

Contents

1	Basic	1
1.1	Default Code	1
1.2	.vimrc	1
1.3	Fast IO	2
1.4	Random	2
1.5	Checker	2
2	Data Structure	2
2.1	Heavy-Light Decomposition	2
2.2	Link Cut Tree	2
2.3	Treap	3
3	Flow Matching	4
3.1	Bounded Flow	4
3.2	Dinic	4
3.3	Gomory Hu	5
3.4	Hungarian Algorithm	5
3.5	ISAP Algorithm	5
3.6	Bipartite Matching	5
3.7	Max Simple Graph Matching	6
3.8	MCMF	7
3.9	Min Cost Circulation	7
3.10	SW Mincut	7
4	Geometry	8
4.1	Geometry Template	8
4.2	Convex Hull	8
4.3	Minimum Enclosing Circle	8
4.4	Minkowski Sum	8
4.5	Polar Angle Comparator	8
4.6	Half Plane Intersection	9
4.7	Dynamic Convex Hull	9
4.8	3D Point	9
4.9	ConvexHull3D	10
4.10	Circle Operations	10
4.11	Delaunay Triangulation	11
4.12	Voronoi Diagram	12
5	Graph	12
5.1	Block Cut Tree	12
5.2	2-SAT	13
5.3	Dominator Tree	13
5.4	Virtual Tree	13
5.5	Directed Minimum Spanning Tree	14
5.6	Vizing	14
5.7	Maximum Clique	14
6	Math	15
6.1	Extended Euclidean Algorithm	15
6.2	Floor & Ceil	15
6.3	Legendre	15
6.4	Simplex	15
6.5	Floor Sum	16
6.6	Miller Rabin & Pollard Rho	16
6.7	XOR Basis	16
7	Misc	17
7.1	Fraction	17
7.2	Matroid	17
8	Polynomial	17
8.1	FFT	17
8.2	NTT	17
8.3	Polynomial Operation	18
8.4	Generating Function	19
8.4.1	Ordinary Generating Function	19
8.4.2	Exponential Generating Function	19

9	String	19
9.1	Rolling Hash	19
9.2	KMP Algorithm	19
9.3	Manacher Algorithm	20
9.4	MCP	20
9.5	Suffix Array	20
9.6	Suffix Automaton	20
9.7	Z-value Algorithm	21
9.8	Main Lorentz	21
9.9	AC Automaton	21
10	Formula	22
10.1	Recurrences	22
10.2	Geometry	22
10.2.1	Rotation Matrix	22
10.2.2	Triangles	22
10.2.3	Quadrilaterals	22
10.2.4	Spherical coordinates	22
10.2.5	Green's Theorem	22
10.3	Trigonometry	22
10.4	Derivatives/Integrals	23
10.5	Sums	23
10.6	Series	23
10.7	Probability theory	23
10.7.1	Discrete distributions	23
10.7.2	Continuous distributions	23
10.8	Markov chains	23

1 Basic

1.1 Default Code

```
//Challenge: Accepted
//#pragma GCC optimize("Ofast")
#include <bits/stdc++.h>
using namespace std;

#define io ios_base::sync_with_stdio(0);cin.tie(0);cerr.tie(0)
#define iter(v) v.begin(),v.end()
#define SZ(v) (int)v.size()
#define pb emplace_back
#define ff first
#define ss second

using ll = long long;
using pii = pair<int, int>;
using pll = pair<ll, ll>;

#ifdef zisk
void debug(){cerr << "\n";}
template<class T, class ... U>
void debug(T a, U ... b){cerr << a << " ", debug(b...);}
template<class T> void pary(T l, T r){
    while (l != r) cerr << *l << " ", l++;
    cerr << "\n";
}
#else
#define debug(...) void()
#define pary(...) void()
#endif
template<class A, class B>
ostream& operator<<(ostream& o, pair<A,B> p)
{ return o << '(' << p.ff << ', ' << p.ss << ')'; }

int main(){
    io;
}
```

1.2 .vimrc

```
sy on
se nu rnu bs=2 sw=4 ts=4 hls ls=2 si acd bo=all mouse=a et
```

```
map <F9> :w<bar>!g++ "%" -o %:r -std=c++17 -Wall -Wextra -
Wshadow -Dzisk -g -fsanitize=undefined,address<CR>
map <F8> :!./%:r<CR>
map <C-a> <ESC>ggVG
inoremap {<CR> {<CR>}<ESC>ko
```

1.3 Fast IO

```
// from JAW
inline int my_getchar() {
    const int N = 1<<20;
    static char buf[N];
    static char *p = buf, *end = buf;
    if(p == end) {
        if((end = buf + fread(buf, 1, N, stdin)) == buf)
            return EOF;
        p = buf;
    }
    return *p++;
}

inline int readint(int &x) {
    static char c, neg;
    while((c = my_getchar()) < '-') {
        if(c == EOF) return 0;
    }
    neg = (c == '-') ? -1 : 1;
    x = (neg == 1) ? c - '0' : 0;
    while((c = my_getchar()) >= '0') x = (x << 3) + (x << 1)
        + (c - '0');
    x *= neg;
    return 1;
}

const int kBufSize = 524288;
char inbuf[kBufSize];
char buf_[kBufSize]; size_t size_;
inline void Flush_() { write(1, buf_, size_); size_ = 0; }
inline void CheckFlush_(size_t sz) { if (sz + size_ >
    kBufSize) Flush_(); }

inline void PutInt(int a) {
    static char tmp[22] = "01234567890123456789\n";
    CheckFlush_(10);
    if(a < 0){
        *(buf_ + size_) = '-';
        a = ~a + 1;
        size_++;
    }
    int tail = 20;
    if (!a) {
        tmp[--tail] = '0';
    } else {
        for (; a; a /= 10) tmp[--tail] = (a % 10) ^ '0';
    }
    memcpy(buf_ + size_, tmp + tail, 21 - tail);
    size_ += 21 - tail;
}

int main(){
    Flush_();
    return 0;
}
```

1.4 Random

```
mt19937 rng(chrono::system_clock::now().time_since_epoch().
    count());
```

1.5 Checker

```
#!/usr/bin/env bash
set -e
```

```
while ;; do
    python3 gen.py > test.txt
    diff <(/a.exe < test.txt) <(/b.exe < test.txt)
done
```

2 Data Structure

2.1 Heavy-Light Decomposition

```
struct Heavy_light_Decomposition { // 1-base
    int n, up[maxn], dep[maxn], to[maxn], siz[maxn], pa[maxn];
    int C, ti[maxn], ord[maxn], wdown[maxn], edge[maxn], et = 0;
    vector<pii> G[maxn];
    void init(int _n) {
        n = _n, C = 0, et = 1;
        for (int i = 1; i <= n; i++)
            G[i].clear(), to[i] = 0;
    }
    void add_edge(int a, int b, int w) {
        G[a].push_back(pii(b, et)), G[b].push_back(pii(a, et));
        edge[et++] = w;
    }
    void dfs(int u, int f, int d) {
        siz[u] = 1, pa[u] = f, dep[u] = d;
        for (auto &v: G[u])
            if (v.ff != f) {
                dfs(v.ff, u, d+1), siz[u] += siz[v];
                if (siz[to[u]] < siz[v]) to[u] = v;
            }
    }
    void cut(int u, int link) {
        ti[u] = C;
        ord[C++] = u, up[u] = link;
        if (!to[u]) return;
        cut(to[u], link);
        for (auto v: G[u]) {
            if (v.ff != pa[u] && v.ff != to[u]) cut(v.ff, v.ff);
        }
    }
    void build() { dfs(1, 1, 1), cut(1, 1); }
    int query(int a, int b) {
        int ta = up[a], tb = up[b], re = 0;
        while (ta != tb)
            if (dep[ta] < dep[tb])
                /*query*/, tb = up[b = pa[tb]];
            else /*query*/, ta = up[a = pa[ta]];
        if (a == b) return re;
        if (ti[a] > ti[b]) swap(a, b);
        /*query*/
        return re;
    }
};
```

2.2 Link Cut Tree

```
struct Splay { // subtree-sum, path-max
    static Splay nil;
    Splay *ch[2], *f;
    int val, rev, size, vir, id, type;
    pii ma;
    Splay(int _val = 0, int _id = 0)
        : val(_val), rev(0), size(0), vir(0), id(_id) {
        ma = make_pair(val, id);
        f = ch[0] = ch[1] = &nil;
        type = 0;
    }
    bool isr() { //is root
        return f->ch[0] != this && f->ch[1] != this;
    }
    int dir() { return f->ch[0] == this ? 0 : 1; }
    void setCh(Splay *c, int d) {
        ch[d] = c;
    }
```

```

    if (c != &nil) c->f = this;
    pull();
}
void push() {
    if (!rev) return;
    swap(ch[0], ch[1]);
    if (ch[0] != &nil) ch[0]->rev ^= 1;
    if (ch[1] != &nil) ch[1]->rev ^= 1;
    rev = 0;
}
void pull() {
    // take care of the nil!
    size = ch[0]->size + ch[1]->size + vir + type;
    ma = max(make_pair(val, id), max(ch[0]->ma, ch[1]->ma));
    ;
    if (ch[0] != &nil) ch[0]->f = this;
    if (ch[1] != &nil) ch[1]->f = this;
}
} Splay::nil;
Splay *nil = &Splay::nil;
void rotate(Splay *x) {
    Splay *p = x->f;
    int d = x->dir();
    if (!p->isr()) p->f->setCh(x, p->dir());
    else x->f = p->f;
    p->setCh(x->ch[!d], d);
    x->setCh(p, !d);
    p->pull(), x->pull();
}
void splay(Splay *x) {
    vector<Splay *> splayVec;
    for (Splay *q = x;; q = q->f) {
        splayVec.pb(q);
        if (q->isr()) break;
    }
    reverse(iter(splayVec));
    for (auto it : splayVec) it->push();
    while (!x->isr()) {
        if (x->f->isr()) rotate(x);
        else if (x->dir() == x->f->dir())
            rotate(x->f), rotate(x);
        else rotate(x), rotate(x);
    }
}
Splay *access(Splay *x) {
    Splay *q = nil;
    for (; x != nil; x = x->f) {
        splay(x);
        x->vir -= q->size; x->vir += x->ch[1]->size;
        x->setCh(q, 1); x->pull();
        q = x;
    }
    return q;
}
void root_path(Splay *x) { access(x), splay(x); }
void chroot(Splay *x) {
    root_path(x), x->rev ^= 1;
    x->push(), x->pull();
}
void split(Splay *x, Splay *y) {
    chroot(x), root_path(y);
}
void link(Splay *x, Splay *y) {
    chroot(x), root_path(y);
    x->f = y; y->vir += x->size;
}
void cut(Splay *x, Splay *y) {
    split(x, y);
    y->push();
    y->ch[0] = y->ch[0]->f = nil;
    y->pull();
}
Splay *get_root(Splay *x) {
    for (root_path(x); x->ch[0] != nil; x = x->ch[0])
        x->push();
    splay(x);
    return x;
}

```

```

}
bool conn(Splay *x, Splay *y) {
    return get_root(x) == get_root(y);
}
Splay *lca(Splay *x, Splay *y) {
    access(x), root_path(y);
    if (y->f == nil) return y;
    return y->f;
}
void change(Splay *x, int val) {
    splay(x), x->val = val, x->pull();
}
pii query(Splay *x, Splay *y) {
    split(x, y);
    return y->ma;
}
}

```

2.3 Treap

```

struct node {
    int data, sz;
    node *l, *r;
    node(int k) : data(k), sz(1), l(0), r(0) {}
    void up() {
        sz = 1;
        if (l) sz += l->sz;
        if (r) sz += r->sz;
    }
    void down() {}
};
int sz(node *a) { return a ? a->sz : 0; }
node *merge(node *a, node *b) {
    if (!a || !b) return a ? a : b;
    if (rand() % (sz(a) + sz(b)) < sz(a))
        return a->down(), a->r = merge(a->r, b), a->up(),
            a;
    return b->down(), b->l = merge(a, b->l), b->up(), b;
}
void split(node *o, node *&a, node *&b, int k) {
    if (!o) return a = b = 0, void();
    o->down();
    if (o->data <= k)
        a = o, split(o->r, a->r, b, k), a->up();
    else b = o, split(o->l, a, b->l, k), b->up();
}
void split2(node *o, node *&a, node *&b, int k) {
    if (sz(o) <= k) return a = o, b = 0, void();
    o->down();
    if (sz(o->l) + 1 <= k)
        a = o, split2(o->r, a->r, b, k - sz(o->l) - 1);
    else b = o, split2(o->l, a, b->l, k);
    o->up();
}
node *kth(node *o, int k) {
    if (k <= sz(o->l)) return kth(o->l, k);
    if (k == sz(o->l) + 1) return o;
    return kth(o->r, k - sz(o->l) - 1);
}
int Rank(node *o, int key) {
    if (!o) return 0;
    if (o->data < key)
        return sz(o->l) + 1 + Rank(o->r, key);
    else return Rank(o->l, key);
}
bool erase(node *&o, int k) {
    if (!o) return 0;
    if (o->data == k) {
        node *t = o;
        o->down(), o = merge(o->l, o->r);
        delete t;
        return 1;
    }
    node *&t = k < o->data ? o->l : o->r;
    return erase(t, k) ? o->up(), 1 : 0;
}
void insert(node *&o, int k) {
}

```

```

node *a, *b;
split(o, a, b, k),
    o = merge(a, merge(new node(k), b));
}
void interval(node *&o, int l, int r) {
    node *a, *b, *c;
    split2(o, a, b, l - 1), split2(b, b, c, r);
    // operate
    o = merge(a, merge(b, c));
}

```

3 Flow Matching

3.1 Bounded Flow

```

struct Dinic { // 1-base
    struct edge {
        int to, cap, flow, rev;
    };
    vector<edge> g[maxN];
    int n, s, t, dis[maxN], ind[maxN], cnt[maxN];
    const int inf = 1e9;

    void init(int _n) {
        n = _n + 2;
        s = _n + 1, t = _n + 2;
        for (int i = 0; i <= n; ++i) g[i].clear(), cnt[i] = 0;
    }
    void reset() {
        for (int i = 0; i <= n; ++i)
            for (auto &j : g[i]) j.flow = 0;
    }
    void add_edge(int u, int v, int lcap, int rcap) {
        cnt[u] -= lcap, cnt[v] += lcap;
        g[u].pb(edge{v, rcap, lcap, (int)g[v].size()});
        g[v].pb(edge{u, 0, 0, (int)g[u].size() - 1});
    }
    void add_edge(int u, int v, int cap) {
        g[u].pb(edge{v, cap, 0, (int)g[v].size()});
        g[v].pb(edge{u, 0, 0, (int)g[u].size() - 1});
        //change g[v] to cap for undirected graphs
    }
    bool bfs() {
        fill(dis, dis+n+1, -1);
        queue<int> q;
        q.push(s), dis[s] = 0;
        while (!q.empty()) {
            int cur = q.front(); q.pop();
            for (auto &e : g[cur]) {
                if (dis[e.to] == -1 && e.flow != e.cap) {
                    q.push(e.to);
                    dis[e.to] = dis[cur] + 1;
                }
            }
        }
        return dis[t] != -1;
    }
    int dfs(int u, int cap) {
        if (u == t || !cap) return cap;
        for (int &i = ind[u]; i < (int)g[u].size(); ++i) {
            edge &e = g[u][i];
            if (dis[e.to] == dis[u] + 1 && e.flow != e.cap) {
                int df = dfs(e.to, min(e.cap - e.flow, cap));
                if (df) {
                    e.flow += df;
                    g[e.to][e.rev].flow -= df;
                    return df;
                }
            }
        }
        dis[u] = -1;
        return 0;
    }
    int maxflow(int _s, int _t) {
        s = _s, t = _t;

```

```

        int flow = 0, df;
        while (bfs()) {
            fill(ind, ind+n+1, 0);
            while ((df = dfs(s, inf))) flow += df;
        }
        return flow;
    }
    bool feasible() {
        int sum = 0;
        for (int i = 1; i <= n - 2; ++i)
            if (cnt[i] > 0)
                add_edge(n - 1, i, cnt[i]), sum += cnt[i];
            else if (cnt[i] < 0) add_edge(i, n, -cnt[i]);
        if (sum != maxflow(n - 1, n)) sum = -1;
        for (int i = 1; i <= n - 2; ++i)
            if (cnt[i] > 0)
                g[n - 1].pop_back(), g[i].pop_back();
            else if (cnt[i] < 0)
                g[i].pop_back(), g[n].pop_back();
        return sum != -1;
    }
    int boundedflow(int _s, int _t) {
        add_edge(_t, _s, inf);
        if (!feasible()) return -1; // infeasible flow
        int x = g[_t].back().flow;
        g[_t].pop_back(), g[_s].pop_back();

        int y = maxflow(_t, _s);
        return x-y;
    }
};

```

3.2 Dinic

```

struct MaxFlow { // 1-base
    struct edge {
        int to, cap, flow, rev;
    };
    vector<edge> g[maxn];
    int s, t, dis[maxn], ind[maxn], n;

    void init(int _n) {
        n = _n + 2;
        s = _n + 1, t = _n + 2;
        for (int i = 0; i <= n; ++i) g[i].clear();
    }
    void reset() {
        for (int i = 0; i <= n; ++i)
            for (auto &j : g[i]) j.flow = 0;
    }
    void add_edge(int u, int v, int cap) {
        g[u].pb(edge{v, cap, 0, (int)g[v].size()});
        g[v].pb(edge{u, 0, 0, (int)g[u].size() - 1});
        //change g[v] to cap for undirected graphs
    }
    bool bfs() {
        fill(dis, dis+n+1, -1);
        queue<int> q;
        q.push(s), dis[s] = 0;
        while (!q.empty()) {
            int cur = q.front(); q.pop();
            for (auto &e : g[cur]) {
                if (dis[e.to] == -1 && e.flow != e.cap) {
                    q.push(e.to);
                    dis[e.to] = dis[cur] + 1;
                }
            }
        }
        return dis[t] != -1;
    }
    int dfs(int u, int cap) {
        if (u == t || !cap) return cap;
        for (int &i = ind[u]; i < (int)g[u].size(); ++i) {
            edge &e = g[u][i];
            if (dis[e.to] == dis[u] + 1 && e.flow != e.cap) {
                int df = dfs(e.to, min(e.cap - e.flow, cap));

```

```

        if (df) {
            e.flow += df;
            g[e.to][e.rev].flow -= df;
            return df;
        }
    }
    dis[u] = -1;
    return 0;
}
int maxflow() {
    int flow = 0, df;
    while (bfs()) {
        fill(ind, ind+n+1, 0);
        while ((df = dfs(s, inf))) flow += df;
    }
    return flow;
}
}flow;

```

3.3 Gomory Hu

```

MaxFlow Dinic;
int g[MAXN];
void GomoryHu(int n) { // 0-base
    fill_n(g, n, 0);
    for (int i = 1; i < n; ++i) {
        Dinic.reset();
        add_edge(i, g[i], Dinic.maxflow(i, g[i]));
        for (int j = i + 1; j <= n; ++j)
            if (g[j] == g[i] && ~Dinic.dis[j])
                g[j] = i;
    }
}

```

3.4 Hungarian Algorithm

```

int c[maxn][maxn]; //hungarian algorithm in  $O(n^3)$ 
//1 base
int lx[maxn], ly[maxn], mx[maxn], my[maxn];
bool vx[maxn], vy[maxn];
int slack[maxn];
int tot;
bool dfs(int n, bool ch) {
    if (vx[n]) return false;
    vx[n] = 1;
    for (int v = 1; v <= tot; v++) {
        slack[v] = min(slack[v], lx[n] + ly[v] - c[n][v]);
        if (lx[n] + ly[v] - c[n][v] > 0) continue;
        vy[v] = 1;
        if (!my[v] || dfs(my[v], ch)) {
            if (ch) mx[n] = v, my[v] = n;
            return true;
        }
    }
    return false;
}
int main() {
    for (int i = 1; i <= n; i++) {
        for (int j = 1; j <= n; j++) vx[j] = vy[j] = 0;
        for (int j = 1; j <= n; j++) slack[j] = 1<<30;
        if (dfs(i, 1)) continue;
        bool aug = 0;
        while (!aug) {
            for (int j = 1; j <= n; j++) {
                if (!vy[j] && slack[j] == 0) {
                    vy[j] = 1;
                    if (dfs(my[j], 0)) {
                        aug = 1;
                        break;
                    }
                }
            }
        }
        if (aug) break;
        int delta = 1<<30;
    }
}

```

```

        for (int j = 1; j <= n; j++) {
            if (!vy[j]) delta = min(delta, slack[j]);
        }
        for (int j = 1; j <= n; j++) {
            if (vx[j]) lx[j] -= delta;
            if (vy[j]) ly[j] += delta;
            else {
                slack[j] -= delta;
                if (slack[j] == 0 && !my[j]) aug = 1;
            }
        }
    }
    for (int j = 1; j <= n; j++) vx[j] = vy[j] = 0;
    dfs(i, 1);
}
}

```

3.5 ISAP Algorithm

```

struct Maxflow { //to be modified
    static const int MAXV = 20010;
    static const int INF = 1000000;
    struct Edge {
        int v, c, r;
        Edge(int _v, int _c, int _r)
            : v(_v), c(_c), r(_r) {}
    };
    int s, t;
    vector<Edge> G[MAXV * 2];
    int iter[MAXV * 2], d[MAXV * 2], gap[MAXV * 2], tot;
    void init(int x) {
        tot = x + 2;
        s = x + 1, t = x + 2;
        for (int i = 0; i <= tot; i++) {
            G[i].clear();
            iter[i] = d[i] = gap[i] = 0;
        }
    }
    void addEdge(int u, int v, int c) {
        G[u].push_back(Edge(v, c, SZ(G[v])));
        G[v].push_back(Edge(u, 0, SZ(G[u]) - 1));
    }
    int dfs(int p, int flow) {
        if (p == t) return flow;
        for (int &i = iter[p]; i < SZ(G[p]); i++) {
            Edge &e = G[p][i];
            if (e.c > 0 && d[p] == d[e.v] + 1) {
                int f = dfs(e.v, min(flow, e.c));
                if (f) {
                    e.c -= f;
                    G[e.v][e.r].c += f;
                    return f;
                }
            }
        }
    }
    if ((--gap[d[p]]) == 0) d[s] = tot;
    else {
        d[p]++;
        iter[p] = 0;
        ++gap[d[p]];
    }
    return 0;
}
int solve() {
    int res = 0;
    gap[0] = tot;
    for (res = 0; d[s] < tot; res += dfs(s, INF))
        ;
    return res;
}
} flow;

```

3.6 Bipartite Matching

```

//min vertex cover: take unmatched vertex in L and find
    alternating tree,
//ans is not reached in L + reached in R
// O(VE)
int n, m; //1-base, max matching
int mx[maxn], my[maxn];
bool adj[maxn][maxn], vis[maxn];
bool dfs(int n) {
    if (vis[n]) return false;
    vis[n] = 1;
    for (int v = 1; v <= n; v++) {
        if (!adj[n][v]) continue;
        if (!my[v] || (my[v] && dfs(my[v]))) {
            mx[n] = v, my[v] = n;
            return true;
        }
    }
    return false;
}
// O(E sqrt(V)), O(E log V) for random sparse graphs
struct Bipartite_Matching { // 0-base
    int l, r;
    int mp[maxn], mq[maxn];
    int dis[maxn], cur[maxn];
    vector<int> G[maxn];
    bool dfs(int u) {
        for (int &i = cur[u]; i < SZ(G[u]); ++i) {
            int e = G[u][i];
            if (!mq[e] || (dis[mq[e]] == dis[u] + 1 && dfs(mq[e]
                ])))
                return mp[mq[e] = u] = e, 1;
        }
        dis[u] = -1;
        return 0;
    }
    bool bfs() {
        int rt = 0;
        queue<int> q;
        fill_n(dis, l, -1);
        for (int i = 0; i < l; ++i)
            if (!mp[i])
                q.push(i), dis[i] = 0;
        while (!q.empty()) {
            int u = q.front();
            q.pop();
            for (int e : G[u])
                if (!mq[e])
                    rt = 1;
                else if (!dis[mq[e]]) {
                    q.push(mq[e]);
                    dis[mq[e]] = dis[u] + 1;
                }
        }
        return rt;
    }
    int matching() {
        int rt = 0;
        fill_n(mp, l, -1);
        fill_n(mq, r, -1);
        while (bfs()) {
            fill_n(cur, l, 0);
            for (int i = 0; i < l; ++i)
                if (!mp[i] && dfs(i))
                    ++rt;
        }
        return rt;
    }
    void add_edge(int s, int t) {
        G[s].pb(t);
    }
    void init(int _l, int _r) {
        l = _l, r = _r;
        for (int i = 0; i < l; ++i)
            G[i].clear();
    }
} match;

```

3.7 Max Simple Graph Matching

```

struct GenMatch { // 1-base
    int V, pr[N];
    bool el[N][N], inq[N], inp[N], inb[N];
    int st, ed, nb, bk[N], djs[N], ans;
    void init(int _V) {
        V = _V;
        for (int i = 0; i <= V; ++i) {
            for (int j = 0; j <= V; ++j) el[i][j] = 0;
            pr[i] = bk[i] = djs[i] = 0;
            inq[i] = inp[i] = inb[i] = 0;
        }
    }
    void add_edge(int u, int v) {
        el[u][v] = el[v][u] = 1;
    }
    int lca(int u, int v) {
        fill_n(inp, V + 1, 0);
        while (1)
            if (u = djs[u], inp[u] = true, u == st) break;
            else u = bk[pr[u]];
        while (1)
            if (v = djs[v], inp[v]) return v;
            else v = bk[pr[v]];
        return v;
    }
    void upd(int u) {
        for (int v; djs[u] != nb;) {
            v = pr[u], inb[djs[u]] = inb[djs[v]] = true;
            u = bk[v];
            if (djs[u] != nb) bk[u] = v;
        }
    }
    void blo(int u, int v, queue<int> &qe) {
        nb = lca(u, v), fill_n(inb, V + 1, 0);
        upd(u), upd(v);
        if (djs[u] != nb) bk[u] = v;
        if (djs[v] != nb) bk[v] = u;
        for (int tu = 1; tu <= V; ++tu)
            if (inb[djs[tu]])
                if (djs[tu] = nb, !inq[tu])
                    qe.push(tu), inq[tu] = 1;
    }
    void flow() {
        fill_n(inq + 1, V, 0), fill_n(bk + 1, V, 0);
        iota(djs + 1, djs + V + 1, 1);
        queue<int> qe;
        qe.push(st), inq[st] = 1, ed = 0;
        while (!qe.empty()) {
            int u = qe.front();
            qe.pop();
            for (int v = 1; v <= V; ++v)
                if (el[u][v] && djs[u] != djs[v] &&
                    pr[u] != v) {
                    if ((v == st) ||
                        (pr[v] > 0 && bk[pr[v]] > 0)) {
                        blo(u, v, qe);
                    } else if (!bk[v]) {
                        if (bk[v] = u, pr[v] > 0) {
                            if (!inq[pr[v]]) qe.push(pr[v]);
                        } else {
                            return ed = v, void();
                        }
                    }
                }
        }
    }
    void aug() {
        for (int u = ed, v, w; u > 0;)
            v = bk[u], w = pr[v], pr[v] = u, pr[u] = v,
            u = w;
    }
    int solve() {
        fill_n(pr, V + 1, 0), ans = 0;
        for (int u = 1; u <= V; ++u)
            if (!pr[u])

```

```

        if (st = u, flow(), ed > 0) aug(), ++ans;
    return ans;
}
};

```

3.8 MCMF

```

struct MCMF { // 0-base
    struct edge {
        ll from, to, cap, flow, cost, rev;
    } * past[maxn];
    vector<edge> G[maxn];
    bitset<maxn> inq;
    ll dis[maxn], up[maxn], s, t, mx, n;
    bool BellmanFord(ll &flow, ll &cost) {
        fill(dis, dis + n, inf);
        queue<ll> q;
        q.push(s), inq.reset(), inq[s] = 1;
        up[s] = mx - flow, past[s] = 0, dis[s] = 0;
        while (!q.empty()) {
            ll u = q.front();
            q.pop(), inq[u] = 0;
            if (!up[u]) continue;
            for (auto &e : G[u])
                if (e.flow != e.cap &&
                    dis[e.to] > dis[u] + e.cost) {
                    dis[e.to] = dis[u] + e.cost, past[e.to] = &e;
                    up[e.to] = min(up[u], e.cap - e.flow);
                    if (!inq[e.to]) inq[e.to] = 1, q.push(e.to);
                }
        }
        if (dis[t] == inf) return 0;
        flow += up[t], cost += up[t] * dis[t];
        for (ll i = t; past[i]; i = past[i]->from) {
            auto &e = *past[i];
            e.flow += up[t], G[e.to][e.rev].flow -= up[t];
        }
        return 1;
    }
    ll MinCostMaxFlow(ll _s, ll _t, ll &cost) {
        s = _s, t = _t, cost = 0;
        ll flow = 0;
        while (BellmanFord(flow, cost));
        return flow;
    }
    void init(ll _n, ll _mx) {
        n = _n, mx = _mx;
        for (int i = 0; i < n; ++i) G[i].clear();
    }
    void add_edge(ll a, ll b, ll cap, ll cost) {
        G[a].pb(edge{a, b, cap, 0, cost, G[b].size()});
        G[b].pb(edge{b, a, 0, 0, -cost, G[a].size() - 1});
    }
};

```

3.9 Min Cost Circulation

```

//to be modified
struct Edge { int to, cap, rev, cost; };
vector<Edge> g[kN];
int dist[kN], pv[kN], ed[kN];
bool mark[kN];
int NegativeCycle(int n) {
    memset(mark, false, sizeof(mark));
    memset(dist, 0, sizeof(dist));
    int upd = -1;
    for (int i = 0; i <= n; ++i) {
        for (int j = 0; j < n; ++j) {
            int idx = 0;
            for (auto &e : g[j]) {
                if (e.cap > 0 && dist[e.to] > dist[j] + e.cost) {
                    dist[e.to] = dist[j] + e.cost;
                    pv[e.to] = j, ed[e.to] = idx;
                    if (i == n) {
                        upd = j;

```

```

                    while (!mark[upd]) mark[upd] = true, upd = pv[
                        upd];
                    return upd;
                }
            }
            idx++;
        }
    }
    return -1;
}
int Solve(int n) {
    int rt = -1, ans = 0;
    while ((rt = NegativeCycle(n)) >= 0) {
        memset(mark, false, sizeof(mark));
        vector<pair<int, int>> cyc;
        while (!mark[rt]) {
            cyc.emplace_back(pv[rt], ed[rt]);
            mark[rt] = true;
            rt = pv[rt];
        }
        reverse(cyc.begin(), cyc.end());
        int cap = kInf;
        for (auto &i : cyc) {
            auto &e = g[i.first][i.second];
            cap = min(cap, e.cap);
        }
        for (auto &i : cyc) {
            auto &e = g[i.first][i.second];
            e.cap -= cap;
            g[e.to][e.rev].cap += cap;
            ans += e.cost * cap;
        }
    }
    return ans;
}

```

3.10 SW Mincut

```

// stoer wagner algorithm: global min cut
const int maxn = 505;
struct SW { // O(V^3) 0-based
    int n, vis[maxn], del[maxn];
    int edge[maxn][maxn], wei[maxn];
    void init(int _n) {
        n = _n;
        fill(del, del+n, 0);
        for (int i = 0; i < n; ++i) fill(edge[i], edge[i] + n, 0);
    }
    void addEdge(int u, int v, int w) {
        edge[u][v] += w, edge[v][u] += w;
    }
    void search(int &s, int &t) {
        fill(vis, vis+n, 0);
        fill(wei, wei+n, 0);
        s = t = -1;
        while (1) {
            int ma = -1, cur = 0;
            for (int i = 0; i < n; ++i)
                if (!del[i] && !vis[i] && ma < wei[i])
                    cur = i, ma = wei[i];
            if (mx == -1) break;
            vis[cur] = 1, s = t, t = cur;
            for (int i = 0; i < n; ++i)
                if (!vis[i] && !del[i]) wei[i] += edge[cur][i];
        }
    }
    int solve() {
        int ret = INF;
        for (int i = 0, x=0, y=0; i < n-1; ++i) {
            search(x, y), ret = min(res, wei[y]), del[y] = 1;
            for (int j = 0; j < n; ++j)
                edge[x][j] = (edge[j][x] += edge[y][j]);
        }
        return ret;
    }
};

```

```
    }
};
```

4 Geometry

4.1 Geometry Template

```
using ld = ll;
using pdd = pair<ld, ld>;
using Line = pair<pdd, pdd>;
#define X first
#define Y second
// ld eps = 1e-7;

pdd operator+(pdd a, pdd b)
{ return {a.X + b.X, a.Y + b.Y}; }
pdd operator-(pdd a, pdd b)
{ return {a.X - b.X, a.Y - b.Y}; }
pdd operator*(ld i, pdd v)
{ return {i * v.X, i * v.Y}; }
pdd operator*(pdd v, ld i)
{ return {i * v.X, i * v.Y}; }
pdd operator/(pdd v, ld i)
{ return {v.X / i, v.Y / i}; }
ld dot(pdd a, pdd b)
{ return a.X * b.X + a.Y * b.Y; }
ld cross(pdd a, pdd b)
{ return a.X * b.Y - a.Y * b.X; }
ld abs2(pdd v)
{ return v.X * v.X + v.Y * v.Y; }
ld abs(pdd v)
{ return sqrt(abs2(v)); }
int sgn(ld v)
{ return v > 0 ? 1 : (v < 0 ? -1 : 0); }
// int sgn(ld v){ return v > eps ? 1 : ( v < -eps ? -1 : 0)
; }
int ori(pdd a, pdd b, pdd c)
{ return sgn(cross(b - a, c - a)); }
bool collinearity(pdd a, pdd b, pdd c)
{ return ori(a, b, c) == 0; }
bool btw(pdd p, pdd a, pdd b)
{ return collinearity(p, a, b) && sgn(dot(a - p, b - p)) <=
    0; }

bool seg_intersect(Line a, Line b){
    pdd p1, p2, p3, p4;
    tie(p1, p2) = a; tie(p3, p4) = b;
    if(btw(p1, p3, p4) || btw(p2, p3, p4) || btw(p3, p1, p2)
        || btw(p4, p1, p2))
        return true;
    return ori(p1, p2, p3) * ori(p1, p2, p4) < 0 &&
        ori(p3, p4, p1) * ori(p3, p4, p2) < 0;
}

pdd intersect(Line a, Line b){
    pdd p1, p2, p3, p4;
    tie(p1, p2) = a; tie(p3, p4) = b;
    ld a123 = cross(p2 - p1, p3 - p1);
    ld a124 = cross(p2 - p1, p4 - p1);
    return (p4 * a123 - p3 * a124) / (a123 - a124);
}

pdd perp(pdd p1)
{ return pdd(-p1.Y, p1.X); }
pdd projection(pdd p1, pdd p2, pdd p3)
{ return p1 + (p2 - p1) * dot(p3 - p1, p2 - p1) / abs2(p2 -
    p1); }
```

4.2 Convex Hull

```
vector<int> getConvexHull(vector<pdd>& pts){
    vector<int> id(SZ(pts));
    iota(iter(id), 0);
    sort(iter(id), [&](int x, int y){ return pts[x] < pts[y];
        });
    vector<int> hull;
```

```
    for(int tt = 0; tt < 2; tt++){
        int sz = SZ(hull);
        for(int j : id){
            pdd p = pts[j];
            while(SZ(hull) - sz >= 2 &&
                cross(pts[hull.back()] - pts[hull[SZ(hull) - 2]],
                    p - pts[hull[SZ(hull) - 2]]) <= 0)
                hull.pop_back();
            hull.pb(j);
        }
        hull.pop_back();
        reverse(iter(id));
    }
    return hull;
}
```

4.3 Minimum Enclosing Circle

```
using ld = long double;
pair<pdd, ld> circumcenter(pdd a, pdd b, pdd c);
pair<pdd, ld> MinimumEnclosingCircle(vector<pdd> &pts){
    random_shuffle(iter(pts));
    pdd c = pts[0];
    ld r = 0;
    for(int i = 1; i < SZ(pts); i++){
        if(abs(pts[i] - c) <= r) continue;
        c = pts[i]; r = 0;
        for(int j = 0; j < i; j++){
            if(abs(pts[j] - c) <= r) continue;
            c = (pts[i] + pts[j]) / 2;
            r = abs(pts[i] - c);
            for(int k = 0; k < j; k++){
                if(abs(pts[k] - c) > r)
                    tie(c, r) = circumcenter(pts[i], pts[j], pts[k]);
            }
        }
    }
    return {c, r};
}
```

4.4 Minkowski Sum

```
void reorder_poly(vector<pdd>& pnts){
    int mn = 0;
    for(int i = 1; i < (int)pnts.size(); i++)
        if(pnts[i].Y < pnts[mn].Y || (pnts[i].Y == pnts[mn].Y
            && pnts[i].X < pnts[mn].X))
            mn = i;
    rotate(pnts.begin(), pnts.begin() + mn, pnts.end());
}

vector<pdd> minkowski(vector<pdd> P, vector<pdd> Q){
    reorder_poly(P);
    reorder_poly(Q);
    int psz = P.size();
    int qsz = Q.size();
    P.pb(P[0]); P.pb(P[1]); Q.pb(Q[0]); Q.pb(Q[1]);
    vector<pdd> ans;
    int i = 0, j = 0;
    while(i < psz || j < qsz){
        ans.pb(P[i] + Q[j]);
        int t = sgn(cross(P[i + 1] - P[i], Q[j + 1] - Q[j]));
        if(t >= 0) i++;
        if(t <= 0) j++;
    }
    return ans;
}
```

4.5 Polar Angle Comparator

```
// -1: a // b (if same), 0/1: a < b
int cmp(pll a, pll b, bool same = true){
```



```
#define is_neg(k) (sgn(k.Y) < 0 || (sgn(k.Y) == 0 && sgn(k.X) < 0))
int A = is_neg(a), B = is_neg(b);
if(A != B)
    return A < B;
if(sgn(cross(a, b)) == 0)
    return same ? abs2(a) < abs2(b) : -1;
return sgn(cross(a, b)) > 0;
}
```

4.6 Half Plane Intersection

```
// from 8BQube
pll area_pair(Line a, Line b)
{ return pll(cross(a.Y - a.X, b.X - a.X), cross(a.Y - a.X,
    b.Y - a.X)); }
bool isin(Line l0, Line l1, Line l2) {
    // Check inter(l1, l2) strictly in l0
    auto [a02X, a02Y] = area_pair(l0, l2);
    auto [a12X, a12Y] = area_pair(l1, l2);
    if (a12X - a12Y < 0) a12X *= -1, a12Y *= -1;
    return (int128) a02Y * a12X - (int128) a02X * a12Y >
        0; // C^4
}
/* Having solution, check size > 2 */
/* --^-- Line.X --^-- Line.Y --^-- */
vector<Line> halfPlaneInter(vector<Line> arr) {
    sort(iter(arr), [&](Line a, Line b) -> int {
        if (cmp(a.Y - a.X, b.Y - b.X, 0) != -1)
            return cmp(a.Y - a.X, b.Y - b.X, 0);
        return ori(a.X, a.Y, b.Y) < 0;
    });
    deque<Line> dq(1, arr[0]);
    for (auto p : arr) {
        if (cmp(dq.back().Y - dq.back().X, p.Y - p.X, 0) == -1)
            continue;
        while (SZ(dq) >= 2 && !isin(p, dq[SZ(dq) - 2], dq.back()))
            dq.pop_back();
        while (SZ(dq) >= 2 && !isin(p, dq[0], dq[1]))
            dq.pop_front();
        dq.pb(p);
    }
    while (SZ(dq) >= 3 && !isin(dq[0], dq[SZ(dq) - 2], dq.back()))
        dq.pop_back();
    while (SZ(dq) >= 3 && !isin(dq.back(), dq[0], dq[1]))
        dq.pop_front();
    return vector<Line>(iter(dq));
}
```

4.7 Dynamic Convex Hull

```
struct Line{
    ll a, b, l = MIN, r = MAX;
    Line(ll a, ll b): a(a), b(b) {}
    ll operator()(ll x) const{
        return a * x + b;
    }
    bool operator<(Line b) const{
        return a < b.a;
    }
    bool operator<(ll b) const{
        return r < b;
    }
};

ll iceil(ll a, ll b){
    if(b < 0) a *= -1, b *= -1;
    if(a > 0) return (a + b - 1) / b;
    else return a / b;
}

ll intersect(Line a, Line b){
    return iceil(a.b - b.b, b.a - a.a);
}
```

```
}

struct DynamicConvexHull{
    multiset<Line, less<>> ch;

    void add(Line ln){
        auto it = ch.lower_bound(ln);
        while(it != ch.end()){
            Line tl = *it;
            if(tl(tl.r) <= ln(tl.r)){
                it = ch.erase(it);
            }
            else break;
        }
        auto it2 = ch.lower_bound(ln);
        while(it2 != ch.begin()){
            Line tl = *prev(it2);
            if(tl(tl.l) <= ln(tl.l)){
                it2 = ch.erase(prev(it2));
            }
            else break;
        }
        it = ch.lower_bound(ln);
        if(it != ch.end()){
            Line tl = *it;
            if(tl(tl.l) >= ln(tl.l)) ln.r = tl.l - 1;
            else{
                ll pos = intersect(ln, tl);
                tl.l = pos;
                ln.r = pos - 1;
                ch.erase(it);
                ch.insert(tl);
            }
        }
        it2 = ch.lower_bound(ln);
        if(it2 != ch.begin()){
            Line tl = *prev(it2);
            if(tl(tl.r) >= ln(tl.r)) ln.l = tl.r + 1;
            else{
                ll pos = intersect(tl, ln);
                tl.r = pos - 1;
                ln.l = pos;
                ch.erase(prev(it2));
                ch.insert(tl);
            }
        }
        if(ln.l <= ln.r) ch.insert(ln);
    }

    ll query(ll pos){
        auto it = ch.lower_bound(pos);
        if(it == ch.end()) return 0;
        return (*it)(pos);
    }
};
```

4.8 3D Point

```
// Copy from 8BQube
struct Point {
    double x, y, z;
    Point(double _x = 0, double _y = 0, double _z = 0): x(_x),
        y(_y), z(_z){}
    Point(pdd p) { x = p.X, y = p.Y, z = abs2(p); }
};

Point operator-(const Point &p1, const Point &p2)
{ return Point(p1.x - p2.x, p1.y - p2.y, p1.z - p2.z); }
Point cross(const Point &p1, const Point &p2)
{ return Point(p1.y * p2.z - p1.z * p2.y, p1.z * p2.x - p1.x * p2.z,
    p1.x * p2.y - p1.y * p2.x); }
double dot(const Point &p1, const Point &p2)
{ return p1.x * p2.x + p1.y * p2.y + p1.z * p2.z; }
double abs(const Point &a)
{ return sqrt(dot(a, a)); }
Point cross3(const Point &a, const Point &b, const Point &c)
{
}
```

```

{ return cross(b - a, c - a); }
double area(Point a, Point b, Point c)
{ return abs(cross3(a, b, c)); }
double volume(Point a, Point b, Point c, Point d)
{ return dot(cross3(a, b, c), d - a); }
pdd proj(Point a, Point b, Point c, Point u) {
// proj. u to the plane of a, b, and c
Point e1 = b - a;
Point e2 = c - a;
e1 = e1 / abs(e1);
e2 = e2 - e1 * dot(e2, e1);
e2 = e2 / abs(e2);
Point p = u - a;
return pdd(dot(p, e1), dot(p, e2));
}

```

4.9 ConvexHull3D

// Copy from 8BQube

```

struct CH3D {
    struct face{int a, b, c; bool ok;} F[8 * N];
    double dblcmp(Point &p, face &f)
    {return dot(cross3(P[f.a], P[f.b], P[f.c]), p - P[f.a]);}
    int g[N][N], num, n;
    Point P[N];
    void deal(int p, int a, int b) {
        int f = g[a][b];
        face add;
        if (F[f].ok) {
            if (dblcmp(P[p], F[f]) > eps) dfs(p, f);
        } else
            add.a = b, add.b = a, add.c = p, add.ok = 1, g[p][b]
            = g[a][p] = g[b][a] = num, F[num++] = add;
    }
    void dfs(int p, int now) {
        F[now].ok = 0;
        deal(p, F[now].b, F[now].a), deal(p, F[now].c, F[now].b),
        deal(p, F[now].a, F[now].c);
    }
    bool same(int s, int t){
        Point &a = P[F[s].a];
        Point &b = P[F[s].b];
        Point &c = P[F[s].c];
        return fabs(volume(a, b, c, P[F[t].a])) < eps && fabs(
            volume(a, b, c, P[F[t].b])) < eps && fabs(volume(a,
            b, c, P[F[t].c])) < eps;
    }
    void init(int _n){n = _n, num = 0;}
    void solve() {
        face add;
        num = 0;
        if(n < 4) return;
        if([&](){
            for (int i = 1; i < n; ++i)
                if (abs(P[0] - P[i]) > eps)
                    return swap(P[1], P[i]), 0;
            return 1;
        }() || [&](){
            for (int i = 2; i < n; ++i)
                if (abs(cross3(P[i], P[0], P[1])) > eps)
                    return swap(P[2], P[i]), 0;
            return 1;
        }() || [&](){
            for (int i = 3; i < n; ++i)
                if (fabs(dot(cross(P[0] - P[1], P[1] - P[2]), P[0]
                    - P[i])) > eps)
                    return swap(P[3], P[i]), 0;
            return 1;
        }())return;
        for (int i = 0; i < 4; ++i) {
            add.a = (i + 1) % 4, add.b = (i + 2) % 4, add.c = (i
                + 3) % 4, add.ok = true;
            if (dblcmp(P[i], add) > 0) swap(add.b, add.c);
            g[add.a][add.b] = g[add.b][add.c] = g[add.c][add.a] =
                num;

```

```

        F[num++] = add;
    }
    for (int i = 4; i < n; ++i)
        for (int j = 0; j < num; ++j)
            if (F[j].ok && dblcmp(P[i], F[j]) > eps) {
                dfs(i, j);
                break;
            }
    for (int tmp = num, i = (num = 0); i < tmp; ++i)
        if (F[i].ok) F[num++] = F[i];
    }
    double get_area() {
        double res = 0.0;
        if (n == 3)
            return abs(cross3(P[0], P[1], P[2])) / 2.0;
        for (int i = 0; i < num; ++i)
            res += area(P[F[i].a], P[F[i].b], P[F[i].c]);
        return res / 2.0;
    }
    double get_volume() {
        double res = 0.0;
        for (int i = 0; i < num; ++i)
            res += volume(Point(0, 0, 0), P[F[i].a], P[F[i].b], P
                [F[i].c]);
        return fabs(res / 6.0);
    }
    int triangle() {return num;}
    int polygon() {
        int res = 0;
        for (int i = 0, flag = 1; i < num; ++i, res += flag,
            flag = 1)
            for (int j = 0; j < i && flag; ++j)
                flag &= !same(i, j);
        return res;
    }
    Point getcent(){
        Point ans(0, 0, 0), temp = P[F[0].a];
        double v = 0.0, t2;
        for (int i = 0; i < num; ++i)
            if (F[i].ok == true) {
                Point p1 = P[F[i].a], p2 = P[F[i].b], p3 = P[F[i].c];
                t2 = volume(temp, p1, p2, p3) / 6.0;
                if (t2 > 0)
                    ans.x += (p1.x + p2.x + p3.x + temp.x) * t2, ans.
                        y += (p1.y + p2.y + p3.y + temp.y) * t2, ans.
                        z += (p1.z + p2.z + p3.z + temp.z) * t2, v +=
                            t2;
            }
        ans.x /= (4 * v), ans.y /= (4 * v), ans.z /= (4 * v);
        return ans;
    }
    double pointmindis(Point p) {
        double rt = 99999999;
        for(int i = 0; i < num; ++i)
            if(F[i].ok == true) {
                Point p1 = P[F[i].a], p2 = P[F[i].b], p3 = P[F[i].c];
                double a = (p2.y - p1.y) * (p3.z - p1.z) - (p2.z -
                    p1.z) * (p3.y - p1.y);
                double b = (p2.z - p1.z) * (p3.x - p1.x) - (p2.x -
                    p1.x) * (p3.z - p1.z);
                double c = (p2.x - p1.x) * (p3.y - p1.y) - (p2.y -
                    p1.y) * (p3.x - p1.x);
                double d = 0 - (a * p1.x + b * p1.y + c * p1.z);
                double temp = fabs(a * p.x + b * p.y + c * p.z + d)
                    / sqrt(a * a + b * b + c * c);
                rt = min(rt, temp);
            }
        return rt;
    }
};

```

4.10 Circle Operations

// from 8BQube

```

const double PI=acos(-1);
vector<pdd> circleLineIntersection(pdd c, double r, pdd a,
    pdd b) {
    pdd p = a + (b - a) * dot(c - a, b - a) / abs2(b - a);
    double s = cross(b - a, c - a), h2 = r * r - s * s / abs2
        (b - a);
    if (h2 < 0) return {};
    if (h2 == 0) return {p};
    pdd h = (b - a) / abs(b - a) * sqrt(h2);
    return {p - h, p + h};
}

double _area(pdd pa, pdd pb, double r){
    if(abs(pa)<abs(pb)) swap(pa, pb);
    if(abs(pb)<eps) return 0;
    double S, h, theta;
    double a=abs(pb),b=abs(pa),c=abs(pb-pa);
    double cosB = dot(pb,pb-pa) / a / c, B = acos(cosB);
    double cosC = dot(pa,pb) / a / b, C = acos(cosC);
    if(a > r){
        S = (C/2)*r*r;
        h = a*b*sin(C)/c;
        if (h < r && B < PI/2) S -= (acos(h/r)*r*r - h*sqrt(r*r
            -h*h));
    }
    else if(b > r){
        theta = PI - B - asin(sin(B)/r*a);
        S = .5*a*r*sin(theta) + (C-theta)/2*r*r;
    }
    else S = .5*sin(C)*a*b;
    return S;
}

double areaPolyCircle(const vector<pdd> poly,const pdd &O,
    const double r){
    double S=0;
    for(int i=0;i<SZ(poly);++i)
        S+=_area(poly[i]-O,poly[(i+1)%SZ(poly)]-O,r)*ori(O,poly
            [i],poly[(i+1)%SZ(poly)]);
    return fabs(S);
}

bool CCinter(Cir &a, Cir &b, pdd &p1, pdd &p2) {
    pdd o1 = a.O, o2 = b.O;
    double r1 = a.R, r2 = b.R, d2 = abs2(o1 - o2), d = sqrt(
        d2);
    if(d < max(r1, r2) - min(r1, r2) || d > r1 + r2) return
        0;
    pdd u = (o1 + o2) * 0.5 + (o1 - o2) * ((r2 * r2 - r1 * r1
        ) / (2 * d2));
    double A = sqrt((r1 + r2 + d) * (r1 - r2 + d) * (r1 + r2
        - d) * (-r1 + r2 + d));
    pdd v = pdd(o1.Y - o2.Y, -o1.X + o2.X) * A / (2 * d2);
    p1 = u + v, p2 = u - v;
    return 1;
}

vector<Line> CCtang( const Cir& c1 , const Cir& c2 , int
    sign1 ){
    vector<Line> ret;
    double d_sq = abs2( c1.O - c2.O );
    if (sgn(d_sq) == 0) return ret;
    double d = sqrt(d_sq);
    pdd v = (c2.O - c1.O) / d;
    double c = (c1.R - sign1 * c2.R) / d; // cos t
    if (c * c > 1) return ret;
    double h = sqrt(max( 0.0, 1.0 - c * c )); // sin t
    for (int sign2 = 1; sign2 >= -1; sign2 -= 2) {
        pdd n = pdd(v.X * c - sign2 * h * v.Y,
            v.Y * c + sign2 * h * v.X);
        pdd p1 = c1.O + n * c1.R;
        pdd p2 = c2.O + n * (c2.R * sign1);
        if (sgn(p1.X - p2.X) == 0 and
            sgn(p1.Y - p2.Y) == 0)
            p2 = p1 + perp(c2.O - c1.O);
        ret.pb(Line(p1, p2));
    }
    return ret;
}

```

4.11 Delaunay Triangulation

// from 8BQube

/* Delaunay Triangulation:

Given a sets of points on 2D plane, find a triangulation such that no points will strictly inside circumcircle of any triangle.

find : return a triangle contain given point

add_point : add a point into triangulation

A Triangle is in triangulation iff. its has_chd is 0.

Region of triangle u: iterate each u.edge[i].tri,

each points are u.p[(i+1)%3], u.p[(i+2)%3]

Voronoi diagram: for each triangle in triangulation, the bisector of all its edges will split the region.

nearest point will belong to the triangle containing it

*/

const ll inf = MAXC * MAXC * 100; // lower_bound unknown

struct Tri;

struct Edge {

Tri* tri; int side;

Edge(): tri(0), side(0){}

Edge(Tri* _tri, int _side): tri(_tri), side(_side){}

};

struct Tri {

pll p[3];

Edge edge[3];

Tri* chd[3];

Tri() {}

Tri(const pll& p0, const pll& p1, const pll& p2) {

p[0] = p0; p[1] = p1; p[2] = p2;

chd[0] = chd[1] = chd[2] = 0;

}

bool has_chd() const { return chd[0] != 0; }

int num_chd() const {

return !!chd[0] + !!chd[1] + !!chd[2];

}

bool contains(pll const& q) const {

for (int i = 0; i < 3; ++i)

if (ori(p[i], p[(i + 1) % 3], q) < 0)

return 0;

return 1;

}

} pool[N * 10], *tris;

void edge(Edge a, Edge b) {

if(a.tri) a.tri->edge[a.side] = b;

if(b.tri) b.tri->edge[b.side] = a;

}

struct Trig { // Triangulation

Trig() {

the_root = // Tri should at least contain all points

new(tris++) Tri(pll(-inf, -inf), pll(inf + inf, -inf)

, pll(-inf, inf + inf));

}

Tri* find(pll p) { return find(the_root, p); }

void add_point(const pll &p) { add_point(find(the_root, p

), p); }

Tri* the_root;

static Tri* find(Tri* root, const pll &p) {

while (1) {

if (!root->has_chd())

return root;

for (int i = 0; i < 3 && root->chd[i]; ++i)

if (root->chd[i]->contains(p)) {

root = root->chd[i];

break;

}

}

assert(0); // "point not found"

}

void add_point(Tri* root, pll const& p) {

Tri* t[3];

/* split it into three triangles */

for (int i = 0; i < 3; ++i)

t[i] = new(tris++) Tri(root->p[i], root->p[(i + 1) %

3], p);

for (int i = 0; i < 3; ++i)

edge(Edge(t[i], 0), Edge(t[(i + 1) % 3], 1));

```

    for (int i = 0; i < 3; ++i)
        edge(Edge(t[i], 2), root->edge[(i + 2) % 3]);
    for (int i = 0; i < 3; ++i)
        root->chd[i] = t[i];
    for (int i = 0; i < 3; ++i)
        flip(t[i], 2);
}

void flip(Tri* tri, int pi) {
    Tri* trj = tri->edge[pi].tri;
    int pj = tri->edge[pi].side;
    if (!trj) return;
    if (!lin_cc(tri->p[0], tri->p[1], tri->p[2], trj->p[pj])
        ) return;
    /* flip edge between tri, trj */
    Tri* trk = new(tris++) Tri(tri->p[(pi + 1) % 3], trj->p[
        pj], tri->p[pi]);
    Tri* trl = new(tris++) Tri(trj->p[(pj + 1) % 3], tri->p[
        pi], trj->p[pj]);
    edge(Edge(trk, 0), Edge(trl, 0));
    edge(Edge(trk, 1), tri->edge[(pi + 2) % 3]);
    edge(Edge(trk, 2), trj->edge[(pj + 1) % 3]);
    edge(Edge(trl, 1), trj->edge[(pj + 2) % 3]);
    edge(Edge(trl, 2), tri->edge[(pi + 1) % 3]);
    tri->chd[0] = trk; tri->chd[1] = trl; tri->chd[2] = 0;
    trj->chd[0] = trk; trj->chd[1] = trl; trj->chd[2] = 0;
    flip(trk, 1); flip(trk, 2);
    flip(trl, 1); flip(trl, 2);
}
};

vector<Tri*> triang; // vector of all triangle
set<Tri*> vst;
void go(Tri* now) { // store all tri into triang
    if (vst.find(now) != vst.end())
        return;
    vst.insert(now);
    if (!now->has_chd())
        return triang.pb(now);
    for (int i = 0; i < now->num_chd(); ++i)
        go(now->chd[i]);
}

void build(int n, pll* ps) { // build triangulation
    tris = pool; triang.clear(); vst.clear();
    random_shuffle(ps, ps + n);
    Trig tri; // the triangulation structure
    for (int i = 0; i < n; ++i)
        tri.add_point(ps[i]);
    go(tri.the_root);
}

```

4.12 Voronoi Diagram

```

// from 8BQube
vector<Line> ls[N];
pll arr[N];
Line make_line(pdd p, Line l) {
    pdd d = l.Y - l.X; d = perp(d);
    pdd m = (l.X + l.Y) / 2;
    l = Line(m, m + d);
    if (ori(l.X, l.Y, p) < 0)
        l = Line(m + d, m);
    return l;
}

double calc_area(int id) {
    // use to calculate the area of point "strictly in the
    convex hull"
    vector<Line> hpi = halfPlaneInter(ls[id]);
    vector<pdd> ps;
    for (int i = 0; i < SZ(hpi); ++i)
        ps.pb(intersect(hpi[i].X, hpi[i].Y, hpi[(i + 1) % SZ(
            hpi)].X, hpi[(i + 1) % SZ(hpi)].Y));
    double rt = 0;
    for (int i = 0; i < SZ(ps); ++i)
        rt += cross(ps[i], ps[(i + 1) % SZ(ps)]);
    return fabs(rt) / 2;
}

void solve(int n, pii *oarr) {

```

```

    map<pll, int> mp;
    for (int i = 0; i < n; ++i)
        arr[i] = pll(oarr[i].X, oarr[i].Y), mp[arr[i]] = i;
    build(n, arr); // Triangulation
    for (auto *t : triang) {
        vector<int> p;
        for (int i = 0; i < 3; ++i)
            if (mp.find(t->p[i]) != mp.end())
                p.pb(mp[t->p[i]]);
        for (int i = 0; i < SZ(p); ++i)
            for (int j = i + 1; j < SZ(p); ++j) {
                Line l(oarr[p[i]], oarr[p[j]]);
                ls[p[i]].pb(make_line(oarr[p[i]], l));
                ls[p[j]].pb(make_line(oarr[p[j]], l));
            }
    }
}

```

5 Graph

5.1 Block Cut Tree

```

struct BlockCutTree{
    vector<vector<int>> tree; // 1-based
    vector<int> node;
    vector<int> type; // 0:square, 1:circle

    bool iscut(int v){
        return type[node[v]] == 1;
    }

    vector<int> getbcc(int v){
        if(!iscut(v)) return {node[v]};
        vector<int> ans;
        for(int i : tree[node[v]])
            ans.pb(i);
        return ans;
    }

    void build(int n, vector<vector<int>>& g){
        tree.resize(2 * n + 1);
        type.resize(2 * n + 1);
        node.resize(n + 1, -1);
        vector<int> in(n + 1);
        vector<int> low(n + 1);
        stack<int> st;

        int ts = 1;
        int bcc = 1;
        auto addv = [&](int id, int v){
            if(node[v] == -1){
                node[v] = id;
                return;
            }
            if(type[node[v]] == 0){
                int o = node[v];
                node[v] = bcc++;
                type[node[v]] = 1;
                tree[o].pb(node[v]);
                tree[node[v]].pb(o);
            }
            tree[id].pb(node[v]);
            tree[node[v]].pb(id);
        };
        function<void(int, int)> dfs = [&](int now, int p){
            in[now] = low[now] = ts++;
            st.push(now);
            int child = 0;
            for(int i : g[now]){
                if(i == p) continue;
                if(in[i]){
                    low[now] = min(low[now], in[i]);
                    continue;
                }
                child++;

```

```

    dfs(i, now);
    low[now] = min(low[now], low[i]);

    if(low[i] >= in[now]){
        int nowid = bcc++;
        while(true){
            int x = st.top();
            st.pop();
            addv(nowid, x);
            if(x == i) break;
        }
        addv(nowid, now);
    }
    if(child == 0 && now == p) addv(bcc++, now);
};
dfs(1, 1);
};

```

5.2 2-SAT

```

struct SAT{ //  $\theta$ -based,  $[n, 2n]$  is neg of  $[0, n]$ 
    int n;
    vector<vector<int>> g, rg;
    bool ok = true;
    vector<bool> ans;

    void init(int _n){
        n = _n;
        g.resize(2 * n);
        rg.resize(2 * n);
        ans.resize(n);
    }

    int neg(int v){
        return v < n ? v + n : v - n;
    }

    void addEdge(int u, int v){
        g[u].pb(v);
        rg[v].pb(u);
    }

    void addClause(int a, int b){
        addEdge(neg(a), b);
        addEdge(neg(b), a);
    }

    void build(){
        vector<bool> vst(2 * n, false);
        vector<int> tmp, scc(2 * n, -1);
        int cnt = 1;
        function<void(int)> dfs = [&](int now){
            vst[now] = true;
            for(int i : rg[now]){
                if(vst[i]) continue;
                dfs(i);
            }
            tmp.pb(now);
        };
        for(int i = 0; i < 2 * n; i++){
            if(!vst[i]) dfs(i);
        }
        reverse(all(tmp));
        function<void(int, int)> dfs2 = [&](int now, int id){
            scc[now] = id;
            for(int i : g[now]){
                if(scc[i] != -1) continue;
                dfs2(i, id);
            }
        };
        for(int i : tmp){
            if(scc[i] == -1) dfs2(i, cnt++);
        }
        debug(scc);
        for(int i = 0; i < n; i++){
            if(scc[i] == scc[neg(i)]){
                ok = false;
                return;
            }
        }
    }
};

```

```

    }
    if(scc[i] < scc[neg(i)]) ans[i] = true;
    else ans[i] = false;
}
};

```

5.3 Dominator Tree

```

// copy from 8BQube
struct dominator_tree { // 1-base
    vector<int> G[N], rG[N];
    int n, pa[N], dfn[N], id[N], Time;
    int semi[N], idom[N], best[N];
    vector<int> tree[N]; // dominator_tree
    void init(int _n) {
        n = _n;
        for (int i = 1; i <= n; ++i)
            G[i].clear(), rG[i].clear();
    }
    void add_edge(int u, int v) {
        G[u].pb(v), rG[v].pb(u);
    }
    void dfs(int u) {
        id[dfn[u] = ++Time] = u;
        for (auto v : G[u])
            if (!dfn[v]) dfs(v), pa[dfn[v]] = dfn[u];
    }
    int find(int y, int x) {
        if (y <= x) return y;
        int tmp = find(pa[y], x);
        if (semi[best[y]] > semi[best[pa[y]]])
            best[y] = best[pa[y]];
        return pa[y] = tmp;
    }
    void tarjan(int root) {
        Time = 0;
        for (int i = 1; i <= n; ++i) {
            dfn[i] = idom[i] = 0;
            tree[i].clear();
            best[i] = semi[i] = i;
        }
        dfs(root);
        for (int i = Time; i > 1; --i) {
            int u = id[i];
            for (auto v : rG[u])
                if (v = dfn[v]) {
                    find(v, i);
                    semi[i] = min(semi[i], semi[best[v]]);
                }
            tree[semi[i]].pb(i);
            for (auto v : tree[pa[i]]) {
                find(v, pa[i]);
                idom[v] =
                    semi[best[v]] == pa[i] ? pa[i] : best[v];
            }
            tree[pa[i]].clear();
        }
        for (int i = 2; i <= Time; ++i) {
            if (idom[i] != semi[i]) idom[i] = idom[idom[i]];
            tree[id[idom[i]]].pb(id[i]);
        }
    }
};

```

5.4 Virtual Tree

```

// copy from 8BQube
vector<int> vG[N];
int top, st[N];

void insert(int u) {
    if (top == -1) return st[++top] = u, void();
    int p = LCA(st[top], u);
}

```

```

    if (p == st[top]) return st[++top] = u, void();
    while (top >= 1 && dep[st[top - 1]] >= dep[p])
        vG[st[top - 1]].pb(st[top]), --top;
    if (st[top] != p)
        vG[p].pb(st[top]), --top, st[++top] = p;
    st[++top] = u;
}

void reset(int u) {
    for (int i : vG[u]) reset(i);
    vG[u].clear();
}

void solve(vector<int> &v) {
    top = -1;
    sort(ALL(v),
        [&](int a, int b) { return dfn[a] < dfn[b]; });
    for (int i : v) insert(i);
    while (top > 0) vG[st[top - 1]].pb(st[top]), --top;
    // do something
    reset(v[0]);
}

```

5.5 Directed Minimum Spanning Tree

```

const ll INF = LLONG_MAX;
struct edge{
    int u = -1, v = -1;
    ll w = INF;
    int id = -1;
};

// 0-based, E[i].id = i
bool DMST(int n, vector<edge> &E, int root, vector<edge> &
    sol){
    vector<int> id(n), vis(n);
    vector<edge> in(n);
    for(edge e : E)
        if(e.u != e.v && e.w < in[e.v].w && e.v != root)
            in[e.v] = e;
    for(int i = 0; i < n; i++)
        if(i != root && in[i].u == -1) return false; // no sol
    int cnt = 0;
    fill(iter(id), -1); fill(iter(vis), -1);
    for(int u = 0; u < n; u++){
        int v = u;
        while(vis[v] != u && id[v] == -1 && in[v].u != -1)
            vis[v] = u, v = in[v].u;
        if(v != root && id[v] == -1){
            for(int x = in[v].u; x != v; x = in[x].u)
                id[x] = cnt;
            id[v] = cnt++;
        }
    }
    if(!cnt) return sol = in, true; // no cycle
    for(int u = 0; u < n; u++)
        if(id[u] == -1) id[u] = cnt++;
    vector<edge> nE;
    for(int i = 0; i < SZ(E); i++){
        edge tmp = E[i];
        tmp.u = id[tmp.u], tmp.v = id[tmp.v];
        if(in[E[i].v].w != INF) tmp.w -= in[E[i].v].w;
        nE.pb(tmp);
    }
    vector<edge> tsol;
    if(!DMST(cnt, nE, id[root], tsol)) return false;
    sol.resize(n);
    for(int i = 0; i < cnt; i++){
        if(i == id[root]) continue;
        int t = tsol[i].id;
        sol[E[t].v] = E[t];
    }
    for(int i = 0; i < n; i++)
        if(sol[i].id == -1) sol[i] = in[i];
    return true;
}

```

5.6 Vizing

```

// find D+1 edge coloring of a graph with max deg D
struct vizing { // returns edge coloring in adjacent matrix
    G. 1 - based
    const int N = 105;
    int C[N][N], G[N][N], X[N], vst[N], n; // ans: G[i][j]
    void init(int _n) { n = _n; // n = |V|+1
        for (int i = 0; i <= n; ++i)
            for (int j = 0; j <= n; ++j)
                C[i][j] = G[i][j] = 0;
    }
    void solve(vector<pii> &E) {
        auto update = [&](int u) {
            { for (X[u] = 1; C[u][X[u]]; ++X[u]); };
            auto color = [&](int u, int v, int c) {
                int p = G[u][v];
                G[u][v] = G[v][u] = c;
                C[u][c] = v, C[v][c] = u;
                C[u][p] = C[v][p] = 0;
                if (p) X[u] = X[v] = p;
                else update(u), update(v);
                return p;
            };
            auto flip = [&](int u, int c1, int c2) {
                int p = C[u][c1];
                swap(C[u][c1], C[u][c2]);
                if (p) G[u][p] = G[p][u] = c2;
                if (!C[u][c1]) X[u] = c1;
                if (!C[u][c2]) X[u] = c2;
                return p;
            };
            fill_n(X + 1, n, 1);
            for (int t = 0; t < SZ(E); ++t) {
                int u = E[t].X, v0 = E[t].Y, v = v0, c0 = X[u], c =
                    c0, d;
                vector<pii> L;
                fill_n(vst + 1, n, 0);
                while (!G[u][v0]) {
                    L.emplace_back(v, d = X[v]);
                    if (!C[v][c]) for (int a = SZ(L) - 1; a >= 0; --a)
                        c = color(u, L[a].X, c);
                    else if (!C[u][d]) for (int a = SZ(L) - 1; a >= 0;
                        --a) color(u, L[a].X, L[a].Y);
                    else if (vst[d]) break;
                    else vst[d] = 1, v = C[u][d];
                }
                if (!G[u][v0]) {
                    for (; v; v = flip(v, c, d), swap(c, d));
                    if (int a; C[u][c0]) {
                        for (a = SZ(L) - 2; a >= 0 && L[a].Y != c; --a);
                        for (; a >= 0; --a) color(u, L[a].X, L[a].Y);
                    }
                    else --t;
                }
            }
        }
    }
};

```

5.7 Maximum Clique

```

const int MAXN = 40;
typedef bitset<MAXN> bst;
struct Maximum_Clique {
    bst N[MAXN], empty;
    int p[MAXN], n;
    bst ans;
    // find all maximal clique
    void BronKerbosch2(bst R, bst P, bst X) {
        if (P == empty && X == empty){
            if(ans.count() < R.count()) ans = R;
            return;
        }
        bst tmp = P | X;
        int u;
        if ((R | P | X).count() <= ans.count()) return;
    }
};

```

```

for (int uu = 0; uu < n; ++uu) {
    u = p[uu];
    if (tmp[u] == 1) break;
}
// if (double(clock())/CLOCKS_PER_SEC > .999)
// return;
bst now2 = P & ~N[u];
for (int vv = 0; vv < n; ++vv) {
    int v = p[vv];
    if (now2[v] == 1) {
        R[v] = 1;
        BronKerbosch2(R, P & N[v], X & N[v]);
        R[v] = 0, P[v] = 0, X[v] = 1;
    }
}
}

void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i) N[i].reset();
}

void add_edge(int u, int v) {
    N[u][v] = N[v][u] = 1;
}

void complement(){
    for(int i = 0; i < n; i++)
        for(int j = 0; j < n; j++)
            if(i != j) N[i][j] = !N[i][j];
}

void solve() {
    bst R, P, X;
    ans = 0, P.flip();
    for (int i = 0; i < n; ++i) p[i] = i;
    mt19937 rng(123123);
    shuffle(p, p + n, rng), BronKerbosch2(R, P, X);
}
};

```

6 Math

6.1 Extended Euclidean Algorithm

```

// ax+ny = 1, ax+ny == ax == 1 (mod n)
void extgcd(ll x,ll y,ll &g,ll &a,ll &b) {
    if (y == 0) g=x,a=1,b=0;
    else extgcd(y,x%y,g,b,a),b-=(x/y)*a;
}

```

6.2 Floor & Ceil

```

int floor_div(int a,int b){
    return a/b-(a%b&&a<0^b<0);
}

int ceil_div(int a,int b){
    return a/b+(a%b&&a<0^b>0);
}

```

6.3 Legendre

```

// the Jacobi symbol is a generalization of the Legendre
// symbol,
// such that the bottom doesn't need to be prime.
// (n|p) -> same as Legendre
// (n|ab) = (n|a)(n|b)
// work with Long Long
int Jacobi(int a, int m) {
    int s = 1;
    for (; m > 1; ) {
        a %= m;
        if (a == 0) return 0;
        const int r = __builtin_ctz(a);
        if ((r & 1) && ((m + 2) & 4)) s = -s;
        a >>= r;
    }
}

```

```

    if (a & m & 2) s = -s;
    swap(a, m);
}
return s;
}

// 0: a == 0
// -1: a isn't a quad res of p
// else: return X with X^2 % p == a
// doesn't work with Long Long
int QuadraticResidue(int a, int p) {
    if (p == 2) return a & 1;
    const int jc = Jacobi(a, p);
    if (jc == 0) return 0;
    if (jc == -1) return -1;
    int b, d;
    for (; ; ) {
        b = rand() % p;
        d = (1LL * b * b + p - a) % p;
        if (Jacobi(d, p) == -1) break;
    }
    int f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
    for (int e = (1LL + p) >> 1; e; e >>= 1) {
        if (e & 1) {
            tmp = (1LL * g0 * f0 + 1LL * d * (1LL * g1 * f1 % p))
                % p;
            g1 = (1LL * g0 * f1 + 1LL * g1 * f0) % p;
            g0 = tmp;
        }
        tmp = (1LL * f0 * f0 + 1LL * d * (1LL * f1 * f1 % p)) % p;
        f1 = (2LL * f0 * f1) % p;
        f0 = tmp;
    }
    return g0;
}
}

```

6.4 Simplex

```

#pragma once

typedef double T; // Long double, Rational, double + mod<P>
>...
typedef vector<T> vd;
typedef vector<vd> vvd;

const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N[s]))
    s=j

struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;

    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
        rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
        rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i]; }
        rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }

    void pivot(int r, int s) {
        T *a = D[r].data(), inv = 1 / a[s];
        rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
            T *b = D[i].data(), inv2 = b[s] * inv;
            rep(j,0,n+2) b[j] -= a[j] * inv2;
            b[s] = a[s] * inv2;
        }
        rep(j,0,n+2) if (j != s) D[r][j] *= inv;
        rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]);
    }
}

```

```

}

bool simplex(int phase) {
    int x = m + phase - 1;
    for (;;) {
        int s = -1;
        rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
        if (D[x][s] >= -eps) return true;
        int r = -1;
        rep(i,0,m) {
            if (D[i][s] <= eps) continue;
            if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                < MP(D[r][n+1] / D[r][s], B[r])) r = i;
        }
        if (r == -1) return false;
        pivot(r, s);
    }
}

T solve(vd &x) {
    int r = 0;
    rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
    if (D[r][n+1] < -eps) {
        pivot(r, n);
        if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
        rep(i,0,m) if (B[i] == -1) {
            int s = 0;
            rep(j,1,n+1) ltj(D[i]);
            pivot(i, s);
        }
    }
    bool ok = simplex(1); x = vd(n);
    rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
    return ok ? D[m][n+1] : inf;
}
};

```

6.5 Floor Sum

```

// from 8BQube
ll floor_sum(ll n, ll m, ll a, ll b) {
    ll ans = 0;
    if (a >= m)
        ans += (n - 1) * n * (a / m) / 2, a %= m;
    if (b >= m)
        ans += n * (b / m), b %= m;
    ll y_max = (a * n + b) / m, x_max = (y_max * m - b);
    if (y_max == 0) return ans;
    ans += (n - (x_max + a - 1) / a) * y_max;
    ans += floor_sum(y_max, a, m, (a - x_max % a) % a);
    return ans;
} // sum^{n-1}_0 floor((a * i + b) / m) in Log(n + m + a + b)

```

6.6 Miller Rabin & Pollard Rho

```

// n < 4,759,123,141      3 : 2, 7, 61
// n < 1,122,004,669,633  4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383  6 : pimes <= 13
// n < 2^64              7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022
ll mul(ll a, ll b, ll n){
    return (__int128)a * b % n;
}

bool Miller_Rabin(ll a, ll n) {
    if ((a = a % n) == 0) return 1;
    if (n % 2 == 0) return n == 2;
    ll tmp = (n - 1) / ((n - 1) & (1 - n));
    ll t = __lg(((n - 1) & (1 - n))), x = 1;
    for (; tmp; tmp >>= 1, a = mul(a, a, n))
        if (tmp & 1) x = mul(x, a, n);
    if (x == 1 || x == n - 1) return 1;
    while (--t)
        if ((x = mul(x, x, n)) == n - 1) return 1;
    return 0;
}

```

```

}

bool prime(ll n){
    vector<ll> tmp = {2, 325, 9375, 28178, 450775, 9780504,
        1795265022};
    for(ll i : tmp)
        if(!Miller_Rabin(i, n)) return false;
    return true;
}

map<ll, int> cnt;
void PollardRho(ll n) {
    if (n == 1) return;
    if (prime(n)) return ++cnt[n], void();
    if (n % 2 == 0) return PollardRho(n / 2), ++cnt[2], void();
    ll x = 2, y = 2, d = 1, p = 1;
#define f(x, n, p) ((mul(x, x, n) + p) % n)
    while (true) {
        if (d != n && d != 1) {
            PollardRho(n / d);
            PollardRho(d);
            return;
        }
        if (d == n) ++p;
        x = f(x, n, p), y = f(f(y, n, p), n, p);
        d = gcd(abs(x - y), n);
    }
}

```

6.7 XOR Basis

```

const int digit = 60; // [0, 2^digit)
struct Basis{
    int total = 0, rank = 0;
    vector<ll> b;
    Basis(): b(digit) {}
    bool add(ll v){ // Gauss Jordan Elimination
        total++;
        for(int i = digit - 1; i >= 0; i--){
            if(!(1LL << i & v)) continue;
            if(b[i] != 0){
                v ^= b[i];
                continue;
            }
            for(int j = 0; j < i; j++){
                if(1LL << j & v) v ^= b[j];
            }
            for(int j = i + 1; j < digit; j++){
                if(1LL << i & b[j]) b[j] ^= v;
            }
            b[i] = v;
            rank++;
            return true;
        }
        return false;
    }
    ll getMax(ll x = 0){
        for(ll i : b) x = max(x, x ^ i);
        return x;
    }
    ll getMin(ll x = 0){
        for(ll i : b) x = min(x, x ^ i);
        return x;
    }
    bool can(ll x){
        return getMin(x) == 0;
    }
    ll kth(ll k){ // kth smallest, 0-indexed
        vector<ll> tmp;
        for(ll i : b) if(i) tmp.pb(i);
        ll ans = 0;
        for(int i = 0; i < SZ(tmp); i++){
            if(1LL << i & k) ans ^= tmp[i];
        }
        return ans;
    }
};

```


7 Misc

7.1 Fraction

```
struct Frac{
    ll p, q; // p / q
    Frac(ll _p, ll _q): p(_p), q(_q) { if(q < 0) p = -p, q = -q; }
};
Frac operator-(Frac a) { return Frac(-a.p, a.q); }
Frac operator+(Frac a, Frac b){
    ll q = a.q * b.q;
    ll p = a.p * b.q + b.p * a.q;
    return Frac(p, q);
}
Frac inv(Frac a){ return Frac(a.q, a.p); }
Frac operator-(Frac a, Frac b) { return a + (-b); }
Frac operator*(Frac a, Frac b) { return Frac({a.p * b.p, a.q * b.q}); }
Frac operator/(Frac a, Frac b) { return a * inv(b); }
ostream& operator<<(ostream& o, Frac a) { return o << a.p << '/' << a.q; }
```

7.2 Matroid

我們稱一個二元組 $M = (E, \mathcal{I})$ 為一個擬陣，其中 $\mathcal{I} \subseteq 2^E$ 為 E 的子集所形成的非空集合，若：

- 若 $S \in \mathcal{I}$ 以及 $S' \subsetneq S$ ，則 $S' \in \mathcal{I}$
- 對於 $S_1, S_2 \in \mathcal{I}$ 滿足 $|S_1| < |S_2|$ ，存在 $e \in S_2 \setminus S_1$ 使得 $S_1 \cup \{e\} \in \mathcal{I}$

除此之外，我們有以下的定義：

- 位於 \mathcal{I} 中的集合我們稱之為獨立集 (independent set)，反之不在 \mathcal{I} 中的我們稱為相依集 (dependent set)
- 極大的獨立集為基底 (base)、極小的相依集為迴路 (circuit)
- 一個集合 Y 的秩 (rank) $r(Y)$ 為該集合中最大的獨立子集，也就是 $r(Y) = \max\{|X| \mid X \subseteq Y \text{ 且 } X \in \mathcal{I}\}$

性質：

1. $X \subseteq Y \wedge Y \in \mathcal{I} \implies X \in \mathcal{I}$
2. $X \subseteq Y \wedge X \notin \mathcal{I} \implies Y \notin \mathcal{I}$
3. 若 B 與 B' 皆是基底且 $B \subseteq B'$ ，則 $B = B'$
若 C 與 C' 皆是迴路且 $C \subseteq C'$ ，則 $C = C'$
4. $e \in E \wedge X \subseteq E \implies r(X) \leq r(X \cup \{e\}) \leq r(X) + 1$ i.e. 加入一個元素後秩不會降底，最多增加 1
5. $\forall Y \subseteq E, \exists X \subseteq Y, r(X) = |X| = r(Y)$

一些等價的性質：

1. 對於所有 $X \subseteq E$ ， X 的極大獨立子集都有相同的大小
2. 對於 $B_1, B_2 \in \mathcal{B} \wedge B_1 \neq B_2$ ，對於所有 $e_1 \in B_1 \setminus B_2$ ，存在 $e_2 \in B_2 \setminus B_1$ 使得 $(B_1 \setminus \{e_1\}) \cup \{e_2\} \in \mathcal{B}$
3. 對於 $X, Y \in \mathcal{I}$ 且 $|X| < |Y|$ ，存在 $e \in Y \setminus X$ 使得 $X \cup \{e\} \in \mathcal{B}$
4. 如果 $r(X \cup \{e_1\}) = r(X \cup \{e_2\}) = r(X)$ ，則 $r(X \cup \{e_1, e_2\}) = r(X)$ 。
如果 $r(X \cup \{e\}) = r(X)$ 對於所有 $e \in E'$ 都成立，則 $r(X \cup E') = r(X)$ 。

擬陣交

Data: 兩個擬陣 $M_1 = (E, \mathcal{I}_1)$ 以及 $M_2 = (E, \mathcal{I}_2)$

Result: I 為最大的位於 $\mathcal{I}_1 \cap \mathcal{I}_2$ 中的獨立集

$I \leftarrow \emptyset$

$X_1 \leftarrow \{e \in E \setminus I \mid I \cup \{e\} \in \mathcal{I}_1\}$

$X_2 \leftarrow \{e \in E \setminus I \mid I \cup \{e\} \in \mathcal{I}_2\}$

while $X_1 \neq \emptyset$ 且 $X_2 \neq \emptyset$ do

if $e \in X_1 \cap X_2$ then

$I \leftarrow I \cup \{e\}$

else

構造交換圖 $\mathcal{D}_{M_1, M_2}(I)$

在交換圖上找到一條 X_1 到 X_2 且沒有捷徑的路徑 P

$I \leftarrow I \Delta P$

end if

$X_1 \leftarrow \{e \in E \setminus I \mid I \cup \{e\} \in \mathcal{I}_1\}$

$X_2 \leftarrow \{e \in E \setminus I \mid I \cup \{e\} \in \mathcal{I}_2\}$

end while

8 Polynomial

8.1 FFT

```
using val_t = complex<double>;
template<int MAXN>
struct FFT {
    const double PI = acos(-1);
    val_t w[MAXN];
    FFT() {
        for (int i = 0; i < MAXN; ++i) {
            double arg = 2 * PI * i / MAXN;
            w[i] = val_t(cos(arg), sin(arg));
        }
    }
    void bitrev(vector<val_t> &a, int n) //same as NTT
    void trans(vector<val_t> &a, int n, bool inv = false) {
        bitrev(a, n);
        for (int L = 2; L <= n; L <= 1) {
            int dx = MAXN / L, dl = L >> 1;
            for (int i = 0; i < n; i += L) {
                for (int j = i, x = 0; j < i + dl; ++j, x += dx) {
                    val_t tmp = a[j + dl] * (inv ? conj(w[x]) : w[x]);
                    a[j + dl] = a[j] - tmp;
                    a[j] += tmp;
                }
            }
        }
        if (inv) {
            for (int i = 0; i < n; ++i) a[i] /= n;
        }
    }
    //multiplying two polynomials A * B:
    //fft.trans(A, siz, 0), fft.trans(B, siz, 0):
    //A[i] *= B[i], fft.trans(A, siz, 1);
};
```

8.2 NTT

```
//(2^16)+1, 65537, 3
//7*17*(2^23)+1, 998244353, 3
//1255*(2^20)+1, 1315962881, 3
//51*(2^25)+1, 1711276033, 29
template<int MAXN, ll P, ll RT> //MAXN must be 2^k
struct NTT {
    ll w[MAXN];
    ll mpow(ll a, ll n);
    ll minv(ll a) { return mpow(a, P - 2); }
    NTT() {
        ll dw = mpow(RT, (P - 1) / MAXN);
        w[0] = 1;
        for (int i = 1; i < MAXN; ++i) w[i] = w[i - 1] * dw % P;
    }
    void bitrev(vector<ll> &a, int n) {
        int i = 0;
        for (int j = 1; j < n - 1; ++j) {
            for (int k = n >> 1; (i ^ k) < k; k >>= 1);
            if (j < i) swap(a[i], a[j]);
        }
    }
    void operator()(vector<ll> &a, int n, bool inv = false) {
        //0 <= a[i] < P
        bitrev(a, n);
        for (int L = 2; L <= n; L <= 1) {
            int dx = MAXN / L, dl = L >> 1;
            for (int i = 0; i < n; i += L) {
                for (int j = i, x = 0; j < i + dl; ++j, x += dx) {
                    ll tmp = a[j + dl] * w[x] % P;
                    if ((a[j + dl] - tmp) < 0) a[j + dl] += P;
                    if ((a[j] += tmp) >= P) a[j] -= P;
                }
            }
        }
        if (inv) {
```

```

        reverse(a.begin()+1, a.begin()+n);
        ll invn = minv(n);
        for (int i = 0; i < n; ++i) a[i] = a[i] * invn % P;
    }
};

```

8.3 Polynomial Operation

```

// Copy from 8BQube
#define fi(s, n) for (int i = (int)(s); i < (int)(n); ++i)
template<int MAXN, ll P, ll RT> // MAXN = 2^k
struct Poly : vector<ll> { // coefficients in [0, P)
    using vector<ll>::vector;
    static NTT<MAXN, P, RT> ntt;
    int n() const { return (int)size(); } // n() >= 1
    Poly(const Poly &p, int m) : vector<ll>(m) {
        copy_n(p.data(), min(p.n(), m), data());
    }
    Poly& irev() { return reverse(data(), data() + n()), *
        this; }
    Poly& isz(int m) { return resize(m), *this; }
    Poly& iadd(const Poly &rhs) { // n() == rhs.n()
        fi(0, n()) if (((*this)[i] += rhs[i]) >= P) (*this)[i]
            -= P;
        return *this;
    }
    Poly& imul(ll k) {
        fi(0, n()) (*this)[i] = (*this)[i] * k % P;
        return *this;
    }
    Poly Mul(const Poly &rhs) const {
        int m = 1;
        while (m < n() + rhs.n() - 1) m <= 1;
        Poly X(*this, m), Y(rhs, m);
        ntt(X, m), ntt(Y, m);
        fi(0, m) X[i] = X[i] * Y[i] % P;
        ntt(X, m, true);
        return X.isz(n() + rhs.n() - 1);
    }
    Poly Inv() const { // (*this)[0] != 0, 1e5/95ms
        if (n() == 1) return {ntt.minv((*this)[0])};
        int m = 1;
        while (m < n() * 2) m <= 1;
        Poly Xi = Poly(*this, (n() + 1) / 2).Inv().isz(m);
        Poly Y(*this, m);
        ntt(Xi, m), ntt(Y, m);
        fi(0, m) {
            Xi[i] *= (2 - Xi[i] * Y[i]) % P;
            if ((Xi[i] % P) < 0) Xi[i] += P;
        }
        ntt(Xi, m, true);
        return Xi.isz(n());
    }
    Poly& shift_inplace(const ll &c) { //to be tested
        int n = this->n();
        vector<ll> fc(n), ifc(n);
        fc[0] = ifc[0] = 1;
        for (int i = 1; i < n; i++){
            fc[i] = fc[i-1] * i % P;
            ifc[i] = minv(fc[i]);
        }
        for (int i = 0; i < n; i++) (*this)[i] = (*this)[i] *
            fc[i] % P;
        Poly g(n);
        ll cp = 1;
        for (int i = 0; i < n; i++) g[i] = cp * ifc[i] % P, cp
            = cp * c % P;
        *this = (*this).irev().Mul(g).isz(n).irev();
        for (int i = 0; i < n; i++) (*this)[i] = (*this)[i] *
            ifc[i] % P;
        return *this;
    }
    Poly shift(const ll &c) const { return Poly(*this).
        shift_inplace(c); }

```

```

Poly Sqrt() const { // Jacobi((*this)[0], P) = 1, 1e5/235
    ms
    if (n() == 1) return {QuadraticResidue((*this)[0], P)};
    Poly X = Poly(*this, (n() + 1) / 2).Sqrt().isz(n());
    return X.iadd(Mul(X.Inv()).isz(n())).imul(P / 2 + 1);
}
pair<Poly, Poly> DivMod(const Poly &rhs) const { // (rhs
    .)back() != 0
    if (n() < rhs.n()) return {{0}, *this};
    const int m = n() - rhs.n() + 1;
    Poly X(rhs); X.irev().isz(m);
    Poly Y(*this); Y.irev().isz(m);
    Poly Q = Y.Mul(X.Inv()).isz(m).irev();
    X = rhs.Mul(Q), Y = *this;
    fi(0, n()) if ((Y[i] -= X[i]) < 0) Y[i] += P;
    return {Q, Y.isz(max(1, rhs.n() - 1))};
}
Poly Dx() const {
    Poly ret(n() - 1);
    fi(0, ret.n()) ret[i] = (i + 1) * (*this)[i + 1] % P;
    return ret.isz(max(1, ret.n()));
}
Poly Sx() const {
    Poly ret(n() + 1);
    fi(0, n()) ret[i + 1] = ntt.minv(i + 1) * (*this)[i] %
        P;
    return ret;
}
Poly _tmul(int nn, const Poly &rhs) const {
    Poly Y = Mul(rhs).isz(n() + nn - 1);
    return Poly(Y.data() + n() - 1, Y.data() + Y.n());
}
vector<ll> _eval(const vector<ll> &x, const vector<Poly>
    &up) const {
    const int m = (int)x.size();
    if (!m) return {};
    vector<Poly> down(m * 2);
    // down[1] = DivMod(up[1]).second;
    // fi(2, m * 2) down[i] = down[i / 2].DivMod(up[i]).
        second;
    down[1] = Poly(up[1]).irev().isz(n()).Inv().irev().
        _tmul(m, *this);
    fi(2, m * 2) down[i] = up[i ^ 1]._tmul(up[i].n() - 1,
        down[i / 2]);
    vector<ll> y(m);
    fi(0, m) y[i] = down[m + i][0];
    return y;
}
static vector<Poly> _tree1(const vector<ll> &x) {
    const int m = (int)x.size();
    vector<Poly> up(m * 2);
    fi(0, m) up[m + i] = {(x[i] ? P - x[i] : 0), 1};
    for (int i = m - 1; i > 0; --i) up[i] = up[i * 2].Mul(
        up[i * 2 + 1]);
    return up;
}
vector<ll> Eval(const vector<ll> &x) const { // 1e5, 1s
    auto up = _tree1(x); return _eval(x, up);
}
static Poly Interpolate(const vector<ll> &x, const vector
    <ll> &y) { // 1e5, 1.4s
    const int m = (int)x.size();
    vector<Poly> up = _tree1(x), down(m * 2);
    vector<ll> z = up[1].Dx()._eval(x, up);
    fi(0, m) z[i] = y[i] * ntt.minv(z[i]) % P;
    fi(0, m) down[m + i] = {z[i]};
    for (int i = m - 1; i > 0; --i) down[i] = down[i * 2].
        Mul(up[i * 2 + 1]).iadd(down[i * 2 + 1].Mul(up[i *
        2]));
    return down[1];
}
Poly Ln() const { // (*this)[0] == 1, 1e5/170ms
    return Dx().Mul(Inv()).Sx().isz(n());
}
Poly Exp() const { // (*this)[0] == 0, 1e5/360ms
    if (n() == 1) return {1};
    Poly X = Poly(*this, (n() + 1) / 2).Exp().isz(n());

```

```

Poly Y = X.Ln(); Y[0] = P - 1;
fi(0, n()) if ((Y[i] = (*this)[i] - Y[i]) < 0) Y[i] +=
    P;
return X.Mul(Y).isz(n());
}
// M := P(P - 1). If k >= M, k := k % M + M.
Poly Pow(ll k) const {
    int nz = 0;
    while (nz < n() && !(*this)[nz]) ++nz;
    if (nz * min(k, (ll)n()) >= n()) return Poly(n());
    if (!k) return Poly(Poly {1}, n());
    Poly X(data() + nz, data() + nz + n() - nz * k);
    const ll c = ntt.mpow(X[0], k % (P - 1));
    return X.Ln().imul(k % P).Exp().imul(c).irev().isz(n())
        .irev();
}
static ll LinearRecursion(const vector<ll> &a, const
    vector<ll> &coef, ll n) { // a_n = \sum c_j a_{n-j}
    const int k = (int)a.size();
    assert((int)coef.size() == k + 1);
    Poly C(k + 1), W(Poly {1}, k), M = {0, 1};
    fi(1, k + 1) C[k - i] = coef[i] ? P - coef[i] : 0;
    C[k] = 1;
    while (n) {
        if (n % 2) W = W.Mul(M).DivMod(C).second;
        n /= 2, M = M.Mul(M).DivMod(C).second;
    }
    ll ret = 0;
    fi(0, k) ret = (ret + W[i] * a[i]) % P;
    return ret;
}
};
#undef fi
using Poly_t = Poly<131072 * 2, 998244353, 3>;
template<> decltype(Poly_t::ntt) Poly_t::ntt = {};

```

8.4 Generating Function

8.4.1 Ordinary Generating Function

- $C(x) = A(rx)$: $c_n = r^n a_n$ 的一般生成函數。
- $C(x) = A(x) + B(x)$: $c_n = a_n + b_n$ 的一般生成函數。
- $C(x) = A(x)B(x)$: $c_n = \sum_{i=0}^n a_i b_{n-i}$ 的一般生成函數。
- $C(x) = A(x)^k$: $c_n = \sum_{i_1+i_2+\dots+i_k=n} a_{i_1} a_{i_2} \dots a_{i_k}$ 的一般生成函數。
- $C(x) = xA(x)'$: $c_n = na_n$ 的一般生成函數。
- $C(x) = \frac{A(x)}{1-x}$: $c_n = \sum_{i=0}^n a_i$ 的一般生成函數。
- $C(x) = A(1) + x \frac{A(1)-A(x)}{1-x}$: $c_n = \sum_{i=n}^{\infty} a_i$ 的一般生成函數。

常用展開式

- $\frac{1}{1-x} = 1 + x + x^2 + \dots + x^n + \dots$
- $(1+x)^a = \sum_{n=0}^{\infty} \binom{a}{n} x^n$, $\binom{a}{n} = \frac{a(a-1)(a-2)\dots(a-n+1)}{n!}$.

常見生函

- 卡特蘭數: $f(x) = \frac{1-\sqrt{1-4x}}{2x}$

8.4.2 Exponential Generating Function

a_0, a_1, \dots 的指數生成函數:

$$\hat{A}(x) = \sum_{i=0}^{\infty} \frac{a_i}{i!} = a_0 + a_1 x + \frac{a_2}{2!} x^2 + \frac{a_3}{3!} x^3 + \dots$$

- $\hat{C}(x) = \hat{A}(x) + \hat{B}(x)$: $c_n = a_n + b_n$ 的指數生成函數
- $\hat{C}(x) = \hat{A}^{(k)}(x)$: $c_n = a_{n+k}$ 的指數生成函數
- $\hat{C}(x) = x\hat{A}(x)$: $c_n = na_n$ 的指數生成函數
- $\hat{C}(x) = \hat{A}(x)\hat{B}(x)$: $c_n = \sum_{k=0}^n \binom{n}{k} a_k b_{n-k}$ 的指數生成函數

- $\hat{C}(x) = \hat{A}(x)^k$: $\sum_{i_1+i_2+\dots+i_k=n} \binom{n}{i_1, i_2, \dots, i_k} a_{i_1} a_{i_2} \dots a_{i_k}$ 的指數生成函數
- $\hat{C}(x) = \exp(A(x))$: 假設 $A(x)$ 是一個分量 (component) 的生成函數，那麼 $\hat{C}(x)$ 是將 n 個有編號的東西分成若干個分量的指數生成函數

9 String

9.1 Rolling Hash

```

int n;
string s;
vector<ll> h, rh;
vector<ll> kp;
const ll K = 26, MOD = 1000000007;

void topos(ll &a){
    a = (a % MOD + MOD) % MOD;
}

int ord(char c){
    return c - 'a';
}

pll geth(int l, int r){
    if(l > r) return mp(0, 0);
    ll ans = h[r] - h[l - 1] * kp[r - l + 1];
    topos(ans);
    return mp(ans, r - l + 1);
}

pll getrh(int l, int r){
    if(l > r) return mp(0, 0);
    l = n - l + 1;
    r = n - r + 1;
    swap(l, r);
    ll ans = rh[r] - rh[l - 1] * kp[r - l + 1];
    topos(ans);
    return mp(ans, r - l + 1);
}

pll concat(pll a, pll b){
    ll ans = a.F * kp[b.S] + b.F;
    ans %= MOD;
    return mp(ans, a.S + b.S);
}

void build(){
    n = s.size();
    s = " " + s;

    h.resize(n + 1);
    rh.resize(n + 1);
    kp.resize(n + 1);
    kp[0] = 1;
    for(int i = 1; i <= n; i++){
        kp[i] = kp[i - 1] * K % MOD;
    }
    for(int i = 1; i <= n; i++){
        h[i] = h[i - 1] * K % MOD + ord(s[i]);
        h[i] %= MOD;
        rh[i] = rh[i - 1] * K % MOD + ord(s[n - i + 1]);
        rh[i] %= MOD;
    }
}

```

9.2 KMP Algorithm

```

void kmp(string s){
    int siz = s.size();
    vector<int> f(siz, 0);
    f[0] = 0;
    for (int i = 1; i < siz; i++) {
        f[i] = f[i-1];
        bool zero = 0;

```

```

while (s[f[i]] != s[i]) {
    if (f[i] == 0) {
        zero = 1;
        break;
    }
    f[i] = f[f[i]-1];
}
if (!zero) f[i]++;
}
}

```

9.3 Manacher Algorithm

```

vector<int> manacher(string s) {
    int n = s.size();
    vector<int> v(n);
    int pnt = -1, len = 1;
    for (int i = 0; i < n; i++) {
        int cor = 2 * pnt - i;
        if (cor >= 0) v[i] = min(v[cor], cor - pnt + len);
        while (i+v[i] < n && i-v[i] >= 0 && s[i+v[i]] == s[i-v[i]]) v[i]++;
        if (i + v[i] >= pnt + len) pnt = i, len = v[i];
    }
    for (int i = 0; i < n; i++) v[i] = 2 * v[i] - 1;
    return v;
}

```

9.4 MCP

```

string mcp(string s) { //Duval algorithm for Lyndon
    factorization
    s += s;
    int n = s.size(), i = 0, ans = 0;
    while (i < n/2) {
        ans = i;
        int j = i+1, k=i;
        while (j < n && s[k] <= s[j]) {
            if (s[k] < s[j]) k = i;
            else k++;
            j++;
        }
        while (i <= k) i += j - k;
    }
    return s.substr(ans, n/2);
}

```

9.5 Suffix Array

```

struct SuffixArray { //tested
    vector<int> sa, lcp, rank; //lcp[i] is lcp of sa[i] and
    sa[i-1]
    SuffixArray(string& s, int lim=256) { // or basic_string<
    int>
        int n = s.size() + 1, k = 0, a, b;
        vector<int> x(n, 0), y(n), ws(max(n, lim));
        rank.resize(n);
        for (int i = 0; i < n-1; i++) x[i] = (int)s[i];
        sa = lcp = y, iota(sa.begin(), sa.end(), 0);
        for (int j = 0, p = 0; p < n; j = max(1, j * 2), lim =
        p) {
            p = j, iota(y.begin(), y.end(), n - j);
            for (int i = 0; i < n; i++) if (sa[i] >= j) y[p++] = sa
            [i] - j;
            for (int &i : ws) i = 0;
            for (int i = 0; i < n; i++) ws[x[i]]++;
            for (int i = 1; i < lim; i++) ws[i] += ws[i - 1];
            for (int i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
            swap(x, y), p = 1, x[sa[0]] = 0;
            for (int i = 1; i < n; i++) a = sa[i - 1], b = sa[i], x[
            b] =
            (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p
            ++;
        }
    }
}

```

```

}
for (int i = 1; i < n; i++) rank[sa[i]] = i;
for (int i = 0, j; i < n - 1; lcp[rank[i+1]] = k)
    for (k && k--, j = sa[rank[i] - 1];
        s[i + k] == s[j + k]; k++);
}
};

```

9.6 Suffix Automaton

```

// from 8BQube
// at most 2n-1 states, 3n-4 edges

// to find Longest common substring for multiple strings
    S_1, ..., S_k
// assign a special (distinct) character D_i to each string
// let T = S_1 D_1 ... S_k D_k, then build SAM of T
// answer is state with max length reachable to all D_i
const int maxn = 1000010;
struct SAM { //1 base
    vector<int> adj[maxn];
    int tot, root, lst, par[maxn], mx[maxn], fi[maxn], iter;
    //mx: maxlen of node, mx[par[i]]+1: minlen of node
    //fi: first endpos
    //corresponding substring of node can be found by fi and
    mx
    int nxt[maxn][33];
    int newNode() {
        int res = ++tot;
        fill(nxt[res], nxt[res] + 33, 0);
        par[res] = mx[res] = 0;
        fi[res] = iter;
        return res;
    }
    void init() {
        tot = 0;
        iter = 0;
        root = newNode();
        par[root] = 0, mx[root] = 0;
        lst = root;
    }
    void push(int c) {
        int p = lst;
        int np = newNode();
        mx[np] = mx[p] + 1;
        for (; p && nxt[p][c] == 0; p = par[p])
            nxt[p][c] = np;
        if (p == 0) par[np] = root;
        else {
            int q = nxt[p][c];
            if (mx[p] + 1 == mx[q]) par[np] = q;
            else {
                int nq = newNode();
                mx[nq] = mx[p] + 1;
                for (int i = 0; i < 33; i++)
                    nxt[nq][i] = nxt[q][i];
                par[nq] = par[q];
                fi[nq] = fi[q];
                par[q] = nq;
                par[np] = nq;
                for (; p && nxt[p][c] == q; p = par[p])
                    nxt[p][c] = nq;
            }
        }
        lst = np;
    }
    void push(string str) {
        for (int i = 0; str[i]; i++) {
            iter++;
            push(str[i] - 'a' + 1);
        }
    }
    ll get_diff_strings(){
        ll tot = 0;
    }
}

```

```

    for(int i = 1; i <= tot; i++) tot += mx[i] - mx[par[i]
    ];
    return tot;
}
bool in[maxn];
int cnt[maxn]; //cnt is number of occurrences of node
void count() {
    for (int i = 1; i <= tot; ++i)
        ++in[par[i]];
    queue<int> q;
    for (int i = 1; i <= tot; ++i)
        if (!in[i]) q.push(i);
    while (!q.empty()) {
        int u = q.front();
        q.pop();
        cnt[par[u]] += cnt[u];
        if (--in[par[u]])
            q.push(par[u]);
    }
}
}
sam;

```

9.7 Z-value Algorithm

```

vector<int> z_function(string const& s) {
    int n = s.size();
    vector<int> z(n);
    for (int i = 1, l = 0, r = 0; i < n; i++) {
        if (i <= r) z[i] = min(r-i+1, z[i-l]);
        while (i + z[i] < n && s[z[i]] == s[i+z[i]])
            z[i]++;
        if (i + z[i] - 1 > r)
            l = i, r = i + z[i] - 1;
    }
    return z;
}

```

9.8 Main Lorentz

```

vector<int> z_function(string const& s);
int get_z(vector<int> const& z, int i) {
    return (0 <= i && i < SZ(z)) ? z[i] : 0;
}
vector<pair<int, int>> rep;

void convert_to_rep(int shift, bool left, int cntr, int l,
    int k1, int k2) {
    int lef = max(1, l-k2), rig = min(l, k1);
    int minl, maxl;
    if (left) {
        rig = min(rig, l-1);
        minl = shift + cntr - rig, maxl = shift+cntr-lef;
    } else {
        minl = shift + cntr - l - rig + 1, maxl = shift + cntr
            - l - lef + 1;
    }
    //left endpoint: [minl, maxl], Length: 2*L
}

void find_rep(string s, int shift = 0) {
    int n = s.size();
    if (n == 1) return;

    int nu = n / 2;
    int nv = n - nu;
    string u = s.substr(0, nu);
    string v = s.substr(nu);
    string ru(u.rbegin(), u.rend());
    string rv(v.rbegin(), v.rend());

    find_rep(u, shift);
    find_rep(v, shift + nu);

    vector<int> z1 = z_function(ru);
    vector<int> z2 = z_function(v + '#' + u);

```

```

vector<int> z3 = z_function(ru + '#' + rv);
vector<int> z4 = z_function(v);

for (int cntr = 0; cntr < n; cntr++) {
    int l, k1, k2;
    if (cntr < nu) {
        l = nu - cntr;
        k1 = get_z(z1, nu - cntr);
        k2 = get_z(z2, nv + 1 + cntr);
    } else {
        l = cntr - nu + 1;
        k1 = get_z(z3, nu + 1 + nv - 1 - (cntr - nu));
        k2 = get_z(z4, (cntr - nu) + 1);
    }
    if (k1 + k2 >= 1)
        convert_to_rep(shift, cntr < nu, cntr, l, k1, k2);
}
}

```

9.9 AC Automaton

```

// copy from nontoi
struct AhoCorasick {
    enum { P = 26, st = 'a' };
    struct node { // zero-based
        array<int, P> ch = {0};
        int fail = 0, cnt = 0, dep = 0;
    };
    int cnt;
    vector<node> v;
    vector<int> ans;
    void init_(int mx) {
        v.clear();
        cnt = 1, v.resize(mx);
        v[0].fail = 0;
    }
    void insert(string s) {
        int p = 0, dep = 1;
        for(auto i : s) {
            int c = i - st;
            if(!v[p].ch[c]) {
                v[cnt].dep = dep;
                v[p].ch[c] = cnt++;
            }
            p = v[p].ch[c], dep++;
        }
        v[p].cnt++;
    }
    void build(vector<string> s) {
        for(auto i : s) insert(i);
        queue<int> q;
        for(int i = 0; i < P; i++) {
            if(v[0].ch[i]) q.push(v[0].ch[i]);
        }
        while(q.size()) {
            int p = q.front();
            q.pop();
            for(int i = 0; i < P; i++) if(v[p].ch[i]) {
                int to = v[p].ch[i], cur = v[p].fail;
                while(cur && !v[cur].ch[i]) cur = v[cur].fail;
                if(v[cur].ch[i]) cur = v[cur].ch[i];
                v[to].fail = cur;
                v[to].cnt += v[cur].cnt;
                q.push(to);
            }
        }
    }
    void traverse(string s) {
        int p = 0;
        ans.assign(cnt, 0);
        for(auto i : s) {
            int c = i - st;
            while(p && !v[p].ch[c]) p = v[p].fail;
            if(v[p].ch[c]) {
                p = v[p].ch[c];
                ans[p]++, v[p].cnt;
            }
        }
    }
}

```

```

    }
}
vector<int> ord(cnt, 0);
iota(all(ord), 0);
sort(all(ord), [&](int a, int b) { return v[a].dep > v[
    b].dep; });
for(auto i : ord) ans[v[i].fail] += ans[i];
return;
}
int go(string s) {
    int p = 0;
    for(auto i : s) {
        int c = i - st;
        assert(v[p].ch[c]);
        p = v[p].ch[c];
    }
    return ans[p];
}
};

```

10 Formula

10.1 Recurrences

If $a_n = c_1 a_{n-1} + \dots + c_k a_{n-k}$, and r_1, \dots, r_k are distinct roots of $x^k + c_1 x^{k-1} + \dots + c_k$, there are d_1, \dots, d_k s.t.

$$a_n = d_1 r_1^n + \dots + d_k r_k^n.$$

Non-distinct roots r become polynomial factors, e.g. $a_n = (d_1 n + d_2) r^n$.

10.2 Geometry

10.2.1 Rotation Matrix

$$\begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

10.2.2 Triangles

Side lengths: a, b, c

Semiperimeter: $p = \frac{a+b+c}{2}$

Area: $A = \sqrt{p(p-a)(p-b)(p-c)}$

Circumradius: $R = \frac{abc}{4A}$

Inradius: $r = \frac{A}{p}$

Length of median (divides triangle into two equal-area triangles): $m_a = \frac{1}{2} \sqrt{2b^2 + 2c^2 - a^2}$

Length of bisector (divides angles in two): $s_a = \sqrt{bc \left(1 - \left(\frac{a}{b+c} \right)^2 \right)}$

Law of sines: $\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c} = \frac{1}{2R}$

Law of cosines: $a^2 = b^2 + c^2 - 2bc \cos \alpha$

Law of tangents: $\frac{a+b}{a-b} = \frac{\tan \frac{\alpha+\beta}{2}}{\tan \frac{\alpha-\beta}{2}}$

Incenter:

$P_1 = (x_1, y_1), P_2 = (x_2, y_2), P_3 = (x_3, y_3)$

$s_1 = P_2 P_3, s_2 = P_1 P_3, s_3 = P_1 P_2$

$\frac{s_1 P_1 + s_2 P_2 + s_3 P_3}{s_1 + s_2 + s_3}$

Circumcenter:

$P_0 = (0, 0), P_1 = (x_1, y_1), P_2 = (x_2, y_2)$

$x_c = \frac{1}{2} \times \frac{y_2(x_1^2 + y_1^2) - y_1(x_2^2 + y_2^2)}{-x_2 y_1 + x_1 y_2}$

$y_c = \frac{1}{2} \times \frac{x_2(x_1^2 + y_1^2) - x_1(x_2^2 + y_2^2)}{-x_1 y_2 + x_2 y_1}$

Check if (x_0, y_0) is in the circumcircle:

$$\begin{vmatrix} x_1 - x_0 & y_1 - y_0 & (x_1^2 + y_1^2) - (x_0^2 + y_0^2) \\ x_2 - x_0 & y_2 - y_0 & (x_2^2 + y_2^2) - (x_0^2 + y_0^2) \\ x_3 - x_0 & y_3 - y_0 & (x_3^2 + y_3^2) - (x_0^2 + y_0^2) \end{vmatrix}$$

0: on edge, > 0: inside, < 0: outside

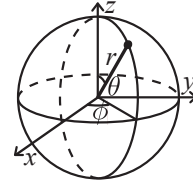
10.2.3 Quadrilaterals

With side lengths a, b, c, d , diagonals e, f , diagonals angle θ , area A and magic flux $F = b^2 + d^2 - a^2 - c^2$:

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2 f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is 180° , $ef = ac + bd$, and $A = \sqrt{(p-a)(p-b)(p-c)(p-d)}$.

10.2.4 Spherical coordinates



$$\begin{aligned} x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\ y &= r \sin \theta \sin \phi & \theta &= \arccos(z / \sqrt{x^2 + y^2 + z^2}) \\ z &= r \cos \theta & \phi &= \operatorname{atan2}(y, x) \end{aligned}$$

10.2.5 Green's Theorem

$$\iint_D \left(\frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y} \right) dx dy = \oint_{L^+} (P dx + Q dy)$$

$$\text{Area} = \frac{1}{2} \oint_L x dy - y dx$$

Circular sector:

$$x = x_0 + r \cos \theta$$

$$y = y_0 + r \sin \theta$$

$$\begin{aligned} A &= r \int_{\alpha}^{\beta} (x_0 + \cos \theta) \cos \theta + (y_0 + \sin \theta) \sin \theta d\theta \\ &= r(r\theta + x_0 \sin \theta - y_0 \cos \theta)|_{\alpha}^{\beta} \end{aligned}$$

10.3 Trigonometry

$$\sinh x = \frac{1}{2}(e^x - e^{-x}) \quad \cosh x = \frac{1}{2}(e^x + e^{-x})$$

$$\sin n\pi = 0 \quad \cos n\pi = (-1)^n$$

$$\sin(\alpha + \beta) = \sin \alpha \cos \beta + \cos \alpha \sin \beta$$

$$\cos(\alpha + \beta) = \cos \alpha \cos \beta - \sin \alpha \sin \beta$$

$$\sin(2\alpha) = 2 \cos \alpha \sin \alpha$$

$$\cos(2\alpha) = \cos^2 \alpha - \sin^2 \alpha$$

$$= 2 \cos^2 \alpha - 1$$

$$= 1 - 2 \sin^2 \alpha$$

$$\tan(\alpha + \beta) = \frac{\tan \alpha + \tan \beta}{1 - \tan \alpha \tan \beta}$$

$$\sin \alpha + \sin \beta = 2 \sin \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$$

$$\cos \alpha + \cos \beta = 2 \cos \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$$

$$\sin \alpha \sin \beta = \frac{1}{2}(\cos(\alpha - \beta) - \cos(\alpha + \beta))$$

$$\sin \alpha \cos \beta = \frac{1}{2}(\sin(\alpha + \beta) + \sin(\alpha - \beta))$$

$$\cos \alpha \sin \beta = \frac{1}{2}(\sin(\alpha + \beta) - \sin(\alpha - \beta))$$

$$\cos \alpha \cos \beta = \frac{1}{2}(\cos(\alpha - \beta) + \cos(\alpha + \beta))$$

$$(V + W) \tan(\alpha - \beta) / 2 = (V - W) \tan(\alpha + \beta) / 2$$

where V, W are lengths of sides opposite angles α, β .

$$a \cos x + b \sin x = r \cos(x - \phi)$$

$$a \sin x + b \cos x = r \sin(x + \phi)$$

where $r = \sqrt{a^2 + b^2}$, $\phi = \operatorname{atan2}(b, a)$.

10.4 Derivatives/Integrals

Integration by parts:

$$\int_a^b f(x)g(x)dx = [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx$$

$$\frac{d}{dx} \arcsin x = \frac{1}{\sqrt{1-x^2}}$$

$$\frac{d}{dx} \arccos x = -\frac{1}{\sqrt{1-x^2}}$$

$$\frac{d}{dx} \tan x = 1 + \tan^2 x$$

$$\frac{d}{dx} \arctan x = \frac{1}{1+x^2}$$

$$\int \tan ax = -\frac{\ln |\cos ax|}{a}$$

$$\int x \sin ax = \frac{\sin ax - ax \cos ax}{a^2}$$

$$\int e^{-x^2} = \frac{\sqrt{\pi}}{2} \operatorname{erf}(x)$$

$$\int x e^{ax} = \frac{e^{ax}}{a^2} (ax - 1)$$

$$\int \sin^2(x) = \frac{x}{2} - \frac{1}{4} \sin 2x$$

$$\int \sin^3 x = \frac{1}{12} \cos 3x - \frac{3}{4} \cos x$$

$$\int \cos^2(x) = \frac{x}{2} + \frac{1}{4} \sin 2x$$

$$\int \cos^3 x = \frac{1}{12} \sin 3x + \frac{3}{4} \sin x$$

$$\int x \sin x = \sin x - x \cos x$$

$$\int x \cos x = \cos x + x \sin x$$

$$\int x e^x = e^x (x - 1)$$

$$\int x^2 e^x = e^x (x^2 - 2x + 2)$$

$$\int x^2 \sin x = 2x \sin x - (x^2 - 2) \cos x$$

$$\int x^2 \cos x = 2x \cos x + (x^2 - 2) \sin x$$

$$\int e^x \sin x = \frac{1}{2} e^x (\sin x - \cos x)$$

$$\int e^x \cos x = \frac{1}{2} e^x (\sin x + \cos x)$$

$$\int x e^x \sin x = \frac{1}{2} e^x (x \sin x - x \cos x + \cos x)$$

$$\int x e^x \cos x = \frac{1}{2} e^x (x \sin x + x \cos x - \sin x)$$

10.5 Sums

$$c^a + c^{a+1} + \dots + c^b = \frac{c^{b+1} - c^a}{c - 1}, c \neq 1$$

$$1 + 2 + 3 + \dots + n = \frac{n(n+1)}{2}$$

$$1^2 + 2^2 + 3^2 + \dots + n^2 = \frac{n(2n+1)(n+1)}{6}$$

$$1^3 + 2^3 + 3^3 + \dots + n^3 = \frac{n^2(n+1)^2}{4}$$

$$1^4 + 2^4 + 3^4 + \dots + n^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}$$

10.6 Series

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty)$$

$$\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1)$$

$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1)$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty)$$

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)$$

10.7 Probability theory

Let X be a discrete random variable with probability $p_X(x)$ of assuming the value x . It will then have an expected value (mean) $\mu = \mathbb{E}(X) = \sum_x x p_X(x)$ and variance $\sigma^2 = V(X) = \mathbb{E}(X^2) - (\mathbb{E}(X))^2 = \sum_x (x - \mathbb{E}(X))^2 p_X(x)$ where σ

is the standard deviation. If X is instead continuous it will have a probability density function $f_X(x)$ and the sums above will instead be integrals with $p_X(x)$ replaced by $f_X(x)$.

Expectation is linear:

$$\mathbb{E}(aX + bY) = a\mathbb{E}(X) + b\mathbb{E}(Y)$$

For independent X and Y ,

$$V(aX + bY) = a^2 V(X) + b^2 V(Y).$$

10.7.1 Discrete distributions

Binomial distribution The number of successes in n independent yes/no experiments, each which yields success with probability p is $\text{Bin}(n, p)$, $n = 1, 2, \dots$, $0 \leq p \leq 1$.

$$p(k) = \binom{n}{k} p^k (1-p)^{n-k}$$

$$\mu = np, \sigma^2 = np(1-p)$$

$\text{Bin}(n, p)$ is approximately $\text{Po}(np)$ for small p .

First success distribution The number of trials needed to get the first success in independent yes/no experiments, each which yields success with probability p is $\text{Fs}(p)$, $0 \leq p \leq 1$.

$$p(k) = p(1-p)^{k-1}, k = 1, 2, \dots$$

$$\mu = \frac{1}{p}, \sigma^2 = \frac{1-p}{p^2}$$

Poisson distribution The number of events occurring in a fixed period of time t if these events occur with a known average rate κ and independently of the time since the last event is $\text{Po}(\lambda)$, $\lambda = t\kappa$.

$$p(k) = e^{-\lambda} \frac{\lambda^k}{k!}, k = 0, 1, 2, \dots$$

$$\mu = \lambda, \sigma^2 = \lambda$$

10.7.2 Continuous distributions

Uniform distribution If the probability density function is constant between a and b and 0 elsewhere it is $\text{U}(a, b)$, $a < b$.

$$f(x) = \begin{cases} \frac{1}{b-a} & a < x < b \\ 0 & \text{otherwise} \end{cases}$$

$$\mu = \frac{a+b}{2}, \sigma^2 = \frac{(b-a)^2}{12}$$

Exponential distribution The time between events in a Poisson process is $\text{Exp}(\lambda)$, $\lambda > 0$.

$$f(x) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0 \\ 0 & x < 0 \end{cases}$$

$$\mu = \frac{1}{\lambda}, \sigma^2 = \frac{1}{\lambda^2}$$

Normal distribution Most real random values with mean μ and variance σ^2 are well described by $\mathcal{N}(\mu, \sigma^2)$, $\sigma > 0$.

$$f(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

If $X_1 \sim \mathcal{N}(\mu_1, \sigma_1^2)$ and $X_2 \sim \mathcal{N}(\mu_2, \sigma_2^2)$ then

$$aX_1 + bX_2 + c \sim \mathcal{N}(\mu_1 + \mu_2 + c, a^2\sigma_1^2 + b^2\sigma_2^2)$$

10.8 Markov chains

A *Markov chain* is a discrete random process with the property that the next state depends only on the current state. Let X_1, X_2, \dots be a sequence of random variables generated by the Markov process. Then there is a transition matrix $\mathbf{P} = (p_{ij})$, with $p_{ij} = \Pr(X_n = i | X_{n-1} = j)$, and $\mathbf{p}^{(n)} = \mathbf{P}^n \mathbf{p}^{(0)}$ is the probability distribution for X_n (i.e., $p_i^{(n)} = \Pr(X_n = i)$), where $\mathbf{p}^{(0)}$ is the initial distribution.

π is a stationary distribution if $\pi = \pi \mathbf{P}$. If the Markov chain is *irreducible* (it is possible to get to any state from any state), then $\pi_i = \frac{1}{\mathbb{E}(T_i)}$ where $\mathbb{E}(T_i)$ is the expected time between two visits in state i . π_j / π_i is the expected number of visits in state j between two visits in state i .

For a connected, undirected and non-bipartite graph, where the transition probability is uniform among all neighbors, π_i is proportional to node i 's degree.

A Markov chain is *ergodic* if the asymptotic distribution is independent of the initial distribution. A finite Markov chain is ergodic iff it is irreducible and *aperiodic* (i.e., the gcd of cycle lengths is 1). $\lim_{k \rightarrow \infty} \mathbf{P}^k = \mathbf{1}\pi$.

A Markov chain is an A-chain if the states can be partitioned into two sets \mathbf{A} and \mathbf{G} , such that all states in \mathbf{A} are absorbing ($p_{ii} = 1$), and all states in \mathbf{G} leads to an absorbing state in \mathbf{A} . The probability for absorption in state $i \in \mathbf{A}$, when the initial state is j , is $a_{ij} = p_{ij} + \sum_{k \in \mathbf{G}} a_{ik}p_{kj}$. The expected time until absorption, when the initial state is i , is $t_i = 1 + \sum_{k \in \mathbf{G}} p_{ki}t_k$.

