viRUs

Team Reference Document

27/08/2015

Contents

1. Code Templates

1.1. Basic Configuration. Vim and (Caps Lock = Escape) configuration.

```
o.yqtxmal ekrpat  # setxkbmap dvorak for dvorak on qwerty
setxkbmap -option caps:escape
set -o vi
xset r rate 150 100
cat > ~/.vimrc
set nocp et sw=4 ts=4 sts=4 si cindent hi=1000 nu ru noeb showcmd showmode
syn on | colorscheme slate
```

1.2. C++ Header. A C++ header.

```
#include <bits/stdc++.h>------------------------------------------------------// 84
using namespace std;------------------------------------------------------------// 16
template <class T> int size(const T &x) { return x.size(); }--------------------// 5f
#define rep(i,a,b) for (__typeof(a) i=(a); i<(b); ++i)--------------------------// 6c
#define iter(it,c) for (__typeof((c).begin()) it = (c).begin(); it != (c).end(); ++it)
typedef pair<int, int> ii;------------------------------------------------------// 44
typedef vector<int> vi;---------------------------------------------------------// 9d
typedef vector<ii> vii;---------------------------------------------------------// eb
typedef long long ll;-----------------------------------------------------------// 47
const int INF = 2147483647;-----------------------------------------------------// db
--------------------------------------------------------------------------------// d8
const double EPS = 1e-9;--------------------------------------------------------// 18
const double pi = acos(-1);-----------------------------------------------------// ec
typedef unsigned long long ull;-------------------------------------------------// 30
typedef vector<vi> vvi;---------------------------------------------------------// 92
typedef vector<vii> vvii;-------------------------------------------------------// fc
template <class T> T mod(T a, T b) { return (a % b + b) % b; }------------------// 3f
```

1.3. Java Template. A Java template.

```
import java.util.*;-------------------------------------------------------------// 37
import java.math.*;-------------------------------------------------------------// 89
import java.io.*;---------------------------------------------------------------// 28
--------------------------------------------------------------------------------// a3
public class Main {-------------------------------------------------------------// 17
----public static void main(String[] args) throws Exception {-------------------// 02
--------Scanner in = new Scanner(System.in);------------------------------------// ef
--------PrintWriter out = new PrintWriter(System.out, false);-------------------// 62
--------// code-----------------------------------------------------------------// e6
--------out.flush();------------------------------------------------------------// 56
----}---------------------------------------------------------------------------// 79
}-------------------------------------------------------------------------------// 00
```

2. Data Structures

2.1. Union-Find.

```
struct union_find {-------------------------------------------------------------// 42
----vi p; union_find(int n) : p(n, -1) { }--------------------------------------// 28
----int find(int x) { return p[x] < 0 ? x : p[x] = find(p[x]); }----------------// ba
----bool unite(int x, int y) {--------------------------------------------------// 6c
--------int xp = find(x), yp = find(y);-----------------------------------------// 64
--------if (xp == yp) return false;---------------------------------------------// 0b
--------if (p[xp] > p[yp]) swap(xp,yp);-----------------------------------------// 78
--------p[xp] += p[yp], p[yp] = xp;---------------------------------------------// 88
--------return true; }----------------------------------------------------------// 1f
----int size(int x) { return -p[find(x)]; } };----------------------------------// b9
```

2.2. Segment Tree.

```
#ifdef SEG_MIN------------------------------------------------------------------// 03
const int ID = INF;-------------------------------------------------------------// 56
int f(int a, int b) { return min(a, b); }---------------------------------------// 4f
#else---------------------------------------------------------------------------// 0e
const int ID = 0;---------------------------------------------------------------// 3e
int f(int a, int b) { return a + b; }-------------------------------------------// dd
#endif--------------------------------------------------------------------------// 16
struct segment_tree {-----------------------------------------------------------// ab
----int n; vi data, lazy;-------------------------------------------------------// dd
----segment_tree() {}-----------------------------------------------------------// 93
----segment_tree(const vi &arr) : n(size(arr)), data(4*n), lazy(4*n,INF) {------// f1
--------mk(arr, 0, n-1, 0); }---------------------------------------------------// e9
----int mk(const vi &arr, int l, int r, int i) {--------------------------------// 12
--------if (l == r) return data[i] = arr[l];------------------------------------// 5b
--------int m = (l + r) / 2;----------------------------------------------------// de
--------return data[i] = f(mk(arr, l, m, 2*i+1), mk(arr, m+1, r, 2*i+2)); }-----// 0a
----int query(int a, int b) { return q(a, b, 0, n-1, 0); }----------------------// f6
----int q(int a, int b, int l, int r, int i) {----------------------------------// 22
--------propagate(l, r, i);-----------------------------------------------------// 12
--------if (r < a || b < l) return ID;------------------------------------------// c7
--------if (a <= l && r <= b) return data[i];-----------------------------------// ce
--------int m = (l + r) / 2;----------------------------------------------------// 7a
--------return f(q(a, b, l, m, 2*i+1), q(a, b, m+1, r, 2*i+2)); }---------------// 5c
----void update(int i, int v) { u(i, v, 0, n-1, 0); }---------------------------// 90
----int u(int i, int v, int l, int r, int j) {----------------------------------// 02
--------propagate(l, r, j);-----------------------------------------------------// ae
--------if (r < i || i < l) return data[j];------------------------------------// 92
--------if (l == i && r == i) return data[j] = v;-------------------------------// 4a
--------int m = (l + r) / 2;----------------------------------------------------// cb
--------return data[j] = f(u(i, v, l, m, 2*j+1), u(i, v, m+1, r, 2*j+2)); }-----// 34
----void range_update(int a, int b, int v) { ru(a, b, v, 0, n-1, 0); }----------// 71
----int ru(int a, int b, int v, int l, int r, int i) {--------------------------// e0
--------propagate(l, r, i);-----------------------------------------------------// 19
--------if (l > r) return ID;---------------------------------------------------// cc
--------if (r < a || b < l) return data[i];-------------------------------------// d9
--------if (l == r) return data[i] += v;----------------------------------------// 5f
--------if (a <= l && r <= b) return (lazy[i] = v) * (r - l + 1) + data[i];----// 76
--------int m = (l + r) / 2;----------------------------------------------------// e7
--------return data[i] = f(ru(a, b, v, l, m, 2*i+1),----------------------------// 0e
------------------------   ru(a, b, v, m+1, r, 2*i+2));-------------------------// f2
----}---------------------------------------------------------------------------// 47
----void propagate(int l, int r, int i) {---------------------------------------// b5
--------if (l > r || lazy[i] == INF) return;------------------------------------// 83
--------data[i] += lazy[i] * (r - l + 1);---------------------------------------// 99
--------if (l < r) {------------------------------------------------------------// dd
```

```
------------if (lazy[2*i+1] == INF) lazy[2*i+1] = lazy[i];---------------------// ee
------------else lazy[2*i+1] += lazy[i];---------------------------------------// 72
------------if (lazy[2*i+2] == INF) lazy[2*i+2] = lazy[i];---------------------// dd
------------else lazy[2*i+2] += lazy[i];---------------------------------------// a4
--------}----------------------------------------------------------------------// e9
--------lazy[i] = INF;---------------------------------------------------------// c4
----}--------------------------------------------------------------------------// 2c
};-----------------------------------------------------------------------------// 17
```

2.2.1. *Persistent Segment Tree.*

```
int segcnt = 0;----------------------------------------------------------------// cf
struct segment {---------------------------------------------------------------// 68
----int l, r, lid, rid, sum;---------------------------------------------------// fc
} segs[2000000];---------------------------------------------------------------// dd
int build(int l, int r) {------------------------------------------------------// 2b
----if (l > r) return -1;------------------------------------------------------// 4e
----int id = segcnt++;---------------------------------------------------------// a8
----segs[id].l = l;------------------------------------------------------------// 90
----segs[id].r = r;------------------------------------------------------------// 19
----if (l == r) segs[id].lid = -1, segs[id].rid = -1;--------------------------// ee
----else {---------------------------------------------------------------------// fe
--------int m = (l + r) / 2;---------------------------------------------------// 14
--------segs[id].lid = build(l , m);-------------------------------------------// e3
--------segs[id].rid = build(m + 1, r); }--------------------------------------// 69
----segs[id].sum = 0;----------------------------------------------------------// 21
----return id; }---------------------------------------------------------------// c5
int update(int idx, int v, int id) {-------------------------------------------// b8
----if (id == -1) return -1;---------------------------------------------------// bb
----if (idx < segs[id].l || idx > segs[id].r) return id;-----------------------// fb
----int nid = segcnt++;--------------------------------------------------------// b3
----segs[nid].l = segs[id].l;--------------------------------------------------// 78
----segs[nid].r = segs[id].r;--------------------------------------------------// ca
----segs[nid].lid = update(idx, v, segs[id].lid);------------------------------// 92
----segs[nid].rid = update(idx, v, segs[id].rid);------------------------------// 06
----segs[nid].sum = segs[id].sum + v;------------------------------------------// 1a
----return nid; }--------------------------------------------------------------// e6
int query(int id, int l, int r) {----------------------------------------------// a2
----if (r < segs[id].l || segs[id].r < l) return 0;----------------------------// 17
----if (l <= segs[id].l && segs[id].r <= r) return segs[id].sum;---------------// ad
----return query(segs[id].lid, l, r) + query(segs[id].rid, l, r); }------------// ee
```

2.3. **Fenwick Tree.**

```
struct fenwick_tree {----------------------------------------------------------// 98
----int n; vi data;------------------------------------------------------------// d3
----fenwick_tree(int _n) : n(_n), data(vi(n)) { }------------------------------// db
----void update(int at, int by) {----------------------------------------------// 76
--------while (at < n) data[at] += by, at |= at + 1; }-------------------------// fb
----int query(int at) {--------------------------------------------------------// 71
--------int res = 0;-----------------------------------------------------------// c3
--------while (at >= 0) res += data[at], at = (at & (at + 1)) - 1;-------------// 37
--------return res; }----------------------------------------------------------// e4
----int rsq(int a, int b) { return query(b) - query(a - 1); }------------------// be
};-----------------------------------------------------------------------------// 57
struct fenwick_tree_sq {-------------------------------------------------------// d4
----int n; fenwick_tree x1, x0;------------------------------------------------// 18
----fenwick_tree_sq(int _n) : n(_n), x1(fenwick_tree(n)),----------------------// 2e
--------x0(fenwick_tree(n)) { }------------------------------------------------// 7c
----// insert f(y) = my + c if x <= y------------------------------------------// 17
----void update(int x, int m, int c) { x1.update(x, m); x0.update(x, c); }-----// 45
----int query(int x) { return x*x1.query(x) + x0.query(x); }-------------------// 73
};-----------------------------------------------------------------------------// 13
void range_update(fenwick_tree_sq &s, int a, int b, int k) {-------------------// 89
----s.update(a, k, k * (1 - a)); s.update(b+1, -k, k * b); }-------------------// 7f
int range_query(fenwick_tree_sq &s, int a, int b) {----------------------------// 15
----return s.query(b) - s.query(a-1); }----------------------------------------// f3
```

2.4. **Matrix.**

```
template <class K> bool eq(K a, K b) { return a == b; }------------------------// 2a
template <> bool eq<double>(double a, double b) { return abs(a - b) < EPS; }---// a7
template <class T> struct matrix {---------------------------------------------// 0a
----int rows, cols, cnt; vector<T> data;---------------------------------------// a1
----inline T& at(int i, int j) { return data[i * cols + j]; }------------------// 5c
----matrix(int r, int c) : rows(r), cols(c), cnt(r * c) {----------------------// 56
--------data.assign(cnt, T(0)); }----------------------------------------------// e3
----matrix(const matrix& other) : rows(other.rows), cols(other.cols),----------// b5
--------cnt(other.cnt), data(other.data) { }-----------------------------------// c1
----T& operator()(int i, int j) { return at(i, j); }---------------------------// 29
----matrix<T> operator +(const matrix& other) {--------------------------------// 33
--------matrix<T> res(*this); rep(i,0,cnt) res.data[i] += other.data[i];-------// f8
--------return res; }----------------------------------------------------------// 09
----matrix<T> operator -(const matrix& other) {--------------------------------// 91
--------matrix<T> res(*this); rep(i,0,cnt) res.data[i] -= other.data[i];-------// 7b
--------return res; }----------------------------------------------------------// 9a
----matrix<T> operator *(T other) {--------------------------------------------// 99
--------matrix<T> res(*this); rep(i,0,cnt) res.data[i] *= other;---------------// 05
--------return res; }----------------------------------------------------------// 8c
----matrix<T> operator *(const matrix& other) {--------------------------------// 31
--------matrix<T> res(rows, other.cols);---------------------------------------// 4c
--------rep(i,0,rows) rep(j,0,other.cols) rep(k,0,cols)------------------------// ae
----------------res(i, j) += at(i, k) * other.data[k * other.cols + j];--------// 17
--------return res; }----------------------------------------------------------// 65
----matrix<T> pow(int p) {-----------------------------------------------------// 53
--------matrix<T> res(rows, cols), sq(*this);----------------------------------// 87
--------rep(i,0,rows) res(i, i) = T(1);----------------------------------------// 9d
--------while (p) {------------------------------------------------------------// 79
------------if (p & 1) res = res * sq;-----------------------------------------// 62
------------p >>= 1;-----------------------------------------------------------// 79
------------if (p) sq = sq * sq;-----------------------------------------------// 35
--------} return res; }--------------------------------------------------------// 22
----matrix<T> rref(T &det, int &rank) {----------------------------------------// 2a
--------matrix<T> mat(*this); det = T(1), rank = max(rows, cols);--------------// 7a
--------for (int r = 0, c = 0; c < cols; c++) {-------------------------------// 8e
------------int k = r;---------------------------------------------------------// 5b
```

```
------------while (k < rows && eq<T>(mat(k, c), T(0))) k++;-------------------// 3e
------------if (k >= rows) { rank--; continue; }------------------------------// 1a
------------if (k != r) {-----------------------------------------------------// c4
----------------det *= T(-1);-------------------------------------------------// 55
----------------rep(i,0,cols)-------------------------------------------------// e1
--------------------swap(mat.at(k, i), mat.at(r, i));-------------------------// 7d
------------} det *= mat(r, r);-----------------------------------------------// b6
------------T d = mat(r,c);---------------------------------------------------// 66
------------rep(i,0,cols) mat(r, i) /= d;-------------------------------------// d1
------------rep(i,0,rows) {---------------------------------------------------// f6
----------------T m = mat(i, c);----------------------------------------------// 05
----------------if (i != r && !eq<T>(m, T(0)))--------------------------------// 1a
--------------------rep(j,0,cols) mat(i, j) -= m * mat(r, j);-----------------// 7b
------------} r++;------------------------------------------------------------// c5
--------} return mat; }-------------------------------------------------------// b3
----matrix<T> transpose() {---------------------------------------------------// 59
--------matrix<T> res(cols, rows);--------------------------------------------// 5b
--------rep(i,0,rows) rep(j,0,cols) res(j, i) = at(i, j);---------------------// 92
--------return res; } };------------------------------------------------------// df
```

2.5. AVL Tree.

```
#define AVL_MULTISET 0------------------------------------------------------// b5
-----------------------------------------------------------------------------// 61
template <class T>------------------------------------------------------------// 22
struct avl_tree {-------------------------------------------------------------// 30
----struct node {-------------------------------------------------------------// 8f
--------T item; node *p, *l, *r;----------------------------------------------// a9
--------int size, height;-----------------------------------------------------// 47
--------node(const T &_item, node *_p = NULL) : item(_item), p(_p),-----------// ed
--------l(NULL), r(NULL), size(1), height(0) { } };---------------------------// 27
----avl_tree() : root(NULL) { }-----------------------------------------------// b4
----node *root;---------------------------------------------------------------// 4e
----inline int sz(node *n) const { return n ? n->size : 0; }------------------// 4f
----inline int height(node *n) const { return n ? n->height : -1; }-----------// d2
----inline bool left_heavy(node *n) const {-----------------------------------// 8e
--------return n && height(n->l) > height(n->r); }----------------------------// dc
----inline bool right_heavy(node *n) const {----------------------------------// 14
--------return n && height(n->r) > height(n->l); }----------------------------// 24
----inline bool too_heavy(node *n) const {------------------------------------// c4
--------return n && abs(height(n->l) - height(n->r)) > 1; }-------------------// 10
----void delete_tree(node *n) {-----------------------------------------------// 47
--------if (n) { delete_tree(n->l), delete_tree(n->r); delete n; } }----------// e2
----node*& parent_leg(node *n) {----------------------------------------------// f6
--------if (!n->p) return root;-----------------------------------------------// f4
--------if (n->p->l == n) return n->p->l;-------------------------------------// 98
--------if (n->p->r == n) return n->p->r;-------------------------------------// 68
--------assert(false); }------------------------------------------------------// 0f
----void augment(node *n) {---------------------------------------------------// d2
--------if (!n) return;-------------------------------------------------------// b8
--------n->size = 1 + sz(n->l) + sz(n->r);------------------------------------// 26
--------n->height = 1 + max(height(n->l), height(n->r)); }--------------------// f0
----#define rotate(l, r) \---------------------------------------------------// 08
--------node *l = n->l; \-----------------------------------------------------// af
--------l->p = n->p; \--------------------------------------------------------// ff
--------parent_leg(n) = l; \--------------------------------------------------// 1f
--------n->l = l->r; \--------------------------------------------------------// 26
--------if (l->r) l->r->p = n; \----------------------------------------------// f1
--------l->r = n, n->p = l; \-------------------------------------------------// b0
--------augment(n), augment(l)------------------------------------------------// 42
----void left_rotate(node *n) { rotate(r, l); }-------------------------------// a8
----void right_rotate(node *n) { rotate(l, r); }------------------------------// b5
----void fix(node *n) {-------------------------------------------------------// be
--------while (n) { augment(n);-----------------------------------------------// fb
------------if (too_heavy(n)) {-----------------------------------------------// b5
----------------if (left_heavy(n) && right_heavy(n->l)) left_rotate(n->l);----// a3
----------------else if (right_heavy(n) && left_heavy(n->r))------------------// 76
--------------------right_rotate(n->r);---------------------------------------// 12
----------------if (left_heavy(n)) right_rotate(n);---------------------------// 8a
----------------else left_rotate(n);------------------------------------------// 2e
----------------n = n->p; }---------------------------------------------------// f5
------------n = n->p; } }-----------------------------------------------------// 86
----inline int size() const { return sz(root); }------------------------------// 15
----node* find(const T &item) const {-----------------------------------------// 8f
--------node *cur = root;-----------------------------------------------------// 37
--------while (cur) {---------------------------------------------------------// a4
------------if (cur->item < item) cur = cur->r;-------------------------------// 8b
------------else if (item < cur->item) cur = cur->l;--------------------------// 38
------------else break; }-----------------------------------------------------// ae
--------return cur; }---------------------------------------------------------// b7
----node* insert(const T &item) {---------------------------------------------// 5f
--------node *prev = NULL, **cur = &root;-------------------------------------// f7
--------while (*cur) {--------------------------------------------------------// 82
------------prev = *cur;------------------------------------------------------// 1c
------------if ((*cur)->item < item) cur = &((*cur)->r);----------------------// 54
#if AVL_MULTISET--------------------------------------------------------------// b5
------------else cur = &((*cur)->l);------------------------------------------// e4
#else-------------------------------------------------------------------------// 58
------------else if (item < (*cur)->item) cur = &((*cur)->l);-----------------// 89
------------else return *cur;-------------------------------------------------// 65
#endif------------------------------------------------------------------------// 03
--------}---------------------------------------------------------------------// be
--------node *n = new node(item, prev);---------------------------------------// 2b
--------*cur = n, fix(n); return n; }-----------------------------------------// 2a
----void erase(const T &item) { erase(find(item)); }--------------------------// fa
----void erase(node *n, bool free = true) {-----------------------------------// 7d
--------if (!n) return;-------------------------------------------------------// ca
--------if (!n->l && n->r) parent_leg(n) = n->r, n->r->p = n->p;--------------// c8
--------else if (n->l && !n->r) parent_leg(n) = n->l, n->l->p = n->p;---------// 52
--------else if (n->l && n->r) {----------------------------------------------// 9a
------------node *s = successor(n);-------------------------------------------// 91
------------erase(s, false);--------------------------------------------------// 83
```

```
------------s->p = n->p, s->l = n->l, s->r = n->r;------------------------------// 4b
------------if (n->l) n->l->p = s;----------------------------------------------// f4
------------if (n->r) n->r->p = s;----------------------------------------------// 85
------------parent_leg(n) = s, fix(s);------------------------------------------// a6
------------return;-------------------------------------------------------------// 9c
--------} else parent_leg(n) = NULL;--------------------------------------------// bb
--------fix(n->p), n->p = n->l = n->r = NULL;-----------------------------------// e3
--------if (free) delete n; }---------------------------------------------------// 18
----node* successor(node *n) const {--------------------------------------------// 4c
--------if (!n) return NULL;----------------------------------------------------// f3
--------if (n->r) return nth(0, n->r);------------------------------------------// 38
--------node *p = n->p;---------------------------------------------------------// a0
--------while (p && p->r == n) n = p, p = p->p;---------------------------------// 36
--------return p; }-------------------------------------------------------------// 0e
----node* predecessor(node *n) const {------------------------------------------// 64
--------if (!n) return NULL;----------------------------------------------------// 88
--------if (n->l) return nth(n->l->size-1, n->l);-------------------------------// 92
--------node *p = n->p;---------------------------------------------------------// 05
--------while (p && p->l == n) n = p, p = p->p;---------------------------------// 90
--------return p; }-------------------------------------------------------------// 42
----node* nth(int n, node *cur = NULL) const {----------------------------------// e3
--------if (!cur) cur = root;---------------------------------------------------// 9f
--------while (cur) {-----------------------------------------------------------// e3
------------if (n < sz(cur->l)) cur = cur->l;-----------------------------------// f6
------------else if (n > sz(cur->l)) n -= sz(cur->l) + 1, cur = cur->r;---------// 83
------------else break;---------------------------------------------------------// 29
--------} return cur; }---------------------------------------------------------// c4
----int count_less(node *cur) {-------------------------------------------------// 02
--------int sum = sz(cur->l);---------------------------------------------------// 80
--------while (cur) {-----------------------------------------------------------// 18
------------if (cur->p && cur->p->r == cur) sum += 1 + sz(cur->p->l);-----------// b5
------------cur = cur->p;-------------------------------------------------------// 08
--------} return sum; }---------------------------------------------------------// 69
----void clear() { delete_tree(root), root = NULL; } };-------------------------// d2
```

2.6. Heap.

```
#define RESIZE------------------------------------------------------------------// d0
#define SWP(x,y) tmp = x, x = y, y = tmp----------------------------------------// fb
struct default_int_cmp {--------------------------------------------------------// 8d
----default_int_cmp() { }-------------------------------------------------------// 35
----bool operator ()(const int &a, const int &b) { return a < b; } };-----------// e9
template <class Compare = default_int_cmp> struct heap {------------------------// 42
----int len, count, *q, *loc, tmp;----------------------------------------------// 07
----Compare _cmp;---------------------------------------------------------------// a5
----inline bool cmp(int i, int j) { return _cmp(q[i], q[j]); }------------------// e2
----inline void swp(int i, int j) {---------------------------------------------// 3b
--------SWP(q[i], q[j]), SWP(loc[q[i]], loc[q[j]]); }---------------------------// bd
----void swim(int i) {----------------------------------------------------------// b5
--------while (i > 0) {---------------------------------------------------------// 70
------------int p = (i - 1) / 2;------------------------------------------------// b8
------------if (!cmp(i, p)) break;----------------------------------------------// 2f
------------swp(i, p), i = p; } }-----------------------------------------------// 20
----void sink(int i) {----------------------------------------------------------// 40
--------while (true) {----------------------------------------------------------// 07
------------int l = 2*i + 1, r = l + 1;-----------------------------------------// 85
------------if (l >= count) break;----------------------------------------------// d9
------------int m = r >= count || cmp(l, r) ? l : r;----------------------------// db
------------if (!cmp(m, i)) break;----------------------------------------------// 4e
------------swp(m, i), i = m; } }-----------------------------------------------// 36
----heap(int init_len = 128) : count(0), len(init_len), _cmp(Compare()) {------// 05
--------q = new int[len], loc = new int[len];-----------------------------------// bc
--------memset(loc, 255, len << 2); }-------------------------------------------// 45
----~heap() { delete[] q; delete[] loc; }---------------------------------------// 23
----void push(int n, bool fix = true) {-----------------------------------------// b8
--------if (len == count || n >= len) {-----------------------------------------// dc
#ifdef RESIZE-------------------------------------------------------------------// 0a
------------int newlen = 2 * len;-----------------------------------------------// 85
------------while (n >= newlen) newlen *= 2;------------------------------------// 54
------------int *newq = new int[newlen], *newloc = new int[newlen];-------------// 9f
------------rep(i,0,len) newq[i] = q[i], newloc[i] = loc[i];--------------------// 53
------------memset(newloc + len, 255, (newlen - len) << 2);---------------------// a6
------------delete[] q, delete[] loc;-------------------------------------------// 7a
------------loc = newloc, q = newq, len = newlen;-------------------------------// 80
#else---------------------------------------------------------------------------// 82
------------assert(false);------------------------------------------------------// 46
#endif--------------------------------------------------------------------------// 5c
--------}-----------------------------------------------------------------------// 34
--------assert(loc[n] == -1);---------------------------------------------------// 71
--------loc[n] = count, q[count++] = n;-----------------------------------------// 98
--------if (fix) swim(count-1); }-----------------------------------------------// 70
----void pop(bool fix = true) {-------------------------------------------------// 2e
--------assert(count > 0);------------------------------------------------------// 7b
--------loc[q[0]] = -1, q[0] = q[--count], loc[q[0]] = 0;-----------------------// 71
--------if (fix) sink(0);-------------------------------------------------------// 80
----}---------------------------------------------------------------------------// b2
----int top() { assert(count > 0); return q[0]; }-------------------------------// d9
----void heapify() { for (int i = count - 1; i > 0; i--)------------------------// 77
--------if (cmp(i, (i - 1) / 2)) swp(i, (i - 1) / 2); }-------------------------// cc
----void update_key(int n) {----------------------------------------------------// 86
--------assert(loc[n] != -1), swim(loc[n]), sink(loc[n]); }---------------------// d9
----bool empty() { return count == 0; }-----------------------------------------// 77
----int size() { return count; }------------------------------------------------// 74
----void clear() { count = 0, memset(loc, 255, len << 2); } };------------------// 99
```

2.7. Dancing Links.

```
template <class T>--------------------------------------------------------------// 82
struct dancing_links {----------------------------------------------------------// 9e
----struct node {---------------------------------------------------------------// 62
--------T item;-----------------------------------------------------------------// dd
--------node *l, *r;------------------------------------------------------------// 32
--------node(const T &_item, node *_l = NULL, node *_r = NULL)------------------// 6d
------------: item(_item), l(_l), r(_r) {---------------------------------------// 6d
```

```
------------if (l) l->r = this;-----------------------------------------------// 97
------------if (r) r->l = this;-----------------------------------------------// 81
--------}---------------------------------------------------------------------// 2d
----};------------------------------------------------------------------------// d3
----node *front, *back;-------------------------------------------------------// aa
----dancing_links() { front = back = NULL; }----------------------------------// 72
----node *push_back(const T &item) {------------------------------------------// 83
--------back = new node(item, back, NULL);------------------------------------// c4
--------if (!front) front = back;---------------------------------------------// d2
--------return back;----------------------------------------------------------// c0
----}-------------------------------------------------------------------------// a9
----node *push_front(const T &item) {-----------------------------------------// 4a
--------front = new node(item, NULL, front);----------------------------------// 47
--------if (!back) back = front;----------------------------------------------// 10
--------return front;---------------------------------------------------------// cf
----}-------------------------------------------------------------------------// b6
----void erase(node *n) {-----------------------------------------------------// a0
--------if (!n->l) front = n->r; else n->l->r = n->r;-------------------------// ab
--------if (!n->r) back = n->l; else n->r->l = n->l;--------------------------// 1b
----}-------------------------------------------------------------------------// 7b
----void restore(node *n) {---------------------------------------------------// 82
--------if (!n->l) front = n; else n->l->r = n;-------------------------------// a5
--------if (!n->r) back = n; else n->r->l = n;--------------------------------// 9d
----}-------------------------------------------------------------------------// eb
};----------------------------------------------------------------------------// 5e
```

2.8. **Misof Tree.**

```
#define BITS 15---------------------------------------------------------------// 7b
struct misof_tree {-----------------------------------------------------------// fe
----int cnt[BITS][1<<BITS];---------------------------------------------------// aa
----misof_tree() { memset(cnt, 0, sizeof(cnt)); }-----------------------------// b0
----void insert(int x) { for (int i = 0; i < BITS; cnt[i++][x]++, x >>= 1); }--// 5a
----void erase(int x) { for (int i = 0; i < BITS; cnt[i++][x]--, x >>= 1); }---// 49
----int nth(int n) {----------------------------------------------------------// 8a
--------int res = 0;----------------------------------------------------------// a4
--------for (int i = BITS-1; i >= 0; i--)-------------------------------------// 99
------------if (cnt[i][res <<= 1] <= n) n -= cnt[i][res], res |= 1;-----------// f4
--------return res;-----------------------------------------------------------// 3a
----}-------------------------------------------------------------------------// b5
};----------------------------------------------------------------------------// 0a
```

2.9. k**-d Tree.**

```
#define INC(c) ((c) == K - 1 ? 0 : (c) + 1)-----------------------------------// 77
template <int K> struct kd_tree {---------------------------------------------// 93
----struct pt {---------------------------------------------------------------// 99
--------double coord[K];------------------------------------------------------// 31
--------pt() {}---------------------------------------------------------------// 96
--------pt(double c[K]) { rep(i,0,K) coord[i] = c[i]; }-----------------------// 37
--------double dist(const pt &other) const {----------------------------------// 16
------------double sum = 0.0;-------------------------------------------------// 0c
------------rep(i,0,K) sum += pow(coord[i] - other.coord[i], 2.0);------------// f3
------------return sqrt(sum); } };--------------------------------------------// 68
----struct cmp {--------------------------------------------------------------// 8c
--------int c;----------------------------------------------------------------// fa
--------cmp(int _c) : c(_c) {}------------------------------------------------// 28
--------bool operator ()(const pt &a, const pt &b) {--------------------------// 8e
------------for (int i = 0, cc; i <= K; i++) {--------------------------------// 24
----------------cc = i == 0 ? c : i - 1;--------------------------------------// ae
----------------if (abs(a.coord[cc] - b.coord[cc]) > EPS)---------------------// ad
--------------------return a.coord[cc] < b.coord[cc];-------------------------// ed
------------}-----------------------------------------------------------------// 5d
------------return false; } };------------------------------------------------// a4
----struct bb {---------------------------------------------------------------// f1
--------pt from, to;----------------------------------------------------------// 26
--------bb(pt _from, pt _to) : from(_from), to(_to) {}------------------------// 9c
--------double dist(const pt &p) {--------------------------------------------// 74
------------double sum = 0.0;-------------------------------------------------// 48
------------rep(i,0,K) {------------------------------------------------------// d2
----------------if (p.coord[i] < from.coord[i])-------------------------------// ff
--------------------sum += pow(from.coord[i] - p.coord[i], 2.0);--------------// 07
----------------else if (p.coord[i] > to.coord[i])----------------------------// 50
--------------------sum += pow(p.coord[i] - to.coord[i], 2.0);----------------// 45
------------}-----------------------------------------------------------------// e8
------------return sqrt(sum); }-----------------------------------------------// df
--------bb bound(double l, int c, bool left) {--------------------------------// 67
------------pt nf(from.coord), nt(to.coord);----------------------------------// af
------------if (left) nt.coord[c] = min(nt.coord[c], l);----------------------// 48
------------else nf.coord[c] = max(nf.coord[c], l);---------------------------// 14
------------return bb(nf, nt); } };-------------------------------------------// 97
----struct node {-------------------------------------------------------------// 7f
--------pt p; node *l, *r;----------------------------------------------------// 2c
--------node(pt _p, node *_l, node *_r) : p(_p), l(_l), r(_r) {  } };---------// 84
----node *root;---------------------------------------------------------------// 62
----// kd_tree() : root(NULL) { }---------------------------------------------// 50
----kd_tree(vector<pt> pts) { root = construct(pts, 0, size(pts) - 1, 0); }---// 8a
----node* construct(vector<pt> &pts, int from, int to, int c) {---------------// 8d
--------if (from > to) return NULL;-------------------------------------------// 21
--------int mid = from + (to - from) / 2;-------------------------------------// b3
--------nth_element(pts.begin() + from, pts.begin() + mid,--------------------// 56
--------------------pts.begin() + to + 1, cmp(c));----------------------------// a5
--------return new node(pts[mid], construct(pts, from, mid - 1, INC(c)),------// 39
------------------------construct(pts, mid + 1, to, INC(c))); }---------------// 3a
----bool contains(const pt &p) { return _con(p, root, 0); }-------------------// 59
----bool _con(const pt &p, node *n, int c) {----------------------------------// 70
--------if (!n) return false;-------------------------------------------------// b4
--------if (cmp(c)(p, n->p)) return _con(p, n->l, INC(c));--------------------// 2b
--------if (cmp(c)(n->p, p)) return _con(p, n->r, INC(c));--------------------// ec
--------return true; }--------------------------------------------------------// b5
----void insert(const pt &p) { _ins(p, root, 0); }----------------------------// 09
----void _ins(const pt &p, node* &n, int c) {---------------------------------// 40
--------if (!n) n = new node(p, NULL, NULL);----------------------------------// 98
--------else if (cmp(c)(p, n->p)) _ins(p, n->l, INC(c));----------------------// ed
--------else if (cmp(c)(n->p, p)) _ins(p, n->r, INC(c)); }--------------------// 91
```

```
----void clear() { _clr(root); root = NULL; }----------------------------------// dd
----void _clr(node *n) { if (n) _clr(n->l), _clr(n->r), delete n; }------------// 17
----pt nearest_neighbour(const pt &p, bool allow_same=true) {------------------// 0f
--------assert(root);----------------------------------------------------------// 47
--------double mn = INFINITY, cs[K];-------------------------------------------// 0d
--------rep(i,0,K) cs[i] = -INFINITY;------------------------------------------// 56
--------pt from(cs);-----------------------------------------------------------// f0
--------rep(i,0,K) cs[i] = INFINITY;-------------------------------------------// 8c
--------pt to(cs);-------------------------------------------------------------// ad
--------return _nn(p, root, bb(from, to), mn, 0, allow_same).first;------------// f6
----}--------------------------------------------------------------------------// 79
----pair<pt, bool> _nn(--------------------------------------------------------// a1
------------const pt &p, node *n, bb b, double &mn, int c, bool same) {--------// a6
--------if (!n || b.dist(p) > mn) return make_pair(pt(), false);---------------// e4
--------bool found = same || p.dist(n->p) > EPS, l1 = true, l2 = false;--------// 59
--------pt resp = n->p;--------------------------------------------------------// 92
--------if (found) mn = min(mn, p.dist(resp));---------------------------------// 67
--------node *n1 = n->l, *n2 = n->r;-------------------------------------------// b3
--------rep(i,0,2) {-----------------------------------------------------------// af
------------if (i == 1 || cmp(c)(n->p, p)) swap(n1, n2), swap(l1, l2);---------// 1f
------------pair<pt, bool> res =-----------------------------------------------// a4
----------------_nn(p, n1, b.bound(n->p.coord[c], c, l1), mn, INC(c), same);---// a8
------------if (res.second && (!found || p.dist(res.first) < p.dist(resp)))----// cd
----------------resp = res.first, found = true;--------------------------------// 15
--------}----------------------------------------------------------------------// 24
--------return make_pair(resp, found); } };------------------------------------// c5
```

2.10. Sqrt Decomposition.

```
struct segment {---------------------------------------------------------------// b2
----vi arr;--------------------------------------------------------------------// 8c
----segment(vi _arr) : arr(_arr) { } };----------------------------------------// 11
vector&lt;segment&gt; T;-------------------------------------------------------------// a1
int K;-------------------------------------------------------------------------// dc
void rebuild() {---------------------------------------------------------------// 17
----int cnt = 0;---------------------------------------------------------------// 14
----rep(i,0,size(T))-----------------------------------------------------------// b1
--------cnt += size(T[i].arr);-------------------------------------------------// d1
----K = static_cast<int>(ceil(sqrt(cnt)) + 1e-9);------------------------------// 4c
----vi arr(cnt);---------------------------------------------------------------// 14
----for (int i = 0, at = 0; i < size(T); i++)----------------------------------// 79
--------rep(j,0,size(T[i].arr))------------------------------------------------// a4
------------arr[at++] = T[i].arr[j];-------------------------------------------// f7
----T.clear();-----------------------------------------------------------------// 4c
----for (int i = 0; i < cnt; i += K)-------------------------------------------// 79
--------T.push_back(segment(vi(arr.begin()+i, arr.begin()+min(i+K, cnt))));----// f0
}------------------------------------------------------------------------------// 03
int split(int at) {------------------------------------------------------------// 71
----int i = 0;-----------------------------------------------------------------// 8a
----while (i < size(T) && at >= size(T[i].arr))--------------------------------// 6c
--------at -= size(T[i].arr), i++;---------------------------------------------// 9a
----if (i >= size(T)) return size(T);------------------------------------------// 83
----if (at == 0) return i;-----------------------------------------------------// 49
----T.insert(T.begin() + i + 1, segment(vi(T[i].arr.begin() + at, T[i].arr.end())));
----T[i] = segment(vi(T[i].arr.begin(), T[i].arr.begin() + at));---------------// af
----return i + 1;--------------------------------------------------------------// ac
}------------------------------------------------------------------------------// ea
void insert(int at, int v) {---------------------------------------------------// 5f
----vi arr; arr.push_back(v);--------------------------------------------------// 6a
----T.insert(T.begin() + split(at), segment(arr));-----------------------------// 67
}------------------------------------------------------------------------------// cc
void erase(int at) {-----------------------------------------------------------// be
----int i = split(at); split(at + 1);------------------------------------------// da
----T.erase(T.begin() + i);----------------------------------------------------// 6b
}------------------------------------------------------------------------------// 4b
```

2.11. Monotonic Queue.

```
struct min_stack {-------------------------------------------------------------// d8
----stack<int> S, M;-----------------------------------------------------------// fe
----void push(int x) {---------------------------------------------------------// 20
--------S.push(x);-------------------------------------------------------------// e2
--------M.push(M.empty() ? x : min(M.top(), x)); }-----------------------------// 92
----int top() { return S.top(); }----------------------------------------------// f1
----int mn() { return M.top(); }-----------------------------------------------// 02
----void pop() { S.pop(); M.pop(); }-------------------------------------------// fd
----bool empty() { return S.empty(); }-----------------------------------------// d2
};-----------------------------------------------------------------------------// 74
struct min_queue {-------------------------------------------------------------// b4
----min_stack inp, outp;-------------------------------------------------------// 3d
----void push(int x) { inp.push(x); }------------------------------------------// 6b
----void fix() {---------------------------------------------------------------// 5d
--------if (outp.empty()) while (!inp.empty())---------------------------------// 3b
------------outp.push(inp.top()), inp.pop();-----------------------------------// 8e
----}--------------------------------------------------------------------------// 3f
----int top() { fix(); return outp.top(); }------------------------------------// dc
----int mn() {-----------------------------------------------------------------// 39
--------if (inp.empty()) return outp.mn();-------------------------------------// 01
--------if (outp.empty()) return inp.mn();-------------------------------------// 90
--------return min(inp.mn(), outp.mn()); }-------------------------------------// 97
----void pop() { fix(); outp.pop(); }------------------------------------------// 4f
----bool empty() { return inp.empty() && outp.empty(); }-----------------------// 65
};-----------------------------------------------------------------------------// 60
```

2.12. Convex Hull Trick.

```
struct convex_hull_trick {-----------------------------------------------------// 16
----vector<pair<double,double> > h;--------------------------------------------// b4
----double intersect(int i) {--------------------------------------------------// 9b
--------return (h[i+1].second-h[i].second)/(h[i].first-h[i+1].first); }--------// b9
----void add(double m, double b) {---------------------------------------------// a4
--------h.push_back(make_pair(m,b));-------------------------------------------// f9
--------while (size(h) >= 3) {-------------------------------------------------// f6
------------int n = size(h);---------------------------------------------------// d8
------------if (intersect(n-3) < intersect(n-2)) break;------------------------// 07
------------swap(h[n-2], h[n-1]);----------------------------------------------// bf
```

```
------------h.pop_back(); } }-------------------------------------------------// 4b
----double get_min(double x) {-----------------------------------------------// b0
--------int lo = 0, hi = size(h) - 2, res = -1;------------------------------// 5b
--------while (lo <= hi) {---------------------------------------------------// 24
------------int mid = lo + (hi - lo) / 2;------------------------------------// 5a
------------if (intersect(mid) <= x) res = mid, lo = mid + 1;----------------// 1d
------------else hi = mid - 1; }---------------------------------------------// b6
--------return h[res+1].first * x + h[res+1].second; } };--------------------// 84
```

3. Graphs

3.1. Single-Source Shortest Paths.

3.1.1. *Dijkstra's algorithm.*

```
int *dist, *dad;-------------------------------------------------------------// 46
struct cmp {-----------------------------------------------------------------// a5
----bool operator()(int a, int b) {------------------------------------------// bb
--------return dist[a] != dist[b] ? dist[a] < dist[b] : a < b; }-------------// e6
};---------------------------------------------------------------------------// 41
pair<int*, int*> dijkstra(int n, int s, vii *adj) {--------------------------// 53
----dist = new int[n];-------------------------------------------------------// 84
----dad = new int[n];--------------------------------------------------------// 05
----rep(i,0,n) dist[i] = INF, dad[i] = -1;-----------------------------------// 80
----set<int, cmp> pq;--------------------------------------------------------// 98
----dist[s] = 0, pq.insert(s);-----------------------------------------------// 1f
----while (!pq.empty()) {----------------------------------------------------// 47
--------int cur = *pq.begin(); pq.erase(pq.begin());-------------------------// 58
--------rep(i,0,size(adj[cur])) {--------------------------------------------// a6
------------int nxt = adj[cur][i].first,-------------------------------------// a4
----------------ndist = dist[cur] + adj[cur][i].second;----------------------// 3a
------------if (ndist < dist[nxt]) pq.erase(nxt),----------------------------// 2d
----------------dist[nxt] = ndist, dad[nxt] = cur, pq.insert(nxt);-----------// eb
--------}--------------------------------------------------------------------// d2
----}------------------------------------------------------------------------// df
----return pair<int*, int*>(dist, dad);--------------------------------------// e3
}----------------------------------------------------------------------------// 9b
```

3.1.2. *Bellman-Ford algorithm.*

```
int* bellman_ford(int n, int s, vii* adj, bool& has_negative_cycle) {--------// cf
----has_negative_cycle = false;----------------------------------------------// 47
----int* dist = new int[n];--------------------------------------------------// 7f
----rep(i,0,n) dist[i] = i == s ? 0 : INF;-----------------------------------// df
----rep(i,0,n-1) rep(j,0,n) if (dist[j] != INF)------------------------------// 4d
--------rep(k,0,size(adj[j]))------------------------------------------------// 88
------------dist[adj[j][k].first] = min(dist[adj[j][k].first],---------------// e1
--------------------dist[j] + adj[j][k].second);-----------------------------// 18
----rep(j,0,n) rep(k,0,size(adj[j]))-----------------------------------------// f8
--------if (dist[j] + adj[j][k].second < dist[adj[j][k].first])--------------// 37
------------has_negative_cycle = true;---------------------------------------// f1
----return dist;-------------------------------------------------------------// 78
}----------------------------------------------------------------------------// a9
```

3.1.3. *IDA* algorithm.*

```
int n, cur[100], pos;--------------------------------------------------------// 48
int calch() {----------------------------------------------------------------// 88
----int h = 0;---------------------------------------------------------------// 4a
----rep(i,0,n) if (cur[i] != 0) h += abs(i - cur[i]);------------------------// 9b
----return h;----------------------------------------------------------------// c6
}----------------------------------------------------------------------------// c8
int dfs(int d, int g, int prev) {--------------------------------------------// 12
----int h = calch();---------------------------------------------------------// 5d
----if (g + h > d) return g + h;---------------------------------------------// 15
----if (h == 0) return 0;----------------------------------------------------// ff
----int mn = INF;------------------------------------------------------------// 7e
----rep(di,-2,3) {-----------------------------------------------------------// 0d
--------if (di == 0) continue;-----------------------------------------------// 0a
--------int nxt = pos + di;--------------------------------------------------// 76
--------if (nxt == prev) continue;-------------------------------------------// 39
--------if (0 <= nxt && nxt < n) {-------------------------------------------// 68
------------swap(cur[pos], cur[nxt]);----------------------------------------// 35
------------swap(pos,nxt);---------------------------------------------------// 64
------------mn = min(mn, dfs(d, g+1, nxt));----------------------------------// 22
------------swap(pos,nxt);---------------------------------------------------// 84
------------swap(cur[pos], cur[nxt]);----------------------------------------// 3b
--------}--------------------------------------------------------------------// 46
--------if (mn == 0) break;--------------------------------------------------// 8f
----}------------------------------------------------------------------------// d3
----return mn;---------------------------------------------------------------// da
}----------------------------------------------------------------------------// f8
int idastar() {--------------------------------------------------------------// 22
----rep(i,0,n) if (cur[i] == 0) pos = i;-------------------------------------// 6b
----int d = calch();---------------------------------------------------------// 38
----while (true) {-----------------------------------------------------------// 18
--------int nd = dfs(d, 0, -1);----------------------------------------------// 42
--------if (nd == 0 || nd == INF) return d;----------------------------------// b5
--------d = nd;--------------------------------------------------------------// f7
----}------------------------------------------------------------------------// f9
}----------------------------------------------------------------------------// 82
```

3.2. Strongly Connected Components.

3.2.1. *Kosaraju's algorithm.*

```
#include "../data-structures/union_find.cpp"---------------------------------// 5e
-----------------------------------------------------------------------------// 11
vector<bool> visited;--------------------------------------------------------// 66
vi order;--------------------------------------------------------------------// 9b
-----------------------------------------------------------------------------// a5
void scc_dfs(const vvi &adj, int u) {----------------------------------------// a1
----int v; visited[u] = true;------------------------------------------------// e3
----rep(i,0,size(adj[u]))----------------------------------------------------// 2d
--------if (!visited[v = adj[u][i]]) scc_dfs(adj, v);------------------------// a2
----order.push_back(u);------------------------------------------------------// 02
}----------------------------------------------------------------------------// 53
-----------------------------------------------------------------------------// 63
```

```
pair<union_find, vi> scc(const vvi &adj) { // c2
----int n = size(adj), u, v; // f8
----order.clear(); // 20
----union_find uf(n); // a8
----vi dag; // 61
----vvi rev(n); // c5
----rep(i,0,n) rep(j,0,size(adj[i])) rev[adj[i][j]].push_back(i); // 7e
----visited.resize(n), fill(visited.begin(), visited.end(), false); // 80
----rep(i,0,n) if (!visited[i]) scc_dfs(rev, i); // 4e
----fill(visited.begin(), visited.end(), false); // 59
----stack<int> S; // bb
----for (int i = n-1; i >= 0; i--) { // 96
--------if (visited[order[i]]) continue; // db
--------S.push(order[i]), dag.push_back(order[i]); // 68
--------while (!S.empty()) { // 9e
------------visited[u = S.top()] = true, S.pop(), uf.unite(u, order[i]); // b3
------------rep(j,0,size(adj[u])) if (!visited[v = adj[u][j]]) S.push(v); // 1b
--------} // 61
----} // 57
----return pair<union_find, vi>(uf, dag); // 2b
} // 92
```

3.3. **Cut Points and Bridges.**

```
#define MAXN 5000 // f7
int low[MAXN], num[MAXN], curnum; // d7
void dfs(const vvi &adj, vi &cp, vii &bri, int u, int p) { // 22
----low[u] = num[u] = curnum++; // a3
----int cnt = 0; bool found = false; // 97
----rep(i,0,size(adj[u])) { // ae
--------int v = adj[u][i]; // 56
--------if (num[v] == -1) { // 3b
------------dfs(adj, cp, bri, v, u); // ba
------------low[u] = min(low[u], low[v]); // be
------------cnt++; // e0
------------found = found || low[v] >= num[u]; // 30
------------if (low[v] > num[u]) bri.push_back(ii(u, v)); // bf
--------} else if (p != v) low[u] = min(low[u], num[v]); } // 76
----if (found && (p != -1 || cnt > 1)) cp.push_back(u); } // 3e
pair<vi,vii> cut_points_and_bridges(const vvi &adj) { // 76
----int n = size(adj); // c8
----vi cp; vii bri; // fb
----memset(num, -1, n << 2); // 45
----curnum = 0; // 07
----rep(i,0,n) if (num[i] == -1) dfs(adj, cp, bri, i, -1); // 7e
----return make_pair(cp, bri); } // 4c
```

3.4. **Euler Path.**

```
#define MAXV 1000 // 2f
#define MAXE 5000 // 87
vi adj[MAXV]; // ff
int n, m, indeg[MAXV], outdeg[MAXV], res[MAXE + 1]; // 49
ii start_end() { // 30
----int start = -1, end = -1, any = 0, c = 0; // 74
----rep(i,0,n) { // 20
--------if (outdeg[i] > 0) any = i; // 63
--------if (indeg[i] + 1 == outdeg[i]) start = i, c++; // 5a
--------else if (indeg[i] == outdeg[i] + 1) end = i, c++; // 13
--------else if (indeg[i] != outdeg[i]) return ii(-1,-1); // c1
----} // ed
----if ((start == -1) != (end == -1) || (c != 2 && c != 0)) return ii(-1,-1); // 54
----if (start == -1) start = end = any; // 5e
----return ii(start, end); // a2
} // eb
bool euler_path() { // b4
----ii se = start_end(); // 8a
----int cur = se.first, at = m + 1; // b6
----if (cur == -1) return false; // ac
----stack<int> s; // 1c
----while (true) { // b3
--------if (outdeg[cur] == 0) { // 0d
------------res[--at] = cur; // bd
------------if (s.empty()) break; // c6
------------cur = s.top(); s.pop(); // 06
--------} else s.push(cur), cur = adj[cur][--outdeg[cur]]; // 9e
----} // a4
----return at == 0; // ac
} // 22
```

3.5. **Bipartite Matching.**

3.5.1. *Alternating Paths algorithm.*

```
vi* adj; // cc
bool* done; // b1
int* owner; // 26
int alternating_path(int left) { // da
----if (done[left]) return 0; // 08
----done[left] = true; // f2
----rep(i,0,size(adj[left])) { // 1b
--------int right = adj[left][i]; // 46
--------if (owner[right] == -1 || alternating_path(owner[right])) { // f6
------------owner[right] = left; return 1; // f2
--------} } // 88
----return 0; } // 41
```

3.5.2. *Hopcroft-Karp algorithm.* Running time is $O(|E|\sqrt{|V|})$.

```
#define MAXN 5000 // f7
int dist[MAXN+1], q[MAXN+1]; // b8
#define dist(v) dist[v == -1 ? MAXN : v] // 0f
struct bipartite_graph { // 2b
----int N, M, *L, *R; vi *adj; // fc
----bipartite_graph(int _N, int _M) : N(_N), M(_M), // 8d
--------L(new int[N]), R(new int[M]), adj(new vi[N]) {} // cd
----~bipartite_graph() { delete[] adj; delete[] L; delete[] R; } // 89
----bool bfs() { // f5
```

```
--------int l = 0, r = 0; // 37
--------rep(v,0,N) if(L[v] == -1) dist(v) = 0, q[r++] = v; // f9
------------else dist(v) = INF; // aa
--------dist(-1) = INF; // f2
--------while(l < r) { // ba
------------int v = q[l++]; // 50
------------if(dist(v) < dist(-1)) { // f1
----------------iter(u, adj[v]) if(dist(R[*u]) == INF) // 9b
--------------------dist(R[*u]) = dist(v) + 1, q[r++] = R[*u]; // 79
------------} // b8
--------} // 0d
--------return dist(-1) != INF; // 43
----} // 2c
----bool dfs(int v) { // 26
--------if(v != -1) { // d8
------------iter(u, adj[v]) // 99
----------------if(dist(R[*u]) == dist(v) + 1) // 74
--------------------if(dfs(R[*u])) { // 40
------------------------R[*u] = v, L[v] = *u; // 47
------------------------return true; // a2
--------------------} // 17
------------dist(v) = INF; // 62
------------return false; // 3c
--------} // 3d
--------return true; // ae
----} // 0f
----void add_edge(int i, int j) { adj[i].push_back(j); } // 92
----int maximum_matching() { // a2
--------int matching = 0; // 71
--------memset(L, -1, sizeof(int) * N); // 72
--------memset(R, -1, sizeof(int) * M); // bf
--------while(bfs()) rep(i,0,N) // 3e
------------matching += L[i] == -1 && dfs(i); // 1d
--------return matching; // ec
----} // 8b
}; // b7
```

3.6. Maximum Flow.

3.6.1. *Dinic's algorithm.* An implementation of Dinic's algorithm that runs in $O(|V|^2|E|)$.

```
#define MAXV 2000 // ba
int q[MAXV], d[MAXV]; // e6
struct flow_network { // 12
----struct edge { // 1e
--------int v, cap, nxt; // ab
--------edge() { } // 38
--------edge(int _v, int _cap, int _nxt) : v(_v), cap(_cap), nxt(_nxt) { } // bc
----}; // 6e
----int n, ecnt, *head, *curh; // 46
----vector<edge> e, e_store; // 1f
----flow_network(int _n, int m = -1) : n(_n), ecnt(0) { // d3
--------e.reserve(2 * (m == -1 ? n : m)); // 24
--------head = new int[n], curh = new int[n]; // 6b
--------memset(head, -1, n * sizeof(int)); // 56
----} // 77
----void destroy() { delete[] head; delete[] curh; } // f6
----void reset() { e = e_store; } // 87
----void add_edge(int u, int v, int uv, int vu = 0) { // cd
--------e.push_back(edge(v, uv, head[u])); head[u] = ecnt++; // c9
--------e.push_back(edge(u, vu, head[v])); head[v] = ecnt++; // 89
----} // 14
----int augment(int v, int t, int f) { // 3f
--------if (v == t) return f; // 6d
--------for (int &i = curh[v], ret; i != -1; i = e[i].nxt) // f9
------------if (e[i].cap > 0 && d[e[i].v] + 1 == d[v]) // cc
----------------if ((ret = augment(e[i].v, t, min(f, e[i].cap))) > 0) // 1f
--------------------return (e[i].cap -= ret, e[i^1].cap += ret, ret); // ac
--------return 0; // 19
----} // fd
----int max_flow(int s, int t, bool res = true) { // 31
--------if(s == t) return 0; // 9d
--------e_store = e; // 57
--------int f = 0, x, l, r; // 0e
--------while (true) { // b5
------------memset(d, -1, n * sizeof(int)); // a8
------------l = r = 0, d[q[r++] = t] = 0; // 0e
------------while (l < r) // 7a
----------------for (int v = q[l++], i = head[v]; i != -1; i = e[i].nxt) // a2
--------------------if (e[i^1].cap > 0 && d[e[i].v] == -1) // 29
------------------------d[q[r++] = e[i].v] = d[v]+1; // 28
------------if (d[s] == -1) break; // a0
------------memcpy(curh, head, n * sizeof(int)); // 10
------------while ((x = augment(s, t, INF)) != 0) f += x; // a6
--------} // 96
--------if (res) reset(); // 21
--------return f; // b6
----} // 1b
}; // 3b
```

3.6.2. *Edmonds Karp's algorithm.* An implementation of Edmonds Karp's algorithm that runs in $O(|V||E|^2)$.

```
#define MAXV 2000 // ba
int q[MAXV], d[MAXV], p[MAXV]; // 7b
struct flow_network { // 5e
----struct edge { // fc
--------int v, cap, nxt; // cb
--------edge(int _v, int _cap, int _nxt) : v(_v), cap(_cap), nxt(_nxt) { } // 7a
----}; // 31
----int n, ecnt, *head; // 39
----vector<edge> e, e_store; // ea
----flow_network(int _n, int m = -1) : n(_n), ecnt(0) { // 34
--------e.reserve(2 * (m == -1 ? n : m)); // 92
--------memset(head = new int[n], -1, n << 2); // 58
```

```
----}------------------------------------------------------------------------// 3a
----void destroy() { delete[] head; }----------------------------------------// d5
----void reset() { e = e_store; }--------------------------------------------// 1b
----void add_edge(int u, int v, int uv, int vu=0) {--------------------------// 7c
--------e.push_back(edge(v, uv, head[u])); head[u] = ecnt++;-----------------// 4c
--------e.push_back(edge(u, vu, head[v])); head[v] = ecnt++;-----------------// bc
----}------------------------------------------------------------------------// ef
----int max_flow(int s, int t, bool res = true) {----------------------------// 12
--------if (s == t) return 0;------------------------------------------------// d6
--------e_store = e;---------------------------------------------------------// 9e
--------int f = 0, l, r, v;--------------------------------------------------// 6f
--------while (true) {-------------------------------------------------------// 42
------------memset(d, -1, n << 2);-------------------------------------------// 3b
------------memset(p, -1, n << 2);-------------------------------------------// 92
------------l = r = 0, d[q[r++] = s] = 0;------------------------------------// 5f
------------while (l < r)----------------------------------------------------// 2c
----------------for (int u = q[l++], i = head[u]; i != -1; i = e[i].nxt)-----// c6
--------------------if (e[i].cap > 0 &&--------------------------------------// 8a
----------------------------(d[v = e[i].v] == -1 || d[u] + 1 < d[v]))--------// 2f
------------------------d[v] = d[u] + 1, p[q[r++] = v] = i;------------------// d5
------------if (p[t] == -1) break;-------------------------------------------// 4f
------------int x = INF, at = p[t];------------------------------------------// b1
------------while (at != -1) x = min(x, e[at].cap), at = p[e[at^1].v];-------// 8a
------------at = p[t], f += x;-----------------------------------------------// 2d
------------while (at != -1)-------------------------------------------------// cd
----------------e[at].cap -= x, e[at^1].cap += x, at = p[e[at^1].v];---------// 2e
--------}--------------------------------------------------------------------// 47
--------if (res) reset();----------------------------------------------------// 3b
--------return f;------------------------------------------------------------// bc
----}------------------------------------------------------------------------// 05
};---------------------------------------------------------------------------// 75
```

3.7. **Minimum Cost Maximum Flow.** Running time is $O(|V|^2|E|\log|V|)$.

```
#define MAXV 2000--------------------------------------------------------------// ba
int d[MAXV], p[MAXV], pot[MAXV];---------------------------------------------// 80
struct cmp {-----------------------------------------------------------------// d1
----bool operator ()(int i, int j) {-----------------------------------------// 8a
--------return d[i] == d[j] ? i < j : d[i] < d[j];---------------------------// 89
----}------------------------------------------------------------------------// df
};---------------------------------------------------------------------------// cf
struct flow_network {--------------------------------------------------------// eb
----struct edge {------------------------------------------------------------// 9a
--------int v, cap, cost, nxt;-----------------------------------------------// ad
--------edge(int _v, int _cap, int _cost, int _nxt)--------------------------// ec
------------: v(_v), cap(_cap), cost(_cost), nxt(_nxt) {  }------------------// c4
----};-----------------------------------------------------------------------// ad
----int n, ecnt, *head;------------------------------------------------------// 46
----vector<edge> e, e_store;-------------------------------------------------// 4b
----flow_network(int _n, int m = -1) : n(_n), ecnt(0) {----------------------// dd
--------e.reserve(2 * (m == -1 ? n : m));------------------------------------// e6
--------memset(head = new int[n], -1, n << 2);-------------------------------// 6c
----}------------------------------------------------------------------------// f3
----void destroy() { delete[] head; }----------------------------------------// ac
----void reset() { e = e_store; }--------------------------------------------// 88
----void add_edge(int u, int v, int cost, int uv, int vu=0) {----------------// b4
--------e.push_back(edge(v, uv, cost, head[u])); head[u] = ecnt++;-----------// 43
--------e.push_back(edge(u, vu, -cost, head[v])); head[v] = ecnt++;----------// 53
----}------------------------------------------------------------------------// 16
----ii min_cost_max_flow(int s, int t, bool res = true) {--------------------// 6d
--------if (s == t) return ii(0, 0);-----------------------------------------// 34
--------e_store = e;---------------------------------------------------------// 70
--------memset(pot, 0, n << 2);----------------------------------------------// 24
--------int f = 0, c = 0, v;-------------------------------------------------// d4
--------while (true) {-------------------------------------------------------// 29
------------memset(d, -1, n << 2);-------------------------------------------// fd
------------memset(p, -1, n << 2);-------------------------------------------// b7
------------set<int, cmp> q;-------------------------------------------------// d8
------------q.insert(s); d[s] = 0;-------------------------------------------// 1d
------------while (!q.empty()) {---------------------------------------------// 04
----------------int u = *q.begin();------------------------------------------// dd
----------------q.erase(q.begin());------------------------------------------// 20
----------------for (int i = head[u]; i != -1; i = e[i].nxt) {---------------// 02
--------------------if (e[i].cap == 0) continue;-----------------------------// 1c
--------------------int cd = d[u] + e[i].cost + pot[u] - pot[v = e[i].v];----// 1d
--------------------if (d[v] == -1 || cd < d[v]) {---------------------------// d2
------------------------if (q.find(v) != q.end()) q.erase(q.find(v));--------// e2
------------------------d[v] = cd; p[v] = i;---------------------------------// f7
------------------------q.insert(v);-----------------------------------------// 74
--------------------}--------------------------------------------------------// 6c
----------------}------------------------------------------------------------// 1b
------------}----------------------------------------------------------------// da
------------if (p[t] == -1) break;-------------------------------------------// 09
------------int x = INF, at = p[t];------------------------------------------// e8
------------while (at != -1) x = min(x, e[at].cap), at = p[e[at^1].v];-------// 32
------------at = p[t], f += x;-----------------------------------------------// 43
------------while (at != -1)-------------------------------------------------// 53
----------------e[at].cap -= x, e[at^1].cap += x, at = p[e[at^1].v];---------// 95
------------c += x * (d[t] + pot[t] - pot[s]);-------------------------------// 44
------------rep(i,0,n) if (p[i] != -1) pot[i] += d[i];-----------------------// 86
--------}--------------------------------------------------------------------// 4e
--------if (res) reset();----------------------------------------------------// d7
--------return ii(f, c);-----------------------------------------------------// 9f
----}------------------------------------------------------------------------// 4c
};---------------------------------------------------------------------------// ec
```

3.8. **All Pairs Maximum Flow.**

3.8.1. *Gomory-Hu Tree.* An implementation of the Gomory-Hu Tree. The spanning tree is constructed using Gusfield's algorithm in $O(|V|^2)$ plus $|V|-1$ times the time it takes to calculate the maximum flow. If Dinic's algorithm is used to calculate the max flow, the running time is $O(|V|^3|E|)$.

```
#include "dinic.cpp"---------------------------------------------------------// 58
-----------------------------------------------------------------------------// 25
bool same[MAXV];-------------------------------------------------------------// 59
```

```
pair<vii, vvi> construct_gh_tree(flow_network &g) {----------------------------// 77
----int n = g.n, v;------------------------------------------------------------// 5d
----vii par(n, ii(0, 0)); vvi cap(n, vi(n, -1));-------------------------------// 49
----rep(s,1,n) {---------------------------------------------------------------// 9e
--------int l = 0, r = 0;------------------------------------------------------// 08
--------par[s].second = g.max_flow(s, par[s].first, false);--------------------// 54
--------memset(d, 0, n * sizeof(int));-----------------------------------------// c8
--------memset(same, 0, n * sizeof(int));--------------------------------------// b7
--------d[q[r++] = s] = 1;-----------------------------------------------------// cb
--------while (l < r) {--------------------------------------------------------// d4
------------same[v = q[l++]] = true;-------------------------------------------// f6
------------for (int i = g.head[v]; i != -1; i = g.e[i].nxt)-------------------// da
----------------if (g.e[i].cap > 0 && d[g.e[i].v] == 0)------------------------// 9a
--------------------d[q[r++] = g.e[i].v] = 1;----------------------------------// 1f
--------}----------------------------------------------------------------------// d4
--------rep(i,s+1,n)-----------------------------------------------------------// 35
------------if (par[i].first == par[s].first && same[i]) par[i].first = s;-----// 93
--------g.reset();-------------------------------------------------------------// 87
----}--------------------------------------------------------------------------// 22
----rep(i,0,n) {---------------------------------------------------------------// 34
--------int mn = INF, cur = i;-------------------------------------------------// ac
--------while (true) {---------------------------------------------------------// c9
------------cap[cur][i] = mn;--------------------------------------------------// 3b
------------if (cur == 0) break;-----------------------------------------------// 37
------------mn = min(mn, par[cur].second), cur = par[cur].first;---------------// e8
--------}----------------------------------------------------------------------// de
----}--------------------------------------------------------------------------// 99
----return make_pair(par, cap);------------------------------------------------// 75
}------------------------------------------------------------------------------// f6
int compute_max_flow(int s, int t, const pair<vii, vvi> &gh) {-----------------// 2a
----if (s == t) return 0;------------------------------------------------------// 7a
----int cur = INF, at = s;-----------------------------------------------------// 57
----while (gh.second[at][t] == -1)---------------------------------------------// e0
--------cur = min(cur, gh.first[at].second), at = gh.first[at].first;----------// 00
----return min(cur, gh.second[at][t]);-----------------------------------------// 09
}------------------------------------------------------------------------------// 07
```

3.9. Heavy-Light Decomposition.

```
#include "../data-structures/segment_tree.cpp"---------------------------------// 16
struct HLD {-------------------------------------------------------------------// 25
----int n, curhead, curloc;----------------------------------------------------// d9
----vi sz, head, parent, loc;--------------------------------------------------// 81
----vvi adj; segment_tree values;----------------------------------------------// 13
----HLD(int _n) : n(_n), sz(n, 1), head(n), parent(n, -1), loc(n), adj(n) {----// 1c
--------vi tmp(n, ID); values = segment_tree(tmp); }---------------------------// f0
----void add_edge(int u, int v) { adj[u].push_back(v), adj[v].push_back(u); }--// 77
----void update_cost(int u, int v, int c) {------------------------------------// 7b
--------if (parent[v] == u) swap(u, v); assert(parent[u] == v);----------------// db
--------values.update(loc[u], c); }--------------------------------------------// 50
----int csz(int u) {-----------------------------------------------------------// 7c
--------rep(i,0,size(adj[u])) if (adj[u][i] != parent[u])----------------------// a5
------------sz[u] += csz(adj[parent[adj[u][i]] = u][i]);-----------------------// c2
--------return sz[u]; }--------------------------------------------------------// 75
----void part(int u) {---------------------------------------------------------// c3
--------head[u] = curhead; loc[u] = curloc++;----------------------------------// 63
--------int best = -1;---------------------------------------------------------// 27
--------rep(i,0,size(adj[u]))--------------------------------------------------// 49
------------if (adj[u][i] != parent[u] && (best == -1 || sz[adj[u][i]] > sz[best]))
----------------best = adj[u][i];----------------------------------------------// 26
--------if (best != -1) part(best);--------------------------------------------// c4
--------rep(i,0,size(adj[u]))--------------------------------------------------// 92
------------if (adj[u][i] != parent[u] && adj[u][i] != best)-------------------// e8
----------------part(curhead = adj[u][i]); }-----------------------------------// 88
----void build(int r = 0) { curloc = 0, csz(curhead = r), part(r); }-----------// 78
----int lca(int u, int v) {----------------------------------------------------// 74
--------vi uat, vat; int res = -1;---------------------------------------------// 43
--------while (u != -1) uat.push_back(u), u = parent[head[u]];-----------------// 51
--------while (v != -1) vat.push_back(v), v = parent[head[v]];-----------------// 6d
--------u = size(uat) - 1, v = size(vat) - 1;----------------------------------// 8a
--------while (u >= 0 && v >= 0 && head[uat[u]] == head[vat[v]])---------------// ae
------------res = (loc[uat[u]] < loc[vat[v]] ? uat[u] : vat[v]), u--, v--;-----// a2
--------return res; }----------------------------------------------------------// 91
----int query_upto(int u, int v) { int res = ID;-------------------------------// 72
--------while (head[u] != head[v])---------------------------------------------// 69
------------res = f(res, values.query(loc[head[u]], loc[u])),------------------// a4
------------u = parent[head[u]];-----------------------------------------------// 8c
--------return f(res, values.query(loc[v] + 1, loc[u])); }---------------------// ea
----int query(int u, int v) { int l = lca(u, v);-------------------------------// 53
--------return f(query_upto(u, l), query_upto(v, l)); } };---------------------// 5b
```

3.10. Centroid Decomposition.

```
#define MAXV 100100----------------------------------------------------------// 86
#define LGMAXV 20-------------------------------------------------------------// aa
int jmp[MAXV][LGMAXV],---------------------------------------------------------// 6d
----path[MAXV][LGMAXV],--------------------------------------------------------// 9d
----sz[MAXV], seph[MAXV],------------------------------------------------------// cf
----shortest[MAXV];------------------------------------------------------------// 6b
struct centroid_decomposition {------------------------------------------------// 99
----int n; vvi adj;------------------------------------------------------------// e9
----centroid_decomposition(int _n) : n(_n), adj(n) { }-------------------------// 46
----void add_edge(int a, int b) { adj[a].push_back(b), adj[b].push_back(a); }--// bc
----int dfs(int u, int p) {----------------------------------------------------// 8f
--------sz[u] = 1;-------------------------------------------------------------// c8
--------rep(i,0,size(adj[u])) if (adj[u][i] != p) sz[u] += dfs(adj[u][i], u);--// 78
--------return sz[u]; }--------------------------------------------------------// f4
----void makepaths(int sep, int u, int p, int len) {---------------------------// 84
--------jmp[u][seph[sep]] = sep, path[u][seph[sep]] = len;---------------------// d9
--------int bad = -1;----------------------------------------------------------// af
--------rep(i,0,size(adj[u])) {------------------------------------------------// f4
------------if (adj[u][i] == p) bad = i;---------------------------------------// cf
------------else makepaths(sep, adj[u][i], u, len + 1);------------------------// f2
--------}----------------------------------------------------------------------// 8a
```

```
--------if (p == sep) swap(adj[u][bad], adj[u].back()), adj[u].pop_back(); }---// 07
----void separate(int h=0, int u=0) {------------------------------------------// 03
--------dfs(u,-1); int sep = u;------------------------------------------------// b5
--------down: iter(nxt,adj[sep])-----------------------------------------------// 04
------------if (sz[*nxt] < sz[sep] && sz[*nxt] > sz[u]/2) {--------------------// db
----------------sep = *nxt; goto down; }---------------------------------------// 1a
--------seph[sep] = h, makepaths(sep, sep, -1, 0);-----------------------------// ed
--------rep(i,0,size(adj[sep])) separate(h+1, adj[sep][i]); }------------------// 90
----void paint(int u) {--------------------------------------------------------// bd
--------rep(h,0,seph[u]+1)-----------------------------------------------------// c5
------------shortest[jmp[u][h]] = min(shortest[jmp[u][h]], path[u][h]); }------// 11
----int closest(int u) {-------------------------------------------------------// 91
--------int mn = INF/2;--------------------------------------------------------// fe
--------rep(h,0,seph[u]+1) mn = min(mn, path[u][h] + shortest[jmp[u][h]]);-----// 3e
--------return mn; } };--------------------------------------------------------// 13
```

3.11. Tarjan's Off-line Lowest Common Ancestors Algorithm.

```
#include "../data-structures/union_find.cpp"-----------------------------------// 5e
struct tarjan_olca {-----------------------------------------------------------// 87
----int *ancestor;-------------------------------------------------------------// 39
----vi *adj, answers;----------------------------------------------------------// dd
----vii *queries;--------------------------------------------------------------// 66
----bool *colored;-------------------------------------------------------------// 97
----union_find uf;-------------------------------------------------------------// 70
----tarjan_olca(int n, vi *_adj) : adj(_adj), uf(n) {--------------------------// 78
--------colored = new bool[n];-------------------------------------------------// 8d
--------ancestor = new int[n];-------------------------------------------------// f2
--------queries = new vii[n];--------------------------------------------------// 3e
--------memset(colored, 0, n);-------------------------------------------------// 6e
----}--------------------------------------------------------------------------// 6b
----void query(int x, int y) {-------------------------------------------------// d3
--------queries[x].push_back(ii(y, size(answers)));----------------------------// a0
--------queries[y].push_back(ii(x, size(answers)));----------------------------// 14
--------answers.push_back(-1);-------------------------------------------------// ca
----}--------------------------------------------------------------------------// 6b
----void process(int u) {------------------------------------------------------// 85
--------ancestor[u] = u;-------------------------------------------------------// 1a
--------rep(i,0,size(adj[u])) {------------------------------------------------// ce
------------int v = adj[u][i];-------------------------------------------------// dd
------------process(v);--------------------------------------------------------// e8
------------uf.unite(u,v);-----------------------------------------------------// 55
------------ancestor[uf.find(u)] = u;------------------------------------------// 1d
--------}----------------------------------------------------------------------// 57
--------colored[u] = true;-----------------------------------------------------// b9
--------rep(i,0,size(queries[u])) {--------------------------------------------// d7
------------int v = queries[u][i].first;---------------------------------------// 89
------------if (colored[v]) {--------------------------------------------------// cb
----------------answers[queries[u][i].second] = ancestor[uf.find(v)];----------// 63
------------}------------------------------------------------------------------// d0
--------}----------------------------------------------------------------------// 40
----}--------------------------------------------------------------------------// a9
};-----------------------------------------------------------------------------// 1e
```

4. Strings

4.1. Suffix Array.
An $O(n \log^2 n)$ construction of a Suffix Tree.

```
struct entry { ii nr; int p; };------------------------------------------------// f9
bool operator <(const entry &a, const entry &b) { return a.nr < b.nr; }--------// 77
struct suffix_array {----------------------------------------------------------// 87
----string s; int n; vvi P; vector<entry> L; vi idx;---------------------------// b6
----suffix_array(string _s) : s(_s), n(size(s)) {------------------------------// a3
--------L = vector<entry>(n), P.push_back(vi(n)), idx = vi(n);-----------------// 12
--------rep(i,0,n) P[0][i] = s[i];---------------------------------------------// 5c
--------for (int stp = 1, cnt = 1; cnt >> 1 < n; stp++, cnt <<= 1) {-----------// 86
------------P.push_back(vi(n));------------------------------------------------// 53
------------rep(i,0,n)---------------------------------------------------------// 6f
----------------L[L[i].p = i].nr = ii(P[stp - 1][i],---------------------------// e2
------------------------i + cnt < n ? P[stp - 1][i + cnt] : -1);---------------// 43
------------sort(L.begin(), L.end());------------------------------------------// 5f
------------rep(i,0,n)---------------------------------------------------------// a8
----------------P[stp][L[i].p] = i > 0 &&--------------------------------------// 3a
--------------------L[i].nr == L[i - 1].nr ? P[stp][L[i - 1].p] : i;-----------// 55
--------}----------------------------------------------------------------------// 8b
--------rep(i,0,n) idx[P[size(P) - 1][i]] = i;---------------------------------// 17
----}--------------------------------------------------------------------------// d9
----int lcp(int x, int y) {----------------------------------------------------// 71
--------int res = 0;-----------------------------------------------------------// d6
--------if (x == y) return n - x;----------------------------------------------// bc
--------for (int k = size(P) - 1; k >= 0 && x < n && y < n; k--)---------------// fe
------------if (P[k][x] == P[k][y]) x += 1 << k, y += 1 << k, res += 1 << k;---// b7
--------return res;------------------------------------------------------------// bc
----}--------------------------------------------------------------------------// f1
};-----------------------------------------------------------------------------// f6
```

4.2. Aho-Corasick Algorithm.

```
struct aho_corasick {----------------------------------------------------------// 78
----struct out_node {----------------------------------------------------------// 3e
--------string keyword; out_node *next;----------------------------------------// f0
--------out_node(string k, out_node *n) : keyword(k), next(n) { }--------------// 26
----};-------------------------------------------------------------------------// b9
----struct go_node {-----------------------------------------------------------// 40
--------map<char, go_node*> next;----------------------------------------------// 6b
--------out_node *out; go_node *fail;------------------------------------------// 3e
--------go_node() { out = NULL; fail = NULL; }---------------------------------// 0f
----};-------------------------------------------------------------------------// c0
----go_node *go;---------------------------------------------------------------// b8
----aho_corasick(vector<string> keywords) {------------------------------------// 4b
--------go = new go_node();----------------------------------------------------// 77
--------iter(k, keywords) {----------------------------------------------------// f2
------------go_node *cur = go;-------------------------------------------------// a2
------------iter(c, *k)--------------------------------------------------------// 6e
----------------cur = cur->next.find(*c) != cur->next.end() ? cur->next[*c] :--// 97
```

```
--------------------(cur->next[*c] = new go_node());----------------------------// af
------------cur->out = new out_node(*k, cur->out);------------------------------// 3f
--------}-----------------------------------------------------------------------// eb
--------queue<go_node*> q;------------------------------------------------------// 2c
--------iter(a, go->next) q.push(a->second);------------------------------------// db
--------while (!q.empty()) {----------------------------------------------------// 07
------------go_node *r = q.front(); q.pop();------------------------------------// e0
------------iter(a, r->next) {--------------------------------------------------// 18
----------------go_node *s = a->second;-----------------------------------------// 55
----------------q.push(s);------------------------------------------------------// b5
----------------go_node *st = r->fail;------------------------------------------// 53
----------------while (st && st->next.find(a->first) == st->next.end())--------// 0e
--------------------st = st->fail;----------------------------------------------// b3
----------------if (!st) st = go;-----------------------------------------------// 0b
----------------s->fail = st->next[a->first];-----------------------------------// c1
----------------if (s->fail) {--------------------------------------------------// 98
--------------------if (!s->out) s->out = s->fail->out;-------------------------// ad
--------------------else {------------------------------------------------------// 5b
------------------------out_node* out = s->out;---------------------------------// b8
------------------------while (out->next) out = out->next;----------------------// b4
------------------------out->next = s->fail->out;-------------------------------// 62
--------------------}-----------------------------------------------------------// a6
----------------}---------------------------------------------------------------// 81
------------}-------------------------------------------------------------------// 55
--------}-----------------------------------------------------------------------// bf
----}---------------------------------------------------------------------------// de
----vector<string> search(string s) {-------------------------------------------// c4
--------vector<string> res;-----------------------------------------------------// 79
--------go_node *cur = go;------------------------------------------------------// 85
--------iter(c, s) {------------------------------------------------------------// 57
------------while (cur && cur->next.find(*c) == cur->next.end())----------------// df
----------------cur = cur->fail;------------------------------------------------// b1
------------if (!cur) cur = go;-------------------------------------------------// 92
------------cur = cur->next[*c];------------------------------------------------// 97
------------if (!cur) cur = go;-------------------------------------------------// 01
------------for (out_node *out = cur->out; out; out = out->next)----------------// d7
----------------res.push_back(out->keyword);------------------------------------// 7c
--------}-----------------------------------------------------------------------// 56
--------return res;-------------------------------------------------------------// 6b
----}---------------------------------------------------------------------------// 3e
};------------------------------------------------------------------------------// de
```

4.3. The Z algorithm.

```
int* z_values(const string &s) {------------------------------------------------// 4d
----int n = size(s);------------------------------------------------------------// 97
----int* z = new int[n];--------------------------------------------------------// c4
----int l = 0, r = 0;-----------------------------------------------------------// 1c
----z[0] = n;-------------------------------------------------------------------// 98
----rep(i,1,n) {----------------------------------------------------------------// b2
--------z[i] = 0;---------------------------------------------------------------// 4c
--------if (i > r) {------------------------------------------------------------// 6d
------------l = r = i;----------------------------------------------------------// 24
------------while (r < n && s[r - l] == s[r]) r++;------------------------------// 68
------------z[i] = r - l; r--;--------------------------------------------------// 07
--------} else if (z[i - l] < r - i + 1) z[i] = z[i - l];-----------------------// 6f
--------else {------------------------------------------------------------------// a8
------------l = i;--------------------------------------------------------------// 55
------------while (r < n && s[r - l] == s[r]) r++;------------------------------// 2c
------------z[i] = r - l; r--; } }----------------------------------------------// 13
----return z;-------------------------------------------------------------------// 78
}-------------------------------------------------------------------------------// 16
```

4.4. Eertree.

```
#define MAXN 100100-------------------------------------------------------------// 29
#define SIGMA 26----------------------------------------------------------------// e2
#define BASE 'a'----------------------------------------------------------------// a1
char *s = new char[MAXN];-------------------------------------------------------// db
struct state {------------------------------------------------------------------// 33
----int len, link, to[SIGMA];---------------------------------------------------// 24
} *st = new state[MAXN+2];------------------------------------------------------// 57
struct eertree {----------------------------------------------------------------// 78
----int last, sz, n;------------------------------------------------------------// ba
----eertree() : last(1), sz(2), n(0) {------------------------------------------// 83
--------st[0].len = st[0].link = -1;--------------------------------------------// 3f
--------st[1].len = st[1].link = 0; }-------------------------------------------// 34
----int extend() {--------------------------------------------------------------// c2
--------char c = s[n++]; int p = last;------------------------------------------// 25
--------while (n - st[p].len - 2 < 0 || c != s[n - st[p].len - 2]) p = st[p].link;
--------if (!st[p].to[c-BASE]) {------------------------------------------------// 82
------------int q = last = sz++;------------------------------------------------// 42
------------st[p].to[c-BASE] = q;-----------------------------------------------// fc
------------st[q].len = st[p].len + 2;------------------------------------------// c5
------------do { p = st[p].link;------------------------------------------------// 04
------------} while (p != -1 && (n < st[p].len + 2 || c != s[n - st[p].len - 2]));
------------if (p == -1) st[q].link = 1;----------------------------------------// 77
------------else st[q].link = st[p].to[c-BASE];---------------------------------// 6a
------------return 1; }---------------------------------------------------------// 29
--------last = st[p].to[c-BASE];------------------------------------------------// 42
--------return 0; } };----------------------------------------------------------// ec
```

5. Mathematics

5.1. Big Integer.

```
struct intx {-------------------------------------------------------------------// cf
----intx() { normalize(1); }----------------------------------------------------// 6c
----intx(string n) { init(n); }-------------------------------------------------// b9
----intx(int n) { stringstream ss; ss << n; init(ss.str()); }-------------------// 36
----intx(const intx& other) : sign(other.sign), data(other.data) { }------------// 3b
----int sign;-------------------------------------------------------------------// 26
----vector<unsigned int> data;--------------------------------------------------// 19
----static const int dcnt = 9;--------------------------------------------------// 12
----static const unsigned int radix = 1000000000U;------------------------------// f0
----int size() const { return data.size(); }------------------------------------// 29
```

```
----void init(string n) {------------------------------------------------------// 13
--------intx res; res.data.clear();--------------------------------------------// 4e
--------if (n.empty()) n = "0";------------------------------------------------// 99
--------if (n[0] == '-') res.sign = -1, n = n.substr(1);-----------------------// 3b
--------for (int i = n.size() - 1; i >= 0; i -= intx::dcnt) {------------------// e7
------------unsigned int digit = 0;--------------------------------------------// 98
------------for (int j = intx::dcnt - 1; j >= 0; j--) {------------------------// 72
----------------int idx = i - j;-----------------------------------------------// cd
----------------if (idx < 0) continue;-----------------------------------------// 52
----------------digit = digit * 10 + (n[idx] - '0');---------------------------// 1f
------------}------------------------------------------------------------------// c0
------------res.data.push_back(digit);-----------------------------------------// 07
--------}----------------------------------------------------------------------// fb
--------data = res.data;-------------------------------------------------------// 7d
--------normalize(res.sign);---------------------------------------------------// 76
----}--------------------------------------------------------------------------// 6e
----intx& normalize(int nsign) {-----------------------------------------------// 3b
--------if (data.empty()) data.push_back(0);-----------------------------------// fa
--------for (int i = data.size() - 1; i > 0 && data[i] == 0; i--)--------------// 27
------------data.erase(data.begin() + i);--------------------------------------// 67
--------sign = data.size() == 1 && data[0] == 0 ? 1 : nsign;-------------------// ff
--------return *this;----------------------------------------------------------// 40
----}--------------------------------------------------------------------------// ac
----friend ostream& operator <<(ostream& outs, const intx& n) {----------------// 0d
--------if (n.sign < 0) outs << '-';-------------------------------------------// c0
--------bool first = true;-----------------------------------------------------// 33
--------for (int i = n.size() - 1; i >= 0; i--) {------------------------------// 63
------------if (first) outs << n.data[i], first = false;-----------------------// 33
------------else {-------------------------------------------------------------// 1f
----------------unsigned int cur = n.data[i];----------------------------------// 0f
----------------stringstream ss; ss << cur;------------------------------------// 8c
----------------string s = ss.str();-------------------------------------------// 64
----------------int len = s.size();--------------------------------------------// 0d
----------------while (len < intx::dcnt) outs << '0', len++;-------------------// 0a
----------------outs << s;-----------------------------------------------------// 97
------------}------------------------------------------------------------------// f7
--------}----------------------------------------------------------------------// e9
--------return outs;-----------------------------------------------------------// cf
----}--------------------------------------------------------------------------// b9
----string to_string() const { stringstream ss; ss << *this; return ss.str(); }// fc
----bool operator <(const intx& b) const {-------------------------------------// 21
--------if (sign != b.sign) return sign < b.sign;------------------------------// cf
--------if (size() != b.size())------------------------------------------------// 4d
------------return sign == 1 ? size() < b.size() : size() > b.size();----------// 4d
--------for (int i = size() - 1; i >= 0; i--) if (data[i] != b.data[i])--------// 35
----------------return sign == 1 ? data[i] < b.data[i] : data[i] > b.data[i];--// 27
--------return false;----------------------------------------------------------// ca
----}--------------------------------------------------------------------------// 32
----intx operator -() const { intx res(*this); res.sign *= -1; return res; }---// 9d
----friend intx abs(const intx &n) { return n < 0 ? -n : n; }------------------// 02
----intx operator +(const intx& b) const {-------------------------------------// f8
```

```
--------if (sign > 0 && b.sign < 0) return *this - (-b);-----------------------// 36
--------if (sign < 0 && b.sign > 0) return b - (-*this);-----------------------// 70
--------if (sign < 0 && b.sign < 0) return -((-*this) + (-b));-----------------// 59
--------intx c; c.data.clear();------------------------------------------------// 18
--------unsigned long long carry = 0;------------------------------------------// 5c
--------for (int i = 0; i < size() || i < b.size() || carry; i++) {------------// e3
------------carry += (i < size() ? data[i] : 0ULL) +---------------------------// 91
----------------(i < b.size() ? b.data[i] : 0ULL);-----------------------------// 0c
------------c.data.push_back(carry % intx::radix);-----------------------------// 86
------------carry /= intx::radix;----------------------------------------------// fd
--------}----------------------------------------------------------------------// 50
--------return c.normalize(sign);----------------------------------------------// 20
----}--------------------------------------------------------------------------// 70
----intx operator -(const intx& b) const {-------------------------------------// 53
--------if (sign > 0 && b.sign < 0) return *this + (-b);-----------------------// 8f
--------if (sign < 0 && b.sign > 0) return -(-*this + b);----------------------// 1b
--------if (sign < 0 && b.sign < 0) return (-b) - (-*this);--------------------// a1
--------if (*this < b) return -(b - *this);------------------------------------// 36
--------intx c; c.data.clear();------------------------------------------------// 6b
--------long long borrow = 0;--------------------------------------------------// f8
--------rep(i,0,size()) {------------------------------------------------------// a7
------------borrow = data[i] - borrow - (i < b.size() ? b.data[i] : 0ULL);-----// a5
------------c.data.push_back(borrow < 0 ? intx::radix + borrow : borrow);------// 9b
------------borrow = borrow < 0 ? 1 : 0;---------------------------------------// fb
--------}----------------------------------------------------------------------// dd
--------return c.normalize(sign);----------------------------------------------// 5c
----}--------------------------------------------------------------------------// 5e
----intx operator *(const intx& b) const {-------------------------------------// b3
--------intx c; c.data.assign(size() + b.size() + 1, 0);-----------------------// 3a
--------rep(i,0,size()) {------------------------------------------------------// 0f
------------long long carry = 0;-----------------------------------------------// 15
------------for (int j = 0; j < b.size() || carry; j++) {----------------------// 95
----------------if (j < b.size()) carry += (long long)data[i] * b.data[j];-----// 6d
----------------carry += c.data[i + j];----------------------------------------// c6
----------------c.data[i + j] = carry % intx::radix;---------------------------// a8
----------------carry /= intx::radix;------------------------------------------// dc
------------}------------------------------------------------------------------// e3
--------}----------------------------------------------------------------------// f0
--------return c.normalize(sign * b.sign);-------------------------------------// 09
----}--------------------------------------------------------------------------// a7
----friend pair<intx,intx> divmod(const intx& n, const intx& d) {--------------// 40
--------assert(!(d.size() == 1 && d.data[0] == 0));---------------------------// 42
--------intx q, r; q.data.assign(n.size(), 0);---------------------------------// 5e
--------for (int i = n.size() - 1; i >= 0; i--) {------------------------------// 52
------------r.data.insert(r.data.begin(), 0);----------------------------------// cb
------------r = r + n.data[i];-------------------------------------------------// ea
------------long long k = 0;---------------------------------------------------// dd
------------if (d.size() < r.size())-------------------------------------------// 4d
----------------k = (long long)intx::radix * r.data[d.size()];-----------------// d2
------------if (d.size() - 1 < r.size()) k += r.data[d.size() - 1];------------// af
------------k /= d.data.back();------------------------------------------------// 85
```

```
------------r = r - abs(d) * k;-------------------------------------------// 3b
------------// if (r < 0) for (ll t = 1LL << 62; t >= 1; t >>= 1) {------------// 0e
------------//---- intx dd = abs(d) * t;--------------------------------------// 9d
------------//---- while (r + dd < 0) r = r + dd, k -= t; }-------------------// a1
------------while (r < 0) r = r + abs(d), k--;--------------------------------// cb
------------q.data[i] = k;----------------------------------------------------// 1a
--------}-----------------------------------------------------------------------// 3c
--------return pair<intx, intx>(q.normalize(n.sign * d.sign), r);--------------// 9e
----}---------------------------------------------------------------------------// a7
----intx operator /(const intx& d) const {--------------------------------------// 22
--------return divmod(*this,d).first; }-----------------------------------------// c3
----intx operator %(const intx& d) const {--------------------------------------// 32
--------return divmod(*this,d).second * sign; }---------------------------------// 0c
};------------------------------------------------------------------------------// 64
```

5.1.1. *Fast Multiplication.*

```
#include "intx.cpp"-------------------------------------------------------------// 83
#include "fft.cpp"--------------------------------------------------------------// 13
--------------------------------------------------------------------------------// e0
intx fastmul(const intx &an, const intx &bn) {----------------------------------// ab
----string as = an.to_string(), bs = bn.to_string();----------------------------// 32
----int n = size(as), m = size(bs), l = 1,--------------------------------------// dc
--------len = 5, radix = 100000,------------------------------------------------// 4f
--------*a = new int[n], alen = 0,----------------------------------------------// b8
--------*b = new int[m], blen = 0;----------------------------------------------// 0a
----memset(a, 0, n << 2);-------------------------------------------------------// 1d
----memset(b, 0, m << 2);-------------------------------------------------------// 01
----for (int i = n - 1; i >= 0; i -= len, alen++)-------------------------------// 6e
--------for (int j = min(len - 1, i); j >= 0; j--)------------------------------// 43
------------a[alen] = a[alen] * 10 + as[i - j] - '0';---------------------------// 14
----for (int i = m - 1; i >= 0; i -= len, blen++)-------------------------------// b6
--------for (int j = min(len - 1, i); j >= 0; j--)------------------------------// ae
------------b[blen] = b[blen] * 10 + bs[i - j] - '0';---------------------------// 9b
----while (l < 2*max(alen,blen)) l <<= 1;---------------------------------------// 51
----cpx *A = new cpx[l], *B = new cpx[l];---------------------------------------// 0d
----rep(i,0,l) A[i] = cpx(i < alen ? a[i] : 0, 0);------------------------------// ff
----rep(i,0,l) B[i] = cpx(i < blen ? b[i] : 0, 0);------------------------------// 7f
----fft(A, l); fft(B, l);-------------------------------------------------------// 77
----rep(i,0,l) A[i] *= B[i];----------------------------------------------------// 1c
----fft(A, l, true);------------------------------------------------------------// ec
----ull *data = new ull[l];-----------------------------------------------------// f1
----rep(i,0,l) data[i] = (ull)(round(real(A[i])));------------------------------// e2
----rep(i,0,l-1)----------------------------------------------------------------// c8
--------if (data[i] >= (unsigned int)(radix)) {---------------------------------// 03
------------data[i+1] += data[i] / radix;---------------------------------------// 48
------------data[i] %= radix;---------------------------------------------------// 94
--------}-----------------------------------------------------------------------// 47
----int stop = l-1;-------------------------------------------------------------// 92
----while (stop > 0 && data[stop] == 0) stop--;---------------------------------// 5b
----stringstream ss;------------------------------------------------------------// a6
----ss << data[stop];-----------------------------------------------------------// f3
----for (int i = stop - 1; i >= 0; i--)-----------------------------------------// 7b
--------ss << setfill('0') << setw(len) << data[i];-----------------------------// 41
----delete[] A; delete[] B;-----------------------------------------------------// dd
----delete[] a; delete[] b;-----------------------------------------------------// 77
----delete[] data;--------------------------------------------------------------// 5e
----return intx(ss.str());------------------------------------------------------// 88
}-------------------------------------------------------------------------------// d8
```

5.2. **Binomial Coefficients.** The binomial coefficient $\binom{n}{k} = \frac{n!}{k!(n-k)!}$ is the number of ways to choose k items out of a total of n items.

```
int nck(int n, int k) {---------------------------------------------------------// f6
----if (n - k < k) k = n - k;---------------------------------------------------// 18
----int res = 1;----------------------------------------------------------------// cb
----rep(i,1,k+1) res = res * (n - (k - i)) / i;---------------------------------// 16
----return res;-----------------------------------------------------------------// 6d
}-------------------------------------------------------------------------------// 3d
```

5.3. **Euclidean algorithm.**

```
int gcd(int a, int b) { return b == 0 ? a : gcd(b, a % b); }-------------------// d9
```

The extended Euclidean algorithm computes the greatest common divisor d of two integers a, b and also finds two integers x, y such that $a \times x + b \times y = d$.

```
int egcd(int a, int b, int& x, int& y) {----------------------------------------// 85
----if (b == 0) { x = 1; y = 0; return a; }-------------------------------------// 7b
----else {----------------------------------------------------------------------// 00
--------int d = egcd(b, a % b, x, y);-------------------------------------------// 34
--------x -= a / b * y;---------------------------------------------------------// 4a
--------swap(x, y);-------------------------------------------------------------// 26
--------return d;---------------------------------------------------------------// db
----}---------------------------------------------------------------------------// 9e
}-------------------------------------------------------------------------------// 40
```

5.4. **Trial Division Primality Testing.**

```
bool is_prime(int n) {----------------------------------------------------------// 6c
----if (n < 2) return false;----------------------------------------------------// c9
----if (n < 4) return true;-----------------------------------------------------// d9
----if (n % 2 == 0 || n % 3 == 0) return false;---------------------------------// 0f
----if (n < 25) return true;----------------------------------------------------// ef
----int s = static_cast<int>(sqrt(static_cast<double>(n)));---------------------// 64
----for (int i = 5; i <= s; i += 6)---------------------------------------------// 6c
--------if (n % i == 0 || n % (i + 2) == 0) return false;-----------------------// e9
----return true; }--------------------------------------------------------------// 43
```

5.5. **Miller-Rabin Primality Test.**

```
#include "mod_pow.cpp"----------------------------------------------------------// c7
bool is_probable_prime(ll n, int k) {-------------------------------------------// be
----if (~n & 1) return n == 2;--------------------------------------------------// d1
----if (n <= 3) return n == 3;--------------------------------------------------// 39
----int s = 0; ll d = n - 1;----------------------------------------------------// 37
----while (~d & 1) d >>= 1, s++;------------------------------------------------// 35
----while (k--) {---------------------------------------------------------------// c8
--------ll a = (n - 3) * rand() / RAND_MAX + 2;---------------------------------// 06
--------ll x = mod_pow(a, d, n);------------------------------------------------// 64
```

```
--------if (x == 1 || x == n - 1) continue;---------------------------------// 9b
--------bool ok = false;----------------------------------------------------// 03
--------rep(i,0,s-1) {------------------------------------------------------// 13
------------x = (x * x) % n;------------------------------------------------// 90
------------if (x == 1) return false;---------------------------------------// 5c
------------if (x == n - 1) { ok = true; break; }---------------------------// a1
--------}-------------------------------------------------------------------// 3a
--------if (!ok) return false;----------------------------------------------// 37
----} return true; }--------------------------------------------------------// fe
```

5.6. Sieve of Eratosthenes.

```
vi prime_sieve(int n) {----------------------------------------------------// 40
----int mx = (n - 3) >> 1, sq, v, i = -1;-----------------------------------// 27
----vi primes;--------------------------------------------------------------// 8f
----bool* prime = new bool[mx + 1];-----------------------------------------// ef
----memset(prime, 1, mx + 1);-----------------------------------------------// 28
----if (n >= 2) primes.push_back(2);----------------------------------------// f4
----while (++i <= mx) if (prime[i]) {---------------------------------------// 73
--------primes.push_back(v = (i << 1) + 3);---------------------------------// be
--------if ((sq = i * ((i << 1) + 6) + 3) > mx) break;----------------------// 2d
--------for (int j = sq; j <= mx; j += v) prime[j] = false; }---------------// 2e
----while (++i <= mx) if (prime[i]) primes.push_back((i << 1) + 3);---------// 29
----delete[] prime; // can be used for O(1) lookup--------------------------// 36
----return primes; }--------------------------------------------------------// 72
```

5.7. Modular Multiplicative Inverse.

```
#include "egcd.cpp"---------------------------------------------------------// 55
----------------------------------------------------------------------------// e8
int mod_inv(int a, int m) {-------------------------------------------------// 49
----int x, y, d = egcd(a, m, x, y);-----------------------------------------// 3e
----if (d != 1) return -1;--------------------------------------------------// 20
----return x < 0 ? x + m : x;-----------------------------------------------// 3c
}---------------------------------------------------------------------------// 69
```

5.8. Chinese Remainder Theorem.

```
#include "egcd.cpp"---------------------------------------------------------// 55
int crt(const vi& as, const vi& ns) {---------------------------------------// c3
----int cnt = size(as), N = 1, x = 0, r, s, l;------------------------------// 55
----rep(i,0,cnt) N *= ns[i];------------------------------------------------// b1
----rep(i,0,cnt) egcd(ns[i], l = N/ns[i], r, s), x += as[i] * s * l;--------// 21
----return mod(x, N); }-----------------------------------------------------// b2
```

5.9. Linear Congruence Solver.

A function that returns all solutions to $ax \equiv b \pmod{n}$, modulo n.

```
#include "egcd.cpp"---------------------------------------------------------// 55
vi linear_congruence(int a, int b, int n) {---------------------------------// c8
----int x, y, d = egcd(a, n, x, y);-----------------------------------------// 7a
----vi res;-----------------------------------------------------------------// f5
----if (b % d != 0) return res;---------------------------------------------// 30
----int x0 = mod(b / d * x, n);---------------------------------------------// 48
----rep(k,0,d) res.push_back(mod(x0 + k * n / d, n));-----------------------// 7e
----return res;-------------------------------------------------------------// fe
}---------------------------------------------------------------------------// c0
```

5.10. Numeric Integration.

```
double integrate(double (*f)(double), double a, double b,-------------------// 76
--------double delta = 1e-6) {----------------------------------------------// c0
----if (abs(a - b) < delta)-------------------------------------------------// 38
--------return (b-a)/8 *----------------------------------------------------// 56
------------(f(a) + 3*f((2*a+b)/3) + 3*f((a+2*b)/3) + f(b));----------------// e1
----return integrate(f, a,--------------------------------------------------// 64
------------(a+b)/2, delta) + integrate(f, (a+b)/2, b, delta);--------------// 0c
}---------------------------------------------------------------------------// 4b
```

5.11. Fast Fourier Transform.

The Cooley-Tukey algorithm for quickly computing the discrete Fourier transform. The `fft` function only supports powers of twos. The `czt` function implements the Chirp Z-transform and supports any size, but is slightly slower.

```
#include <complex>----------------------------------------------------------// 8e
typedef complex<long double> cpx;-------------------------------------------// 25
// NOTE: n must be a power of two-------------------------------------------// 14
void fft(cpx *x, int n, bool inv=false) {-----------------------------------// 36
----for (int i = 0, j = 0; i < n; i++) {------------------------------------// f9
--------if (i < j) swap(x[i], x[j]);----------------------------------------// 44
--------int m = n>>1;-------------------------------------------------------// 9c
--------while (1 <= m && m <= j) j -= m, m >>= 1;---------------------------// fe
--------j += m;-------------------------------------------------------------// 11
----}-----------------------------------------------------------------------// d0
----for (int mx = 1; mx < n; mx <<= 1) {------------------------------------// 15
--------cpx wp = exp(cpx(0, (inv ? -1 : 1) * pi / mx)), w = 1;--------------// 79
--------for (int m = 0; m < mx; m++, w *= wp) {-----------------------------// dc
------------for (int i = m; i < n; i += mx << 1) {--------------------------// 6a
----------------cpx t = x[i + mx] * w;--------------------------------------// 12
----------------x[i + mx] = x[i] - t;---------------------------------------// 73
----------------x[i] += t;--------------------------------------------------// 0e
------------}---------------------------------------------------------------// 14
--------}-------------------------------------------------------------------// a4
----}-----------------------------------------------------------------------// bf
----if (inv) rep(i,0,n) x[i] /= cpx(n);-------------------------------------// 16
}---------------------------------------------------------------------------// 1c
void czt(cpx *x, int n, bool inv=false) {-----------------------------------// c5
----int len = 2*n+1;--------------------------------------------------------// bc
----while (len & (len - 1)) len &= len - 1;---------------------------------// 65
----len <<= 1;--------------------------------------------------------------// 21
----cpx w = exp(-2.0L * pi / n * cpx(0,1)),---------------------------------// 45
--------*c = new cpx[n], *a = new cpx[len],---------------------------------// 4e
--------*b = new cpx[len];--------------------------------------------------// 30
----rep(i,0,n) c[i] = pow(w, (inv ? -1.0 : 1.0)*i*i/2);---------------------// 9e
----rep(i,0,n) a[i] = x[i] * c[i], b[i] = 1.0L/c[i];------------------------// e9
----rep(i,0,n-1) b[len - n + i + 1] = 1.0L/c[n-i-1];------------------------// 9f
----fft(a, len); fft(b, len);-----------------------------------------------// 63
----rep(i,0,len) a[i] *= b[i];----------------------------------------------// 58
----fft(a, len, true);------------------------------------------------------// 2d
----rep(i,0,n) {------------------------------------------------------------// ff
```

```
--------x[i] = c[i] * a[i];----------------------------------------------------// 77
--------if (inv) x[i] /= cpx(n);-----------------------------------------------// b1
----}--------------------------------------------------------------------------// 27
----delete[] a;----------------------------------------------------------------// 0a
----delete[] b;----------------------------------------------------------------// 5c
----delete[] c;----------------------------------------------------------------// f8
}------------------------------------------------------------------------------// c6
```

5.12. **Formulas.**

- Number of permutations of n objects, where there are n_1 objects of type 1, n_2 objects of type 2, $\ldots$, n_k objects of type k: $\binom{n}{n_1,n_2,\ldots,n_k} = \frac{n!}{n_1! \times n_2! \times \cdots \times n_k!}$
- Number of ways to choose k objects from a total of n objects where order does not matter and each item can be chosen multiple times: $f_k^n = \binom{n+k-1}{k} = \frac{(n+k-1)!}{k!(n-1)!}$
- Number of integer solutions to $x_1 + x_2 + \cdots + x_n = k$ where $x_i \geq 0$: f_k^n
- Number of strings with n sets of brackets such that the brackets are balanced: $C_n = \sum_{k=0}^{n-1} C_k C_{n-1-k} = \frac{1}{n+1}\binom{2n}{n}$
- Number of triangulations of a convex polygon with n points, number of rooted binary trees with $n+1$ vertices, number of paths across an $n \times n$ lattice which do not rise above the main diagonal: C_n
- Number of permutations of n objects with exactly k ascending sequences or *runs*: $\left\langle {n \atop k} \right\rangle = \left\langle {n \atop n-k-1} \right\rangle = k\left\langle {n-1 \atop k} \right\rangle + (n-k+1)\left\langle {n-1 \atop k-1} \right\rangle = \sum_{i=0}^{k}(-1)^i\binom{n+1}{i}(k+1-i)^n, \left\langle {n \atop 0} \right\rangle = \left\langle {n \atop n-1} \right\rangle = 1$
- Number of permutations of n objects with exactly k cycles: $\left[{n \atop k} \right] = \left[{n-1 \atop k-1} \right] + (n-1)\left[{n-1 \atop k} \right]$
- Number of ways to partition n objects into k sets: $\left\{ {n \atop k} \right\} = k\left\{ {n-1 \atop k} \right\} + \left\{ {n-1 \atop k-1} \right\}, \left\{ {n \atop 0} \right\} = \left\{ {n \atop n} \right\} = 1$
- Number of permutations of length n that have no fixed points (derangements): $D_0 = 1, D_1 = 0, D_n = (n-1)(D_{n-1} + D_{n-2})$
- Number of permutations of length n that have exactly k fixed points: $\binom{n}{k} D_{n-k}$
- **Jacobi symbol:** $\left(\frac{a}{b}\right) = a^{(b-1)/2} \pmod{b}$
- **Heron's formula:** A triangle with side lengths a, b, c has area $\sqrt{s(s-a)(s-b)(s-c)}$ where $s = \frac{a+b+c}{2}$.
- **Pick's theorem:** A polygon on an integer grid containing i lattice points and having b lattice points on the boundary has area $i + \frac{b}{2} - 1$.
- **Divisor sigma:** The sum of divisors of n to the xth power is $\sigma_x(n) = \prod_{i=0}^{r} \frac{p_i^{(a_i+1)x} - 1}{p_i^x - 1}$ where $n = \prod_{i=0}^{r} p_i^{a_i}$ is the prime factorization.
- **Euler's totient:** The number of integers less than n that are comprime to n are $n\prod_{p|n}\left(1 - \frac{1}{p}\right)$ where each p is a distinct prime factor of n.
- $\gcd(2^a - 1, 2^b - 1) = 2^{\gcd(a,b)} - 1$
- **Wilson's theorem:** $(n-1)! \equiv -1 \pmod{n}$ iff. n is prime
- **Lagrange polynomial** through points $(x_0, y_0), \ldots, (x_k, y_k)$ is $L(x) = \sum_{j=0}^{k} y_j \prod_{\substack{0 \leq m \leq k \\ m \neq j}} \frac{x - x_m}{x_j - x_m}$

5.13. **Numbers and Sequences.** Some random prime numbers: 1031, 32771, 1048583, 33554467, 1073741827, 34359738421, 1099511627791, 35184372088891, 1125899906842679, 36028797018963971.

6. Geometry

6.1. **Primitives.**

```
#include <complex>-------------------------------------------------------------// 8e
#define P(p) const point &p----------------------------------------------------// b8
#define L(p0, p1) P(p0), P(p1)-------------------------------------------------// 30
#define C(p0, r) P(p0), double r-----------------------------------------------// 08
#define PP(pp) pair<point,point> &pp-------------------------------------------// a1
typedef complex<double> point;-------------------------------------------------// 9e
double dot(P(a), P(b)) { return real(conj(a) * b); }---------------------------// 4a
double cross(P(a), P(b)) { return imag(conj(a) * b); }-------------------------// f3
point rotate(P(p), double radians = pi / 2, P(about) = point(0,0)) { ----------// 0b
----return (p - about) * exp(point(0, radians)) + about; }---------------------// f5
point reflect(P(p), L(about1, about2)) {---------------------------------------// 45
----point z = p - about1, w = about2 - about1;---------------------------------// 74
----return conj(z / w) * w + about1; }-----------------------------------------// d1
point proj(P(u), P(v)) { return dot(u, v) / dot(u, u) * u; }-------------------// 98
point normalize(P(p), double k = 1.0) { ---------------------------------------// a9
----return abs(p) == 0 ? point(0,0) : p / abs(p) * k; } //TODO: TEST-----------// 1c
bool parallel(L(a, b), L(p, q)) { return abs(cross(b - a, q - p)) < EPS; }-----// 74
double ccw(P(a), P(b), P(c)) { return cross(b - a, c - b); }-------------------// ab
bool collinear(P(a), P(b), P(c)) { return abs(ccw(a, b, c)) < EPS; }-----------// 95
bool collinear(L(a, b), L(p, q)) {---------------------------------------------// de
----return abs(ccw(a, b, p)) < EPS && abs(ccw(a, b, q)) < EPS;  }--------------// 27
double angle(P(a), P(b), P(c)) {-----------------------------------------------// 93
----return acos(dot(b - a, c - b) / abs(b - a) / abs(c - b)); }----------------// a2
double signed_angle(P(a), P(b), P(c)) {----------------------------------------// 46
----return asin(cross(b - a, c - b) / abs(b - a) / abs(c - b)); }--------------// 80
double angle(P(p)) { return atan2(imag(p), real(p)); }-------------------------// c0
point perp(P(p)) { return point(-imag(p), real(p)); }--------------------------// 3c
double progress(P(p), L(a, b)) {-----------------------------------------------// c7
----if (abs(real(a) - real(b)) < EPS)------------------------------------------// 7d
--------return (imag(p) - imag(a)) / (imag(b) - imag(a));----------------------// b7
----else return (real(p) - real(a)) / (real(b) - real(a)); }-------------------// 6c
bool intersect(L(a, b), L(p, q), point &res, bool segment = false) {-----------// b4
----// NOTE: check for parallel/collinear lines before calling this function---// 88
----point r = b - a, s = q - p;------------------------------------------------// 54
----double c = cross(r, s), t = cross(p - a, s) / c, u = cross(p - a, r) / c;--// 29
----if (segment && (t < 0-EPS || t > 1+EPS || u < 0-EPS || u > 1+EPS))---------// 30
--------return false;----------------------------------------------------------// c0
----res = a + t * r;-----------------------------------------------------------// 88
----return true;---------------------------------------------------------------// 03
}------------------------------------------------------------------------------// 92
point closest_point(L(a, b), P(c), bool segment = false) {---------------------// 06
----if (segment) {-------------------------------------------------------------// 90
--------if (dot(b - a, c - b) > 0) return b;-----------------------------------// 93
--------if (dot(a - b, c - a) > 0) return a;-----------------------------------// bb
----}--------------------------------------------------------------------------// d5
----double t = dot(c - a, b - a) / norm(b - a);--------------------------------// 61
----return a + t * (b - a);----------------------------------------------------// 4f
}------------------------------------------------------------------------------// 19
double line_segment_distance(L(a,b), L(c,d)) {---------------------------------// f6
----double x = INFINITY;-------------------------------------------------------// 8c
----if (abs(a - b) < EPS && abs(c - d) < EPS) x = abs(a - c);------------------// 5f
----else if (abs(a - b) < EPS) x = abs(a - closest_point(c, d, a, true));------// 97
----else if (abs(c - d) < EPS) x = abs(c - closest_point(a, b, c, true));------// 68
----else if ((ccw(a, b, c) < 0) != (ccw(a, b, d) < 0) &&-----------------------// fa
------------ (ccw(c, d, a) < 0) != (ccw(c, d, b) < 0)) x = 0;------------------// bb
```

```
----else {---------------------------------------------------------------------// 5b
--------x = min(x, abs(a - closest_point(c,d, a, true)));----------------------// 07
--------x = min(x, abs(b - closest_point(c,d, b, true)));----------------------// 75
--------x = min(x, abs(c - closest_point(a,b, c, true)));----------------------// 48
--------x = min(x, abs(d - closest_point(a,b, d, true)));----------------------// 75
----}--------------------------------------------------------------------------// 60
----return x;------------------------------------------------------------------// 57
}------------------------------------------------------------------------------// 8e
int intersect(C(A, rA), C(B, rB), point & res1, point & res2) { ---------------// ca
----double d = abs(B - A);-----------------------------------------------------// 06
----if ((rA + rB) <  (d - EPS) || d < abs(rA - rB) - EPS) return 0;------------// 5d
----double a = (rA*rA - rB*rB + d*d) / 2 / d, h = sqrt(rA*rA - a*a);-----------// 5e
----point v = normalize(B - A, a), u = normalize(rotate(B-A), h);--------------// da
----res1 = A + v + u, res2 = A + v - u;----------------------------------------// c2
----if (abs(u) < EPS) return 1; return 2;--------------------------------------// 95
}------------------------------------------------------------------------------// 4e
int intersect(L(A, B), C(O, r), point & res1, point & res2) {------------------// e4
---- double h = abs(O - closest_point(A, B, O));-------------------------------// f4
---- if(r < h - EPS) return 0;-------------------------------------------------// 89
---- point H = proj(O - A, B - A) + A, v = normalize((B - A), sqrt(r*r - h*h));// a9
---- res1 = H + v; res2 = H - v;-----------------------------------------------// ab
---- if(abs(v) < EPS) return 1; return 2;--------------------------------------// f7
 }-----------------------------------------------------------------------------// b8
int tangent(P(A), C(O, r), point & res1, point & res2) {-----------------------// 15
----point v = O - A; double d = abs(v);----------------------------------------// 2c
----if (d < r - EPS) return 0;-------------------------------------------------// 14
----double alpha = asin(r / d), L = sqrt(d*d - r*r);---------------------------// 45
----v = normalize(v, L);-------------------------------------------------------// 10
----res1 = A + rotate(v, alpha); res2 = A + rotate(v, -alpha);-----------------// 56
----if (abs(r - d) < EPS || abs(v) < EPS) return 1;----------------------------// 1d
----return 2;------------------------------------------------------------------// 97
}------------------------------------------------------------------------------// 46
void tangent_outer(point A, double rA, point B, double rB, PP(P), PP(Q)) {-----// 61
----if (rA - rB > EPS) { swap(rA, rB); swap(A, B); }---------------------------// 2a
----double theta = asin((rB - rA)/abs(A - B));---------------------------------// 0a
----point v = rotate(B - A, theta + pi/2), u = rotate(B - A, -(theta + pi/2));-// e3
----u = normalize(u, rA);------------------------------------------------------// 30
----P.first = A + normalize(v, rA); P.second = B + normalize(v, rB);-----------// 08
----Q.first = A + normalize(u, rA); Q.second = B + normalize(u, rB);-----------// 2a
}------------------------------------------------------------------------------// 2d
```

6.2. Polygon.

```
#include "primitives.cpp"------------------------------------------------------// e0
typedef vector<point> polygon;-------------------------------------------------// b3
double polygon_area_signed(polygon p) {----------------------------------------// 31
----double area = 0; int cnt = size(p);----------------------------------------// a2
----rep(i,1,cnt-1) area += cross(p[i] - p[0], p[i + 1] - p[0]);----------------// 51
----return area / 2; }---------------------------------------------------------// 66
double polygon_area(polygon p) { return abs(polygon_area_signed(p)); }---------// a4
#define CHK(f,a,b,c) (f(a) < f(b) && f(b) <= f(c) && ccw(a,c,b) < 0)-----------// 8f
int point_in_polygon(polygon p, point q) {-------------------------------------// 5d
----int n = size(p); bool in = false; double d;--------------------------------// 69
----for (int i = 0, j = n - 1; i < n; j = i++)---------------------------------// f3
--------if (collinear(p[i], q, p[j]) &&----------------------------------------// 9d
------------0 <= (d = progress(q, p[i], p[j])) && d <= 1)----------------------// 4b
------------return 0;----------------------------------------------------------// b3
----for (int i = 0, j = n - 1; i < n; j = i++)---------------------------------// 67
--------if (CHK(real, p[i], q, p[j]) || CHK(real, p[j], q, p[i]))--------------// b4
------------in = !in;----------------------------------------------------------// ff
----return in ? -1 : 1; }------------------------------------------------------// ba
// pair<polygon, polygon> cut_polygon(const polygon &poly, point a, point b) {-// 0d
//---- polygon left, right;----------------------------------------------------// 0a
//---- point it(-100, -100);---------------------------------------------------// 5b
//---- for (int i = 0, cnt = poly.size(); i < cnt; i++) {----------------------// 70
//-------- int j = i == cnt-1 ? 0 : i + 1;-------------------------------------// 02
//-------- point p = poly[i], q = poly[j];-------------------------------------// 44
//-------- if (ccw(a, b, p) <= 0) left.push_back(p);---------------------------// 8d
//-------- if (ccw(a, b, p) >= 0) right.push_back(p);--------------------------// 43
//-------- // myintersect = intersect where------------------------------------// ba
//-------- // (a,b) is a line, (p,q) is a line segment-------------------------// 7e
//-------- if (myintersect(a, b, p, q, it))------------------------------------// 6f
//------------ left.push_back(it), right.push_back(it);------------------------// 8a
//---- }-----------------------------------------------------------------------// e0
//---- return pair<polygon, polygon>(left, right);-----------------------------// 3d
// }---------------------------------------------------------------------------// 07
```

6.3. Convex Hull.

```
#include "polygon.cpp"---------------------------------------------------------// 58
#define MAXN 1000--------------------------------------------------------------// 09
point hull[MAXN];--------------------------------------------------------------// 43
bool cmp(const point &a, const point &b) {-------------------------------------// 32
----return abs(real(a) - real(b)) > EPS ?--------------------------------------// 44
--------real(a) < real(b) : imag(a) < imag(b); }-------------------------------// 40
int convex_hull(polygon p) {---------------------------------------------------// cd
----int n = size(p), l = 0;----------------------------------------------------// 67
----sort(p.begin(), p.end(), cmp);---------------------------------------------// 3d
----rep(i,0,n) {---------------------------------------------------------------// e4
--------if (i > 0 && p[i] == p[i - 1]) continue;-------------------------------// c7
--------while (l >= 2 && ccw(hull[l - 2], hull[l - 1], p[i]) >= 0) l--;--------// 62
--------hull[l++] = p[i];------------------------------------------------------// bd
----}--------------------------------------------------------------------------// d2
----int r = l;-----------------------------------------------------------------// 30
----for (int i = n - 2; i >= 0; i--) {-----------------------------------------// 59
--------if (p[i] == p[i + 1]) continue;----------------------------------------// af
--------while (r - l >= 1 && ccw(hull[r - 2], hull[r - 1], p[i]) >= 0) r--;----// 4d
--------hull[r++] = p[i];------------------------------------------------------// f5
----}--------------------------------------------------------------------------// f6
----return l == 1 ? 1 : r - 1;-------------------------------------------------// a6
}------------------------------------------------------------------------------// 6d
```

6.4. Line Segment Intersection.

```
#include "primitives.cpp"------------------------------------------------------// e0
bool line_segment_intersect(L(a, b), L(c, d), point &A, point &B) {------------// 6c
```

```
----if (abs(a - b) < EPS && abs(c - d) < EPS) {--------------------------------// db
--------A = B = a; return abs(a - d) < EPS; }----------------------------------// ee
----else if (abs(a - b) < EPS) {-----------------------------------------------// 03
--------A = B = a; double p = progress(a, c,d);--------------------------------// c9
--------return 0.0 <= p && p <= 1.0--------------------------------------------// 8a
------------&& (abs(a - c) + abs(d - a) - abs(d - c)) < EPS; }-----------------// 27
----else if (abs(c - d) < EPS) {-----------------------------------------------// 26
--------A = B = c; double p = progress(c, a,b);--------------------------------// d9
--------return 0.0 <= p && p <= 1.0--------------------------------------------// 8e
------------&& (abs(c - a) + abs(b - c) - abs(b - a)) < EPS; }-----------------// 4f
----else if (collinear(a,b, c,d)) {--------------------------------------------// bc
--------double ap = progress(a, c,d), bp = progress(b, c,d);-------------------// a7
--------if (ap > bp) swap(ap, bp);---------------------------------------------// b1
--------if (bp < 0.0 || ap > 1.0) return false;--------------------------------// 0c
--------A = c + max(ap, 0.0) * (d - c);----------------------------------------// f6
--------B = c + min(bp, 1.0) * (d - c);----------------------------------------// 5c
--------return true; }---------------------------------------------------------// ab
----else if (parallel(a,b, c,d)) return false;---------------------------------// ca
----else if (intersect(a,b, c,d, A, true)) {-----------------------------------// 10
--------B = A; return true; }--------------------------------------------------// bf
----return false;--------------------------------------------------------------// b7
}------------------------------------------------------------------------------// 8b
-------------------------------------------------------------------------------// e6
```

6.5. **Great-Circle Distance.** Computes the distance between two points (given as latitude/longitude coordinates) on a sphere of radius r.

```
double gc_distance(double pLat, double pLong,----------------------------------// 7b
----------------  double qLat, double qLong, double r) {-----------------------// a4
----pLat *= pi / 180; pLong *= pi / 180;---------------------------------------// ee
----qLat *= pi / 180; qLong *= pi / 180;---------------------------------------// 75
----return r * acos(cos(pLat) * cos(qLat) * cos(pLong - qLong) +--------------// e3
--------------------sin(pLat) * sin(qLat));------------------------------------// 1e
-------------------------------------------------------------------------------// 60
}------------------------------------------------------------------------------// 3f
```

6.6. **Triangle Circumcenter.** Returns the unique point that is the same distance from all three points. It is also the center of the unique circle that goes through all three points.

```
#include "primitives.cpp"------------------------------------------------------// e0
point circumcenter(point a, point b, point c) {--------------------------------// 76
----b -= a, c -= a;------------------------------------------------------------// 41
----return a + perp(b * norm(c) - c * norm(b)) / 2.0 / cross(b, c);------------// 7a
}------------------------------------------------------------------------------// c3
```

6.7. **Closest Pair of Points.**

```
#include "primitives.cpp"------------------------------------------------------// e0
-------------------------------------------------------------------------------// 85
struct cmpx { bool operator ()(const point &a, const point &b) {---------------// 01
--------return abs(real(a) - real(b)) > EPS ?----------------------------------// e9
------------real(a) < real(b) : imag(a) < imag(b); } };------------------------// 53
struct cmpy { bool operator ()(const point &a, const point &b) {---------------// 6f
----return abs(imag(a) - imag(b)) > EPS ?--------------------------------------// 0b
------------imag(a) < imag(b) : real(a) < real(b); } };------------------------// a4
double closest_pair(vector<point> pts) {---------------------------------------// f1
----sort(pts.begin(), pts.end(), cmpx());--------------------------------------// 0c
----set<point, cmpy> cur;------------------------------------------------------// bd
----set<point, cmpy>::const_iterator it, jt;-----------------------------------// a6
----double mn = INFINITY;------------------------------------------------------// f9
----for (int i = 0, l = 0; i < size(pts); i++) {-------------------------------// ac
--------while (real(pts[i]) - real(pts[l]) > mn) cur.erase(pts[l++]);----------// 8b
--------it = cur.lower_bound(point(-INFINITY, imag(pts[i]) - mn));-------------// fc
--------jt = cur.upper_bound(point(INFINITY, imag(pts[i]) + mn));--------------// 39
--------while (it != jt) mn = min(mn, abs(*it - pts[i])), it++;----------------// 09
--------cur.insert(pts[i]); }--------------------------------------------------// 82
----return mn; }---------------------------------------------------------------// 4c
```

6.8. **3D Primitives.**

```
#define P(p) const point3d &p--------------------------------------------------// a7
#define L(p0, p1) P(p0), P(p1)-------------------------------------------------// 0f
#define PL(p0, p1, p2) P(p0), P(p1), P(p2)-------------------------------------// 67
struct point3d {---------------------------------------------------------------// 63
----double x, y, z;------------------------------------------------------------// e6
----point3d() : x(0), y(0), z(0) {}--------------------------------------------// af
----point3d(double _x, double _y, double _z) : x(_x), y(_y), z(_z) {}----------// fc
----point3d operator+(P(p)) const {--------------------------------------------// 17
--------return point3d(x + p.x, y + p.y, z + p.z); }---------------------------// 8e
----point3d operator-(P(p)) const {--------------------------------------------// fb
--------return point3d(x - p.x, y - p.y, z - p.z); }---------------------------// 83
----point3d operator-() const {------------------------------------------------// 89
--------return point3d(-x, -y, -z); }------------------------------------------// d4
----point3d operator*(double k) const {----------------------------------------// 4d
--------return point3d(x * k, y * k, z * k); }---------------------------------// fd
----point3d operator/(double k) const {----------------------------------------// 95
--------return point3d(x / k, y / k, z / k); }---------------------------------// 58
----double operator%(P(p)) const {---------------------------------------------// d1
--------return x * p.x + y * p.y + z * p.z; }----------------------------------// 09
----point3d operator*(P(p)) const {--------------------------------------------// 4f
--------return point3d(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x); }---------// ed
----double length() const {----------------------------------------------------// 3e
--------return sqrt(*this % *this); }------------------------------------------// 05
----double distTo(P(p)) const {------------------------------------------------// dd
--------return (*this - p).length(); }-----------------------------------------// 57
----double distTo(P(A), P(B)) const {------------------------------------------// bd
--------// A and B must be two different points--------------------------------// 4e
--------return ((*this - A) * (*this - B)).length() / A.distTo(B); }-----------// 6e
----point3d normalize(double k = 1) const {------------------------------------// db
--------// length() must not return 0------------------------------------------// 3c
--------return (*this) * (k / length()); }-------------------------------------// d4
----point3d getProjection(P(A), P(B)) const {----------------------------------// 86
--------point3d v = B - A;-----------------------------------------------------// 64
--------return A + v.normalize((v % (*this - A)) / v.length()); }--------------// 53
----point3d rotate(P(normal)) const {------------------------------------------// 55
--------// normal must have length 1 and be orthogonal to the vector-----------// eb
----    return (*this) * normal; }---------------------------------------------// 5c
```

```
----point3d rotate(double alpha, P(normal)) const {----------------------------// 21
--------return (*this) * cos(alpha) + rotate(normal) * sin(alpha); }-----------// 82
----point3d rotatePoint(P(O), P(axe), double alpha) const{---------------------// 7a
--------point3d Z = axe.normalize(axe % (*this - O));--------------------------// ba
--------return O + Z + (*this - O - Z).rotate(alpha, O); }---------------------// 38
----bool isZero() const {------------------------------------------------------// 64
--------return abs(x) < EPS && abs(y) < EPS && abs(z) < EPS; }-----------------// 15
----bool isOnLine(L(A, B)) const {---------------------------------------------// 30
--------return ((A - *this) * (B - *this)).isZero(); }-------------------------// 58
----bool isInSegment(L(A, B)) const {------------------------------------------// f1
--------return isOnLine(A, B) && ((A - *this) % (B - *this)) < EPS; }----------// d9
----bool isInSegmentStrictly(L(A, B)) const {----------------------------------// 0e
--------return isOnLine(A, B) && ((A - *this) % (B - *this)) < -EPS; }---------// ba
----double getAngle() const {--------------------------------------------------// 0f
--------return atan2(y, x); }--------------------------------------------------// 40
----double getAngle(P(u)) const {----------------------------------------------// d5
--------return atan2((*this * u).length(), *this % u); }-----------------------// 79
----bool isOnPlane(PL(A, B, C)) const {----------------------------------------// 8e
--------return abs((A - *this) * (B - *this) % (C - *this)) < EPS; } };--------// 74
int line_line_intersect(L(A, B), L(C, D), point3d &O){-------------------------// dc
----if (abs((B - A) * (C - A) % (D - A)) > EPS) return 0;----------------------// 6a
----if (((A - B) * (C - D)).length() < EPS)------------------------------------// 79
--------return A.isOnLine(C, D) ? 2 : 0;---------------------------------------// 09
----point3d normal = ((A - B) * (C - B)).normalize();--------------------------// bc
----double s1 = (C - A) * (D - A) % normal;------------------------------------// 68
----O = A + ((B - A) / (s1 + ((D - B) * (C - B) % normal))) * s1;--------------// 56
----return 1; }----------------------------------------------------------------// a7
int line_plane_intersect(L(A, B), PL(C, D, E), point3d & O) {------------------// 09
----double V1 = (C - A) * (D - A) % (E - A);-----------------------------------// c1
----double V2 = (D - B) * (C - B) % (E - B);-----------------------------------// 29
----if (abs(V1 + V2) < EPS)----------------------------------------------------// 81
--------return A.isOnPlane(C, D, E) ? 2 : 0;-----------------------------------// d5
----O = A + ((B - A) / (V1 + V2)) * V1;----------------------------------------// 38
----return 1; }----------------------------------------------------------------// ce
bool plane_plane_intersect(P(A), P(nA), P(B), P(nB), point3d &P, point3d &Q) {-// 5a
----point3d n = nA * nB;-------------------------------------------------------// 49
----if (n.isZero()) return false;----------------------------------------------// 03
----point3d v = n * nA;--------------------------------------------------------// d7
----P = A + (n * nA) * ((B - A) % nB / (v % nB));------------------------------// 1a
----Q = P + n;-----------------------------------------------------------------// 9c
----return true; }-------------------------------------------------------------// 1a
```

6.9. **Polygon Centroid.**

```
#include "polygon.cpp"-------------------------------------------------------// 58
point polygon_centroid(polygon p) {--------------------------------------------// 79
----double cx = 0.0, cy = 0.0;-------------------------------------------------// d5
----double mnx = 0.0, mny = 0.0;-----------------------------------------------// 22
----int n = size(p);-----------------------------------------------------------// 2d
----rep(i,0,n)-----------------------------------------------------------------// 08
--------mnx = min(mnx, real(p[i])),--------------------------------------------// c6
--------mny = min(mny, imag(p[i]));--------------------------------------------// 84
----rep(i,0,n)-----------------------------------------------------------------// 3f
--------p[i] = point(real(p[i]) - mnx, imag(p[i]) - mny);----------------------// 49
----rep(i,0,n) {---------------------------------------------------------------// 3c
--------int j = (i + 1) % n;---------------------------------------------------// 5b
--------cx += (real(p[i]) + real(p[j])) * cross(p[i], p[j]);-------------------// 4f
--------cy += (imag(p[i]) + imag(p[j])) * cross(p[i], p[j]); }-----------------// 4a
----return point(cx, cy) / 6.0 / polygon_area_signed(p) + point(mnx, mny); }---// a1
```

6.10. **Formulas.** Let $a = (a_x, a_y)$ and $b = (b_x, b_y)$ be two-dimensional vectors.

- $a \cdot b = |a||b| \cos\theta$, where θ is the angle between a and b.
- $a \times b = |a||b| \sin\theta$, where θ is the signed angle between a and b.
- $a \times b$ is equal to the area of the parallelogram with two of its sides formed by a and b. Half of that is the area of the triangle formed by a and b.

7. Other Algorithms

7.1. **2SAT.**

```
#include "../graph/scc.cpp"--------------------------------------------------// c3
-------------------------------------------------------------------------------// 63
bool two_sat(int n, const vii& clauses, vi& all_truthy) {----------------------// f4
----all_truthy.clear();--------------------------------------------------------// 31
----vvi adj(2*n+1);------------------------------------------------------------// 7b
----rep(i,0,size(clauses)) {---------------------------------------------------// 76
--------adj[-clauses[i].first + n].push_back(clauses[i].second + n);-----------// eb
--------if (clauses[i].first != clauses[i].second)-----------------------------// bc
------------adj[-clauses[i].second + n].push_back(clauses[i].first + n);-------// f0
----}--------------------------------------------------------------------------// da
----pair<union_find, vi> res = scc(adj);---------------------------------------// 00
----union_find scc = res.first;------------------------------------------------// 20
----vi dag = res.second;-------------------------------------------------------// ed
----vi truth(2*n+1, -1);-------------------------------------------------------// c7
----for (int i = 2*n; i >= 0; i--) {-------------------------------------------// 50
--------int cur = order[i] - n, p = scc.find(cur + n), o = scc.find(-cur + n);-// 4f
--------if (cur == 0) continue;------------------------------------------------// cd
--------if (p == o) return false;----------------------------------------------// d0
--------if (truth[p] == -1) truth[p] = 1;--------------------------------------// d3
--------truth[cur + n] = truth[p];---------------------------------------------// 50
--------truth[o] = 1 - truth[p];-----------------------------------------------// 8c
--------if (truth[p] == 1) all_truthy.push_back(cur);--------------------------// 55
----}--------------------------------------------------------------------------// c3
----return true;---------------------------------------------------------------// eb
}------------------------------------------------------------------------------// 6b
```

7.2. **Stable Marriage.**

```
vi stable_marriage(int n, int** m, int** w) {----------------------------------// e4
----queue<int> q;--------------------------------------------------------------// f6
----vi at(n, 0), eng(n, -1), res(n, -1); vvi inv(n, vi(n));--------------------// c3
----rep(i,0,n) rep(j,0,n) inv[i][w[i][j]] = j;---------------------------------// f1
----rep(i,0,n) q.push(i);------------------------------------------------------// d8
----while (!q.empty()) {-------------------------------------------------------// 68
--------int curm = q.front(); q.pop();-----------------------------------------// e2
--------for (int &i = at[curm]; i < n; i++) {----------------------------------// 7e
```

```
------------int curw = m[curm][i]; // 95
------------if (eng[curw] == -1) { } // f7
------------else if (inv[curw][curm] < inv[curw][eng[curw]]) // d6
----------------q.push(eng[curw]); // 2e
------------else continue; // 1d
------------res[eng[curw] = curm] = curw, ++i; break; // a1
--------} // c4
----} // 3d
----return res; // 42
} // bf
```

7.3. Algorithm X.

```
bool handle_solution(vi rows) { return false; } // 63
struct exact_cover { // 95
----struct node { // 7e
--------node *l, *r, *u, *d, *p; // 19
--------int row, col, size; // ae
--------node(int _row, int _col) : row(_row), col(_col) { // c9
------------size = 0; l = r = u = d = p = NULL; } // c3
----}; // c1
----int rows, cols, *sol; // 7b
----bool **arr; // e6
----node *head; // fe
----exact_cover(int _rows, int _cols) : rows(_rows), cols(_cols), head(NULL) {// b6
--------arr = new bool*[rows]; // cf
--------sol = new int[rows]; // 5f
--------rep(i,0,rows) // 9b
------------arr[i] = new bool[cols], memset(arr[i], 0, cols); // dd
----} // 21
----void set_value(int row, int col, bool val = true) { arr[row][col] = val; }// 9e
----void setup() { // a3
--------node ***ptr = new node**[rows + 1]; // bd
--------rep(i,0,rows+1) { // 76
------------ptr[i] = new node*[cols]; // eb
------------rep(j,0,cols) // cd
----------------if (i == rows || arr[i][j]) ptr[i][j] = new node(i, j); // 16
----------------else ptr[i][j] = NULL; // d2
--------} // ac
--------rep(i,0,rows+1) { // fc
------------rep(j,0,cols) { // 51
----------------if (!ptr[i][j]) continue; // f7
----------------int ni = i + 1, nj = j + 1; // 7a
----------------while (true) { // fc
--------------------if (ni == rows + 1) ni = 0; // 4c
--------------------if (ni == rows || arr[ni][j]) break; // 8d
--------------------++ni; // 68
----------------} // ad
----------------ptr[i][j]->d = ptr[ni][j]; // 84
----------------ptr[ni][j]->u = ptr[i][j]; // 66
----------------while (true) { // 7f
--------------------if (nj == cols) nj = 0; // de
--------------------if (i == rows || arr[i][nj]) break; // 4c
--------------------++nj; // c5
----------------} // 72
----------------ptr[i][j]->r = ptr[i][nj]; // 60
----------------ptr[i][nj]->l = ptr[i][j]; // 82
------------} // 0b
--------} // 16
--------head = new node(rows, -1); // 66
--------head->r = ptr[rows][0]; // 3e
--------ptr[rows][0]->l = head; // 8c
--------head->l = ptr[rows][cols - 1]; // 6a
--------ptr[rows][cols - 1]->r = head; // c1
--------rep(j,0,cols) { // 92
------------int cnt = -1; // d4
------------rep(i,0,rows+1) // bd
----------------if (ptr[i][j]) cnt++, ptr[i][j]->p = ptr[rows][j]; // f3
------------ptr[rows][j]->size = cnt; // c2
--------} // b9
--------rep(i,0,rows+1) delete[] ptr[i]; // a5
--------delete[] ptr; // 72
----} // 19
----#define COVER(c, i, j) \ // 91
--------c->r->l = c->l, c->l->r = c->r; \ // 82
--------for (node *i = c->d; i != c; i = i->d) \ // 62
------------for (node *j = i->r; j != i; j = j->r) \ // 26
----------------j->d->u = j->u, j->u->d = j->d, j->p->size--; // c1
----#define UNCOVER(c, i, j) \ // 89
--------for (node *i = c->u; i != c; i = i->u) \ // f0
------------for (node *j = i->l; j != i; j = j->l) \ // 7b
----------------j->p->size++, j->d->u = j->u->d = j; \ // 65
--------c->r->l = c->l->r = c; // 0e
----bool search(int k = 0) { // f9
--------if (head == head->r) { // 75
------------vi res(k); // 90
------------rep(i,0,k) res[i] = sol[i]; // 2a
------------sort(res.begin(), res.end()); // 63
------------return handle_solution(res); // 11
--------} // 3d
--------node *c = head->r, *tmp = head->r; // a3
--------for ( ; tmp != head; tmp = tmp->r) if (tmp->size < c->size) c = tmp;--// 41
--------if (c == c->d) return false; // 02
--------COVER(c, i, j); // f6
--------bool found = false; // 8d
--------for (node *r = c->d; !found && r != c; r = r->d) { // 78
------------sol[k] = r->row; // c0
------------for (node *j = r->r; j != r; j = j->r) { COVER(j->p, a, b); }------// f9
------------found = search(k + 1); // fb
------------for (node *j = r->l; j != r; j = j->l) { UNCOVER(j->p, a, b); }----// 87
--------} // 7c
--------UNCOVER(c, i, j); // a7
```

```
--------return found;---------------------------------------------------------// c0
----}-------------------------------------------------------------------------// d2
};----------------------------------------------------------------------------// d7
```

7.4. nth Permutation.

```
vector<int> nth_permutation(int cnt, int n) {---------------------------------// 78
----vector<int> idx(cnt), per(cnt), fac(cnt);---------------------------------// 9e
----rep(i,0,cnt) idx[i] = i;--------------------------------------------------// bc
----rep(i,1,cnt+1) fac[i - 1] = n % i, n /= i;--------------------------------// 2b
----for (int i = cnt - 1; i >= 0; i--)----------------------------------------// f9
--------per[cnt - i - 1] = idx[fac[i]], idx.erase(idx.begin() + fac[i]);-------// ee
----return per;---------------------------------------------------------------// ab
}-----------------------------------------------------------------------------// 37
```

7.5. Cycle-Finding.

```
ii find_cycle(int x0, int (*f)(int)) {----------------------------------------// a5
----int t = f(x0), h = f(t), mu = 0, lam = 1;---------------------------------// 8d
----while (t != h) t = f(t), h = f(f(h));-------------------------------------// 79
----h = x0;-------------------------------------------------------------------// 04
----while (t != h) t = f(t), h = f(h), mu++;----------------------------------// 9d
----h = f(t);-----------------------------------------------------------------// 00
----while (t != h) h = f(h), lam++;-------------------------------------------// 5e
----return ii(mu, lam);-------------------------------------------------------// b4
}-----------------------------------------------------------------------------// 42
```

7.6. Dates.

```
int intToDay(int jd) { return jd % 7; }---------------------------------------// 89
int dateToInt(int y, int m, int d) {------------------------------------------// 96
----return 1461 * (y + 4800 + (m - 14) / 12) / 4 +----------------------------// a8
--------367 * (m - 2 - (m - 14) / 12 * 12) / 12 ------------------------------// d1
--------3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +--------------------------// be
--------d - 32075;------------------------------------------------------------// e0
}-----------------------------------------------------------------------------// fa
void intToDate(int jd, int &y, int &m, int &d) {------------------------------// a1
----int x, n, i, j;-----------------------------------------------------------// 00
----x = jd + 68569;-----------------------------------------------------------// 11
----n = 4 * x / 146097;-------------------------------------------------------// 2f
----x -= (146097 * n + 3) / 4;------------------------------------------------// 58
----i = (4000 * (x + 1)) / 1461001;-------------------------------------------// 0d
----x -= 1461 * i / 4 - 31;---------------------------------------------------// 09
----j = 80 * x / 2447;--------------------------------------------------------// 3d
----d = x - 2447 * j / 80;----------------------------------------------------// eb
----x = j / 11;---------------------------------------------------------------// b7
----m = j + 2 - 12 * x;-------------------------------------------------------// 82
----y = 100 * (n - 49) + i + x;-----------------------------------------------// 70
}-----------------------------------------------------------------------------// af
```

8. Useful Information

8.1. Tips & Tricks.

- How fast does our algorithm have to be? Can we use brute-force?
- Does order matter?
- Is it better to look at the problem in another way? Maybe backwards?
- Are there subproblems that are recomputed? Can we cache them?
- Do we need to remember everything we compute, or just the last few iterations of computation?
- Does it help to sort the data?
- Can we speed up lookup by using a map (tree or hash) or an array?
- Can we binary search the answer?
- Can we add vertices/edges to the graph to make the problem easier? Can we turn the graph into some other kind of a graph (perhaps a DAG, or a flow network)?
- Make sure integers are not overflowing.
- Is it better to compute the answer modulo n? Perhaps we can compute the answer modulo $m_1, m_2, \ldots, m_k$, where $m_1, m_2, \ldots, m_k$ are pairwise coprime integers, and find the real answer using CRT?
- Are there any edge cases? When $n = 0, n = -1, n = 1, n = 2^{31} - 1$ or $n = -2^{31}$? When the list is empty, or contains a single element? When the graph is empty, or contains a single vertex? When the graph contains self-loops? When the polygon is concave or non-simple?
- Can we use exponentiation by squaring?

8.2. Fast Input Reading.

```
void readn(register int *n) {-------------------------------------------------// dc
----int sign = 1;-------------------------------------------------------------// 32
----register char c;----------------------------------------------------------// a5
----*n = 0;-------------------------------------------------------------------// 35
----while((c = getc_unlocked(stdin)) != '\n') {-------------------------------// f3
--------switch(c) {-----------------------------------------------------------// 0c
------------case '-': sign = -1; break;---------------------------------------// 28
------------case ' ': goto hell;----------------------------------------------// fd
------------case '\n': goto hell;---------------------------------------------// 79
------------default: *n *= 10; *n += c - '0'; break;--------------------------// c0
--------}---------------------------------------------------------------------// 2d
----}-------------------------------------------------------------------------// c3
hell:-------------------------------------------------------------------------// ba
----*n *= sign;---------------------------------------------------------------// a0
}-----------------------------------------------------------------------------// 67
```

8.3. Bit Hacks.

- `n & -n` returns the first set bit in n.
- `n & (n - 1)` is 0 only if n is a power of two.
- `snoob(x)` returns the next integer that has the same amount of bits set as `x`. Useful for iterating through subsets of some specified size.

```
int snoob(int x) {----------------------------------------------------------
----int y = x & -x, z = x + y;----------------------------------------------
----return z | ((x ^ z) >> 2) / y;------------------------------------------
}---------------------------------------------------------------------------
```