

Standard Code Library

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开始

宏定义

```
1  #include<bits/stdc++.h>
2  using namespace std;
3  typedef long long LL;
4  typedef __int128 LLL;
5  typedef unsigned u32;
6  typedef unsigned long long u64;
7  typedef long double LD;
8  #define il inline
9  #define pln putchar('\n')
10 #define For(i,a,b) for(int i=(a),(i##i)=(b);i<=(i##i);++i)
11 #define Rep(i,n) for(int i=0,(i##i)=(n);i<(i##i);++i)
12 #define Fodn(i,a,b) for(int i=(a),(i##i)=(b);i>=(i##i);--i)
13 const int M=1000000007,INF=0x3f3f3f3f;
14 const long long INFLL=0x3f3f3f3f3f3f3f3fLL;
15 const int N=1000010;
16 // -----
```

快读

```
1  template <typename T>
2  inline bool read(T &x) {
3      x = 0; char c = getchar(); int f = 1;
4      while (!isdigit(c) && (c != '-') && (c != EOF)) c = getchar();
5      if (c == EOF) return 0;
6      if (c == '-') f = -1, c = getchar();
7      while (isdigit(c)) { x = x * 10 + (c & 15); c = getchar();}
8      x *= f; return 1;
9  }
10
11 template <typename T, typename... Args>
12 inline bool read(T &x, Args &...args) {
13     bool res = 1;
14     res &= read(x);
15     res &= read(args...);
16     return res;
17 }
```

数学

快速幂

- 注意乘法溢出

```
1  inline LLL fp(LL a, LLL b, LLL Mod) {
2      LLL res = (Mod != 1);
3      for (a %= Mod; b; b >>= 1, a = a * a % Mod)
4          if (b & 1) res = res * a % Mod;
5      return res;
6  }
```

GCD

```
1  template <typename T>
2  inline T gcd(T a, T b) {
3      while (b){
4          T t = b;
5          b = a % b;
6          a = t;
7      }
8      return a;
9  }
10
11 template <typename T>
12 inline T lcm(T a, T b) { return a / gcd(a, b) * b; }
```

```

13
14 template <typename T>
15 inline T exgcd(T a, T b, T &x, T &y) {
16     T m = 0, n = 1, t;
17     x = 1, y = 0;
18     while (b){
19         t = m, m = x - a / b * m, x = t;
20         t = n, n = y - a / b * n, y = t;
21         t = b, b = a % b, a = t;
22     }
23     return a;
24 }

```

CRT

- 同余方程合并
- 返回最小正数解或最小非负解无解则返回-1

```

1 inline LL Crt(LL a1, LL a2, LL mod1, LL mod2) {
2     LL u, v;
3     LL g = exgcd(mod1, mod2, u, v);
4     if ((a2 - a1) % g)
5         return -1;
6     LL m12 = abs(lcm(mod1, mod2));
7     LLL res = (((LLL)mod1 * ((LLL)u * ((a2 - a1) / g) % m12) % m12) + a1) % m12;
8     return res <= 0 ? res + m12 : res; /* 求最小正数解还是非负解 */
9 }

```

线性筛

```

1 struct primenumberlist{
2     #define MAXN (100000000)
3     int cnt, pri[100000000];
4     bool np[MAXN + 10];
5     primenumberlist(){
6         np[1] = 1; cnt = 0;
7         for (int i = 2; i <= MAXN; ++i) {
8             if (!np[i]) pri[++cnt] = i;
9             for (int j = 1; j <= cnt; ++j) {
10                 LL t = pri[j] * i;
11                 if (t > MAXN) break;
12                 np[t] = 1;
13                 if (!(i % pri[j])) break;
14             }
15         }
16     }
17 } prime;

```

ϕ 欧拉函数

```

1 template <typename T>
2 inline T phi(T x) {
3     T res = x;
4     for (T i = 2; i * i <= x; ++i)
5         if ((x % i) == 0) {
6             res = res / i * (i - 1);
7             while ((x % i) == 0) x /= i;
8         }
9     if (x > 1) res = res / x * (x - 1);
10    return res;
11 }

```

Miller-Rabin 素性测试

- $n \leq 10^{18}$

```

1 namespace MillerRabin {
2     const LLL test[]={2ll,325ll,9375ll,28178ll,450775ll,9780504ll,1795265022ll};
3 }

```

```

4 inline bool isprime(LLL n) {
5     if (n==13||n==19||n==73||n==193||n==407521||n==29921083711) return 1;
6     if (n <= 3) return n > 1;
7     if (n <= 6) return n == 5;
8     if (!(n & 1) || !(n % 3) || !(n % 5)) return 0;
9
10    LLL d = n - 1; int t = 0;
11    while (!(d & 1)) d >>= 1, ++t;
12    for (LLL ai = 0, a = test[0]; ai < 7; ++ai, a = test[ai]) {
13        if (a % n == 0) return 0;
14        LLL v = fp(a, d, n); if (v == 1 || v == n - 1) continue;
15        LLL pre = v;
16        for (int i = 1; i <= t; ++i) {
17            v = v * v % n;
18            if (v == 1)
19                if (pre != 1 && pre != (n - 1)) return 0; else break;
20            pre = v;
21        }
22        if (v != 1) return 0;
23    }
24    return 1;
25 }
26 }

```

Pollard-Rho 分解质因数

- 求 n 的一个非平凡因子
- 调用 pollard_rho() 前先判断 n 的素性

```

1 namespace PollardRho{
2     mt19937 mt(20011224); //19491001
3
4     inline LLL pollard_rho(LL n, LLL c) {
5         LLL x = uniform_int_distribution<LL>(1, n - 1)(mt), y = x;
6         LLL val = 1;
7         for (int dep = 1; dep <= 1, x = y, val = 1) {
8             for (int stp = 1; stp <= dep; ++stp) {
9                 y = (y * y + c) % n;
10                val = val * abs(x - y) % n;
11                if ((stp & 127) == 0) {
12                    LLL d = gcd(val, n);
13                    if (d > 1) return d;
14                }
15            }
16            LLL d = gcd(val, n);
17            if (d > 1) return d;
18        }
19    }
20
21    //接口根据题意重写
22    vector<LLL> factor;
23    void getfactor(LL x, LLL c = 19260817) {
24        if (MillerRabin::isprime(x)) {factor.emplace_back(x); return;}
25        LLL p = x;
26        while (p == x) p = pollard_rho(x, c--);
27        getfactor(p); getfactor(x / p);
28    }
29    inline LLL ask(LL x) {
30        factor.clear();
31        while (!(x & 1)) x >>= 1, factor.emplace_back(2);
32        if (x > 1) getfactor(x);
33        return factor.size();
34    }
35 }

```

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
- -

$$C_n^m \equiv C_{\lfloor \frac{n}{p} \rfloor}^{\lfloor \frac{m}{p} \rfloor} * C_{n \bmod p}^{m \bmod p} (\bmod p)$$

- 数较大模数较小用 *exLucas* 定理求 $C_n^m \bmod P$

exLucas

- $O(P \log P)$
- 不要求 P 为质数

```

1 namespace EXLUCAS {
2     inline LL idxp(LL n, LL p) {
3         LL nn = n;
4         while (n > 0) nn -= (n % p), n /= p;
5         return nn / (p - 1);
6     }
7
8     LL facp(LL n, LL p, LL pk) {
9         if (n == 0) return 1;
10        LL res = 1;
11        if (n >= pk) {
12            LL t = n / pk, k = 1, els = n - t * pk;
13            for (LL i = 1; i <= els; ++i) if (i % p) k = k * i % pk;
14            res = k;
15            for (LL i = els + 1; i < pk; ++i) if (i % p) k = k * i % pk;
16            res = res * fp(k, n / pk, pk) % pk;
17        }
18        else for (LL i = 1; i <= n; ++i) if (i % p) res = res * i % pk;
19        return res * facp(n / p, p, pk) % pk;
20    }
21
22    inline LL exlucas(LL n, LL m, LL p, LL pk, LL k) {
23        LL a = facp(n, p, pk) * fp(facp(n - m, p, pk) * facp(m, p, pk) % pk, pk / p * (p - 1) - 1, pk) % pk;
24        LL b = idxp(n, p) - idxp(m, p) - idxp(n - m, p);
25        if (b >= k) return 0;
26        while (b-- > 0) a *= p;
27        return a % pk;
28    }
29
30    /* 接口 */ inline LL exlucas(LL n, LL m, LL p) {
31        LL a = 0, b = 1;
32        for (LL i = 2; i * i <= p; ++i) {
33            if (p % i) continue;
34            LL t = 0, pk = 1;
35            while (p % i == 0) ++t, p /= i, pk *= i;
36            a = Crt(a, exlucas(n, m, i, pk, t), b, pk);
37            b *= pk;
38        }
39        return (p > 1) ? Crt(a, exlucas(n, m, p, p, 1), b, p) : a;
40    }
41 }

```

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

```

1 template <typename T>
2 struct Point {

```

```

3   T x, y;
4   Point() {}
5   Point(T u, T v) : x(u), y(v) {}
6   Point operator+(const Point &a) const { return Point(x + a.x, y + a.y); }
7   Point operator-(const Point &a) const { return Point(x - a.x, y - a.y); }
8   Point operator*(const T &a) const { return Point(x * a, y * a); }
9   T operator*(const Point &a) const { return x * a.x + y * a.y; }
10  T operator%(const Point &a) const { return x * a.y - y * a.x; }
11  double len() const { return hypot(x, y); }
12  double operator^(const Point &a) const { return (a - (*this)).len(); }
13  double angle() const { return atan2(y, x); }
14  bool id() const { return y < 0 || (y == 0 && x < 0); }
15  bool operator<(const Point &a) const { return id() == a.id() ? (*this) % a > 0 : id() < a.id(); }
16 };
17 typedef Point<double> point;
18
19 #define sqr(x) ((x) * (x))
20 const point O(0, 0);
21 const double PI(acos(-1.0)), EPS(1e-8);
22 inline bool dcmp(const double &x, const double &y) { return fabs(x - y) < EPS; }
23 inline int sgn(const double &x) { return fabs(x) < EPS ? 0 : ((x < 0) ? -1 : 1); }
24 inline double mul(point p1, point p2, point p0) { return (p1 - p0) % (p2 - p0); }

```

位置关系

```

1  inline bool in_same_seg(point p, point a, point b) {
2      if (fabs(mul(p, a, b)) < EPS) {
3          if (a.x > b.x) swap(a, b);
4          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)));
5      } else return 0;
6  }
7
8  inline bool is_right(point st, point ed, point a) {
9      return ((ed - st) % (a - st)) < 0;
10 }
11
12 inline point intersection(point s1, point t1, point s2, point t2) {
13     return s1 + (t1 - s1) * (((s1 - s2) % (t2 - s2)) / ((t2 - s2) % (t1 - s1)));
14 }
15
16 inline bool parallel(point a, point b, point c, point d) {
17     return dcmp((b - a) % (d - c), 0);
18 }
19
20 inline double point2line(point p, point s, point t) {
21     return fabs(mul(p, s, t) / (t - s).len());
22 }
23
24 inline double point2seg(point p, point s, point t) {
25     return sgn((t - s) * (p - s)) * sgn((s - t) * (p - t)) > 0 ? point2line(p, s, t) : min((p ^ s), (p ^ t));
26 }

```

多边形

求多边形面积

```

1  inline double area(int n, point s[]) {
2      double res = 0;
3      s[n + 1] = s[1];
4      for (int i = 1; i <= n; ++i)
5          res += s[i] % s[i + 1];
6      return fabs(res / 2);
7  }

```

判断点是否在多边形内

- 特判边上的点
- 使用了 $a[1] \dots a[n+1]$ 的数组

```

1 inline bool in_the_area(point p, int n, point area[]) {
2     bool ans = 0; double x;
3     area[n + 1] = area[1];
4     for (int i = 1; i <= n; ++i) {
5         point p1 = area[i], p2 = area[i + 1];
6         if (in_same_seg(p, p1, p2)) return 1; //特判边上的点
7         if (p1.y == p2.y) continue;
8         if (p.y < min(p1.y, p2.y)) continue;
9         if (p.y >= max(p1.y, p2.y)) continue;
10        ans ^= (((p.y - p1.y) * (p2.x - p1.x) / (p2.y - p1.y) + p1.x) > p.x);
11    }
12    return ans;
13 }

```

凸包

- Andrew 算法
- $O(n \log n)$
- 注意是否应该统计凸包边上的点

```

1 inline bool pcmp1(const point &a, const point &b) { return a.x == b.x ? a.y < b.y : a.x < b.x; }
2
3 inline int Andrew(int n, point p[], point ans[]) { //ans[] 逆时针存凸包
4     sort(p + 1, p + 1 + n, pcmp1);
5     int m = 0;
6     for (int i = 1; i <= n; ++i) {
7         while (m > 1 && mul(ans[m - 1], ans[m], p[i]) < 0) --m; //特判凸包边上的点
8         ans[++m] = p[i];
9     }
10    int k = m;
11    for (int i = n - 1; i >= 1; --i) {
12        while (m > k && mul(ans[m - 1], ans[m], p[i]) < 0) --m; //特判凸包边上的点
13        ans[++m] = p[i];
14    }
15    return m - (n > 1); //返回凸包有多少个点
16 }

```

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
- 使用了 $a[1] \dots a[n+1]$ 的数组

```

1 inline double Rotating_Caliper(int n, point a[]) {
2     a[n + 1] = a[1];
3     double ans = 0;
4     int j = 2;
5     for (int i = 1; i <= n; ++i) {
6         while (fabs(mul(a[i], a[i + 1], a[j])) < fabs(mul(a[i], a[i + 1], a[j + 1]))) j = (j % n + 1);
7         ans = max(ans, max((a[j] ^ a[i]), (a[j] ^ a[i + 1])));
8     }
9     return ans;
10 }

```

平面最近点对

- 分治 + 归并
- $O(n \log n)$

```

1 namespace find_the_closest_pair_of_points {
2     const int N = 200010; //maxn
3     inline bool cmp1(const point &a, const point &b) { return a.x < b.x || (a.x == b.x && a.y < b.y); }
4     inline bool operator>(const point &a, const point &b) { return a.y > b.y || (a.y == b.y && a.x > b.x); }
5
6     point a[N], b[N];
7     double ans;

```



```

8 inline void upd(const point &i, const point &j) { ans = min(ans, i ^ j); }
9
10 void find(int l, int r) {
11     if (l == r) return;
12     if (l + 1 == r) {
13         if (a[l] > a[r]) swap(a[l], a[r]);
14         upd(a[l], a[r]); return;
15     }
16     int mid = (l + r) >> 1;
17     double mx = (a[mid + 1].x + a[mid].x) / 2;
18     find(l, mid); find(mid + 1, r);
19     int i = l, j = mid + 1;
20     for (int k = l; k <= r; ++k) b[k] = a[(j > r) || (i <= mid && a[j] > a[i]) ? (i++) : (j++)];
21     for (int k = l; k <= r; ++k) a[k] = b[k];
22     int tot = 0;
23     for (int k = l; k <= r; ++k) if (fabs(a[k].x - mx) <= ans) {
24         for (int j = tot; j >= 1 && (a[k].y - b[j].y <= ans); --j) upd(a[k], b[j]);
25         b[++tot] = a[k];
26     }
27 }
28
29 //接口
30 inline double solve(int n, point ipt[]){
31     ans = 0x3f3f3f3f3f3f3fll; //max distance
32     for (int i = 1; i <= n; ++i) a[i] = ipt[i];
33     sort(a + 1, a + 1 + n, cmp1);
34     find(1, n);
35     return ans;
36 }
37 }

```

圓

三点垂心

```

1 inline point geto(point p1, point p2, point p3) {
2     double a = p2.x - p1.x;
3     double b = p2.y - p1.y;
4     double c = p3.x - p2.x;
5     double d = p3.y - p2.y;
6     double e = sqr(p2.x) + sqr(p2.y) - sqr(p1.x) - sqr(p1.y);
7     double f = sqr(p3.x) + sqr(p3.y) - sqr(p2.x) - sqr(p2.y);
8     return {(f * b - e * d) / (c * b - a * d) / 2, (a * f - e * c) / (a * d - b * c) / 2};
9 }

```

最小覆盖圓

- 随机增量 $O(n)$

```

1 inline void min_circlefill(point &o, double &r, int n, point a[]) {
2     mt19937 myrand(20011224); shuffle(a + 1, a + 1 + n, myrand); //越随机越难 hack
3     o = a[1];
4     r = 0;
5     for (int i = 1; i <= n; ++i) if ((a[i] ^ o) > r + EPS) {
6         o = a[i];
7         r = 0;
8         for (int j = 1; j < i; ++j) if ((o ^ a[j]) > r + EPS) {
9             o = (a[i] + a[j]) * 0.5;
10            r = (a[i] ^ a[j]) * 0.5;
11            for (int k = 1; k < j; ++k) if ((o ^ a[k]) > r + EPS) {
12                o = geto(a[i], a[j], a[k]);
13                r = (o ^ a[i]);
14            }
15        }
16    }
17 }

```