Содержание

1 centroids

1.1 centroid_decomposition.cpp

```
vector<vector<int>> g;
vector<int> cnt, max_cnt;
vector<int> comp;

void dfs1(int v, int p) {
    cnt[v] = 1;
    max_cnt[v] = 0;
    comp.push_back(v);
    for (int to : g[v]) {
        if (to == p || used[to]) continue;
        dfs1(to, v);
        max_cnt[v] = max(max_cnt[v], cnt[to]);
        cnt[v] += cnt[to];
    }
}

void kill_center(int v, int depth) {
    if (used[v]) {
        return;
    }
    comp.clear();
    dfs1(v, v);
    int center = -1;
    for (int x : comp) {
        if (max_cnt[x] <= cnt[v] / 2 && cnt[v] - cnt[x] <= cnt[v] / 2) {
            center = x;
            break;
        }
    }
    assert(center != -1);
    v = center;
//  perform actions with center v
    used[v] = true;
    for (int to : g[v]) {
        kill_center(to, depth + 1);
    }
}

void solve(__attribute__((unused)) bool read) {
    int n;
    cin >> n;

    used.assign(n, false);
    cnt.assign(n, 0);
    max_cnt.assign(n, 0);
    kill_center(0, 0);

}
```

2 fft

2.1 fft_advanced_integer.h

```
Poly derivative(Poly a) {
    if (a.empty()) {
        return a;
    }
    for (int i = 0; i < (int)a.size(); ++i) {
        a[i] = a[i] * i % mod;
    }
    a.erase(a.begin());
    return a;
}

// returns b(x) = \int_0^x a(t) dt
Poly primitive(Poly a) {
    if (a.empty()) {
        return a;
    }
    for (int i = 0; i < (int)a.size(); ++i) {
        a[i] = a[i] * pw(i + 1, mod - 2) % mod;
    }
    a.insert(a.begin(), 0);
    return a;
}

Poly add(Poly a, const Poly& b) {
    a.resize(max(a.size(), b.size()));
    for (int i = 0; i < (int)b.size(); ++i) {
        a[i] = (a[i] + b[i]) % mod;
    }
    return a;
}

Poly sub(Poly a, const Poly& b) {
    a.resize(max(a.size(), b.size()));
    for (int i = 0; i < (int)b.size(); ++i) {
        a[i] = (a[i] + mod - b[i]) % mod;
    }
    return a;
}

Poly normalize(Poly a) {
    while (!a.empty() && a.back() == 0) {
        a.pop_back();
    }
    return a;
```

```
}

// get such b that a * b = 1 (mod x^prec)
Poly getInversed(Poly a, int prec) {
    assert(a[0]);

    Poly res = {pw(a[0], mod - 2)};
    int k = 1;
    while (k < prec) {
        k *= 2;
        Poly tmp = multiply(res, Poly({a.begin(), a.begin() + min(k, (int)a.size())}));
        for (auto& x : tmp) {
            x = x ? mod - x : 0;
        }
        tmp[0] = (tmp[0] + 2) % mod;

        res = multiply(tmp, res);
        res.resize(k);
    }
    res.resize(prec);
    return res;
}

// get such q and r that a = b * q + r, deg(r) < deg(b)
pair<Poly, Poly> divMod(Poly a, Poly b) {
    int n = a.size();
    int m = b.size();
    if (n < m) {
        return {{0}, a};
    }
    reverse(all(a));
    reverse(all(b));
    auto quotient = multiply(a, getInversed(b, n - m + 1));
    quotient.resize(n - m + 1);
    reverse(all(a));
    reverse(all(b));
    reverse(all(quotient));
    auto remainder = sub(a, multiply(b, quotient));
    while (!remainder.empty() && remainder.back() == 0) {
        remainder.pop_back();
    }
    return {quotient, remainder};
}

// this is for multipoint and interpolate functions
vector<Poly> getSegmentProducts(const vector<long long>& pts) {
    vector<Poly> segment_polys;
    function<int(int, int)> fill_polys = [&](int l, int r) {
        if (l + 1 == r) {
            segment_polys.push_back({(mod - pts[l]) % mod, 1});
            return (int)segment_polys.size() - 1;
        }
        int m = (l + r) / 2;
        int i = fill_polys(l, m);
        int j = fill_polys(m, r);
        auto new_poly = multiply(segment_polys[i], segment_polys[j]);
        segment_polys.push_back(new_poly);
        return (int)segment_polys.size() - 1;
    };
    fill_polys(0, pts.size());

    return segment_polys;
}

// get p and {x1, x2, ..., xn}, return {p(x1), p(x2), ..., p(xn)}
vector<long long> multipoint(const Poly& poly, const vector<long long>& pts) {
    if (pts.empty()) {
        return {};
    }

    vector<Poly> segment_polys = getSegmentProducts(pts);
    vector<long long> ans;
    function<void(const Poly&)> fill_ans = [&](const Poly& p) {
        if ((int)segment_polys.back().size() <= 2) {
            ans.push_back(p.empty() ? 0 : p[0]);
            segment_polys.pop_back();
            return;
        }
        segment_polys.pop_back();
        fill_ans(divMod(p, segment_polys.back()).second);
        fill_ans(divMod(p, segment_polys.back()).second);
    };
    fill_ans(poly);
    reverse(all(ans));

    return ans;
}

// get {x1, ..., xn} and {y1, ..., yn}, return such p that p(xi) = yi
Poly interpolate(const vector<long long>& xs, const vector<long long>& ys) {
    assert(xs.size() == ys.size());
    if (xs.empty()) {
        return {0};
    }

    vector<Poly> segment_polys = getSegmentProducts(xs);
    auto der = derivative(segment_polys.back());
    auto coeffs = multipoint(der, xs);
    for (auto& c : coeffs) {
        c = pw(c, mod - 2);
    }
    for (int i = 0; i < (int)ys.size(); ++i) {
        coeffs[i] = coeffs[i] * ys[i] % mod;
    }

    function<Poly()> get_ans = [&]() {
        Poly res;
        if (segment_polys.back().size() <= 2) {
            segment_polys.pop_back();
            res = {coeffs.back()};
            coeffs.pop_back();
        } else {
            segment_polys.pop_back();

            auto p1 = segment_polys.back();
            auto q1 = get_ans();

            auto p2 = segment_polys.back();
            auto q2 = get_ans();

            res = add(multiply(p1, q2), multiply(p2, q1));
        }
        return res;
    };
    return normalize(get_ans());
}

// takes 1 + b, returns b - b^2/2 + b^3/3 - ... mod x^{prec}
// ofc b must be divisible by x
Poly logarithm(Poly a, int prec) {
    assert(a[0] == 1);
    auto res = primitive(multiply(derivative(a), getInversed(a, prec)));
    res.resize(prec);
    return res;
}

// returns 1 + a + a^2/2 + a^3/6 + ... mod x^{prec}
// ofc a must be divisible by x
Poly exponent(Poly a, int prec) {
    assert(a[0] == 0);

    Poly res = {1};
    int k = 1;
    while (k < prec) {
        k *= 2;
        Poly tmp = {a.begin(), a.begin() + min(k, (int)a.size())};
```

```
        tmp[0] += 1;
        tmp = sub(tmp, logarithm(res, k));

        res = multiply(tmp, res);
        res.resize(k);
    }
    res.resize(prec);
    return res;
}
```

2.2 fft_double.h

```
const int L = 22;
const int N = 1 << L;
bool fft_initialized = false;

using ld = long double;
using base = complex<ld>;
using Poly = vector<ld>;

const ld pi = acosl(-1);
base angles[N + 1];
int bitrev[N];

// don't know why such eps, may be changed
const ld eps = 1e-7;

inline bool eq(ld x, ld y) {
    return abs(x - y) < eps;
}

void fft_init() {
    for (int i = 0; i <= N; ++i) {
        angles[i] = {cosl(2 * pi * i / N), sinl(2 * pi * i / N)};
    }

    for (int i = 0; i < N; ++i) {
        int x = i;
        for (int j = 0; j < L; ++j) {
            bitrev[i] = (bitrev[i] << 1) | (x & 1);
            x >>= 1;
        }
    }

    fft_initialized = true;
}

inline int revBit(int x, int len) {
    return bitrev[x] >> (L - len);
}

void fft(vector<base>& a, bool inverse = false) {
    assert(fft_initialized && "you fucking cunt just write fft_init()");
    int n = a.size();
    assert(!(n & (n - 1)));    // work only with powers of two
    int l = __builtin_ctz(n);

    for (int i = 0; i < n; ++i) {
        int j = revBit(i, l);
        if (i < j) {
            swap(a[i], a[j]);
        }
    }

    for (int len = 1; len < n; len *= 2) {
        for (int start = 0; start < n; start += 2 * len) {
            for (int i = 0; i < len; ++i) {
                base x = a[start + i], y = a[start + len + i];
                int idx = N / 2 / len * i;
                base w = y * angles[inverse ? N - idx : idx];
                a[start + i] = x + w;
                a[start + len + i] = x - w;
            }
        }
    }

    if (inverse) {
        for (auto& x : a) {
            x /= n;
        }
    }
}

Poly multiply(Poly a, Poly b) {
    int n = 1;
    while (n < (int)a.size() || n < (int)b.size()) {
        n *= 2;
    }
    vector<base> ar(n + n), br(n + n);
    for (int i = 0; i < (int)a.size(); ++i) {
        ar[i] = a[i];
    }
    for (int i = 0; i < (int)b.size(); ++i) {
        br[i] = b[i];
    }
    fft(ar);
    fft(br);
    for (int i = 0; i < n + n; ++i) {
        ar[i] = ar[i] * br[i];
    }
    fft(ar, true);
    while (!ar.empty() && eq(norm(ar.back()), 0)) {
        ar.pop_back();
    }
    a.resize(ar.size());
    for (int i = 0; i < (int)a.size(); ++i) {
        a[i] = real(ar[i]);
    }
    return a;
}
```

2.3 fft_integer.h

```
const int mod = 998244353;
const int L = 22;    // can be 23 for 998244353
const int N = 1 << L;
bool fft_initialized = false;

using Poly = vector<long long>;

long long pw(long long a, long long b) {
    long long res = 1;
    while (b) {
        if (b & 1ll) {
            res = res * a % mod;
        }
        b >>= 1;
        a = a * a % mod;
    }
    return res;
}

int getRoot() {
    int root = 1;
    while (pw(root, 1 << L) != 1 || pw(root, 1 << (L - 1)) == 1) {
        ++root;
    }
    return root;
}

const int root = getRoot();

long long angles[N + 1];
int bitrev[N];

void fft_init() {
    angles[0] = 1;
    for (int i = 1; i <= N; ++i) {
        angles[i] = angles[i - 1] * root % mod;
    }

    for (int i = 0; i < N; ++i) {
        int x = i;
        for (int j = 0; j < L; ++j) {
            bitrev[i] = (bitrev[i] << 1) | (x & 1);
            x >>= 1;
        }
    }

    fft_initialized = true;
```

```
}

inline int revBit(int x, int len) {
    return bitrev[x] >> (L - len);
}

void fft(vector<long long>& a, bool inverse = false) {
    assert(fft_initialized &&
    ↪ "you fucking cunt just write fft_init()");
    int n = a.size();
    assert(!(n & (n - 1)));    // work only with
    ↪ powers of two
    int l = __builtin_ctz(n);

    for (int i = 0; i < n; ++i) {
        int j = revBit(i, l);
        if (i < j) {
            swap(a[i], a[j]);
        }
    }

    for (int len = 1; len < n; len *= 2) {
        for (int start = 0; start < n; start += 2 *
        ↪ len) {
            for (int i = 0; i < len; ++i) {
                long long x = a[start + i], y =
                ↪ a[start + len + i];
                int idx = N / 2 / len * i;
                long long w = angles[inverse ? N -
                ↪ idx : idx];
                w = w * y % mod;
                a[start + i] = x + w;
                if (a[start + i] >= mod) {
                    a[start + i] -= mod;
                }
                a[start + len + i] = x - w;
                if (a[start + len + i] < 0) {
                    a[start + len + i] += mod;
                }
            }
        }
    }

    if (inverse) {
        int rev_deg = 1;
        for (int i = 0; i < l; ++i) {
            rev_deg = (rev_deg % 2) ? ((rev_deg +
            ↪ mod) / 2) : (rev_deg / 2);
        }
        for (auto& x : a) {
            x = x * rev_deg % mod;
        }
    }
}

Poly multiply(Poly a, Poly b) {
    int n = 1;
    while (n < (int)a.size() || n < (int)b.size()) {
        n *= 2;
    }
    a.resize(n + n);
    b.resize(n + n);
    fft(a);
    fft(b);
    for (int i = 0; i < n + n; ++i) {
        a[i] = a[i] * b[i] % mod;
    }
    fft(a, true);
    while (!a.empty() && a.back() == 0) {
        a.pop_back();
    }
    return a;
}
```

2.4 fft_mod_10_9_7.h

```
Poly multiply(const Poly& a, const Poly& b) {
.....
    for (int i = 0; i < n; ++i) {
        answer[i] = (li)(res[i].real() + 0.5);
        answer[i] %= mod;
    }
    return answer;
}

const int shift = 15;

const int first_mod = 1 << shift;

Poly large_part(const Poly& a) {
    Poly res(a.size());
    for (int i = 0; i < a.size(); ++i) {
        res[i] = a[i] >> shift;
    }
    return res;
}

Poly small_part(const Poly& a) {
    Poly res(a.size());
    for (int i = 0; i < a.size(); ++i) {
        res[i] = a[i] & (first_mod - 1);
    }
    return res;
}

Poly add(const Poly& q, const Poly& w) {
    auto res = q;
    res.resize(max(q.size(), w.size()));
    for (int i = 0; i < w.size(); ++i) {
        res[i] += w[i];
    }
    return res;
}

Poly multiply_large(const Poly& a, const Poly& b,
↪ int k) {
    Poly largeA = large_part(a), largeB = large_part(b);
    Poly smallA = small_part(a), smallB = small_part(b);
    Poly large_mult = multiply(largeA, largeB);
    Poly small_mult = multiply(smallA, smallB);
    Poly middle_mult = multiply(add(smallA,
    ↪ largeA), add(smallB, largeB));

    Poly result(large_mult.size());
    for (int i = 0; i < result.size(); ++i) {
        result[i] = ((large_mult[i] * first_mod) %
        ↪ mod * first_mod + small_mult[i] +
                    first_mod * (middle_mult[i] -
                    ↪ large_mult[i] -
                    ↪ small_mult[i]) % mod) %
                    ↪ mod;
    }
    if (result.size() > k + 1) {
        result.resize(k + 1);
    }
    return result;
}
```

3 flows

3.1 dinic.h

```
struct Edge {
    int from, to, cap, flow;
};

const int INF = (int)2e9;

struct Dinic {
    int n;
    vector<Edge> edges;
    vector<vector<int>> g;

    Dinic(int n) : n(n) {
        g.resize(n);
    }

    void add_edge(int from, int to, int cap) {
        Edge e = {from, to, cap, 0};
        g[from].push_back(edges.size());
        edges.push_back(e);
        e = {to, from, 0, 0};
        g[to].push_back(edges.size());
        edges.push_back(e);
    }
```

```
    vector<int> d;

    bool bfs(int s, int t) {
        d.assign(n, INF);
        d[s] = 0;
        queue<int> q;
        q.push(s);
        while (!q.empty()) {
            int v = q.front();
            q.pop();
            for (auto id : g[v]) {
                auto e = edges[id];
                if (e.cap > e.flow && d[e.to] == INF) {
                    d[e.to] = d[v] + 1;
                    q.push(e.to);
                }
            }
        }
        return d[t] != INF;
    }

    vector<int> pointer;

    int dfs(int v, int t, int flow_add) {
        if (!flow_add) {
            return 0;
        }
        if (v == t) {
            return flow_add;
        }
        int added_flow = 0;
        for (int& i = pointer[v]; i < g[v].size();
        ↪  ++i) {
            int id = g[v][i];
            int to = edges[id].to;
            if (d[to] != d[v] + 1) {
                continue;
            }
            int pushed = dfs(to, t, min(flow_add,
            ↪  edges[id].cap - edges[id].flow));
            if (pushed) {
                edges[id].flow += pushed;
                edges[id ^ 1].flow -= pushed;
                return pushed;
            }
        }
        return 0;
    }

    int max_flow(int s, int t) {
        int flow = 0;
        while (bfs(s, t)) {
            pointer.assign(n, 0);
            while (int pushed = dfs(s, t, INF)) {
                flow += pushed;
            }
        }
        return flow;
    }
};
```

3.2 hungarian.cpp

```
vector<int> u(n + 1), v(m + 1), p(m + 1), way(m + 1);
for (int i = 1; i <= n; ++i) {
    p[0] = i;
    int j0 = 0;
    vector<int> minv(m + 1, INF);
    vector<char> used(m + 1, false);
    do {
        used[j0] = true;
        int i0 = p[j0], delta = INF, j1;
        for (int j = 1; j <= m; ++j) {
            if (!used[j]) {
                int cur = a[i0][j] - u[i0] - v[j];
                if (cur < minv[j]) {
                    minv[j] = cur;
                    way[j] = j0;
                }
                if (minv[j] < delta) {
                    delta = minv[j];
                    j1 = j;
                }
            }
        }
        for (int j = 0; j <= m; ++j) {
            if (used[j]) {
                u[p[j]] += delta;
                v[j] -= delta;
            }
            else {
                minv[j] -= delta;
            }
        }
        j0 = j1;
    } while (p[j0] != 0);
    do {
        int j1 = way[j0];
        p[j0] = p[j1];
        j0 = j1;
    } while (j0);
}
vector<int> ans(n + 1);
for (int j = 1; j <= m; ++j) {
    ans[p[j]] = j;
}
int cost = -v[0];
```

3.3 min_cost_bellman_queue.h

```
using cost_type = li;
const cost_type COST_INF = (int)1e18;
const int FLOW_INF = (int)1e9;

struct MinCost {
    explicit MinCost(int n) {
        g.resize(n);
    }

    struct edge {
        int from, to;
        int cap;
        cost_type cost;
        int flow;
    };

    vector<edge> edges;
    vector<vector<int>> g;

    void add_edge(int from, int to, cost_type cost,
    ↪  int cap) {
        edge e = {from, to, cap, cost, 0};
        g[from].push_back(edges.size());
        edges.push_back(e);
        edge e2 = {to, from, 0, -cost, 0};
        g[to].push_back(edges.size());
        edges.push_back(e2);
    }

    pair<int, cost_type> min_cost(int n, int s, int
    ↪  t, bool need_max_flow, int max_flow_value =
    ↪  FLOW_INF) {
        cost_type cost = 0;
        int flow = 0;
        while (flow < max_flow_value) {
            queue<int> q;
            q.push(s);
            vector<int> in_q(n, 0);
            in_q[s] = 1;
            vector<int> p(n, -1);
            vector<cost_type> d(n);
            d[s] = 0;
            p[s] = s;
            while (!q.empty()) {
                int v = q.front();
                q.pop();
                in_q[v] = false;
                for (size_t i: g[v]) {
                    edge& e = edges[i];
                    if (e.cap == e.flow ||
                    ↪  p[e.from] == -1)
                        continue;
                    if (p[e.to] == -1 || d[e.to] >
                    ↪  d[e.from] + e.cost) {
                        d[e.to] = d[e.from] + e.cost;
                        p[e.to] = i;
```

```
                    if (!in_q[e.to]) {
                        in_q[e.to] = 1;
                        q.push(e.to);
                    }
                }
            }
            if (p[t] == -1)
                break;

            if(d[t] >= 0 && !need_max_flow) {
                break;
            }

            int cur = t;
            int maxAdd = max_flow_value - flow;
            while (cur != s) {
                edge& e = edges[p[cur]];
                cur = e.from;
                maxAdd = min(maxAdd, e.cap - e.flow);
            }

            flow += maxAdd;
            cost += d[t] * maxAdd;
            cur = t;
            while (cur != s) {
                int id = p[cur];
                edges[id].flow += maxAdd;
                edges[id ^ 1].flow -= maxAdd;
                cur = edges[id].from;
            }
        }

        return make_pair(flow, cost);
    }
};
```

3.4 min_cost_dijkstra.h

```
#define int li

using cost_type = li;
const cost_type COST_INF = (int)1e18;
const int FLOW_INF = (int)1e9;

struct MinCost {
    explicit MinCost(int n) {
        g.resize(n);
    }

    struct edge {
        int from, to;
        int cap;
        cost_type cost;
        int flow;
    };

    vector<edge> edges;
    vector<vector<int>> g;

    void add_edge(int from, int to, cost_type cost,
    ↪  int cap) {
        edge e = {from, to, cap, cost, 0};
        g[from].push_back(edges.size());
        edges.push_back(e);
        edge e2 = {to, from, 0, -cost, 0};
        g[to].push_back(edges.size());
        edges.push_back(e2);
    }

    pair<int, cost_type> min_cost(int n, int s, int
    ↪  t, bool need_max_flow, int max_flow_value =
    ↪  FLOW_INF) {
        cost_type cost = 0;
        int flow = 0;
        vector<cost_type> potential;
        {
            vector<int> p(n, -1);
            vector<cost_type> d(n);
            d[s] = 0;
            p[s] = s;
            bool changed = true;
            while (changed) {
                changed = false;
                for (size_t i = 0; i <
                ↪  edges.size(); ++i) {
                    edge &e = edges[i];
                    if (e.cap == e.flow ||
                    ↪  p[e.from] == -1)
                        continue;
                    if (p[e.to] == -1 || d[e.to] >
                    ↪  d[e.from] + e.cost) {
                        d[e.to] = d[e.from] + e.cost;
                        p[e.to] = i;
                        changed = true;
                    }
                }
            }
            potential = std::move(d);
        }
        while (flow < max_flow_value) {
            vector<cost_type> d(n);
            vector<int> p(n, -1);

            using queue_type = pair<cost_type, int>;
            priority_queue<queue_type,
            ↪  vector<queue_type>,
            ↪  greater<queue_type>> q;

            q.push({0, s});

            while (!q.empty()) {
                int v = q.top().second;
                cost_type oldD = q.top().first;
                q.pop();
                if (oldD != d[v])
                    continue;
                for (int id: g[v]) {
                    edge &e = edges[id];
                    if (e.to == s)
                        continue;
                    if (e.cap > e.flow) {
                        cost_type newd = d[v] +
                        ↪  e.cost +
                        ↪  potential[e.from] -
                        ↪  potential[e.to];
                        if (p[e.to] == -1 ||
                        ↪  d[e.to] > newd) {
                            d[e.to] = newd;
                            p[e.to] = id;
                            q.push({d[e.to], e.to});
                        }
                    }
                }
            }

            if (p[t] == -1) {
                break;
            }

            if (d[t] + potential[t] >= 0 &&
            ↪  !need_max_flow) {
                break;
            }

            int cur = t;
            int maxAdd = max_flow_value - flow;
            while (cur != s) {
                edge &e = edges[p[cur]];
                cur = e.from;
                maxAdd = min(maxAdd, e.cap - e.flow);
            }

            flow += maxAdd;
            cost += (potential[t] + d[t]) * maxAdd;
            cur = t;
            while (cur != s) {
                int id = p[cur];
                edges[id].flow += maxAdd;
                edges[id ^ 1].flow -= maxAdd;
                cur = edges[id].from;
            }

            for (int i = 0; i < n; ++i) {
                if (i != s && p[i] == -1) {
                    potential[i] = COST_INF;
                } else
```

```
                potential[i] = min(potential[i]
                 ↪  + d[i], COST_INF);
            }
        }

        return make_pair(flow, cost);
    }
};
```

3.5 min_cost_ford_bellman.h

```
using cost_type = li;
const cost_type COST_INF = (int)1e18;
const int FLOW_INF = (int)1e9;

struct MinCost {
    explicit MinCost(int n) {
        g.resize(n);
    }

    struct edge {
        int from, to;
        int cap;
        cost_type cost;
        int flow;
    };

    vector<edge> edges;
    vector<vector<int>> g;

    void add_edge(int from, int to, cost_type cost,
     ↪  int cap) {
        edge e = {from, to, cap, cost, 0};
        g[from].push_back(edges.size());
        edges.push_back(e);
        edge e2 = {to, from, 0, -cost, 0};
        g[to].push_back(edges.size());
        edges.push_back(e2);
    }

    pair<int, cost_type> min_cost(int n, int s, int
     ↪  t, bool need_max_flow, int max_flow_value =
     ↪  FLOW_INF) {
        cost_type cost = 0;
        int flow = 0;
        while(flow < max_flow_value) {
            vector<int> p(n, -1);
            vector<cost_type> d(n);
            d[s] = 0;
            p[s] = s;
            bool changed = true;
            while(changed) {
                changed = false;
                for(size_t i = 0; i < edges.size();
                 ↪  ++i) {
                    edge& e = edges[i];
                    if(e.cap == e.flow || p[e.from]
                     ↪  == -1)
                        continue;
                    if(p[e.to] == -1 || d[e.to] >
                     ↪  d[e.from] + e.cost) {
                        d[e.to] = d[e.from] + e.cost;
                        p[e.to] = i;
                        changed = true;
                    }
                }
            }
            if(p[t] == -1)
                break;

            if(d[t] >= 0 && !need_max_flow) {
                break;
            }

            int cur = t;
            int maxAdd = max_flow_value - flow;
            while(cur != s) {
                edge& e = edges[p[cur]];
                cur = e.from;
                maxAdd = min(maxAdd, e.cap - e.flow);
            }

            flow += maxAdd;
            cost += d[t] * maxAdd;
            cur = t;
            while(cur != s) {
                int id = p[cur];
                edges[id].flow += maxAdd;
                edges[id ^ 1].flow -= maxAdd;
                cur = edges[id].from;
            }
        }
        return make_pair(flow, cost);
    }
};
```

3.6 min_cost_negative_cycles.h

```
using cost_type = int;
const cost_type COST_INF = (cost_type)1e9;
const int FLOW_INF = (int)1e9;

struct MinCost {
    explicit MinCost(int n) {
        g.resize(n);
    }

    struct edge {
        int from, to;
        int cap;
        cost_type cost;
        int flow;
    };

    vector<edge> edges;
    vector<vector<int>> g;

    void add_edge(int from, int to, cost_type
     ↪  cur_cost, int cap) {
        edge e = {from, to, cap, cur_cost, 0};
        g[from].push_back(edges.size());
        edges.push_back(e);
        edge e2 = {to, from, 0, -cur_cost, 0};
        g[to].push_back(edges.size());
        edges.push_back(e2);
    }

    pair<int, cost_type> min_cost(int n, int s, int
     ↪  t, int max_flow_value = FLOW_INF) {
        cost_type cost = 0;
        int flow = 0;

        vector<int> p(n);
        vector<cost_type> d(n, 0);
        vector<int> to_add;
        while (flow < max_flow_value) {
            p.assign(n, -1);
            d.assign(n, COST_INF);
            d[s] = 0;
            set<pair<cost_type, int>> q;
            q.insert({0, s});
            vector<char> used(n, false);
            while (!q.empty()) {
                int v = q.begin()->second;
                q.erase(q.begin());
                used[v] = true;
                for (int i : g[v]) {
                    auto& e = edges[i];
                    if (e.cap == e.flow || used[e.to]) {
                        continue;
                    }
                    cost_type new_d = d[v] + e.cost;
                    if (d[e.to] > new_d) {
                        q.erase({d[e.to], e.to});
                        d[e.to] = new_d;
                        q.insert({d[e.to], e.to});
                        p[e.to] = i;
                    }
                }
            }
            if (p[t] == -1) {
                return {-1, 0};
            }
            int add_flow = max_flow_value - flow;
            int cur = t;
            to_add.clear();
```

```
        int add_cost = 0;
        while (cur != s) {
            auto& e = edges[p[cur]];
            add_flow = min(add_flow, e.cap - e.flow);
            to_add.push_back(p[cur]);
            cur = e.from;
            add_cost += e.cost;
        }
        assert(add_flow > 0);
        flow += add_flow;
        cost += add_flow * add_cost;
        for (int x : to_add) {
            edges[x].flow += add_flow;
            edges[x ^ 1].flow -= add_flow;
        }
    }

    int TIMER = 0;
    vector<int> used_timer(n, 0);
    vector<char> used(n, false);
    vector<int> cur_edges;
    vector<int> edges_to_add;
    while (true) {
        p.assign(n, -1);
        d.assign(n, COST_INF);
        bool found = false;
        int iter = 0;
        for (int st = 0; st < s; ++st) {
            if (d[st] != COST_INF) {
                continue;
            }
            ++iter;
            d[st] = 0;
            vector<int> q, new_q;
            q.push_back(st);
            for (int it = 0; it < n; ++it) {
                ++TIMER;
                int changed = -1;
                for (int v : q) {
                    for (int i : g[v]) {
                        edge &e = edges[i];
                        if (e.cap == e.flow)
                            continue;
                        cost_type new_d = d[v] + e.cost;
                        if (d[e.to] > new_d) {
                            d[e.to] = new_d;
                            p[e.to] = i;
                            changed = e.to;
                            if (used_timer[e.to] != TIMER) {
                                used_timer[e.to] = TIMER;
                                new_q.push_back(e.to);
                            }
                        }
                    }
                }
                if (changed == -1) {
                    break;
                }
                sort(all(new_q));
                q.swap(new_q);
                new_q.clear();
                if (d[st] < 0) {
                    changed = st;
                    it = n - 1;
                }
                if (it == n - 1) {
                    found = true;
                    int bad_end = changed;
                    used.assign(n, false);
                    int cur = bad_end;
                    cur_edges.clear();
                    while (!used[cur]) {
                        used[cur] = true;
                        cur_edges.push_back(p[cur]);
                        cur = edges[p[cur]].from;
                    }
                    edges_to_add.clear();
                    while (edges[cur_edges.back()].to != cur) {
                        edges_to_add.push_back(cur_edges.back());
                        cur_edges.pop_back();
                    }
                    edges_to_add.push_back(cur_edges.back());
                    int add_cost = 0, add_flow = FLOW_INF;
                    for (auto e_id : edges_to_add) {
                        add_flow = min(add_flow, edges[e_id].cap - edges[e_id].flow);
                        add_cost += edges[e_id].cost;
                    }
                    cost += add_cost * add_flow;
                    assert(add_flow > 0);
                    assert(add_cost < 0);
                    for (auto e_id : edges_to_add) {
                        edges[e_id].flow += add_flow;
                        edges[e_id ^ 1].flow -= add_flow;
                    }
                }
            }
        }
        if (!found) {
            break;
        }
    }
    return make_pair(flow, cost);
}
};
```

4 geometry

4.1 halfplane_intersection.cpp

```
using ld = double;
const ld eps = 1e-9;

struct point {
    ld x, y;

    point(ld x = 0, ld y = 0): x(x), y(y) {}

    point operator+(const point& p) const { return point(x + p.x, y + p.y); }
    point operator-(const point& p) const { return point(x - p.x, y - p.y); }

    point operator*(ld t) const { return point(x * t, y * t); }
    point operator/(ld t) const { return point(x / t, y / t); }

    point rot() const { return point(-y, x); }

    ld vprod(const point& p) const { return x * p.y - y * p.x; }
    ld sprod(const point& p) const { return x * p.x + y * p.y; }

    int half() const {
        if (y)
            return y < -eps;
        else
            return x < -eps;
    }

    ld sql() const { return x * x + y * y; }
    ld len() const { return sqrt(sql()); }

    bool operator<(const point& p) const { return make_pair(x, y) < make_pair(p.x, p.y); }
};
```

```
int sign(ld x) {
    return abs(x) > eps ? (x > 0 ? 1 : -1) : 0;
}

int vecLess(const point& a, const point& b) {
    if (a.half() != b.half())
        return a.half() < b.half() ? 1 : -1;
    else {
        return sign(a.vprod(b));
    }
}

struct halfplane {
    // ax + by + c >= 0
    ld a, b, c;
    int type;

    tuple<ld, ld, ld> get() const { return make_tuple(a, b, c); }
    bool operator<(const halfplane& rhs) const { return get() < rhs.get(); }

    point norm() const { return point(a, b); }

    point intersect(const halfplane& h) const {
        ld x = -c * h.b + b * h.c;
        ld y = a * -h.c + c * h.a;
        ld denum = a * h.b - b * h.a;
        return point(x / denum, y / denum);
    }
};

// does intersection of a and c belong to b?
// assumes that a.vprod(c) > 0!
bool interAccepted(const halfplane& a, const halfplane& b, const halfplane& c) {
    // Determinant of 3x3 matrix formed by a, b, c
    return a.a * (b.b * c.c - b.c * c.b) - a.b * (b.a * c.c - b.c * c.a) + a.c * (b.a * c.b - b.b * c.a) < 0;
}

void sanitizeHalfplanes(vector<halfplane>& planes, bool doAdd, bool doSort) {
    // Add bouding box
    const ld INF = 1e9;
    if (doAdd) {
        planes.push_back(halfplane { 1, 0, INF });
        planes.push_back(halfplane { -1, 0, INF });
        planes.push_back(halfplane { 0, 1, INF });
        planes.push_back(halfplane { 0, -1, INF });
    }

    // Normalize halfplanes. This is used when selecting strictest of parallel halfplanes
    // NOT NEEDED if there are no collinear (and not antiparallel) normals, but may improve precision
    for (halfplane& h: planes) {
        ld len = h.norm().len();
        h.a /= len;
        h.b /= len;
        h.c /= len;
    }

    if (doSort)
        sort(all(planes), [&](halfplane& a, halfplane& b) { return vecLess(a.norm(), b.norm()) > 0; });
}

class polygon {
public:
    vector<point> pts;

    polygon(const vector<point>& pts = vector<point>()): pts(pts) {}

    ld getDoubleSquare() const {
        ld result = 0;
        int n = pts.size();
        for (int i = 1; i < n - 1; ++i) {
            result += (pts[i] - pts[0]).vprod(pts[i + 1] - pts[0]);
        }
        return abs(result);
    }
};

// Returns halfplane through points a and b,
// inner part is counter-clockwise from a->b segment
halfplane byPoints(point a, point b) {
    // rot counter clockwise, n points to area inside halfplane intersection
    point n = (b - a).rot();
    return halfplane { n.x, n.y, -n.sprod(a) };
}

// empty return polygon/vector denotes empty intersection
// degenerate intersections are reported as empty

// CALL sanitizeHalfplanes WITH SORT AND/OR ADD BOUNDING BOX BEFORE USING!
polygon getPolygon(const vector<halfplane>& planes) {
    int l = 0, r = 0;
    static vector<halfplane> ans;
    ans.clear();
    ans.reserve(planes.size());

    for (int L = 0; L < planes.size();) {
        int R = L + 1;
        while (R < planes.size() && abs(planes[L].norm().vprod(planes[R].norm())) < eps) ++R;

        // choose most powerful inequality among those with equal normals
        // assumes that normals are identity!
        const halfplane& h = *min_element(planes.begin() + L, planes.begin() + R, [](const halfplane& a, const halfplane& b) { return a.c < b.c; });
        L = R;

        while (r - l > 1 && !interAccepted(ans[r - 2], h, ans[r - 1])) {
            ans.pop_back();
            --r;
        }

        while (r - l > 1 && !interAccepted(ans[l], h, ans[l + 1])) {
            ++l;
        }

        // WATCH OUT: you may need to tweak eps here for severe problems
        if (r - l > 0 && ans[r - 1].norm().vprod(h.norm()) <= -1e-7) {
            return polygon();
        }

        if (r - l < 2 || interAccepted(ans[r - 1], ans[l], h)) {
            ans.push_back(h);
            r++;
        }
    }

    assert(r == ans.size());

    // IF YOU NEED HALFPLANES:
    // return vector<halfplane>(ans.begin() + l, ans.end());

    int n = r - l;

    polygon poly;
    poly.pts.reserve(n);
    for (int i = 0; i < n; ++i) {
        poly.pts.push_back(ans[l + i].intersect(ans[l + (i + 1) % n]));
    }
```

```
    return poly;
}
```

4.2 segments_and_circles.cpp

```
struct point {
    ld x, y;

    point(ld x = 0, ld y = 0): x(x), y(y) {}

    point operator+(const point& p) const { return point(x + p.x, y + p.y); }
    point operator-(const point& p) const { return point(x - p.x, y - p.y); }

    point operator*(ld t) const { return point(x * t, y * t); }
    point operator/(ld t) const { return point(x / t, y / t); }

    ld vprod(const point& p) const { return x * p.y - y * p.x; }
    ld sprod(const point& p) const { return x * p.x + y * p.y; }

    point rot() const { return point(-y, x); }

    point norm() const { return *this / len(); }
    bool valid() const { return isfinite(x); }

    ld len() const { return hypot(x, y); }
    ld sql() const { return x * x + y * y; }

    int half() const {
        if (abs(y) > eps)
            return y < 0;
        else
            return x < -eps;
    }
};

point invalid(INFINITY, INFINITY);

point segmentIntersect(point a, point b, point c, point d) {
    b = b - a;
    d = d - c;

    if (abs(b.vprod(d)) < eps) return invalid;

    // a + bu = c + dv
    ld u = (c - a).vprod(d) / b.vprod(d);
    ld v = (a - c).vprod(b) / d.vprod(b);

    if (u >= -eps && v >= -eps && u <= 1 + eps && v <= 1 + eps)
        return a + b * u;

    return invalid;
}

vector<point> lineCircleIntersect(point a, point b, point c, ld r) {
    point n = (b - a).norm().rot();
    ld d = n.sprod(a - c);
    if (abs(d) > r + eps) return {};

    if (abs(abs(d) - r) < eps)
        return { c + n * d };

    ld x = sqrt(max<ld>(0, r * r - d * d));
    return { c + n * d + n.rot() * x, c + n * d - n.rot() * x };
}

vector<point> segmentCircleIntersect(point a, point b, point c, ld r) {
    auto pts = lineCircleIntersect(a, b, c, r);

    vector<point> ans;
    for (point& p: pts) {
        assert(abs((p - c).len() - r) < eps);
        assert(abs((p - a).vprod(b - a)) < eps);

        if ((p - a).sprod(p - b) <= eps)
            ans.push_back(p);
    }

    return ans;
}

vector<point> circleCircleIntersect(point c1, ld r1, point c2, ld r2) {
    // r_1 ^ 2 - h^2 = x^2
    // r_2 ^ 2 - h^2 = (d - x)^2 = x^2 -2dx + d^2
    // d^2 -2dx = r_2^2 - r_1^2

    ld d = (c2 - c1).len();

    if (d > r1 + r2 + eps || d < abs(r2 - r1) - eps || abs(d) < eps) return {};

    ld x = (d * d - r2 * r2 + r1 * r1) / (2 * d);
    point dir = (c2 - c1).norm();

    ld h = sqrt(max<ld>(r1 * r1 - x * x, 0));

    if (h < eps)
        return { c1 + dir * x };
    else
        return { c1 + dir * x + dir.rot() * h, c1 + dir * x - dir.rot() * h };
}
```

5 graphs

5.1 components.cpp

```
struct Graph {
    void read() {
        int m;
        cin >> n >> m;

        e.resize(n);

        for (int i = 0; i < m; ++i) {
            int u, v;
            cin >> u >> v;
            --u; --v;
            e[u].push_back(v);
            e[v].push_back(u);
        }
    }

    /* COMMON PART */

    int n;
    vector<vector<int>> e;

    int counter = 1;
    vector<int> inTime, minInTime;

    void dfs(int v, int p = -1) {
        minInTime[v] = inTime[v] = counter++;

        for (int u: e[v]) {
            if (u == p) continue;

            if (!inTime[u]) {
                dfs(u, v);
                minInTime[v] = min(minInTime[v], minInTime[u]);
            }
            else {
                minInTime[v] = min(minInTime[v], inTime[u]);
            }
        }
    }

    vector<char> used;

    /* COMPONENTS SEPARATED BY BRIDGES (COLORING) */
```

```
int nColors;
vector<int> color;

void colorDfs(int v, int curColor) {
    color[v] = curColor;

    for (int u: e[v]) {
        if (color[u] != -1) continue;

        colorDfs(u, minInTime[u] > inTime[v] ? nColors++ : curColor);
    }
}

void findVertexComponents() {
    inTime.assign(n, 0);
    minInTime.assign(n, 0);
    counter = 1;

    for (int i = 0; i < n; ++i)
        if (!inTime[i])
            dfs(i);

    nColors = 0;
    color.assign(n, -1);
    for (int i = 0; i < n; ++i)
        if (color[i] == -1) {
            colorDfs(i, nColors++);
        }
}

/* COMPONENTS SEPARATED BY JOINTS (EDGE COMPONENTS) */

struct Edge {
    int u, v;
};

// Cactus loops can be parsed as .u of every edge
vector<vector<Edge>> edgeComps;

vector<int> colorStack;

void edgeCompDfs(int v, int p = -1) {
    used[v] = true;

    for (int u: e[v]) {
        if (used[u]) {
            if (inTime[u] < inTime[v] && u != p) {
                // NOTE:  && u != p makes one-edge components contain exactly one edge;
                // if you need them as two-edge loops, remove this part of if condition

                edgeComps[colorStack.back()].push_back({v, u});
            }

            continue;
        }

        bool newComp = minInTime[u] >= inTime[v];

        if (newComp) {
            colorStack.push_back(edgeComps.size());
            edgeComps.emplace_back();
        }


        edgeComps[colorStack.back()].push_back({v, u});
        edgeCompDfs(u, v);

        if (newComp) {
            colorStack.pop_back();
        }
    }
}

void findEdgeComponents() {
    inTime.assign(n, 0);
    minInTime.assign(n, 0);
    counter = 1;

    for (int i = 0; i < n; ++i)
        if (!inTime[i])
            dfs(i);

    used.assign(n, false);
    colorStack.clear();
    edgeComps.clear();
    for (int i = 0; i < n; ++i)
        if (!used[i]) {
            assert(colorStack.empty());
            edgeCompDfs(i);
        }
    }
};
```

5.2 directed_mst.cpp

```
vector<int> min_edges;

// RETURNS: value of directed MST with root in root
// ids of min egdes are pushed into min_edges
// WARNING: DO NOT FORGET TO FILL edge.id !!!  (algorithm reports these values)
li findMst(vector<edge>& edges, int n, int root) {
    li res = 0;

    const li INF = 1e18;
    vector<li> minCost(n, INF);
    vector<int> id_edge(n, -1);

    for (int i = 0; i < edges.size(); i++)
        edges[i].local_id = i;

    for (edge& e: edges) {
        if (e.from == e.to || e.to == root) continue;

        if (minCost[e.to] > e.cost) {
            minCost[e.to] = e.cost;
            id_edge[e.to] = e.id;
        }
    }

    for (int v = 0; v < n; v++)
        if (v != root) {
            res += minCost[v];
        }

    vector<edge> zero;
    for (edge& e: edges) {
        if (e.from == e.to || e.to == root) continue;

        e.cost -= minCost[e.to];
        if (e.cost == 0)
            zero.push_back(e);
    }

    vector<vector<tuple<int, int, int>>> zero_to(n), zero_to_rev(n);
    for (edge& e: zero) {
        zero_to[e.from].emplace_back(e.to, e.id, e.local_id);
        zero_to_rev[e.to].emplace_back(e.from, e.id, e.local_id);
    }

    vector<char> used(n, false);
    vector<int> out_order;

    vector<int> can_min;
    function<void(int)> dfs = [&](int v) {
        used[v] = true;
        for (auto ed: zero_to[v]) {
            int u = get<0>(ed);

            if (!used[u]) {
                dfs(u);
                can_min.push_back(get<1>(ed));
            }
        }
        out_order.push_back(v);
```

```
    };

    dfs(root);

    bool fail = false;
    for (int v = 0; v < n; v++)
        if (!used[v]) {
            fail = true;
            dfs(v);
        }

    if (!fail) {
        min_edges = can_min;
        answer += res;
        return res;
    }

    reverse(all(out_order));

    vector<int> color(n, -1);

    int curColor = 0;

    function<void(int)> colorDfs = [&](int v) {
        color[v] = curColor;

        for (auto ed: zero_to_rev[v]) {
            int u = get<0>(ed);
            if (color[u] == -1) {
                colorDfs(u);
                min_edges.push_back(get<2>(ed));
            }
        }
    };

    for (int v: out_order) {
        if (color[v] == -1) {
            colorDfs(v);
            curColor++;
        }
    }

    vector<edge> new_edges;
    for (int i = 0; i < edges.size(); i++) {
        edge& e = edges[i];
        if (e.from == e.to || e.to == root) continue;

        if (color[e.to] != color[e.from]) {
            edge new_e = edge { color[e.from],
             ↪  color[e.to], e.cost };
            new_e.id = i;
            new_edges.push_back(new_e);
        }
    }

    answer += res;
    li mst_res = findMst(new_edges, curColor,
     ↪  color[root]);
    res += mst_res;

    can_min.clear();
    used.assign(n, false);

    function<void(int)> sc_dfs = [&](int v) {
        used[v] = true;
        for (auto ed: zero_to[v]) {
            int u = get<0>(ed);
            if (color[u] == color[v] && !used[u]) {
                assert(get<1>(ed) >= 0);
                min_edges.push_back(get<2>(ed));
                sc_dfs(u);
            }
        }
    };

    for (int i = 0; i < min_edges.size(); i++) {
        int id = min_edges[i];
        edge& e = edges[id];
        can_min.push_back(e.id);

        sc_dfs(e.to);
    }

    sc_dfs(root);

    min_edges = can_min;
    return res;
}
```

5.3 dominator_tree.h

```
struct DominatorTree {
    int n;
    int root;
    vector<int> tin, revin;
    vector<int> sdom, idom;
    vector<vector<int>> g, revg;
    vector<int> parent;

    vector<int> dsu;
    vector<int> min_v;
    int cnt = 0;

    int get(int v) {
        ++cnt;
        if (dsu[v] == v) {
            return v;
        }
        int next_v = get(dsu[v]);
        if (sdom[min_v[dsu[v]]] < sdom[min_v[v]]) {
            min_v[v] = min_v[dsu[v]];
        }
        dsu[v] = next_v;
        return next_v;
    }

    void merge(int from, int to) {
        dsu[from] = to;
    }

    DominatorTree(int n, int root): n(n),
     ↪  root(root), dsu(n) {
        tin.resize(n, -1);
        revin.resize(n, -1);
        sdom.resize(n);
        idom.resize(n);
        g.resize(n);
        revg.resize(n);
        dsu.resize(n);
        parent.assign(n, -1);
        min_v.assign(n, -1);
        for (int i = 0; i < n; ++i) {
            dsu[i] = i;
            min_v[i] = i;
            sdom[i] = i;
            idom[i] = i;
        }
    }

    void dfs(int v, vector<vector<int>>& cur_g,
     ↪  int& timer) {
        tin[v] = timer++;
        for (int to : cur_g[v]) {
            if (tin[to] == -1) {
                dfs(to, cur_g, timer);
                parent[tin[to]] = tin[v];
            }
            revg[tin[to]].push_back(tin[v]);
        }
    }

    vector<int> get_tree(vector<vector<int>> cur_g) {
        vector<char> used(n, false);
        int timer = 0;
        dfs(root, cur_g, timer);
        for (int i = 0; i < n; ++i) {
            if (tin[i] == -1) {
                continue;
            }
            revin[tin[i]] = i;
            for (int to : cur_g[i]) {
                g[tin[i]].push_back(tin[to]);
            }
        }

        vector<vector<int>> buckets(n);
        for (int i = n - 1; i >= 0; --i) {
            for (int to : revg[i]) {
```

```
                get(to);
                sdom[i] = min(sdom[i], sdom[min_v[to]]);
            }
            if (revin[i] == -1) {
                continue;
            }
            if (i) {
                buckets[sdom[i]].push_back(i);
            }
            for (int w : buckets[i]) {
                get(w);
                int v = min_v[w];
                if (sdom[v] == sdom[w]) {
                    idom[w] = sdom[w];
                } else {
                    idom[w] = v;
                }
            }
            for (int to : g[i]) {
                if (parent[to] == i) {
                    merge(to, i);
                }
            }
        }
        for (int i = 0; i < n; ++i) {
            if (revin[i] == -1) {
                continue;
            }
            if (idom[i] == sdom[i]) {
                continue;
            } else {
                idom[i] = idom[idom[i]];
            }
        }

        vector<int> res(n, -1);
        for (int i = 0; i < n; ++i) {
            if (revin[i] == -1) {
                continue;
            }
            res[revin[i]] = revin[idom[i]];
        }
        return res;
    }
};
```

5.4 edmonds_matching.h

```
// O(N^3)
int n;
vi e[maxn];
int mt[maxn], p[maxn], base[maxn], b[maxn], blos[maxn];
int q[maxn];
int blca[maxn]; // used for lca

int lca(int u, int v) {
    forn(i, n) blca[i] = 0;
    while (true) {
        u = base[u];
        blca[u] = 1;
        if (mt[u] == -1) break;
        u = p[mt[u]];
    }
    while (!blca[base[v]]) {
        v = p[mt[base[v]]];
    }
    return base[v];
}

void mark_path(int v, int b, int ch) {
    while (base[v] != b) {
        blos[base[v]] = blos[base[mt[v]]] = 1;
        p[v] = ch;
        ch = mt[v];
        v = p[mt[v]];
    }
}

int find_path(int root) {
    forn(i, n) {
        base[i] = i;
        p[i] = -1;
        b[i] = 0;
    }
    b[root] = 1;
    q[0] = root;
    int lq = 0, rq = 1;
    while (lq != rq) {
        int v = q[lq++];
        for (int to: e[v]) {
            if (base[v] == base[to] || mt[v] == to) continue;
            if (to==root || (mt[to] != -1 && p[mt[to]] != -1)) {
                int curbase = lca(v, to);
                forn(i, n) blos[i] = 0;
                mark_path(v, curbase, to);
                mark_path(to, curbase, v);
                forn(i, n) if (blos[base[i]]) {
                    base[i] = curbase;
                    if (!b[i]) b[i] = 1, q[rq++] = i;
                }
            } else if (p[to] == -1) {
                p[to] = v;
                if (mt[to] == -1) {
                    return to;
                }
                to = mt[to];
                b[to] = 1;
                q[rq++] = to;

            }
        }
    }
    return -1;
}

int matching() {
    forn(i, n) mt[i] = -1;
    int res = 0;
    forn(i, n) if (mt[i] == -1) {
        int v = find_path(i);
        if (v != -1) {
            ++res;
            while (v != -1) {
                int pv = p[v], ppv = mt[p[v]];
                mt[v] = pv, mt[pv] = v;
                v = ppv;
            }
        }
    }
    return res;
}
```

5.5 euler_cycle.h

```
struct Edge {
    int to, id;
};

bool usedEdge[maxm];
vector<Edge> g[maxn];
int ptr[maxn];

vector<int> cycle;
void eulerCycle(int u) {
    while (ptr[u] < sz(g[u]) && usedEdge[g[u][ptr[u]].id])
        ++ptr[u];
    if (ptr[u] == sz(g[u]))
        return;
    const Edge &e = g[u][ptr[u]];
    usedEdge[e.id] = true;
    eulerCycle(e.to);
    cycle.push_back(e.id);
    eulerCycle(u);
}
```

6 maths

6.1 berlekamp.h

```
vector<int> massey(vector<int> dp) {
    //dp.erase(dp.begin(), dp.begin() + 1);
    vector<int> C(1, 1);
```

```
    int L = 0;
    vector<int> B(1, 1);
    int b = 1;
    for (int n = 0; n < dp.size(); ++n) {
        int d = 0;
        for (int i = 0; i <= L; ++i) {
            d += C[i] * dp[n - i];
            d %= mod;
            if (d < 0) {
                d += mod;
            }
        }
        B.insert(B.begin(), 0);
        if (d == 0) {
            continue;
        }
        auto prevC = C;
        if (C.size() < B.size()) {
            C.resize(B.size(), 0);
        }
        int cur_mult = d * binpow(b, mod - 2) % mod;
        for (int i = 0; i < B.size(); ++i) {
            C[i] -= B[i] * cur_mult;
            C[i] %= mod;
            if (C[i] < 0) {
                C[i] += mod;
            }
        }
        if (2 * L <= n) {
            b = d;
            L = n - L + 1;
            B = prevC;
        }
    }
    return C;
}
```

6.2 crt.h

```
inline int inv(int a, int b) {
    return a == 1 ? 1 : b - 1ll * inv(b % a, a) * b / a % b;
}

pair<int, int> euc(int a, int b) {
    // returns {x, y} s.t. ax + by = g
    int g = __gcd(a, b);
    a /= g, b /= g;
    int x = inv(a, b);
    int y = (1 - 1ll * a * x) / b;

    return {x, y};
}

// be careful if the whole base is long long
pair<int, int> crt(const vector<int>& mods, vector<int>& rems) {
    int rem = 0, mod = 1;
    for (int i = 0; i < (int)mods.size(); ++i) {
        long long g = __gcd(mods[i], mod);
        if (rem % g != rems[i] % g) {
            return {-1, -1};
        }

        int k = euc(mod, mods[i]).first * 1ll * (rems[i] - rem + mods[i]) % mods[i];
        if (k < 0) {
            k += mods[i];
        }
        rem += mod / g * k;
        mod = mod / g * mods[i];
    }
    return {rem, mod};
}
```

6.3 gauss_bitset_inverse.h

```
const int N = 100;
using Bs = bitset<N>;
using Matrix = vector<Bs>;

Matrix getInverse(Matrix a) {
    assert(!a.empty());
    int n = a.size();

    Matrix b(n);
    for (int i = 0; i < n; ++i) {
        b[i][i] = 1;
    }

    int row = 0;
    for (int col = 0; col < n; ++col) {
        if (!a[row][col]) {
            int i = row + 1;
            while (i < n && !a[i][col]) {
                ++i;
            }
            if (i == n) {
                return {};    // assert(false); throw PoshelNahuiException(); etc
            }
            swap(a[i], a[row]);
            swap(b[i], b[row]);
        }

        for (int i = row + 1; i < n; ++i) {
            if (a[i][col]) {
                a[i] ^= a[row];
                b[i] ^= b[row];
            }
        }

        ++row;
    }

    for (int i = n - 1; i >= 0; --i) {
        for (int j = 0; j < i; ++j) {
            if (a[j][i]) {
                a[j] ^= a[i];
                b[j] ^= b[i];
            }
        }
    }

    return b;
}
```

6.4 gauss_bitset_solve_slu.h

```
const int N = 100;
using Bs = bitset<N>;
using Matrix = vector<Bs>;

Bs solveLinearSystem(Matrix a, Bs b) {
    // solves Av = b
    assert(!a.empty());
    int n = a.size();

    int row = 0;
    vector<int> cols(n);
    for (int col = 0; col < N; ++col) {
        if (row == n) {
            break;
        }
        if (!a[row][col]) {
            int i = row + 1;
            while (i < n && !a[i][col]) {
                ++i;
            }
            if (i == n) {
                continue;
            }
            swap(a[i], a[row]);
            b[i] = b[i] ^ b[row];
            b[row] = b[row] ^ b[i];
            b[i] = b[i] ^ b[row];
        }

        for (int i = row + 1; i < n; ++i) {
            if (a[i][col]) {
                a[i] ^= a[row];
                b[i] = b[i] ^ b[row];
            }
        }

        cols[row] = col;
```

```
        ++row;
    }

    for (int i = row; i < n; ++i) {
        if (b[i]) {
            return {};    // assert(false); throw PoshelNahuiException(); etc
        }
    }

    Bs result = {};
    while (row) {
        --row;
        for (int i = cols[row] + 1; i < N; ++i) {
            b[row] = b[row] ^ (a[row][i] * result[i]);
        }
        result[cols[row]] = b[row];
    }

    return result;
}
```

6.5 gauss_double_inverse.h

```
using Matrix = vector<vector<ld>>;

const ld eps = 1e-6;

Matrix getInverse(Matrix a) {
    assert(!a.empty());
    int n = a.size();
    assert(n == (int)a[0].size());

    Matrix b(n, vector<ld>(n, 0));
    for (int i = 0; i < n; ++i) {
        b[i][i] = 1;
    }

    int row = 0;
    for (int col = 0; col < n; ++col) {
        if (abs(a[row][col]) < eps) {
            int i = row + 1;
            while (i < n && abs(a[i][col]) < eps) {
                ++i;
            }
            if (i == n) {
                return {};    // assert(false); throw PoshelNahuiException(); etc
            }
            a[i].swap(a[row]);
            b[i].swap(b[row]);
        }

        for (int i = row + 1; i < n; ++i) {
            ld k = a[i][col] / a[row][col];
            for (int j = col; j < n; ++j) {
                a[i][j] -= k * a[row][j];
            }
            for (int j = 0; j < n; ++j) {
                b[i][j] -= k * b[row][j];
            }
        }

        ++row;
    }

    for (int i = n - 1; i >= 0; --i) {
        for (int j = 0; j < i; ++j) {
            ld k = a[j][i] / a[i][i];
            for (int l = 0; l < n; ++l) {
                a[j][l] -= a[i][l] * k;
                b[j][l] -= b[i][l] * k;
            }
        }
        ld k = a[i][i];
        for (int l = 0; l < n; ++l) {
            b[i][l] /= k;
        }
        a[i][i] /= k;
    }

    return b;
}
```

6.6 gauss_double_solve_slu.h

```
using Matrix = vector<vector<ld>>;

const ld eps = 1e-6;

vector<ld> solveLinearSystem(Matrix a, vector<ld> b) {
    // solves Av = b
    assert(!a.empty());
    int n = a.size(), m = a[0].size();
    assert(n == (int)b.size());

    int row = 0;
    vector<int> cols(n);
    for (int col = 0; col < m; ++col) {
        if (row == n) {
            break;
        }
        if (abs(a[row][col]) < eps) {
            int i = row + 1;
            while (i < n && abs(a[i][col]) < eps) {
                ++i;
            }
            if (i == n) {
                continue;
            }
            a[i].swap(a[row]);
            swap(b[i], b[row]);
        }

        for (int i = row + 1; i < n; ++i) {
            ld k = a[i][col] / a[row][col];
            for (int j = col; j < m; ++j) {
                a[i][j] -= k * a[row][j];
            }
            b[i] -= b[row] * k;
        }

        cols[row] = col;
        ++row;
    }

    for (int i = row; i < n; ++i) {
        if (abs(b[i]) < eps) {
            return {};    // assert(false); throw PoshelNahuiException(); etc
        }
    }

    vector<ld> result(m);
    while (row) {
        --row;
        for (int i = cols[row] + 1; i < m; ++i) {
            b[row] -= a[row][i] * result[i];
        }
        result[cols[row]] = b[row] / a[row][cols[row]];
    }

    return result;
}
```

6.7 miller_rabin_test.h

```
bool millerRabinTest(ll n, ll a) {
    if (gcd(n, a) > 1)
        return false;
    ll x = n - 1;
    int l = 0;
    while (x % 2 == 0) {
        x /= 2;
        ++l;
    }
    ll c = binpow(a, x, n);
    for (int i = 0; i < l; ++i) {
        ll nx = mul(c, c, n);
        if (nx == 1) {
            if (c != 1 && c != n - 1)
                return false;
            else
                return true;
        }
```

```
        c = nx;
    }
    return c == 1;
}
```

7 misc

7.1 ch_trick_with_binary_summation_struct.cpp

```
const int INF = (int)1e6;

struct Line {
  int k;
  li b;
  bool operator < (const Line& ot) const {
    if (k != ot.k) {
      return k > ot.k;
    }
    return b < ot.b;
  }
  li eval(li x) {
    return k * 1LL * x + b;
  }
};

double get_intersect(Line& q, Line& w) {
  return (q.b - w.b) / 1.0 / (w.k - q.k);
}

struct Hull {
  vector<Line> lines;
  vector<double> borders;
  int Size = 0;
  void append(Line cur) {
    lines.push_back(cur);
  }
  void set_size(int val) {
    Size = val;
  }
  void build() {
    sort(all(lines));
    borders.clear();
    vector<Line> new_lines;
    for (auto& line : lines) {
      if (!new_lines.empty() && new_lines.back().k
      ↪  == line.k) {
        continue;
      }
      while (new_lines.size() > 1 &&
      ↪  get_intersect(new_lines[new_lines.size()
      ↪  - 2], new_lines.back()) >
      ↪  get_intersect(new_lines.back(), line)) {
        new_lines.pop_back();
        borders.pop_back();
      }
      if (new_lines.empty()) {
        borders.push_back(-INF);
      } else {
        borders.push_back(get_intersect(new_lines.back(),
        ↪  line));
      }
      new_lines.push_back(line);
    }
    new_lines.swap(lines);
  }
  int size() {
    return Size;
  }
  li get_min(li x) {
    int id = (int)(lower_bound(all(borders),
    ↪  (double)x) - borders.begin());
    li res = (li)1e18;
    for (int i = max(id - 1, 0); i < min(id + 2,
    ↪  (int)lines.size()); ++i) {
      res = min(res, lines[i].eval(x));
    }
    return res;
  }
};

struct Lupa {
  vector<Hull> hulls;
  int Size = 0;
  void append_line(Line cur) {
    hulls.push_back(Hull());
    hulls.back().append(cur);
    hulls.back().set_size(1);
    while (hulls.size() >= 2 && hulls.back().size()
    ↪  == hulls[hulls.size() - 2].size()) {
      for (auto& item : hulls.back().lines) {
        hulls[hulls.size() - 2].append(item);
      }
      hulls.pop_back();
      hulls.back().set_size(hulls.back().size() * 2);
    }
    hulls.back().build();
    ++Size;
  }
  li get_min(li x) {
    li res = (li)1e18;
    for (auto& vec : hulls) {
      res = min(res, vec.get_min(x));
    }
    return res;
  }
  int size() {
    return Size;
  }
  void merge_with(Lupa& ot) {
    for (auto& vec : ot.hulls) {
      for (auto& item : vec.lines) {
        append_line(item);
      }
      vec.lines.clear();
    }
  }
  void make_swap(Lupa& ot) {
    swap(ot.Size, Size);
    ot.hulls.swap(hulls);
  }
};
```

7.2 cht_stl.cpp

```
const li is_query = -(1LL << 62);

struct Line {
    // mx + b
    li m, b;
    mutable function<const Line *()> succ;

    bool operator<(const Line &rhs) const {
        if (rhs.b != is_query) return m < rhs.m;
        const Line *s = succ();
        if (!s) return 0;
        li x = rhs.m;
        return b - s->b < (s->m - m) * x;
    }
};

using LI = __int128_t; // or long double; long long
↪  if line coords are <= 1e9

// WARNING: don't try to swap this structure (e.g.
↪  in lower to greater):
// it will make next iterators inconsistent and SIGSEGV
struct HullDynamic : public multiset<Line> {
    bool bad(iterator y) {
        auto z = next(y);
        if (y == begin()) {
            if (z == end()) return 0;
            return y->m == z->m && y->b <= z->b;
        }
        auto x = prev(y);
        if (z == end()) return y->m == x->m && y->b
        ↪  <= x->b;

        return (x->b - y->b) * (LI)(z->m - y->m) >=
        ↪  (y->b - z->b) * (LI)(y->m - x->m);
    }

    void insert_line(li m, li b) {
        auto y = insert({m, b});
```

```
        y->succ = [=] { return next(y) == end() ? 0 : &*next(y); };
        if (bad(y)) {
            erase(y);
            return;
        }
        while (next(y) != end() && bad(next(y)))
            erase(next(y));
        while (y != begin() && bad(prev(y)))
            erase(prev(y));
    }

    li getMax(li x) {
        auto l = *lower_bound((Line) {x, is_query});
        return l.m * x + l.b;
    }
};
```

7.3 tree_bidirectional_dp.h

```
/* For any commutative function f({x, y, ..., z}) = f(x, f(y, f(..., z)))
 * like sum, min, max, or, xor, and, etc
 * calculates in dp[i][j] f(subtree),
 * where subtree is a connectivity component of G \ (i, a[i][j]) with vertex a[i][j]
 */

const int N = 222222;
vector<int> a[N];
vector<int> dp[N];
int par[N];

#define data asdf
int data[N];

inline int f(int x, int y) {
    return x | y;
}

int dfsDown(int v) {
    int res = data[v];
    for (int i = 0; i < (int)a[v].size(); ++i) {
        int to = a[v][i];
        if (to == par[v]) {
            continue;
        }
        par[to] = v;
        res = f(res, dp[v][i] = dfsDown(to));
    }
    return res;
}

void dfsUp(int v, int to_parent = 0) {
    vector<int> pref, suf;
    pref.reserve(a[v].size());
    suf.reserve(a[v].size());
    int j = 0;
    for (int i = 0; i < (int)a[v].size(); ++i) {
        int to = a[v][i];
        if (to == par[v]) {
            dp[v][i] = to_parent;
            continue;
        }
        pref.push_back(j ? f(pref[j - 1], dp[v][i]) : dp[v][i]);
        ++j;
    }
    j = 0;
    for (int i = (int)a[v].size() - 1; i >= 0; --i) {
        int to = a[v][i];
        if (to == par[v]) {
            continue;
        }
        suf.push_back(j ? f(dp[v][i], suf[j - 1]) : dp[v][i]);
        ++j;
    }
    reverse(all(suf));

    j = 0;
    to_parent = f(to_parent, data[v]);
    for (int i = 0; i < (int)a[v].size(); ++i) {
        int to = a[v][i];
        if (to == par[v]) {
            continue;
        }
        int new_to_parent = to_parent;
        if (j > 0) {
            new_to_parent = f(pref[j - 1], new_to_parent);
        }
        if (j < (int)suf.size() - 1) {
            new_to_parent = f(new_to_parent, suf[j + 1]);
        }
        dfsUp(to, new_to_parent);
        ++j;
    }
}
```

8 strings

8.1 aho_corasick.h

```
const int ALPHABET = 26;

struct state {
    array<int, ALPHABET> transition = {};
    int link = 0;

    bool isTerminal = false;
};

struct automaton {
    vector<state> states = { state() };
    int numStates = 1;

    void addString(const string& s) {
        int cur = 0;
        for (char c: s) {
            c -= 'a';
            int& to = states[cur].transition[c];
            if (to) {
                cur = to;
            }
            else {
                cur = to = states.size();
                states.push_back(state());
            }
        }
        states[cur].isTerminal = true;
    }

    void build() {
        deque<int> q;
        q.push_back(0);

        while (!q.empty()) {
            int v = q.front();
            q.pop_front();
            states[v].isTerminal = states[v].isTerminal || states[states[v].link].isTerminal;

            for (int c = 0; c < ALPHABET; ++c) {
                if (int u = states[v].transition[c]) {
                    states[u].link = v ? states[states[v].link].transition[c] : 0;
                    q.push_back(u);
                }
                else {
                    states[v].transition[c] = states[states[v].link].transition[c];
                }
            }
        }
    }
};
```

8.2 manacher.h

```
array<vector<int>, 2> manacher(const string& s) {
    int n = s.length();
```

```
    array<vector<int>, 2> res;
    for (auto& v : res) {
        v.assign(n, 0);
    }
    for (int z = 0, l = 0, r = 0; z < 2; ++z, l = 0, r = 0) {
        for (int i = 0; i < n; ++i) {
            if (i < r) {
                res[z][i] = min(r - i + !z, res[z][l + r - i + !z]);
            }
            int L = i - res[z][i], R = i + res[z][i] - !z;
            while (L - 1 >= 0 && R + 1 < n && s[L - 1] == s[R + 1]) {
                ++res[z][i];
                --L;
                ++R;
            }
            if (R > r) {
                l = L;
                r = R;
            }
        }
    }
    return res;
}
```

8.3 palindromes_on_subsegment.h

```
struct Node {
    int len;
    int link;
    vector<int> trans;
    bool all_equal;
    Node() {
        len = 0;
        link = 0;
        trans.assign(26, -1);
        all_equal = true;
    }
};

struct Eertree {
    vector<Node> nodes;
    vector<int> one_len;
    Eertree() {
        nodes.push_back(Node());
        one_len.assign(26, -1);
    }
    vector<int> feed_string(const string& s) {
        int v = 0;
        int n = s.length();
        vector<int> state(n);
        for (int i = 0; i < s.length(); ++i) {
            int c = s[i] - 'a';
            bool flag = false;
            while (v) {
                if (nodes[v].all_equal && s[i] == s[i - 1]) {
                    if (nodes[v].trans[c] == -1) {
                        nodes[v].trans[c] = nodes.size();
                        nodes.push_back(Node());
                        nodes.back().len = nodes[v].len + 1;
                        nodes.back().all_equal = true;
                        nodes.back().link = v;
                    }
                    v = nodes[v].trans[c];
                    flag = true;
                    break;
                }
                if (i > nodes[v].len && s[i] == s[i - nodes[v].len - 1]) {
                    if (nodes[v].trans[c] == -1) {
                        nodes[v].trans[c] = nodes.size();
                        nodes.push_back(Node());
                        nodes.back().len = nodes[v].len + 2;
                        nodes.back().link = -1;
                        nodes.back().all_equal = false;
                        int cur_v = nodes[v].link;
                        while (cur_v) {
                            if (nodes[cur_v].trans[c] != -1) {
                                int cand = nodes[cur_v].trans[c];
                                if (s[i] == s[i - nodes[cand].len + 1]) {
                                    nodes.back().link = nodes[cur_v].trans[c];
                                    break;
                                }
                            }
                            cur_v = nodes[cur_v].link;
                        }
                        if (nodes.back().link == -1) {
                            if (nodes[cur_v].trans[c] != -1) {
                                nodes.back().link = nodes[cur_v].trans[c];
                            } else {
                                nodes[cur_v].link = 0;
                            }
                        }
                    }
                    v = nodes[v].trans[c];
                    flag = true;
                    break;
                }
                v = nodes[v].link;
            }
            if (!flag) {
                if (one_len[c] == -1) {
                    nodes[v].trans[c] = nodes.size();
                    nodes.push_back(Node());
                    nodes.back().len = 1;
                    one_len[c] = nodes[v].trans[c];
                    nodes.back().all_equal = true;
                    nodes.back().link = 0;
                } else {
                    nodes[v].trans[c] = one_len[c];
                }
                v = nodes[v].trans[c];
            }
            state[i] = v;
        }
        return state;
    }

    void enclose() {
        for (int v = 0; v < nodes.size(); ++v) {
            for (int c = 0; c < 26; ++c) {
                if (nodes[v].trans[c] == -1) {
                    int cur_v = nodes[v].link;
                    while (true) {
                        if (nodes[cur_v].trans[c] != -1) {
                            nodes[v].trans[c] = nodes[cur_v].trans[c];
                            break;
                        }
                        if (cur_v == 0) {
                            nodes[v].trans[c] = 0;
                            break;
                        }
                        cur_v = nodes[cur_v].link;
                    }
                }
            }
        }
    }

};

struct Query {
    int l, r;
    int id;
```

```
    bool operator < (const Query& ot) const {
        if (r != ot.r) {
            return r < ot.r;
        }
        return l < ot.l;
    }
};

void solve(bool read) {
    string s;
    cin >> s;
    Eertree tree;
    tree.feed_string(s);
    tree.enclose();
    int Q;
    cin >> Q;
    int n = s.length();
    int block_size = max((int)(sqrt(n) * 1.5), 1);
    int blocks = (n - 1) / block_size + 1;
    for (int i = 0; i < Q; ++i) {
        Query cur;
        cin >> cur.l >> cur.r;
        --cur.l;
        cur.id = i;
        q[cur.l / block_size].push_back(cur);
    }
    vector<int> ans(Q);
    vector<int> used(tree.nodes.size(), 0);
    vector<int> left_used(tree.nodes.size(), 0);
    int TIMER = 0;
    int LEFT_TIMER = 0;
    for (int block = 0; block < blocks; ++block) {
        sort(all(q[block]));
        int right_border = min((block + 1) *
        ↪  block_size, n);
        int uk = 0;
        while (uk < q[block].size() &&
        ↪  q[block][uk].r < right_border) {
            ++TIMER;
            int res = 0;
            int v = 0;
            for (int pos = q[block][uk].l; pos <
            ↪  q[block][uk].r; ++pos) {
                v = tree.nodes[v].trans[s[pos] - 'a'];
                if (s[pos] != s[pos -
                ↪  tree.nodes[v].len + 1]) {
                    v = tree.nodes[v].link;
                }
                if (tree.nodes[v].len > pos + 1 -
                ↪  q[block][uk].l) {
                    v = tree.nodes[v].link;
                }
                if (used[v] != TIMER) {
                    ++res;
                    used[v] = TIMER;
                }
            }
            ans[q[block][uk].id] = res;
            ++uk;
        }

        int cur_r = right_border;
        int overall_pals = 0;
        int right_state = 0;
        int left_state = 0;
        ++TIMER;
        while (uk < q[block].size()) {
            while (cur_r < q[block][uk].r) {
                right_state =
                ↪  tree.nodes[right_state].trans[s[cur_r]
                ↪  - 'a'];
                if (s[cur_r] != s[cur_r -
                ↪  tree.nodes[right_state].len +
                ↪  1]) {
                    right_state =
                    ↪  tree.nodes[right_state].link;
                }
                if (tree.nodes[right_state].len >
                ↪  cur_r + 1 - right_border) {
                    right_state =
                    ↪  tree.nodes[right_state].link;
                }
                if (used[right_state] != TIMER) {
                    ++overall_pals;
                    used[right_state] = TIMER;
                }
                if (tree.nodes[right_state].len ==
                ↪  cur_r + 1 - right_border) {
                    left_state = right_state;
                }
                ++cur_r;
            }
            ++LEFT_TIMER;
            int cur_l = right_border;
            int cur_left_state = left_state;
            int cur_res = overall_pals;
            while (cur_l > q[block][uk].l) {
                --cur_l;
                cur_left_state =
                ↪  tree.nodes[cur_left_state].trans[s[cur_l]
                ↪  - 'a'];
                if (s[cur_l] != s[cur_l +
                ↪  tree.nodes[cur_left_state].len
                ↪  - 1]) {
                    cur_left_state =
                    ↪  tree.nodes[cur_left_state].link;
                }
                if (tree.nodes[cur_left_state].len
                ↪  > cur_r - cur_l) {
                    cur_left_state =
                    ↪  tree.nodes[cur_left_state].link;
                }
                if (used[cur_left_state] != TIMER
                ↪  && left_used[cur_left_state] !=
                ↪  LEFT_TIMER) {
                    ++cur_res;
                    left_used[cur_left_state] =
                    ↪  LEFT_TIMER;
                }
            }
            ans[q[block][uk].id] = cur_res;
            ++uk;
        }
    }
    for (int i = 0; i < Q; ++i) {
        cout << ans[i] << "\n";
    }
}
```

8.4 prefix_function.h

```
void prefixFunction(const string& s, vector<int>& p) {
    if (s.length() == 0)
        return;
    p[0] = 0;
    for (size_t i = 1; i < s.length(); ++i) {
        int j = p[i - 1];
        while (j > 0 && s[i] != s[j])
            j = p[j - 1];
        if (s[i] == s[j])
            ++j;
        p[i] = j;
    }
}

const char first = 'a';
const int alphabet = 26;
// вылазит из массива, после того, как совпадет
↪  все. можно добавить aut[n] = aut[pi[n - 1]]
// это сэмуирует переход по суф ссылке
vector<vi> pfautomaton(const string& s) {
    vi p(s.length());
    prefixFunction(s, p);
    vector<vi> aut(s.length(), vi(alphabet));
    for (size_t i = 0; i < s.length(); ++i) {
        for (char c = 0; c < alphabet; ++c) {
            if (i > 0 && c != s[i] - first) {
                aut[i][c] = aut[p[i - 1]][c];
            }
            else {
                aut[i][c] = i + (c == s[i] - first);
            }
        }
    }
    return aut;
}
```

8.5 suffix_array.cpp

```
void Build(const string& init, vector<int>& suffArray, vector<int>& lcp) {
    string s = init;
    s.push_back(char(0));
    int n = s.size();
    vector<int> head(max(n, 256));
    vector<int> color(n);
    vector<int> colorSub(n);
    vector<int> suffArraySub(n);
    lcp.resize(n);
    suffArray.resize(n);

    for (int i = 0; i < s.size(); ++i) {
        ++head[s[i]];
    }
    for (int i = 1; i < 256; ++i) {
        head[i] += head[i - 1];
    }
    for (int i = 255; i > 0; --i) {
        head[i] = head[i - 1];
    }
    head[0] = 0;
    for (int i = 0; i < s.size(); ++i) {
        suffArray[head[s[i]]] = i;
        ++head[s[i]];
    }
    int numClasses = 1;
    head[0] = 0;
    for (int i = 1; i < s.size(); ++i) {
        if (s[suffArray[i - 1]] != s[suffArray[i]]) {
            ++numClasses;
            head[numClasses - 1] = i;
        }
        color[suffArray[i]] = numClasses - 1;
    }
    for (int k = 1; k < s.size(); k *= 2) {
        for (int i = 0; i < s.size(); ++i) {
            int first = suffArray[i] - k;
            if (first < 0) {
                first += s.size();
            }
            suffArraySub[head[color[first]]] = first;
            ++head[color[first]];
        }
        suffArray = suffArraySub;

        int second;
        pair<int, int> prevClasses, curClasses;
        curClasses = { -1, 0 };
        numClasses = 0;

        for (int i = 0; i < s.size(); ++i) {
            prevClasses = curClasses;

            second = suffArray[i] + k;
            if (second >= s.size()) {
                second -= s.size();
            }
            curClasses = { color[suffArray[i]], color[second] };

            if (curClasses != prevClasses) {
                ++numClasses;
                head[numClasses - 1] = i;
            }
            colorSub[suffArray[i]] = numClasses - 1;
        }

        color = colorSub;

        if (numClasses == s.size())
            break;
    }
    vector <int> pos;
    int curLcp = 0;
    pos.resize(s.size());
    for (int i = 0; i < s.size(); ++i) {
        pos[suffArray[i]] = i;
    }
    lcp.resize(s.size());
    for (int i = 0; i < s.size(); ++i) {
        if (pos[i] == s.size() - 1) {
            lcp[pos[i]] = 0;
            curLcp = 0;
            continue;
        }

        while (s[(i + curLcp) % s.size()] == s[(suffArray[pos[i] + 1] + curLcp) % s.size()]) {
            ++curLcp;
        }
        lcp[pos[i]] = curLcp;

        --curLcp;
        if (curLcp < 0)
            curLcp = 0;
    }
}

void BuildSparseTable(const vector <int>& a, vector < vector <int> >& sparseTable) {
    int logSize = 0;
    while ((1 << logSize) < a.size()) {
        ++logSize;
    }
    logSize = 19; // <-- THINK HERE!
    sparseTable.assign(a.size(), vector <int> (logSize + 1));

    for (int i = 0; i < a.size(); ++i) {
        sparseTable[i][0] = a[i];
    }

    for (int k = 1; k <= logSize; ++k) {
        for (int i = 0; i + (1 << k) <= a.size(); ++i) {
            sparseTable[i][k] = min(sparseTable[i][k - 1], sparseTable[i + (1 << (k - 1))][k - 1]);
        }
    }
}

int GetMin(int l, int r, const vector < vector <int> >& sparseTable) {
    assert(l < r);
    int sz = 31 - __builtin_clz(r - l);
    return min(sparseTable[l][sz], sparseTable[r - (1 << sz)][sz]);
}

void solve(__attribute__((unused)) bool read) {
    string s;
    cin >> s;
    int n = s.length();
    vector<int> suffArray, lcp;
    Build(s, suffArray, lcp);
    suffArray.erase(suffArray.begin());
    lcp.erase(lcp.begin());
    vector<int> pos_in_array(n);
    for (int i = 0; i < suffArray.size(); ++i) {
        pos_in_array[suffArray[i]] = i;
    }
    vector<vector<int>> sparse;
    BuildSparseTable(lcp, sparse);

}
```

8.6 suffix_automaton_kostroma.h

```
const int UNDEFINED_VALUE = -1;

class SuffixAutomaton {
public:
    struct State {
        map<char, int> transitions;
        int link;
        int maxLen;
        int firstPos, lastPos;
        int cnt;
        State():link(UNDEFINED_VALUE), firstPos(UNDEFINED_VALUE), lastPos(UNDEFINED_VALUE), maxLen(0), cnt(0) {}
```

```
    };
    vector<State> states;
    int lastState;
    SuffixAutomaton(const string& s) {
        states.push_back(State());
        lastState = 0;
        for (int i = 0; i < s.length(); ++i)
            append(s[i]);
        vector<pair<int, int>> p(states.size());
        for (int i = 0; i < p.size(); ++i) {
            p[i].second = i;
            p[i].first = states[i].maxLen;
        }
        sort(all(p));
        reverse(all(p));
        for (int i = 0; i < p.size(); ++i) {
            int curState = p[i].second;
            if (states[curState].lastPos == UNDEFINED_VALUE)
                states[curState].lastPos = states[curState].firstPos;
            if (states[curState].link != UNDEFINED_VALUE) {
                states[states[curState].link].lastPos = max(states[states[curState].link].lastPos,
                    states[curState].lastPos);
                states[states[curState].link].cnt += states[curState].cnt;
            }
        }

    }

private:
    void append(char c) {
        int curState = states.size();
        states.push_back(State());
        states[curState].maxLen = states[lastState].maxLen + 1;
        states[curState].firstPos = states[lastState].maxLen;
        states[curState].cnt = 1;
        int prevState = lastState;
        for (; prevState != UNDEFINED_VALUE; prevState = states[prevState].link) {
            if (states[prevState].transitions.count(c))
                break;
            states[prevState].transitions[c] = curState;
        }

        if (prevState == UNDEFINED_VALUE) {
            states[curState].link = 0;
        }
        else {
            int nextState = states[prevState].transitions[c];
            if (states[nextState].maxLen == states[prevState].maxLen + 1) {
                states[curState].link = nextState;
            }
            else {
                int cloneState = states.size();
                states.push_back(State());
                states[cloneState].maxLen = states[prevState].maxLen + 1;
                states[cloneState].link = states[nextState].link;
                states[cloneState].firstPos = states[nextState].firstPos;
                states[curState].link = states[nextState].link = cloneState;

                states[cloneState].transitions = states[nextState].transitions;
                for (; prevState != UNDEFINED_VALUE && states[prevState].transitions[c] == nextState; prevState = states[prevState].link)
                    states[prevState].transitions[c] = cloneState;
            }
        }
        lastState = curState;
    }

};
```

8.7 z_function.h

```
vector<int> zFunction(const string& s) {
    int n = s.length();

    vector<int> z(n);
    int l = 0, r = 0;
    for (int i = 1; i < n; ++i) {
        z[i] = max(min(z[i - l], r - i), 0);

        while (i + z[i] < n && s[i + z[i]] == s[z[i]])
            ++z[i];

        if (i + z[i] > r) {
            l = i;
            r = i + z[i];
        }
    }
    if (n)
        z[0] = n;

    return z;
}
```

9 templates

9.1 sync-template.txt

```
// Executable: sed
// Arguments: -i -s ''s/#include \''.*\''/#include \''$FileName$\''/'' main.cpp
// Working directory: $ProjectFileDir$
// ! Synchronize files after execution
// ! Open console for tool output
```

9.2 template.h

```
#undef NDEBUG
#include <bits/stdc++.h>

using namespace std;

using li = long long;
using ld = long double;

#define all(v) (v).begin(), (v).end()

void solve(bool);

int main() {
#ifdef YA
    auto s = clock();
    assert(freopen(''input.txt'', ''r'', stdin));
#else
    ios_base::sync_with_stdio(false);
    cin.tie(nullptr);
#endif

    cout << fixed << setprecision(20);

    solve(true);

#ifdef YA1
    while (true) solve(false);
#endif

#ifdef YA
    cerr << endl << endl << (clock() - s) / (double)CLOCKS_PER_SEC << endl;
#endif

    return 0;
}
```

```
//#define int li
//const int mod = 1000000007;

void solve(__attribute__((unused)) bool read) {

}
```

10 treap

10.1 treap_explicit_keys.h

```
class Treap {
public:
    typedef struct _node {
        int key;
        int cnt;
        int prior;
        int val;
        _node* l;
        _node* r;
        _node(int key, int val) :key(key), val(val), l(nullptr), r(nullptr), cnt(1) { prior = rand(); }

        void push() {

        }

        void recalc() {
            cnt = 1 + Cnt(l) + Cnt(r);
        }

        static int Cnt(_node* v) {
            if (!v)
                return 0;
            return v->cnt;
        }
    }*node;

    static int Cnt(node v) {
        if (!v)
            return 0;
        return v->cnt;
    }

    node root;

    size_t Size;

    node merge(node l, node r) {
        if (!l)
            return r;
        if (!r)
            return l;
        if (l->prior < r->prior) {
            l->push();
            l->r = merge(l->r, r);
            l->recalc();
            return l;
        }
        else {
            r->push();
            r->l = merge(l, r->l);
            r->recalc();
            return r;
        }
    }

    // < key left, >= key right
    void split(node v, int key, node& l, node& r) {
        l = r = nullptr;
        if (!v)
            return;
        v->push();
        if (v->key < key) {
            l = v;
            split(l->r, key, l->r, r);
            l->recalc();
        }
        else {
            r = v;
            split(r->l, key, l, r->l);
            r->recalc();
        }
    }

public:
    Treap() {
        root = nullptr;
        Size = 0;
    }

    size_t size() const {
        return Size;
    }

    node get_min() const {
        node v = root;
        if (!v) {
            throw runtime_error("Treap is empty");
        }
        while (v->l) {
            v = v->l;
        }
        return v;
    }

    node get_max() const {
        node v = root;
        if (!v) {
            throw runtime_error("Treap is empty");
        }
        while (v->r) {
            v = v->r;
        }
        return v;
    }

    void insert(int key, int val) {
        node l = nullptr, r = nullptr;
        split(root, key, l, r);
        node cur_node = new _node(key, val);
        root = merge(merge(l, cur_node), r);
        ++Size;
    }

    node operator [] (int key) {
        node l = nullptr, m = nullptr, r = nullptr;
        split(root, key, l, r);
        split(r, key + 1, m, r);
        if (m == nullptr) {
            throw runtime_error("IndexTreapOutOfBound");
        }
        root = merge(merge(l, m), r);
        return m;
    }
};

typedef Treap::node Node;
```

10.2 treap_implicit_keys.h

```
class Treap {
public:
    typedef struct _node {
        int cnt;
        int prior;
        int val;
        _node* l;
        _node* r;
        _node *p;
        _node(int val) :val(val), l(nullptr), r(nullptr), cnt(1), p(nullptr) { prior = rand(); }

        void push() {

        }

        void recalc() {
            cnt = 1 + Cnt(l) + Cnt(r);
            if (l) {
                l->p = this;
            }
            if (r) {
                r->p = this;
            }
```

```
            p = nullptr;
        }

        static int Cnt(_node* v) {
            if (!v)
                return 0;
            return v->cnt;
        }
    }*node;

    static int Cnt(node v) {
        if (!v)
            return 0;
        return v->cnt;
    }

    node root;

    size_t Size;

    node merge(node l, node r) {
        if (!l)
            return r;
        if (!r)
            return l;
        if (l->prior < r->prior) {
            l->push();
            l->r = merge(l->r, r);
            l->recalc();
            return l;
        }
        else {
            r->push();
            r->l = merge(l, r->l);
            r->recalc();
            return r;
        }
    }

    // < idx left, >= idx right
    void split(node v, int idx, node& l, node& r) {
        l = r = nullptr;
        if (!v)
            return;
        v->push();
        if (Cnt(v->l) < idx) {
            l = v;
            split(l->r, idx - Cnt(v->l) - 1, l->r, r);
            l->recalc();
        }
        else {
            r = v;
            split(r->l, idx, l, r->l);
            r->recalc();
        }
    }

public:
    Treap() {
        root = nullptr;
        Size = 0;
    }

    size_t size() const {
        return Size;
    }

    void insert(int idx, int val) {
        node l = nullptr, r = nullptr;
        split(root, idx, l, r);
        node cur_node = new _node(val);
        root = merge(merge(l, cur_node), r);
        ++Size;
    }

    void erase(int idx) {
        node l = nullptr, m = nullptr, r = nullptr;
        split(root, idx, l, r);
        split(r, 1, m, r);
        root = merge(l, r);
        --Size;
    }

    int get_index(node v) {
        if (!v) {
            throw runtime_error(''No such node in the treap'');
        }
        int res = Cnt(v->l);
        while (v->p) {
            if (v->p->r == v) {
                res += Cnt(v->p->l) + 1;
            }
            v = v->p;
        }
        return res;
    }

    void push_back(int val) {
        return insert(Size, val);
    }
    void push_front(int val) {
        return insert(0, val);
    }

    node operator [] (int idx) {
        node l = nullptr, m = nullptr, r = nullptr;
        split(root, idx, l, r);
        split(r, 1, m, r);
        if (m == nullptr) {
            throw runtime_error(''IndexTreapOutOfBound'');
        }
        root = merge(merge(l, m), r);
        return m;
    }
};

typedef Treap::node Node;
```

11 fuckups.tex

- Всегда выводим ответ на запрос!
  Неправильно:

```
while (q--) {
    int u, v;
    cin >> u >> v;
    --u, --v;
    if (!dsu.merge(u, v)) {
        // ниче ж не поменялось)))))) можно сделать continue))))))
        continue;
    }
    make_some_logic(u, v);
    cout << get_cur_ans() << ''\n'';
}
```

  Правильно:

```
while (q--) {
    int u, v;
    cin >> u >> v;
    --u, --v;
    if (dsu.merge(u, v)) {
        make_some_logic(u, v);
    }
    cout << get_cur_ans() << ''\n'';
}
```

- m рёбер, а не n.
  Неправильно:

```
int n, m;
cin >> n >> m;
vector<vector<int>> a(n);
for (int i = 0; i < n; ++i) {
    int u, v;
    cin >> u >> v;
    --u, --v;
    a[u].push_back(v);
    a[v].push_back(u);
}
```

  Правильно:

```
int n, m;
cin >> n >> m;
```

```
vector<vector<int>> a(n);
for (int i = 0; i < m; ++i) {
    int u, v;
    cin >> u >> v;
    --u, --v;
    a[u].push_back(v);
    a[v].push_back(u);
}
```

- Не забываем построить дерево отрезков после инициализации листьев.
  Неправильно:

```
for (int i = 0; i < n; ++i) {
    tree.set(i, a[i]);
}
for (int i = 0; i < Q; ++i) {
    int pos, val;
    cin >> pos >> val;
    tree.update(pos, val);
}
```

  Правильно:

```
for (int i = 0; i < n; ++i) {
    tree.set(i, a[i]);
}
tree.build();
for (int i = 0; i < Q; ++i) {
    int pos, val;
    cin >> pos >> val;
    tree.update(pos, val);
}
```

- Лучше `struct` с понятными названиями полей, а не `std::pair`.
  Неправильно:

```
set<pair<int, int>> a;
for (int i = 0; i < n; ++i) {
    int pos, val;
    cin >> pos >> val;
    a.insert({pos, val});
}
sort(all(a));

int q;
cin >> q;
while (q--) {
    int pos, val;
    cin >> pos >> val;
    auto it = a.lower_bound({pos, 0});
    if (it != a.end() && it->first > val) { //
    ↪  эээ ну в сете же по first сортим в 1ю
    ↪  очередь
        cout << "YES\n";
    } else {
        cout << "NO\n";
    }
}
```

  Правильно:

```
struct Shit {
    int pos;
    int val;

    bool operator <(const Shit& ot) const {
        return make_pair(pos, val) <
        ↪  make_pair(ot.pos, ot.val);
    }
}

set<Shit> a;
for (int i = 0; i < n; ++i) {
    int pos, val;
    cin >> pos >> val;
    a.insert({pos, val});
}
sort(all(a));

int q;
cin >> q;
while (q--) {
    int pos, val;
    cin >> pos >> val;
    auto it = a.lower_bound({pos, 0});
    if (it != a.end() && it->val > val) {   //
    ↪  хуй проебёшься
        cout << "YES\n";
    } else {
        cout << "NO\n";
    }
}
```

- Перенумерация в эйлеровом обходе.
  Неправильно:

```
for (int i = 0; i < n; ++i) {
    tree.update(i, 1);
}
for (int i = 0; i < n; ++i) {
    cout << tree.get_val(i) << endl;
}
```

  Правильно:

```
for (int i = 0; i < n; ++i) {
    tree.update(tin[i], 1);
}
for (int i = 0; i < n; ++i) {
    cout << tree.get_val(tin[i]) << endl;
}
```

- `vector<char>` хранит числа до 255.
  Неправильно:

```
vector<char> used(n), num_comp(n);
int cur = 0;
for (int i = 0; i < n; ++i) {
    if (!used[i]) {
        dfs(i, cur++);
    }
}
```

  Правильно:

```
vector<char> used(n);
vector<int> num_comp(n);
int cur = 0;
for (int i = 0; i < n; ++i) {
    if (!used[i]) {
        dfs(i, cur++);
    }
}
```

- `bool f()` возвращает `bool`.
  Неправильно:

```
bool occurs(const string& s, const string& t) {
    for (int i = 0; i + (int)s.length() <=
    ↪  (int)t.length(); ++i) {
        // падажжи ебана
        // если содержится, то нужен индекс
        if (t.substr(i, s.length()) == s) {
            return i;
        }
    }
    // иначе пускай будет -1
    return -1;
}
```

  Правильно:

```
int occurs(const string& s, const string& t) {
...
```

- Индексы в `dsu` до `n`, а не до `num_comps`.
- В `merge` для вершин дерева отрезков `push_val = UNDEFINED`.
  Неправильно:

```
Node merge(const Node& q, const Node& w) {
    Node res; // или res = q
    res.min = min(q.min, w.min); // или if
    ↪  (w.min < res.min) res = w
    return res;
}
```

  Правильно:

```
Node merge(const Node& q, const Node& w) {
    Node res;
    res.push_add = 0; // или в объявлении res = {}, если в конструкторе по умолчанию прописано заполнение
    res.min = min(q.min, w.min);
    return res;
}
```

- Считываем размеры в нужном порядке
  Неправильно:

```
int n, m;
cin >> n >> m;  // w, h
vector<vector<int>> a(n, vector<int>(m, 0));
for (int i = 0; i < n; ++i) {
    for (int j = 0; j < m; ++j) {
        cin >> a[i][j];
    }
}
```

  Правильно:

```
int n, m;
cin >> m >> n;  // w, h
vector<vector<int>> a(n, vector<int>(m, 0));
for (int i = 0; i < n; ++i) {
    for (int j = 0; j < m; ++j) {
        cin >> a[i][j];
    }
}
```

- Инициализация `min_x` или `max_x` недостаточной величиной
  Неправильно:

```
int max_x = 0;
for (const Point& pt : pts) {
    max_x = max(max_x, pt.x);
}
```

  Правильно:

```
int max_x = -1e9;   // INT_MIN, LLONG_MIN, pts[0].x, ...
for (const Point& pt : pts) {
    max_x = max(max_x, pt.x);
}
```

- `set` собственных структур $\Rightarrow$ оператор `<` должен быть строгим
  Неправильно:

```
struct Task {
    int need;
    int boost;
    int deadline;

    bool operator <(const Task& ot) const {
        return boost > ot.boost;
    }
};
...
set<Task> tasks;
```

  Правильно:

```
struct Task {
    int need;
    int boost;
    int deadline;

    bool operator <(const Task& ot) const {
        return boost > ot.boost;
    }
};
...
multiset<Task> tasks;  // или priority_queue, если критично
```