

# 1 Computational\_Geometry

## 1.1 Geometry.cpp

```

1 const double PI=atan2(0.0,-1.0);
2 template<typename T>
3 struct point{
4     T x,y;
5     point(){ }
6     point(const T&x,const T&y):x(x),y(y){ }
7     point operator+(const point &b)const{
8         return point(x+b.x,y+b.y); }
9     point operator-(const point &b)const{
10        return point(x-b.x,y-b.y); }
11     point operator*(const T &b)const{
12        return point(x*b,y*b); }
13     point operator/(const T &b)const{
14        return point(x/b,y/b); }
15     bool operator==(const point &b)const{
16        return x==b.x&&y==b.y; }
17     T dot(const point &b)const{
18        return x*b.x+y*b.y; }
19     T cross(const point &b)const{
20        return x*b.y-y*b.x; }
21     point normal()const{ //求法向量
22        return point(-y,x); }
23     T abs2()const{ //向量長度的平方
24        return dot(*this); }
25     T rad(const point &b)const{ //兩向量的弧度
26     return fabs(atan2(fabs(cross(b)),dot(b))); }
27     T getA()const{ //對x軸的弧度
28     T A=atan2(y,x); //超過180度會變負的
29     if(A<=-PI/2)A+=PI*2;
30     return A;
31 }
32 };
33 template<typename T>
34 struct line{
35     line(){ }
36     point<T> p1,p2;
37     T a,b,c; //ax+by+c=0
38     line(const point<T>&x,const point<T>&y):p1
39         (x),p2(y){ }
40     void pton()const{ //轉成一般式
41         a=p1.y-p2.y;
42         b=p2.x-p1.x;
43         c=-a*p1.x-b*p1.y;
44     }
45     T ori(const point<T> &p)const{ //點和有向直
46         線的關係 · >0左邊 · =0在線上<0右邊
47         return (p2-p1).cross(p-p1);
48     }
49     T btw(const point<T> &p)const{ //點投影落在
50         線段上<=0
51         return (p1-p).dot(p2-p);
52     }
53     bool point_on_segment(const point<T>&p)
54         const{ //點是否在線段上
55         return ori(p)==0&&btw(p)<=0;
56     }
57     T dis2(const point<T> &p,bool is_segment
58         =0)const{ //點跟直線/線段的距離平方
59     point<T> v=p2-p1,v1=p-p1;
60     if(is_segment){
61         point<T> v2=p-p2;
62         if(v.dot(v1)<=0)return v1.abs2();
63         if(v.dot(v2)>=0)return v2.abs2();
64     }
65     T tmp=v.cross(v1);
66     return tmp*tmp/v.abs2();
67 }
68 T seg_dis2(const line<T> &l)const{ //兩線段
69     距離平方
70     return min({dis2(l.p1,1),dis2(l.p2,1),l.
71         dis2(p1,1),l.dis2(p2,1)});
72 }
73 point<T> projection(const point<T> &p)
74     const{ //點對直線的投影
75     point<T> n=(p2-p1).normal();
76     return p-n*(p-p1).dot(n)/n.abs2();
77 }
78 point<T> mirror(const point<T> &p)const{
79     //點對直線的鏡射 · 要先呼叫pton轉成一般式
80     point<T> R;
81     T d=a*b+b*b;
82     R.x=(b*b*p.x-a*a*p.x-2*a*b*p.y-2*a*c)/d;
83     R.y=(a*a*p.y-b*b*p.y-2*a*b*p.x-2*b*c)/d;
84     return R;
85 }
86 bool equal(const line &l1)const{ //直線相等
87     return ori(l1.p1)==0&&ori(l1.p2)==0;
88 }
89 bool parallel(const line &l1)const{
90     return (p1-p2).cross(l1.p1-l1.p2)==0;
91 }
92 bool cross_seg(const line &l1)const{
93     return (p2-p1).cross(l1.p1-p1)*(p2-p1).
94         cross(l1.p2-p1)<=0; //直線是否交線段
95 }
96 int line_intersect(const line &l1)const{ //
97     直線相交情況 · -1無限多點 · 1交於一點 · 0
98     不相交
99     return parallel(l1)?(ori(l1.p1)==0?-1:0)
100         :1;
101 }
102 int seg_intersect(const line &l1)const{
103     T c1=ori(l1.p1), c2=ori(l1.p2);
104     T c3=l1.ori(p1), c4=l1.ori(p2);
105     if(c1==0&&c2==0){ //共線
106         bool b1=btw(l1.p1)>=0,b2=btw(l1.p2)>=0;
107         T a3=l1.btw(p1),a4=l1.btw(p2);
108         if(b1&&b2&&a3==0&&a4>=0) return 2;
109         if(b1&&b2&&a3>=0&&a4==0) return 3;
110         if(b1&&b2&&a3>=0&&a4>=0) return 0;
111         return -1; //無限交點
112     }else if(c1*c2<=0&&c3*c4<=0)return 1;
113     return 0; //不相交
114 }
115 point<T> line_intersection(const line &l1)
116     const{ //直線交點*/
117     point<T> a=p2-p1,b=l1.p2-l1.p1,s=l1.p1-p1;
118     //if(a.cross(b)==0)return INF;
119     return p1+a*(s.cross(b)/a.cross(b));
120 }
121 point<T> seg_intersection(const line &l1)
122     const{ //線段交點
123     int res=seg_intersect(l1);
124     if(res<=0) assert(0);
125     if(res==2) return p1;
126     if(res==3) return p2;
127     return line_intersection(l1);
128 }
129 }
130 template<typename T>
131 struct polygon{
132     polygon(){ }
133     vector<point<T>> p; //逆時針順序
134     T area()const{ //面積
135     T ans=0;
136     for(int i=p.size()-1,j=0;j<(int)p.size()
137         ;i=j++)
138         ans+=p[i].cross(p[j]);
139     return ans/2;
140 }
141 point<T> center_of_mass()const{ //重心
142     T cx=0,cy=0,w=0;
143     for(int i=p.size()-1,j=0;j<(int)p.size()
144         ;i=j++){
145         T a=p[i].cross(p[j]);
146         cx+=(p[i].x+p[j].x)*a;
147         cy+=(p[i].y+p[j].y)*a;
148         w+=a;
149     }
150     return point<T>(cx/3/w,cy/3/w);
151 }
152 char ahas(const point<T>&t)const{ //點是否
153     在簡單多邊形內 · 是的話回傳1 · 在邊上回
154     傳-1 · 否則回傳0
155     bool c=0;
156     for(int i=0,j=p.size()-1;i<p.size();j=i
157         ++){
158         if(line<T>(p[i],p[j]).point_on_segment
159             (t))return -1;
160         else if((p[i].y>t.y)!(p[j].y>t.y)&&
161             t.x<(p[j].x-p[i].x)*(t.y-p[i].y)/(p[j]
162                 .y-p[i].y)+p[i].x)
163             c=!c;
164         return c;
165     }
166     char point_in_convex(const point<T>&x)
167         const{
168     int l=1,r=(int)p.size()-2;
169     while(l<r){ //點是否在凸多邊形內 · 是的話
170         回傳1 · 在邊上回傳-1 · 否則回傳0
171         int mid=(l+r)/2;
172         T a1=(p[mid]-p[0]).cross(x-p[0]);
173         T a2=(p[mid+1]-p[0]).cross(x-p[0]);
174         if(a1>0&&a2<=0){
175             T res=(p[mid+1]-p[mid]).cross(x-p[
176                 mid]);
177             return res>0?1:(res>0?-1:0);
178         }else if(a1<0)r=mid-1;
179         else l=mid+1;
180     }
181     return 0;
182 }
183 vector<T> getA()const{ //凸包邊對x軸的夾角
184     vector<T>res; //一定是遞增的
185     for(size_t i=0;i<p.size();++i)
186         res.push_back((p[(i+1)%p.size()]-p[i])
187             .getA());
188     return res;
189 }
190 bool line_intersect(const vector<T>&A,
191     const line<T> &l1)const{ //O(LogN)
192     int f1=upper_bound(A.begin(),A.end(),(l.
193         p1-l.p2).getA())-A.begin();
194     int f2=upper_bound(A.begin(),A.end(),(l.
195         p2-l.p1).getA())-A.begin();
196     return l.cross_seg(line<T>(p[f1],p[f2]))
197         ;
198 }
199 polygon cut(const line<T> &l1)const{ //凸包
200     對直線切割 · 得到直線L左側的凸包
201     polygon ans;
202     for(int n=p.size(),i=n-1,j=0;j<n;i=j++){
203         if(l.ori(p[i])>=0){
204             ans.p.push_back(p[i]);
205             if(l.ori(p[j])<0)
206                 ans.p.push_back(l.
207                     line_intersection(line<T>(p[i]
208                         ,p[j])));
209         }else if(l.ori(p[j])>0)
210             ans.p.push_back(l.
211                 line_intersection(line<T>(p[i],p[j])));
212     }
213     return ans;
214 }
215 static bool graham_cmp(const point<T>&a,
216     const point<T>&b){ //凸包排序函數
217     return (a.x<b.x)|| (a.x==b.x&&a.y<b.y);
218 }
219 void graham(vector<point<T>> &s){ //凸包
220     sort(s.begin(),s.end(),graham_cmp);
221     p.resize(s.size()+1);
222     int m=0;
223     for(size_t i=0;i<s.size();++i){
224         while(m>=2&&(p[m-1]-p[m-2]).cross(s[i]
225             -p[m-2])<=0)--m;
226         p[m++]=s[i];
227     }
228     for(int i=s.size()-2,t=m+1;i>=0;--i){
229         while(m>=t&&(p[m-1]-p[m-2]).cross(s[i]
230             -p[m-2])<=0)--m;
231         p[m++]=s[i];
232     }
233     if(s.size()>1)--m;
234     p.resize(m);
235 }
236 T diam()const{ //直徑
237     int n=p.size(),t=1;
238     T ans=0;
239     for(int i=0;i<n;i++){
240         point<T> now=p[i+1]-p[i];
241         while(now.cross(p[t+1]-p[i])>now.cross
242             (p[t]-p[i]))t=(t+1)%n;
243         ans=max(ans,(p[i]-p[t]).abs2());
244     }
245     return p.pop_back(),ans;
246 }
247 T min_cover_rectangle()const{ //最小覆蓋矩形
248     int n=p.size(),t=1,r=1,l=1;

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212 if(n<3)return 0;//也可以做最小周長矩形
213 T ans=1e99;p.push_back(p[0]);
214 for(int i=0;i<n;i++){
215     point<T> now=p[i+1]-p[i];
216     while(now.cross(p[t+1]-p[i])>now.cross
217         (p[t]-p[i]))t=(t+1)%n;
218     while(now.dot(p[r+1]-p[i])>now.dot(p[
219         ]-p[i]))r=(r+1)%n;
218     if(!l)r=;
219     while(now.dot(p[l+1]-p[i])<now.dot(p[
220         ]-p[i]))l=(l+1)%n;
220     T d=now.abs2();
221     T tmp=now.cross(p[t]-p[i])*(now.dot(p[
222         ]-p[i])-now.dot(p[l]-p[i]))/d;
222     ans=min(ans,tmp);
223 }
224 return p.pop_back(),ans;
225 }
226 T max_triangle(){//最大內接三角形
227     int n=p.size(),a=1,b=2;
228     if(n<3)return 0;
229     T ans=0,tmp;p.push_back(p[0]);
230     for(int i=0;i<n;i++){
231         while((p[a]-p[i]).cross(p[b+1]-p[i])>
232             tmp=(p[a]-p[i]).cross(p[b]-p[i]))
233             b=(b+1)%n;
232         ans=max(ans,tmp);
233         while((p[a+1]-p[i]).cross(p[b]-p[i])>
234             tmp=(p[a]-p[i]).cross(p[b]-p[i]))
235             a=(a+1)%n;
234         ans=max(ans,tmp);
235     }
236     return p.pop_back(),ans/2;
237 }
238 T dis2(polygon &p1){//凸包最近距離平方
239     vector<point<T> > &P=p,&Q=p1.p;
240     int n=P.size(),m=Q.size(),l=0,r=0;
241     for(int i=0;i<n;i++){
242         if(P[i].y<P[l].y)l=i;
243         if(Q[i].y<Q[r].y)r=i;
244     }
245     P.push_back(P[0]),Q.push_back(Q[0]);
246     T ans=1e99;
247     for(int i=0;i<n;i++){
248         while((P[l]-P[l+1]).cross(Q[r+1]-Q[r])
249             <0)r=(r+1)%m;
250         ans=min(ans,dis2(P[l],P[l+1]).
251             seg_dis2(line<T>(Q[r],Q[r+1])));
252         l=(l+1)%n;
253     }
254     return P.pop_back(),Q.pop_back(),ans;
255 }
256 static char sign(const point<T>&t){
257     return (t.y==0?t.x:t.y)<0;
258 }
259 static bool angle_cmp(const line<T>& A,
260     const line<T>& B){
261     point<T> a=A.p2-A.p1,b=B.p2-B.p1;
262     return sign(a)<sign(b)||!(sign(a)==sign(b)
263         &&a.cross(b)>0);
264 }
265 int halfplane_intersection(vector<line<T>
266     > &s){//半平面交
267     sort(s.begin(),s.end(),angle_cmp);//線段
268     左側為該線段半平面
269     int L,R,n=s.size();
270     vector<point<T> > px(n);
271     vector<line<T> > q(n);
272     q[L=R=0]=s[0];
273     for(int i=1;i<n;i++){
274         while(L<R&&s[i].ori(px[R-1])<=0)--R;
275         while(L<R&&s[i].ori(px[L])<=0)++L;
276         q[++R]=s[i];
277         if(q[R].parallel(q[R-1])){
278             --R;
279             if(q[R].ori(s[i].p1)>0)q[R]=s[i];
280         }
281         if(L<R)px[R-1]=q[R-1].
282             line_intersection(q[R]);
283     }
284     while(L<R&&q[L].ori(px[R-1])<=0)--R;
285     p.clear();
286     if(R-L<=1)return 0;
287     px[R]=q[R].line_intersection(q[L]);
288     for(int i=L;i<R;i++)p.push_back(px[i]);
289     return R-L+1;
290 }
291 template<typename T>
292 struct triangle{
293     point<T> a,b,c;
294     triangle(const point<T> &a,const point<T>
295         &b,const point<T> &c):a(a),b(b),c(c){}
296     T area()const{
297         T t=(b-a).cross(c-a)/2;
298         return t>0?t:-t;
299     }
300     point<T> barycenter()const{//重心
301         return (a+b+c)/3;
302     }
303     point<T> circumcenter()const{//外心
304         static line<T> u,v;
305         u.p1=(a+b)/2;
306         u.p2=point<T>(u.p1.x-a.y+b.y,u.p1.y+a.x-
307             b.x);
308         v.p1=(a+c)/2;
309         v.p2=point<T>(v.p1.x-a.y+c.y,v.p1.y+a.x-
310             c.x);
311         return u.line_intersection(v);
312     }
313     point<T> incenter()const{//內心
314         T A=sqrt((b-c).abs2()),B=sqrt((a-c).abs2
315             ()),C=sqrt((a-b).abs2());
316         return point<T>(A*a.x+B*b.x+C*c.x,A*a.y+
317             B*b.y+C*c.y)/(A+B+C);
318     }
319     point<T> perpencenter()const{//垂心
320         return barycenter()*3-circumcenter()*2;
321     }
322 };
323 template<typename T>
324 struct point3D{
325     T x,y,z;
326     point3D(){}
327     point3D(const T&x,const T&y,const T&z):x(x)
328         ,y(y),z(z){}
329     point3D operator+(const point3D &b)const{
330         return point3D(x+b.x,y+b.y,z+b.z);
331     }
332     point3D operator-(const point3D &b)const{
333         return point3D(x-b.x,y-b.y,z-b.z);
334     }
335     point3D operator*(const T &b)const{
336         return point3D(x*b,y*b,z*b);
337     }
338     point3D operator/(const T &b)const{
339         return point3D(x/b,y/b,z/b);
340     }
341     bool operator==(const point3D &b)const{
342         return x==b.x&&y==b.y&&z==b.z;
343     }
344     T dot(const point3D &b)const{
345         return x*b.x+y*b.y+z*b.z;
346     }
347     point3D cross(const point3D &b)const{
348         return point3D(y*b.z-z*b.y,z*b.x-x*b.z,x
349             *b.y-y*b.x);
350     }
351     T abs2()const{//向量長度的平方
352         return dot(*this);
353     }
354     T area2(const point3D &b)const{//和b、原點
355         圍成面積的平方
356         return cross(b).abs2()/4;
357     };
358     template<typename T>
359     struct line3D{
360         point3D<T> p1,p2;
361         line3D(){}
362         line3D(const point3D<T> &p1,const point3D<
363             T> &p2):p1(p1),p2(p2){}
364         T dis2(const point3D<T> &p,bool is_segment
365             =0)const{//點跟直線/線段的距離平方
366             point3D<T> v=p2-p1,v1=p-p1;
367             if(is_segment){
368                 point3D<T> v2=p-p2;
369                 if(v.dot(v1)<=0)return v1.abs2();
370                 if(v.dot(v2)>=0)return v2.abs2();
371             }
372             point3D<T> tmp=v.cross(v1);
373             return tmp.abs2()/v.abs2();
374         }
375     }
376     pair<point3D<T>,point3D<T> > closest_pair(
377         const line3D<T> &l)const{
378         point3D<T> v1=(p1-p2),v2=(l.p1-l.p2);
379         point3D<T> N=v1.cross(v2),ab(p1-l.p1);
380         //if(N.abs2()==0)return NULL;平行或重合
381         T tmp=N.dot(ab),ans=tmp*tmp/N.abs2();//
382         最近點對距離
383         point3D<T> d1=p2-p1,d2=l.p2-l.p1,D=d1.
384             cross(d2),G=l.p1-p1;
385         T t1=(G.cross(d2)).dot(D)/D.abs2();
386         T t2=(G.cross(d1)).dot(D)/D.abs2();
387         return make_pair(p1+d1*t1,l.p1+d2*t2);
388     }
389     bool same_side(const point3D<T> &a,const
390         point3D<T> &b)const{
391         return (p2-p1).cross(a-p1).dot((p2-p1).
392             cross(b-p1))>0;
393     }
394 };
395 template<typename T>
396 struct plane{
397     point3D<T> p0,n;//平面上的點和法向量
398     plane(){}
399     plane(const point3D<T> &p0,const point3D<T>
400         &n):p0(p0),n(n){}
401     T dis2(const point3D<T> &p)const{//點到平
402         面距離的平方
403         T tmp=(p-p0).dot(n);
404         return tmp*tmp/n.abs2();
405     }
406 };
407 point3D<T> projection(const point3D<T> &p)
408     const{
409     return p-n*(p-p0).dot(n)/n.abs2();
410 }
411 point3D<T> line_intersection(const line3D<
412     T> &l)const{
413     T tmp=n.dot(l.p2-l.p1);//等於0表示平行或
414     重合該平面
415     return l.p1+(l.p2-l.p1)*(n.dot(p0-l.p1)/
416         tmp);
417 }
418 line3D<T> plane_intersection(const plane &
419     p1)const{
420     point3D<T> e=n.cross(p1.n),v=n.cross(e);
421     T tmp=p1.n.dot(v);//等於0表示平行或重合
422     該平面
423     point3D<T> q=p0+(v*(p1.n.dot(p1.p0-p0))/
424         tmp);
425     return line3D<T>(q,q+e);
426 }
427 template<typename T>
428 struct triangle3D{
429     point3D<T> a,b,c;
430     triangle3D(){}
431     triangle3D(const point3D<T> &a,const
432         point3D<T> &b,const point3D<T> &c):a(a)
433         ,b(b),c(c){}
434     bool point_in(const point3D<T> &p)const{//
435         點在該平面上的投影在三角形中
436         return line3D<T>(b,c).same_side(p,a)&&
437             line3D<T>(a,c).same_side(p,b)&&
438             line3D<T>(a,b).same_side(p,c);
439     }
440 };
441 template<typename T>
442 struct tetrahedron{//四面體
443     point3D<T> a,b,c,d;
444     tetrahedron(){}
445     tetrahedron(const point3D<T> &a,const
446         point3D<T> &b,const point3D<T> &c,
447         const point3D<T> &d):a(a),b(b),c(c),d(
448             d){}
449     T volume6()const{//體積的六倍
450         return (d-a).dot((b-a).cross(c-a));
451     }
452     point3D<T> centroid()const{
453         return (a+b+c+d)/4;
454     }
455     bool point_in(const point3D<T> &p)const{
456         return triangle3D<T>(a,b,c).point_in(p)
457             &&triangle3D<T>(c,d,a).point_in(p);
458     }
459 };
460 template<typename T>
461 struct convexhull3D{
462     static const int MAXN=1005;
463     struct face{
464         int a,b,c;
465         face(int a,int b,int c):a(a),b(b),c(c){}
466     };
467     vector<point3D<T> > pt;
468     vector<face> ans;
469     int fid[MAXN][MAXN];

```

```

421 void build(){
422     int n=pt.size();
423     ans.clear();
424     memset(fid,0,sizeof(fid));
425     ans.emplace_back(0,1,2); //注意不能共線
426     ans.emplace_back(2,1,0);
427     int ftop = 0;
428     for(int i=3, ftop=1; i<n; ++i, ++ftop){
429         vector<face> next;
430         for(auto &f:ans){
431             T d=(pt[i]-pt[f.a]).dot((pt[f.b]-pt[
432                 f.a]).cross(pt[f.c]-pt[f.a]));
433             if(d<=0) next.push_back(f);
434             int ff=0;
435             if(d>0) ff=ftop;
436             else if(d<0) ff=-ftop;
437             fid[f.a][f.b]=fid[f.b][f.c]=fid[f.c
438                 ][f.a]=ff;
439         }
440         for(auto &f:ans){
441             if(fid[f.a][f.b]>0 && fid[f.a][f.b
442                 ]!=fid[f.b][f.a])
443                 next.emplace_back(f.a,f.b,i);
444             if(fid[f.b][f.c]>0 && fid[f.b][f.c
445                 ]!=fid[f.c][f.b])
446                 next.emplace_back(f.b,f.c,i);
447             if(fid[f.c][f.a]>0 && fid[f.c][f.a
448                 ]!=fid[f.a][f.c])
449                 next.emplace_back(f.c,f.a,i);
450         }
451         ans=next;
452     }
453     point3D<T> centroid()const{
454         point3D<T> res(0,0,0);
455         T vol=0;
456         for(auto &f:ans){
457             T tmp=pt[f.a].dot(pt[f.b].cross(pt[f.c
458                 ]));
459             res=res+(pt[f.a]+pt[f.b]+pt[f.c])*tmp;
460             vol+=tmp;
461         }
462         return res/(vol*4);
463     }
464 }
465 };

```

## 1.2 SmallestCircle.cpp

```

1 #include "Geometry.cpp"
2 struct Circle{
3     typedef point<double> p;
4     typedef const point<double> cp;
5     p x;
6     double r2;
7     bool incircle(cp &c)const{return (x-c).
8         abs2()<=r2;}
9 };
10 Circle TwoPointCircle(Circle::cp &a, Circle
11     ::cp &b) {
12     Circle::p m=(a+b)/2;
13     return (Circle){m,(a-m).abs2()};

```

```

14 Circle outcircle(Circle::p a, Circle::p b,
15     Circle::p c) {
16     if(TwoPointCircle(a,b).incircle(c))
17         return TwoPointCircle(a,b);
18     if(TwoPointCircle(b,c).incircle(a))
19         return TwoPointCircle(b,c);
20     if(TwoPointCircle(c,a).incircle(b))
21         return TwoPointCircle(c,a);
22     Circle::p ret;
23     double a1=b.x-a.x, b1=b.y-a.y, c1=(a1*a1
24         +b1*b1)/2;
25     double a2=c.x-a.x, b2=c.y-a.y, c2=(a2*a2
26         +b2*b2)/2;
27     double d = a1*b2 - a2*b1;
28     ret.x=a.x+(c1*b2-c2*b1)/d;
29     ret.y=a.y+(a1*c2-a2*c1)/d;
30     return (Circle){ret,(ret-a).abs2()};
31 }
32 //rand required
33 Circle SmallestCircle(std::vector<Circle::p>
34     &p){
35     int n=p.size();
36     if(n==1) return (Circle){p[0],0.0};
37     if(n==2) return TwoPointCircle(p[0],p
38         [1]);
39     random_shuffle(p.begin(),p.end());
40     Circle c = {p[0],0.0};
41     for(int i=0;i<n;++i){
42         if(c.incircle(p[i])) continue;
43         c=Circle{p[i],0.0};
44         for(int j=0;j<i;++j){
45             if(c.incircle(p[j])) continue;
46             c=TwoPointCircle(p[i],p[j]);
47             for(int k=0;k<j;++k){
48                 if(c.incircle(p[k]))
49                     continue;
50                 c=outcircle(p[i],p[j],p[k]);
51             }
52         }
53     }
54     return c;
55 }

```

## 1.3 最近點對.cpp

```

1 template<typename _IT=point<T>* >
2 T closest_pair(_IT L, _IT R){
3     if(R-L <= 1) return INF;
4     _IT mid = L+(R-L)/2;
5     T x = mid->x;
6     T d = min(closest_pair(L,mid),closest_pair(
7         mid,R));
8     inplace_merge(L, mid, R, ycmp);
9     static vector<point> b; b.clear();
10    for(auto u=L;u<R;++u){
11        if((u->x-x)*(u->x-x)>=d) continue;
12        for(auto v=b.rbegin();v!=b.rend();++v){
13            T dx=u->x-v->x, dy=u->y-v->y;
14            if(dy*dy>=d) break;
15            d=min(d,dx*dx+dy*dy);
16        }
17        b.push_back(*u);

```

```

17 }
18 return d;
19 }
20 T closest_pair(vector<point<T>> &v){
21     sort(v.begin(),v.end(),xcmp);
22     return closest_pair(v.begin(),v.end());
23 }

```

## 2 Data\_Structure

### 2.1 DLX.cpp

```

1 const int MAXN=4100, MAXM=1030, MAXND=16390;
2 struct DLX{
3     int n,m,sz,ansd; //高是n 寬是m的稀疏矩陣
4     int S[MAXN],H[MAXN];
5     int row[MAXN],col[MAXN]; //每個節點代表的
6         列跟行
7     int L[MAXN],R[MAXN],U[MAXN],D[MAXN];
8     vector<int> ans,anst;
9     void init(int _n,int _m){
10         n=_n,m=_m;
11         for(int i=0;i<=m;++i){
12             U[i]=D[i]=i,L[i]=i-1,R[i]=i+1;
13             S[i]=0;
14         }
15         R[m]=0,L[0]=m;
16         sz=m,ansd=INT_MAX; //ansd存最優解的個數
17         for(int i=1;i<=n;++i)H[i]=-1;
18     }
19     void add(int r,int c){
20         ++S[col[++sz]]=c;
21         row[sz]=r;
22         D[sz]=D[c],U[D[c]]=sz,U[sz]=c,D[c]=sz;
23         if(H[r]<0)H[r]=L[sz]=R[sz]=sz;
24         else R[sz]=R[H[r]],L[R[H[r]]]=sz,L[sz]=H
25             [r],R[H[r]]=sz;
26     }
27     #define DFOR(i,A,s) for(int i=A[s];i!=s;i=
28         A[i])
29     void remove(int c){ //刪除第c行和所有當前覆
30         蓋到第c行的列
31         L[R[c]]=L[c],R[L[c]]=R[c]; //這裡刪除第c
32         行 若有些行不需要處理可以在開始時呼
33         叫他
34         DFOR(i,D,c)DFOR(j,R,i){U[D[j]]=U[j],D[U[
35             j]]=D[j],--S[col[j]]};
36     }
37     void restore(int c){ //恢復第c行和所有當前
38         覆蓋到第c行的列 remove的逆操作
39         DFOR(i,U,c)DFOR(j,L,i){++S[col[j]],U[D[j
40             ]]=j,D[U[j]]=j;}
41         L[R[c]]=c,R[L[c]]=c;
42     }
43     void remove2(int nd){ //刪除nd所在的行當前
44         所有點(包括虛擬節點) 只保留nd
45         DFOR(i,D,nd)L[R[i]]=L[i],R[L[i]]=R[i];
46     }

```

```

37 void restore2(int nd){ //刪除nd所在的行當前
38     所有點 為remove2的逆操作
39     DFOR(i,U,nd)L[R[i]]=R[L[i]]=i;
40 }
41 bool vis[MAXN];
42 int h(){ //估價函數 for IDA*
43     int res=0;
44     memset(vis,0,sizeof(vis));
45     DFOR(i,R,0)if(!vis[i]){
46         vis[i]=1;
47         ++res;
48         DFOR(j,D,i)DFOR(k,R,j)vis[col[k]]=1;
49     }
50     return res;
51 }
52 bool dfs(int d){ //for精確覆蓋問題
53     if(d+h())>=ansd return 0; //找最佳解用 找
54     任意解可以刪掉
55     if(!R[0]){ansd=d;return 1;}
56     int c=R[0];
57     DFOR(i,R,0)if(S[i]<S[c])c=i;
58     remove(c);
59     DFOR(i,D,c){
60         ans.push_back(row[i]);
61         DFOR(j,R,i)remove(col[j]);
62         if(dfs(d+1))return 1;
63         ans.pop_back();
64         DFOR(j,L,i)restore(col[j]);
65     }
66     restore(c);
67     return 0;
68 }
69 void dfs2(int d){ //for最小重複覆蓋問題
70     if(d+h())>=ansd return;
71     if(!R[0]){ansd=d;ans=anst;return;}
72     int c=R[0];
73     DFOR(i,R,0)if(S[i]<S[c])c=i;
74     DFOR(i,D,c){
75         anst.push_back(row[i]);
76         remove2(i);
77         DFOR(j,R,i)remove2(j),--S[col[j]];
78         dfs2(d+1);
79         anst.pop_back();
80         DFOR(j,L,i)restore2(j),++S[col[j]];
81         restore2(i);
82     }
83 }
84 bool exact_cover(){ //解精確覆蓋問題
85     return ans.clear(), dfs(0);
86 }
87 void min_cover(){ //解最小重複覆蓋問題
88     anst.clear(); //暫存用 答案還是存在ans裡
89     dfs2(0);
90     #undef DFOR
91 };

```

### 2.2 Dynamic\_KD\_tree.cpp

```

1 template<typename T,size_t kd> //有kd個維度
2 struct kd_tree{

```

```

3 struct point{
4     T d[kd];
5     T dist(const point &x) const{
6         T ret=0;
7         for(size_t i=0;i<kd;++i) ret+=std::abs(
8             d[i]-x.d[i]);
9         return ret;
10    }
11    bool operator==(const point &p){
12        for(size_t i=0;i<kd;++i)
13            if(d[i]!=p.d[i]) return 0;
14        return 1;
15    }
16    bool operator<(const point &b) const{
17        return d[0]<b.d[0];
18    }
19 private:
20    struct node{
21        node *l,*r;
22        point pid;
23        int s;
24        node(const point &p):l(0),r(0),pid(p),s
25            (1){}
26        ~node(){delete l;delete r;}
27        void up(){s=(l?l->s:0)+1+(r?r->s:0);}
28    }*root;
29    const double alpha,loga;
30    const T INF;//記得要給INF 表示極大值
31    int maxn;
32    struct __cmp{
33        int sort_id;
34        bool operator()(const node*x,const node*
35            y) const{
36            return operator()(x->pid,y->pid);
37        }
38        bool operator()(const point &x,const
39            point &y) const{
40            if(x.d[sort_id]!=y.d[sort_id])
41                return x.d[sort_id]<y.d[sort_id];
42            for(size_t i=0;i<kd;++i)
43                if(x.d[i]!=y.d[i]) return x.d[i]<y.d[
44                    i];
45            return 0;
46        }
47    }cmp;
48    int size(node *o){return o?o->s:0;}
49    std::vector<node*> A;
50    node* build(int k,int l,int r){
51        if(l>r) return 0;
52        if(k==kd) k=0;
53        int mid=(l+r)/2;
54        cmp.sort_id = k;
55        std::nth_element(A.begin()+l,A.begin()+
56            mid,A.begin()+r+1,cmp);
57        node *ret=A[mid];
58        ret->l = build(k+1,l,mid-1);
59        ret->r = build(k+1,mid+1,r);
60        ret->up();
61        return ret;
62    }
63    bool isbad(node*o){
64        return size(o->l)>alpha*o->s||size(o->r)
65            >alpha*o->s;
66    }
67    void flatten(node *u,typename std::vector<
68        node*>::iterator &it){
69        if(!u) return;
70        flatten(u->l,it);
71        *it=u;
72        flatten(u->r,++it);
73    }
74    void rebuild(node*&u,int k){
75        if((int)A.size()<u->s)A.resize(u->s);
76        typename std::vector<node*>::iterator it
77            =A.begin();
78        flatten(u,it);
79        u=build(k,0,u->s-1);
80    }
81    bool insert(node*&u,int k,const point &x,
82        int dep){
83        if(!u) return u=new node(x), dep<=0;
84        ++u->s;
85        cmp.sort_id=k;
86        if(insert(cmp(x,u->pid)?u->l:u->r,(k+1)%
87            kd,x,dep-1)){
88            if(!isbad(u)) return 1;
89            rebuild(u,k);
90        }
91        return 0;
92    }
93    node *findmin(node*o,int k){
94        if(!o) return 0;
95        if(cmp.sort_id==k) return o->l?findmin(o
96            ->l,(k+1)%kd):o;
97        node *l=findmin(o->l,(k+1)%kd);
98        node *r=findmin(o->r,(k+1)%kd);
99        if(l&&!r) return cmp(l,o)?l:o;
100        if(!l&&r) return cmp(r,o)?r:o;
101        if(!l&&!r) return 0;
102        if(cmp(l,r)) return cmp(l,o)?l:o;
103        return cmp(r,o)?r:o;
104    }
105    bool erase(node *&u,int k,const point &x){
106        if(!u) return 0;
107        if(u->pid==x){
108            if(u->r);
109            else if(u->l) u->r=u->l, u->l=0;
110            else{
111                delete u;
112                return u=0, 1;
113            }
114            --u->s;
115            cmp.sort_id=k;
116            u->pid=findmin(u->r,(k+1)%kd)->pid;
117            return erase(u->r,(k+1)%kd,u->pid);
118        }
119        cmp.sort_id=k;
120        if(erase(cmp(x,u->pid)?u->l:u->r,(k+1)%
121            kd,x))
122            return --u->s, 1;
123        return 0;
124    }
125    T heuristic(const T h[]) const{
126        T ret=0;
127        for(size_t i=0;i<kd;++i) ret+=h[i];
128        return ret;
129    }
130    int qM;
131    std::priority_queue<std::pair<T,point > >
132        pQ;
133    void nearest(node *u,int k,const point &x,
134        T *h,T &mndist){
135        if(u==0||heuristic(h)>=mndist) return;
136        T dist=u->pid.dist(x),old=h[k];
137        /*mndist=std::min(mndist,dist);*/
138        if(dist<mndist){
139            pQ.push(std::make_pair(dist,u->pid));
140            if((int)pQ.size()==qM+1)
141                mndist=pQ.top().first,pQ.pop();
142        }
143        if(x.d[k]<u->pid.d[k]){
144            nearest(u->l,(k+1)%kd,x,h,mndist);
145            h[k]=std::abs(x.d[k]-u->pid.d[k]);
146            nearest(u->r,(k+1)%kd,x,h,mndist);
147        }
148        else{
149            nearest(u->r,(k+1)%kd,x,h,mndist);
150            h[k]=std::abs(x.d[k]-u->pid.d[k]);
151            nearest(u->l,(k+1)%kd,x,h,mndist);
152        }
153        h[k]=old;
154    }
155    std::vector<point> in_range;
156    void range(node *u,int k,const point &mi,
157        const point &ma){
158        if(!u) return;
159        bool is=1;
160        for(int i=0;i<kd;++i)
161            if(u->pid.d[i]<mi.d[i]||ma.d[i]<u->pid
162                .d[i]){
163                is=0;break;
164            }
165        if(is) in_range.push_back(u->pid);
166        if(mi.d[k]<u->pid.d[k]) range(u->l,(k+1)
167            %kd,mi,ma);
168        if(ma.d[k]>u->pid.d[k]) range(u->r,(k+1)
169            %kd,mi,ma);
170    }
171    public:
172    kd_tree(const T &INF,double a=0.75):root
173        (0),alpha(a),loga(log2(1.0/a)),INF(INF
174            ),maxn(1){}
175    ~kd_tree(){delete root;}
176    void clear(){delete root;root=0,maxn=1;}
177    void build(int n,const point *p){
178        delete root,A.resize(maxn=n);
179        for(int i=0;i<n;++i) A[i]=new node(p[i]);
180        root=build(0,0,n-1);
181    }
182    void insert(const point &x){
183        insert(root,0,x,__lg(size(root))/loga);
184        if(root->s>maxn) maxn=root->s;
185    }
186    bool erase(const point &p){
187        bool d=erase(root,0,p);
188        if(root&&root->s<alpha*maxn) rebuild();
189        return d;
190    }
191    void rebuild(){
192        if(root) rebuild(root,0);
193        maxn=root->s;
194    }
195    T nearest(const point &x,int k){
196        qM=k;
197        T mndist=INF,h[kd]={};
198        nearest(root,0,x,h,mndist);
199        mndist=pQ.top().first;
200    }
201    pQ=std::priority_queue<std::pair<T,point
202        > >();
203    return mndist;//回傳離x第k近的點的距離
204    }
205    const std::vector<point> &range(const
206        point &mi,const point &ma){
207        in_range.clear();
208        range(root,0,mi,ma);
209        return in_range;//回傳介於mi到ma之間的點
210        vector
211    }
212    int size(){return root?root->s:0;}
213    };
214
215 2.3 kd_tree_replace_segment_tr
216
217 1 /*kd樹代替高維線段樹*/
218 2 struct node{
219 3     node *l,*r;
220 4     point pid,mi,ma;
221 5     int s;
222 6     int data;
223 7     node(const point &p,int d):l(0),r(0),pid(p
224         ),mi(p),ma(p),s(1),data(d),dmin(d),
225         dmax(d){}
226 8     void up(){
227 9         mi=ma=pid;
228 10        s=1;
229 11        if(l){
230 12            for(int i=0;i<kd;++i){
231 13                mi.d[i]=min(mi.d[i],l->mi.d[i]);
232 14                ma.d[i]=max(ma.d[i],l->ma.d[i]);
233 15            }
234 16            s+=l->s;
235 17        }
236 18        if(r){
237 19            for(int i=0;i<kd;++i){
238 20                mi.d[i]=min(mi.d[i],r->mi.d[i]);
239 21                ma.d[i]=max(ma.d[i],r->ma.d[i]);
240 22            }
241 23            s+=r->s;
242 24        }
243 25    }
244 26    void up2(){
245 27        //其他懶惰標記向上更新
246 28    }
247 29    void down(){
248 30        //其他懶惰標記下推
249 31    }
250 32    }*root;
251 33
252 34 /*檢查區間包含用的函數*/
253 35 inline bool range_include(node *o,const
254     point &L,const point &R){
255 36     for(int i=0;i<kd;++i){
256 37         if(L.d[i]>o->ma.d[i]||R.d[i]<o->mi.d[i])
257 38             return 0;
258 39     }
259 40     //只要(L,R)區間有和o的區間有交集就回傳
260     true
261     return 1;
262 }

```



```

41 inline bool range_in_range(node *o, const
    point &L, const point &R){
42     for(int i=0; i<kd; ++i){
43         if(L.d[i]>o->mi.d[i] || o->ma.d[i]>R.d[i])
            return 0;
44     } //如果 (L,R) 區間完全包含 o 的區間就回傳 true
    return 1;
45 }
46 inline bool point_in_range(node *o, const
    point &L, const point &R){
47     for(int i=0; i<kd; ++i){
48         if(L.d[i]>o->pid.d[i] || R.d[i]<o->pid.d[i]
            )return 0;
49     } //如果 (L,R) 區間完全包含 o->pid 這個點就回傳
        true
    return 1;
50 }
51 }
52
53
54 /*單點修改 · 以單點改值為例*/
55 void update(node *u, const point &x, int data,
    int k=0){
56     if(!u)return;
57     u->down();
58     if(u->pid==x){
59         u->data=data;
60         u->up2();
61         return;
62     }
63     cmp.sort_id=k;
64     update(cmp(x, u->pid)?u->l:u->r, x, data, (k
        +1)%kd);
65     u->up2();
66 }
67
68 /*區間修改*/
69 void update(node *o, const point &L, const
    point &R, int data){
70     if(!o)return;
71     o->down();
72     if(range_in_range(o, L, R)){
73         //區間懶惰標記修改
74         o->down();
75         return;
76     }
77     if(point_in_range(o, L, R)){
78         //這個點在 (L,R) 區間 · 但是他的左右子樹不
            一定在區間中
79         //單點懶惰標記修改
80     }
81     if(o->l&&range_include(o->l, L, R))update(o
        ->l, L, R, data);
82     if(o->r&&range_include(o->r, L, R))update(o
        ->r, L, R, data);
83     o->up2();
84 }
85
86 /*區間查詢 · 以總和為例*/
87 int query(node *o, const point &L, const point
    &R){
88     if(!o)return 0;
89     o->down();
90     if(range_in_range(o, L, R))return o->sum;
91     int ans=0;
92     if(point_in_range(o, L, R))ans+=o->data;

```

```

93     if(o->l&&range_include(o->l, L, R))ans+=
        query(o->l, L, R);
94     if(o->r&&range_include(o->r, L, R))ans+=
        query(o->r, L, R);
95     return ans;
96 }

```

## 2.4 reference\_point.cpp

```

1 template<typename T>
2 struct _RefC{
3     T data;
4     int ref;
5     _RefC(const T&d=0):data(d),ref(0){}
6 };
7 template<typename T>
8 struct _rp{
9     _RefC<T> *p;
10    T *operator->(){return &p->data;}
11    T &operator*(){return p->data;}
12    operator _RefC<T>*(){return p;}
13    _rp &operator=(const _rp &t){
14        if(p&&!--p->ref)delete p;
15        p=t.p, p&&+p->ref;
16        return *this;
17    }
18    _rp(_RefC<T> *t=0):p(t){p&&+p->ref;}
19    _rp(const _rp &t):p(t.p){p&&+p->ref;}
20    ~_rp(){if(p&&!--p->ref)delete p;}
21 };
22 template<typename T>
23 inline _rp<T> new_rp(const T&nd){
24     return _rp<T>(new _RefC<T>(nd));
25 }

```

## 2.5 skew\_heap.cpp

```

1 node *merge(node *a, node *b){
2     if(!a || !b) return a?a:b;
3     if(b->data<a->data) swap(a,b);
4     swap(a->l, a->r);
5     a->l=merge(b, a->l);
6     return a;
7 }

```

## 2.6 undo\_disjoint\_set.cpp

```

1 struct DisjointSet {
2     // save() is like recursive
3     // undo() is like return
4     int n, fa[MXN], sz[MXN];
5     vector<pair<int*, int*>> h;
6     vector<int> sp;
7     void init(int tn) {
8         n=tn;
9         for (int i=0; i<n; i++) sz[fa[i]=i]=1;

```

```

10     sp.clear(); h.clear();
11 }
12 void assign(int *k, int v) {
13     h.PB({k, *k});
14     *k=v;
15 }
16 void save() { sp.PB(SZ(h)); }
17 void undo() {
18     assert(!sp.empty());
19     int last=sp.back(); sp.pop_back();
20     while (SZ(h)!=last) {
21         auto x=h.back(); h.pop_back();
22         *x.F=x.S;
23     }
24 }
25 int f(int x) {
26     while (fa[x]!=x) x=fa[x];
27     return x;
28 }
29 void uni(int x, int y) {
30     x=f(x); y=f(y);
31     if (x==y) return ;
32     if (sz[x]<sz[y]) swap(x, y);
33     assign(&sz[x], sz[x]+sz[y]);
34     assign(&fa[y], x);
35 }
36 }djs;

```

## 2.7 整體二分.cpp

```

1 void totBS(int L, int R, vector<Item> M){
2     if(Q.empty()) return; //維護全域B陣列
3     if(L==R) 整個M的答案=r, return;
4     int mid = (L+R)/2;
5     vector<Item> mL, mR;
6     do_modify_B_with_divide(mid, M);
7     //讓B陣列在遞迴的時候只會保留 [L~mid] 的資訊
8     undo_modify_B(mid, M);
9     totBS(L, mid, mL);
10    totBS(mid+1, R, mR);
11 }

```

## 3 default

### 3.1 debug.cpp

```

1 //volatile
2 #ifdef DEBUG
3 #define dbg(...) {\
4     fprintf(stderr, "%s - %d : (%s) = ",
        __PRETTY_FUNCTION__, __LINE__, #
        __VA_ARGS__); \
5     _DO(__VA_ARGS__); \
6 }
7 template<typename I> void _DO(I&&x){cerr<<x
    <<endl;}

```

```

8 template<typename I, typename...T> void _DO(I
    &&x, T&&...tail){cerr<<x<<" ", _DO(tail
        ...);}
9 #else
10 #define dbg(...)
11 #endif

```

## 3.2 ext.cpp

```

1 #include<bits/extc++.h>
2 #include<ext/pd_ds/assoc_container.hpp>
3 #include<ext/pd_ds/tree_policy.hpp>
4 using namespace __gnu_cxx;
5 using namespace __gnu_pbds;
6 template<typename T>
7 using pbds_set = tree<T, null_type, less<T>,
    rb_tree_tag,
    tree_order_statistics_node_update>;
8 template<typename T, typename U>
9 using pbds_map = tree<T, U, less<T>,
    rb_tree_tag,
    tree_order_statistics_node_update>;
10 using heap=__gnu_pbds::priority_queue<int>;
11 //s.find_by_order(1); //0 base
12 //s.order_of_key(1);

```

## 3.3 IncStack.cpp

```

1 //Magic
2 #pragma GCC optimize "Ofast"
3 //stack resize, change esp to rsp if 64-bit
    system
4 asm("mov %0, %%esp\n" :: "g"(mem+1000000));
5 -Wl,--stack,214748364 -trigraphs
6 //Linux stack resize
7 #include<sys/resource.h>
8 void increase_stack(){
9     const rlim_t ks=64*1024*1024;
10    struct rlimit rl;
11    int res=getrlimit(RLIMIT_STACK, &rl);
12    if(!res&&rl.rlim_cur<ks){
13        rl.rlim_cur=ks;
14        res=setrlimit(RLIMIT_STACK, &rl);
15    }
16 }

```

## 3.4 input.cpp

```

1 inline int read(){
2     int x=0; bool f=0; char c=getchar();
3     while (ch<'0' || '9'<ch)f|=ch=='-', ch=getchar
        ();
4     while ('0'<=ch&&ch<='9')x=x*10-'0'+ch, ch=
        getchar();
5     return f?-x:x;
6 }

```

```

7 // #!/bin/bash
8 // g++ -std=c++11 -O2 -Wall -Wextra -Wno-
  unused-result -DDEBUG $1 && ./a.out
9 // -fsanitize=address -fsanitize=undefined
  -fsanitize=return

```

## 4 Flow

### 4.1 dinic.cpp

```

1 template<typename T>
2 struct DINIC{
3     static const int MAXN=105;
4     static const T INF=INT_MAX;
5     int n, level[MAXN], cur[MAXN];
6     struct edge{
7         int v,pre;
8         T cap,flow,r;
9         edge(int v,int pre,T cap):v(v),pre(pre),
10             cap(cap),flow(0),r(cap){}
11 };
12 int g[MAXN];
13 vector<edge> e;
14 void init(int _n){
15     memset(g,-1,sizeof(int)*((n=_n)+1));
16     e.clear();
17 }
18 void add_edge(int u,int v,T cap,bool
19     directed=false){
20     e.push_back(edge(v,g[u],cap));
21     g[u]=e.size()-1;
22     e.push_back(edge(u,g[v],directed?0:cap));
23     g[v]=e.size()-1;
24 }
25 int bfs(int s,int t){
26     memset(level,0,sizeof(int)*(n+1));
27     memcpy(cur,g,sizeof(int)*(n+1));
28     queue<int> q;
29     q.push(s);
30     level[s]=1;
31     while(q.size()){
32         int u=q.front();q.pop();
33         for(int i=g[u];~i;i=e[i].pre){
34             if(!level[e[i].v]&&e[i].r){
35                 level[e[i].v]=level[u]+1;
36                 q.push(e[i].v);
37                 if(e[i].v==t)return 1;
38             }
39         }
40     }
41     return 0;
42 }
43 T dfs(int u,int t,T cur_flow=INF){
44     if(u==t)return cur_flow;
45     T df;
46     for(int &i=cur[u];~i;i=e[i].pre){
47         if(level[e[i].v]==level[u]+1&&e[i].r){
48             if(df=dfs(e[i].v,t,min(cur_flow,e[i].r))){
49                 e[i].flow+=df;

```

```

48     e[i^1].flow-=df;
49     e[i].r-=df;
50     e[i^1].r+=df;
51     return df;
52 }
53 }
54 }
55 return level[u]==0;
56 }
57 T dinic(int s,int t,bool clean=true){
58     if(clean){
59         for(size_t i=0;i<e.size();++i){
60             e[i].flow=0;
61             e[i].r=e[i].cap;
62         }
63     }
64     T ans=0, mf=0;
65     while(bfs(s,t))while(mf=dfs(s,t))ans+=mf;
66     return ans;
67 }
68 };

```

### 4.2 ISAP\_with\_cut.cpp

```

1 template<typename T>
2 struct ISAP{
3     static const int MAXN=105;
4     static const T INF=INT_MAX;
5     int n; //點數
6     int d[MAXN], gap[MAXN], cur[MAXN];
7     struct edge{
8         int v,pre;
9         T cap,flow,r;
10        edge(int v,int pre,T cap):v(v),pre(pre),
11            cap(cap),flow(0),r(cap){}
12 };
13 int g[MAXN];
14 vector<edge> e;
15 void init(int _n){
16     memset(g,-1,sizeof(int)*((n=_n)+1));
17     e.clear();
18 }
19 void add_edge(int u,int v,T cap,bool
20     directed=false){
21     e.push_back(edge(v,g[u],cap));
22     g[u]=e.size()-1;
23     e.push_back(edge(u,g[v],directed?0:cap));
24     g[v]=e.size()-1;
25 }
26 T dfs(int u,int s,int t,T cur_flow=INF){
27     if(u==t)return cur_flow;
28     T tf=cur_flow,df;
29     for(int &i=cur[u];~i;i=e[i].pre){
30         if(e[i].r&&d[u]==d[e[i].v]+1){
31             df=dfs(e[i].v,s,t,min(tf,e[i].r));
32             e[i].flow+=df;
33             e[i^1].flow-=df;
34             e[i].r-=df;
35             e[i^1].r+=df;
36             if(!(tf-=df)||d[s]==n)return
37                 cur_flow-tf;

```

```

35     }
36 }
37 int mh=n;
38 for(int i=cur[u]=g[u];~i;i=e[i].pre){
39     if(e[i].r&&d[e[i].v]<mh)mh=d[e[i].v];
40 }
41 if(!--gap[d[u]])d[s]=n;
42 else ++gap[d[u]]=++mh;
43 return cur_flow-tf;
44 }
45 T isap(int s,int t,bool clean=true){
46     memset(d,0,sizeof(int)*(n+1));
47     memset(gap,0,sizeof(int)*(n+1));
48     memcpy(cur,g,sizeof(int)*(n+1));
49     if(clean) for(size_t i=0;i<e.size();++i){
50         {
51             e[i].flow=0;
52             e[i].r=e[i].cap;
53         }
54     }
55     T max_flow=0;
56     for(gap[0]=n;d[s]<n;)max_flow+=dfs(s,s,t);
57     return max_flow;
58 }
59 vector<int> cut_e; //最小割邊集
60 bool vis[MAXN];
61 void dfs_cut(int u){
62     vis[u]=1; //表示u屬於source的最小割集
63     for(int i=g[u];~i;i=e[i].pre){
64         if(e[i].flow<e[i].cap&&!vis[e[i].v])
65             dfs_cut(e[i].v);
66 }
67 T min_cut(int s,int t){
68     T ans=isap(s,t);
69     memset(vis,0,sizeof(bool)*(n+1));
70     dfs_cut(s); cut_e.clear();
71     for(int u=0;u<n;++u)
72         if(vis[u])for(int i=g[u];~i;i=e[i].pre)
73             if(!vis[e[i].v])cut_e.push_back(i);
74     return ans;
75 };

```

### 4.3 MinCostMaxFlow.cpp

```

1 template<typename _T>
2 struct MCMF{
3     static const int MAXN=440;
4     static const _T INF=999999999;
5     struct edge{
6         int v,pre;
7         _T cap,cost;
8         edge(int v,int pre,_T cap,_T cost):v(v),
9             pre(pre),cap(cap),cost(cost){}
10 };
11 int n,S,T;
12 _T dis[MAXN],piS,ans;
13 bool vis[MAXN];
14 vector<edge> e;
15 int g[MAXN];
16 void init(int _n){

```

```

16     memset(g,-1,sizeof(int)*((n=_n)+1));
17     e.clear();
18 }
19 void add_edge(int u,int v,_T cap,_T cost,
20     bool directed=false){
21     e.push_back(edge(v,g[u],cap,cost));
22     g[u]=e.size()-1;
23     e.push_back(edge(u,g[v],directed?0:cap,-
24         cost));
25     g[v]=e.size()-1;
26 }
27 _T augment(int u,_T cur_flow){
28     if(u==T||!cur_flow)return ans+=piS*
29         cur_flow,cur_flow;
30     vis[u]=1;
31     _T r=cur_flow,d;
32     for(int i=g[u];~i;i=e[i].pre){
33         if(e[i].cap&&!e[i].cost&&!vis[e[i].v])
34             {
35                 d=augment(e[i].v,min(r,e[i].cap));
36                 e[i].cap-=d;
37                 e[i^1].cap+=d;
38                 if(!(r-=d))break;
39             }
40     }
41     return cur_flow-r;
42 }
43 bool modlabel(){
44     for(int u=0;u<n;++u)dis[u]=INF;
45     static deque<int> q;
46     dis[T]=0,q.push_back(T);
47     while(q.size()){
48         int u=q.front();q.pop_front();
49         _T dt;
50         for(int i=g[u];~i;i=e[i].pre){
51             if(e[i^1].cap&&(dt=dis[u]-e[i].cost)
52                 <dis[e[i].v]){
53                 if((dis[e[i].v]=dt)<=dis[q.size()])
54                     q.push_front(e[i].v);
55                 else q.push_back(e[i].v);
56             }
57         }
58     }
59     for(int u=0;u<n;++u)
60         for(int i=g[u];~i;i=e[i].pre)
61             e[i].cost+=dis[e[i].v]-dis[u];
62     return piS+=dis[S], dis[S]<INF;
63 }
64 _T mincost(int s,int t){
65     S=s,T=t;
66     piS=ans=0;
67     while(modlabel()){
68         do memset(vis,0,sizeof(bool)*(n+1));
69         while(augment(S,INF));
70     }
71     return ans;
72 }

```

## 5 Graph

### 5.1 Augmenting\_Path.cpp

```

1 #define MAXN1 505
2 #define MAXN2 505
3 int n1,n2;//n1個點連向n2個點
4 int match[MAXN2]; //屬於n2的點匹配了哪個點
5 vector<int> g[MAXN1]; //圖
6 bool vis[MAXN2]; //是否走訪過
7 bool dfs(int u){
8     for(size_t i=0;i<g[u].size();++i){
9         int v=g[u][i];
10        if(vis[v])continue;
11        vis[v]=1;
12        if(match[v]==-1||dfs(match[v]))
13            return match[v]=u, 1;
14    }
15    return 0;
16 }
17 inline int max_match(){
18     int ans=0;
19     memset(match,-1,sizeof(int)*n2);
20     for(int i=0;i<n1;++i){
21         memset(vis,0,sizeof(bool)*n2);
22         if(dfs(i))++ans;
23     }
24     return ans;
25 }

```

### 5.2 Augmenting\_Path\_multiple

```

1 #define MAXN1 1005
2 #define MAXN2 505
3 int n1,n2;//n1個點連向n2個點，其中n2個點可以
4     匹配很多邊
5 vector<int> g[MAXN1]; //圖
6 int c[MAXN2]; //每個屬於n2點最多可以接受幾條
7     匹配邊
8 vector<int> match_list[MAXN2]; //每個屬於n2的
9     點匹配了那些點
10 bool vis[MAXN2]; //是否走訪過
11 bool dfs(int u){
12     for(size_t i=0;i<g[u].size();++i){
13         int v=g[u][i];
14         if(vis[v])continue;
15         vis[v]=true;
16         if((int)match_list[v].size()<c[v]){
17             return match_list[v].push_back(u),
18                 true;
19         }else{
20             for(size_t j=0;j<match_list[v].size()
21                 ;++j){
22                 int next_u=match_list[v][j];
23                 if(dfs(next_u))
24                     return match_list[v][j]=u, true;
25             }
26         }
27     }
28 }

```

```

23     return false;
24 }
25 int max_match(){
26     for(int i=0;i<n2;++i)match_list[i].clear()
27     ;
28     int cnt=0;
29     for(int u=0;u<n1;++u){
30         memset(vis,0,sizeof(bool)*n2);
31         if(dfs(u))++cnt;
32     }
33     return cnt;
34 }

```

### 5.3 blossom\_matching.cpp

```

1 #define MAXN 505
2 vector<int> g[MAXN];
3 int pa[MAXN],match[MAXN],st[MAXN],S[MAXN],v[
4     MAXN];
5 int t,n;
6 int lca(int x,int y){
7     for(++t;swap(x,y)){
8         if(x==0)continue;
9         if(v[x]==t)return x;
10        v[x]=t;
11        x=st[pa[match[x]]];
12    }
13 }
14 #define qpush(x) q.push(x),S[x]=0
15 void flower(int x,int y,int l,queue<int> &q){
16     {
17         while(st[x]!=1){
18             pa[x]=y;
19             if(S[y==match[x]]==1)qpush(y);
20             st[x]=st[y]=1, x=pa[y];
21         }
22     }
23 bool bfs(int x){
24     for(int i=1;i<n;++i)st[i]=i;
25     memset(S+1,-1,sizeof(int)*n);
26     queue<int>q; qpush(x);
27     while(q.size()){
28         x=q.front(),q.pop();
29         for(size_t i=0;i<g[x].size();++i){
30             int y=g[x][i];
31             if(S[y]==-1){
32                 pa[y]=x,S[y]=1;
33                 if(!match[y]){
34                     for(int lst=x;y=lst,x=pa[y])
35                         lst=match[x],match[x]=y,match[y]
36                             =x;
37                     return 1;
38                 }
39                 qpush(match[y]);
40             }else if(!S[y]&&st[y]!=st[x]){
41                 int l=lca(y,x);
42                 flower(y,x,l,q),flower(x,y,l,q);
43             }
44         }
45     }
46     return 0;
47 }
48 int blossom(){
49 }

```

```

46     int ans=0;
47     for(int i=1;i<n;++i)
48         if(!match[i]&&bfs(i))++ans;
49     return ans;
50 }

```

### 5.4 graphISO.cpp

```

1 const int MAXN=1005,K=30;//K要夠大
2 const long long A=3,B=11,C=2,D=19,P=0
3     xdefaced;
4 long long f[K+1][MAXN];
5 vector<int> g[MAXN],rg[MAXN];
6 int n;
7 void init(){
8     for(int i=0;i<n;++i){
9         f[0][i]=1;
10        g[i].clear(), rg[i].clear();
11    }
12 }
13 void add_edge(int u,int v){
14     g[u].push_back(v), rg[v].push_back(u);
15 }
16 long long point_hash(int u){ //O(N)
17     for(int t=1;t<=K;++t){
18         for(int i=0;i<n;++i){
19             f[t][i]=f[t-1][i]*A%P;
20             for(int j:g[i])f[t][i]=(f[t][i]+f[t-1][j]*B%P)%P;
21             for(int j:rg[i])f[t][i]=(f[t][i]+f[t-1][j]*C%P)%P;
22             if(i==u)f[t][i]=D;//如果圖太大的話，
23                 把這行刪掉，執行一次後f[K]就會是所
24                 有的答案
25             f[t][i]%=P;
26         }
27     }
28     return f[K][u];
29 }
30 vector<long long> graph_hash(){
31     vector<long long> ans;
32     for(int i=0;i<n;++i)ans.push_back(
33         point_hash(i)); //O(N^2)
34     sort(ans.begin(),ans.end());
35     return ans;
36 }

```

### 5.5 KM.cpp

```

1 #define MAXN 405
2 #define INF 0x3f3f3f3f
3 int n;// 1-base，0表示沒有匹配
4 int g[MAXN][MAXN],lx[MAXN],ly[MAXN],pa[MAXN]
5     ,slack_y[MAXN];
6 int match_y[MAXN],match_x[MAXN];
7 bool vx[MAXN],vy[MAXN];
8 void augment(int y){
9     for(int x,z;y=y=z){
10        x=pa[y],z=match_x[x];

```

```

10        match_y[y]=x,match_x[x]=y;
11    }
12 }
13 void bfs(int st){
14     for(int i=1;i<n;++i)slack_y[i]=INF,vx[i]=
15         vy[i]=0;
16     queue<int> q;q.push(st);
17     for(;;){
18         while(q.size()){
19             int x=q.front(),q.pop();
20             vx[x]=1;
21             for(int y=1;y<n;++y)if(!vy[y]){
22                 int t=lx[x]+ly[y]-g[x][y];
23                 if(t==0){
24                     pa[y]=x;
25                     if(!match_y[y]){augment(y);return
26                         ;}
27                     else if(slack_y[y]>t)pa[y]=x,
28                         slack_y[y]=t;
29                 }
30             }
31             int cut=INF;
32             for(int y=1;y<n;++y){
33                 if(!vy[y]&&cut>slack_y[y])cut=slack_y[
34                     y];
35             }
36             for(int j=1;j<n;++j){
37                 if(vx[j])lx[j]-=cut;
38                 if(vy[j])ly[j]+=cut;
39                 else slack_y[j]-=cut;
40             }
41             for(int y=1;y<n;++y){
42                 if(!vy[y]&&slack_y[y]==0){
43                     if(!match_y[y]){augment(y);return;}
44                     vy[y]=1,q.push(match_y[y]);
45                 }
46             }
47         }
48         long long KM(){
49             memset(match_y,0,sizeof(int)*(n+1));
50             memset(ly,0,sizeof(int)*(n+1));
51             for(int x=1;x<n;++x){
52                 lx[x]=-INF;
53                 for(int y=1;y<n;++y)
54                     lx[x]=max(lx[x],g[x][y]);
55             }
56             for(int x=1;x<n;++x)bfs(x);
57             long long ans=0;
58             for(int y=1;y<n;++y)ans+=g[match_x[y]][y];
59             return ans;
60 }

```

### 5.6 MaximumClique.cpp

```

1 struct MaxClique{
2     static const int MAXN=105;
3     int N,ans;
4     int g[MAXN][MAXN],dp[MAXN],stk[MAXN][MAXN]
5         ;

```

```

5 int sol[MAXN],tmp[MAXN];//sol[0~ans-1]為答案
6 void init(int n){
7     N=n;//0-base
8     memset(g,0,sizeof(g));
9 }
10 void add_edge(int u,int v){
11     g[u][v]=g[v][u]=1;
12 }
13 int dfs(int ns,int dep){
14     if(!ns){
15         if(dep>ans){
16             ans=dep;
17             memcpy(sol,tmp,sizeof tmp);
18             return 1;
19         }else return 0;
20     }
21     for(int i=0;i<ns;++i){
22         if(dep+ns-i<=ans) return 0;
23         int u=stk[dep][i],cnt=0;
24         if(dep+dp[u]<=ans) return 0;
25         for(int j=i+1;j<ns;++j){
26             int v=stk[dep][j];
27             if(g[u][v])stk[dep+1][cnt++]=v;
28         }
29         tmp[dep]=u;
30         if(dfs(cnt,dep+1))return 1;
31     }
32     return 0;
33 }
34 int clique(){
35     int u,v,ns;
36     for(ans=0,u=N-1;u>=0;--u){
37         for(ns=0,tmp[0]=u,v=u+1;v<N;++v)
38             if(g[u][v])stk[1][ns++]=v;
39         dfs(ns,1),dp[u]=ans;
40     }
41     return ans;
42 }
43 };

```

## 5.7 MinimumMeanCycle.cpp

```

1 #include<cstdio>//for DBL_MAX
2 int dp[maxN+1][maxN+1];
3 double mnc(int n){
4     int u,v,w;
5     const int inf=0x7f7f7f7f;
6     memset(dp,0x7f,sizeof(dp));
7     memset(dp[0],0,sizeof(dp[0]));
8     for(int i=0;i<n;++i){
9         for(auto e:E){
10             tie(u,v,w)=e;
11             if(dp[i][u]!=inf)
12                 dp[i+1][v]=min(dp[i+1][v],dp[i][u]+w);
13         }
14         double res = DBL_MAX;
15         for(int i=1;i<=n;++i){
16             double val = DBL_MIN;
17             for(int j=0;j<n;++j)
18                 val=max(val,double(dp[n][i]-dp[i][j]
19                     ))/(n-j));
20             res=min(res,val);

```

## 5.8 Rectilinear\_MST.cpp

```

1 //平面曼哈頓最小生成樹構造圖(去除非必要邊)
2 #define T int
3 #define INF 0x3f3f3f3f
4 struct point{
5     T x,y;
6     int id;//從0開始編號
7     point(){
8         T dist(const point &p)const{
9             return abs(x-p.x)+abs(y-p.y);
10         }
11 };
12 bool cmpx(const point &a,const point &b){
13     return a.x<b.x||(a.x==b.x&&a.y<b.y);
14 }
15 struct edge{
16     int u,v;
17     T cost;
18     edge(int u,int v,T c):u(u),v(v),cost(c){
19         bool operator<(const edge&e)const{
20             return cost<e.cost;
21         }
22 };
23 struct bit_node{
24     T mi;
25     int id;
26     bit_node(const T&mi=INF,int id=-1):mi(mi),
27         id(id){
28 };
29 vector<bit_node> bit;
30 void bit_update(int i,const T&data,int id){
31     for(;i=i&(-i)){
32         if(data<bit[i].mi)bit[i]=bit_node(data,
33             id);
34     }
35 }
36 int bit_find(int i,int m){
37     bit_node x;
38     for(;i<m;i=i&(-i)) if(bit[i].mi<x.mi)x=
39         bit[i];
40     return x.id;
41 }
42 vector<edge> build_graph(int n,point p[]){
43     vector<edge> e;//edge for MST
44     for(int dir=0;dir<4;++dir){//4種座標變換
45         if(dir%2) for(int i=0;i<n;++i) swap(p[i]
46             ].x,p[i].y);
47         else if(dir==2) for(int i=0;i<n;++i) p[i]
48             ].x=-p[i].x;
49         sort(p,p+n,cmpx);
50         vector<T> ga(n),gb;
51         for(int i=0;i<n;++i)ga[i]=p[i].y-p[i].x;
52         gb=ga, sort(gb.begin(),gb.end());
53         gb.erase(unique(gb.begin(),gb.end()),gb.
54             end());
55         int m=gb.size();

```

```

50     bit=vector<bit_node>(m+1);
51     for(int i=n-1;i>=0;--i){
52         int pos=lower_bound(gb.begin(),gb.end
53             (),ga[i])-gb.begin()+1;
54         int ans=bit_find(pos,m);
55         if(~ans)e.push_back(edge(p[i].id,p[ans]
56             ].id,p[i].dist(p[ans])));
57         bit_update(pos,p[i].x+p[i].y,i);
58     }
59     return e;

```

## 5.9 treeISO.cpp

```

1 const int MAXN=100005;
2 const long long X=12327,P=0xdefaced;
3 vector<int> g[MAXN];
4 bool vis[MAXN];
5 long long dfs(int u){//hash ver
6     vis[u]=1;
7     vector<long long> tmp;
8     for(auto v:g[u])if(!vis[v])tmp.pb(dfs(v));
9     if(tmp.empty())return 177;
10    long long ret=4931;
11    sort(tmp.begin(),tmp.end());
12    for(auto v:tmp)ret=((ret*X)^v)%P;
13    return ret;
14 }
15 //-----
16 string dfs(int x,int p){
17     vector<string> c;
18     for(int y:g[x])
19         if(y!=p)c.emplace_back(dfs(y,x));
20     sort(c.begin(),c.end());
21     string ret("(");
22     for(auto &s:c)ret+=s;
23     ret+=")";
24     return ret;
25 }

```

## 5.10 一般圖最小權完美匹配.cpp

```

1 struct Graph {
2     // Minimum General Weighted Matching (
3     Perfect Match) 0-base
4     static const int MXN = 105;
5     int n, edge[MXN][MXN];
6     int match[MXN],dis[MXN],onstk[MXN];
7     vector<int> stk;
8     void init(int _n) {
9         n = _n;
10        for (int i=0; i<n; i++)
11            for (int j=0; j<n; j++)
12                edge[i][j] = 0;
13    }
14    void add_edge(int u, int v, int w) {
15        edge[u][v] = edge[v][u] = w;
16    }
17    bool SPFA(int u){

```

```

17     if (onstk[u]) return true;
18     stk.push_back(u);
19     onstk[u] = 1;
20     for (int v=0; v<n; v++){
21         if (u != v && match[u] != v && !onstk[
22             v]){
23             int m = match[v];
24             if (dis[m] > dis[u] - edge[v][m] +
25                 edge[u][v]){
26                 dis[m] = dis[u] - edge[v][m] +
27                     edge[u][v];
28                 onstk[v] = 1;
29                 stk.push_back(v);
30                 if (SPFA(m)) return true;
31                 stk.pop_back();
32                 onstk[v] = 0;
33             }
34         }
35     }
36     onstk[u] = 0;
37     stk.pop_back();
38     return false;
39 }
40 int solve() {
41     // find a match
42     for (int i=0; i<n; i+=2){
43         match[i] = i+1, match[i+1] = i;
44     }
45     for(;;){
46         int found = 0;
47         for (int i=0; i<n; i++) dis[i] = onstk
48             [i] = 0;
49         for (int i=0; i<n; i++){
50             stk.clear();
51             if (!onstk[i] && SPFA(i)){
52                 found = 1;
53                 while (stk.size())>2){
54                     int u = stk.back(); stk.pop_
55                         back();
56                     int v = stk.back(); stk.pop_
57                         back();
58                     match[u] = v;
59                     match[v] = u;
60                 }
61             }
62             if (!found) break;
63         }
64         int ret = 0;
65         for (int i=0; i<n; i++)
66             ret += edge[i][match[i]];
67         ret /= 2;
68         return ret;
69 }

```

## 5.11 全局最小割.cpp

```

1 const int INF=0x3f3f3f3f;
2 template<typename T>
3 struct stoer_wagner{// 0-base
4     static const int MAXN=150;
5     T g[MAXN][MAXN],dis[MAXN];

```



```

6  int nd[MAXN],n,s,t;
7  void init(int _n){
8      n=_n;
9      for(int i=0;i<n;++i)
10         for(int j=0;j<n;++j)g[i][j]=0;
11  }
12  void add_edge(int u,int v,T w){
13      g[u][v]=g[v][u]+=w;
14  }
15  T min_cut(){
16      T ans=INF;
17      for(int i=0;i<n;++i)nd[i]=i;
18      for(int ind,tn=n;tn>1;--tn){
19          for(int i=1;i<tn;++i)dis[nd[i]]=0;
20          for(int i=1;i<tn;++i){
21              ind=i;
22              for(int j=i;j<tn;++j){
23                  dis[nd[j]]+=g[nd[i-1]][nd[j]];
24                  if(dis[nd[ind]]<dis[nd[j]])ind=j;
25              }
26              swap(nd[ind],nd[i]);
27          }
28          if(ans>dis[nd[ind]])ans=dis[t=nd[ind]];
29          for(int i=0;i<tn;++i)
30              g[nd[ind-1]][nd[i]]=g[nd[i]][nd[ind-1]]+=g[nd[i]][nd[ind]];
31      }
32      return ans;
33  }
34  };

```

## 5.12 平面圖判定.cpp

```

1  static const int MAXN = 20;
2  struct Edge{
3      int u, v;
4      Edge(int s, int d) : u(s), v(d) {}
5  };
6  bool isK33(int n, int degree[]){
7      int t = 0, z = 0;
8      for(int i=0;i<n;++i){
9          if(degree[i] == 3)++t;
10         else if(degree[i] == 0)++z;
11         else return false;
12     }
13     return t == 6 && t + z == n;
14 }
15 bool isK5(int n, int degree[]){
16     int f = 0, z = 0;
17     for(int i=0;i<n;++i){
18         if(degree[i] == 4)++f;
19         else if(degree[i] == 0)++z;
20         else return false;
21     }
22     return f == 5 && f + z == n;
23 }
24 // it judge a given graph is Homeomorphic
25 // with K33 or K5
26 bool isHomeomorphic(bool G[MAXN][MAXN],
27     const int n){
28     for(;;){
29         int cnt = 0;

```

```

28     for(int i=0;i<n;++i){
29         vector<Edge> E;
30         for(int j=0;j<n&&E.size()<3;++j)
31             if(G[i][j] && i != j)
32                 E.push_back(Edge(i, j));
33         if(E.size() == 1){
34             G[i][E[0].v] = G[E[0].v][i] = false;
35         }else if(E.size() == 2){
36             G[i][E[0].v] = G[E[0].v][i] = false;
37             G[i][E[1].v] = G[E[1].v][i] = false;
38             G[E[0].v][E[1].v] = G[E[1].v][E[0].v]
39                 = true;
40             ++cnt;
41         }
42         if(cnt == 0)break;
43     }
44     static int degree[MAXN];
45     fill(degree, degree + n, 0);
46     for(int i=0;i<n;++i){
47         for(int j=i+1; j<n; ++j){
48             if(!G[i][j])continue;
49             ++degree[i];
50             ++degree[j];
51         }
52     }
53     return !(isK33(n, degree) || isK5(n,
54         degree));

```

## 5.13 弦圖完美消除序列.cpp

```

1  struct chordal{
2      static const int MAXN=1005;
3      int n;// 0-base
4      vector<int>G[MAXN];
5      int rank[MAXN],label[MAXN];
6      bool mark[MAXN];
7      void init(int _n){n=_n;
8          for(int i=0;i<n;++i)G[i].clear();
9      }
10     void add_edge(int u,int v){
11         G[u].push_back(v);
12         G[v].push_back(u);
13     }
14     vector<int> MCS(){
15         memset(rank,-1,sizeof(int)*n);
16         memset(label,0,sizeof(int)*n);
17         priority_queue<pair<int,int>> pq;
18         for(int i=0;i<n;++i)pq.push(make_pair(0,
19             i));
20         for(int i=n-1;i>=0;--i)for(;;){
21             int u=pq.top().second;pq.pop();
22             if(~rank[u])continue;
23             rank[u]=i;
24             for(auto v:G[u])if(rank[v]==-1){
25                 pq.push(make_pair(++label[v],v));
26             }
27             break;
28         }
29     }
30     vector<int> res(n);
31     for(int i=0;i<n;++i)res[rank[i]]=i;
32     return res;

```

```

31 }
32 bool check(vector<int> ord){//弦圖判定
33     for(int i=0;i<n;++i)rank[ord[i]]=i;
34     memset(mark,0,sizeof(bool)*n);
35     for(int i=0;i<n;++i){
36         vector<pair<int,int>> tmp;
37         for(auto u:G[ord[i]])if(!mark[u])
38             tmp.push_back(make_pair(rank[u],u));
39         sort(tmp.begin(),tmp.end());
40         if(tmp.size()){
41             int u=tmp[0].second;
42             set<int> S;
43             for(auto v:G[u])S.insert(v);
44             for(size_t j=1;j<tmp.size();++j)
45                 if(!S.count(tmp[j].second))return
46                     0;
47             mark[ord[i]]=1;
48         }
49         return 1;
50     }
51 };

```

## 5.14 最小斯坦納樹 DP.cpp

```

1  //n個點，其中r個要構成斯坦納樹
2  //答案在max(dp[(1<r)-1][k]) k=0~n-1
3  //p表示要構成斯坦納樹的點集
4  //O( n^3 + n^3*r + n^2*2^r )
5  #define REP(i,n) for(int i=0;i<(int)n;++i)
6  const int MAXN=30,MAXM=8;// 0-base
7  const int INF=0x3f3f3f3f;
8  int dp[1<MAXM][MAXN];
9  int g[MAXN][MAXN];//圖
10 void init(){memset(g,0x3f,sizeof(g));}
11 void add_edge(int u,int v,int w){
12     g[u][v]=g[v][u]=min(g[v][u],w);
13 }
14 void steiner(int n,int r,int *p){
15     REP(k,n)REP(i,n)REP(j,n)
16         g[i][j]=min(g[i][j],g[i][k]+g[k][j]);
17     REP(i,n)g[i][i]=0;
18     REP(i,r)REP(j,n)dp[1<i][j]=g[p[i]][j];
19     for(int i=1;i<(1<r);++i){
20         if(!(i&(i-1)))continue;
21         REP(j,n)dp[i][j]=INF;
22         REP(j,n){
23             int tmp=INF;
24             for(int s=i&(i-1);s;i&(s-1))
25                 tmp=min(tmp,dp[s][j]+dp[i^s][j]);
26             REP(k,n)dp[i][k]=min(dp[i][k],g[j][k]+
27                 tmp);
28         }
29     }

```

```

1  template<typename T>
2  struct zhu_liu{
3      static const int MAXN=110,MAXM=10005;
4      struct node{
5          int u,v;
6          T w,tag;
7          node *l,*r;
8          node(int u=0,int v=0,T w=0):u(u),v(v),w(
9              w),tag(0),l(0),r(0){}
10         void down(){
11             w+=tag;
12             if(l)l->tag+=tag;
13             if(r)r->tag+=tag;
14             tag=0;
15         }
16     }mem[MAXN];//靜態記憶體
17     node *pq[MAXN*2],*E[MAXN*2];
18     int st[MAXN*2],id[MAXN*2],m;
19     void init(int n){
20         for(int i=1;i<n;++i){
21             pq[i]=E[i]=0, st[i]=id[i]=i;
22             m=0;
23         }
24         node *merge(node *a,node *b){//skew heap
25             if(!a||!b)return a?a:b;
26             a->down(),b->down();
27             if(b->w<a->w)return merge(b,a);
28             swap(a->l,a->r);
29             a->l=merge(b,a->l);
30             return a;
31         }
32         void add_edge(int u,int v,T w){
33             if(u!=v)pq[v]=merge(pq[v],&(mem[m++]=
34                 node(u,v,w)));
35         }
36         int find(int x,int *st){
37             return st[x]==x?x:st[x]=find(st[x],st);
38         }
39         T build(int root,int n){
40             T ans=0;int N=n,all=n;
41             for(int i=1;i<N;++i){
42                 if(i==root||!pq[i])continue;
43                 while(pq[i]){
44                     pq[i]->down(),E[i]=pq[i];
45                     pq[i]=merge(pq[i]->l,pq[i]->r);
46                     if(find(E[i]->u,id)!=find(i,id))
47                         break;
48                 }
49                 if(find(E[i]->u,id)==find(i,id))
50                     continue;
51                 ans+=E[i]->w;
52                 if(find(E[i]->u,st)==find(i,st)){
53                     if(pq[i])pq[i]->tag-=E[i]->w;
54                     pq[++N]=pq[i];id[N]=N;
55                     for(int u=find(E[i]->u,id);u!=i;u=
56                         find(E[u]->u,id)){
57                         if(pq[u])pq[u]->tag-=E[u]->w;
58                         id[find(u,id)]=N;
59                         pq[N]=merge(pq[N],pq[u]);
60                     }
61                     st[N]=find(i,st);
62                     id[find(i,id)]=N;
63                 }else st[find(i,st)]=find(E[i]->u,st)
64                     ,--all;
65             }
66         }

```

## 5.15 最小樹形圖 朱劉.cpp

```

60 return all==1?ans:-INT_MAX;//圖不連通就
    無解
61 }
62 };

```

## 5.16 穩定婚姻模板.cpp

```

1 queue<int> Q;
2 for ( i : 所有考生 ) {
3     設定在第0志願;
4     Q.push(考生i);
5 }
6 while(Q.size()){
7     當前考生=Q.front();Q.pop();
8     while ( 此考生未分發 ) {
9         指標移到下一志願;
10        if ( 已經沒有志願 or 超出志願總數 )
11            break;
12        計算該考生在該科系加權後的總分;
13        if ( 不符合科系需求 ) continue;
14        if ( 目前科系有餘額 ) {
15            依加權後分數高低順序將考生id加入科系錄取名單中;
16            break;
17        }
18        if ( 目前科系已額滿 ) {
19            if ( 此考生成績比最低分數還高 ) {
20                依加權後分數高低順序將考生id加入科系錄取名單;
21                Q.push(被踢出的考生);
22            }
23        }
24    }

```

## 6 language

### 6.1 CNF.cpp

```

1 #define MAXN 55
2 struct CNF{
3     int s,x,y;//s->xy | s->x, if y== -1
4     int cost;
5     CNF(){}
6     CNF(int s,int x,int y,int c):s(s),x(x),y(y),cost(c){}
7 };
8 int state;//規則數量
9 map<char,int> rule;//每個字元對應到的規則・
    小寫字母為終端字符
10 vector<CNF> cnf;
11 void init(){
12     state=0;
13     rule.clear();

```

```

14 cnf.clear();
15 }
16 void add_to_cnf(char s,const string &p,int cost){
17     //加入一個s -> <p>的文法・代價為cost
18     if(rule.find(s)==rule.end())rule[s]=state++;
19     for(auto c:p)if(rule.find(c)==rule.end())rule[c]=state++;
20     if(p.size()==1){
21         cnf.push_back(CNF(rule[s],rule[p[0]],-1,cost));
22     }else{
23         int left=rule[s];
24         int sz=p.size();
25         for(int i=0;i<sz-2;++i){
26             cnf.push_back(CNF(left,rule[p[i]],state,0));
27             left=state++;
28         }
29         cnf.push_back(CNF(left,rule[p[sz-2]],rule[p[sz-1]],cost));
30     }
31 }
32 vector<long long> dp[MAXN][MAXN];
33 vector<bool> neg_INF[MAXN][MAXN];//如果花費
    是負的可能會有無限小的情形
34 void relax(int l,int r,const CNF &c,long long cost,bool neg_c=0){
35     if(!neg_INF[l][r][c.s]&&(neg_INF[l][r][c.x]||cost>dp[l][r][c.s])){
36         if(neg_c||neg_INF[l][r][c.x]){
37             dp[l][r][c.s]=0;
38             neg_INF[l][r][c.s]=true;
39         }else dp[l][r][c.s]=cost;
40     }
41 }
42 void bellman(int l,int r,int n){
43     for(int k=1;k<=state;++k)
44         for(auto c:cnf)
45             if(c.y!=-1)relax(l,r,c,dp[l][r][c.x]+c.cost,k=n);
46 }
47 void cyk(const vector<int> &tok){
48     for(int i=0;i<(int)tok.size();++i){
49         for(int j=0;j<(int)tok.size();++j){
50             dp[i][j]=vector<long long>(state+1,INT_MAX);
51             neg_INF[i][j]=vector<bool>(state+1,false);
52         }
53         dp[i][i][tok[i]]=0;
54         bellman(i,i,tok.size());
55     }
56     for(int r=1;r<(int)tok.size();++r){
57         for(int l=r-1;l>=0;--l){
58             for(int k=1;k<r;++k)
59                 for(auto c:cnf)
60                     if(~c.y)relax(l,r,c,dp[l][k][c.x]+dp[k+1][r][c.y]+c.cost);
61             bellman(l,r,tok.size());
62         }
63     }
64 }

```

## 7 Linear\_Programming

### 7.1 最大密度子圖.cpp

```

1 typedef double T;//POJ 3155
2 const int MAXN=105;
3 struct edge{
4     int u,v;
5     T w;
6     edge(int u,int v=0,T w=0):u(u),v(v),w(w){}
7 };
8 vector<edge> E;
9 int n,m;// 1-base
10 T de[MAXN],pv[MAXN];//每個點的邊權和和點權(
    有些題目會給)
11 void init(){
12     E.clear();
13     for(int i=1;i<=n;++i)de[i]=pv[i]=0;
14 }
15 void add_edge(int u,int v,T w){
16     E.push_back(edge(u,v,w));
17     de[u]+=w,de[v]+=w;
18 }
19 T U;//二分搜的最大值
20 void get_U(){
21     U=0;
22     for(int i=1;i<=n;++i)U+=2*pv[i];
23     for(size_t i=0;i<E.size();++i)U+=E[i].w;
24 }
25 ISAP<T> isap;//網路流
26 int s,t;//原匯點
27 void build(T L){
28     isap.init(n+2);
29     for(size_t i=0;i<E.size();++i)
30         isap.add_edge(E[i].u,E[i].v,E[i].w);
31     for(int v=1;v<=n;++v){
32         isap.add_edge(s,v,U);
33         isap.add_edge(v,t,U+2*L-de[v]-2*pv[v]);
34     }
35 }
36 int main(){
37     while(~scanf("%d%d",&n,&m)){
38         if(!m){
39             puts("1\n1");
40             continue;
41         }
42         init();
43         int u,v;
44         for(int i=0;i<m;++i){
45             scanf("%d%d",&u,&v);
46             add_edge(u,v,1);
47         }
48         get_U();
49         s=n+1,t=n+2;
50         T l=0,r=U,k=1.0/(n*n);
51         while(r-l>k){//二分搜最大值
52             T mid=(l+r)/2;
53             build(mid);
54             T res=(U*n-isap.isap(s,t))/2;
55             if(res>0)l=mid;
56             else r=mid;

```

```

57     }
58     build(1);
59     isap.min_cut(s,t);
60     vector<int> ans;
61     for(int i=1;i<=n;++i)
62         if(isap.vis[i])ans.push_back(i);
63     printf("%d\n",ans.size());
64     for(size_t i=0;i<ans.size();++i)
65         printf("%d\n",ans[i]);
66 }
67 return 0;
68 }

```

## 8 Number\_Theory

### 8.1 basic.cpp

```

1 template<typename T>
2 void gcd(const T &a,const T &b,T &d,T &x,T &y){
3     if(!b) d=a,x=1,y=0;
4     else gcd(b,a%b,d,y,x), y=-x*(a/b);
5 }
6 long long int phi[N+1];
7 void phiTable(){
8     for(int i=1;i<=N;++i)phi[i]=i;
9     for(int i=1;i<=N;++i)for(x=i*2;x<=N;x+=i)phi[x]-=phi[i];
10 }
11 void all_divdown(const LL &n){// all n/x
12     for(LL a=1;a<=n;a=n/(n/(a+1)))
13         // dosomething;
14 }
15 }
16 const int MAXPRIME = 1000000;
17 int iscom[MAXPRIME], prime[MAXPRIME], primecnt;
18 phi[MAXPRIME], mu[MAXPRIME];
19 void sieve(void){
20     memset(iscom,0,sizeof(iscom));
21     primecnt = 0;
22     phi[1] = mu[1] = 1;
23     for(int i=2;i<MAXPRIME;++i){
24         if(!iscom[i]){
25             prime[primecnt++] = i;
26             mu[i] = -1;
27             phi[i] = i-1;
28         }
29         for(int j=0;j<primecnt;++j){
30             int k = i * prime[j];
31             if(k>MAXPRIME) break;
32             iscom[k] = prime[j];
33             if(i%prime[j]==0){
34                 mu[k] = 0;
35                 phi[k] = phi[i] * prime[j];
36                 break;
37             } else {
38                 mu[k] = -mu[i];
39                 phi[k] = phi[i] * (prime[j]-1);
40             }
41         }

```

```

42 }
43 }
44
45 bool g_test(const LL &g, const LL &p, const
    vector<LL> &v) {
46     for(int i=0; i<v.size(); ++i)
47         if(modexp(g, (p-1)/v[i], p)==1)
48             return false;
49     return true;
50 }
51 LL primitive_root(const LL &p) {
52     if(p==2) return 1;
53     vector<LL> v;
54     Factor(p-1, v);
55     v.erase(unique(v.begin(), v.end()), v.end()
        ());
56     for(LL g=2; g<p; ++g)
57         if(g_test(g, p, v))
58             return g;
59     puts("primitive_root NOT FOUND");
60     return -1;
61 }
62 int Legendre(const LL &a, const LL &p) {
63     return modexp(a%p, (p-1)/2, p); }
64
65 LL inv(const LL &a, const LL &n) {
66     LL d, x, y;
67     gcd(a, n, d, x, y);
68     return d==1 ? (x+n)%n : -1;
69 }
70
71 int inv[maxN];
72 LL invtable(int n, LL P){
73     inv[1]=1;
74     for(int i=2; i<n; ++i)
75         inv[i]=(P-(P/i))*inv[P%i]%P;
76 }
77
78 LL log_mod(const LL &a, const LL &b, const
    LL &p) {
79     // a ^ x = b ( mod p )
80     int m=sqrt(p+.5), e=1;
81     LL v=inv(modexp(a, m, p), p);
82     map<LL, int> x;
83     x[1]=0;
84     for(int i=1; i<m; ++i) {
85         e = LLMul(e, a, p);
86         if(!x.count(e)) x[e] = i;
87     }
88     for(int i=0; i<m; ++i) {
89         if(x.count(b)) return i*m + x[b];
90         b = LLMul(b, v, p);
91     }
92     return -1;
93 }
94
95 LL Tonelli_Shanks(const LL &n, const LL &p)
    {
96     // x^2 = n ( mod p )
97     if(n==0) return 0;
98     if(Legendre(n, p)!=1) while(1) { puts("SQRT
        ROOT does not exist"); }
99     int S = 0;
100     LL Q = p-1;
101     while( !(Q&1) ) { Q>>=1; ++S; }
102     if(S==1) return modexp(n%p, (p+1)/4, p);

```

```

102 LL z = 2;
103 for(; Legendre(z, p)!=-1; ++z)
104     LL c = modexp(z, Q, p);
105     LL R = modexp(n%p, (Q+1)/2, p), t = modexp(n
        %p, Q, p);
106     int M = S;
107     while(1) {
108         if(t==1) return R;
109         LL b = modexp(c, 1L<<(M-i-1), p);
110         R = LLMul(R, b, p);
111         t = LLMul( LLMul(b, b, p), t, p);
112         c = LLMul(b, b, p);
113         M = i;
114     }
115     return -1;
116 }
117
118 template<typename T>
119 T Euler(T n){
120     T ans=n;
121     for(T i=2; i*i<=n; ++i){
122         if(n%i==0){
123             ans=ans/i*(i-1);
124             while(n%i==0)n/=i;
125         }
126     }
127     if(n>1)ans=ans/n*(n-1);
128     return ans;
129 }
130
131 //Chinese_remainder_theorem
132 template<typename T>
133 T pow_mod(T n, T k, T m){
134     T ans=1;
135     for(n=(n>=m?n%m:n); k;k>=1){
136         if(k&1)ans=ans*n%m;
137         n=n*n%m;
138     }
139     return ans;
140 }
141
142 template<typename T>
143 T crt(vector<T> &m, vector<T> &a){
144     T M=1, tM, ans=0;
145     for(int i=0; i<(int)m.size(); ++i)M*=m[i];
146     for(int i=0; i<(int)a.size(); ++i){
147         tM=M/m[i];
148         ans=(ans+(a[i]*tM%M)*pow_mod(tM, Euler(m[
            i])-1, m[i])%M)%M;
149         /*如果m[i]是質數 · Euler(m[i])-1=m[i]-2 ·
            就不用算Euler了*/
150     }
151     return ans;
152 }
153
154 //java code
155 //求sqrt(N)的連分數
156 public static void Pell(int n){
157     BigInteger N, p1, p2, q1, q2, a0, a1, a2, g1, g2, h1
        , h2, p, q;
158     g1=q2=p1=BigInteger.ZERO;
159     h1=q1=p2=BigInteger.ONE;
160     a0=a1=BigInteger.valueOf((int)Math.sqrt
        (1.0*n));
161     BigInteger ans=a0.multiply(a0);
162     if(ans.equals(BigInteger.valueOf(n))){

```

```

162     System.out.println("No solution!");
163     return ;
164 }
165 while(true){
166     g2=a1.multiply(h1).subtract(g1);
167     h2=N.subtract(g2.pow(2)).divide(h1);
168     a2=g2.add(a0).divide(h2);
169     p=a1.multiply(p2).add(p1);
170     q=a1.multiply(q2).add(q1);
171     if(p.pow(2).subtract(N.multiply(q.pow
        (2)))) .compareTo(BigInteger.ONE)==0)
        break;
172     g1=g2; h1=h2; a1=a2;
173     p1=p2; p2=p;
174     q1=q2; q2=q;
175 }
176 System.out.println(p+" "+q);
177 }

```

## 8.2 bit\_set.cpp

```

1 void sub_set(int S){
2     int sub=S;
3     do{
4         //對某集合的子集合的處理
5         sub=(sub-1)&S;
6     }while(sub!=S);
7 }
8
9 void k_sub_set(int k, int n){
10     int comb=(1<<k)-1, S=1<<n;
11     while(comb<S){
12         //對大小為k的子集合的處理
13         int x=comb&-comb, y=comb+x;
14         comb=((comb&~y)/x>>1)|y;
15     }

```

## 8.3 cantor\_expansion.cpp

```

1 int factorial[MAXN];
2 void init(){
3     factorial[0]=1;
4     for(int i=1; i<=MAXN; ++i)factorial[i]=
        factorial[i-1]*i;
5 }
6
7 int encode(const vector<int> &s){
8     int n=s.size(), res=0;
9     for(int i=0; i<n; ++i){
10         int t=0;
11         for(int j=i+1; j<n; ++j)
12             if(s[j]<s[i])++t;
13         res+=t*factorial[n-i-1];
14     }
15     return res;
16 }
17
18 vector<int> decode(int a, int n){
19     vector<int> res;
20     vector<bool> vis(n, 0);
21     for(int i=n-1; i>=0; --i){

```

```

20     int t=a/factorial[i], j;
21     for(j=0; j<n; ++j)
22         if(!vis[j]){
23             if(t==0)break;
24             --t;
25         }
26     res.push_back(j);
27     vis[j]=1;
28     a%=factorial[i];
29 }
30 return res;
31 }

```

## 8.4 FFT.cpp

```

1 template<typename T, typename VT=vector<
    complex<T> > >
2 struct FFT{
3     const T pi;
4     FFT(const T pi=acos((-1)):pi(pi)){
5         unsigned bit_reverse(unsigned a, int len){
6             a=((a&0x55555555)<<1)|((a&0xAAAAAAAAU
                >>1);
7             a=((a&0x33333333)<<2)|((a&0xCCCCCCCCU
                >>2);
8             a=((a&0x0F0F0F0F)<<4)|((a&0xFF0F0F0F)
                >>4);
9             a=((a&0x00FF00FF)<<8)|((a&0xFFFF0000)
                >>8);
10            a=((a&0x0000FFFF)<<16)|((a&0xFFFF0000)
                >>16);
11            return a>>(32-len);
12        }
13        void fft(bool is_inv, VT &in, VT &out, int N)
            {
14            int bitlen=__lg(N), num=is_inv?-1:1;
15            for(int i=0; i<N; ++i)out[bit_reverse(i,
                bitlen)]=in[i];
16            for(int step=2; step<=N; step<<=1){
17                const int mh=step>>1;
18                for(int i=0; i<mh; ++i){
19                    complex<T> wi=exp(complex<T>(0, i*num
                        *pi/mh));
20                    for(int j=i; j<N; j+=step){
21                        int k=j+mh;
22                        complex<T> u=out[j], t=wi*out[k];
23                        out[j]=u+t;
24                        out[k]=u-t;
25                    }
26                }
27            }
28            if(is_inv)for(int i=0; i<N; ++i)out[i]/=N;
29        }
30    };

```

## 8.5 find\_real\_root.cpp

```

1 // an*x^n + ... + a1x + a0 = 0;
2 int sign(double x){
3     return x < -eps ? -1 : x > eps;

```

```

4 }
5
6 double get(const vector<double>&coef, double
7 x){
8     double e = 1, s = 0;
9     for(auto i : coef) s += i*e, e *= x;
10    return s;
11 }
12 double find(const vector<double>&coef, int n
13 , double lo, double hi){
14     double sign_lo, sign_hi;
15     if( !(sign_lo = sign(get(coef,lo))) )
16         return lo;
17     if( !(sign_hi = sign(get(coef,hi))) )
18         return hi;
19     if(sign_lo * sign_hi > 0) return INF;
20     for(int stp = 0; stp < 100 && hi - lo >
21         eps; ++stp){
22         double m = (lo+hi)/2.0;
23         int sign_mid = sign(get(coef,m));
24         if(!sign_mid) return m;
25         if(sign_lo*sign_mid < 0) hi = m;
26         else lo = m;
27     }
28     return (lo+hi)/2.0;
29 }
30 vector<double> cal(vector<double>coef, int n
31 ){
32     vector<double>res;
33     if(n == 1){
34         if(sign(coef[1])) res.pb(-coef[0]/coef
35             [1]);
36         return res;
37     }
38     vector<double>dcoef(n);
39     for(int i = 0; i < n; ++i) dcoef[i] = coef
40         [i+1]*(i+1);
41     vector<double>droot = cal(dcoef, n-1);
42     droot.insert(droot.begin(), -INF);
43     droot.pb(INF);
44     for(int i = 0; i+1 < droot.size(); ++i){
45         double tmp = find(coef, n, droot[i],
46             droot[i+1]);
47         if(tmp < INF) res.pb(tmp);
48     }
49     return res;
50 }
51 int main () {
52     vector<double>ve;
53     vector<double>ans = cal(ve, n);
54     // 視情況把答案 +eps, 避免 -0
55 }

```

## 8.6 FWT.cpp

```

1 vector<int> F_OR_T(vector<int> f, bool
2 inverse){
3     for(int i=0; (2<<i)<=f.size(); ++i)
4         for(int j=0; j<f.size(); j+=2<<i)
5             for(int k=0; k<(1<<i); ++k)

```

```

6         f[j+k+(1<<i)] += f[j+k]*(inverse
7             ?-1:1);
8     return f;
9 }
10 vector<int> rev(vector<int> A) {
11     for(int i=0; i<A.size(); i+=2)
12         swap(A[i],A[i^(A.size()-1)]);
13     return A;
14 }
15 vector<int> F_AND_T(vector<int> f, bool
16 inverse){
17     return rev(F_OR_T(rev(f), inverse));
18 }
19 vector<int> F_XOR_T(vector<int> f, bool
20 inverse){
21     for(int i=0; (2<<i)<=f.size(); ++i)
22         for(int j=0; j<f.size(); j+=2<<i)
23             for(int k=0; k<(1<<i); ++k){
24                 int u=f[j+k], v=f[j+k+(1<<i)];
25                 f[j+k+(1<<i)] = u-v, f[j+k] = u+v;
26             }
27     if(inverse) for(auto &a:f) a/=f.size();
28     return f;
29 }

```

## 8.7 LinearCongruence.cpp

```

1 pair<LL,LL> LinearCongruence(LL a[],LL b[],
2 LL m[],int n) {
3     // a[i]*x = b[i] ( mod m[i] )
4     for(int i=0;i<n;++i) {
5         LL x, y, d = extgcd(a[i],m[i],x,y);
6         if(b[i]%d!=0) return make_pair(-1LL,0LL);
7         m[i] /= d;
8         b[i] = LLmul(b[i]/d,x,m[i]);
9     }
10    LL lastb = b[0], lastm = m[0];
11    for(int i=1;i<n;++i) {
12        LL x, y, d = extgcd(m[i],lastm,x,y);
13        if((lastb-b[i])%d!=0) return make_pair
14            (-1LL,0LL);
15        lastb = LLmul((lastb-b[i])/d,x,(lastm/d)
16            )*m[i];
17        lastm = (lastm/d)*m[i];
18        lastb = (lastb+b[i])%lastm;
19    }
20    return make_pair(lastb<0?lastb+lastm:lastb
21        ,lastm);
22 }

```

## 8.8 Lucas.cpp

```

1 int mod_fact(int n,int &e){
2     e=0;
3     if(n==0)return 1;
4     int res=mod_fact(n/P,e);
5     e += n/P;
6     if((n/P)%2==0)return res*fact[n%P]%P;
7     return res*(P-fact[n%P])%P;

```

```

8 }
9 int Cmod(int n,int m){
10     int a1,a2,a3,e1,e2,e3;
11     a1=mod_fact(n,e1);
12     a2=mod_fact(m,e2);
13     a3=mod_fact(n-m,e3);
14     if(e1>e2+e3)return 0;
15     return a1*inv(a2*a3%P,P)%P;
16 }

```

## 8.9 Matrix.cpp

```

1 template<typename T>
2 struct Matrix{
3     using rt = std::vector<T>;
4     using mt = std::vector<rt>;
5     using matrix = Matrix<T>;
6     int r,c;
7     mt m;
8     Matrix(int r,int c):r(r),c(c),m(r,rt(c)){}
9     rt& operator[](int i){return m[i];}
10    matrix operator+(const matrix &a){
11        matrix rev(r,c);
12        for(int i=0;i<r;++i)
13            for(int j=0;j<c;++j)
14                rev[i][j]=m[i][j]+a.m[i][j];
15        return rev;
16    }
17    matrix operator-(const matrix &a){
18        matrix rev(r,c);
19        for(int i=0;i<r;++i)
20            for(int j=0;j<c;++j)
21                rev[i][j]=m[i][j]-a.m[i][j];
22        return rev;
23    }
24    matrix operator*(const matrix &a){
25        matrix rev(r,a.c);
26        matrix tmp(a.c,a.r);
27        for(int i=0;i<a.r;++i)
28            for(int j=0;j<a.c;++j)
29                tmp[j][i]=a.m[i][j];
30        for(int i=0;i<r;++i)
31            for(int j=0;j<a.c;++j)
32                for(int k=0;k<c;++k)
33                    rev.m[i][j]+=m[i][k]*tmp[j][k];
34        return rev;
35    }
36    bool inverse(){
37        Matrix t(r,r+c);
38        for(int y=0;y<r;y++){
39            t.m[y][c+y] = 1;
40            for(int x=0;x<c;++x)
41                t.m[y][x]=m[y][x];
42        }
43        if( !t.gas() )
44            return false;
45        for(int y=0;y<r;y++){
46            for(int x=0;x<c;++x)
47                m[y][x]=t.m[y][c+x]/t.m[y][y];
48        }
49        return true;
50    }
51    T gas(){
52        vector<T> lazy(r,1);

```

```

53    bool sign=false;
54    for(int i=0;i<r;++i){
55        if( m[i][i]==0 ){
56            int j=i+1;
57            while(j<r&&!m[j][i])j++;
58            if(j==r)continue;
59            m[i].swap(m[j]);
60            sign=!sign;
61        }
62        for(int j=0;j<r;++j){
63            if(i==j)continue;
64            lazy[j]=lazy[j]*m[i][i];
65            T mx=m[j][i];
66            for(int k=0;k<c;++k)
67                m[j][k]=m[j][k]*m[i][i]-m[i][k]*mx;
68        }
69        T det=sign?-1:1;
70        for(int i=0;i<r;++i){
71            det = det*m[i][i];
72            det = det/lazy[i];
73            for(auto &j=m[i])j/=lazy[i];
74        }
75        return det;
76    }
77 };

```

## 8.10 MillerRobin.cpp

```

1 LL LLmul(LL a, LL b, const LL &mod) {
2     LL ans=0;
3     while(b) {
4         if(b&1) {
5             ans+=a;
6             if(ans>=mod) ans-=mod;
7         }
8         a<<=1, b>>=1;
9         if(a>=mod) a-=mod;
10    }
11    return ans;
12 }
13 LL mod_mul(LL a,LL b,LL m){
14     a%=m,b%=m; /* fast for m < 2^58 */
15     LL y=(LL)((double)a*b/m+0.5);
16     LL r=(a*b-y*m)%m;
17     return r<0?r+m:r;
18 }
19 template<typename T>
20 T pow(T a,T b,T mod){//a^b%mod
21     T ans=1;
22     for(;b;a=mod_mul(a,a,mod),b>>=1)
23         if(b&1)ans=mod_mul(ans,a,mod);
24     return ans;
25 }
26 int sprp[3]={2,7,61}; //int範圍可解
27 int llsp[2]
28     [7]={2,325,9375,28178,450775,9780504,
29     1795265022}; //至少unsigned long long範圍
30 template<typename T>
31 bool isprime(T n,int *sprp,int num){
32     if(n==2)return 1;

```



```

32 if(n<2||n%2==0)return 0;
33 int t=0;
34 T u=n-1;
35 for(;u%2==0;++t)u>>=1;
36 for(int i=0;i<num;++i){
37     T a=sprp[i]%n;
38     if(a==0||a==1||a==n-1)continue;
39     T x=pow(a,u,n);
40     if(x==1||x==n-1)continue;
41     for(int j=0;j<t;++j){
42         x=mod_mul(x,x,n);
43         if(x==1)return 0;
44         if(x==n-1)break;
45     }
46     if(x==n-1)continue;
47     return 0;
48 }
49 return 1;
50 }

```

## 8.11 NTT.cpp

```

1 2615053605667*(2^18)+1,3
2 15*(2^27)+1,31
3 479*(2^21)+1,3
4 7*17*(2^23)+1,3
5 3*3*211*(2^19)+1,5
6 25*(2^22)+1,3
7 template<typename T,typename VT=vector<T> >
8 struct NTT{
9     const T P,G;
10     NTT(T p=(1<<23)*7*17+1,T g=3):P(p),G(g){}
11     unsigned bit_reverse(unsigned a,int len){
12         //Look FFT.cpp
13     }
14     T pow_mod(T n,T k,T m){
15         T ans=1;
16         for(n=(n>=m?n%m:n);k>>=1){
17             if(k&1)ans=ans*n%m;
18             n=n*n%m;
19         }
20         return ans;
21     }
22     void ntt(bool is_inv,VT &in,VT &out,int N)
23     {
24         int bitlen=__lg(N);
25         for(int i=0;i<N;++i)out[bit_reverse(i,
26             bitlen)]=in[i];
27         for(int step=2,id=1;step<=N;step<<=1,++
28             id){
29             T wn=pow_mod(G,(P-1)>>id,P),wi=1,u,t;
30             const int mh=step>>1;
31             for(int i=0;i<mh;++i){
32                 for(int j=i;j<N;j+=step){
33                     u=out[j],t=wi*out[j+mh]%P;
34                     out[j]=u+t;
35                     out[j+mh]=u-t;
36                     if(out[j]>=P)out[j]-=P;
37                     if(out[j+mh]<0)out[j+mh]+=P;
38                 }
39                 wi=wi*wn%p;
40             }
41         }
42     }

```

```

39 if(is_inv){
40     for(int i=1;i<N/2;++i)swap(out[i],out[
41         N-i]);
42     T invn=pow_mod(N,P-2,P);
43     for(int i=0;i<N;++i)out[i]=out[i]*invn
44         %P;
45 }

```

## 8.12 Simpson.cpp

```

1 double simpson(double a,double b){
2     double c=a+(b-a)/2;
3     return (F(a)+4*F(c)+F(b))*(b-a)/6;
4 }
5 double asr(double a,double b,double eps,
6     double A){
7     double c=a+(b-a)/2;
8     double L=simpson(a,c),R=simpson(c,b);
9     if( abs(L+R-A)<15*eps )
10         return L+R+(L+R-A)/15.0;
11     return asr(a,c,eps/2,L)+asr(c,b,eps/2,R);
12 }
13 double asr(double a,double b,double eps){
14     return asr(a,b,eps,simpson(a,b));
15 }

```

## 8.13 外星模運算.cpp

```

1 //a[0]^(a[1]^a[2]^...)
2 #define maxn 100000
3 int euler[maxn+5];
4 bool is_prime[maxn+5];
5 void init_euler(){
6     is_prime[1]=1; //一不是質數
7     for(int i=1;i<=maxn;i++)euler[i]=i;
8     for(int i=2;i<=maxn;i++){
9         if(!is_prime[i]){//是質數
10             euler[i]-=1;
11             for(int j=i<1;j<=maxn;j+=i){
12                 is_prime[j]=1;
13                 euler[j]=euler[j]/i*(i-1);
14             }
15         }
16     }
17 }
18 LL pow(LL a,LL b,LL mod){//a^b%mod
19     LL ans=1;
20     for(;b;a=a*a%mod,b>>=1)
21         if(b&1)ans=ans*a%mod;
22     return ans;
23 }
24 bool isless(LL *a,int n,int k){
25     if(*a==1)return k>1;
26     if(--n==0)return *a<k;
27     int next=0;
28     for(LL b=1;b<k;++next)
29         b*=a;

```

```

30 return isless(a+1,n,next);
31 }
32 LL high_pow(LL *a,int n,LL mod){
33     if(*a==1||--n==0)return *a%mod;
34     int k=0,r=euler[mod];
35     for(LL tma=1;tma!=pow(*a,k+r,mod);++k)
36         tma=tma*(a)%mod;
37     if(isless(a+1,n,k))return pow(*a,high_pow(
38         a+1,n,k),mod);
39     int tmd=high_pow(a+1,n,r), t=(tmd-k+r)%r;
40     return pow(*a,k+t,mod);
41 }
42 LL a[1000005];
43 int t,mod;
44 int main(){
45     init_euler();
46     scanf("%d",&t);
47     #define n 4
48     while(t--){
49         for(int i=0;i<n;++i)scanf("%lld",&a[i]);
50         scanf("%d",&mod);
51         printf("%lld\n",high_pow(a,n,mod));
52     }
53     return 0;
54 }

```

## 8.14 質因數分解.cpp

```

1 LL func(const LL n,const LL mod,const int c)
2 {
3     return (LLmul(n,n,mod)+c+mod)%mod;
4 }
5 LL pollorro(const LL n, const int c) {//循環
6     環節長度
7     LL a=1, b=1;
8     a=func(a,n,c)%n;
9     b=func(b,n,c)%n;
10    while(gcd(abs(a-b),n)==1) {
11        a=func(a,n,c)%n;
12        b=func(b,n,c)%n;
13    }
14    return gcd(abs(a-b),n);
15 }
16 void prefactor(LL &n, vector<LL> &v) {
17     for(int i=0;i<12;++i) {
18         while(n%prime[i]==0) {
19             v.push_back(prime[i]);
20             n/=prime[i];
21         }
22     }
23 }
24 void smallfactor(LL n, vector<LL> &v) {
25     if(n<MAXPRIME) {
26         while(isp[(int)n]) {
27             v.push_back(isp[(int)n]);
28             n/=isp[(int)n];
29         }
30         v.push_back(n);
31     } else {

```

```

33     for(int i=0;i<primecnt&&prime[i]*prime[i]
34         ]<=n;++i) {
35         while(n%prime[i]==0) {
36             v.push_back(prime[i]);
37             n/=prime[i];
38         }
39         if(n!=1) v.push_back(n);
40     }
41 }
42 void comfactor(const LL &n, vector<LL> &v) {
43     if(n<1e9) {
44         smallfactor(n,v);
45         return;
46     }
47     if(Isprime(n)) {
48         v.push_back(n);
49         return;
50     }
51     LL d;
52     for(int c=3; c<=n; c++) {
53         d = pollorro(n,c);
54         if(d!=n) break;
55     }
56     comfactor(d,v);
57     comfactor(n/d,v);
58 }
59 }
60 void Factor(const LL &x, vector<LL> &v) {
61     LL n = x;
62     if(n==1) { puts("Factor 1"); return; }
63     prefactor(n,v);
64     if(n==1) return;
65     comfactor(n,v);
66     sort(v.begin(),v.end());
67 }
68 }
69 void AllFactor(const LL &n,vector<LL> &v) {
70     vector<LL> tmp;
71     Factor(n,tmp);
72     v.clear();
73     v.push_back(1);
74     int len;
75     LL now=1;
76     for(int i=0;i<tmp.size();++i) {
77         if(i==0 || tmp[i]!=tmp[i-1]) {
78             len = v.size();
79             now = 1;
80         }
81         now*=tmp[i];
82         for(int j=0;j<len;++j)
83             v.push_back(v[j]*now);
84     }
85 }
86 }

```

## 9 other

### 9.1 WhatDay.cpp

```

1 int whatday(int y,int m,int d){

```

```

2  if(m<=2)m+=12,--y;
3  if(y<1752||y==1752&&m<9||y==1752&&m==9&&d
   <3)
4      return (d+2*m+3*(m+1)/5+y+y/4+5)%7;
5  return (d+2*m+3*(m+1)/5+y+y/4-y/100+y/400)
   %7;
6  }

```

## 10 String

### 10.1 AC 自動機.cpp

```

1  template<char L='a',char R='z'>
2  class ac_automaton{
3      struct joe{
4          int next[R-L+1],fail,efl,ed,cnt_dp,vis;
5          joe():ed(0),cnt_dp(0),vis(0){
6              for(int i=0;i<=R-L;++i)next[i]=0;
7          }
8      };
9      public:
10         std::vector<joe> S;
11         std::vector<int> q;
12         int qs,qe,vt;
13         ac_automaton():S(1),qs(0),qe(0),vt(0){
14             void clear(){
15                 q.clear();
16                 S.resize(1);
17                 for(int i=0;i<=R-L;++i)S[0].next[i]=0;
18                 S[0].cnt_dp=S[0].vis=qs=qe=vt=0;
19             }
20             void insert(const char *s){
21                 int o=0;
22                 for(int i=0,id;s[i];++i){
23                     id=s[i]-L;
24                     if(!S[o].next[id]){
25                         S.push_back(joe());
26                         S[o].next[id]=S.size()-1;
27                     }
28                     o=S[o].next[id];
29                 }
30                 ++S[o].ed;
31             }
32             void build_fail(){
33                 S[0].fail=S[0].efl=-1;
34                 q.clear();
35                 q.push_back(0);
36                 ++qe;
37                 while(qs!=qe){
38                     int pa=q[qs++],id,t;
39                     for(int i=0;i<=R-L;++i){
40                         t=S[pa].next[i];
41                         if(!t)continue;
42                         id=S[pa].fail;
43                         while(~id&&!S[id].next[i])id=S[id].fail;
44                         S[t].fail=~id?S[id].next[i]:0;
45                         S[t].efl=S[S[t].fail].ed?S[t].fail:S[t].fail;
46                         S[t].efl;
47                         q.push_back(t);
48                         ++qe;
49                     }
50                 }
51             }
52             /*DP出每個前綴在字串s出現的次數並傳回所有
53              字串被s匹配成功的次數O(N*M)*/
54             int match_0(const char *s){
55                 int ans=0,id,p=0,i;
56                 for(i=0;s[i];++i){
57                     id=s[i]-L;
58                     while(!S[p].next[id]&&p=S[p].fail;

```

### 9.2 上下最大正方形.cpp

```

1  void solve(int n,int a[],int b[]){// 1-base
2      int ans=0;
3      deque<int>da,db;
4      for(int l=1,r=1;r<=n;++r){
5          while(da.size()&&a[da.back()]>=a[r]){
6              da.pop_back();
7          }
8          da.push_back(r);
9          while(db.size()&&b[db.back()]>=b[r]){
10             db.pop_back();
11         }
12         db.push_back(r);
13         for(int d=a[da.front()]+b[db.front()];r-
14             1+1>d;++l){
15             if(da.front()==l)da.pop_front();
16             if(db.front()==l)db.pop_front();
17             if(da.size()&&db.size()){
18                 d=a[da.front()]+b[db.front()];
19             }
20             ans=max(ans,r-l+1);
21         }
22     }
23     printf("%d\n",ans);

```

### 9.3 最大矩形.cpp

```

1  LL max_rectangle(vector<int> s){
2      stack<pair<int,int>> st;
3      st.push(make_pair(-1,0));
4      s.push_back(0);
5      LL ans=0;
6      for(size_t i=0;i<s.size();++i){
7          int h=s[i];
8          pair<int,int> now=make_pair(h,i);
9          while(h<st.top().first){
10             now=st.top();
11             st.pop();
12             ans=max(ans,(LL)(i-now.second)*now.first);
13         }
14         if(h>st.top().first){
15             st.push(make_pair(h,now.second));
16         }
17     }
18     return ans;
19 }

```

```

57     if(!S[p].next[id])continue;
58     p=S[p].next[id];
59     ++S[p].cnt_dp; /*匹配成功則它所有後綴都
60                    可以被匹配(DP計算)*/
61 }
62 for(i=qe-1;i>=0;--i){
63     ans+=S[q[i]].cnt_dp*S[q[i]].ed;
64     if(~S[q[i]].fail)S[S[q[i]].fail].
65         cnt_dp+=S[q[i]].cnt_dp;
66 }
67 return ans;
68 }
69 /*多串匹配走efl邊並傳回所有字串被s匹配成功
70 的次數O(N*M^1.5)*/
71 int match_1(const char *s)const{
72     int ans=0,id,p=0,t;
73     for(int i=0;s[i];++i){
74         id=s[i]-L;
75         while(!S[p].next[id]&&p=S[p].fail;
76             if(!S[p].next[id])continue;
77             p=S[p].next[id];
78             if(S[p].ed)ans+=S[p].ed;
79             for(t=S[p].efl;~t;t=S[t].efl){
80                 ans+=S[t].ed; /*因為都走efl邊所以保證
81                             匹配成功*/
82             }
83         }
84     }
85     return ans;
86 }
87 /*枚舉(s的子字串nA)的所有相異字串各恰一次
88 並傳回次數O(N*M^(1/3))*/
89 int match_2(const char *s){
90     int ans=0,id,p=0,t;
91     ++vt;
92     /*把戳記vt+=1，只要vt沒溢位，所有S[p].
93     vis==vt就會變成false
94     這種利用vt的方法可以O(1)歸零vis陣列*/
95     for(int i=0;s[i];++i){
96         id=s[i]-L;
97         while(!S[p].next[id]&&p=S[p].fail;
98             if(!S[p].next[id])continue;
99             p=S[p].next[id];
100             if(S[p].ed&&S[p].vis!=vt){
101                 S[p].vis=vt;
102                 ans+=S[p].ed;
103             }
104             for(t=S[p].efl;~t&&S[t].vis!=vt;t=S[t].efl){
105                 S[t].vis=vt;
106                 ans+=S[t].ed; /*因為都走efl邊所以保證
107                             匹配成功*/
108             }
109         }
110     }
111     return ans;
112 }

```

### 10.2 hash.cpp

```

1  #define MAXN 1000000
2  #define mod 1073676287
3  /*mod 必須要是質數*/
4  typedef long long T;
5  char s[MAXN+5];
6  T h[MAXN+5]; /*hash陣列*/
7  T h_base[MAXN+5]; /*h_base[n]=(prime^n)%mod*/
8  void hash_init(int len,T prime){
9      h_base[0]=1;
10     for(int i=1;i<=len;++i){
11         h[i]=(h[i-1]*prime+s[i-1])%mod;
12         h_base[i]=(h_base[i-1]*prime)%mod;
13     }
14 }
15 T get_hash(int l,int r){/*閉區間寫法，設編號
16 為0 ~ Len-1*/
17     return (h[r+1]-(h[l]*h_base[r-l+1])%mod+
18         mod)%mod;

```

### 10.3 KMP.cpp

```

1  /*產生fail function*/
2  void kmp_fail(char *s,int len,int *fail){
3      int id=-1;
4      fail[0]=-1;
5      for(int i=1;i<len;++i){
6          while(~id&&s[id+1]!=s[i])id=fail[id];
7          if(s[id+1]==s[i])++id;
8          fail[i]=id;
9      }
10 }
11 /*以字串B匹配字串A，傳回匹配成功的數量(用B的
12 fail)*/
13 int kmp_match(char *A,int lenA,char *B,int
14 lenB,int *fail){
15     int id=-1,ans=0;
16     for(int i=0;i<lenA;++i){
17         while(~id&&B[id+1]!=A[i])id=fail[id];
18         if(B[id+1]==A[i])++id;
19         if(id==lenB-1){/*匹配成功*/
20             ++ans, id=fail[id];
21         }
22     }
23     return ans;

```

### 10.4 manacher.cpp

```

1 //原字串: asdsasdsa
2 //先把字串變成這樣: @#a#s#d#s#a#s#d#s#a#
3 void manacher(char *s,int len,int *z){
4     int l=0,r=0;
5     for(int i=1;i<len;++i){
6         z[i]=r>i?min(z[2*i-1],r-i):1;
7         while(s[i+z[i]]==s[i-z[i]])++z[i];
8         if(z[i]+i>r)r=z[i]+i,l=i;
9     } //ans = max(z)-1
10 }

```

## 10.5 minimal\_string\_rotation.cpp

```

1 int min_string_rotation(const string &s){
2     int n=s.size(),i=0,j=1,k=0;
3     while(i<n&&j<n&&k<n){
4         int t=s[(i+k)%n]-s[(j+k)%n];
5         ++k;
6         if(t){
7             if(t>0)i+=k;
8             else j+=k;
9             if(i==j)++j;
10            k=0;
11        }
12    }
13    return min(i,j); //最小循環表示法起始位置
14 }

```

## 10.6 reverseBWT.cpp

```

1 const int MAXN = 305, MAXC = 'Z';
2 int ranks[MAXN], tots[MAXC], first[MAXC];
3 void rankBWT(const string &bw){
4     memset(ranks,0,sizeof(int)*bw.size());
5     memset(tots,0,sizeof(tots));
6     for(size_t i=0;i<bw.size();++i)
7         ranks[i] = tots[bw[i]]++;
8 }
9 void firstCol(){
10    memset(first,0,sizeof(first));
11    int totc = 0;
12    for(int c='A';c<='Z';++c){
13        if(!tots[c]) continue;
14        first[c] = totc;
15        totc += tots[c];
16    }
17 }
18 string reverseBwt(string bw,int begin){
19     rankBWT(bw), firstCol();
20     int i = begin; //原字串最後一個元素的位置
21     string res;
22     do{
23         char c = bw[i];
24         res = c + res;
25         i = first[int(c)] + ranks[i];
26     }while( i != begin );
27     return res;
28 }

```

## 10.7 suffix\_array\_lcp.cpp

```

1 #define radix_sort(x,y){\
2     for(i=0;i<A;++i)c[i]=0;\
3     for(i=0;i<n;++i)c[x[y[i]]]++;\
4     for(i=1;i<A;++i)c[i]+=c[i-1];\
5     for(i=n-1;~i;--i)sa[--c[x[y[i]]]]=y[i];\
6 }
7 #define AC(r,a,b)\
8     r[a]!=r[b]||a+k>n||r[a+k]!=r[b+k]
9 void suffix_array(const char *s,int n,int *
10     sa,int *rank,int *tmp,int *c){
11     int A='z'+1,k,id=0;
12     for(i=0;i<n;++i)rank[tmp[i]=i]=s[i];
13     radix_sort(rank,tmp);
14     for(k=1;id<n-1;k<=1){
15         for(id=0,i=n-k;i<n;++i)tmp[id++]=i;
16         for(i=0;i<n;++i)
17             if(sa[i]>k)tmp[id++]=sa[i]-k;
18         radix_sort(rank,tmp);
19         swap(rank,tmp);
20         for(rank[sa[0]]=id=0,i=1;i<n;++i)
21             rank[sa[i]]=id+=AC(tmp,sa[i-1],sa[i]);
22         A=id+1;
23     }
24     //h: 高度數組 sa: 後綴數組 rank: 排名
25     void suffix_array_lcp(const char *s,int len,
26         int *h,int *sa,int *rank){
27         for(int i=0;i<len;++i)rank[sa[i]]=i;
28         for(int i=0,k=0;i<len;++i){
29             if(rank[i]==0)continue;
30             if(k)--k;
31             while(s[i+k]==s[sa[rank[i]-1]+k])++k;
32             h[rank[i]]=k;
33         }
34     }

```

## 10.8 Z.cpp

```

1 void z_alg(char *s,int len,int *z){
2     int l=0,r=0;
3     z[0]=len;
4     for(int i=1;i<len;++i){
5         z[i]=i>r?0:(i-l+z[i-l]<z[l]?z[i-l]:r-i+1);
6         while(i+z[i]<len&&s[i+z[i]]==s[z[i]])++z[i];
7         if(i+z[i]-1>r)r=i+z[i]-1,l=i;
8     }
9 }

```

## 11 Tarjan

### 11.1 dominator\_tree.cpp

```

1 struct dominator_tree{
2     static const int MAXN=5005;
3     int n; // 1-base
4     vector<int> suc[MAXN],pre[MAXN];
5     int fa[MAXN],dfn[MAXN],id[MAXN],Time;
6     int semi[MAXN],idom[MAXN];
7     int anc[MAXN],best[MAXN]; //disjoint set
8     vector<int> dom[MAXN]; //dominator_tree
9     void init(int _n){
10         n=_n;
11         for(int i=1;i<=n;++i)suc[i].clear(),pre[i].clear();
12     }
13     void add_edge(int u,int v){
14         suc[u].push_back(v);
15         pre[v].push_back(u);
16     }
17     void dfs(int u){
18         dfn[u]=++Time,id[Time]=u;
19         for(auto v:suc[u]){
20             if(dfn[v])continue;
21             dfs(v),fa[dfn[v]]=dfn[u];
22         }
23     }
24     int find(int x){
25         if(x==anc[x])return x;
26         int y=find(anc[x]);
27         if(semi[best[x]]>semi[best[anc[x]]])best[x]=best[anc[x]];
28         return anc[x]=y;
29     }
30     void tarjan(int r){
31         Time=0;
32         for(int t=1;t<=n;++t){
33             dfn[t]=idom[t]=0; //u=r 或是 u 無法到達 r 時
34             idom[id[u]]=0
35             dom[t].clear();
36             anc[t]=best[t]=semi[t]=t;
37         }
38         dfs(r);
39         for(int y=Time;y>=2;--y){
40             int x=fa[y],idy=id[y];
41             for(auto z:pre[idy]){
42                 if(!(z=dfn[z]))continue;
43                 find(z);
44                 semi[y]=min(semi[y],semi[best[z]]);
45             }
46             dom[semi[y]].push_back(y);
47             anc[y]=x;
48             for(auto z:dom[x]){
49                 find(z);
50                 idom[z]=semi[best[z]]<x?best[z]:x;
51             }
52             dom[x].clear();
53         }
54         for(int u=2;u<=Time;++u){
55             if(idom[u]!=semi[u])idom[u]=idom[idom[u]];
56             dom[id[idom[u]]].push_back(id[u]);
57         }
58     } dom;

```

## 11.2 tnfsb017\_2\_sat.cpp

```

1 #include<bits/stdc++.h>
2 using namespace std;
3 #define MAXN 8001
4 #define MAXN2 MAXN*4
5 #define n(X) ((X)+2*N)
6 vector<int> v[MAXN2], rv[MAXN2], vis_t;
7 int N,M;
8 void addedge(int s,int e){
9     v[s].push_back(e);
10    rv[e].push_back(s);
11 }
12 int scc[MAXN2];
13 bool vis[MAXN2]={false};
14 void dfs(vector<int> *uv,int n,int k=-1){
15     vis[n]=true;
16     for(int i=0;i<uv[n].size();++i)
17         if(!vis[uv[n][i]])
18             dfs(uv,uv[n][i],k);
19     if(uv==v)vis_t.push_back(n);
20     scc[n]=k;
21 }
22 void solve(){
23     for(int i=1;i<=N;++i){
24         if(!vis[i])dfs(v,i);
25         if(!vis[n(i)])dfs(v,n(i));
26     }
27     memset(vis,0,sizeof(vis));
28     int c=0;
29     for(int i=vis_t.size()-1;i>=0;--i)
30         if(!vis[vis_t[i]])
31             dfs(rv,vis_t[i],c++);
32 }
33 int main(){
34     int a,b;
35     scanf("%d%d",&N,&M);
36     for(int i=1;i<=N;++i){
37         // (A or B) & (!A & !B) A^B
38         a=i*2-1;
39         b=i*2;
40         addedge(n(a),b);
41         addedge(n(b),a);
42         addedge(a,n(b));
43         addedge(b,n(a));
44     }
45     while(M--){
46         scanf("%d%d",&a,&b);
47         a = a>0?a*2-1:-a*2;
48         b = b>0?b*2-1:-b*2;
49         // A or B
50         addedge(n(a),b);
51         addedge(n(b),a);
52     }
53     solve();
54     bool check=true;
55     for(int i=1;i<=2*N;++i)
56         if(scc[i]==scc[n(i)])
57             check=false;
58     if(check){
59         printf("%d\n",N);
60         for(int i=1;i<=2*N;i+=2){
61             if(scc[i]>scc[i+2*N]) putchar('+');
62             else putchar('-');
63         }

```

```

64 puts("");
65 }else puts("0");
66 return 0;
67 }

```

## 11.3 橋連通分量.cpp

```

1 #define N 1005
2 struct edge{
3     int u,v;
4     bool is_bridge;
5     edge(int u=0,int v=0):u(u),v(v),is_bridge(0){}
6 };
7 vector<edge> E;
8 vector<int> G[N]; // 1-base
9 int low[N],vis[N],Time;
10 int bcc_id[N],bridge_cnt,bcc_cnt; // 1-base
11 int st[N],top; // BCC用
12 inline void add_edge(int u,int v){
13     G[u].push_back(E.size());
14     E.push_back(edge(u,v));
15     G[v].push_back(E.size());
16     E.push_back(edge(v,u));
17 }
18 void dfs(int u,int re=-1) // u當前點, re為u連
    接前一個點的邊
19 int v;
20 low[u]=vis[u]=++Time;
21 st[top++]=u;
22 for(size_t i=0;i<G[u].size();++i){
23     int e=G[u][i];v=E[e].v;
24     if(!vis[v]){
25         dfs(v,e^1); // e^1 反向邊
26         low[u]=min(low[u],low[v]);
27         if(vis[u]<low[v]){
28             E[e].is_bridge=E[e^1].is_bridge=1;
29             ++bridge_cnt;
30         }
31     }else if(vis[v]<vis[u]&&e!=re){
32         low[u]=min(low[u],vis[v]);
33     }
34     if(vis[u]==low[u]){ // 處理BCC
35         ++bcc_cnt; // 1-base
36         do bcc_id[v=st[--top]]=bcc_cnt; // 每個點
            所在的BCC
37         while(v!=u);
38     }
39 }
40 inline void bcc_init(int n){
41     Time=bcc_cnt=bridge_cnt=top=0;
42     E.clear();
43     for(int i=1;i<=n;++i){
44         G[i].clear();
45         vis[i]=bcc_id[i]=0;
46     }
47 }

```

## 11.4 雙連通分量 & 割點.cpp

```

1 #define N 1005
2 vector<int> G[N]; // 1-base
3 vector<int> bcc[N]; // 存每塊雙連通分量的點
4 int low[N],vis[N],Time;
5 int bcc_id[N],bcc_cnt; // 1-base
6 bool is_cut[N]; // 是否為割點
7 int st[N],top;
8 void dfs(int u,int pa=-1) // u當前點, pa父親
9 int v,child=0;
10 low[u]=vis[u]=++Time;
11 st[top++]=u;
12 for(size_t i=0;i<G[u].size();++i){
13     if(!vis[v=G[u][i]]){
14         dfs(v,u),++child;
15         low[u]=min(low[u],low[v]);
16         if(vis[u]<=low[v]){
17             is_cut[u]=1;
18             bcc[++bcc_cnt].clear();
19             int t;
20             do{
21                 bcc_id[t=st[--top]]=bcc_cnt;
22                 bcc[bcc_cnt].push_back(t);
23             }while(t!=v);
24             bcc_id[u]=bcc_cnt;
25             bcc[bcc_cnt].push_back(u);
26         }
27     }else if(vis[v]<vis[u]&&v!=pa) // 反向邊
28         low[u]=min(low[u],vis[v]);
29 }
30 if(pa!=-1&&child<2) is_cut[u]=0; // u是dfs樹
    的根要特判
31 }
32 inline void bcc_init(int n){
33     Time=bcc_cnt=top=0;
34     for(int i=1;i<=n;++i){
35         G[i].clear();
36         is_cut[i]=vis[i]=bcc_id[i]=0;
37     }
38 }

```

## 12 Tree\_problem

### 12.1 HeavyLight.cpp

```

1 #include<vector>
2 #define MAXN 100005
3 int siz[MAXN],max_son[MAXN],pa[MAXN],dep[
    MAXN];
4 int link_top[MAXN],link[MAXN],cnt;
5 vector<int> G[MAXN];
6 void find_max_son(int u){
7     siz[u]=1;
8     max_son[u]=-1;
9     for(auto v:G[u]){
10         if(v==pa[u])continue;
11         pa[v]=u;
12         dep[v]=dep[u]+1;
13         find_max_son(v);
14         if(max_son[u]==-1||siz[v]>siz[max_son[u]
            ])max_son[u]=v;

```

```

15     siz[u]+=siz[v];
16 }
17 }
18 void build_link(int u,int top){
19     link[u]=++cnt;
20     link_top[u]=top;
21     if(max_son[u]==-1)return;
22     build_link(max_son[u],top);
23     for(auto v:G[u]){
24         if(v==max_son[u]||v==pa[u])continue;
25         build_link(v,v);
26     }
27 }
28 int find_lca(int a,int b){
29     // 求LCA, 可以在過程中對區間進行處理
30     int ta=link_top[a],tb=link_top[b];
31     while(ta!=tb){
32         if(dep[ta]>dep[tb]){
33             swap(ta,tb);
34             swap(a,b);
35         }
36         // 這裡可以對a所在的鏈做區間處理
37         // 區間為(Link[ta],Link[a])
38         ta=link_top[a=pa[ta]];
39     }
40     // 最後a,b會在同一條鏈上, 若a!=b還要在進行一
    次區間處理
41     return dep[a]<dep[b]?a:b;
42 }

```

### 12.2 LCA.cpp

```

1 #define MAXN 100000
2 #define MAX_LOG 17
3 int pa[MAX_LOG+1][MAXN+5];
4 int dep[MAXN+5];
5 vector<int> G[MAXN+5];
6 void dfs(int x,int p) // dfs(1,-1);
7     pa[0][x]=p;
8     for(int i=0;i<MAX_LOG;++i)pa[i+1][x]=pa[
        i][pa[i][x]];
9     for(auto &i:G[x]){
10         if(i==p)continue;
11         dep[i]=dep[x]+1;
12         dfs(i,x);
13     }
14 }
15 inline int jump(int x,int d){
16     for(int i=0;i<d;++i)if((x>>i)&1)x=pa[i][x];
17     return x;
18 }
19 inline int find_lca(int a,int b){
20     if(dep[a]>dep[b])swap(a,b);
21     b=jump(b,dep[b]-dep[a]);
22     if(a==b)return a;
23     for(int i=MAX_LOG;i>0;--i){
24         if(pa[i][a]!=pa[i][b]){
25             a=pa[i][a];
26             b=pa[i][b];
27         }
28     }
29     return pa[0][a];

```

```

30 }

```

### 12.3 link\_cut\_tree.cpp

```

1 struct splay_tree{
2     int ch[2],pa; // 子節點跟父母
3     bool rev; // 反轉的懶惰標記
4     splay_tree():pa(0),rev(0){ch[0]=ch[1]=0;}
5 };
6 vector<splay_tree> nd;
7 // 有的時候用vector會TLE, 要注意
8 // 這邊以node[0]作為null節點
9 bool isroot(int x) // 判斷是否為這棵splay
    tree的根
10     return nd[nd[x].pa].ch[0]!=x&&nd[nd[x].pa
        ].ch[1]!=x;
11 }
12 void down(int x) // 懶惰標記下推
13     if(nd[x].rev){
14         if(nd[x].ch[0]nd[nd[x].ch[0]].rev^=1;
15         if(nd[x].ch[1]nd[nd[x].ch[1]].rev^=1;
16         swap(nd[x].ch[0],nd[x].ch[1]);
17         nd[x].rev=0;
18     }
19 }
20 void push_down(int x) // 所有祖先懶惰標記下推
21     if(!isroot(x))push_down(nd[x].pa);
22     down(x);
23 }
24 void up(int x) // 將子節點的資訊向上更新
25 void rotate(int x) // 旋轉, 會自行判斷轉的方
    向
26     int y=nd[x].pa,z=nd[y].pa,d=(nd[y].ch[1]==
        x);
27     nd[x].pa=z;
28     if(!isroot(y))nd[z].ch[nd[z].ch[1]==y]=x;
29     nd[y].ch[d]=nd[x].ch[d^1];
30     nd[nd[y].ch[d]].pa=y;
31     nd[y].pa=x,nd[x].ch[d^1]=y;
32     up(y),up(x);
33 }
34 void splay(int x) // 將x伸展到splay tree的根
35     push_down(x);
36     while(!isroot(x)){
37         int y=nd[x].pa;
38         if(!isroot(y)){
39             int z=nd[y].pa;
40             if((nd[z].ch[0]==y)^(nd[y].ch[0]==x))
                rotate(y);
41             else rotate(x);
42         }
43         rotate(x);
44     }
45 }
46 int access(int x){
47     int last=0;
48     while(x){
49         splay(x);
50         nd[x].ch[1]=last;
51         up(x);
52         last=x;

```



```

53     x=nd[x].pa;
54 }
55 return last;//access後splay tree的根
56 }
57 void access(int x,bool is=0){//is=0就是一般
    的access
58     int last=0;
59     while(x){
60         splay(x);
61         if(is&&!nd[x].pa){
62             //printf("%d\n",max(nd[Last].ma,nd[nd[
                x].ch[1]].ma));
63         }
64         nd[x].ch[1]=last;
65         up(x);
66         last=x;
67         x=nd[x].pa;
68     }
69 }
70 void query_edge(int u,int v){
71     access(u);
72     access(v,1);
73 }
74 void make_root(int x){
75     access(x),splay(x);
76     nd[x].rev^=1;
77 }
78 void make_root(int x){
79     nd[access(x)].rev^=1;
80     splay(x);
81 }
82 void cut(int x,int y){
83     make_root(x);
84     access(y);
85     splay(y);
86     nd[y].ch[0]=0;
87     nd[x].pa=0;
88 }
89 void cut_parents(int x){
90     access(x);
91     splay(x);
92     nd[nd[x].ch[0]].pa=0;
93     nd[x].ch[0]=0;
94 }
95 void link(int x,int y){
96     make_root(x);
97     nd[x].pa=y;
98 }
99 int find_root(int x){
100     x=access(x);
101     while(nd[x].ch[0])x=nd[x].ch[0];
102     splay(x);
103     return x;
104 }
105 int query(int u,int v){
106     //傳回uv路徑splay tree的根結點
107     //這種寫法無法求LCA
108     make_root(u);
109     return access(v);
110 }
111 int query_lca(int u,int v){
112     //假設求鏈上點權的總和，sum是子樹的權重和，
        data是節點的權重
113     access(u);

```

```

114     int lca=access(v);
115     splay(u);
116     if(u==lca){
117         //return nd[lca].data+nd[nd[lca].ch[1]].
            sum
118     }else{
119         //return nd[lca].data+nd[nd[lca].ch[1]].
            sum+nd[u].sum
120     }
121 }
122 struct EDGE{
123     int a,b,w;
124 }e[10005];
125 int n;
126 vector<pair<int,int>> G[10005];
127 //first表示子節點，second表示邊的編號
128 int pa[10005],edge_node[10005];
129 //pa是父母節點，暫存用的，edge_node是每個編
        被存在哪個點裡面的陣列
130 void bfs(int root){
131     //在建構的時候把每個點都設成一個splay tree
132     queue<int> q;
133     for(int i=1;i<=n;++i)pa[i]=0;
134     q.push(root);
135     while(q.size()){
136         int u=q.front();
137         q.pop();
138         for(auto P:G[u]){
139             int v=P.first;
140             if(v!=pa[u]){
141                 pa[v]=u;
142                 nd[v].pa=u;
143                 nd[v].data=e[P.second].w;
144                 edge_node[P.second]=v;
145                 up(v);
146                 q.push(v);
147             }
148         }
149     }
150 }
151 void change(int x,int b){
152     splay(x);
153     //nd[x].data=b;
154     up(x);
155 }

```

## 12.4 POJ\_tree.cpp

```

1 #include<bits/stdc++.h>
2 using namespace std;
3 #define MAXN 10005
4 int n,k;
5 vector<pair<int,int>> g[MAXN];
6 int size[MAXN];
7 bool vis[MAXN];
8 inline void init(){
9     for(int i=0;i<=n;++i){
10         g[i].clear();
11         vis[i]=0;
12     }
13 }

```

```

14 void get_dis(vector<int> &dis,int u,int pa,
    int d){
15     dis.push_back(d);
16     for(size_t i=0;i<g[u].size();++i){
17         int v=g[u][i].first,w=g[u][i].second;
18         if(v!=pa&&!vis[v])get_dis(dis,v,u,d+w);
19     }
20 }
21 vector<int> dis;//這東西如果放在函數裡會TLE
22 int cal(int u,int d){
23     dis.clear();
24     get_dis(dis,u,-1,d);
25     sort(dis.begin(),dis.end());
26     int l=0,r=dis.size()-1,res=0;
27     while(l<r){
28         while(l<r&&dis[l]+dis[r]>k)--r;
29         res+=r-(l+1);
30     }
31     return res;
32 }
33 pair<int,int> tree_centroid(int u,int pa,
    const int sz){
34     size[u]=1;//找樹重心，second是重心
35     pair<int,int> res(INT_MAX,-1);
36     int ma=0;
37     for(size_t i=0;i<g[u].size();++i){
38         int v=g[u][i].first;
39         if(v==pa||vis[v])continue;
40         res=min(res,tree_centroid(v,u,sz));
41         size[u]+=size[v];
42         ma=max(ma,size[v]);
43     }
44     ma=max(ma,sz-size[u]);
45     return min(res,make_pair(ma,u));
46 }
47 int tree_DC(int u,int sz){
48     int center=tree_centroid(u,-1,sz).second;
49     int ans=cal(center,0);
50     vis[center]=1;
51     for(size_t i=0;i<g[center].size();++i){
52         int v=g[center][i].first,w=g[center][i].
            second;
53         if(vis[v])continue;
54         ans-=cal(v,w);
55         ans+=tree_DC(v,size[v]);
56     }
57     return ans;
58 }
59 int main(){
60     while(scanf("%d%d",&n,&k),n||k){
61         init();
62         for(int i=1;i<n;++i){
63             int u,v,w;
64             scanf("%d%d%d",&u,&v,&w);
65             g[u].push_back(make_pair(v,w));
66             g[v].push_back(make_pair(u,w));
67         }
68         printf("%d\n",tree_DC(1,n));
69     }
70     return 0;
71 }

```

## 13 zformula

### 13.1 formula.tex

#### 13.1.1 Pick 公式

給定頂點坐標均是整點的簡單多邊形，面積 = 內部格點數 + 邊上格點數/2-1

#### 13.1.2 圖論

- $V - E + F = 2$
- 對於平面圖， $F = E - V + n + 1$ ， $n$  是連通分量
- 對於平面圖， $E \leq 3V - 6$
- 對於連通圖  $G$ ，最大獨立點集的大小設為  $I(G)$ ，最大匹配大小設為  $M(G)$ ，最小點覆蓋設為  $C_v(G)$ ，最小邊覆蓋設為  $C_e(G)$ 。對於任意連通圖：

$$\begin{aligned} (a) \quad & I(G) + C_v(G) = |V| \\ (b) \quad & M(G) + C_e(G) = |V| \end{aligned}$$

- 對於連通二分圖：

$$\begin{aligned} (a) \quad & I(G) = C_v(G) \\ (b) \quad & M(G) = C_e(G) \end{aligned}$$

- 最大權閉合圖：

$$\begin{aligned} (a) \quad & C(u, V) = \infty, (u, v) \in E \\ (b) \quad & C(S, v) = W_v, W_v > 0 \\ (c) \quad & C(v, T) = -W_v, W_v < 0 \end{aligned}$$

- 最大密度子圖：

$$\begin{aligned} (a) \quad & C(u, v) = 1, (u, v) \in E \\ (b) \quad & C(S, v) = U_v, v \in V \\ (c) \quad & C(v, T) = U + 2g - d_v, v \in V \end{aligned}$$

- 弦圖：

- 完美消除序列從後往前依次給每個點染色，給每個點染上可以染的最小顏色
- 最大團大小 = 色數
- 最大獨立集：完美消除序列從前往後能選就選
- 最小團覆蓋：最大獨立集的點和他延伸的邊構成
- 區間圖是弦圖
- 區間圖的完美消除序列：將區間按造又端點由小到大排序
- 區間圖染色：用線段樹做

```

1 double l=0,m,stop=1.0/n/n;
2 while(r-l>stop){
3     double mid;
4     if((n*m-sol.maxFlow(s,t))/2>eps)l=mid;
5     else r=mid;
6 }
7 build(1);
8 sol.maxFlow(s,t);
9 vector<int> ans;
10 for(int i=1;i<=n;++i)
11     if(sol.vis[i])ans.push_back(i);

```

### 13.1.3 學長公式

- $\sum_{d|n} \phi(n) = n$
- $g(n) = \sum_{d|n} f(d) \Rightarrow f(n) = \sum_{d|n} \mu(d) \times g(n/d)$
- Harmonic series  $H_n = \ln(n) + \gamma + 1/(2n) - 1/(12n^2) + 1/(120n^4)$
- $\gamma = 0.57721566490153286060651209008240243104215$
- 格雷碼  $= n \oplus (n >> 1)$
- $SG(A+B) = SG(A) \oplus SG(B)$
- 選轉矩陣  $M(\theta) = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$

### 13.1.4 基本數論

- $\sum_{d|n} \mu(n) = [n == 1]$
- $g(m) = \sum_{d|m} f(d) \Leftrightarrow f(m) = \sum_{d|m} \mu(d) \times g(m/d)$
- $\sum_{i=1}^n \sum_{j=1}^m \text{互質數量} = \sum \mu(d) \lfloor \frac{n}{d} \rfloor \lfloor \frac{m}{d} \rfloor$
- $\sum_{i=1}^n \sum_{j=1}^m \text{lcm}(i, j) = n \sum_{d|n} d \times \phi(d)$

### 13.1.5 排組公式

- k 卡特蘭  $\frac{C_n^{kn}}{n(k-1)+1} \cdot C_m^n = \frac{n!}{m!(n-m)!}$
- $H(n, m) \cong x_1 + x_2 \dots + x_n = k, num = C_k^{n+k-1}$
- Stirling number of  $2^{nd}$ ,  $n$  人分  $k$  組方法數目
  - $S(0, 0) = S(n, n) = 1$
  - $S(n, 0) = 0$
  - $S(n, k) = kS(n-1, k) + S(n-1, k-1)$
- Bell number,  $n$  人分任意多組方法數目
  - $B_0 = 1$
  - $B_n = \sum_{i=0}^n S(n, i)$
  - $B_{n+1} = \sum_{k=0}^n C_k^n B_k$
  - $B_{p+n} \equiv B_n + B_{n+1} \pmod{p}$ ,  $p$  is prime
  - $B_p^{m+n} \equiv mB_n + B_{n+1} \pmod{p}$ ,  $p$  is prime
  - From  $B_0 : 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, 115975$
- Derangement, 錯排, 沒有人在自己位置上
  - $D_n = n!(1 - \frac{1}{1!} + \frac{1}{2!} - \frac{1}{3!} \dots + (-1)^n \frac{1}{n!})$
  - $D_n = (n-1)(D_{n-1} + D_{n-2}), D_0 = 1, D_1 = 0$
  - From  $D_0 : 1, 0, 1, 2, 9, 44, 265, 1854, 14833, 133496$

### 6. Binomial Equality

- $\sum_k \binom{r}{m+k} \binom{s}{n-k} = \binom{r+s}{m+n}$
- $\sum_k \binom{l}{m+k} \binom{s}{n-k} = \binom{l+s}{l-m+n}$
- $\sum_k \binom{l}{m+k} \binom{s+k}{n} (-1)^k = (-1)^{l+m} \binom{s-m}{n-l}$
- $\sum_{k \leq l} \binom{l-k}{m} \binom{s}{k-n} (-1)^k = (-1)^{l+m} \binom{s-m-1}{l-n-m}$
- $\sum_{0 \leq k \leq l} \binom{l-k}{m} \binom{q+k}{n} = \binom{l+q+1}{m+n+1}$
- $\binom{r}{k} = (-1)^k \binom{k-r-1}{k}$

- $\binom{r}{m} \binom{m}{k} = \binom{r}{m-k} \binom{r-k}{m-k}$
- $\sum_{k \leq n} \binom{r+k}{k} = \binom{r+n+1}{n}$
- $\sum_{0 \leq k \leq n} \binom{k}{m} = \binom{n+1}{m+1}$
- $\sum_{k \leq m} \binom{m+r}{k} x^k y^{m-k} = (x+y)^{m-k}$

### 13.1.6 幕次, 幕次和

- $a^b \% P = a^{b \% \varphi(P) + \varphi(P)}, b \geq \varphi(P)$
- $1^3 + 2^3 + 3^3 + \dots + n^3 = \frac{n^4}{4} + \frac{n^3}{2} + \frac{n^2}{4}$
- $1^4 + 2^4 + 3^4 + \dots + n^4 = \frac{n^5}{5} + \frac{n^4}{2} + \frac{n^3}{3} - \frac{n}{30}$
- $1^5 + 2^5 + 3^5 + \dots + n^5 = \frac{n^6}{6} + \frac{n^5}{2} + \frac{5n^4}{12} - \frac{n^2}{12}$
- $0^k + 1^k + 2^k + \dots + n^k = P(k), P(k) = \frac{(n+1)^{k+1} - \sum_{i=0}^{k-1} C_i^{k+1} P(i)}{k+1}, P(0) = n+1$
- $\sum_{k=0}^{m-1} k^n = \frac{1}{n+1} \sum_{k=0}^n C_k^{n+1} B_k m^{n+1-k}$
- $\sum_{j=0}^m C_j^{m+1} B_j = 0, B_0 = 1$
- 除了  $B_1 = -1/2$ , 剩下的奇數項都是 0
- $B_2 = 1/6, B_4 = -1/30, B_6 = 1/42, B_8 = -1/30, B_{10} = 5/66, B_{12} = -691/2730, B_{14} = 7/6, B_{16} = -3617/510, B_{18} = 43867/798, B_{20} = -174611/330,$

### 13.1.7 Burnside's lemma

- $|X/G| = \frac{1}{|G|} \sum_{g \in G} |X^g|$
- $X^g = t^{c(g)}$
- $G$  表示有幾種轉法,  $X^g$  表示在那種轉法下, 有幾種是會保持對稱的,  $t$  是顏色數,  $c(g)$  是循環節不動的面數。
- 正立方體塗三顏色, 轉 0 有  $3^6$  個元素不變, 轉 90 有 6 種, 每種有  $3^3$  不變, 180 有  $3 \times 3^4$ , 120(角) 有  $8 \times 3^2$ , 180(邊) 有  $6 \times 3^3$ , 全部  $\frac{1}{24}(3^6 + 6 \times 3^3 + 3 \times 3^4 + 8 \times 3^2 + 6 \times 3^3) = \frac{57}{24}$

### 13.1.8 Count on a tree

- Rooted tree:  $s_{n+1} = \frac{1}{n} \sum_{i=1}^n (i \times a_i \times \sum_{j=1}^{\lfloor n/i \rfloor} a_{n+1-i \times j})$
- Unrooted tree:
  - Odd:  $a_n - \sum_{i=1}^{n/2} a_i a_{n-i}$
  - Even:  $Odd + \frac{1}{2} a_{n/2} (a_{n/2} + 1)$
- Spanning Tree
  - 完全圖  $n^n - 2$
  - 一般圖 (Kirchhoff's theorem)  $M[i][i] = \text{degree}(V_i), M[i][j] = -1, \text{if have } E(i, j), 0 \text{ if no edge. delete any one row and col in } A, \text{ans} = \det(A)$

## 13.2 java.tex

### 13.2.1 文件操作

```

1 import java.io.*;
2 import java.util.*;
3 import java.math.*;
4 import java.text.*;
5
6 public class Main{
7
8     public static void main(String args[]){
9         throws FileNotFoundException,
10            IOException
11         Scanner sc = new Scanner(new FileReader(
12             "a.in"));
13         PrintWriter pw = new PrintWriter(new
14             FileWriter("a.out"));
15         int n,m;
16         n=sc.nextInt();//读入下一个INT
17         m=sc.nextInt();
18
19         for(ci=1; ci<=c; ++ci){
20             pw.println("Case #"+ci+": easy for
21                 output");
22         }
23
24         pw.close();//关闭流并释放, 这个很重要,
25             否则是没有输出的
26         sc.close();//关闭流并释放
27     }
28 }
```

### 13.2.2 优先队列

```

1 PriorityQueue queue = new PriorityQueue( 1,
2     new Comparator(){
3         public int compare( Point a, Point b ){
4             if( a.x < b.x || a.x == b.x && a.y < b.y )
5                 return -1;
6             else if( a.x == b.x && a.y == b.y )
7                 return 0;
8             else return 1;
9         }
10    });
```

### 13.2.3 Map

```

1 Map map = new HashMap();
2 map.put("sa", "dd");
3 String str = map.get("sa").toString();
4
5 for(Object obj : map.keySet()){
6     Object value = map.get(obj);
7 }
```

### 13.2.4 sort

```

1 static class cmp implements Comparator{
2     public int compare(Object o1, Object o2){
3         BigInteger b1=(BigInteger)o1;
4         BigInteger b2=(BigInteger)o2;
5         return b1.compareTo(b2);
6     }
7 }
8 public static void main(String[] args)
9     throws IOException{
10     Scanner cin = new Scanner(System.in);
11     int n;
12     n=cin.nextInt();
13     BigInteger[] seg = new BigInteger[n];
14     for (int i=0;i<n;i++)
15         seg[i]=cin.nextBigInteger();
16     Arrays.sort(seg, new cmp());
17 }
```

# ACM ICPC TEAM REFERENCE - MADE IN ABYSS

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