]/d[r][s]) r = i;
        }
        if (r == -1) return false;
        pivot(r, s);
    }
}
VD solve(const VVD &a, const VD &b, const VD &c) {
    m = (int)b.size(), n = (int)c.size();
    d = VVD(m + 2, VD(n + 2));
    for (int i = 0; i < m; ++i)
        for (int j = 0; j < n; ++j) d[i][j] = a[i][j];
    p.resize(m), q.resize(n + 1);
    for (int i = 0; i < m; ++i)
        p[i] = n + i, d[i][n] = -1, d[i][n + 1] = b[i];
    for (int i = 0; i < n; ++i) q[i] = i, d[m][i] = -c[i];
    q[n] = -1, d[m + 1][n] = 1;
    int r = 0;
    for (int i = 1; i < m; ++i)
        if (d[i][n + 1] < d[r][n + 1]) r = i;
    if (d[r][n + 1] < -eps) {
        pivot(r, n);
        if (!phase(1) || d[m + 1][n + 1] < -eps)
            return VD(n, -inf);
        for (int i = 0; i < m; ++i) if (p[i] == -1) {
            int s = min_element(d[i].begin(), d[i].end() - 1)
                - d[i].begin();
            pivot(i, s);
        }
    }
    if (!phase(0)) return VD(n, inf);
    VD x(n);
    for (int i = 0; i < m; ++i)
        if (p[i] < n) x[p[i]] = d[i][n + 1];
    return x;
}

```

## 5.25 Simplex Construction

Standard form: maximize  $\sum_{1 \leq i \leq n} c_i x_i$  such that  $\sum_{1 \leq i \leq n} A_{ji} x_i \leq b_j$  for all  $1 \leq j \leq m$  and  $x_i \geq 0$  for all  $1 \leq i \leq n$ .

1. In case of minimization, let  $c'_i = -c_i$
2.  $\sum_{1 \leq i \leq n} A_{ji} x_i \geq b_j \rightarrow \sum_{1 \leq i \leq n} -A_{ji} x_i \leq -b_j$
3.  $\sum_{1 \leq i \leq n} A_{ji} x_i = b_j \rightarrow \text{add } \leq \text{ and } \geq$ .
4. If  $x_i$  has no lower bound, replace  $x_i$  with  $x_i - x'_i$

## 5.26 Adaptive Simpson [09669e]

```

llf simp(llf l, llf r) {
    llf m = (l + r) / 2;
    return (f(l) + f(r) + 4.0 * f(m)) * (r - l) / 6.0;
}
llf F(llf L, llf R, llf v, llf eps) {
    llf M = (L + R) / 2, vl = simp(L, M), vr = simp(M, R);
    if (abs(vl + vr - v) <= 15 * eps)
        return vl + vr + (vl + vr - v) / 15.0;
    return F(L, M, vl, eps / 2.0) +
        F(M, R, vr, eps / 2.0);
} // call F(l, r, simp(l, r), 1e-6)

```

## 5.27 Integer Division [cd3c02]

```

int fdiv(int a, int b)
{ return a / b - (a % b && (a < 0) ^ (b < 0)); }

```

```

int cdiv(int a, int b)
{ return a / b + (a % b && (a < 0) ^ (b > 0)); }

```

## 6 Geometry

### 6.1 Basic Geometry [1d2d70]

```

#define IM imag
#define RE real
using lld = int64_t;
using llf = long double;
using PT = complex<lld>;
using PF = complex<llf>;
using P = PT;
llf abs(P p) { return sqrtl(norm(p)); }
PF toPF(PT p) { return PF(RE(p), IM(p)); }
int sgn(lld x) { return (x > 0) - (x < 0); }
lld dot(P a, P b) { return RE(conj(a) * b); }
lld cross(P a, P b) { return IM(conj(a) * b); }
int ori(P a, P b, P c) {
    return sgn(cross(b - a, c - a));
}
int quad(P p) {
    return (IM(p) == 0) // use sgn for PF
        ? (RE(p) < 0 ? 3 : 1) : (IM(p) < 0 ? 0 : 2);
}
int argCmp(P a, P b) {
    // returns 0/+-1, starts from theta = -PI
    int qa = quad(a), qb = quad(b);
    if (qa != qb) return sgn(qa - qb);
    return sgn(cross(b, a));
}
P rot90(P p) { return P{-IM(p), RE(p)}; }
template <typename V> llf area(const V &pt) {
    lld ret = 0;
    for (int i = 1; i + 1 < (int)pt.size(); i++)
        ret += cross(pt[i] - pt[0], pt[i+1] - pt[0]);
    return ret / 2.0;
}
template <typename V> PF center(const V &pt) {
    P ret = 0; lld A = 0;
    for (int i = 1; i + 1 < (int)pt.size(); i++) {
        lld cur = cross(pt[i] - pt[0], pt[i+1] - pt[0]);
        ret += (pt[i] + pt[i + 1] + pt[0]) * cur; A += cur;
    }
    return toPF(ret) / llf(A * 3);
}
PF project(PF p, PF q) { // p onto q
    return dot(p, q) * q / dot(q, q); // dot<llf>
}

```

### 6.2 2D Convex Hull [ecba37]

// from NaCl, counterclockwise, be careful of  $n \leq 2$

```

vector<P> convex_hull(vector<P> v) {
    sort(all(v)); // by X then Y
    if (v[0] == v.back()) return {v[0]};
    int t = 0, s = 1; vector<P> h(v.size() + 1);
    for (int _ = 2; _--; s = t--, reverse(all(v)))
        for (P p : v) {
            while (t > s && ori(p, h[t-1], h[t-2]) >= 0) t--;
            h[t++] = p;
        }
    return h.resize(t), h;
}

```

### 6.3 2D Farthest Pair [8b5844]

// p is CCW convex hull w/o colinear points

```

int n = (int)p.size(), pos = 1; lld ans = 0;
for (int i = 0; i < n; i++) {
    P e = p[(i + 1) % n] - p[i];
    while (cross(e, p[(pos + 1) % n] - p[i]) >
        cross(e, p[pos] - p[i]))
        pos = (pos + 1) % n;
    for (int j: {i, (i + 1) % n})
        ans = max(ans, norm(p[pos] - p[j]));
} // tested @ AOJ CGL_4_B

```

### 6.4 MinMax Enclosing Rect [e4470c]

// from 8BQube, plz ensure p is strict convex hull

```

const llf INF = 1e18, qi = acos(-1) / 2 * 3;
pair<llf, llf> solve(const vector<P> &p) {
    llf mx = 0, mn = INF; int n = (int)p.size();
    for (int i = 0, u = 1, r = 1, l = 1; i < n; ++i) {
#define Z(v) (p[(v) % n] - p[i])
        P e = Z(i + 1);
        while (cross(e, Z(u + 1)) > cross(e, Z(u))) ++u;
        while (dot(e, Z(r + 1)) > dot(e, Z(r))) ++r;

```

```

if (!i) l = r + 1;
while (dot(e, Z(l + 1)) < dot(e, Z(l))) ++l;
P D = p[r % n] - p[l % n];
llf H = cross(e, Z(u)) / llf(norm(e));
mn = min(mn, dot(e, D) * H);
llf B = sqrt(norm(D)) * sqrt(norm(Z(u)));
llf deg = (qi - acos(dot(D, Z(u)) / B)) / 2;
mx = max(mx, B * sin(deg) * sin(deg));
}
return {mn, mx};
} // test @ UVA 819

```

## 6.5 Minkowski Sum [602806]

```

// A, B are strict convex hull rotate to min by (X, Y)
vector<P> Minkowski(vector<P> A, vector<P> B) {
    const int N = (int)A.size(), M = (int)B.size();
    vector<P> sa(N), sb(M), C(N + M + 1);
    for (int i = 0; i < N; i++) sa[i] = A[(i+1)%N]-A[i];
    for (int i = 0; i < M; i++) sb[i] = B[(i+1)%M]-B[i];
    C[0] = A[0] + B[0];
    for (int i = 0, j = 0; i < N || j < M; ) {
        P e = (j>=M || (i<N && cross(sa[i], sb[j])>=0))
            ? sa[i++] : sb[j++];
        C[i + j] = e;
    }
    partial_sum(all(C), C.begin()); C.pop_back();
    return convex_hull(C); // just to remove colinear
}

```

## 6.6 Segment Intersection [60d016]

```

struct Seg { // closed segment
    P st, dir; // represent st + t*dir for 0<=t<=1
    Seg(P s, P e) : st(s), dir(e - s) {}
    static bool valid(lld p, lld q) {
        // is there t s.t. 0 <= t <= 1 && qt == p ?
        if (q < 0) q = -q, p = -p;
        return 0 <= p && p <= q;
    }
    vector<P> ends() const { return { st, st + dir }; }
};

template <typename T> bool isInter(T A, P p) {
    if (A.dir == P(0)) return p == A.st; // BE CAREFUL
    return cross(p - A.st, A.dir) == 0 &&
        T::valid(dot(p - A.st, A.dir), norm(A.dir));
}

template <typename U, typename V>
bool isInter(U A, V B) {
    if (cross(A.dir, B.dir) == 0) { // BE CAREFUL
        bool res = false;
        for (P p: A.ends()) res |= isInter(B, p);
        for (P p: B.ends()) res |= isInter(A, p);
        return res;
    }
    P D = B.st - A.st; lld C = cross(A.dir, B.dir);
    return U::valid(cross(D, B.dir), C) &&
        V::valid(cross(D, A.dir), C);
}

```

## 6.7 Half Plane Intersection [31e216]

```

struct Line {
    P st, ed, dir;
    Line(P s, P e) : st(s), ed(e), dir(e - s) {}
}; using LN = const Line &;
PF intersect(LN A, LN B) {
    llf t = cross(B.st - A.st, B.dir) /
        llf(cross(A.dir, B.dir));
    return toPF(A.st) + toPF(A.dir) * t; // C^3 / C^2
}

bool cov(LN l, LN A, LN B) {
    i128 u = cross(B.st-A.st, B.dir);
    i128 v = cross(A.dir, B.dir);
    // ori(l.st, l.ed, A.st + A.dir*(u/v)) <= 0?
    i128 x = RE(A.dir) * u + RE(A.st - l.st) * v;
    i128 y = IM(A.dir) * u + IM(A.st - l.st) * v;
    return sgn(x*IM(l.dir) - y*RE(l.dir)) * sgn(v) >= 0;
} // x, y are C^3, also sgn<i128> is needed

bool operator<(LN a, LN b) {
    if (int c = argCmp(a.dir, b.dir)) return c == -1;
    return ori(a.st, a.ed, b.st) < 0;
}

// cross(pt-line.st, line.dir)<=0 <-> pt in half plane
// the half plane is the LHS when going from st to ed
llf HPI(vector<Line> &q) {
    sort(q.begin(), q.end());
}

```

```

int n = (int)q.size(), l = 0, r = -1;
for (int i = 0; i < n; i++) {
    if (i && !argCmp(q[i].dir, q[i-1].dir)) continue;
    while (l < r && cov(q[i], q[r-1], q[r])) --r;
    while (l < r && cov(q[i], q[l], q[l+1])) ++l;
    q[++r] = q[i];
}
while (l < r && cov(q[l], q[r-1], q[r])) --r;
while (l < r && cov(q[l], q[l], q[l+1])) ++l;
n = r - l + 1; // q[l .. r] are the lines
if (n <= 1 || !argCmp(q[l].dir, q[r].dir)) return 0;
vector<PF> pt(n);
for (int i = 0; i < n; i++)
    pt[i] = intersect(q[i+l], q[(i+1)%n+l]);
return area(pt);
} // test @ 2020 Nordic NCP C : BigBrother

```

## 6.8 SegmentDist (Sausage) [9d8603]

```

// be careful of abs<complex<int>> (replace _abs below)
llf PointSegDist(P A, Seg B) {
    if (B.dir == P(0)) return _abs(A - B.st);
    if (sgn(dot(A - B.st, B.dir)) *
        sgn(dot(A - B.ed, B.dir)) <= 0)
        return abs(cross(A - B.st, B.dir)) / _abs(B.dir);
    return min(_abs(A - B.st), _abs(A - B.ed));
}

llf SegSegDist(const Seg &s1, const Seg &s2) {
    if (isInter(s1, s2)) return 0;
    return min({
        PointSegDist(s1.st, s2),
        PointSegDist(s1.ed, s2),
        PointSegDist(s2.st, s1),
        PointSegDist(s2.ed, s1) });
} // test @ QOJ2444 / PTZ19 Summer.D3

```

## 6.9 Rotating Sweep Line [8aff27]

```

struct Event {
    P d; int u, v;
    bool operator<(const Event &b) const {
        return sgn(cross(d, b.d)) > 0; }
};

P makePositive(P z) { return cmpxy(z, 0) ? -z : z; }
void rotatingSweepLine(const vector<P> &p) {
    const int n = (int)p.size();
    vector<Event> e; e.reserve(n * (n - 1) / 2);
    for (int i = 0; i < n; i++)
        for (int j = i + 1; j < n; j++)
            e.emplace_back(makePositive(p[i] - p[j]), i, j);
    sort(all(e));
    vector<int> ord(n), pos(n);
    iota(all(ord), 0);
    sort(all(ord), [&p](int i, int j) {
        return cmpxy(p[i], p[j]); });
    for (int i = 0; i < n; i++) pos[ord[i]] = i;
    const auto makeReverse = [](auto &v) {
        sort(all(v)); v.erase(unique(all(v)), v.end());
        vector<pair<int, int>> segs;
        for (size_t i = 0, j = 0; i < v.size(); i = j) {
            for (; j < v.size() && v[j].u - v[i].u <= j - i; j++);
            segs.emplace_back(v[i].u, v[j].u + 1 + 1);
        }
        return segs;
    };
    for (size_t i = 0, j = 0; i < e.size(); i = j) {
        /* do here */
        vector<size_t> tmp;
        for (; j < e.size() && !(e[i].u < e[j].u); j++)
            tmp.push_back(min(pos[e[j].u], pos[e[j].v]));
        for (auto [l, r] : makeReverse(tmp)) {
            reverse(ord.begin() + l, ord.begin() + r);
            for (int t = l; t < r; t++) pos[ord[t]] = t;
        }
    }
}

```

## 6.10 Polygon Cut [fdd064]

```

using P = PF;
vector<P> cut(const vector<P> &poly, P s, P e) {
    vector<P> res;
    for (size_t i = 0; i < poly.size(); i++) {
        P cur = poly[i], prv = i ? poly[i-1] : poly.back();
        bool side = ori(s, e, cur) < 0;
        if (side != (ori(s, e, prv) < 0))
            res.push_back(intersect({s, e}, {cur, prv}));
    }
}

```



```

    if (side)
        res.push_back(cur);
}
return res;
}

```

### 6.11 Point In Simple Polygon [037c52]

```

bool PIP(const vector<P> &p, P z, bool strict = true) {
    int cnt = 0, n = (int)p.size();
    for (int i = 0; i < n; i++) {
        P A = p[i], B = p[(i + 1) % n];
        if (isInter(Seg(A, B), z)) return !strict;
        auto zy = IM(z), Ay = IM(A), By = IM(B);
        cnt ^= ((zy < Ay) - (zy < By)) * ori(z, A, B) > 0;
    }
    return cnt;
}

```

### 6.12 Point In Hull (Fast) [060ba1]

```

bool PIH(const vector<P> &h, P z, bool strict = true) {
    int n = (int)h.size(), a = 1, b = n - 1, r = !strict;
    if (n < 3) return r && isInter(Seg(h[0], h[n-1]), z);
    if (ori(h[0], h[a], h[b]) > 0) swap(a, b);
    if (ori(h[0], h[a], z) >= r || ori(h[0], h[b], z) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (ori(h[0], h[c], z) > 0 ? b : a) = c;
    }
    return ori(h[a], h[b], z) < r;
}

```

### 6.13 Point In Polygon (Fast) [00590a]

```

vector<int> PIPfast(vector<P> p, vector<P> q) {
    const int N = (int)p.size(), Q = (int)q.size();
    vector<pair<P, int>> evt;
    vector<Seg> edge;
    for (int i = 0; i < N; i++) {
        int a = i, b = (i + 1) % N;
        P A = p[a], B = p[b];
        assert (A < B || B < A); // std::operator<
        if (B < A) swap(A, B);
        evt.emplace_back(A, i);
        evt.emplace_back(B, ~i);
        edge.emplace_back(A, B);
    }
    for (int i = 0; i < Q; i++)
        evt.emplace_back(q[i], i + N);
    sort(all(evt));
    auto vtx = p; sort(all(vtx));
    auto eval = [](const Seg &a, llf x) -> llf {
        if (RE(a.dir) == 0) {
            assert (x == RE(a.st));
            return IM(a.st) + llf(IM(a.dir)) / 2;
        }
        llf t = (x - RE(a.st)) / llf(RE(a.dir));
        return IM(a.st) + IM(a.dir) * t;
    };
    llf cur_x = 0;
    auto cmp = [&](const Seg &a, const Seg &b) -> bool {
        if (int s = sgn(eval(a, cur_x) - eval(b, cur_x)))
            return s == -1;
        int s = sgn(cross(b.dir, a.dir));
        if (cur_x != RE(a.st) && cur_x != RE(b.st)) s *= -1;
        return s == -1;
    };
    namespace pbds = __gnu_pbds;
    using Tree = pbds::tree<Seg, int, decltype(cmp),
        pbds::rb_tree_tag,
        pbds::tree_order_statistics_node_update>;
    Tree st(cmp);
    auto answer = [&](P ep) {
        if (binary_search(all(vtx), ep))
            return 1; // on vertex
        Seg H(ep, ep); // ??
        auto it = st.lower_bound(H);
        if (it != st.end() && isInter(it->first, ep))
            return 1; // on edge
        if (it != st.begin() && isInter(prev(it)->first, ep))
            return 1; // on edge
        auto rk = st.order_of_key(H);
        return rk % 2 == 0 ? 0 : 2; // 0: outside, 2: inside
    };
    vector<int> ans(Q);
}

```

```

for (auto [ep, i] : evt) {
    cur_x = RE(ep);
    if (i < 0) { // remove
        st.erase(edge[~i]);
    } else if (i < N) { // insert
        auto [it, succ] = st.insert({edge[i], i});
        assert (succ);
    } else
        ans[i - N] = answer(ep);
}
return ans;
} // test @ AOJ CGL_3_C

```

### 6.14 Tangent of Points To Hull [6d7cd7]

```

pair<int, int> get_tangent(const vector<P> &v, P p) {
    const auto gao = [&, N = (int)(v.size())](int s) {
        const auto lt = [&](int x, int y) {
            return ori(p, v[x % N], v[y % N]) == s;
        };
        int l = 0, r = N; bool up = lt(0, 1);
        while (r - l > 1) {
            int m = (l + r) / 2;
            if (lt(m, 0) ? up : !lt(m, m+1)) r = m;
            else l = m;
        }
        return (lt(l, r) ? r : l) % N;
    }; // test @ codeforces.com/gym/101201/problem/E
    return {gao(-1), gao(1)}; // (a,b):ori(p,v[a],v[b])<0
} // plz ensure that point strictly out of hull

```

### 6.15 Circle Class & Intersection [d5df51]

```

llf FMOD(llf x) {
    if (x < -PI) x += PI * 2;
    if (x > PI) x -= PI * 2;
    return x;
}
struct Cir { PF o; llf r; };
// be carefule when tangent
vector<llf> intersectAngle(Cir a, Cir b) {
    PF dir = b.o - a.o; llf d2 = norm(dir);
    if (norm(a.r - b.r) >= d2) { // norm(x) := |x|^2
        if (a.r < b.r) return {-PI, PI}; // a in b
        else return {}; // b in a
    } else if (norm(a.r + b.r) <= d2) return {};
    llf dis = abs(dir), theta = arg(dir);
    llf phi = acos((a.r * a.r + d2 - b.r * b.r) /
        (2 * a.r * dis)); // is acos_safe needed?
    llf L = FMOD(theta - phi), R = FMOD(theta + phi);
    return {L, R};
}
vector<PF> intersectPoint(Cir a, Cir b) {
    llf d = abs(a.o - b.o);
    if (d > b.r + a.r || d < abs(b.r - a.r)) return {};
    llf dt = (b.r * b.r - a.r * a.r) / d, d1 = (d + dt) / 2;
    PF dir = (a.o - b.o) / d;
    PF u = dir * d1 + b.o;
    PF v = rot90(dir) * sqrt(max(0.0L, b.r * b.r - d1 * d1));
    return {u + v, u - v};
} // test @ AOJ CGL probs

```

### 6.16 Circle Common Tangent [d97f1c]

```

// be careful of tangent / exact same circle
// sign1 = 1 for outer tang, -1 for inter tang
vector<Line> common_tan(const Cir &a, const Cir &b, int
    sign1) {
    if (norm(a.o - b.o) < eps) return {};
    llf d = abs(a.o - b.o), c = (a.r - sign1 * b.r) / d;
    PF v = (b.o - a.o) / d;
    if (c * c > 1) return {};
    if (abs(c * c - 1) < eps) {
        PF p = a.o + c * v * a.r;
        return {Line(p, p + rot90(b.o - a.o))};
    }
    vector<Line> ret; llf h = sqrt(max(0.0L, 1 - c * c));
    for (int sign2 : {1, -1}) {
        PF n = c * v + sign2 * h * rot90(v);
        PF p1 = a.o + n * a.r;
        PF p2 = b.o + n * (b.r * sign1);
        ret.emplace_back(p1, p2);
    }
    return ret;
}

```

### 6.17 Line-Circle Intersection [10786a]

```

vector<PF> LineCircleInter(PF p1, PF p2, PF o, llf r) {
    PF ft = p1 + project(o - p1, p2 - p1), vec = p2 - p1;
}

```

```

llf dis = abs(o - ft);
if (abs(dis - r) < eps) return {ft};
if (dis > r) return {};
vec = vec * sqrt(r * r - dis * dis) / abs(vec);
return {ft + vec, ft - vec}; // sqrt_safe?
}

```

### 6.18 Poly-Circle Intersection [8e5133]

```

// Divides into multiple triangle, and sum up
// from 8BQube, test by HDU2892 & AOJ CGL_7_H
llf _area(PF pa, PF pb, llf r) {
    if (abs(pa) < abs(pb)) swap(pa, pb);
    if (abs(pb) < eps) return 0;
    llf S, h, theta;
    llf a = abs(pb), b = abs(pa), c = abs(pb - pa);
    llf cB = dot(pb, pb - pa) / a / c, B = acos_safe(cB);
    llf cC = dot(pa, pb) / a / b, C = acos_safe(cC);
    if (a > r) {
        S = (C / 2) * r * r; h = a * b * sin(C) / c;
        if (h < r && B < PI / 2)
            S -= (acos_safe(h/r)*r*r - h*sqrt_safe(r*r-h*h));
    } else if (b > r) {
        theta = PI - B - asin_safe(sin(B) / r * a);
        S = 0.5 * a*r*sin(theta) + (C-theta)/2 * r * r;
    } else
        S = 0.5 * sin(C) * a * b;
    return S;
}
llf area_poly_circle(const vector<PF> &v, PF 0, llf r)
{
    llf S = 0;
    for (size_t i = 0, N = v.size(); i < N; ++i)
        S += _area(v[i] - 0, v[(i + 1) % N] - 0, r) *
            ori(0, v[i], v[(i + 1) % N]);
    return abs(S);
}

```

### 6.19 Minimum Covering Circle [92bb15]

```

Cir getCircum(P a, P b, P c) { // P = complex<llf>
    P z1 = a - b, z2 = a - c; llf D = cross(z1, z2) * 2;
    auto c1 = dot(a + b, z1), c2 = dot(a + c, z2);
    P o = rot90(c2 * z1 - c1 * z2) / D;
    return { o, abs(o - a) };
}
Cir minCircleCover(vector<P> p) {
    assert(!p.empty());
    ranges::shuffle(p, mt19937(114514));
    Cir c = { 0, 0 };
    for (size_t i = 0; i < p.size(); i++) {
        if (abs(p[i] - c.o) <= c.r) continue;
        c = { p[i], 0 };
        for (size_t j = 0; j < i; j++) {
            if (abs(p[j] - c.o) <= c.r) continue;
            c.o = (p[i] + p[j]) / llf(2);
            c.r = abs(p[i] - c.o);
            for (size_t k = 0; k < j; k++) {
                if (abs(p[k] - c.o) <= c.r) continue;
                c = getCircum(p[i], p[j], p[k]);
            }
        }
    }
    return c;
} // test @ TIOJ 1093 & luogu P1742

```

### 6.20 Circle Union [073c1c]

```

#define eb emplace_back
struct Teve { // test@SPOJ N=1000, 0.3~0.5s
    PF p; llf a; int add; // point, ang, add
    Teve(PF x, llf y, int z) : p(x), a(y), add(z) {}
    bool operator<(Teve &b) const { return a < b.a; }
};
// strict: x = 0, otherwise x = -1
bool disjunct(Cir &a, Cir &b, int x)
{ return sgn(abs(a.o - b.o) - a.r - b.r) > x; }
bool contain(Cir &a, Cir &b, int x)
{ return sgn(a.r - b.r - abs(a.o - b.o)) > x; }
vector<llf> CircleUnion(vector<Cir> &c) {
    // area[i] : area covered by at least i circles
    int N = (int)c.size(); vector<llf> area(N + 1);
    vector<vector<int>> overlap(N, vector<int>(N));
    auto g = overlap; // use simple 2darray to speedup
    for (int i = 0; i < N; ++i)
        for (int j = 0; j < N; ++j) {
            /* c[j] is non-strictly in c[i]. */

```

```

overlap[i][j] = i != j &&
    (sgn(c[i].r - c[j].r) > 0 ||
     (sgn(c[i].r - c[j].r) == 0 && i < j)) &&
    contain(c[i], c[j], -1);
}
for (int i = 0; i < N; ++i)
    for (int j = 0; j < N; ++j)
        g[i][j] = i != j && !(overlap[i][j] ||
            overlap[j][i] || disjunct(c[i], c[j], -1));
for (int i = 0; i < N; ++i) {
    vector<Teve> eve; int cnt = 1;
    for (int j = 0; j < N; ++j) cnt += overlap[j][i];
    // if (cnt > 1) continue; (if only need area[1])
    for (int j = 0; j < N; ++j) if (g[i][j]) {
        auto IP = intersectPoint(c[i], c[j]);
        PF aa = IP[1], bb = IP[0];
        llf A = arg(aa - c[i].o), B = arg(bb - c[i].o);
        eve.eb(bb, B, 1); eve.eb(aa, A, -1);
        if (B > A) ++cnt;
    }
    if (eve.empty()) area[cnt] += PI*c[i].r*c[i].r;
    else {
        sort(eve.begin(), eve.end());
        eve.eb(eve[0]); eve.back().a += PI * 2;
        for (size_t j = 0; j + 1 < eve.size(); j++) {
            cnt += eve[j].add;
            area[cnt] += cross(eve[j].p, eve[j+1].p) *.5;
            llf t = eve[j + 1].a - eve[j].a;
            area[cnt] += (t-sin(t)) * c[i].r * c[i].r *.5;
        }
    }
}
return area;
}

```

### 6.21 Polygon Union [2bfff43]

```

llf rat(P a, P b) { return sgn(RE(b)) ? llf(RE(a))/RE(b)
    : llf(IM(a))/IM(b); }
llf polyUnion(vector<vector<P>> &poly) {
    llf ret = 0; // area of poly[i] must be non-negative
    rep(i, 0, sz(poly)) rep(v, 0, sz(poly[i])) {
        P A = poly[i][v], B = poly[i][(v + 1) % sz(poly[i])];
        vector<pair<llf, int>> segs{{0, 0}, {1, 0}};
        rep(j, 0, sz(poly)) if (i != j) {
            rep(u, 0, sz(poly[j])) {
                P C = poly[j][u], D = poly[j][(u + 1) % sz(poly[j])];
                if (int sc = ori(A, B, C), sd = ori(A, B, D); sc !=
                    sd) {
                    llf sa = cross(D-C, A-C), sb = cross(D-C, B-C);
                    if (min(sc, sd) < 0)
                        segs.emplace_back(sa / (sa - sb), sgn(sc - sd));
                } else if (!sc && !sd && j < i && sgn(dot(B-A, D-C))
                    > 0) {
                    segs.emplace_back(rat(C - A, B - A), 1);
                    segs.emplace_back(rat(D - A, B - A), -1);
                }
            }
        }
        sort(segs.begin(), segs.end());
        for (auto &s : segs) s.first = clamp<llf>(s.first, 0,
            1);
        llf sum = 0;
        int cnt = segs[0].second;
        rep(j, 1, sz(segs)) {
            if (!cnt) sum += segs[j].first - segs[j - 1].first;
            cnt += segs[j].second;
        }
        ret += cross(A, B) * sum;
    }
    return ret / 2;
}

```

### 6.22 3D Point [46b73b]

```

struct P3 {
    llf x, y, z;
    P3 operator^(const P3 &b) const {
        return {y*b.z-b.y*z, z*b.x-b.z*x, x*b.y-b.x*y};
    }
    //Azimuthal angle (longitude) to x-axis. \in [-pi, pi]
    llf phi() const { return atan2(y, x); }
    //Zenith angle (latitude) to the z-axis. \in [0, pi]
    llf theta() const { return atan2(sqrt(x*x+y*y), z); }
}

```

```
};
P3 ver(P3 a, P3 b, P3 c) { return (b - a) ^ (c - a); }
l1d volume(P3 a, P3 b, P3 c, P3 d) {
    return dot(ver(a, b, c), d - a);
}
P3 rotate_around(P3 p, l1f angle, P3 axis) {
    l1f s = sin(angle), c = cos(angle);
    P3 u = normalize(axis);
    return u*dot(u, p)*(1-c) + p * c + cross(u, p)*s;
}
```

## 6.23 3D Convex Hull [01652a]

```
struct Face {
    int a, b, c;
    Face(int ta, int tb, int tc) : a(ta), b(tb), c(tc) {}
};
auto preprocess(const vector<P3> &pt) {
    auto G = pt.begin();
    auto a = find_if(all(pt), [&](P3 z) {
        return z != *G; }) - G;
    auto b = find_if(all(pt), [&](P3 z) {
        return ver(*G, pt[a], z) != P3(0, 0, 0); }) - G;
    auto c = find_if(all(pt), [&](P3 z) {
        return volume(*G, pt[a], pt[b], z) != 0; }) - G;
    vector<size_t> id;
    for (size_t i = 0; i < pt.size(); i++)
        if (i != a && i != b && i != c) id.push_back(i);
    return tuple{a, b, c, id};
}
// return the faces with pt indexes
// all points coplanar case will WA
vector<Face> convex_hull_3D(const vector<P3> &pt) {
    const int n = int(pt.size());
    if (n <= 3) return {}; // be careful about edge case
    vector<Face> now;
    vector<vector<int>> z(n, vector<int>(n));
    auto [a, b, c, ord] = preprocess(pt);
    now.emplace_back(a, b, c); now.emplace_back(c, b, a);
    for (auto i : ord) {
        vector<Face> next;
        for (const auto &f : now) {
            l1d v = volume(pt[f.a], pt[f.b], pt[f.c], pt[i]);
            if (v <= 0) next.push_back(f);
            z[f.a][f.b] = z[f.b][f.c] = z[f.c][f.a] = sgn(v);
        }
        const auto F = [&](int x, int y) {
            if (z[x][y] > 0 && z[y][x] <= 0)
                next.emplace_back(x, y, i);
        };
        for (const auto &f : now)
            F(f.a, f.b), F(f.b, f.c), F(f.c, f.a);
        now = next;
    }
    return now;
}
// n^2 delaunay: facets with negative z normal of
// convexhull of (x, y, x^2 + y^2), use a pseudo-point
// (0, 0, inf) to avoid degenerate case
// test @ SPOJ CH3D
// l1f area = 0, vol = 0; // surface area / volume
// for (auto [a, b, c]: faces)
// area += abs(ver(p[a], p[b], p[c]))/2.0,
// vol += volume(P3(0, 0, 0), p[a], p[b], p[c])/6.0;
```

## 6.24 3D Projection [68f350]

```
using P3F = valarray<l1f>;
P3F toP3F(P3 p) { return {p.x, p.y, p.z}; }
l1f dot(P3F a, P3F b) {
    return a[0]*b[0]+a[1]*b[1]+a[2]*b[2];
}
P3F housev(P3 A, P3 B, int s) {
    const l1f a = abs(A), b = abs(B);
    return toP3F(A) / a + s * toP3F(B) / b;
}
P project(P3 p, P3 q) {
    P3 o(0, 0, 1);
    P3F u = housev(q, o, q.z > 0 ? 1 : -1);
    auto pf = toP3F(p);
    auto np = pf - 2 * u * dot(u, pf) / dot(u, u);
    return P(np[0], np[1]);
} // project p onto the plane q^T x = 0
```

## 6.25 3D Skew Line Nearest Point

•  $L_1 : v_1 = p_1 + t_1 d_1, L_2 : v_2 = p_2 + t_2 d_2$

•  $n = d_1 \times d_2$   
 •  $n_1 = d_1 \times n, n_2 = d_2 \times n$   
 •  $c_1 = p_1 + \frac{(p_2 - p_1) \cdot n_2}{d_1 \cdot n_2} d_1, c_2 = p_2 + \frac{(p_1 - p_2) \cdot n_1}{d_2 \cdot n_1} d_2$

## 6.26 Delaunay [3a4ff1]

```
/* please ensure input points are unique */
/* A triangulation such that no points will strictly
inside circumcircle of any triangle. C should be big
enough s.t. the initial triangle contains all points */
#define L(i) ((i)==0 ? 2 : (i)-1)
#define R(i) ((i)==2 ? 0 : (i)+1)
#define F3 for (int i = 0; i < 3; i++)
bool is_inf(P z) { return RE(z) <= -C || RE(z) >= C; }
bool in_cc(const array<P,3> &p, P q) {
    i128 inf_det = 0, det = 0, inf_N, N;
    F3 {
        if (is_inf(p[i]) && is_inf(q)) continue;
        else if (is_inf(p[i])) inf_N = 1, N = -norm(q);
        else if (is_inf(q)) inf_N = -1, N = norm(p[i]);
        else inf_N = 0, N = norm(p[i]) - norm(q);
        l1d D = cross(p[R(i)] - q, p[L(i)] - q);
        inf_det += inf_N * D; det += N * D;
    }
    return inf_det != 0 ? inf_det > 0 : det > 0;
}
P v[maxn];
struct Tri;
struct E {
    Tri *t; int side;
    E(Tri *t_=0, int side_=0) : t(t_), side(side_) {}
};
struct Tri {
    array<int,3> p; array<Tri*,3> ch; array<E,3> e;
    Tri(int a=0, int b=0, int c=0) : p{a, b, c}, ch{} {}
    bool has_chd() const { return ch[0] != nullptr; }
    bool contains(int q) const {
        F3 if (ori(v[p[i]], v[p[R(i)]], v[q]) < 0)
            return false;
        return true;
    }
    bool check(int q) const {
        return in_cc({v[p[0]], v[p[1]], v[p[2]]}, v[q]);
    }
    pool<maxn * 10>, *it, *root;
    void link(const E &a, const E &b) {
        if (a.t) a.t->e[a.side] = b;
        if (b.t) b.t->e[b.side] = a;
    }
    void flip(Tri *A, int a) {
        auto [B, b] = A->e[a]; /* flip edge between A,B */
        if (!B || !A->check(B->p[b])) return;
        Tri *X = new (it++) Tri(A->p[R(a)], B->p[b], A->p[a]);
        Tri *Y = new (it++) Tri(B->p[R(b)], A->p[a], B->p[b]);
        link(E(X, 0), E(Y, 0));
        link(E(X, 1), A->e[L(a)]); link(E(X, 2), B->e[R(b)]);
        link(E(Y, 1), B->e[L(b)]); link(E(Y, 2), A->e[R(a)]);
        A->ch = B->ch = {X, Y, nullptr};
        flip(X, 1); flip(X, 2); flip(Y, 1); flip(Y, 2);
    }
    void add_point(int p) {
        Tri *r = root;
        while (r->has_chd()) for (Tri *c: r->ch)
            if (c && c->contains(p)) { r = c; break; }
        array<Tri*, 3> t; /* split into 3 triangles */
        F3 t[i] = new (it++) Tri(r->p[i], r->p[R(i)], p);
        F3 link(E(t[i], 0), E(t[R(i)], 1));
        F3 link(E(t[i], 2), r->e[L(i)]);
        r->ch = t;
        F3 flip(t[i], 2);
    }
    auto build(const vector<P> &p) {
        it = pool; int n = (int)p.size();
        vector<int> ord(n); iota(all(ord), 0);
        shuffle(all(ord), mt19937(114514));
        root = new (it++) Tri(n, n + 1, n + 2);
        copy_n(p.data(), n, v); v[n++] = P(-C, -C);
        v[n++] = P(C * 2, -C); v[n++] = P(-C, C * 2);
        for (int i : ord) add_point(i);
        vector<array<int, 3>> res;
        for (Tri *now = pool; now != it; now++)
            if (!now->has_chd()) res.push_back(now->p);
        return res;
    }
}
```

## 6.27 Build Voronoi [94f000]

```
void build_voronoi_cells(auto &p, auto &res) {
    vector<vector<int>> adj(p.size());
    for (auto f: res) F3 {
        int a = f[i], b = f[R(i)];
        if (a >= p.size() || b >= p.size()) continue;
        adj[a].emplace_back(b);
    }
    // use `adj` and `p` and HPI to build cells
    for (size_t i = 0; i < p.size(); i++) {
        vector<Line> ls = frame; // the frame
        for (int j : adj[i]) {
            P m = p[i] + p[j], d = rot90(p[j] - p[i]);
            assert(norm(d) != 0);
            ls.emplace_back(m, m + d); // doubled coordinate
        } // HPI(ls)
    }
}
```

## 6.28 kd Tree (Nearest Point) [f733e5]

```
struct KDTree {
    struct Node {
        int x, y, x1, y1, x2, y2, id, f; Node *L, *R;
    } tree[maxn], *root;
    lld dis2(int x1, int y1, int x2, int y2) {
        lld dx = x1 - x2, dy = y1 - y2;
        return dx * dx + dy * dy;
    }
    static bool cmpx(Node& a, Node& b) { return a.x < b.x; }
    static bool cmpy(Node& a, Node& b) { return a.y < b.y; }
    void init(vector<pair<int, int>> &ip) {
        for (int i = 0; i < ssize(ip); i++)
            tie(tree[i].x, tree[i].y) = ip[i], tree[i].id = i;
        root = build(0, (int)ip.size()-1, 0);
    }
    Node* build(int L, int R, int d) {
        if (L > R) return nullptr;
        int M = (L+R)/2;
        nth_element(tree+L, tree+M, tree+R+1, d%2?cmpx:cmpy);
        Node &o = tree[M]; o.f = d % 2;
        o.x1 = o.x2 = o.x; o.y1 = o.y2 = o.y;
        o.L = build(L, M-1, d+1); o.R = build(M+1, R, d+1);
        for (Node *s: {o.L, o.R}) if (s) {
            o.x1 = min(o.x1, s->x1); o.x2 = max(o.x2, s->x2);
            o.y1 = min(o.y1, s->y1); o.y2 = max(o.y2, s->y2);
        }
        return tree+M;
    }
    bool touch(int x, int y, lld d2, Node *r){
        lld d = (lld)sqrt(d2)+1;
        return x >= r->x1 - d && x <= r->x2 + d &&
            y >= r->y1 - d && y <= r->y2 + d;
    }
    using P = pair<lld, int>;
    void dfs(int x, int y, P &mn, Node *r) {
        if (!r || !touch(x, y, mn.first, r)) return;
        mn = min(mn, P(dis2(r->x, r->y, x, y), r->id));
        if (r->f == 1 ? y < r->y : x < r->x)
            dfs(x, y, mn, r->L), dfs(x, y, mn, r->R);
        else
            dfs(x, y, mn, r->R), dfs(x, y, mn, r->L);
    }
    int query(int x, int y) {
        P mn(INF, -1); dfs(x, y, mn, root);
        return mn.second;
    }
} tree;
```

## 6.29 kd Closest Pair (3D ver.) [84d9eb]

```
llf solve(vector<P> v) {
    shuffle(v.begin(), v.end(), mt19937());
    unordered_map<lld, unordered_map<lld,
        unordered_map<lld, int>>> m;
    lld d = dis(v[0], v[1]);
    auto Idx = [&d] (lld x) -> lld {
        return round(x * 2 / d) + 0.1; };
    auto rebuild_m = [&m, &v, &Idx] (int k) {
        m.clear();
        for (int i = 0; i < k; ++i)
            m[Idx(v[i].x)][Idx(v[i].y)]
                [Idx(v[i].z)] = i;
    }; rebuild_m(2);
    for (size_t i = 2; i < v.size(); ++i) {
```

```
const lld kx = Idx(v[i].x), ky = Idx(v[i].y),
    kz = Idx(v[i].z); bool found = false;
    for (int dx = -2; dx <= 2; ++dx) {
        const lld nx = dx + kx;
        if (m.find(nx) == m.end()) continue;
        auto& mm = m[nx];
        for (int dy = -2; dy <= 2; ++dy) {
            const lld ny = dy + ky;
            if (mm.find(ny) == mm.end()) continue;
            auto& mmm = mm[ny];
            for (int dz = -2; dz <= 2; ++dz) {
                const lld nz = dz + kz;
                if (mmm.find(nz) == mmm.end()) continue;
                const int p = mmm[nz];
                if (dis(v[p], v[i]) < d) {
                    d = dis(v[p], v[i]);
                    found = true;
                }
            }
        }
    }
    if (found) rebuild_m(i + 1);
    else m[kx][ky][kz] = i;
}
return d;
}
```

## 6.30 Simulated Annealing [4e0fe5]

```
llf anneal() {
    mt19937 rnd_engine(seed);
    uniform_real_distribution<llf> rnd(0, 1);
    const llf dT = 0.001;
    // Argument p
    llf S_cur = calc(p), S_best = S_cur;
    for (llf T = 2000; T > EPS; T -= dT) {
        // Modify p to p_prime
        const llf S_prime = calc(p_prime);
        const llf delta_c = S_prime - S_cur;
        llf prob = min((llf)1, exp(-delta_c / T));
        if (rnd(rnd_engine) <= prob)
            S_cur = S_prime, p = p_prime;
        if (S_prime < S_best) // find min
            S_best = S_prime, p_best = p_prime;
    }
    return S_best;
}
```

## 6.31 Triangle Centers [adb146]

```
O = ... // see min circle cover
G = (A + B + C) / 3;
H = G * 3 - O * 2; // orthogonal center
llf a = abs(B - C), b = abs(A - C), c = abs(A - B);
I = (a * A + b * B + c * C) / (a + b + c);
// FermatPoint: minimizes sum of distance
// if max. angle >= 120 deg then vertex
// otherwise, make eq. triangle AB'C, CA'B, BC'A
// line AA', BB', CC' intersects at P
```

## 7 Stringology

### 7.1 Hash [ce7fad]

```
template<int P = 127, int Q = 1051762951>
class Hash {
    vector<int> h, p;
public:
    Hash(const auto &s) : h(s.size()+1), p(s.size()+1) {
        for (size_t i = 0; i < s.size(); ++i)
            h[i + 1] = add(mul(h[i], P), s[i]);
        generate(all(p), [x = 1, y = 1, this]() mutable {
            return y = x, x = mul(x, P), y; });
    }
    int query(int l, int r) const { // 0-base [l, r)
        return sub(h[r], mul(h[l], p[r - l]));
    }
};
```

### 7.2 Suffix Array [e9e77d]

```
auto sais(const auto &s) {
    const int n = (int)s.size(), z = ranges::max(s) + 1;
    vector<int> c(z); for (int x : s) ++c[x];
    partial_sum(all(c), begin(c));
    vector<int> sa(n); auto I = ranges::iota_view(0, n);
    if (ranges::max(c) <= 1) {
        for (int i : I) sa[--c[s[i]]] = i;
        return sa;
    }
}
```



```

vector<bool> t(n); t[n - 1] = true;
for (int i = n - 2; i >= 0; --i)
    t[i] = (s[i] == s[i + 1] ? t[i + 1] : s[i] < s[i + 1]);
auto is_lms = ranges::views::filter([&t](int x) {
    return x && t[x] && !t[x - 1]; });
const auto induce = [&] {
    for (auto x = c; int y : sa)
        if (y-- if (!t[y]) sa[x[s[y] - 1]++] = y;
        for (auto x = c; int y : sa | views::reverse)
            if (y-- if (t[y]) sa[--x[s[y]]] = y;
};
vector<int> lms, q(n); lms.reserve(n);
for (auto x = c; int i : I | is_lms) {
    q[i] = int(lms.size());
    lms.push_back(sa[--x[s[i]]] = i);
}
induce(); vector<int> ns(lms.size());
for (int j = -1, nz = 0; int i : sa | is_lms) {
    if (j >= 0) {
        int len = min({n - i, n - j, lms[q[i] + 1] - i});
        ns[q[i]] = nz += lexicographical_compare(
            begin(s) + j, begin(s) + j + len,
            begin(s) + i, begin(s) + i + len);
    }
    j = i;
}
ranges::fill(sa, 0); auto nsa = sais(ns);
for (auto x = c; int y : nsa | views::reverse)
    y = lms[y], sa[--x[s[y]]] = y;
return induce(), sa;
}
// sa[i]: sa[i]-th suffix is the
// i-th lexicographically smallest suffix.
// hi[i]: LCP of suffix sa[i] and suffix sa[i - 1].
struct Suffix {
    int n; vector<int> sa, hi, rev;
    Suffix(const auto &s) : n(int(s.size())),
        hi(n), rev(n) {
        vector<int> _s(n + 1); _s[n] = 0;
        copy(all(s), begin(_s)); // s shouldn't contain 0
        sa = sais(_s); sa.erase(sa.begin());
        for (int i = 0; i < n; ++i) rev[sa[i]] = i;
        for (int i = 0, h = 0; i < n; ++i) {
            if (!rev[i]) { h = 0; continue; }
            for (int j = sa[rev[i] - 1]; i + h < n && j + h < n
                && s[i + h] == s[j + h];) ++h;
            hi[rev[i]] = h ? h-- : 0;
        }
    }
};

```

### 7.3 Ex SAM [58374b]

```

struct exSAM {
    int len[maxn * 2], link[maxn * 2]; // maxlen, suflink
    int next[maxn * 2][maxc], tot; // [0, tot), root = 0
    int ord[maxn * 2]; // topo. order (sort by length)
    int cnt[maxn * 2]; // occurrence
    int newnode() {
        fill_n(next[tot], maxc, 0);
        return len[tot] = cnt[tot] = link[tot] = 0, tot++;
    }
    void init() { tot = 0, newnode(), link[0] = -1; }
    int insertSAM(int last, int c) {
        int cur = next[last][c];
        len[cur] = len[last] + 1;
        int p = link[last];
        while (p != -1 && !next[p][c])
            next[p][c] = cur, p = link[p];
        if (p == -1) return link[cur] = 0, cur;
        int q = next[p][c];
        if (len[p] + 1 == len[q]) return link[cur] = q, cur;
        int clone = newnode();
        for (int i = 0; i < maxc; ++i)
            next[clone][i] = len[next[q][i]] ? next[q][i] : 0;
        len[clone] = len[p] + 1;
        while (p != -1 && next[p][c] == q)
            next[p][c] = clone, p = link[p];
        link[link[cur] = clone] = link[q];
        link[q] = clone;
        return cur;
    }
    void insert(const string &s) {

```

```

        int cur = 0;
        for (char ch : s) {
            int &nxt = next[cur][int(ch - 'a')];
            if (!nxt) nxt = newnode();
            cnt[cur = nxt] += 1;
        }
    }
    void build() {
        queue<int> q; q.push(0);
        while (!q.empty()) {
            int cur = q.front(); q.pop();
            for (int i = 0; i < maxc; ++i)
                if (next[cur][i]) q.push(insertSAM(cur, i));
        }
        vector<int> lc(tot);
        for (int i = 1; i < tot; ++i) ++lc[len[i]];
        partial_sum(all(lc), lc.begin());
        for (int i = 1; i < tot; ++i) ord[--lc[len[i]]] = i;
    }
    void solve() {
        for (int i = tot - 2; i >= 0; --i)
            cnt[link[ord[i]]] += cnt[ord[i]];
    }
};

```

### 7.4 KMP [281185]

```

vector<int> kmp(const auto &s) {
    vector<int> f(s.size());
    for (int i = 1, k = 0; i < (int)s.size(); ++i) {
        while (k > 0 && s[i] != s[k]) k = f[k - 1];
        f[i] = (k += (s[i] == s[k]));
    }
    return f;
}
vector<int> search(const auto &s, const auto &t) {
    // return 0-indexed occurrence of t in s
    vector<int> f = kmp(t), r;
    for (int i = 0, k = 0; i < (int)s.size(); ++i) {
        while (k > 0 && s[i] != t[k]) k = f[k - 1];
        k += (s[i] == t[k]);
        if (k == (int)t.size()) {
            r.push_back(i - t.size() + 1);
            k = f[k - 1];
        }
    }
    return r;
}

```

### 7.5 Z value [6a7fd0]

```

vector<int> Zalgo(const string &s) {
    vector<int> z(s.size(), s.size());
    for (int i = 1, l = 0, r = 0; i < z[0]; ++i) {
        int j = clamp(r - i, 0, z[i - l]);
        for (; i + j < z[0] && s[i + j] == s[j]; ++j);
        if (i + (z[i] = j) > r) r = i + z[i] = j;
    }
    return z;
}

```

### 7.6 Manacher [c938a9]

```

vector<int> manacher(const string &s) {
    const int n = (int)s.size(), m = n * 2 + 1;
    vector<int> z(m);
    string t = "."; for (char c : s) t += c, t += '.';
    for (int i = 1, l = 0, r = 0; i < m; ++i) {
        z[i] = (r > i ? min(z[2 * l - i], r - i) : 1);
        while (i - z[i] >= 0 && i + z[i] < m) {
            if (t[i - z[i]] == t[i + z[i]]) ++z[i];
            else break;
        }
        if (i + z[i] > r) r = i + z[i], l = i;
    }
    return z; // the palindrome lengths are z[i] - 1
}
/* for (int i = 1; i + 1 < m; ++i) {
    int l = (i - z[i] + 2) / 2, r = (i + z[i]) / 2;
    if (l != r) // [l, r) is maximal palindrome
} */

```

### 7.7 Lyndon Factorization [d22cc9]

```

// partition s = w[0] + w[1] + ... + w[k-1],
// w[0] >= w[1] >= ... >= w[k-1]
// each w[i] strictly smaller than all its suffix
void duval(const auto &s, auto &&report) {
    for (int n = (int)s.size(), i = 0, j, k; i < n; ) {

```

```

for (j = i + 1, k = i; j < n && s[k] <= s[j]; j++)
    k = (s[k] < s[j] ? i : k + 1);
// if (i < n / 2 && j >= n / 2) {
// for min cyclic shift, call duval(s + s)
// then here s.substr(i, n / 2) is min cyclic shift
// }
for (; i <= k; i += j - k)
    report(i, j - k); // s.substr(l, len)
}
} // tested @ luogu 6114, 1368 & UVA 719

```

## 7.8 Main Lorentz [615b8f]

```

vector<pair<int, int>> rep[kN]; // 0-base [l, r]
void main_lorentz(const string &s, int sft = 0) {
    const int n = s.size();
    if (n == 1) return;
    const int nu = n / 2, nv = n - nu;
    const string u = s.substr(0, nu), v = s.substr(nu,
        ru(u.rbegin(), u.rend()), rv(v.rbegin(), v.rend()));
    main_lorentz(u, sft), main_lorentz(v, sft + nu);
    const auto z1 = Zalgo(ru), z2 = Zalgo(v + '#' + u),
        z3 = Zalgo(ru + '#' + rv), z4 = Zalgo(v);
    auto get_z = [](const vector<int> &z, int i) {
        return (0 <= i && i < (int)z.size()) ? z[i] : 0; };
    auto add_rep = [&](bool left, int c, int l, int k1,
        int k2) {
        const int L = max(1, l - k2), R = min(l - left, k1);
        if (L > R) return;
        if (left) rep[l].emplace_back(sft + c - R, sft + c -
            L);
        else rep[l].emplace_back(sft + c - R - l + 1, sft + c
            - L - l + 1);
    };
    for (int cntr = 0; cntr < n; cntr++) {
        int l, k1, k2;
        if (cntr < nu) {
            l = nu - cntr;
            k1 = get_z(z1, nu - cntr);
            k2 = get_z(z2, nv + 1 + cntr);
        } else {
            l = cntr - nu + 1;
            k1 = get_z(z3, nu + 1 + nv - 1 - (cntr - nu));
            k2 = get_z(z4, (cntr - nu) + 1);
        }
        if (k1 + k2 >= l)
            add_rep(cntr < nu, cntr, l, k1, k2);
    }
}

```

## 7.9 BWT [5a9b3a]

```

vector<int> v[SIGMA];
void BWT(char *ori, char *res) {
    // make ori -> ori + ori
    // then build suffix array
}
void iBWT(char *ori, char *res) {
    for (int i = 0; i < SIGMA; i++) v[i].clear();
    const int len = strlen(ori);
    for (int i = 0; i < len; i++)
        v[ori[i] - 'a'].push_back(i);
    vector<int> a;
    for (int i = 0, ptr = 0; i < SIGMA; i++)
        for (int j : v[i]) {
            a.push_back(j);
            ori[ptr++] = 'a' + i;
        }
    for (int i = 0, ptr = 0; i < len; i++) {
        res[i] = ori[a[ptr]];
        ptr = a[ptr];
    }
    res[len] = 0;
}

```

## 7.10 Palindromic Tree [0673ee]

```

struct PalindromicTree {
    struct node {
        int nxt[26], f, len; // num = depth of fail link
        int cnt, num; // = #pal_suffix of this node
        node(int l = 0) : nxt{}, f(0), len(l), cnt(0), num(0) {}
    };
    vector<node> st; vector<char> s; int last, n;
    void init() {
        st.clear(); s.clear();
    }
}

```

```

last = 1; n = 0;
st.push_back(0); st.push_back(-1);
st[0].f = 1; s.push_back(-1);
}
int getFail(int x) {
    while (s[n - st[x].len - 1] != s[n]) x = st[x].f;
    return x;
}
void add(int c) {
    s.push_back(c - 'a'); ++n;
    int cur = getFail(last);
    if (!st[cur].nxt[c]) {
        int now = st.size();
        st.push_back(st[cur].len + 2);
        st[now].f = st[getFail(st[cur].f)].nxt[c];
        st[cur].nxt[c] = now;
        st[now].num = st[st[now].f].num + 1;
    }
    last = st[cur].nxt[c]; ++st[last].cnt;
}
void dpcnt() { // cnt = #occurrence in whole str
    for (int i = st.size() - 1; i >= 0; i--)
        st[st[i].f].cnt += st[i].cnt;
}
int size() { return st.size() - 2; }
} pt;
/* usage
string s; cin >> s; pt.init();
for (int i = 0; i < SZ(s); i++) {
    int prvsz = pt.size(); pt.add(s[i]);
    if (prvsz != pt.size()) {
        int r = i, l = r - pt.st[pt.last].len + 1;
        // pal @ [l, r]: s.substr(l, r-l+1)
    }
} */

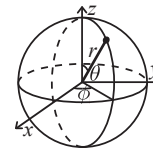
```

## 8 Misc

### 8.1 Theorems

#### Spherical Coordinate

$$\begin{aligned}
 x &= r \sin \theta \cos \phi \\
 y &= r \sin \theta \sin \phi \\
 z &= r \cos \theta
 \end{aligned}$$



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

#### Sherman-Morrison formula

$$(A + uv^T)^{-1} = A^{-1} - \frac{A^{-1}uv^T A^{-1}}{1 + v^T A^{-1}u}$$

#### Kirchhoff's Theorem

Denote  $L$  be a  $n \times n$  matrix as the Laplacian matrix of graph  $G$ , where  $L_{ii} = d(i)$ ,  $L_{ij} = -c$  where  $c$  is the number of edge  $(i, j)$  in  $G$ .

- The number of undirected spanning in  $G$  is  $\det(\tilde{L}_{11})$ .
- The number of directed spanning tree rooted at  $r$  in  $G$  is  $\det(\tilde{L}_{rr})$ .

#### BEST Theorem

$$\#\{\text{Eulerian circuits}\} = \#\{\text{arborescences rooted at } 1\} \cdot \prod_{v \in V} (\deg(v) - 1)!$$

#### Random Walk on Graph

Let  $P$  be the transition matrix of a strongly connected directed graph,  $\sum_j P_{i,j} = 1$ . Let  $F_{i,j}$  be the expected time to reach  $j$  from  $i$ . Let  $g_i$  be the expected time from  $i$  to  $i$ ,  $G = \text{diag}(g)$  and  $J$  be a matrix all of 1, i.e.  $J_{i,j} = 1$ . Then,  $F = J - G + PF$ .

First solve  $G$ : let  $\pi P = \pi$  be a stationary distribution. Then  $\pi_i g_i = 1$ . The rank of  $I - P$  is  $n - 1$ , so we first solve a special solution  $X$  such that  $(I - P)X = J - G$  and adjust  $X$  to  $F$  by  $F_{i,j} = X_{i,j} - X_{j,j}$ .

#### Tutte Matrix

For  $i < j$ ,  $d_{ij} = x_{ij}$  (in practice, a random number) if  $(i, j) \in E$ , otherwise  $d_{ij} = 0$ . For  $i \geq j$ ,  $d_{ij} = -d_{ji}$ .  $\frac{\text{rank}(D)}{2}$  is the maximum matching.

#### Cayley's Formula

- Given a degree sequence  $d_1, d_2, \dots, d_n$  for each labeled vertices, there're  $\frac{(d_1-1)!(d_2-1)!\dots(d_n-1)!}{(n-2)!}$  spanning trees.
- Let  $T_{n,k}$  be the number of labeled forests on  $n$  vertices with  $k$  components, such that vertex  $1, 2, \dots, k$  belong to different components. Then  $T_{n,k} = k n^{n-k-1}$ .

#### Erdős-Gallai theorem

A sequence of non-negative integers  $d_1 \geq d_2 \geq \dots \geq d_n$  can be represented as the degree sequence of a finite simple graph on  $n$  vertices if and only if  $d_1 + d_2 + \dots + d_n$  is even and  $\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k)$  holds for all  $1 \leq k \leq n$ .

#### Havel-Hakimi algorithm

Find the vertex who has greatest degree unused, connect it with other greatest vertex.

#### Gale-Ryser theorem

A pair of sequences of nonnegative integers  $a_1 \geq \dots \geq a_n$  and  $b_1, \dots, b_n$  is bigraphic if and only if  $\sum_{i=1}^n a_i = \sum_{i=1}^n b_i$  and  $\sum_{i=1}^k a_i \leq \sum_{i=1}^n \min(b_i, k)$  holds for every  $1 \leq k \leq n$ .

### Fulkerson–Chen–Anstee theorem

A sequence  $(a_1, b_1), \dots, (a_n, b_n)$  of nonnegative integer pairs with  $a_1 \geq \dots \geq a_n$  is digraphic if and only if  $\sum_{i=1}^n a_i = \sum_{i=1}^n b_i$  and  $\sum_{i=1}^k a_i \leq \sum_{i=1}^k \min(b_i, k-1) + \sum_{i=k+1}^n \min(b_i, k)$  holds for every  $1 \leq k \leq n$ .

### Euler's planar graph formula

$V - E + F = C + 1$ .  $E \leq 3V - 6$  (when  $V \geq 3$ )

### Pick's theorem

For simple polygon, when points are all integer, we have  $A = \#\{\text{lattice points in the interior}\} + \frac{\#\{\text{lattice points on the boundary}\}}{2} - 1$

### Matroid Intersection

Given matroids  $M_1 = (G, I_1)$ ,  $M_2 = (G, I_2)$ , find maximum  $S \in I_1 \cap I_2$ . For each iteration, build the directed graph and find a shortest path from  $s$  to  $t$ .

- $s \rightarrow x : S \sqcup \{x\} \in I_1$
- $x \rightarrow t : S \sqcup \{x\} \in I_2$
- $y \rightarrow x : S \setminus \{y\} \sqcup \{x\} \in I_1$  ( $y$  is in the unique circuit of  $S \sqcup \{x\}$ )
- $x \rightarrow y : S \setminus \{x\} \sqcup \{y\} \in I_2$  ( $y$  is in the unique circuit of  $S \sqcup \{x\}$ )

Alternate the path, and  $|S|$  will increase by 1. In each iteration,  $|E| = O(RN)$ , where  $R = \min(\text{rank}(I_1), \text{rank}(I_2))$ ,  $N = |G|$ . For weighted case, assign weight  $-w(x)$  and  $w(x)$  to  $x \in S$  and  $x \notin S$ , resp. Find the shortest path by Bellman-Ford. The maximum iteration of Bellman-Ford is  $2R + 1$ .

### Dual of LP

Primal	Dual
Maximize $c^T x$ s.t. $Ax \leq b, x \geq 0$	Minimize $b^T y$ s.t. $A^T y \geq c, y \geq 0$
Maximize $c^T x$ s.t. $Ax \leq b$	Minimize $b^T y$ s.t. $A^T y = c, y \geq 0$
Maximize $c^T x$ s.t. $Ax = b, x \geq 0$	Minimize $b^T y$ s.t. $A^T y \geq c$

### Minimax Theorem

Let  $f : X \times Y \rightarrow \mathbb{R}$  be continuous where  $X \subseteq \mathbb{R}^n$ ,  $Y \subseteq \mathbb{R}^m$  are compact and convex. If  $f(\cdot, y) : X \rightarrow \mathbb{R}$  is concave for fixed  $y$ , and  $f(x, \cdot) : Y \rightarrow \mathbb{R}$  is convex for fixed  $x$ , then  $\max_{x \in X} \min_{y \in Y} f(x, y) = \min_{y \in Y} \max_{x \in X} f(x, y)$ , e.g.  $f(x, y) = x^T A y$  for zero-sum matrix game.

### Parallel Axis Theorem

The second moment of area is  $I_z = \iint x^2 + y^2 dA$ .  $I_{z'} = I_z + A d^2$  where  $d$  is the distance between two parallel axis  $z, z'$ .

## 8.2 Weight Matroid Intersection [d00ee8]

```
struct Matroid {
    Matroid(bitset<N>); // init from an independent set
    bool can_add(int); // check if break independence
    Matroid remove(int); // removing from the set
};

auto matroid_intersection(const vector<int> &w) {
    const int n = (int)w.size(); bitset<N> S;
    for (int sz = 1; sz <= n; sz++) {
        Matroid M1(S), M2(S); vector<vector<pii>> e(n + 2);
        for (int j = 0; j < n; j++) if (!S[j]) {
            if (M1.can_add(j)) e[n].eb(j, -w[j]);
            if (M2.can_add(j)) e[j].eb(n + 1, 0);
        }
        for (int i = 0; i < n; i++) if (S[i]) {
            Matroid T1 = M1.remove(i), T2 = M2.remove(i);
            for (int j = 0; j < n; j++) if (!S[j]) {
                if (T1.can_add(j)) e[i].eb(j, -w[j]);
                if (T2.can_add(j)) e[j].eb(i, w[i]);
            }
        }
        // maybe implicit build graph for more speed
        vector<pii> d(n + 2, {INF, 0}); d[n] = {0, 0};
        vector<int> prv(n + 2, -1);
        // change to SPFA for more speed, if necessary
        for (int upd = 1; upd--;) {
            for (int u = 0; u < n + 2; u++)
                for (auto [v, c] : e[u]) {
                    pii x(d[u].first + c, d[u].second + 1);
                    if (x < d[v]) d[v] = x, prv[v] = u, upd = 1;
                }
            if (d[n + 1].first >= INF) break;
            for (int x = prv[n + 1]; x != n; x = prv[x]) S.flip(x);
            // S is the max-weighted independent set w/ size sz
        }
        return S;
    } // from Nacl
}
```

## 8.3 Stable Marriage

- 1: Initialize  $m \in M$  and  $w \in W$  to free
- 2: while  $\exists$  free man  $m$  who has a woman  $w$  to propose to do
- 3:  $w \leftarrow$  first woman on  $m$ 's list to whom  $m$  has not yet proposed
- 4: if  $\exists$  some pair  $(m', w)$  then
- 5: if  $w$  prefers  $m$  to  $m'$  then
- 6:  $m' \leftarrow$  free
- 7:  $(m, w) \leftarrow$  engaged
- 8: end if
- 9: else
- 10:  $(m, w) \leftarrow$  engaged
- 11: end if
- 12: end while

## 8.4 Bitset LCS [4155ab]

```
cin >> n >> m;
for (int i = 1; x; i <= n; ++i)
```

```
cin >> x, p[x].set(i);
for (int i = 1; x; i <= m; ++i) {
    cin >> x, (g = f) |= p[x];
    f.shiftLeftByOne(), f.set(0);
    ((f = g - f) ^= g) &= g;
}
cout << f.count() << '\n';
```

## 8.5 Prefix Substring LCS [7d8faf]

```
void all_lcs(string S, string T) { // 0-base
    vector<size_t> h(T.size()); iota(all(h), 1);
    for (size_t a = 0; a < S.size(); ++a) {
        for (size_t c = 0, v = 0; c < T.size(); ++c)
            if (S[a] == T[c] || h[c] < v) swap(h[c], v);
        // here, LCS(s[0, a], t[b, c]) =
        // c - b + 1 - sum([h[i] > b] | i <= c)
    }
} // test @ yosupo judge
```

## 8.6 Convex 1D/1D DP [e5ab4b]

```
struct S { int i, l, r; };
auto solve(int n, int k, auto &w) {
    vector<int64_t> dp(n + 1);
    auto f = [&](int l, int r) -> int64_t {
        if (r - l > k) return -INF;
        return dp[l] + w(l + 1, r);
    };
    dp[0] = 0;
    deque<S> dq; dq.emplace_back(0, 1, n);
    for (int i = 1; i <= n; ++i) {
        dp[i] = f(dq.front().i, i);
        while (!dq.empty() && dq.front().r <= i)
            dq.pop_front();
        dq.front().l = i + 1;
        while (!dq.empty() &&
            f(i, dq.back().l) >= f(dq.back().i, dq.back().l))
            dq.pop_back();
        int p = i + 1;
        if (!dq.empty()) {
            auto [j, l, r] = dq.back();
            for (int s = 1 << 20; s; s >>= 1)
                if (l + s <= n && f(i, l + s) < f(j, l + s))
                    l += s;
            dq.back().r = l; p = l + 1;
        }
        if (p <= n) dq.emplace_back(i, p, n);
    }
    return dp;
} // test @ tioj 烏龜疊疊樂
```

## 8.7 ConvexHull Optimization [b4318e]

```
struct L {
    mutable lld a, b, p;
    bool operator<(const L &r) const {
        return a < r.a; /* here */
    }
    bool operator<(lld x) const { return p < x; }
};

lld Div(lld a, lld b) {
    return a / b - ((a ^ b) < 0 && a % b);
}

struct DynamicHull : multiset<L, less<>> {
    static const lld kInf = 1e18;
    bool Isect(iterator x, iterator y) {
        if (y == end()) { x->p = kInf; return false; }
        if (x->a == y->a)
            x->p = x->b > y->b ? kInf : -kInf; /* here */
        else x->p = Div(y->b - x->b, x->a - y->a);
        return x->p >= y->p;
    }

    void Insert(lld a, lld b) {
        auto z = insert({a, b, 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));
    }

    lld Query(lld x) { // default chmax
        auto l = *lower_bound(x); // to chmin:
        return l.a * x + l.b; // modify the 2 "<>"
    }
};
```

## 8.8 Min Plus Convolution [464dcd]

```
// a is convex a[i+1]-a[i] <= a[i+2]-a[i+1]
vector<int> min_plus_convolution(auto &a, auto &b) {
    const int n = (int)a.size(), m = (int)b.size();
```

```
vector<int> c(n + m - 1, numeric_limits<int>::max());
auto dc = [&](auto Y, int l, int r, int jl, int jr) {
    if (l > r) return;
    int mid = (l + r) / 2, from = -1, &best = c[mid];
    for (int j = jl; j <= jr; j++)
        if (int i = mid - j; i >= 0 && i < n)
            if (best > a[i] + b[j]) best = a[i] + b[j], from = j;
    Y(Y, l, mid - 1, jl, from); Y(Y, mid + 1, r, from, jr);
};
return dc(dc, 0, n - 1 + m - 1, 0, m - 1), c;
}
```

### 8.9 De-Bruijn [aa7700]

```
vector<int> de_bruijn(int k, int n) {
    // return cyclic string of len k^n s.t. every string
    // of len n using k char appears as a substring.
    vector<int> aux(n + 1), res;
    auto db = [&](auto self, int t, int p) -> void {
        if (t <= n)
            for (int i = aux[t - p]; i < k; ++i, p = t)
                aux[t] = i, self(self, t + 1, p);
        else if (n % p == 0) for (int i = 1; i <= p; ++i)
            res.push_back(aux[i]);
    };
    return db(db, 1, 1), res;
}
```

### 8.10 Josephus Problem [7f9ceb]

```
lld f(lld n, lld m, lld k) { // n people kill m for
    each turn
    lld s = (m - 1) % (n - k); // O(k)
    for (lld i = n - k + 1; i <= n; i++) s = (s + m) % i;
    return s;
}
lld kth(lld n, lld m, i128 k) { // died at kth
    if (m == 1) return k; // O(m log(n))
    for (k = k * m + m - 1; k >= n; k = k - n + (k - n) / (m - 1));
    return k;
} // k and result are 0-based, test @ CF 101955
```

### 8.11 N Queens Problem [31f83e]

```
void solve(VI &ret, int n) { // no sol when n=2,3
    if (n % 6 == 2) {
        for (int i = 2; i <= n; i += 2) ret.push_back(i);
        ret.push_back(3); ret.push_back(1);
        for (int i = 7; i <= n; i += 2) ret.push_back(i);
        ret.push_back(5);
    } else if (n % 6 == 3) {
        for (int i = 4; i <= n; i += 2) ret.push_back(i);
        ret.push_back(2);
        for (int i = 5; i <= n; i += 2) ret.push_back(i);
        ret.push_back(1); ret.push_back(3);
    } else {
        for (int i = 2; i <= n; i += 2) ret.push_back(i);
        for (int i = 1; i <= n; i += 2) ret.push_back(i);
    }
}
```

### 8.12 Tree Knapsack [f42766]

```
vector<int> G[N]; int dp[N][K]; pair<int, int> obj[N];
void dfs(int u, int mx) {
    for (int s : G[u]) {
        auto [w, v] = obj[s];
        if (mx < w) continue;
        for (int i = 0; i <= mx - w; i++)
            dp[s][i] = dp[u][i];
        dfs(s, mx - w);
        for (int i = w; i <= mx; i++)
            dp[u][i] = max(dp[u][i], dp[s][i - w] + v);
    }
}
```

### 8.13 Manhattan MST [1008bc]

```
vector<array<int, 3>> manhattanMST(vector<P> ps) {
    vector<int> id(ps.size()); iota(all(id), 0);
    vector<array<int, 3>> edges;
    for (int k = 0; k < 4; k++) {
        sort(all(id), [&](int i, int j) {
            return (ps[i] - ps[j]).x < (ps[j] - ps[i]).y; });
        map<int, int> sweep;
        for (int i : id) {
            for (auto it = sweep.lower_bound(-ps[i].y);
                it != sweep.end(); sweep.erase(it++)) {
                if (P d = ps[i] - ps[it->second]; d.y > d.x) break;
                else edges.push_back({d.y + d.x, i, it->second});
            }
        }
    }
```

```
sweep[-ps[i].y] = i;
}
for (P &p : ps)
    if (k & 1) p.x = -p.x;
    else swap(p.x, p.y);
}
return edges; // [{w, i, j}, ...]
} // test @ yosupo judge
```

### 8.14 Binary Search On Fraction [765c5a]

```
struct Q {
    ll p, q;
    Q go(Q b, ll d) { return {p + b.p*d, q + b.q*d}; }
};
bool pred(Q);
// returns smallest p/q in [lo, hi] such that
// pred(p/q) is true, and 0 <= p, q <= N
Q frac_bs(ll N) {
    Q lo{0, 1}, hi{1, 0};
    if (pred(lo)) return lo;
    assert(pred(hi));
    bool dir = 1, L = 1, H = 1;
    for (; L || H; dir = !dir) {
        ll len = 0, step = 1;
        for (int t = 0; t < 2 && (t ? step /= 2 : step *= 2);)
            if (Q mid = hi.go(lo, len + step);
                mid.p > N || mid.q > N || dir ^ pred(mid))
                t++;
            else len += step;
        swap(lo, hi = hi.go(lo, len));
        (dir ? L : H) = !!len;
    }
    return dir ? hi : lo;
}
```

### 8.15 Barrett Reduction [d44617]

```
struct FastMod {
    using Big = __uint128_t; ll b, m;
    FastMod(ll b) : b(b), m(-1ULL / b) {}
    ll reduce(ll a) { // a % b
        ll r = a - (llu)((Big(m) * a) >> 64) * b;
        return r >= b ? r - b : r;
    }
};
```

### 8.16 Montgomery [47d32c]

```
struct Mont { // Montgomery multiplication
    constexpr static int W = 64;
    ll mod, R1Mod, R2Mod, NPrime;
    void set_mod(llu _mod) {
        mod = _mod; assert(mod & 1);
        ll xinv = 1;
        for (int i = 1; i < W; i++) // Hensel lifting
            if ((xinv * mod) >> i & 1) xinv |= 1ULL << i;
        assert(xinv * mod == 1);
        const u128 R = (u128(1) << W) % mod;
        R1Mod = static_cast<llu>(R);
        R2Mod = static_cast<llu>(R * R % mod);
        NPrime = -xinv;
    }
    llu redc(llu a, llu b) const {
        auto T = static_cast<u128>(a) * b;
        u128 m = static_cast<llu>(T) * NPrime;
        T += m * mod; T >>= W;
        return static_cast<llu>(T >= mod ? T - mod : T);
    }
    llu from(llu x) const {
        assert(x < mod); return redc(x, R2Mod);
    }
    llu get(llu a) const { return redc(a, 1); }
    llu one() const { return R1Mod; }
} mont;
```

```
// a * b % mod == get(redc(from(a), from(b)))
```