代码模板

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SCUT

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Contents

开始

宏定义

```cpp
#include<bits/stdc++.h>
using namespace std;
typedef long long LL;
typedef __int128 LLL;
typedef unsigned u32;
typedef unsigned long long u64;
typedef long double LD;
#define il inline
#define pln putchar('\n')
#define For(i,a,b)  for(int i=(a),(i##i)=(b);i<=(i##i);++i)
#define Rep(i,n)    for(int i=0,(i##i)=(n);i<(i##i);++i)
#define Fodn(i,a,b) for(int i=(a),(i##i)=(b);i>=(i##i);--i)
const int M=1000000007,INF=0x3f3f3f3f;
const long long INFLL=0x3f3f3f3f3f3f3f3fLL;
const int N=1000010;
```

快读

```cpp
ios::sync_with_stdio(0);cin.tie(0);cout.tie(0);
```

```cpp
template <typename T>
inline bool read(T &x) {
    x = 0; char c = getchar(); int f = 1;
    while (!isdigit(c) && (c != '-') && (c != EOF)) c = getchar();
    if (c == EOF) return 0;
    if (c == '-') f = -1, c = getchar();
    while (isdigit(c)) { x = x * 10 + (c & 15); c = getchar();}
    x *= f; return 1;
}

template <typename T, typename... Args>
inline bool read(T &x, Args &...args) {
    bool res = 1;
    res &= read(x);
    res &= read(args...);
    return res;
}
```

对拍

```cpp
//in.txt
//AC.exe std.txt
//MY.exe my.txt

void init(){
    FILE*F=fopen("int.txt","w");

    //srand(time(0));
    //int a=(long long)rand()*rand()%1001;
    //fscanf(F,"%d",&a);fprintf(F,"%d\n",a);

    fclose(F);
```

```
}

int main(){
    init();
    while(1){
        system("AC.exe < in.txt > std.txt");

        system("MY.exe < in.txt > my.txt");

        if(system("fc std.txt my.txt")){
            puts("WA");
            return 0;
        }else puts("AC\n\n");

        init();
    }
}
```

数学

模乘模幂

- longlong 范围用 fpl

```
inline LL mul(LL a, LL b, LL p) {
    LL res = a * b - ((LL)((LD)a * b / p) * p);
    return res < 0 ? res + p : (res < p ? res : res - p);
}

inline LL fp(LL a, LL b, LL Mod) {
    LL res = (Mod != 1);
    for (; b; b >>= 1, a = a * a % Mod)
        if (b & 1)
            res = res * a % Mod;
    return res;
}

inline LL fpl(LL a, LL b, LL Mod) {
    LL res = (Mod != 1);
    for (; b; b >>= 1, a = mul(a, a, Mod))
        if (b & 1)
            res = mul(res, a, Mod);
    return res;
}
```

GCD

```
template <typename T>
inline T gcd(T a, T b) {
    while (b){
        T t = b;
        b = a % b;
        a = t;
    }
    return a;
```

```
}

template <typename T>
inline T lcm(T a, T b) { return a / gcd(a, b) * b; }

template <typename T>
T exgcd(T a, T b, T &x, T &y) {
    if (!b) {
        x = 1;
        y = 0;
        return a;
    }
    T res = exgcd(b, a % b, x, y);
    T t = x;
    x = y;
    y = t - a / b * y;
    return res;
}
```

CRT

- 需要 GCD 64 位模乘
- 用来合并同余方程
- 返回最小正数解或最小非负解无解返回-1

```
inline LL Crt(LL a1, LL a2, LL mod1, LL mod2) {
    LL u, v;
    LL g = exgcd(mod1, mod2, u, v);
    if ((a2 - a1) % g) return -1;
    LL m12 = abs(lcm(mod1, mod2));
    LL res = (mul(mod1, mul(u, ((a2 - a1) / g), m12), m12) + a1) % m12;
    return res <= 0 ? res + m12 : res; /* 求最小正数解还是非负解 */
}
```

线性筛

```
struct primenumberlist{
#define MAXN (100000000)
    int cnt, pri[10000000];
    bool np[MAXN + 10];
    primenumberlist(){
        np[1] = 1; cnt = 0;
        for (int i = 2; i <= MAXN; ++i) {
            if (!np[i]) pri[++cnt] = i;
            for (int j = 1; j <= cnt; ++j) {
                LL t = pri[j] * i;
                if (t > MAXN) break;
                np[t] = 1;
                if (!(i % pri[j])) break;
            }
        }
    }
} prime;
```

φ 单点欧拉函数

```cpp
template <typename T>
inline T phi(T x) {
    T res = x;
    for (T i = 2; i * i <= x; ++i)
        if ((x % i) == 0) {
            res = res / i * (i - 1);
            while ((x % i) == 0) x /= i;
        }
    if (x > 1) res = res / x * (x - 1);
    return res;
}
```

Miller-Rabin 素性测试

- $n <= 10^{18}$
- 需要 64 位模乘 64 位模幂

```cpp
inline bool MR(LL x, LL n, int t) {
    LL las = x;
    for (int i = 1; i <= t; ++i) {
        x = mul(x, x, n);
        if (x == 1 && las != 1 && las != (n - 1)) return 0;
        las = x;
    }
    return x == 1;
}

inline bool isPrime(LL n) {
    if (n == 46856248255981ll || n < 2) return 0;
    if (n == 2 || n == 3 || n == 7 || n == 61 || n == 24251) return 1;
    LL d = n - 1;
    int t = 0;
    while ((d & 1) == 0) d >>= 1, ++t;
    return MR(fpl(2, d, n), n, t) && MR(fpl(61, d, n), n, t);
}
```

Pollard-Rho 分解质因数

- 需要 64 位模乘 gcd
- 求 n 的一个大于 1 的因子可能返回 n 本身
- 调用 PR() 前务必判断 n 的素性检查 $n > 1$

```cpp
mt19937 mt(time(0)); //随机化
inline LL PR(LL n) {
    LL x = uniform_int_distribution<LL>(0, n - 1)(mt), s, t, c =
      uniform_int_distribution<LL>(1, n - 1)(mt); //随机化
    for (int gol = 1; 1; gol <<= 1, s = t, x = 1) {
        for (int stp = 1; stp <= gol; ++stp) {
            t = (mul(t, t, n) + c) % n;
            x = mul(x, abs(s - t), n);
            if ((stp & 127) == 0) {
                LL d = gcd(x, n);
```

```
                if (d > 1) return d;
            }
        }
        LL d = gcd(x, n);
        if (d > 1) return d;
    }
}
```

组合数

- 数较小模数为较大质数求逆元
- - 如果模数固定可以 O(n) 预处理阶乘的逆元
- 数较大模数为较小质数用 $Lucas$ 定理
- -
$$C_n^m \equiv C_{\lfloor \frac{n}{p} \rfloor}^{\lfloor \frac{m}{p} \rfloor} * C_{n\ mod\ p}^{m\ mod\ p}(mod\ p)$$
- 数较大模数较小用 $exLucas$ 定理求 $C_n^m mod\ P$

exLucas

- 需要模乘 CRT
- O(P log P)
- 不要求 P 为质数

```
namespace EXLUCAS {
    inline LL idxp(LL n, LL p) {
        LL nn = n;
        while (n > 0) nn -= (n % p), n /= p;
        return nn / (p - 1);
    }

    LL facp(LL n, LL p, LL pk) {
        if (n == 0) return 1;
        LL res = 1;
        if (n >= pk) {
            LL t = n / pk, k = 1, els = n - t * pk;
            for (LL i = 1; i <= els; ++i) if (i % p) k = k * i % pk;
            res = k;
            for (LL i = els + 1; i < pk; ++i) if (i % p) k = k * i % pk;
            res = res * fp(k, n / pk, pk) % pk;
        }
        else for (LL i = 1; i <= n; ++i) if (i % p) res = res * i % pk;
        return res * facp(n / p, p, pk) % pk;
    }

    inline LL exlucas(LL n, LL m, LL p, LL pk, LL k) {
        LL a = facp(n, p, pk) * fp(facp(n - m, p, pk) * facp(m, p, pk) % pk, pk / p * (p - 1)
            - 1, pk) % pk;
        LL b = idxp(n, p) - idxp(m, p) - idxp(n - m, p);
        if (b >= k) return 0;
        while (b--) a *= p;
```

```
        return a % pk;
    }

    /* 接口 */ inline LL exlucas(LL n, LL m, LL p) {
        LL a = 0, b = 1;
        for (LL i = 2; i * i <= p; ++i) {
            if (p % i) continue;
            LL t = 0, pk = 1;
            while (p % i == 0) ++t, p /= i, pk *= i;
            a = Crt(a, exlucas(n, m, i, pk, t), b, pk);
            b *= pk;
        }
        return (p > 1) ? Crt(a, exlucas(n, m, p, p, 1), b, p) : a;
    }
}
```

类欧几里得算法

- 计算直线下整点数
- f=∑[(ai+b)/c] g=∑i[(ai+b)/c] h=∑[(ai+b)/c]^2 i=0..n a,b,n∈N c∈N*

二维计算几何

- `Point` 直接支持整型和浮点型
- 部分函数可以对整型改写
- 多边形 (凸包) 按逆时针存在下标 `1..n`

点向量基本运算

```
template <typename T>
struct Point {
    T x, y;
    Point() {}
    Point(T u, T v) : x(u), y(v) {}
    Point operator+(const Point &a) const { return Point(x + a.x, y + a.y); }
    Point operator-(const Point &a) const { return Point(x - a.x, y - a.y); }
    Point operator*(const T &a) const { return Point(x * a, y * a); }
    T operator*(const Point &a) const { return x * a.x + y * a.y; }
    T operator%(const Point &a) const { return x * a.y - y * a.x; }
    double len() const { return hypot(x, y); }
    double operator^(const Point &a) const { return (a - (*this)).len(); }
    double angle() const { return atan2(y, x); }
    bool id() const { return y < 0 || (y == 0 && x < 0); }
    bool operator<(const Point &a) const { return id() == a.id() ? (*this) % a > 0 : id() < a.id(); }
};
typedef Point<double> point;

#define sqr(x) ((x) * (x))
const point O(0, 0);
const double PI(acos(-1.0)), EPS(1e-8);
inline bool dcmp(const double &x, const double &y) { return fabs(x - y) < EPS; }
```

```cpp
inline int sgn(const double &x) { return fabs(x) < EPS ? 0 : ((x < 0) ? -1 : 1); }
inline double mul(point p1, point p2, point p0) { return (p1 - p0) % (p2 - p0); }
```

位置关系

```cpp
inline bool in_same_seg(point p, point a, point b) {
    if (fabs(mul(p, a, b)) < EPS) {
        if (a.x > b.x) swap(a, b);
        return (a.x <= p.x && p.x <= b.x && ((a.y <= p.y && p.y <= b.y) || (a.y >= p.y && p.y
        ↪ >= b.y)));
    } else return 0;
}

inline bool is_right(point st, point ed, point a) {
    return ((ed - st) % (a - st)) < 0;
}

inline point intersection(point s1, point t1, point s2, point t2) {
    return s1 + (t1 - s1) * (((s1 - s2) % (t2 - s2)) / ((t2 - s2) % (t1 - s1)));
}

inline bool parallel(point a, point b, point c, point d) {
    return dcmp((b - a) % (d - c), 0);
}

inline double point2line(point p, point s, point t) {
    return fabs(mul(p, s, t) / (t - s).len());
}

inline double point2seg(point p, point s, point t) {
    return sgn((t - s) * (p - s)) * sgn((s - t) * (p - t)) > 0 ? point2line(p, s, t) : min((p
    ↪ ^ s), (p ^ t));
}
```

多边形

求多边形面积

```cpp
inline double area(int n, point s[]) {
    double res = 0;
    s[n + 1] = s[1];
    for (int i = 1; i <= n; ++i)
        res += s[i] % s[i + 1];
    return fabs(res / 2);
}
```

判断点是否在多边形内

- 特判边上的点
- 使用了 a[1]...a[n+1] 的数组

```cpp
inline bool in_the_area(point p, int n, point area[]) {
    bool ans = 0; double x;
    area[n + 1] = area[1];
    for (int i = 1; i <= n; ++i) {
```

```
        point p1 = area[i], p2 = area[i + 1];
        if (in_same_seg(p, p1, p2)) return 1; //特判边上的点
        if (p1.y == p2.y) continue;
        if (p.y < min(p1.y, p2.y)) continue;
        if (p.y >= max(p1.y, p2.y)) continue;
        ans ^= (((p.y - p1.y) * (p2.x - p1.x) / (p2.y - p1.y) + p1.x) > p.x);
    }
    return ans;
}
```

凸包

- *Andrew* 算法
- O(n log n)
- 可以应对凸包退化成直线/单点的情况但后续旋转卡壳时应注意特判
- 注意是否应该统计凸包边上的点

```
inline bool pcmp1(const point &a, const point &b) { return a.x == b.x ? a.y < b.y : a.x < b.x; }

inline int Andrew(int n, point p[], point ans[]) { //ans[] 逆时针存凸包
    sort(p + 1, p + 1 + n, pcmp1);
    int m = 0;
    for (int i = 1; i <= n; ++i) {
        while (m > 1 && mul(ans[m - 1], ans[m], p[i]) < 0) --m; //特判凸包边上的点
        ans[++m] = p[i];
    }
    int k = m;
    for (int i = n - 1; i >= 1; --i) {
        while (m > k && mul(ans[m - 1], ans[m], p[i]) < 0) --m; //特判凸包边上的点
        ans[++m] = p[i];
    }
    return m - (n > 1); //返回凸包有多少个点
}
```

凸包直径·平面最远点对

- 旋转卡壳算法
- O(n)
- 凸包的边上只能有端点，否则不满足严格单峰
- 凸包不能退化成直线，调用前务必检查 n>=3
- 使用了 a[1]...a[n+1] 的数组

```
inline double Rotating_Caliper(int n, point a[]) {
    a[n + 1] = a[1];
    double ans = 0;
    int j = 2;
    for (int i = 1; i <= n; ++i) {
        while (fabs(mul(a[i], a[i + 1], a[j])) < fabs(mul(a[i], a[i + 1], a[j + 1]))) j = (j % n + 1);
        ans = max(ans, max((a[j] ^ a[i]), (a[j] ^ a[i + 1])));
    }
```

```
    return ans;
}
```

平面最近点对

- 分治 + 归并
- O(n log n)

```
namespace find_the_closest_pair_of_points {
    const int N = 200010; //maxn
    inline bool cmp1(const point &a, const point &b) { return a.x < b.x || (a.x == b.x && a.y < b.y); }
    inline bool operator>(const point &a, const point &b) { return a.y > b.y || (a.y == b.y && a.x > b.x); }

    point a[N], b[N];
    double ans;
    inline void upd(const point &i, const point &j) { ans = min(ans, i ^ j); }

    void find(int l, int r) {
        if (l == r) return;
        if (l + 1 == r) {
            if (a[l] > a[r]) swap(a[l], a[r]);
            upd(a[l], a[r]); return;
        }
        int mid = (l + r) >> 1;
        double mx = (a[mid + 1].x + a[mid].x) / 2;
        find(l, mid); find(mid + 1, r);
        int i = l, j = mid + 1;
        for (int k = l; k <= r; ++k) b[k] = a[((j > r) || (i <= mid && a[j] > a[i])) ? (i++) : (j++)];
        for (int k = l; k <= r; ++k) a[k] = b[k];
        int tot = 0;
        for (int k = l; k <= r; ++k) if (fabs(a[k].x - mx) <= ans) {
            for (int j = tot; j >= 1 && (a[k].y - b[j].y <= ans); --j) upd(a[k], b[j]);
            b[++tot] = a[k];
        }
    }

    //接口
    inline double solve(int n, point ipt[]){
        ans = 0x3f3f3f3f3f3f3f3fll; //max distance
        for (int i = 1; i <= n; ++i) a[i] = ipt[i];
        sort(a + 1, a + 1 + n, cmp1);
        find(1, n);
        return ans;
    }
}
```

圆

三点垂心

```
inline point geto(point p1, point p2, point p3) {
    double a = p2.x - p1.x;
```

```cpp
    double b = p2.y - p1.y;
    double c = p3.x - p2.x;
    double d = p3.y - p2.y;
    double e = sqr(p2.x) + sqr(p2.y) - sqr(p1.x) - sqr(p1.y);
    double f = sqr(p3.x) + sqr(p3.y) - sqr(p2.x) - sqr(p2.y);
    return {(f * b - e * d) / (c * b - a * d) / 2, (a * f - e * c) / (a * d - b * c) / 2};
}
```

最小覆盖圆

- 随机增量 O(n)

```cpp
inline void min_circlefill(point &o, double &r, int n, point a[]) {
    mt19937 myrand(20011224); shuffle(a + 1, a + 1 + n, myrand); //越随机越难 hack
    o = a[1];
    r = 0;
    for (int i = 1; i <= n; ++i) if ((a[i] ^ o) > r + EPS) {
        o = a[i];
        r = 0;
        for (int j = 1; j < i; ++j) if ((o ^ a[j]) > r + EPS) {
            o = (a[i] + a[j]) * 0.5;
            r = (a[i] ^ a[j]) * 0.5;
            for (int k = 1; k < j; ++k) if ((o ^ a[k]) > r + EPS) {
                o = geto(a[i], a[j], a[k]);
                r = (o ^ a[i]);
            }
        }
    }
}
```

图论

存图

- 前向星
- 注意边数开够

```cpp
int Head[N], Ver[N*2], Next[N*2], Ew[N*2], Gtot=1;
inline void graphinit(int n) {Gtot=1; for(int i=1; i<=n; ++i) Head[i]=0;}
inline void edge(int u, int v, int w=1) {Ver[++Gtot]=v; Next[Gtot]=Head[u]; Ew[Gtot]=w;
    Head[u]=Gtot;}
#define go(i,st,to) for (int i=Head[st], to=Ver[i]; i; i=Next[i], to=Ver[i])
```

最短路

Dijkstra

- 非负权图

```cpp
namespace DIJK{//适用非负权图 满足当前 dist 最小的点一定不会再被松弛
    typedef pair<long long,int> pii;
    long long dist[N];//存最短路长度
    bool vis[N];//记录每个点是否被从队列中取出  每个点只需第一次取出时扩展
    priority_queue<pii,vector<pii>,greater<pii> >pq;//维护当前 dist[] 最小值及对应下标 小根堆

```

```
    inline void dijk(int s,int n){//s 是源点 n 是点数
        while(pq.size())pq.pop();for(int i=1;i<=n;++i)dist[i]=INFLL,vis[i]=0;//所有变量初始化
        dist[s]=0;pq.push(make_pair(0,s));
        while(pq.size()){
            int now=pq.top().second;pq.pop();
            if(vis[now])continue;vis[now]=1;
            go(i,now,to){
                const long long relx(dist[now]+Ew[i]);
                if(dist[to]>relx){dist[to]=relx;pq.push(make_pair(dist[to],to));}//松弛
            }
        }
    }
}
```

LCA

- 倍增求 lca
- 数组开够

```
namespace LCA_Log{
    int fa[N][22],dep[N];
    int t,now;
    void dfs(int x){
        dep[x]=dep[fa[x][0]]+1;
        go(i,x,to){
            if(dep[to])continue;
            fa[to][0]=x;for(int j=1;j<=t;++j)fa[to][j]=fa[fa[to][j-1]][j-1];
            dfs(to);
        }
    }

    //初始化接口
    inline void lcainit(int n,int rt){//记得初始化全部变量
        now=1;t=0;while(now<n)++t,now<<=1;
        for(int i=1;i<=n;++i)dep[i]=0,fa[i][0]=0;
        for(int i=1;i<=t;++i)fa[rt][i]=0;
        dfs(rt);
    }

    //求 lca 接口
    inline int lca(int u,int v){
        if(dep[u]>dep[v])swap(u,v);
        for(int i=t;~i;--i)if(dep[fa[v][i]]>=dep[u])v=fa[v][i];
        if(u==v)return u;
        for(int i=t;~i;--i)if(fa[u][i]!=fa[v][i])u=fa[u][i],v=fa[v][i];
        return fa[u][0];
    }
}
```

连通性

有向图强联通分量

- tarjan $O(n)$

```cpp
namespace SCC{
    int dfn[N],clk,low[N];
    bool ins[N];int sta[N],tot; //栈 存正在构建的强连通块
    vector<int>scc[N];int c[N],cnt;//cnt 为强联通块数 scc[i] 存放每个块内点 c[i] 为原图每个结点属于的块
    void dfs(int x){
        dfn[x]=low[x]=(++clk);//low[] 在这里初始化
        ins[x]=1;sta[++tot]=x;
        go(i,x,to){
            if(!dfn[to]){dfs(to);low[x]=min(low[x],low[to]);}//走树边
            else if(ins[to])low[x]=min(low[x],dfn[to]);//走返祖边
        }
        if(dfn[x]==low[x]){//该结点为块的代表元
            ++cnt;int u;
            do{u=sta[tot--];ins[u]=0;c[u]=cnt;scc[cnt].push_back(u);}while(x!=u);
        }
    }
    inline void tarjan(int n){//n 是点数
        for(int i=1;i<=cnt;++i)scc[i].clear();//清除上次的 scc 防止被卡 MLE
        for(int i=1;i<=n;++i)dfn[i]=ins[i]=0;tot=clk=cnt=0;//全部变量初始化
        for(int i=1;i<=n;++i)if(!dfn[i])dfs(i);
        for(int i=1;i<=n;++i)c[i]+=n;//此行 (可以省略) 便于原图上加点建新图 加新点前要初始化 Head[]=0
    }
}
```

数据结构

堆式线段树

- 区间求和区间修改
- 空间估算
- 所有数组务必初始化

```cpp
struct SegmentTree_Heap{
    #define TreeLen (N<<2)          //N
    #define lc(x)    ((x)<<1)
    #define rc(x)    ((x)<<1|1)
    #define sum(x)   (tr[x].sum)     //
    #define t(x)     (t[x])          //

    struct dat{
        LL sum;
        /* 这里写区间加法 */
        dat operator+(const dat&brother){
            dat result;
            result.sum=sum+brother.sum;
            return result;
        }
    }tr[TreeLen];
    LL t[TreeLen];  //lazy tag

    /* 单区间修改 */
    inline void change(const int&x,const int&l,const int&r,const LL&d){
        tr[x].sum=tr[x].sum+d*(r-l+1);
        t[x]=t[x]+d;
    }
```

```
    inline void pushup(int x){tr[x]=tr[lc(x)]+tr[rc(x)];}

    inline void pushdown(int x,const int&l,const int&r,const int&mid){
        if(t(x)){//注意区间修改细节
            change(lc(x),l,mid,t(x));
            change(rc(x),mid+1,r,t(x));
            t(x)=0;
        }
    }

    void build(int x,int l,int r){
        t(x)=0;   // 记得初始化!!!
        if(l==r){
            sum(x)=0;
            return;
        }
        int mid=(l+r)>>1;
        build(lc(x),l,mid);
        build(rc(x),mid+1,r);
        pushup(x);
    }

    void add(int x,int l,int r,const int&L,const int&R,const LL&d){
        if(L<=l&&r<=R){
            change(x,l,r,d);
            return;
        }
        int mid=(l+r)>>1;pushdown(x,l,r,mid);
        if(L<=mid)add(lc(x),l,mid,L,R,d);
        if(R>mid)add(rc(x),mid+1,r,L,R,d);
        pushup(x);
    }

    LL ask(int x,int l,int r,const int&L,const int&R){
        if(L<=l&&r<=R)return sum(x);
        int mid=(l+r)>>1;pushdown(x,l,r,mid);
        LL res=0;
        if(L<=mid)res=(res+ask(lc(x),l,mid,L,R));
        if(mid<R)res=(res+ask(rc(x),mid+1,r,L,R));
        return res;
    }
};
```

小根堆

```
namespace MyPQ{
    typedef int pqdat;    ////
    pqdat q[N];
    int tot;
    void up(int x){
        while(x>1)
        if(q[x]<q[x/2]){
            swap(q[x],q[x/2]);
            x/=2;
        }else return;
```

```
    }
    void down(int x){
        int ls=x*2;
        while(ls<=tot){
            if(ls<tot&&q[ls+1]<q[ls])++ls;
            if(q[ls]<q[x]){
                swap(q[x],q[ls]);x=ls;ls=x*2;
            }else return;
        }
    }
    void push(pqdat x){q[++tot]=x;up(tot);}
    pqdat top(){return q[1];}
    void pop(){if(!tot)return;q[1]=q[tot--];down(1);}
    void pop(int k){if(!tot)return;q[k]=q[tot--];up(k);down(k);}
}
```