Contents

1 Basic

1.1 Shell script

```
g++ -O2 -std=c++17 -Dbbq -Wall -Wextra -Wshadow -o $1
    $1.cpp
chmod +x compile.sh
```

1.2 Default code

```
#include<bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef pair<int, int> pii;
typedef pair<ll, ll> pll;
#define X first
#define Y second
#define SZ(a) ((int)a.size())
#define ALL(v) v.begin(), v.end()
#define pb push_back
```

1.3 vimrc

```
"This file should be placed at ~/.vimrc"
se nu ai hls et ru ic is sc cul
se re=1 ts=4 sts=4 sw=4 ls=2 mouse=a
syntax on
hi cursorline cterm=none ctermbg=89
set bg=dark
inoremap {<ENTER> {}<LEFT><ENTER><ENTER><UP><TAB>
```

1.4 readchar

```
inline char readchar() {
  static const size_t bufsize = 65536;
  static char buf[bufsize];
  static char *p = buf, *end = buf;
  if (p == end) end = buf + fread_unlocked(buf, 1,
      bufsize, stdin), p = buf;
  return *p++;
}
```

1.5 Black Magic

```
#include <ext/pb_ds/priority_queue.hpp>
#include <ext/pb_ds/assoc_container.hpp> //rb_tree
using namespace __gnu_pbds;
typedef __gnu_pbds::priority_queue<int> heap;
int main() {
  heap h1, h2;
  h1.push(1), h1.push(3);
  h2.push(2), h2.push(4);
  h1.join(h2);
  cout << h1.size() << h2.size() << h1.top() << endl;
      //404
  tree<ll, null_type, less<ll>, rb_tree_tag,
      tree_order_statistics_node_update> st;
  tree<ll, ll, less<ll>, rb_tree_tag,
      tree_order_statistics_node_update> mp;
  for (int x : {0, 2, 3, 4}) st.insert(x);
  cout << *st.find_by_order(2) << st.order_of_key(1) <<
       endl; //31
}
//__int128_t,__float128_t
```

1.6 Texas hold'em

```
char suit[4]={'C','D','H','Y'},ranks[13]={'2','3','4','
    5','6','7','8','9','T','J','Q','K','A'};
int rk[256];
/*
   for(int i=0;i<13;++i)
   rk[ranks[i]]=i;
   for(int i=0;i<4;++i)
   rk[suit[i]]=i;
   */
struct cards{
  vector<pii> v;
  int suit_count[4],hands;
  void reset(){v.clear(),FILL(suit_count,0),hands=-1;}
  void insert(char a,char b){//suit,rank
    ++suit_count[rk[a]];
    int flag=0;
    for(auto &i:v)
      if(i.Y==rk[b])
      {
        ++i.X,flag=1;
        break;
      }
    if(!flag) v.pb(pii(1,rk[b]));
  }
  void insert(string s){insert(s[0],s[1]);}
  void ready(){
    int Straight=0,Flush=(*max_element(suit_count,
        suit_count+4)==5);
    sort(ALL(v),[](ii a,ii b){return a>b;});
    if(SZ(v)==5&&v[0].Y==v[1].Y+1&&v[1].Y==v[2].Y+1&&v
        [2].Y==v[3].Y+1&&v[3].Y==v[4].Y+1)
      Straight=1;
    else if(SZ(v)==5&&v[0].Y==12&&v[1].Y==3&&v[2].Y
        ==2&&v[3].Y==1&&v[4].Y==0)
      v[0].Y=3,v[1].Y=2,v[2].Y=1,v[1].Y=0,v[0].Y=-1,
          Straight=1;
    if(Straight&&Flush) hands=1;
    else if(v[0].X==4) hands=2;
    else if(v[0].X==3&&v[1].X==2) hands=3;
    else if(Flush) hands=4;
    else if(Straight) hands=5;
    else if(v[0].X==3) hands=6;
    else if(v[0].X==2&&v[1].X==2) hands=7;
    else if(v[0].X==2) hands=8;
    else hands=9;
  }
  bool operator>(const cards &a)const{
    if(hands==a.hands) return v>a.v;
    return hands<a.hands;
  }
};
```

2 Graph

2.1 BCC Vertex*

```
vector<int> G[N]; //1-base
vector<int> nG[N], bcc[N];
int low[N], dfn[N], Time;
int bcc_id[N], bcc_cnt; //1-base
bool is_cut[N]; //whether is av
bool cir[N];
int st[N], top;

void dfs(int u, int pa = -1) {
  int child = 0;
  low[u] = dfn[u] = ++Time;
  st[top++] = u;
  for(int v : G[u])
    if(!dfn[v]) {
      dfs(v,u), ++child;
      low[u] = min(low[u], low[v]);
      if(dfn[u] <= low[v]) {
        is_cut[u]=1;
        bcc[++bcc_cnt].clear();
        int t;
        do {
          bcc_id[t = st[--top]] = bcc_cnt;
          bcc[bcc_cnt].push_back(t);
        }while(t != v);
        bcc_id[u]=bcc_cnt;
        bcc[bcc_cnt].pb(u);
      }
    }
    else if(dfn[v] < dfn[u] && v!=pa)
      low[u] = min(low[u], dfn[v]);
  if(pa == -1 && child < 2)
    is_cut[u] = 0;
}

void bcc_init(int n) {
  Time = bcc_cnt = top = 0;
  for(int i = 1; i <= n ; ++i)
    G[i].clear(), dfn[i] = bcc_id[i] = is_cut[i] = 0;
}

void bcc_solve(int n) {
  for (int i = 1; i <= n; ++i)
    if (!dfn[i])
      dfs(i);
  // circle-square tree
  for(int i = 1; i <= n; ++i)
    if(is_cut[i])
      bcc_id[i] = ++bcc_cnt, cir[bcc_cnt] = 1;
  for(int i = 1; i <= bcc_cnt && !cir[i]; ++i)
    for(int j : bcc[i])
      if(is_cut[j])
        nG[i].pb(bcc_id[j]), nG[bcc_id[j]].pb(i);
}
```

2.2 Bridge*

```
int low[N], dfn[N], Time;// 1-base
vector<pii> G[N], edge;
vector<bool> is_bridge;

void init(int n) {
  Time = 0;
  for (int i = 1; i <= n; ++i)
    G[i].clear(), low[i] = dfn[i] = 0;
}

void add_edge(int a, int b) {
  G[a].pb(pii(b, SZ(edge))), G[b].pb(pii(a, SZ(edge)));
  edge.pb(pii(a, b));
}

void dfs(int u, int f) {
  dfn[u] = low[u] = ++Time;
  for (auto i : G[u])
    if (!dfn[i.X])
      dfs(i.X, i.Y), low[u] = min(low[u], low[i.X]);
    else if (i.Y != f)
      low[u] = min(low[u], dfn[i.X]);
  if (low[u] == dfn[u] && f != -1)
    is_bridge[f] = 1;
}

void solve(int n) {
  is_bridge.resize(SZ(edge));
  for (int i = 1; i <= n; ++i)
    if (!dfn[i])
      dfs(i, -1);
}
```

2.3 2SAT (SCC)*

```
struct SAT { // 0-base
  int low[N], dfn[N], bln[N], n, Time, nScc;
  bool instack[N], istrue[N];
  stack<int> st;
  vector<int> G[N], SCC[N];
  void init(int _n) {
    n = _n; // assert(n * 2 <= N);
```

```
    for (int i = 0; i < n + n; ++i)
      G[i].clear();
  }
  void add_edge(int a, int b) {
    G[a].pb(b);
  }
  void dfs(int u) {
    dfn[u] = low[u] = ++Time;
    instack[u] = 1, st.push(u);
    for (int i : G[u])
      if (!dfn[i]) dfs(i), low[u]=min(low[i], low[u]);
      else if (instack[i] && dfn[i] < dfn[u])
        low[u] = min(low[u], dfn[i]);
    if (low[u] == dfn[u]) {
      int tmp;
      do {
        tmp = st.top(), st.pop();
        instack[tmp] = 0, bln[tmp] = nScc;
      } while(tmp != u);
      ++nScc;
    }
  }
  bool solve() {
    Time = nScc = 0;
    for (int i = 0; i < n + n; ++i)
      SCC[i].clear(), low[i] = dfn[i] = bln[i] = 0;
    for (int i = 0; i < n + n; ++i)
      if (!dfn[i]) dfs(i);
    for (int i = 0; i < n + n; ++i)
      SCC[bln[i]].pb(i);
    for (int i = 0; i < n; ++i) {
      if (bln[i] == bln[i + n]) return false;
      istrue[i] = bln[i] < bln[i + n];
      istrue[i + n] = !istrue[i];
    }
    return true;
  }
};
```

2.4 MinimumMeanCycle*

```
ll road[N][N];//input here
struct MinimumMeanCycle{
  ll dp[N + 5][N], n;
  pll solve() {
    ll a = -1, b = -1, L = n+1;
    for(int i = 2; i <= L; ++i)
      for(int k = 0; k < n; ++k)
        for(int j = 0;j < n; ++j)
          dp[i][j] = min(dp[i - 1][k] + road[k][j], dp[
              i][j]);
    for(int i = 0; i < n; ++i) {
      if(dp[L][i] >= INF) continue;
      ll ta = 0, tb = 1;
      for(int j = 1; j < n; ++j)
        if(dp[j][i] < INF && ta * (L - j) < (dp[L][i] -
             dp[j][i]) * tb)
          ta = dp[L][i] - dp[j][i], tb= L - j;
      if(ta == 0) continue;
      if(a == -1 || a * tb > ta * b)
        a = ta, b = tb;
    }
    if(a != -1) {
      ll g = __gcd(a, b);
      return pll(a / g, b / g);
    }
    return pll(-1LL, -1LL);
  }
  void init(int _n){
    n = _n;
    for(int i = 0; i < n; ++i)
      for(int j = 0; j < n; ++j)
        dp[i + 2][j] = INF;
  }
};
```

2.5 Virtual Tree*

```
vector<int> vG[N];
int top, st[N];

void insert(int u) {
  if(top == -1)
    return st[++top] = u, void();
  int p = LCA(st[top], u);
  if(p == st[top])
    return st[++top] = u, void();
  while(top >= 1 && dep[st[top - 1]] >= dep[p])
    vG[st[top - 1]].pb(st[top]), --top;
  if(st[top] != p)
    vG[p].pb(st[top]), --top, st[++top] = p;
  st[++top] = u;
}

void reset(int u) {
  for(int i : vG[u])
    reset(i);
  vG[u].clear();
}

void solve(vector<int> &v) {
  top = -1;
  sort(ALL(v), [&](int a, int b){return dfn[a] < dfn[b
      ];});
  for (int i : v)
    insert(i);
  while (top > 0)
    vG[st[top - 1]].pb(st[top]), --top;
  //do something
  reset(v[0]);
}
```

2.6 Maximum Clique Dyn*

```
const int N = 150;
struct MaxClique {  // Maximum Clique
  bitset<N> a[N], cs[N];
  int ans, sol[N], q, cur[N], d[N], n;
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; i++) a[i].reset();
  }
  void addEdge(int u, int v) { a[u][v] = a[v][u] = 1; }
  void csort(vector<int> &r, vector<int> &c) {
    int mx = 1, km = max(ans - q + 1, 1), t = 0, m = r.
        size();
    cs[1].reset(), cs[2].reset();
    for (int i = 0; i < m; i++) {
      int p = r[i], k = 1;
      while ((cs[k] & a[p]).count()) k++;
      if (k > mx) mx++, cs[mx + 1].reset();
      cs[k][p] = 1;
      if (k < km) r[t++] = p;
    }
    c.resize(m);
    if (t) c[t - 1] = 0;
    for (int k = km; k <= mx; k++)
      for (int p = cs[k]._Find_first(); p < N; p = cs[k
          ]._Find_next(p))
        r[t] = p, c[t] = k, t++;
  }
  void dfs(vector<int> &r, vector<int> &c, int l,
      bitset<N> mask) {
    while (!r.empty()) {
      int p = r.back();
      r.pop_back(), mask[p] = 0;
      if (q + c.back() <= ans) return;
      cur[q++] = p;
      vector<int> nr, nc;
      bitset<N> nmask = mask & a[p];
      for (int i : r)
        if (a[p][i]) nr.push_back(i);
      if (!nr.empty()) {
        if (l < 4) {
          for (int i : nr) d[i] = (a[i] & nmask).count
              ();
          sort(nr.begin(), nr.end(), [&](int x, int y)
              { return d[x] > d[y]; });
```

```
        }
        csort(nr, nc), dfs(nr, nc, l + 1, nmask);
      } else if (q > ans)
        ans = q, copy_n(cur, q, sol);
      c.pop_back(), q--;
    }
  }
  int solve(bitset<N> mask = bitset<N>(string(N, '1')))
       {  // vertex mask
    vector<int> r, c;
    ans = q = 0;
    for (int i = 0; i < n; i++)
      if (mask[i]) r.push_back(i);
    for (int i = 0; i < n; i++) d[i] = (a[i] & mask).
        count();
    sort(r.begin(), r.end(), [&](int i, int j) { return
         d[i] > d[j]; });
    csort(r, c), dfs(r, c, 1, mask);
    return ans;  // sol[0 ~ ans-1]
  }
} graph;
```

2.7 Minimum Steiner Tree*

```
// Minimum Steiner Tree
// O(V 3^T + V^2 2^T)
struct SteinerTree{// 0-base
  static const int T = 10, N = 105, INF = 1e9;
  int n, dst[N][N], dp[1 << T][N], tdst[N];
  int vcost[N]; // the cost of vertexs
  void init(int _n){
    n = _n;
    for(int i = 0; i < n; ++i) {
      for(int j = 0; j < n; ++j)
        dst[i][j] = INF;
      dst[i][i] = vcost[i] = 0;
    }
  }
  void add_edge(int ui, int vi, int wi) {
    dst[ui][vi]=min(dst[ui][vi], wi);
  }
  void shortest_path() {
    for(int k = 0; k < n; ++k)
      for(int i = 0; i < n; ++i)
        for(int j = 0; j < n; ++j)
          dst[i][j] = min(dst[i][j], dst[i][k] + dst[k
              ][j]);
  }
  int solve(const vector<int>& ter) {
    shortest_path();
    int t = SZ(ter);
    for(int i = 0; i < (1 << t); ++i)
      for(int j = 0; j < n; ++j)
        dp[i][j] = INF;
    for(int i = 0; i < n; ++i)
      dp[0][i] = vcost[i];
    for(int msk = 1; msk < (1 << t); ++msk){
      if(!(msk & (msk - 1))){
        int who = __lg(msk);
        for(int i = 0; i < n; ++i)
          dp[msk][i] = vcost[ter[who]] + dst[ter[who]][
              i];
      }
      for(int i = 0; i < n; ++i)
        for(int submsk = (msk - 1) & msk; submsk;
            submsk = (submsk - 1) & msk)
          dp[msk][i] = min(dp[msk][i], dp[submsk][i] +
              dp[msk ^ submsk][i] - vcost[i]);
      for(int i = 0; i < n; ++i) {
        tdst[i] = INF;
        for(int j = 0; j < n; ++j)
          tdst[i] = min(tdst[i], dp[msk][j] + dst[j][i
              ]);
      }
      for(int i = 0; i < n; ++i)
        dp[msk][i] = tdst[i];
    }
    int ans = INF;
    for(int i = 0; i < n; ++i)
      ans = min(ans, dp[(1 << t) - 1][i]);
    return ans;
  }
};
```

2.8 Dominator Tree*

```
struct dominator_tree{//1-base
  vector<int> G[N],rG[N];
  int n, pa[N], dfn[N], id[N], Time;
  int semi[N], idom[N], best[N];
  vector<int> tree[N];//dominator_tree
  void init(int _n) {
    n = _n;
    for(int i = 1; i <= n; ++i)
      G[i].clear(), rG[i].clear();
  }
  void add_edge(int u, int v) {
    G[u].pb(v), rG[v].pb(u);
  }
  void dfs(int u) {
    id[dfn[u] = ++Time] = u;
    for(auto v : G[u])
      if(!dfn[v])
        dfs(v), pa[dfn[v]] = dfn[u];
  }
  int find(int y, int x) {
    if(y <= x)
      return y;
    int tmp = find(pa[y], x);
    if(semi[best[y]] > semi[best[pa[y]]])
      best[y] = best[pa[y]];
    return pa[y] = tmp;
  }
  void tarjan(int root) {
    Time = 0;
    for(int i = 1; i <= n; ++i){
      dfn[i] = idom[i] = 0;
      tree[i].clear();
      best[i] = semi[i] = i;
    }
    dfs(root);
    for(int i = Time; i > 1; --i) {
      int u = id[i];
      for(auto v : rG[u])
        if(v = dfn[v]) {
          find(v, i);
          semi[i] = min(semi[i], semi[best[v]]);
        }
      tree[semi[i]].pb(i);
      for(auto v : tree[pa[i]]) {
        find(v, pa[i]);
        idom[v] = semi[best[v]] == pa[i] ? pa[i] : best
            [v];
      }
      tree[pa[i]].clear();
    }
    for(int i = 2; i <= Time; ++i) {
      if(idom[i] != semi[i])
        idom[i] = idom[idom[i]];
      tree[id[idom[i]]].pb(id[i]);
    }
  }
};
```

2.9 Minimum Arborescence*

```
struct zhu_liu{//O(VE)
  struct edge{
    int u,v;
    ll w;
  };
  vector<edge> E; //0-base
  int pe[N], id[N], vis[N];
  ll in[N];
  void init() {E.clear();}
  void add_edge(int u, int v, ll w) {
    if (u != v) E.pb(edge{u, v, w});
  }
```

```
  ll build(int root, int n) {
    ll ans = 0;
    for(;;) {
      fill_n(in, n, INF);
      for (int i = 0; i < SZ(E); ++i)
        if (E[i].u != E[i].v && E[i].w < in[E[i].v])
          pe[E[i].v] = i, in[E[i].v] = E[i].w;
      for (int u = 0; u < n; ++u)//no solution
        if (u != root && in[u] == INF) return -INF;
      int cntnode = 0;
      fill_n(id, n, -1), fill_n(vis, n, -1);
      for (int u = 0; u < n; ++u) {
        if (u != root) ans += in[u];
        int v = u;
        while (vis[v] != u && !~id[v] && v != root)
          vis[v] = u, v = E[pe[v]].u;
        if (v != root && !~id[v]) {
          for (int x = E[pe[v]].u; x != v; x = E[pe[x
              ]].u)
            id[x] = cntnode;
          id[v] = cntnode++;
        }
      }
      if (!cntnode) break;//no cycle
      for (int u = 0; u < n; ++u)
        if (!~id[u]) id[u] = cntnode++;
      for (int i = 0; i < SZ(E); ++i) {
        int v = E[i].v;
        E[i].u = id[E[i].u], E[i].v = id[E[i].v];
        if (E[i].u != E[i].v) E[i].w -= in[v];
      }
      n = cntnode, root = id[root];
    }
    return ans;
  }
};
```

2.10 Vizing's theorem

```
namespace vizing { // returns edge coloring in adjacent
     matrix G. 1 - based
  int C[kN][kN], G[kN][kN];
  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 M) {
    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++) {
      int u = E[t].first, v0 = E[t].second, v = v0, c0
          = X[u], c = c0, 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 = (int)L.size() - 1; a >=
            0; a--) c = color(u, L[a].first, c);
        else if (!C[u][d]) for (a = (int)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]) {
          for (a = (int)L.size() - 2; a >= 0 && L[a].
              second != c; a--);
          for (; a >= 0; a--) color(u, L[a].first, L[a
              ].second);
        } else t--;
      }
    }
  }}
```

2.11 Minimum Clique Cover*

```
struct Clique_Cover { // 0-base, O(n2^n)
  int co[1 << N], n, E[N];
  int dp[1 << N];
  void init(int _n) {
    n = _n, fill_n(dp, 1 << n, 0);
    fill_n(E, n, 0), fill_n(co, 1 << n, 0);
  }
  void add_edge(int u, int v) {
    E[u] |= 1 << v, E[v] |= 1 << u;
  }
  int solve() {
    for (int i = 0; i < n; ++i)
      co[1 << i] = E[i] | (1 << i);
    co[0] = (1 << n) - 1;
    dp[0] = (n & 1) * 2 - 1;
    for (int i = 1; i < (1 << n); ++i) {
      int t = i & -i;
      dp[i] = -dp[i ^ t];
      co[i] = co[i ^ t] & co[t];
    }
    for (int i = 0; i < (1 << n); ++i)
      co[i] = (co[i] & i) == i;
    fwt(co, 1 << n);
    for (int ans = 1; ans < n; ++ans) {
      int sum = 0;
      for (int i = 0; i < (1 << n); ++i)
        sum += (dp[i] *= co[i]);
      if (sum) return ans;
    }
    return n;
  }
};
```

2.12 NumberofMaximalClique*

```
struct BronKerbosch { // 1-base
  int n, a[N], g[N][N];
  int S, all[N][N], some[N][N], none[N][N];
  void init(int _n) {
    n = _n;
    for (int i = 1; i <= n; ++i)
      for (int j = 1; j <= n; ++j)
        g[i][j] = 0;
  }
  void add_edge(int u, int v) {
    g[u][v] = g[v][u] = 1;
  }
  void dfs(int d, int an, int sn, int nn) {
    if (S > 1000) return; // pruning
    if (sn == 0 && nn == 0) ++S;
    int u = some[d][0];
    for(int i = 0; i < sn; ++i) {
      int v = some[d][i];
      if(g[u][v]) continue;
      int tsn = 0, tnn = 0;
      copy_n(all[d], an, all[d + 1]);
      all[d + 1][an] = v;
      for(int j = 0; j < sn; ++j)
```

```
        if(g[v][some[d][j]])
          some[d + 1][tsn++] = some[d][j];
      for(int j = 0; j < nn; ++j)
        if(g[v][none[d][j]])
          none[d + 1][tnn++] = none[d][j];
      dfs(d + 1, an + 1, tsn, tnn);
      some[d][i] = 0, none[d][nn ++] = v;
    }
  }
  int solve() {
    iota(some[0], some[0] + n, 1);
    S = 0, dfs(0, 0, n, 0);
    return S;
  }
};
```

2.13 Theory

|Maximum independent edge set| $= |V| -$ |Minimum edge cover|
|Maximum independent set| $= |V| -$ |Minimum vertex cover|
A sequence of non-negative integers $d_1 \geq \cdots \geq d_n$ can be represented as the degree sequence of a finite simple graph on n vertices if and only if $d_1 + \cdots + d_n$ is even and $\sum_{i=1}^{k} d_i \leq k(k-1) + \sum_{i=k+1}^{n} \min(d_i, k)$ holds for every k in $1 \leq k \leq n$.

3 Data Structure

3.1 Leftist Tree

```
struct node{
  ll v,data,sz,sum;
  node *l,*r;
  node(ll k):v(0),data(k),sz(1),l(0),r(0),sum(k){}
};
ll sz(node *p){return p ? p->sz : 0;}
ll V(node *p){return p ? p->v : -1;}
ll sum(node *p){return p ? p->sum : 0;}
node* merge(node *a,node *b){
  if(!a || !b) return a ? a : b;
  if(a->data<b->data) swap(a,b);
  a->r=merge(a->r,b);
  if(V(a->r)>V(a->l)) swap(a->r,a->l);
  a->v=V(a->r)+1,a->sz=sz(a->l)+sz(a->r)+1;
  a->sum=sum(a->l)+sum(a->r)+a->data;
  return a;
}
void pop(node *&o){
  node *tmp=o;
  o=merge(o->l,o->r);
  delete tmp;
}
```

3.2 Heavy light Decomposition

```
struct Heavy_light_Decomposition{//1-base
  int n,ulink[10005],deep[10005],mxson[10005],w[10005],
      pa[10005];
  int t,pl[10005],data[10005],dt[10005],bln[10005],edge
      [10005],et;
  vector<pii> G[10005];
  void init(int _n){n=_n,t=0,et=1;
    for(int i=1;i<=n;++i) G[i].clear(),mxson[i]=0;
  }
  void add_edge(int a,int b,int w){
    G[a].pb(pii(b,et)),G[b].pb(pii(a,et)),edge[et++]=w;
  }
  void dfs(int u,int f,int d){
    w[u]=1,pa[u]=f,deep[u]=d++;
    for(auto &i:G[u])
      if(i.X!=f){
        dfs(i.X,u,d),w[u]+=w[i.X];
        if(w[mxson[u]]<w[i.X])
          mxson[u]=i.X;
      }
      else
        bln[i.Y]=u,dt[u]=edge[i.Y];
  }
  void cut(int u,int link){
    data[pl[u]=t++]=dt[u],ulink[u]=link;
    if(!mxson[u]) return ;
    cut(mxson[u],link);
    for(auto i:G[u])
      if(i.X!=pa[u]&&i.X!=mxson[u])
        cut(i.X,i.X);
  }
  void build(){
    dfs(1,1,1),cut(1,1),/*build*/;
  }
  int query(int a,int b){
    int ta=ulink[a],tb=ulink[b],re=0;
    while(ta!=tb)
      if(deep[ta]<deep[tb])
        /*query*/,tb=ulink[b=pa[tb]];
      else
        /*query*/,ta=ulink[a=pa[ta]];
    if(a==b) return re;
    if(pl[a]>pl[b]) swap(a,b);
    /*query*/
    return re;
  }
};
```

3.3 Centroid Decomposition*

```
struct Cent_Dec { // 1-base
  vector<pll> G[N];
  pll info[N]; // store info. of itself
  pll upinfo[N]; // store info. of climbing up
  int n, pa[N], layer[N], sz[N], done[N];
  ll dis[__lg(N) + 1][N];
  void init(int _n) {
    n = _n, layer[0] = -1;
    fill_n(pa + 1, n, 0), fill_n(done + 1, n, 0);
    for (int i = 1; i <= n; ++i) G[i].clear();
  }
  void add_edge(int a, int b, int w) {
    G[a].pb(pll(b, w)), G[b].pb(pll(a, w));
  }
  void get_cent(int u, int f, int &mx, int &c, int num)
     {
    int mxsz = 0;
    sz[u] = 1;
    for (pll e : G[u])
      if (!done[e.X] && e.X != f) {
        get_cent(e.X, u, mx, c, num);
        sz[u] += sz[e.X], mxsz = max(mxsz, sz[e.X]);
      }
    if (mx > max(mxsz, num - sz[u]))
      mx = max(mxsz, num - sz[u]), c = u;
  }
  void dfs(int u, int f, ll d, int org) {
    // if required, add self info or climbing info
    dis[layer[org]][u] = d;
    for (pll e : G[u])
      if (!done[e.X] && e.X != f)
        dfs(e.X, u, d + e.Y, org);
  }
  int cut(int u, int f, int num) {
    int mx = 1e9, c = 0, lc;
    get_cent(u, f, mx, c, num);
    done[c] = 1, pa[c] = f, layer[c] = layer[f] + 1;
    for (pll e : G[c])
      if (!done[e.X]) {
        if (sz[e.X] > sz[c])
          lc = cut(e.X, c, num - sz[c]);
        else
          lc = cut(e.X, c, sz[e.X]);
        upinfo[lc] = pll(), dfs(e.X, c, e.Y, c);
      }
    return done[c] = 0, c;
  }
  void build(){cut(1, 0, n);}
  void modify(int u) {
```

```
    for (int a = u, ly = layer[a]; a; a = pa[a], --ly)
      {
      info[a].X += dis[ly][u], ++info[a].Y;
      if (pa[a])
        upinfo[a].X += dis[ly - 1][u], ++upinfo[a].Y;
    }
  }
  ll query(int u) {
    ll rt = 0;
    for (int a = u, ly = layer[a]; a; a = pa[a], --ly)
      {
      rt += info[a].X + info[a].Y * dis[ly][u];
      if (pa[a])
        rt -= upinfo[a].X + upinfo[a].Y * dis[ly - 1][u
          ];
    }
    return rt;
  }
};
```

3.4 Link cut tree*

```
struct Splay { // xor-sum
    static Splay nil;
    Splay *ch[2], *f;
    int val, sum, rev, size;
    Splay (int _val = 0) : val(_val), sum(_val), rev(0)
      , size(1)
    { f = ch[0] = ch[1] = &nil; }
    bool isr()
    { return f -> ch[0] != this && f -> ch[1] != this;
      }
    int dir()
    { return f -> ch[0] == this ? 0 : 1; }
    void setCh(Splay *c, int d) {
        ch[d] = c;
        if (c != &nil) c -> f = this;
        pull();
    }
    void push() {
        if(!rev) return;
        swap(ch[0], ch[1]);
        if (ch[0] != &nil) ch[0] -> rev ^= 1;
        if (ch[1] != &nil) ch[1] -> rev ^= 1;
        rev = 0;
    }
    void pull() {
        // take care of the nil!
        size = ch[0] -> size + ch[1] -> size + 1;
        sum = ch[0] -> sum ^ ch[1] -> sum ^ val;
        if (ch[0] != &nil) ch[0] -> f = this;
        if (ch[1] != &nil) ch[1] -> f = this;
    }
} Splay::nil;
Splay *nil = &Splay::nil;
void rotate(Splay *x) {
    Splay *p = x -> f;
    int d = x -> dir();
    if (!p -> isr())
        p -> f -> setCh(x, p -> dir());
    else
        x -> f = p -> f;
    p -> setCh(x -> ch[!d], d);
    x -> setCh(p, !d);
    p -> pull(), x -> pull();
}
void splay(Splay *x) {
    vector<Splay*> splayVec;
    for (Splay *q = x;; q = q -> f) {
        splayVec.pb(q);
        if (q -> isr()) break;
    }
    reverse(ALL(splayVec));
    for (auto it : splayVec) it -> push();
    while (!x -> isr()) {
        if (x -> f -> isr()) rotate(x);
        else if (x -> dir() == x -> f -> dir())
            rotate(x -> f), rotate(x);
        else rotate(x), rotate(x);
    }
}
Splay* access(Splay *x) {
    Splay *q = nil;
    for (; x != nil; x = x -> f)
        splay(x), x -> setCh(q, 1), q = x;
    return q;
}
void root_path(Splay *x) {
    access(x), splay(x);
}
void chroot(Splay *x){
    root_path(x), x -> rev ^= 1;
    x -> push(), x -> pull();
}
void split(Splay *x, Splay *y) {
    chroot(x), root_path(y);
}
void link(Splay *x, Splay *y) {
    root_path(x), chroot(y);
    x->setCh(y, 1);
}
void cut(Splay *x, Splay *y) {
    split(x, y);
    if (y -> size != 5) return;
    y -> push();
    y -> ch[0] = y -> ch[0] -> f = nil;
}
Splay* get_root(Splay *x) {
    for(root_path(x); x -> ch[0] != nil; x = x -> ch
        [0])
        x -> push();
    splay(x);
    return x;
}
bool conn(Splay *x, Splay *y) {
    return get_root(x) == get_root(y);
}
Splay* lca(Splay *x, Splay *y) {
    access(x), root_path(y);
    if (y -> f == nil) return y;
    return y -> f;
}
void change(Splay *x, int val) {
    splay(x), x -> val = val, x -> pull();
}
int query(Splay *x, Splay *y) {
    split(x, y);
    return y -> sum;
}
```

3.5 KDTree

```
namespace kdt {
int root, lc[maxn], rc[maxn], xl[maxn], xr[maxn], yl[
  maxn], yr[maxn];
point p[maxn];
int build(int l, int r, int dep = 0) {
    if (l == r) return -1;
    function<bool(const point &, const point &)> f = [
        dep](const point &a, const point &b) {
        if (dep & 1) return a.x < b.x;
        else return a.y < b.y;
    };
    int m = (l + r) >> 1;
    nth_element(p + l, p + m, p + r, f);
    xl[m] = xr[m] = p[m].x;
    yl[m] = yr[m] = p[m].y;
    lc[m] = build(l, m, dep + 1);
    if (~lc[m]) {
        xl[m] = min(xl[m], xl[lc[m]]);
        xr[m] = max(xr[m], xr[lc[m]]);
        yl[m] = min(yl[m], yl[lc[m]]);
        yr[m] = max(yr[m], yr[lc[m]]);
    }
    rc[m] = build(m + 1, r, dep + 1);
    if (~rc[m]) {
        xl[m] = min(xl[m], xl[rc[m]]);
        xr[m] = max(xr[m], xr[rc[m]]);
        yl[m] = min(yl[m], yl[rc[m]]);
        yr[m] = max(yr[m], yr[rc[m]]);
```

```
    }
    return m;
}
bool bound(const point &q, int o, long long d) {
    double ds = sqrt(d + 1.0);
    if (q.x < xl[o] - ds || q.x > xr[o] + ds ||
        q.y < yl[o] - ds || q.y > yr[o] + ds) return
            false;
    return true;
}
long long dist(const point &a, const point &b) {
    return (a.x - b.x) * 1ll * (a.x - b.x) +
           (a.y - b.y) * 1ll * (a.y - b.y);
}
void dfs(const point &q, long long &d, int o, int dep =
     0) {
    if (!bound(q, o, d)) return;
    long long cd = dist(p[o], q);
    if (cd != 0) d = min(d, cd);
    if ((dep & 1) && q.x < p[o].x || !(dep & 1) && q.y
         < p[o].y) {
        if (~lc[o]) dfs(q, d, lc[o], dep + 1);
        if (~rc[o]) dfs(q, d, rc[o], dep + 1);
    } else {
        if (~rc[o]) dfs(q, d, rc[o], dep + 1);
        if (~lc[o]) dfs(q, d, lc[o], dep + 1);
    }
}
void init(const vector<point> &v) {
    for (int i = 0; i < v.size(); ++i) p[i] = v[i];
    root = build(0, v.size());
}
long long nearest(const point &q) {
    long long res = 1e18;
    dfs(q, res, root);
    return res;
}}
```

4 Flow/Matching

4.1 Kuhn Munkres

```
struct KM{// 0-base
  int w[MAXN][MAXN],hl[MAXN],hr[MAXN],slk[MAXN],n;
  int fl[MAXN],fr[MAXN],pre[MAXN],qu[MAXN],ql,qr;
  bool vl[MAXN],vr[MAXN];
  void init(int _n){n=_n;
    for(int i=0;i<n;++i)
      for(int j=0;j<n;++j)
        w[i][j]=-INF;
  }
  void add_edge(int a,int b,int wei){
    w[a][b]=wei;
  }
  bool Check(int x){
    if(vl[x]=1,~fl[x]) return vr[qu[qr++]=fl[x]]=1;
    while(~x) swap(x,fr[fl[x]=pre[x]]);
    return 0;
  }
  void Bfs(int s){
    fill(slk,slk+n,INF);
    fill(vl,vl+n,0),fill(vr,vr+n,0);
    ql=qr=0,qu[qr++]=s,vr[s]=1;
    while(1){
      int d;
      while(ql<qr)
        for(int x=0,y=qu[ql++];x<n;++x)
          if(!vl[x]&&slk[x]>=(d=hl[x]+hr[y]-w[x][y]))
            if(pre[x]=y,d) slk[x]=d;
            else if(!Check(x)) return;
      d=INF;
      for (int x=0;x<n;++x)
        if (!vl[x]&&d>slk[x]) d=slk[x];
      for (int x=0;x<n;++x){
        if(vl[x]) hl[x]+=d;
        else slk[x]-=d;
        if(vr[x]) hr[x]-=d;
      }
      for (int x=0;x<n;++x)
        if(!vl[x]&&!slk[x]&&!Check(x)) return;
    }
  }
  int Solve(){
    fill(fl,fl+n,-1),fill(fr,fr+n,-1),fill(hr,hr+n, 0);
    for (int i=0;i<n;++i) hl[i]=*max_element(w[i],w[i]+
        n);
    for (int i=0;i<n;++i) Bfs(i);
    int res=0;
    for (int i=0;i<n;++i) res += w[i][fl[i]];
    return res;
  }
};
```

4.2 MincostMaxflow

```
struct MCMF{//0-base
  struct edge{
    ll from,to,cap,flow,cost,rev;
  }*past[MAXN];
  vector<edge> G[MAXN];
  bitset<MAXN> inq;
  ll dis[MAXN],up[MAXN],s,t,mx,n;
  bool BellmanFord(ll &flow,ll &cost){
    fill(dis,dis+n,INF);
    queue<ll> q;
    q.push(s),inq.reset(),inq[s]=1;
    up[s]=mx-flow,past[s]=0,dis[s]=0;
    while(!q.empty()){
      ll u=q.front();
      q.pop(),inq[u]=0;
      if(!up[u]) continue;
      for(auto &e:G[u])
        if(e.flow!=e.cap&&dis[e.to]>dis[u]+e.cost){
          dis[e.to]=dis[u]+e.cost,past[e.to]=&e;
          up[e.to]=min(up[u],e.cap-e.flow);
          if(!inq[e.to]) inq[e.to]=1,q.push(e.to);
        }
    }
    if(dis[t]==INF) return 0;
    flow+=up[t],cost+=up[t]*dis[t];
    for(ll i=t;past[i];i=past[i]->from){
      auto &e=*past[i];
      e.flow+=up[t],G[e.to][e.rev].flow-=up[t];
    }
    return 1;
  }
  ll MinCostMaxFlow(ll _s,ll _t,ll &cost){
    s=_s,t=_t,cost=0;ll flow=0;
    while(BellmanFord(flow,cost));
    return flow;
  }
  void init(ll _n,ll _mx){n=_n,mx=_mx;
    for(int i=0;i<n;++i) G[i].clear();
  }
  void add_edge(ll a,ll b,ll cap,ll cost){
    G[a].pb(edge{a,b,cap,0,cost,G[b].size()});
    G[b].pb(edge{b,a,0,0,-cost,G[a].size()-1});
  }
};
```

4.3 Maximum Simple Graph Matching*

```
struct GenMatch { // 1-base
  int V, pr[N];
  bool el[N][N], inq[N], inp[N], inb[N];
  int st, ed, nb, bk[N], djs[N], ans;
  void init(int _V) {
    V=_V;
    for(int i = 0; i <= V; ++i) {
      for(int j = 0; j <= V; ++j)
        el[i][j] = 0;
      pr[i] = bk[i] = djs[i] =0;
      inq[i] = inp[i] = inb[i] = 0;
    }
  }
  void add_edge(int u, int v){
```

```
    el[u][v] = el[v][u] = 1;
  }
  int lca(int u, int v) {
    fill_n(inp, V + 1, 0);
    while(1)
      if(u = djs[u], inp[u] = true, u == st) break;
      else u = bk[pr[u]];
    while(1)
      if(v = djs[v], inp[v]) return v;
      else v = bk[pr[v]];
    return v;
  }
  void upd(int u){
    for(int v; djs[u] != nb;) {
      v = pr[u], inb[djs[u]] = inb[djs[v]] = true;
      u = bk[v];
      if(djs[u] != nb) bk[u] = v;
    }
  }
  void blo(int u, int v, queue<int> &qe) {
    nb = lca(u, v), fill_n(inb, V + 1, 0);
    upd(u), upd(v);
    if(djs[u] != nb) bk[u] = v;
    if(djs[v] != nb) bk[v] = u;
    for(int tu = 1; tu <= V; ++tu)
      if(inb[djs[tu]])
        if(djs[tu] = nb, !inq[tu])
          qe.push(tu), inq[tu]=1;
  }
  void flow() {
    fill_n(inq + 1, V, 0), fill_n(bk + 1, V, 0);
    iota(djs + 1, djs + V + 1, 1);
    queue<int> qe;
    qe.push(st), inq[st] = 1, ed = 0;
    while(!qe.empty()) {
      int u = qe.front();
      qe.pop();
      for(int v = 1; v <= V; ++v)
        if(el[u][v] && djs[u] != djs[v] && pr[u] != v)
          {
          if((v == st) || (pr[v] > 0 && bk[pr[v]] > 0))
            blo(u, v, qe);
          else if(!bk[v]) {
            if(bk[v] = u, pr[v] > 0) {
              if(!inq[pr[v]])
                qe.push(pr[v]);
            }
            else
              return ed = v, void();
          }
        }
    }
  }
  void aug(){
    for(int u = ed, v, w; u > 0;)
      v = bk[u], w = pr[v], pr[v] = u, pr[u] = v, u = w
        ;
  }
  int solve() {
    fill_n(pr, V + 1, 0), ans = 0;
    for(int u = 1; u <= V; ++u)
      if(!pr[u])
        if(st = u, flow(), ed > 0)
          aug(), ++ans;
    return ans;
  }
};
```

4.4 Minimum Weight Matching (Clique version)*

```
struct Graph {  // 0-base (Perfect Match), n is even
  int n, match[N], onstk[N], stk[N], tp;
  ll edge[N][N], dis[N];
  void init(int _n) {
    n = _n, tp = 0;
    for (int i = 0; i < n; ++i)
      fill_n(edge[i], n, 0);
  }
  void add_edge(int u, int v, ll w) { edge[u][v] = edge
      [v][u] = w; }
  bool SPFA(int u) {
    stk[tp++] = u, onstk[u] = 1;
    for (int v = 0; v < n; ++v)
      if (!onstk[v] && match[u] != v) {
        int m = match[v];
        if (dis[m] > dis[u] - edge[v][m] + edge[u][v])
          {
          dis[m] = dis[u] - edge[v][m] + edge[u][v];
          onstk[v] = 1, stk[tp++] = v;
          if (onstk[m] || SPFA(m)) return 1;
          --tp, onstk[v] = 0;
        }
      }
    onstk[u] = 0, --tp;
    return 0;
  }
  ll solve() {  // find a match
    for (int i = 0; i < n; ++i) match[i] = i ^ 1;
    while (1) {
      int found = 0;
      fill_n(dis, n, 0); fill_n(onstk, n, 0);
      for (int i = 0; i < n; ++i)
        if (tp = 0, !onstk[i] && SPFA(i))
          for (found = 1; tp >= 2;) {
            int u = stk[--tp];
            int v = stk[--tp];
            match[u] = v, match[v] = u;
          }
      if (!found) break;
    }
    ll ret = 0;
    for (int i = 0; i < n; ++i) ret += edge[i][match[i
        ]];
    return ret >> 1;
  }
};
```

4.5 SW-mincut

```
// global min cut
struct SW{ // O(V^3)
  static const int MXN = 514;
  int n,vst[MXN],del[MXN];
  int edge[MXN][MXN],wei[MXN];
  void init(int _n){
    n=_n,MEM(edge,0),MEM(del,0);
  }
  void addEdge(int u,int v,int w){
    edge[u][v]+=w,edge[v][u]+=w;
  }
  void search(int &s,int &t){
    MEM(vst,0),MEM(wei,0),s=t=-1;
    while(1){
      int mx=-1,cur=0;
      for(int i=0;i<n;++i)
        if(!del[i]&&!vst[i]&&mx<wei[i])
          cur=i,mx=wei[i];
      if(mx==-1) break;
      vst[cur]=1,s=t,t=cur;
      for(int i=0;i<n;++i)
        if(!vst[i]&&!del[i]) wei[i]+=edge[cur][i];
    }
  }
  int solve(){
    int res=INF;
    for(int i=0,x,y;i<n-1;++i){
      search(x,y),res=min(res,wei[y]),del[y]=1;
      for(int j=0;j<n;++j)
        edge[x][j]=(edge[j][x]+=edge[y][j]);
    }
    return res;
  }
};
```

4.6 BoundedFlow(Dinic*)

```cpp
struct BoundedFlow {//0-base
  struct edge {
    int to, cap, flow, rev;
  };
  vector<edge> G[N];
  int n, s, t, dis[N], cur[N], cnt[N];
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n + 2; ++i)
      G[i].clear(), cnt[i] = 0;
  }
  void add_edge(int u, int v, int lcap, int rcap) {
    cnt[u] -= lcap, cnt[v] += lcap;
    G[u].pb(edge{v, rcap, lcap, SZ(G[v])});
    G[v].pb(edge{u, 0, 0, SZ(G[u]) - 1});
  }
  void add_edge(int u, int v, int cap){
    G[u].pb(edge{v, cap, 0, SZ(G[v])});
    G[v].pb(edge{u, 0, 0, SZ(G[u]) - 1});
  }
  int dfs(int u, int cap) {
    if (u == t || !cap) return cap;
    for (int &i = cur[u]; i < SZ(G[u]); ++i) {
      edge &e = G[u][i];
      if (dis[e.to] == dis[u]+1 && e.cap != e.flow) {
        int df = dfs(e.to, min(e.cap - e.flow, cap));
        if(df) {
          e.flow += df, G[e.to][e.rev].flow -= df;
          return df;
        }
      }
    }
    dis[u] = -1;
    return 0;
  }
  bool bfs() {
    fill_n(dis, n + 3, -1);
    queue<int> q;
    q.push(s), dis[s] = 0;
    while (!q.empty()) {
      int u = q.front();
      q.pop();
      for (edge &e : G[u])
        if (!~dis[e.to] && e.flow != e.cap)
          q.push(e.to), dis[e.to] = dis[u] + 1;
    }
    return dis[t] != -1;
  }
  int maxflow(int _s, int _t) {
    s = _s, t = _t;
    int flow = 0, df;
    while(bfs()) {
      fill_n(cur, n + 3, 0);
      while ((df = dfs(s, INF))) flow += df;
    }
    return flow;
  }
  bool solve() {
    int sum = 0;
    for(int i = 0; i < n; ++i)
      if(cnt[i] > 0) add_edge(n + 1, i, cnt[i]), sum +=
           cnt[i];
      else if(cnt[i] < 0) add_edge(i, n + 2, -cnt[i]);
    if(sum != maxflow(n + 1, n + 2)) sum = -1;
    for(int i = 0; i < n; ++i)
      if(cnt[i] > 0) G[n + 1].pop_back(), G[i].pop_back
          ();
      else if(cnt[i] < 0) G[i].pop_back(), G[n + 2].
          pop_back();
    return sum != -1;
  }
  int solve(int _s, int _t) {
    add_edge(_t, _s, INF);
    if(!solve()) return -1; //invalid flow
    int x = G[_t].back().flow;
    return G[_t].pop_back(), G[_s].pop_back(), x;
  }
};
```

4.7 Gomory Hu tree

```cpp
struct Gomory_Hu_tree{//0-base
  MaxFlow Dinic;
  int n;
  vector<pii> G[MAXN];
  void init(int _n){n=_n;
    for(int i=0;i<n;++i) G[i].clear();
  }
  void solve(vector<int> &v){
    if(v.size()<=1) return;
    int s=rand()%SZ(v);
    swap(v.back(),v[s]),s=v.back();
    int t=v[rand()%(SZ(v)-1)];
    vector<int> L,R;
    int x=(Dinic.reset(),Dinic.maxflow(s,t));
    G[s].pb(pii(t,x)),G[t].pb(pii(s,x));
    for(int i:v)
      if(~Dinic.dis[i]) L.pb(i);
      else R.pb(i);
    solve(L),solve(R);
  }
  void build(){
    vector<int> v(n);
    for(int i=0;i<n;++i) v[i]=i;
    solve(v);
  }
}ght;//test by BZOJ 4519
MaxFlow &Dinic=ght.Dinic;
```

4.8 isap

```cpp
struct Maxflow {
  static const int MAXV = 20010;
  static const int INF  = 1000000;
  struct Edge {
    int v, c, r;
    Edge(int _v, int _c, int _r):
      v(_v), c(_c), r(_r) {}
  };
  int s, t;
  vector<Edge> G[MAXV*2];
  int iter[MAXV*2], d[MAXV*2], gap[MAXV*2], tot;
  void init(int x) {
    tot = x+2;
    s = x+1, t = x+2;
    for(int i = 0; i <= tot; i++) {
      G[i].clear();
      iter[i] = d[i] = gap[i] = 0;
    }
  }
  void addEdge(int u, int v, int c) {
    G[u].push_back(Edge(v, c, SZ(G[v]) ));
    G[v].push_back(Edge(u, 0, SZ(G[u]) - 1));
  }
  int dfs(int p, int flow) {
    if(p == t) return flow;
    for(int &i = iter[p]; i < SZ(G[p]); i++) {
      Edge &e = G[p][i];
      if(e.c > 0 && d[p] == d[e.v]+1) {
        int f = dfs(e.v, min(flow, e.c));
        if(f) {
          e.c -= f;
          G[e.v][e.r].c += f;
          return f;
        }
      }
    }
    if( (--gap[d[p]]) == 0) d[s] = tot;
    else {
      d[p]++;
      iter[p] = 0;
      ++gap[d[p]];
    }
    return 0;
  }
  int solve() {
    int res = 0;
    gap[0] = tot;
```

```
    for(res = 0; d[s] < tot; res += dfs(s, INF));
    return res;
  }
} flow;
```

5 String

5.1 KMP

```
int F[MAXN];
vector<int> match(string A,string B){
  vector<int> ans;
  F[0]=-1,F[1]=0;
  for(int i=1,j=0;i<B.size();F[++i]=++j){
    if(B[i]==B[j]) F[i]=F[j];//optimize
    while(j!=-1&&B[i]!=B[j]) j=F[j];
  }
  for(int i=0,j=0;i-j+B.size()<=A.size();++i,++j){
    while(j!=-1&&A[i]!=B[j]) j=F[j];
    if(j==B.size()-1) ans.pb(i-j);
  }
  return ans;
}
```

5.2 Z-value

```
const int MAXn = 1e5 + 5;
int z[MAXn];
void make_z(string s){
  int l = 0, r = 0;
  for(int i = 1;i < s.size();i++){
    for(z[i] = max(0, min(r - i + 1, z[i - l]));
        i + z[i] < s.size() && s[i + z[i]] == s[z[i]];z
           [i]++);
    if(i + z[i] - 1 > r)l = i, r = i + z[i] - 1;
  }
}
```

5.3 Manacher*

```
int z[MAXN];
int Manacher(string tmp){
  string s="&";
  int l=0,r=0,x,ans;
  for(char c:tmp) s.pb(c),s.pb('%');
  ans=0,x=0;
  for(int i=1;i<SZ(s);++i){
    z[i]=r > i ? min(z[2*l-i],r-i) : 1;
    while(s[i+z[i]]==s[i-z[i]])++z[i];
    if(z[i]+i>r)r=z[i]+i,l=i;
  }
  for(int i=1;i<SZ(s);++i)
    if(s[i]=='%')
      x=max(x,z[i]);
  ans=x/2*2,x=0;
  for(int i=1;i<SZ(s);++i)
    if(s[i]!='%')
      x=max(x,z[i]);
  return max(ans,(x-1)/2*2+1);
}
```

5.4 Suffix Array

```
struct suffix_array{
  int box[MAXN],tp[MAXN],m;
  bool not_equ(int a,int b,int k,int n){
    return ra[a]!=ra[b]||a+k>=n||b+k>=n||ra[a+k]!=ra[b+
        k];
  }
  void radix(int *key,int *it,int *ot,int n){
    fill_n(box,m,0);
    for(int i=0;i<n;++i) ++box[key[i]];
    partial_sum(box,box+m,box);
    for(int i=n-1;i>=0;--i) ot[--box[key[it[i]]]]=it[i
        ];
  }
  void make_sa(string s,int n){
    int k=1;
    for(int i=0;i<n;++i) ra[i]=s[i];
    do{
      iota(tp,tp+k,n-k),iota(sa+k,sa+n,0);
      radix(ra+k,sa+k,tp+k,n-k);
      radix(ra,tp,sa,n);
      tp[sa[0]]=0,m=1;
      for(int i=1;i<n;++i){
        m+=not_equ(sa[i],sa[i-1],k,n);
        tp[sa[i]]=m-1;
      }
      copy_n(tp,n,ra);
      k*=2;
    }while(k<n&&m!=n);
  }
  void make_he(string s,int n){
    for(int j=0,k=0;j<n;++j){
      if(ra[j])
        for(;s[j+k]==s[sa[ra[j]-1]+k];++k);
      he[ra[j]]=k,k=max(0,k-1);
    }
  }
  int sa[MAXN],ra[MAXN],he[MAXN];
  void build(string s){
    FILL(sa,0),FILL(ra,0),FILL(he,0);
    FILL(box,0),FILL(tp,0),m=256;
    make_sa(s,s.size());
    make_he(s,s.size());
  }
};
```

5.5 SAIS*

```
class SAIS {
  public:
    int *SA, *H;
    // zero based, string content MUST > 0
    // result height H[i] is LCP(SA[i - 1], SA[i])
    // string, length, |sigma|
    void build(int *s, int n, int m = 128){
      copy_n(s, n, _s);
      _h[0] = _s[n++] = 0;
      sais(_s, _sa, _p, _q, _t, _c, n, m);
      mkhei(n);
      SA = _sa + 1; H = _h + 1;
    }
  private:
    bool _t[N * 2];
    int _s[N * 2], _c[N * 2], x[N], _p[N], _q[N * 2], r
        [N], _sa[N * 2], _h[N];
    void mkhei(int n){
      for (int i = 0; i < n; i++) r[_sa[i]] = i;
      for (int i = 0; i < n; i++) if(r[i]) {
        int ans = i > 0 ? max(_h[r[i - 1]] - 1, 0) : 0;
        while(_s[i + ans] == _s[_sa[r[i] - 1] + ans])
            ans++;
        _h[r[i]] = ans;
      }
    }
    void sais(int *s, int *sa, int *p, int *q, bool *t,
        int *c, int n, int z){
      bool uniq = t[n - 1] = 1, neq;
      int nn = 0, nmxz = -1, *nsa = sa + n, *ns = s + n
          , lst = -1;

#define MAGIC(XD) \
      fill_n(sa, n, 0); \
      copy_n(c, z, x); \
      XD; \
      copy_n(c, z - 1, x + 1); \
      for (int i = 0; i < n; i++) if(sa[i] && !t[sa[i]
          - 1]) \
      sa[x[s[sa[i]-1]]++] = sa[i] - 1; \
      copy_n(c, z, x); \
```

```
    for(int i = n - 1; i >= 0; i--) if(sa[i] && t[sa[
        i]-1]) \
    sa[--x[s[sa[i]-1]]] = sa[i] - 1;

    fill_n(c, z, 0);
    for (int i = 0; i < n; i++) uniq &= ++c[s[i]] <
        2;
    partial_sum(c, c + z, c);
    if (uniq) {
      for (int i = 0; i < n; i++) sa[--c[s[i]]] = i;
      return;
    }
    for(int i = n - 2; i >= 0; i--)
      t[i] = (s[i] == s[i + 1] ? t[i + 1] : s[i] < s[
          i + 1]);
    MAGIC(
        for (int i = 1; i <= n - 1; i++) if (t[i] &&
            !t[i - 1])
        sa[--x[s[i]]] = p[q[i] = nn++] = i
        );
    for (int i = 0; i < n; i++) if (sa[i] && t[sa[i]]
         && !t[sa[i] - 1]) {
      neq = (lst < 0) || !equal(s + lst, s + lst + p[
          q[sa[i]] + 1] - sa[i], s + sa[i]);
      ns[q[lst = sa[i]]] = nmxz += neq;
    }
    sais(ns, nsa, p + nn, q + n, t + n, c + z, nn,
        nmxz + 1);
    MAGIC(
        for(int i = nn - 1; i >= 0; i--)
        sa[--x[s[p[nsa[i]]]]] = p[nsa[i]]
        );
  }
} sa;
```

5.6 Aho-Corasick Automatan

```
const int len=400000,sigma=26;
struct AC_Automatan{
  int nx[len][sigma],fl[len],cnt[len],pri[len],top;
  int newnode(){
    fill(nx[top],nx[top]+sigma,-1);
    return top++;
  }
  void init(){top=1,newnode();}
  int input(string &s){//return the end_node of string
    int X=1;
    for(char c:s){
      if(!~nx[X][c-'a'])nx[X][c-'a']=newnode();
      X=nx[X][c-'a'];
    }
    return X;
  }
  void make_fl(){
    queue<int> q;
    q.push(1),fl[1]=0;
    for(int t=0;!q.empty();){
      int R=q.front();
      q.pop(),pri[t++]=R;
      for(int i=0;i<sigma;++i)
        if(~nx[R][i]){
          int X=nx[R][i],Z=fl[R];
          for(;Z&&!~nx[Z][i];)Z=fl[Z];
          fl[X]=Z?nx[Z][i]:1,q.push(X);
        }
    }
  }
  void get_v(string &s){
    int X=1;
    fill(cnt,cnt+top,0);
    for(char c:s){
      while(X&&!~nx[X][c-'a'])X=fl[X];
      X=X?nx[X][c-'a']:1,++cnt[X];
    }
    for(int i=top-2;i>0;--i) cnt[fl[pri[i]]]+=cnt[pri[i
        ]];
  }
};
```

5.7 Smallest Rotation

```
string mcp(string s){
  int n=SZ(s),i=0,j=1;
  s+=s;
  while(i<n&&j<n){
    int k=0;
    while(k<n&&s[i+k]==s[j+k]) ++k;
    if(s[i+k]<=s[j+k]) j+=k+1;
    else i+=k+1;
    if(i==j) ++j;
  }
  int ans=i<n?i:j;
  return s.substr(ans,n);
}
```

5.8 De Bruijn sequence*

```
constexpr int MAXC = 10, MAXN = 1e5 + 10;
struct DBSeq {
  int C, N, K, L, buf[MAXC * MAXN]; //K <= C^N
  void dfs(int *out, int t, int p, int &ptr) {
    if (ptr >= L) return;
    if (t > N) {
      if (N % p) return;
      for (int i = 1; i <= p && ptr < L; ++i)
        out[ptr++] = buf[i];
    } else {
      buf[t] = buf[t - p], dfs(out, t + 1, p, ptr);
      for (int j = buf[t - p] + 1; j < C; ++j)
        buf[t] = j, dfs(out, t +1 , t, ptr);
    }
  }
  void solve(int _c, int _n, int _k, int *out) {
    int p = 0;
    C = _c, N = _n, K = _k, L = N + K - 1;
    dfs(out, 1, 1, p);
    if (p < L) fill(out + p, out + L, 0);
  }
} dbs;
```

5.9 SAM

```
const int MAXM = 1000010;
struct SAM{
  int tot, root, lst, mom[MAXM], mx[MAXM];
  int acc[MAXM], nxt[MAXM][33];
  int newNode(){
    int res = ++tot;
    fill(nxt[res], nxt[res]+33, 0);
    mom[res] = mx[res] = acc[res] = 0;
    return res;
  }
  void init(){
    tot = 0;
    root = newNode();
    mom[root] = 0, mx[root] = 0;
    lst = root;
  }
  void push(int c){
    int p = lst;
    int np = newNode();
    mx[np] = mx[p]+1;
    for(; p && nxt[p][c] == 0; p = mom[p])
      nxt[p][c] = np;
    if(p == 0) mom[np] = root;
    else{
      int q = nxt[p][c];
      if(mx[p]+1 == mx[q]) mom[np] = q;
      else{
        int nq = newNode();
        mx[nq] = mx[p]+1;
        for(int i = 0; i < 33; i++)
          nxt[nq][i] = nxt[q][i];
        mom[nq] = mom[q];
        mom[q] = nq;
        mom[np] = nq;
```

```
      for(; p && nxt[p][c] == q; p = mom[p])
        nxt[p][c] = nq;
      }
    }
    lst = np;
  }
  void push(char *str){
    for(int i = 0; str[i]; i++)
      push(str[i]-'a'+1);
  }
} sam;
```

5.10 PalTree

```
struct palindromic_tree{// Check by APIO 2014
    palindrome
  struct node{
    int next[26],fail,len;
    int cnt,num;//cnt: appear times, num: number of pal
        . suf.
    node(int l=0):fail(0),len(l),cnt(0),num(0){
      for(int i=0;i<26;++i)next[i]=0;
    }
  };
  vector<node>St;
  vector<char>s;
  int last,n;
  palindromic_tree():St(2),last(1),n(0){
    St[0].fail=1, St[1].len=-1, s.pb(-1);
  }
  inline void clear(){
    St.clear(), s.clear(), last=1, n=0;
    St.pb(0), St.pb(-1);
    St[0].fail=1, s.pb(-1);
  }
  inline int get_fail(int x){
    while(s[n-St[x].len-1]!=s[n])x=St[x].fail;
    return x;
  }
  inline void add(int c){
    s.push_back(c-='a'), ++n;
    int cur=get_fail(last);
    if(!St[cur].next[c]){
      int now=SZ(St);
      St.pb(St[cur].len+2);
      St[now].fail=St[get_fail(St[cur].fail)].next[c];
      St[cur].next[c]=now;
      St[now].num=St[St[now].fail].num+1;
    }
    last=St[cur].next[c], ++St[last].cnt;
  }
  inline void count(){// counting cnt
    auto i=St.rbegin();
    for(;i!=St.rend();++i){
      St[i->fail].cnt+=i->cnt;
    }
  }
  inline int size(){// The number of diff. pal.
    return SZ(St)-2;
  }
};
```

5.11 cyclicLCS

```
#define L 0
#define LU 1
#define U 2
const int mov[3][2]={0,-1, -1,-1, -1,0};
int al,bl;
char a[MAXL*2],b[MAXL*2]; // 0-indexed
int dp[MAXL*2][MAXL];
char pred[MAXL*2][MAXL];
inline int lcs_length(int r) {
  int i=r+al,j=bl,l=0;
  while(i>r) {
    char dir=pred[i][j];
    if(dir==LU) l++;
    i+=mov[dir][0];
    j+=mov[dir][1];
  }
  return l;
}
inline void reroot(int r) { // r = new base row
  int i=r,j=1;
  while(j<=bl&&pred[i][j]!=LU) j++;
  if(j>bl) return;
  pred[i][j]=L;
  while(i<2*al&&j<=bl) {
    if(pred[i+1][j]==U) {
      i++;
      pred[i][j]=L;
    } else if(j<bl&&pred[i+1][j+1]==LU) {
      i++;
      j++;
      pred[i][j]=L;
    } else {
      j++;
    }
  }
}
int cyclic_lcs() {
  // a, b, al, bl should be properly filled
  // note: a WILL be altered in process
  //        -- concatenated after itself
  char tmp[MAXL];
  if(al>bl) {
    swap(al,bl);
    strcpy(tmp,a);
    strcpy(a,b);
    strcpy(b,tmp);
  }
  strcpy(tmp,a);
  strcat(a,tmp);
  // basic lcs
  for(int i=0;i<=2*al;i++) {
    dp[i][0]=0;
    pred[i][0]=U;
  }
  for(int j=0;j<=bl;j++) {
    dp[0][j]=0;
    pred[0][j]=L;
  }
  for(int i=1;i<=2*al;i++) {
    for(int j=1;j<=bl;j++) {
      if(a[i-1]==b[j-1]) dp[i][j]=dp[i-1][j-1]+1;
      else dp[i][j]=max(dp[i-1][j],dp[i][j-1]);
      if(dp[i][j-1]==dp[i][j]) pred[i][j]=L;
      else if(a[i-1]==b[j-1]) pred[i][j]=LU;
      else pred[i][j]=U;
    }
  }
  // do cyclic lcs
  int clcs=0;
  for(int i=0;i<al;i++) {
    clcs=max(clcs,lcs_length(i));
    reroot(i+1);
  }
  // recover a
  a[al]='\0';
  return clcs;
}
```

6 Math

6.1 ax+by=gcd*

```
pll exgcd(ll a, ll b) {
  if(b == 0) return pll(1, 0);
  else {
    ll p = a / b;
    pll q = exgcd(b, a % b);
    return pll(q.Y, q.X - q.Y * p);
  }
}
```

6.2 floor and ceil

```
int floor(int a,int b){
  return a/b-(a%b&&a<0^b<0);
}
int ceil(int a,int b){
  return a/b+(a%b&&a<0^b>0);
}
```

6.3 floor sum*

```
ll floor_sum(ll n, ll m, ll a, ll b) {
    ll ans = 0;
    if (a >= m)
        ans += (n - 1) * n * (a / m) / 2, a %= m;
    if (b >= m)
        ans += n * (b / m), b %= m;
    ll y_max = (a * n + b) / m, x_max = (y_max * m - b)
        ;
    if (y_max == 0) return ans;
    ans += (n - (x_max + a - 1) / a) * y_max;
    ans += floor_sum(y_max, a, m, (a - x_max % a) % a);
    return ans;
}// sum^{n-1}_0 floor((a * i + b) / m) in log(n + m + a
     + b)
```

6.4 Miller Rabin*

```
// n < 4,759,123,141       3 : 2, 7, 61
// n < 1,122,004,669,633   4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383   6 : pirmes <= 13
// n < 2^64                7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022
bool Miller_Rabin(ll a, ll n) {
  if((a = a % n) == 0) return 1;
  if((n & 1) ^ 1) return n == 2;
  ll tmp = (n - 1) / ((n - 1) & (1 - n));
  ll t = __lg(((n - 1) & (1 - n))), x = 1;
  for(; tmp; tmp >>= 1, a = mul(a, a, n))
    if(tmp & 1) x = mul(x, a, n);
  if(x == 1 || x == n - 1) return 1;
  while(--t)
    if((x = mul(x, x, n)) == n - 1) return 1;
  return 0;
}
```

6.5 Big number

```
template<typename T>
inline string to_string(const T& x){
  stringstream ss;
  return ss<<x,ss.str();
}
struct bigN:vector<ll>{
  const static int base=1000000000,width=log10(base);
  bool negative;
  bigN(const_iterator a,const_iterator b):vector<ll>(a,
      b){}
  bigN(string s){
    if(s.empty())return;
    if(s[0]=='-')negative=1,s=s.substr(1);
    else negative=0;
    for(int i=int(s.size())-1;i>=0;i-=width){
      ll t=0;
      for(int j=max(0,i-width+1);j<=i;++j)
        t=t*10+s[j]-'0';
      push_back(t);
    }
    trim();
  }
  template<typename T>
    bigN(const T &x):bigN(to_string(x)){}
  bigN():negative(0){}
  void trim(){
    while(size()&&!back())pop_back();
    if(empty())negative=0;
  }
  void carry(int _base=base){
    for(size_t i=0;i<size();++i){
      if(at(i)>=0&&at(i)<_base)continue;
      if(i+1u==size())push_back(0);
      int r=at(i)%_base;
      if(r<0)r+=_base;
      at(i+1)+=(at(i)-r)/_base,at(i)=r;
    }
  }
  int abscmp(const bigN &b)const{
    if(size()>b.size())return 1;
    if(size()<b.size())return -1;
    for(int i=int(size())-1;i>=0;--i){
      if(at(i)>b[i])return 1;
      if(at(i)<b[i])return -1;
    }
    return 0;
  }
  int cmp(const bigN &b)const{
    if(negative!=b.negative)return negative?-1:1;
    return negative?-abscmp(b):abscmp(b);
  }
  bool operator<(const bigN&b)const{return cmp(b)<0;}
  bool operator>(const bigN&b)const{return cmp(b)>0;}
  bool operator<=(const bigN&b)const{return cmp(b)<=0;}
  bool operator>=(const bigN&b)const{return cmp(b)>=0;}
  bool operator==(const bigN&b)const{return !cmp(b);}
  bool operator!=(const bigN&b)const{return cmp(b)!=0;}
  bigN abs()const{
    bigN res=*this;
    return res.negative=0, res;
  }
  bigN operator-()const{
    bigN res=*this;
    return res.negative=!negative,res.trim(),res;
  }
  bigN operator+(const bigN &b)const{
    if(negative)return -(-(*this)+(-b));
    if(b.negative)return *this-(-b);
    bigN res=*this;
    if(b.size()>size())res.resize(b.size());
    for(size_t i=0;i<b.size();++i)res[i]+=b[i];
    return res.carry(),res.trim(),res;
  }
  bigN operator-(const bigN &b)const{
    if(negative)return -(-(*this)-(-b));
    if(b.negative)return *this+(-b);
    if(abscmp(b)<0)return -(b-(*this));
    bigN res=*this;
    if(b.size()>size())res.resize(b.size());
    for(size_t i=0;i<b.size();++i)res[i]-=b[i];
    return res.carry(),res.trim(),res;
  }
  bigN operator*(const bigN &b)const{
    bigN res;
    res.negative=negative!=b.negative;
    res.resize(size()+b.size());
    for(size_t i=0;i<size();++i)
      for(size_t j=0;j<b.size();++j)
        if((res[i+j]+=at(i)*b[j])>=base){
          res[i+j+1]+=res[i+j]/base;
          res[i+j]%=base;
        }//¼ªk¥�carry·|·,¦�
    return res.trim(),res;
  }
  bigN operator/(const bigN &b)const{
    int norm=base/(b.back()+1);
    bigN x=abs()*norm;
    bigN y=b.abs()*norm;
    bigN q,r;
    q.resize(x.size());
    for(int i=int(x.size())-1;i>=0;--i){
      r=r*base+x[i];
      int s1=r.size()<=y.size()?0:r[y.size()];
      int s2=r.size()<y.size()?0:r[y.size()-1];
      int d=(ll(base)*s1+s2)/y.back();
      r=r-y*d;
      while(r.negative)r=r+y,--d;
      q[i]=d;
    }
```

```
    q.negative=negative!=b.negative;
    return q.trim(),q;
  }
  bigN operator%(const bigN &b)const{
    return *this-(*this/b)*b;
  }
  friend istream& operator>>(istream &ss,bigN &b){
    string s;
    return ss>>s, b=s, ss;
  }
  friend ostream& operator<<(ostream &ss,const bigN &b)
      {
    if(b.negative)ss<<'-';
    ss<<(b.empty()?0:b.back());
    for(int i=int(b.size())-2;i>=0;--i)
      ss<<setw(width)<<setfill('0')<<b[i];
    return ss;
  }
  template<typename T>
    operator T(){
      stringstream ss;
      ss<<*this;
      T res;
      return ss>>res,res;
    }
};
```

6.6 Fraction

```
struct fraction{
  ll n,d;
  fraction(const ll &_n=0,const ll &_d=1):n(_n),d(_d){
    ll t=__gcd(n,d);
    n/=t,d/=t;
    if(d<0) n=-n,d=-d;
  }
  fraction operator-()const{
    return fraction(-n,d);
  }
  fraction operator+(const fraction &b)const{
    return fraction(n*b.d+b.n*d,d*b.d);
  }
  fraction operator-(const fraction &b)const{
    return fraction(n*b.d-b.n*d,d*b.d);
  }
  fraction operator*(const fraction &b)const{
    return fraction(n*b.n,d*b.d);
  }
  fraction operator/(const fraction &b)const{
    return fraction(n*b.d,d*b.n);
  }
  void print(){
    cout << n;
    if(d!=1) cout << "/" << d;
  }
};
```

6.7 Simultaneous Equations

```
struct matrix { //m variables, n equations
  int n, m;
  fraction M[MAXN][MAXN + 1], sol[MAXN];
  int solve() { //-1: inconsistent, >= 0: rank
    for (int i = 0; i < n; ++i) {
      int piv = 0;
      while (piv < m && !M[i][piv].n) ++piv;
      if (piv == m) continue;
      for (int j = 0; j < n; ++j) {
        if (i == j) continue;
        fraction tmp = -M[j][piv] / M[i][piv];
        for (int k = 0; k <= m; ++k) M[j][k] = tmp * M[
            i][k] + M[j][k];
      }
    }
    int rank = 0;
    for (int i = 0; i < n; ++i) {
      int piv = 0;
      while (piv < m && !M[i][piv].n) ++piv;
      if (piv == m && M[i][m].n) return -1;
      else if (piv < m) ++rank, sol[piv] = M[i][m] / M[
          i][piv];
    }
    return rank;
  }
};
```

6.8 Pollard Rho

```
// does not work when n is prime
ll f(ll x,ll mod){ return add(mul(x,x,mod),1,mod); }
ll pollard_rho(ll n){
  if(!(n&1)) return 2;
  while(1){
    ll y=2,x=rand()%(n-1)+1,res=1;
    for(int sz=2;res==1;y=x,sz*=2)
      for(int i=0;i<sz&&res<=1;++i)
        x=f(x,n),res=__gcd(abs(x-y),n);
    if(res!=0&&res!=n) return res;
  }
}
```

6.9 Simplex Algorithm

```
const int MAXN = 111;
const int MAXM = 111;
const double eps = 1E-10;
double a[MAXN][MAXM], b[MAXN], c[MAXM], d[MAXN][MAXM];
double x[MAXM];
int ix[MAXN + MAXM]; // !!! array all indexed from 0
// max{cx} subject to {Ax<=b,x>=0}
// n: constraints, m: vars !!!
// x[] is the optimal solution vector
// usage :
// value = simplex(a, b, c, N, M);
double simplex(double a[MAXN][MAXM], double b[MAXN],
    double c[MAXM], int n, int m){
  ++m;
  int r = n, s = m - 1;
  memset(d, 0, sizeof(d));
  for (int i = 0; i < n + m; ++i) ix[i] = i;
  for (int i = 0; i < n; ++i) {
    for (int j = 0; j < m - 1; ++j) d[i][j] = -a[i][j];
    d[i][m - 1] = 1;
    d[i][m] = b[i];
    if (d[r][m] > d[i][m]) r = i;
  }
  for (int j = 0; j < m - 1; ++j) d[n][j] = c[j];
  d[n + 1][m - 1] = -1;
  for (double dd;; ) {
    if (r < n) {
      int t = ix[s]; ix[s] = ix[r + m]; ix[r + m] = t;
      d[r][s] = 1.0 / d[r][s];
      for (int j = 0; j <= m; ++j)
        if (j != s) d[r][j] *= -d[r][s];
      for (int i = 0; i <= n + 1; ++i) if (i != r) {
        for (int j = 0; j <= m; ++j) if (j != s)
          d[i][j] += d[r][j] * d[i][s];
        d[i][s] *= d[r][s];
      }
    }
    r = -1; s = -1;
    for (int j = 0; j < m; ++j)
      if (s < 0 || ix[s] > ix[j]) {
        if (d[n + 1][j] > eps ||
            (d[n + 1][j] > -eps && d[n][j] > eps))
          s = j;
      }
    if (s < 0) break;
    for (int i = 0; i < n; ++i) if (d[i][s] < -eps) {
      if (r < 0 ||
          (dd = d[r][m] / d[r][s] - d[i][m] / d[i][s])
              < -eps ||
          (dd < eps && ix[r + m] > ix[i + m]))
        r = i;
    }
    if (r < 0) return -1; // not bounded
```

```
  }
  if (d[n + 1][m] < -eps) return -1; // not executable
  double ans = 0;
  for(int i=0; i<m; i++) x[i] = 0;
  for (int i = m; i < n + m; ++i) { // the missing
      enumerated x[i] = 0
    if (ix[i] < m - 1){
      ans += d[i - m][m] * c[ix[i]];
      x[ix[i]] = d[i-m][m];
    }
  }
  return ans;
}
```

6.10 chineseRemainder

```
LL solve(LL x1, LL m1, LL x2, LL m2) {
  LL g = __gcd(m1, m2);
  if((x2 - x1) % g) return -1;// no sol
  m1 /= g; m2 /= g;
  pair<LL,LL> p = gcd(m1, m2);
  LL lcm = m1 * m2 * g;
  LL res = p.first * (x2 - x1) * m1 + x1;
  return (res % lcm + lcm) % lcm;
}
```

6.11 QuadraticResidue

```
int Jacobi(int a, int m) {
  int s = 1;
  for (; m > 1; ) {
    a %= m;
    if (a == 0) return 0;
    const int r = __builtin_ctz(a);
    if ((r & 1) && ((m + 2) & 4)) s = -s;
    a >>= r;
    if (a & m & 2) s = -s;
    swap(a, m);
  }
  return s;
}

int QuadraticResidue(int a, int p) {
  if (p == 2) return a & 1;
  const int jc = Jacobi(a, p);
  if (jc == 0) return 0;
  if (jc == -1) return -1;
  int b, d;
  for (; ; ) {
    b = rand() % p;
    d = (1LL * b * b + p - a) % p;
    if (Jacobi(d, p) == -1) break;
  }
  int f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
  for (int e = (1LL + p) >> 1; e; e >>= 1) {
    if (e & 1) {
      tmp = (1LL * g0 * f0 + 1LL * d * (1LL * g1 * f1 %
          p)) % p;
      g1 = (1LL * g0 * f1 + 1LL * g1 * f0) % p;
      g0 = tmp;
    }
    tmp = (1LL * f0 * f0 + 1LL * d * (1LL * f1 * f1 % p
        )) % p;
    f1 = (2LL * f0 * f1) % p;
    f0 = tmp;
  }
  return g0;
}
```

6.12 PiCount

```
int64_t PrimeCount(int64_t n) {
  if (n <= 1) return 0;
  const int v = sqrt(n);
  vector<int> smalls(v + 1);
  for (int i = 2; i <= v; ++i) smalls[i] = (i + 1) / 2;
  int s = (v + 1) / 2;
  vector<int> roughs(s);
  for (int i = 0; i < s; ++i) roughs[i] = 2 * i + 1;
  vector<int64_t> larges(s);
  for (int i = 0; i < s; ++i) larges[i] = (n / (2 * i +
      1) + 1) / 2;
  vector<bool> skip(v + 1);
  int pc = 0;
  for (int p = 3; p <= v; ++p) {
    if (smalls[p] > smalls[p - 1]) {
      int q = p * p;
      pc++;
      if (1LL * q * q > n) break;
      skip[p] = true;
      for (int i = q; i <= v; i += 2 * p) skip[i] =
          true;
      int ns = 0;
      for (int k = 0; k < s; ++k) {
        int i = roughs[k];
        if (skip[i]) continue;
        int64_t d = 1LL * i * p;
        larges[ns] = larges[k] - (d <= v ? larges[
            smalls[d] - pc] : smalls[n / d]) + pc;
        roughs[ns++] = i;
      }
      s = ns;
      for (int j = v / p; j >= p; --j) {
        int c = smalls[j] - pc;
        for (int i = j * p, e = min(i + p, v + 1); i <
            e; ++i) smalls[i] -= c;
      }
    }
  }
  for (int k = 1; k < s; ++k) {
    const int64_t m = n / roughs[k];
    int64_t s = larges[k] - (pc + k - 1);
    for (int l = 1; l < k; ++l) {
      int p = roughs[l];
      if (1LL * p * p > m) break;
      s -= smalls[m / p] - (pc + l - 1);
    }
    larges[0] -= s;
  }
  return larges[0];
}
```

6.13 Primes

```
/*
   12721 13331 14341 75577 123457 222557 556679 999983
       1097774749 1076767633 100102021 999997771
       1001010013 1000512343 987654361 999991231
       999888733 98789101 987777733 999991921
       1010101333 1010102101 1000000000039
       1000000000000037 2305843009213693951
       4611686018427387847 9223372036854775783
       18446744073709551557
   */
```

7 Polynomial

7.1 Fast Fourier Transform

```
template<int MAXN>
struct FFT {
  using val_t = complex<double>;
  const double PI = acos(-1);
  val_t w[MAXN];
  FFT() {
    for (int i = 0; i < MAXN; ++i) {
      double arg = 2 * PI * i / MAXN;
      w[i] = val_t(cos(arg), sin(arg));
    }
  }
  void bitrev(val_t *a, int n); // see NTT
  void trans(val_t *a, int n, bool inv = false); // see
      NTT;
```

```
  // remember to replace LL with val_t
};
```

7.2 Number Theory Transform

```
//(2^16)+1, 65537, 3
//7*17*(2^23)+1, 998244353, 3
//1255*(2^20)+1, 1315962881, 3
//51*(2^25)+1, 1711276033, 29
template<int MAXN, LL P, LL RT> //MAXN must be 2^k
struct NTT {
  LL w[MAXN];
  LL mpow(LL a, LL n);
  LL minv(LL a) { return mpow(a, P - 2); }
  NTT() {
    LL dw = mpow(RT, (P - 1) / MAXN);
    w[0] = 1;
    for (int i = 1; i < MAXN; ++i) w[i] = w[i - 1] * dw
         % P;
  }
  void bitrev(LL *a, int n) {
    int i = 0;
    for (int j = 1; j < n - 1; ++j) {
      for (int k = n >> 1; (i ^= k) < k; k >>= 1);
      if (j < i) swap(a[i], a[j]);
    }
  }
  void operator()(LL *a, int n, bool inv = false) { //0
       <= a[i] < P
    bitrev(a, n);
    for (int L = 2; L <= n; L <<= 1) {
      int dx = MAXN / L, dl = L >> 1;
      for (int i = 0; i < n; i += L) {
        for (int j = i, x = 0; j < i + dl; ++j, x += dx
             ) {
          LL tmp = a[j + dl] * w[x] % P;
          if ((a[j + dl] = a[j] - tmp) < 0) a[j + dl]
               += P;
          if ((a[j] += tmp) >= P) a[j] -= P;
        }
      }
    }
    if (inv) {
      reverse(a + 1, a + n);
      LL invn = minv(n);
      for (int i = 0; i < n; ++i) a[i] = a[i] * invn %
           P;
    }
  }
};
```

7.3 Fast Walsh Transform*

```
/* x: a[j], y: a[j + (L >> 1)]
or: (y += x * op), and: (x += y * op)
xor: (x, y = (x + y) * op, (x - y) * op)
invop: or, and, xor = -1, -1, 1/2 */
void fwt(int *a, int n, int op) { //or
    for (int L = 2; L <= n; L <<= 1)
        for (int i = 0; i < n; i += L)
            for (int j = i; j < i + (L >> 1); ++j)
                a[j + (L >> 1)] += a[j] * op;
}
const int N = 21;
int f[N][1 << N], g[N][1 << N], h[N][1 << N], ct[1 << N
    ];
void subset_convolution(int *a, int *b, int *c, int L)
    {
    // c_k = \sum_{i | j = k, i & j = 0} a_i * b_j
    int n = 1 << L;
    for (int i = 1; i < n; ++i)
        ct[i] = ct[i & (i - 1)] + 1;
    for (int i = 0; i < n; ++i)
        f[ct[i]][i] = a[i], g[ct[i]][i] = b[i];
    for (int i = 0; i <= L; ++i)
        fwt(f[i], n, 1), fwt(g[i], n, 1);
    for (int i = 0; i <= L; ++i)
        for (int j = 0; j <= i; ++j)
            for (int x = 0; x < n; ++x)
                h[i][x] += f[j][x] * g[i - j][x];
    for (int i = 0; i <= L; ++i)
        fwt(h[i], n, -1);
    for (int i = 0; i < n; ++i)
        c[i] = h[ct[i]][i];
}
```

7.4 Polynomial Operation

```
#define fi(s, n) for (int i = (int)(s); i < (int)(n);
    ++i)
#define Fi(s, n) for (int i = (int)(n); i > (int)(s);
    --i)
int n2k(int n) {
  int sz = 1; while (sz < n) sz <<= 1;
  return sz;
}
template<int MAXN, LL P, LL RT> // MAXN = 2^k
struct Poly : public vector<LL> { // coefficients in
    [0, P)
  static NTT<MAXN, P, RT> ntt;
  static const LL INV2;
  int n() const { return (int)size(); } // n() >= 1
  explicit Poly(int _n = 1) : vector<LL>(_n) { }
  Poly(initializer_list<LL> a) : vector<LL>(a) { }
  Poly(const Poly &p, int _n) : vector<LL>(_n) {
    copy_n(p.data(), min(p.n(), _n), data());
  }
  Poly& operator=(const Poly &rhs) {
    clear(), insert(begin(), rhs.begin(), rhs.end());
    return *this;
  }
  Poly Mul(const Poly &rhs) const {
    int _n = n2k(n() + rhs.n() - 1);
    Poly X(*this, _n), Y(rhs, _n);
    ntt(X.data(), _n), ntt(Y.data(), _n);
    fi(0, _n) X[i] = X[i] * Y[i] % P;
    ntt(X.data(), _n, true);
    return X.resize(n() + rhs.n() - 1), X;
  }
  Poly Inv() const { // at(0) != 0
    if (n() == 1) return {ntt.minv(at(0))};
    int _n = n2k(n() * 2);
    Poly Xi = Poly(*this, (n() + 1) / 2).Inv();
    Poly Y(*this, _n); Xi.resize(_n);
    ntt(Xi.data(), _n), ntt(Y.data(), _n);
    fi(0, _n) {
      Xi[i] *= (2 - Xi[i] * Y[i]) % P;
      if ((Xi[i] %= P) < 0) Xi[i] += P;
    }
    ntt(Xi.data(), _n, true);
    return Xi.resize(n()), Xi;
  }
  Poly Sqrt() const { //at(0) != 0 && sqrt(at(0))
      exists
    if (n() == 1) return {QuadraticResidue(at(0), P)};
    int _n = n2k(n() * 2);
    Poly X = Poly(*this, (n() + 1) / 2).Sqrt();
    Poly Xi = Poly(X, n()).Inv();
    Poly Y(*this, _n); Xi.resize(_n); X.resize(_n);
    ntt(X.data(), _n), ntt(Xi.data(), _n), ntt(Y.data()
        , _n);
    fi(0, _n) {
        if ((X[i] += Y[i] * Xi[i] % P) >= P) X[i] -= P;
        X[i] = X[i] * INV2 % P;
    }
    ntt(X.data(), _n, true);
    return X.resize(n()), X;
  }
  Poly& irev() { reverse(data(), data() + n()); return
      *this;}
  pair<Poly, Poly> DivMod(const Poly &rhs) const { // (
      rhs.)back() != 0
    if (n() < rhs.n()) return {{0}, *this};
    int _n = n() - rhs.n() + 1;
    Poly X(rhs, rhs.n()); X.irev(); X.resize(_n);
    Poly Y(*this, n()); Y.irev(); Y.resize(_n);
    Poly Q = Y.Mul(X.Inv());
    Q.resize(_n); Q.irev();
```

```
    Poly XX = rhs.Mul(Q); Y.resize(n());
    fi(0, n()) if ((Y[i] = (*this)[i] - XX[i]) < 0) Y[i
        ] += P;
    return {Q, (Y.resize(max(1, rhs.n() - 1)), Y)};
  }
  Poly Derivative() const {
    Poly ret(n() - 1);
    fi(0, ret.n()) ret[i] = (i + 1) * (*this)[i + 1] %
        P;
    if (ret.empty()) ret.push_back(0);
    return ret;
  }
  Poly Integral() const {
    Poly ret(n() + 1);
    fi(0, n()) ret[i + 1] = ntt.minv(i + 1) * (*this)[i
        ] % P;
    return ret;
  }
  vector<LL> Eval(const vector<LL> &x) const {
    const int _n = x.size();
    vector<Poly> node(_n * 2);
    fi(0, _n) node[_n + i] = {(x[i] % P ? P - x[i] % P
        : 0), 1};
    Fi(0, _n - 1) node[i] = node[i * 2].Mul(node[i * 2
        + 1]);
    node[0] = *this;
    fi(1, _n * 2) node[i] = node[i / 2].DivMod(node[i])
        .second;
    vector<LL> y(_n);
    fi(0, _n) y[i] = node[_n + i][0];
    return y;
  }
  Poly Interpolate(const vector<LL> &x, const vector<LL
      > &y) const {
    const int _n = x.size();
  }
};
#undef fi
#undef Fi
template<int MAXN, LL P, LL RT> NTT<MAXN, P, RT> Poly<
    MAXN, P, RT>::ntt;
template<int MAXN, LL P, LL RT> const LL Poly<MAXN, P,
    RT>::INV2 = ntt.minv(2);
using Poly_t = Poly<131072 * 2, 998244353, 3>;
```

8 Geometry

8.1 Default Code

```
typedef pair<double,double> pdd;
typedef pair<pdd,pdd> Line;
struct Cir{pdd O; double R;};
const double eps=1e-8;
pdd operator+(const pdd &a, const pdd &b)
{ return pdd(a.X + b.X, a.Y + b.Y);}
pdd operator-(const pdd &a, const pdd &b)
{ return pdd(a.X - b.X, a.Y - b.Y);}
pdd operator*(const pdd &a, const double &b)
{ return pdd(a.X * b, a.Y * b);}
pdd operator/(const pdd &a, const double &b)
{ return pdd(a.X / b, a.Y / b);}
double dot(const pdd &a,const pdd &b)
{ return a.X * b.X + a.Y * b.Y;}
double cross(const pdd &a,const pdd &b)
{ return a.X * b.Y - a.Y * b.X;}
double abs2(const pdd &a)
{ return dot(a, a);}
double abs(const pdd &a)
{ return sqrt(dot(a, a));}
int sign(const double &a)
{ return fabs(a) < eps ? 0 : a > 0 ? 1 : -1;}
int ori(const pdd &a,const pdd &b,const pdd &c)
{ return sign(cross(b - a, c - a));}
bool collinearity(const pdd &p1, const pdd &p2, const
    pdd &p3)
{ return fabs(cross(p1 - p3, p2 - p3)) < eps;}
bool btw(const pdd &p1,const pdd &p2,const pdd &p3) {
  if(!collinearity(p1, p2, p3)) return 0;
  return dot(p1 - p3, p2 - p3) < eps;
}
bool seg_intersect(const pdd &p1,const pdd &p2,const
    pdd &p3,const pdd &p4) {
  int a123 = ori(p1, p2, p3);
  int a124 = ori(p1, p2, p4);
  int a341 = ori(p3, p4, p1);
  int a342 = ori(p3, p4, p2);
  if(a123 == 0 && a124 == 0)
    return btw(p1, p2, p3) || btw(p1, p2, p4) ||
      btw(p3, p4, p1) || btw(p3, p4, p2);
  return a123 * a124 <= 0 && a341 * a342 <= 0;
}
pdd intersect(const pdd &p1, const pdd &p2, const pdd &
    p3, const pdd &p4) {
  double a123 = cross(p2 - p1, p3 - p1);
  double a124 = cross(p2 - p1, p4 - p1);
  return (p4 * a123 - p3 * a124) / (a123 - a124);
}
pdd perp(const pdd &p1)
{ return pdd(-p1.Y, p1.X);}
pdd foot(const pdd &p1, const pdd &p2, const pdd &p3)
{ return intersect(p1, p2, p3, p3 + perp(p2 - p1));}
```

8.2 Convex hull*

```
void hull(vector<pll> &dots) {
  sort(dots.begin(), dots.end());
  vector<pll> ans(1, dots[0]);
  for (int ct = 0; ct < 2; ++ct, reverse(ALL(dots)))
    for (int i = 1, t = SZ(ans); i < SZ(dots); ans.pb(
        dots[i++]))
      while (SZ(ans) > t && ori(ans[SZ(ans) - 2], ans.
          back(), dots[i]) <= 0)
        ans.pop_back();
  ans.pop_back(), ans.swap(dots);
}
```

8.3 External bisector

```
pdd external_bisector(pdd p1,pdd p2,pdd p3){//213
  pdd L1=p2-p1,L2=p3-p1;
  L2=L2*abs(L1)/abs(L2);
  return L1+L2;
}
```

8.4 Heart

```
pdd excenter(pdd p0,pdd p1,pdd p2,double &radius){
  p1=p1-p0,p2=p2-p0;
  double x1=p1.X,y1=p1.Y,x2=p2.X,y2=p2.Y;
  double m=2.*(x1*y2-y1*x2);
  center.X=(x1*x1*y2-x2*x2*y1+y1*y2*(y1-y2))/m;
  center.Y=(x1*x2*(x2-x1)-y1*y1*x2+x1*y2*y2)/m;
  return radius=abs(center),center+p0;
}

pdd incenter(pdd p1,pdd p2,pdd p3,double &radius){
  double a=abs(p2-p1),b=abs(p3-p1),c=abs(p3-p2);
  double s=(a+b+c)/2,area=sqrt(s*(s-a)*(s-b)*(s-c));
  pdd L1=external_bisector(p1,p2,p3),L2=
      external_bisector(p2,p1,p3);
  return radius=area/s,intersect(p1,p1+L1,p2,p2+L2),
}

pdd escenter(pdd p1,pdd p2,pdd p3){//213
  pdd L1=external_bisector(p1,p2,p3),L2=
      external_bisector(p2,p2+p2-p1,p3);
  return intersect(p1,p1+L1,p2,p2+L2);
}

pdd barycenter(pdd p1,pdd p2,pdd p3){
  return (p1+p2+p3)/3;
}

pdd orthocenter(pdd p1,pdd p2,pdd p3){
```

```cpp
  pdd L1=p3-p2,L2=p3-p1;
  swap(L1.X,L1.Y),L1.X*=-1;
  swap(L2,X,L2.Y),L2.X*=-1;
  return intersect(p1,p1+L1,p2,p2+L2);
}
```

8.5 Minimum Circle Cover*

```cpp
pdd Minimum_Circle_Cover(vector<pdd> dots, double &r) {
  pdd cent;
  random_shuffle(ALL(dots));
  cent = dots[0], r = 0;
  for (int i = 1; i < SZ(dots); ++i)
    if (abs(dots[i] - cent) > r) {
      cent = dots[i], r = 0;
      for (int j = 0; j < i; ++j)
        if (abs(dots[j] - cent) > r) {
          cent = (dots[i] + dots[j]) / 2;
          r = abs(dots[i] - cent);
          for(int k = 0; k < j; ++k)
            if(abs(dots[k] - cent) > r)
              cent = excenter(dots[i], dots[j], dots[k], r);
        }
    }
  return cent;
}
```

8.6 Polar Angle Sort*

```cpp
pdd center;//sort base
int Quadrant(pdd a) {
  if(a.X > 0 && a.Y >= 0) return 1;
  if(a.X <= 0 && a.Y > 0) return 2;
  if(a.X < 0 && a.Y <= 0) return 3;
  if(a.X >= 0 && a.Y < 0) return 4;
}
bool cmp(pll a, pll b) {
  a = a - center, b = b - center;
  if (Quadrant(a) != Quadrant(b))
    return Quadrant(a) < Quadrant(b);
  if (cross(b, a) == 0) return abs2(a) < abs2(b);
  return cross(a, b) > 0;
}
bool cmp(pdd a, pdd b) {
  a = a - center, b = b - center;
  if(fabs(atan2(a.Y, a.X) - atan2(b.Y, b.X)) > eps)
    return atan2(a.Y, a.X) < atan2(b.Y, b.X);
  return abs(a) < abs(b);
}
```

8.7 Intersection of two circles*

```cpp
bool CCinter(Cir &a, Cir &b, pdd &p1, pdd &p2) {
  pdd o1 = a.O, o2 = b.O;
  double r1 = a.R, r2 = b.R, d2 = abs2(o1 - o2), d = sqrt(d2);
  if(d < max(r1, r2) - min(r1, r2) || d > r1 + r2)
    return 0;
  pdd u = (o1 + o2) * 0.5 + (o1 - o2) * ((r2 * r2 - r1 * r1) / (2 * d2));
  double A = sqrt((r1 + r2 + d) * (r1 - r2 + d) * (r1 + r2 - d) * (-r1 + r2 + d));
  pdd v = pdd(o1.Y - o2.Y, -o1.X + o2.X) * A / (2 * d2);
  p1 = u + v, p2 = u - v;
  return 1;
}
```

8.8 Intersection of polygon and circle

```cpp
// Divides into multiple triangle, and sum up
// test by HDU2892
const double PI=acos(-1);
double _area(pdd pa, pdd pb, double r){
  if(abs(pa)<abs(pb)) swap(pa, pb);
  if(abs(pb)<eps) return 0;
  double S, h, theta;
  double a=abs(pb),b=abs(pa),c=abs(pb-pa);
  double cosB = dot(pb,pb-pa) / a / c, B = acos(cosB);
  double cosC = dot(pa,pb) / a / b, C = acos(cosC);
  if(a > r){
    S = (C/2)*r*r;
    h = a*b*sin(C)/c;
    if (h < r && B < PI/2) S -= (acos(h/r)*r*r - h*sqrt(r*r-h*h));
  }
  else if(b > r){
    theta = PI - B - asin(sin(B)/r*a);
    S = .5*a*r*sin(theta) + (C-theta)/2*r*r;
  }
  else S = .5*sin(C)*a*b;
  return S;
}
double area_poly_circle(const vector<pdd> poly,const pdd &O,const double r){
  double S=0;
  for(int i=0;i<SZ(poly);++i)
    S+=_area(poly[i]-O,poly[(i+1)%SZ(poly)]-O,r)*ori(O,poly[i],poly[(i+1)%SZ(poly)]);
  return fabs(S);
}
```

8.9 Intersection of line and circle

```cpp
vector<pdd> line_interCircle(const pdd &p1,const pdd &p2,const pdd &c,const double r){
  pdd ft=foot(p1,p2,c),vec=p2-p1;
  double dis=abs(c-ft);
  if(fabs(dis-r)<eps) return vector<pdd>{ft};
  if(dis>r) return {};
  vec=vec*sqrt(r*r-dis*dis)/abs(vec);
  return vector<pdd>{ft+vec,ft-vec};
}
```

8.10 point in circle

```cpp
// return p4 is strictly in circumcircle of tri(p1,p2,p3)
long long sqr(long long x) { return x * x; }
bool in_cc(const pll& p1, const pll& p2, const pll& p3, const pll& p4) {
    long long u11 = p1.X - p4.X; long long u12 = p1.Y - p4.Y;
    long long u21 = p2.X - p4.X; long long u22 = p2.Y - p4.Y;
    long long u31 = p3.X - p4.X; long long u32 = p3.Y - p4.Y;
    long long u13 = sqr(p1.X) - sqr(p4.X) + sqr(p1.Y) - sqr(p4.Y);
    long long u23 = sqr(p2.X) - sqr(p4.X) + sqr(p2.Y) - sqr(p4.Y);
    long long u33 = sqr(p3.X) - sqr(p4.X) + sqr(p3.Y) - sqr(p4.Y);
    __int128 det = (__int128)-u13 * u22 * u31 + (__int128)u12 * u23 * u31 + (__int128)u13 * u21 * u32 - (__int128)u11 * u23 * u32 - (__int128)u12 * u21 * u33 + (__int128)u11 * u22 * u33;
    return det > eps;
}
```

8.11 Half plane intersection

```cpp
bool isin( Line l0, Line l1, Line l2 ){
  // Check inter(l1, l2) in l0
  pdd p = intersect(l1.X,l1.Y,l2.X,l2.Y);
  return cross(l0.Y - l0.X,p - l0.X) > eps;
```

```
}
/* If no solution, check: 1. ret.size() < 3
 * Or more precisely, 2. interPnt(ret[0], ret[1])
 * in all the lines. (use (l.Y - l.X) ^ (p - l.X) > 0
 */
/* --^-- Line.X --^-- Line.Y --^-- */
vector<Line> halfPlaneInter(vector<Line> lines){
  int sz = lines.size();
  vector<double> ata(sz),ord(sz);
  for(int i=0; i<sz; ++i) {
    ord[i] = i;
    pdd d = lines[i].Y - lines[i].X;
    ata[i] = atan2(d.Y, d.X);
  }
  sort(ord.begin(), ord.end(), [&](int i,int j){
      if( fabs(ata[i] - ata[j]) < eps )
      return (cross(lines[i].Y-lines[i].X,
            lines[j].Y-lines[i].X))<0;
      return ata[i] < ata[j];
      });
  vector<Line> fin;
  for (int i=0; i<sz; ++i)
    if (!i || fabs(ata[ord[i]] - ata[ord[i-1]]) > eps)
      fin.pb(lines[ord[i]]);
  deque<Line> dq;
  for (int i=0; i<SZ(fin); i++){
    while(SZ(dq)>=2&&!isin(fin[i],dq[SZ(dq)-2],dq.back
        ()))
      dq.pop_back();
    while(SZ(dq)>=2&&!isin(fin[i],dq[0],dq[1]))
      dq.pop_front();
    dq.push_back(fin[i]);
  }
  while(SZ(dq)>=3&&!isin(dq[0],dq[SZ(dq)-2],dq.back()))
    dq.pop_back();
  while(SZ(dq)>=3&&!isin(dq.back(), dq[0], dq[1]))
    dq.pop_front();
  vector<Line> res(ALL(dq));
  return res;
}
```

8.12 CircleCover*

```
const int N = 1021;
struct CircleCover {
  int C;
  Cir c[N];
  bool g[N][N], overlap[N][N];
  // Area[i] : area covered by at least i circles
  double Area[ N ];
  void init(int _C){ C = _C;}
  struct Teve {
    pdd p; double ang; int add;
    Teve() {}
    Teve(pdd _a, double _b, int _c):p(_a), ang(_b), add
        (_c){}
    bool operator<(const Teve &a)const
    {return ang < a.ang;}
  }eve[N * 2];
  // strict: x = 0, otherwise x = -1
  bool disjuct(Cir &a, Cir &b, int x)
  {return sign(abs(a.O - b.O) - a.R - b.R) > x;}
  bool contain(Cir &a, Cir &b, int x)
  {return sign(a.R - b.R - abs(a.O - b.O)) > x;}
  bool contain(int i, int j) {
    /* c[j] is non-strictly in c[i]. */
    return (sign(c[i].R - c[j].R) > 0 || (sign(c[i].R -
         c[j].R) == 0 && i < j)) && contain(c[i], c[j],
         -1);
  }
  void solve(){
    fill_n(Area, C + 2, 0);
    for(int i = 0; i < C; ++i)
      for(int j = 0; j < C; ++j)
        overlap[i][j] = contain(i, j);
    for(int i = 0; i < C; ++i)
      for(int j = 0; j < C; ++j)
        g[i][j] = !(overlap[i][j] || overlap[j][i] ||
            disjuct(c[i], c[j], -1));
    for(int i = 0; i < C; ++i){
      int E = 0, cnt = 1;
      for(int j = 0; j < C; ++j)
        if(j != i && overlap[j][i])
          ++cnt;
      for(int j = 0; j < C; ++j)
        if(i != j && g[i][j]) {
          pdd aa, bb;
          CCinter(c[i], c[j], aa, bb);
          double A = atan2(aa.Y - c[i].O.Y, aa.X - c[i
              ].O.X);
          double B = atan2(bb.Y - c[i].O.Y, bb.X - c[i
              ].O.X);
          eve[E++] = Teve(bb, B, 1), eve[E++] = Teve(aa
              , A, -1);
          if(B > A) ++cnt;
        }
      if(E == 0) Area[cnt] += pi * c[i].R * c[i].R;
      else{
        sort(eve, eve + E);
        eve[E] = eve[0];
        for(int j = 0; j < E; ++j){
          cnt += eve[j].add;
          Area[cnt] += cross(eve[j].p, eve[j + 1].p) *
              .5;
          double theta = eve[j + 1].ang - eve[j].ang;
          if (theta < 0) theta += 2. * pi;
          Area[cnt] += (theta - sin(theta)) * c[i].R *
              c[i].R * .5;
        }
      }
    }
  }
};
```

8.13 3Dpoint*

```
struct Point {
  double x, y, z;
  Point(double _x = 0, double _y = 0, double _z = 0): x
      (_x), y(_y), z(_z){}
  Point(pdd p) { x = p.X, y = p.Y, z = abs2(p); }
};
Point operator-(const Point &p1, const Point &p2)
{ return Point(p1.x - p2.x, p1.y - p2.y, p1.z - p2.z);}
Point cross(const Point &p1, const Point &p2)
{ return Point(p1.y * p2.z - p1.z * p2.y, p1.z * p2.x -
     p1.x * p2.z, p1.x * p2.y - p1.y * p2.x);}
double dot(const Point &p1, const Point &p2)
{ return p1.x * p2.x + p1.y * p2.y + p1.z * p2.z;}
double abs(const Point &a)
{ return sqrt(dot(a, a));}
Point cross3(const Point &a, const Point &b, const
     Point &c)
{ return cross(b - a, c - a);}
double area(Point a, Point b, Point c)
{ return abs(cross3(a, b, c));}
double volume(Point a, Point b, Point c, Point d)
{return dot(cross3(a, b, c), d - a);}
```

8.14 Convexhull3D*

```
struct CH3D {
  struct face{int a, b, c; bool ok;} F[8 * N];
  double dblcmp(Point &p,face &f)
  {return dot(cross3(P[f.a], P[f.b], P[f.c]), p - P[f.a
      ]);}
  int g[N][N], num, n;
  Point P[N];
  void deal(int p,int a,int b) {
    int f = g[a][b];
    face add;
    if (F[f].ok) {
      if (dblcmp(P[p],F[f]) > eps) dfs(p,f);
      else
        add.a = b, add.b = a, add.c = p, add.ok = 1, g[
            p][b] = g[a][p] = g[b][a] = num, F[num++]=
            add;
    }
```

```
  }
  void dfs(int p, int now) {
    F[now].ok = 0;
    deal(p, F[now].b, F[now].a), deal(p, F[now].c, F[
        now].b), deal(p, F[now].a, F[now].c);
  }
  bool same(int s,int t){
    Point &a = P[F[s].a];
    Point &b = P[F[s].b];
    Point &c = P[F[s].c];
    return fabs(volume(a, b, c, P[F[t].a])) < eps &&
        fabs(volume(a, b, c, P[F[t].b])) < eps && fabs(
        volume(a, b, c, P[F[t].c])) < eps;
  }
  void init(int _n){n = _n, num = 0;}
  void solve() {
    face add;
    num = 0;
    if(n < 4) return;
    if([&](){
        for (int i = 1; i < n; ++i)
        if (abs(P[0] - P[i]) > eps)
        return swap(P[1], P[i]), 0;
        return 1;
        }() || [&](){
        for (int i = 2; i < n; ++i)
        if (abs(cross3(P[i], P[0], P[1])) > eps)
        return swap(P[2], P[i]), 0;
        return 1;
        }() || [&](){
        for (int i = 3; i < n; ++i)
        if (fabs(dot(cross(P[0] - P[1], P[1] - P[2]), P
            [0] - P[i])) > eps)
        return swap(P[3], P[i]), 0;
        return 1;
        }())return;
    for (int i = 0; i < 4; ++i) {
      add.a = (i + 1) % 4, add.b = (i + 2) % 4, add.c =
          (i + 3) % 4, add.ok = true;
      if (dblcmp(P[i],add) > 0) swap(add.b, add.c);
      g[add.a][add.b] = g[add.b][add.c] = g[add.c][add.
          a] = num;
      F[num++] = add;
    }
    for (int i = 4; i < n; ++i)
      for (int j = 0; j < num; ++j)
        if (F[j].ok && dblcmp(P[i],F[j]) > eps) {
          dfs(i, j);
          break;
        }
    for (int tmp = num, i = (num = 0); i < tmp; ++i)
      if (F[i].ok) F[num++] = F[i];
  }
  double get_area() {
    double res = 0.0;
    if (n == 3)
      return abs(cross3(P[0], P[1], P[2])) / 2.0;
    for (int i = 0; i < num; ++i)
      res += area(P[F[i].a], P[F[i].b], P[F[i].c]);
    return res / 2.0;
  }
  double get_volume() {
    double res = 0.0;
    for (int i = 0; i < num; ++i)
      res += volume(Point(0, 0, 0), P[F[i].a], P[F[i].b
          ], P[F[i].c]);
    return fabs(res / 6.0);
  }
  int triangle() {return num;}
  int polygon() {
    int res = 0;
    for (int i = 0, flag = 1; i < num; ++i, res += flag
        , flag = 1)
      for (int j = 0; j < i && flag; ++j)
        flag &= !same(i,j);
    return res;
  }
  Point getcent(){
    Point ans(0, 0, 0), temp = P[F[0].a];
    double v = 0.0, t2;
    for (int i = 0; i < num; ++i)
      if (F[i].ok == true) {
        Point p1 = P[F[i].a], p2 = P[F[i].b], p3 = P[F[
            i].c];
        t2 = volume(temp, p1, p2, p3) / 6.0;
        if (t2>0)
          ans.x += (p1.x + p2.x + p3.x + temp.x) * t2,
              ans.y += (p1.y + p2.y + p3.y + temp.y) *
              t2, ans.z += (p1.z + p2.z + p3.z + temp.z
              ) * t2, v += t2;
      }
    ans.x /= (4 * v), ans.y /= (4 * v), ans.z /= (4 * v
        );
    return ans;
  }
  double pointmindis(Point p) {
    double rt = 99999999;
    for(int i = 0; i < num; ++i)
      if(F[i].ok == true) {
        Point p1 = P[F[i].a], p2 = P[F[i].b], p3 = P[F[
            i].c];
        double a = (p2.y - p1.y) * (p3.z - p1.z) - (p2.
            z - p1.z) * (p3.y - p1.y);
        double b = (p2.z - p1.z) * (p3.x - p1.x) - (p2.
            x - p1.x) * (p3.z - p1.z);
        double c = (p2.x - p1.x) * (p3.y - p1.y) - (p2.
            y - p1.y) * (p3.x - p1.x);
        double d = 0 - (a * p1.x + b * p1.y + c * p1.z)
            ;
        double temp = fabs(a * p.x + b * p.y + c * p.z
            + d) / sqrt(a * a + b * b + c * c);
        rt = min(rt, temp);
      }
    return rt;
  }
};
```

8.15 DelaunayTriangulation*

```
/* Delaunay Triangulation:
Given a sets of points on 2D plane, find a
triangulation such that no points will strictly
inside circumcircle of any triangle.
find : return a triangle contain given point
add_point : add a point into triangulation
A Triangle is in triangulation iff. its has_chd is 0.
Region of triangle u: iterate each u.edge[i].tri,
each points are u.p[(i+1)%3], u.p[(i+2)%3]
Voronoi diagram: for each triangle in triangulation,
the bisector of all its edges will split the region.
nearest point will belong to the triangle containing it
 */
const ll inf = MAXC * MAXC * 100; // lower_bound
    unknown
struct Tri;
struct Edge {
    Tri* tri; int side;
    Edge(): tri(0), side(0){}
    Edge(Tri* _tri, int _side): tri(_tri), side(_side)
        {}
};
struct Tri {
    pll p[3];
    Edge edge[3];
    Tri* chd[3];
    Tri() {}
    Tri(const pll& p0, const pll& p1, const pll& p2) {
        p[0] = p0; p[1] = p1; p[2] = p2;
        chd[0] = chd[1] = chd[2] = 0;
    }
    bool has_chd() const { return chd[0] != 0; }
    int num_chd() const {
        return !!chd[0] + !!chd[1] + !!chd[2];
    }
    bool contains(pll const& q) const {
        for (int i = 0; i < 3; ++i)
            if (ori(p[i], p[(i + 1) % 3], q) < 0)
                return 0;
        return 1;
    }
} pool[N * 10], *tris;
void edge(Edge a, Edge b) {
```

```
    if(a.tri) a.tri -> edge[a.side] = b;
    if(b.tri) b.tri -> edge[b.side] = a;
}
struct Trig { // Triangulation
    Trig() {
        the_root = // Tri should at least contain all
            points
            new(tris++) Tri(pll(-inf, -inf), pll(inf +
                inf, -inf), pll(-inf, inf + inf));
    }
    Tri* find(pll p) { return find(the_root, p); }
    void add_point(const pll &p) { add_point(find(
        the_root, p), p); }
    Tri* the_root;
    static Tri* find(Tri* root, const pll &p) {
        while (1) {
            if (!root -> has_chd())
                return root;
            for (int i = 0; i < 3 && root -> chd[i]; ++
                i)
                if (root -> chd[i] -> contains(p)) {
                    root = root -> chd[i];
                    break;
                }
        }
        assert(0); // "point not found"
    }
    void add_point(Tri* root, pll const& p) {
        Tri* t[3];
        /* split it into three triangles */
        for (int i = 0; i < 3; ++i)
            t[i] = new(tris++) Tri(root -> p[i], root
                -> p[(i + 1) % 3], p);
        for (int i = 0; i < 3; ++i)
            edge(Edge(t[i], 0), Edge(t[(i + 1) % 3], 1)
                );
        for (int i = 0; i < 3; ++i)
            edge(Edge(t[i], 2), root -> edge[(i + 2) %
                3]);
        for (int i = 0; i < 3; ++i)
            root -> chd[i] = t[i];
        for (int i = 0; i < 3; ++i)
            flip(t[i], 2);
    }
    void flip(Tri* tri, int pi) {
        Tri* trj = tri -> edge[pi].tri;
        int pj = tri -> edge[pi].side;
        if (!trj) return;
        if (!in_cc(tri -> p[0], tri -> p[1], tri -> p
            [2], trj -> p[pj])) return;
        /* flip edge between tri,trj */
        Tri* trk = new(tris++) Tri(tri -> p[(pi + 1) %
            3], trj -> p[pj], tri -> p[pi]);
        Tri* trl = new(tris++) Tri(trj -> p[(pj + 1) %
            3], tri -> p[pi], trj -> p[pj]);
        edge(Edge(trk, 0), Edge(trl, 0));
        edge(Edge(trk, 1), tri->edge[(pi + 2) % 3]);
        edge(Edge(trk, 2), trj->edge[(pj + 1) % 3]);
        edge(Edge(trl, 1), trj->edge[(pj + 2) % 3]);
        edge(Edge(trl, 2), tri->edge[(pi + 1) % 3]);
        tri -> chd[0] = trk; tri -> chd[1] = trl; tri
            -> chd[2] = 0;
        trj -> chd[0] = trk; trj -> chd[1] = trl; trj
            -> chd[2] = 0;
        flip(trk, 1); flip(trk, 2);
        flip(trl, 1); flip(trl, 2);
    }
};
vector<Tri*> triang; // vector of all triangle
set<Tri*> vst;
void go(Tri* now) { // store all tri into triang
    if (vst.find(now) != vst.end())
        return;
    vst.insert(now);
    if (!now -> has_chd())
        return triang.push_back(now);
    for (int i = 0; i < now->num_chd(); ++i)
        go(now -> chd[i]);
}
void build(int n, pll* ps) { // build triangulation
    tris = pool; triang.clear(); vst.clear();
    random_shuffle(ps, ps + n);
    Trig tri; // the triangulation structure
    for (int i = 0; i < n; ++i)
        tri.add_point(ps[i]);
    go(tri.the_root);
}
```

8.16 Triangulation Vonoroi*

```
vector<Line> ls[N];
pll arr[N];
Line make_line(pdd p, Line l) {
    pdd d = l.Y - l.X; d = perp(d);
    pdd m = (l.X + l.Y) / 2;
    l = Line(m, m + d);
    if (ori(l.X, l.Y, p) < 0)
        l = Line(m + d, m);
    return l;
}
double calc_area(int id) {
    // use to calculate the area of point "strictly in
        the convex hull"
    vector<Line> hpi = halfPlaneInter(ls[id]);
    vector<pdd> ps;
    for (int i = 0; i < SZ(hpi); ++i)
        ps.pb(intersect(hpi[i].X, hpi[i].Y, hpi[(i + 1)
             % SZ(hpi)].X, hpi[(i + 1) % SZ(hpi)].Y));
    double rt = 0;
    for (int i = 0; i < SZ(ps); ++i)
        rt += cross(ps[i], ps[(i + 1) % SZ(ps)]);
    return fabs(rt) / 2;
}
void solve(int n, pii *oarr) {
    map<pll, int> mp;
    for (int i = 0; i < n; ++i)
        arr[i] = pll(oarr[i].X, oarr[i].Y), mp[arr[i]]
            = i;
    build(n, arr); // Triangulation
    for (auto *t : triang) {
        vector<int> p;
        for (int i = 0; i < 3; ++i)
            if (mp.find(t -> p[i]) != mp.end())
                p.pb(mp[t -> p[i]]);
        for (int i = 0; i < SZ(p); ++i)
            for (int j = i + 1; j < SZ(p); ++j) {
                Line l(oarr[p[i]], oarr[p[j]]);
                ls[p[i]].pb(make_line(oarr[p[i]], l));
                ls[p[j]].pb(make_line(oarr[p[j]], l));
            }
    }
}
```

8.17 Tangent line of two circles

```
vector<Line> go( const Cir& c1 , const Cir& c2 , int
    sign1 ){
  // sign1 = 1 for outer tang, -1 for inter tang
  vector<Line> ret;
  double d_sq = norm2( c1.O - c2.O );
  if( d_sq < eps ) return ret;
  double d = sqrt( d_sq );
  Pt v = ( c2.O - c1.O ) / d;
  double c = ( c1.R - sign1 * c2.R ) / d;
  if( c * c > 1 ) return ret;
  double h = sqrt( max( 0.0 , 1.0 - c * c ) );
  for( int sign2 = 1 ; sign2 >= -1 ; sign2 -= 2 ){
    Pt n = { v.X * c - sign2 * h * v.Y ,
      v.Y * c + sign2 * h * v.X };
    Pt p1 = c1.O + n * c1.R;
    Pt p2 = c2.O + n * ( c2.R * sign1 );
    if( fabs( p1.X - p2.X ) < eps and
        fabs( p1.Y - p2.Y ) < eps )
      p2 = p1 + perp( c2.O - c1.O );
    ret.push_back( { p1 , p2 } );
  }
  return ret;
}
```

8.18 minMaxEnclosingRectangle

```
pdd solve(vector<pll> &dots){
  vector<pll> hull;
  const double INF=1e18,qi=acos(-1)/2*3;
  cv.dots=dots;
  hull=cv.hull();
  double Max=0,Min=INF,deg;
  ll n=hull.size();
  hull.pb(hull[0]);
  for(int i=0,u=1,r=1,l;i<n;++i){
    pll nw=hull[i+1]-hull[i];
    while(cross(nw,hull[u+1]-hull[i])>cross(nw,hull[u]-
        hull[i]))
      u=(u+1)%n;
    while(dot(nw,hull[r+1]-hull[i])>dot(nw,hull[r]-hull
        [i]))
      r=(r+1)%n;
    if(!i) l=(r+1)%n;
    while(dot(nw,hull[l+1]-hull[i])<dot(nw,hull[l]-hull
        [i]))
      l=(l+1)%n;
    Min=min(Min,(double)(dot(nw,hull[r]-hull[i])-dot(nw
        ,hull[l]-hull[i]))*cross(nw,hull[u]-hull[i])/
        abs2(nw));
    deg=acos((double)dot(hull[r]-hull[l],hull[u]-hull[i
        ])/abs(hull[r]-hull[l])/abs(hull[u]-hull[i]));
    deg=(qi-deg)/2;
    Max=max(Max,(double)abs(hull[r]-hull[l])*abs(hull[u
        ]-hull[i])*sin(deg)*sin(deg));
  }
  return pdd(Min,Max);
}
```

8.19 minDistOfTwoConvex

```
// p, q is convex
double TwoConvexHullMinDist(Point P[], Point Q[], int n
    , int m) {
  int YMinP = 0, YMaxQ = 0;
  double tmp, ans = 999999999;
  for (i = 0; i < n; ++i) if(P[i].y < P[YMinP].y) YMinP
      = i;
  for (i = 0; i < m; ++i) if(Q[i].y > Q[YMaxQ].y) YMaxQ
      = i;
  P[n] = P[0], Q[m] = Q[0];
  for (int i = 0; i < n; ++i) {
    while (tmp = Cross(Q[YMaxQ + 1] - P[YMinP + 1], P[
        YMinP] - P[YMinP + 1]) > Cross(Q[YMaxQ] - P[
        YMinP + 1], P[YMinP] - P[YMinP + 1])) YMaxQ = (
        YMaxQ + 1) % m;
    if (tmp < 0) ans = min(ans, PointToSegDist(P[YMinP
        ], P[YMinP + 1], Q[YMaxQ]));
    else ans = min(ans, TwoSegMinDist(P[YMinP], P[YMinP
        + 1], Q[YMaxQ], Q[YMaxQ + 1]));
    YMinP = (YMinP + 1) % n;
  }
  return ans;
}
```

8.20 Minkowski Sum*

```
vector<pll> Minkowski(vector<pll> A, vector<pll> B) {
  hull(A), hull(B);
  vector<pll> C(1, A[0] + B[0]), s1, s2;
  for(int i = 0; i < SZ(A); ++i)
    s1.pb(A[(i + 1) % SZ(A)] - A[i]);
  for(int i = 0; i < SZ(B); i++)
    s2.pb(B[(i + 1) % SZ(B)] - B[i]);
  for(int p1 = 0, p2 = 0; p1 < SZ(A) || p2 < SZ(B);)
    if (p2 >= SZ(B) || (p1 < SZ(A) && cross(s1[p1], s2[
        p2]) >= 0))
      C.pb(C.back() + s1[p1++]);
    else
      C.pb(C.back() + s2[p2++]);
  return hull(C), C;
}
```

9 Else

9.1 Mo’s Alogrithm(With modification)

```
struct QUERY{//BLOCK=N^{2/3}
  int L,R,id,LBid,RBid,T;
  QUERY(int l,int r,int id,int lb,int rb,int t):
    L(l),R(r),id(id),LBid(lb),RBid(rb),T(t){}
  bool operator<(const QUERY &b)const{
    if(LBid!=b.LBid) return LBid<b.LBid;
    if(RBid!=b.RBid) return RBid<b.RBid;
    return T<b.T;
  }
};
vector<QUERY> query;
int cur_ans,arr[MAXN],ans[MAXN];
void addTime(int L,int R,int T){}
void subTime(int L,int R,int T){}
void add(int x){}
void sub(int x){}
void solve(){
  sort(ALL(query));
  int L=0,R=0,T=-1;
  for(auto q:query){
    while(T<q.T) addTime(L,R,++T);
    while(T>q.T) subTime(L,R,T--);
    while(R<q.R) add(arr[++R]);
    while(L>q.L) add(arr[--L]);
    while(R>q.R) sub(arr[R--]);
    while(L<q.L) sub(arr[L++]);
    ans[q.id]=cur_ans;
  }
}
```

9.2 Mo’s Alogrithm On Tree

```
const int MAXN=40005;
vector<int> G[MAXN];//1-base
int n,B,arr[MAXN],ans[100005],cur_ans;
int in[MAXN],out[MAXN],dfn[MAXN*2],dft;
int deep[MAXN],sp[__lg(MAXN*2)+1][MAXN*2],bln[MAXN],spt
    ;
bitset<MAXN> inset;
struct QUERY{
  int L,R,Lid,id,lca;
  QUERY(int l,int r,int _id):L(l),R(r),lca(0),id(_id){}
  bool operator<(const QUERY &b){
    if(Lid!=b.Lid) return Lid<b.Lid;
    return R<b.R;
  }
};
vector<QUERY> query;
void dfs(int u,int f,int d){
  deep[u]=d,sp[0][spt]=u,bln[u]=spt++;
  dfn[dft]=u,in[u]=dft++;
  for(int v:G[u])
    if(v!=f)
      dfs(v,u,d+1),sp[0][spt]=u,bln[u]=spt++;
  dfn[dft]=u,out[u]=dft++;
}
int lca(int u,int v){
  if(bln[u]>bln[v]) swap(u,v);
  int t=__lg(bln[v]-bln[u]+1);
  int a=sp[t][bln[u]],b=sp[t][bln[v]-(1<<t)+1];
  if(deep[a]<deep[b]) return a;
  return b;
}
void sub(int x){}
void add(int x){}
void flip(int x){
  if(inset[x]) sub(arr[x]);
  else add(arr[x]);
  inset[x]=~inset[x];
}
void solve(){
  B=sqrt(2*n),dft=spt=cur_ans=0,dfs(1,1,0);
  for(int i=1,x=2;x<2*n;++i,x<<=1)
    for(int j=0;j+x<=2*n;++j)
```

```
      if(deep[sp[i-1][j]]<deep[sp[i-1][j+x/2]])
        sp[i][j]=sp[i-1][j];
      else sp[i][j]=sp[i-1][j+x/2];
  for(auto &q:query){
    int c=lca(q.L,q.R);
    if(c==q.L||c==q.R)
      q.L=out[c==q.L?q.R:q.L],q.R=out[c];
    else if(out[q.L]<in[q.R])
      q.lca=c,q.L=out[q.L],q.R=in[q.R];
    else q.lca=c,c=in[q.L],q.L=out[q.R],q.R=c;
    q.Lid=q.L/B;
  }
  sort(ALL(query));
  int L=0,R=-1;
  for(auto q:query){
    while(R<q.R) flip(dfn[++R]);
    while(L>q.L) flip(dfn[--L]);
    while(R>q.R) flip(dfn[R--]);
    while(L<q.L) flip(dfn[L++]);
    if(q.lca) add(arr[q.lca]);
    ans[q.id]=cur_ans;
    if(q.lca) sub(arr[q.lca]);
  }
}
```

9.3 DynamicConvexTrick*

```
// only works for integer coordinates!!
struct Line {
    mutable ll a, b, p;
    bool operator<(const Line &rhs) const { return a <
        rhs.a; }
    bool operator<(ll x) const { return p < x; }
};
struct DynamicHull : multiset<Line, less<>> {
    static const ll kInf = 1e18;
    ll Div(ll a, ll b) { return a / b - ((a ^ b) < 0 &&
         a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) { x -> p = kInf; return 0; }
        if (x -> a == y -> a) x -> p = x -> b > y -> b
            ? kInf : -kInf;
        else x -> p = Div(y -> b - x -> b, x -> a - y
            -> a);
        return x -> p >= y -> p;
    }
    void addline(ll a, ll 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));
    }
    ll query(ll x) {
        auto l = *lower_bound(x);
        return l.a * x + l.b;
    }
};
```

9.4 DLX*

```
template<bool Exact>
struct DLX {
  int lt[NN], rg[NN], up[NN], dn[NN], cl[NN], rw[NN],
      bt[NN], s[NN], head, sz, ans;
  int columns;
  bool vis[NN];
  void remove(int c) {
    if (Exact) lt[rg[c]] = lt[c], rg[lt[c]] = rg[c];
    for (int i = dn[c]; i != c; i = dn[i]) {
      if (Exact) {
        for (int j = rg[i]; j != i; j = rg[j])
          up[dn[j]] = up[j], dn[up[j]] = dn[j], --s[cl[
              j]];
      } else {
        lt[rg[i]] = lt[i], rg[lt[i]] = rg[i];
      }
    }
  }
  void restore(int c) {
    for (int i = up[c]; i != c; i = up[i]) {
      if (Exact) {
        for (int j = lt[i]; j != i; j = lt[j])
          ++s[cl[j]], up[dn[j]] = j, dn[up[j]] = j;
      } else {
        lt[rg[i]] = rg[lt[i]] = i;
      }
    }
    if (Exact) lt[rg[c]] = c, rg[lt[c]] = c;
  }
  void init(int c) {
    columns = c;
    for (int i = 0; i < c; ++i) {
      up[i] = dn[i] = bt[i] = i;
      lt[i] = i == 0 ? c : i - 1;
      rg[i] = i == c - 1 ? c : i + 1;
      s[i] = 0;
    }
    rg[c] = 0, lt[c] = c - 1;
    up[c] = dn[c] = -1;
    head = c, sz = c + 1;
  }
  void insert(int r, const vector<int> &col) {
    if (col.empty()) return;
    int f = sz;
    for (int i = 0; i < (int)col.size(); ++i) {
      int c = col[i], v = sz++;
      dn[bt[c]] = v;
      up[v] = bt[c], bt[c] = v;
      rg[v] = (i + 1 == (int)col.size() ? f : v + 1);
      rw[v] = r, cl[v] = c;
      ++s[c];
      if (i > 0) lt[v] = v - 1;
    }
    lt[f] = sz - 1;
  }
  int h() {
    int ret = 0;
    memset(vis, 0, sizeof(bool) * sz);
    for (int x = rg[head]; x != head; x = rg[x]) {
      if (vis[x]) continue;
      vis[x] = true, ++ret;
      for (int i = dn[x]; i != x; i = dn[i]) {
        for (int j = rg[i]; j != i; j = rg[j])
          vis[cl[j]] = true;
      }
    }
    return ret;
  }
  void dfs(int dep) {
    if (dep + (Exact ? 0 : h()) >= ans) return;
    if (rg[head] == head) return ans = dep, void();
    if (dn[rg[head]] == rg[head]) return;
    int c = rg[head];
    int w = c;
    for (int x = c; x != head; x = rg[x]) if (s[x] < s[
        w]) w = x;
    if (Exact) {
      remove(w);
      for (int i = dn[w]; i != w; i = dn[i]) {
        for (int j = rg[i]; j != i; j = rg[j]) remove(
            cl[j]);
        dfs(dep + 1);
        for (int j = lt[i]; j != i; j = lt[j]) restore(
            cl[j]);
      }
      restore(w);
    } else {
      for (int i = dn[w]; i != w; i = dn[i]) {
        remove(i);
        for (int j = rg[i]; j != i; j = rg[j]) remove(j
            );
        dfs(dep + 1);
        for (int j = lt[i]; j != i; j = lt[j]) restore(
            j);
        restore(i);
      }
    }
  }
```

```
  int solve() {
    for (int i = 0; i < columns; ++i)
      dn[bt[i]] = i, up[i] = bt[i];
    ans = 1e9, dfs(0);
    return ans;
  }
};
```