Contents

1 Basic

1.1 .vimrc

```
colo torte
syn on
set ts=4 sw=4
set cin ai ar sm nu ru
set mouse=a
set bs=2
set ww+=<,>,[,]
set so=6

set makeprg=g++\ -Wall\ -Wshadow\ -O2\ -o\ %<\ %
au BufNewFile *.cpp 0r ~/default.cpp

map <F8> <ESC>:wa<CR>:make!<CR>
imap <F8> <ESC>:wa<CR>:make!<CR>
map <F9> :!%< <CR>
map <C-F9> :!%< < %<.in <CR>
map <F10> :copen <CR>
map <S-F10> :cclose <CR>
```

1.2 IncreaseStackSize

```
//stack resize
asm( "mov %0,%%esp\n" ::"g"(mem+10000000) );

//stack resize (linux)
#include <sys/resource.h>
void increase_stack_size() {
  const rlim_t ks = 64*1024*1024;
  struct rlimit rl;
  int res=getrlimit(RLIMIT_STACK, &rl);
  if(res==0){
    if(rl.rlim_cur<ks){
      rl.rlim_cur=ks;
      res=setrlimit(RLIMIT_STACK, &rl);
    }
  }
}
```

1.3 Default Code

```
#include<bits/stdc++.h>
using namespace std;
#define REP(n,i) for(int (i)=0;(i)<(n);(i)++)
#define CDREP(n,i) for(int (i)=((n)-1);(i)>=0;(i)--)
#define CDFOR(s,e,i) for(int i=((e)-1);(i)>=(s);(i)
    --)
#define _SZ(n) memset((n),0,sizeof(n))
#define _SMO(n) memset((n),-1,sizeof(n))
#define _MC(n,m) memcpy((n),(m),sizeof(n))
#define _F first
#define _S second
#define _MP(a,b) make_pair((a),(b))
#define _PB(a) push_back((a))
#define FOR(x,y) for(__typeof(y.begin())x=y.begin();x
    !=y.end();x++)
#define IOS ios_base::sync_with_stdio(0);
// Let's Fight!

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

2 Data Structure

2.1 Bigint

```
const int bL = 1000;
const int bM = 10000;

struct Bigint
{
    int v[bL],l;
    Bigint(){ _SZ(v);l=0; }

    void n()
    {
        for(;l;l--)
            if(v[l-1]) return;
    }

    Bigint(long long a)
    {
        for(l=0;a;v[l++]=a%bM,a/=bM);
    }
    Bigint(char *a)
    {
        l=0;
        int t=0,i=strlen(a),q=1;
        while(i)
        {
            t+=(a[--i]-'0')*q;
            if((q*=10)>=bM)
            {
                v[l++]=t;
                t=0;
                q=1;
            }
        }
        if(t){ v[l++]=t; }
    }

    void prt()
    {
        if(l==0){ putchar('0');return; }
        printf("%d",v[l-1]);
        for(int i=l-2;i>=0;i--)
            printf("%.4d",v[i]);
    }

    int cp3(const Bigint &b)const
    {
        if(l!=b.l) return l>b.l?1:-1;
        for(int i=l-1;i>=0;i--)
            if(v[i]!=b.v[i])
                return v[i]>b.v[i]?1:-1;
        return 0;
    }

    bool operator < (const Bigint &b)const{ return
        cp3(b)==-1; }
    bool operator == (const Bigint &b)const{ return
        cp3(b)==0; }
    bool operator > (const Bigint &b)const{ return
        cp3(b)==1; }

    Bigint operator + (const Bigint &b)
    {
        Bigint r;
        r.l=max(l,b.l);
        for(int i=0;i<r.l;i++)
        {
            r.v[i]+=v[i]+b.v[i];
            if(r.v[i]>=bM)
            {
                r.v[i+1]+=r.v[i]/bM;
                r.v[i]%=bM;
            }
        }
        if(r.v[r.l]) r.l++;
        return r;
    }

    Bigint operator - (const Bigint &b)
    {
        Bigint r;
        r.l=l;
        for(int i=0;i<l;i++)
        {
            r.v[i]+=v[i];
            if(i<b.l) r.v[i]-=b.v[i];
            if(r.v[i]<0)
            {
                r.v[i]+=bM;
                r.v[i+1]--;
            }
        }
        r.n();
        return r;
    }

    Bigint operator * (const Bigint &b)
    {
        Bigint r;
        r.l=l+b.l;
        for(int i=0;i<l;i++)
        {
            for(int j=0;j<b.l;j++)
            {
                r.v[i+j]+=v[i]*b.v[j];
                if(r.v[i+j]>bM)
                {
                    r.v[i+j+1]+=r.v[i+j]/bM;
                    r.v[i+j]%=bM;
                }
            }
        }
        r.n();
        return r;
    }

    Bigint operator / (const Bigint &b)
    {
        Bigint r;
        r.l=max(1,l-b.l+1);
        for(int i=r.l-1;i>=0;i--)
        {
            int d=0,u=bM-1,m;
            while(d<u)
            {
                m=(d+u+1)>>1;
                r.v[i]=m;
                if((r*b)>(*this)) u=m-1;
                else d=m;
            }
            r.v[i]=d;
        }
        r.n();
        return r;
    }

    Bigint operator % (const Bigint &b)
    {
        return (*this)-(*this)/b*b;
    }
};
```

2.2 Leftist Heap

```
class Node{
public:
  int num,lc,rc;
  Node () : num(0), lc(0), rc(0) {}
  Node (int _v) : num(_v), lc(0), rc(0) {}
}tree[MAXSIZE];

int merge(int x, int y){
    if (!x) return y;
    if (!y) return x;
    if (tree[x].num < tree[y].num)
        swap(x, y);
    tree[x].rc = merge(tree[x].rc, y);
    swap(tree[x].lc, tree[x].rc);
    return x;
}
```

2.3 Treap

```
class Node{
public:
  int pri,num,cnt,lc,rc;
  Node () : pri(-1), num(0), cnt(0), lc(0), rc(0) {}
  Node (int _num){
    pri = (rand()<<15) + rand();
    num = _num;
    cnt = 1;
    lc = rc = 0;
  }
}tree[MX];

int nMem;

int get_rand(){
  return (rand()<<15) + rand();
}
int get_node(){
  tree[nMem] = Node();
  if (nMem >= MX) while(1);
  return nMem++;
}
void upd_node(int rt){
  if (!rt) return ;
  int lc=tree[rt].lc;
  int rc=tree[rt].rc;
  tree[rt].cnt = tree[lc].cnt + tree[rc].cnt + 1;
}
int merge(int a, int b){
  if (!a) return b;
  if (!b) return a;
  int res=0;
  if (tree[a].pri > tree[b].pri){
    res = a; //get_node();
    tree[res] = tree[a];
    tree[res].rc = merge(tree[res].rc,b);
  } else {
    res = b; //get_node();
    tree[res] = tree[b];
    tree[res].lc = merge(a,tree[res].lc);
  }
  upd_node(res);
  return res;
}
pair<int,int> split(int a, int k){
  if (k == 0) return MP(0,a);
  if (k == tree[a].cnt) return MP(a,0);
  int lc=tree[a].lc, rc=tree[a].rc;
  pair<int,int> res;
  int np=a; //get_node();
  //tree[np] = tree[a];
  if (tree[lc].cnt >= k){
    res = split(lc,k);
    tree[np].lc = res._S;
    res._S = np;
  } else {
    res = split(rc,k-tree[lc].cnt-1);
    tree[np].rc = res._F;
    res._F = np;
  }
  upd_node(res._F);
  upd_node(res._S);
  return res;
}
```

3 Graph

3.1 ISAP

```
class Isap{
public:
  class Edge{
  public:
    int v,f,re;
    Edge (){ v=f=re=-1; }
    Edge (int _v, int _f, int _r){
      v = _v;
      f = _f;
      re = _r;
    }
  };
  int n,s,t,h[N],gap[N];
  vector<Edge> E[N];
  void init(int _n, int _s, int _t){
    n = _n;
    s = _s;
    t = _t;
    for (int i=0; i<N; i++)
      E[i].clear();
  }
  void add_edge(int u, int v, int f){
    E[u]._PB(Edge(v,f,E[v].size()));
    E[v]._PB(Edge(u,f,E[u].size()-1));
  }
  int DFS(int u, int nf, int res=0){
    if (u == t) return nf;
    FOR(it,E[u]){
      if (h[u]==h[it->v]+1 && it->f>0){
        int tf = DFS(it->v,min(nf,it->f));
        res += tf;
        nf -= tf;
        it->f -= tf;
        E[it->v][it->re].f += tf;
        if (nf == 0) return res;
      }
    }
    if (nf){
      if (--gap[h[u]] == 0) h[s]=n;
      gap[++h[u]]++;
    }
    return res;
  }
  int flow(int res=0){
    _SZ(h);
    _SZ(gap);
    gap[0] = n;
    while (h[s] < n)
      res += DFS(s,2147483647);
    return res;
  }
}flow;
```

3.2 Bipartite Matching

```
bool DFS(int u){
  FOR(it,E[u]){
    if (!vst[*it]){
      vst[*it]=1;
      if (match[*it] == -1 || DFS(match[*it])){
        match[*it] = u;
        match[u] = *it;
        return true;
      }
    }
```

```
  }
  return false;
}
int DoMatch(int res=0){
  MSET(match,-1);
  for (int i=1; i<=m; i++){
    if (match[i] == -1){
      memset(vst,0,sizeof(vst));
      DFS(i);
    }
  }
  for (int i=1; i<=m; i++)
    if (match[i] != -1) res++;
  return res;
}
```

3.3 Strongly Connected Components:Kosaraju's Algorithm

```
class Scc{
public:
  int n,vst[MAXN];
  int nScc,bln[MAXN];
  vector<int> E[MAXN], rE[MAXN], vc;
  void init(int _n){
    n = _n;
    for (int i=0; i<MAXN; i++){
      E[i].clear();
      rE[i].clear();
    }
  }
  void add_edge(int u, int v){
    E[u]._PB(v);
    rE[v]._PB(u);
  }
  void DFS(int u){
    vst[u]=1;
    FOR(it,E[u]){
      if (!vst[*it])
        DFS(*it);
    }
    vc._PB(u);
  }
  void rDFS(int u){
    vst[u] = 1;
    bln[u] = nScc;
    FOR(it,rE[u]){
      if (!vst[*it])
        rDFS(*it);
    }
  }
  void solve(){
    nScc=0;
    vc.clear();
    _SZ(vst);
    for (int i=0; i<n; i++){
      if (!vst[i])
        DFS(i);
    }
    reverse(vc.begin(),vc.end());
    _SZ(vst);
    FOR(it,vc){
      if (!vst[*it]){
        rDFS(*it);
        nScc++;
      }
    }
  }
};
```

3.4 DMST

```
// ---- hanhanW v1.1 ----
#include <cmath>
#include <ctime>
#include <cstdio>
#include <cstdlib>
#include <cstring>
#include <algorithm>
#include <vector>
#include <map>
#include <set>
#define MSET(x, y) memset(x, (y), sizeof(x))
#define REP(x,y,z) for(int x=(y); x<=(z); x++)
#define FORD(x,y,z) for(int x=(y); x>=(z); x--)
#define FLST(x,y,z) for(int x=(y); x; x=z[x])
#define PB push_back
#define SZ size()
#define MP make_pair
#define F first
#define S second

typedef long long LL;
typedef long double LD;
typedef std::pair<int,int> PII;

const int N = 304;
const int INF = 2147483647>>1;

struct Edge{
  int u,v,c;
}eg[N*N];
int n, m, nSpe, nE, rd[N][N], bln[N], vst[N], dis[N],
    ismrg[N], prev[N];

int DMST(int root){
  MSET(ismrg,0);
  int curW, ww;
  curW=ww=0;
  while (1){
    MSET(prev,-1);
    REP(i,0,nSpe-1) dis[i]=INF;
    REP(i,0,nE-1){
      if (eg[i].v!=eg[i].u && eg[i].v!=root && dis[eg
          [i].v] > eg[i].c){
        dis[eg[i].v] = eg[i].c;
        prev[eg[i].v] = eg[i].u;
      }
    }

    // find cycle
    int sign=1;
    curW=0;
    MSET(bln,-1); MSET(vst, -1);
    REP(i,0,nSpe-1){
      if (ismrg[i]) continue;
      if (prev[i]==-1 && i!=root) return INF;
      if (i!=root) curW += dis[i];
      int s;
      for (s=i; s!=-1 && vst[s]==-1; s=prev[s])
        vst[s]=i;

      if (s!=-1 && vst[s]==i){
        sign=0;
        int j=s;
        while (1){
          ismrg[j]=1;
          bln[j]=s;
          ww += dis[j];
          j=prev[j];
          if (j==s) break;
        }
        ismrg[s]=0;
      }
    }

    if (sign) break;

    // merge
    REP(i,0,nE-1){
      if (bln[eg[i].v]!=-1) eg[i].c -= dis[eg[i].v];
      if (bln[eg[i].u]!=-1) eg[i].u = bln[eg[i].u];
      if (bln[eg[i].v]!=-1) eg[i].v = bln[eg[i].v];
      if (eg[i].u==eg[i].v) eg[i--] = eg[--nE];
    }
  //  system("pause");
  }
  return curW+ww;
}
```

```
void solve(){
  REP(i,0,n-1){
    REP(j,0,n-1)
      rd[i][j]=INF;
    rd[i][i]=0;
  }
  REP(i,1,m){
    int u,v,c;
    scanf("%d%d%d",&u,&v,&c);
    rd[u][v]=std::min(rd[u][v],c);
  }
  REP(k,0,n-1)
    REP(i,0,n-1)
      REP(j,0,n-1)
        rd[i][j] = std::min(rd[i][j], rd[i][k]+rd[k][
            j]);
  nE=0;
  REP(i,0,nSpe-1)
    REP(j,1,nSpe-1)
      if (i!=j && rd[i][j]!=INF){
        eg[nE++]=(Edge){i,j,rd[i][j]};
    //    printf("%d %d %d\n", i, j, rd[i][j]);
      }
  int ans=DMST(0);
  if (ans==INF) puts("sad..");
  else printf("%d\n", ans);
}

int main(){
  while (~scanf("%d%d%d", &n, &m, &nSpe))
    solve();
  return 0;
}
```

3.5 SW-Mincut

```
// ---- hanhanW v1.1 ----
#include <cmath>
#include <ctime>
#include <cstdio>
#include <cstdlib>
#include <cstring>
#include <algorithm>
#include <vector>
#include <map>
#include <set>
#define MSET(x, y) memset(x, y, sizeof(x))
#define REP(x,y,z) for(int x=y; x<=z; x++)
#define FORD(x,y,z) for(int x=y; x>=z; x--)
#define PB push_back
#define SZ size()
#define MP make_pair
#define F first
#define S second

typedef long long LL;
typedef long double LD;
typedef std::pair<int,int> PII;

const int N=514;
const int INF=2147483647>>1;

int n, m, del[N], vst[N], wei[N], rd[N][N];

PII sw(){
    MSET(vst,0);
    MSET(wei,0);
    int p1=-1,p2=-1,mx,cur=0;
    while(1){
        mx=-1;
        REP(i,1,n){
            if (!del[i] && !vst[i] && mx<wei[i]){
                cur=i;
                mx=wei[i];
            }
        }
        if (mx==-1) break;
        vst[cur]=1;
        p1=p2;
        p2=cur;
        REP(i,1,n)
            if (!vst[i] && !del[i])
                wei[i]+=rd[cur][i];
    }
    return std::MP(p1,p2);
}
void input(){
    REP(i,1,n){
        del[i]=0;
        REP(j,1,n)
            rd[i][j] = 0;
    }
    REP(i,1,m){
        int u,v,c;
        scanf("%d%d%d",&u,&v,&c);
        ++u; ++v;
        rd[u][v]+=c;
        rd[v][u]+=c;
    }
}
void solve(){
    int ans=INF;
    PII tmp;
    REP(i,1,n-1){
        tmp=sw();
        int x=tmp.F;
        int y=tmp.S;
        if (wei[y] < ans) ans=wei[y];
        del[y]=1;
        REP(j,1,n){
            rd[j][x]+=rd[j][y];
            rd[x][j]+=rd[y][j];
        }
    }
    printf("%d\n", ans);
}

int main(){
    while (~scanf("%d%d", &n, &m)){
        input();
        solve();
    }
    return 0;
}
```

4 Math

4.1 Chinese Remainder

```
int pfn; // number of distinct prime factors
int pf[MAXNUM]; // prime factor powers
int rem[MAXNUM]; // corresponding remainder
int pm[MAXNUM];
inline void generate_primes() {
  int i,j;
  pnum=1;
  prime[0]=2;
  for(i=3;i<MAXVAL;i+=2) {
    if(nprime[i]) continue;
    prime[pnum++]=i;
    for(j=i*i;j<MAXVAL;j+=i) nprime[j]=1;
  }
}
inline int inverse(int x,int p) {
  int q,tmp,a=x,b=p;
  int a0=1,a1=0,b0=0,b1=1;
  while(b) {
    q=a/b; tmp=b; b=a-b*q; a=tmp;
    tmp=b0; b0=a0-b0*q; a0=tmp;
    tmp=b1; b1=a1-b1*q; a1=tmp;
  }
  return a0;
}
inline void decompose_mod() {
  int i,p,t=mod;
  pfn=0;
  for(i=0;i<pnum&&prime[i]<=t;i++) {
    p=prime[i];
```

```
    if(t%p==0) {
      pf[pfn]=1;
      while(t%p==0) {
        t/=p;
        pf[pfn]*=p;
      }
      pfn++;
    }
  }
  if(t>1) pf[pfn++]=t;
}
inline int chinese_remainder() {
  int i,m,s=0;
  for(i=0;i<pfn;i++) {
    m=mod/pf[i];
    pm[i]=(long long)m*inverse(m,pf[i])%mod;
    s=(s+(long long)pm[i]*rem[i])%mod;
  }
  return s;
}
```

4.2 Miller Rabin

```
long long power(long long x,long long p,long long mod
    ){
  long long s=1,m=x;
  while(p) {
    if(p&1) s=mult(s,m,mod);
    p>>=1;
    m=mult(m,m,mod);
  }
  return s;
}
bool witness(long long a,long long n,long long u,int
    t){
  long long x=power(a,u,n);
  for(int i=0;i<t;i++) {
    long long nx=mult(x,x,n);
    if(nx==1&&x!=1&&x!=n-1) return 1;
    x=nx;
  }
  return x!=1;
}
bool miller_rabin(long long n,int s=100) {
  // iterate s times of witness on n
  // return 1 if prime, 0 otherwise
  if(n<2) return 0;
  if(!(n&1)) return n==2;
  long long u=n-1;
  int t=0;
  // n-1 = u*2^t
  while(u&1) {
    u>>=1;
    t++;
  }
  while(s--) {
    long long a=randll()%(n-1)+1;
    if(witness(a,n,u,t)) return 0;
  }
  return 1;
}
```

4.3 Mod

```
/// _fd(a,b)  floor(a/b).
/// _rd(a,m)  a-floor(a/m)*m.
/// _pv(a,m,r) largest x s.t x<=a && x%m == r.
/// _nx(a,m,r) smallest x s.t x>=a && x%m == r.
/// _ct(a,b,m,r) |A| , A = { x : a<=x<=b && x%m == r
    }.

int _fd(int a,int b){ return a<0?(-~a/b-1):a/b; }
int _rd(int a,int m){ return a-_fd(a,m)*m; }
int _pv(int a,int m,int r)
{
    r=(r%m+m)%m;
    return _fd(a-r,m)*m+r;
}
int _nt(int a,int m,int r)
{
    m=abs(m);
    r=(r%m+m)%m;
    return _fd(a-r-1,m)*m+r+m;
}
int _ct(int a,int b,int m,int r)
{
    m=abs(m);
    a=_nt(a,m,r);
    b=_pv(b,m,r);
    return (a>b)?0:((b-a+m)/m);
}
```

4.4 Primes

```
/*
* 12721
* 13331
* 14341
* 75577
* 123457
* 222557
* 556679
* 999983
* 1097774749
* 1076767633
* 100102021
* 999997771
* 1001010013
* 1000512343
* 987654361
* 999991231
* 999888733
* 98789101
* 987777733
* 999991921
* 1010101333
* 1010102101
*/
```

5 Geometry

5.1 Minimum Covering Circle

```
const int N = 1000100;

class Coord{
public:
  double x,y;
  Coord () { x=y=0; }
  Coord (double _x, double _y){ x=_x; y=_y; }
  Coord operator - (const Coord &a) const{
    return Coord(x-a.x,y-a.y);
  }
}p[N],cen;

int n,m;
double r2;

double abs2(Coord a){ return a.x*a.x+a.y*a.y; }
double sqr(double a){ return a*a; }
double dis2(Coord a, Coord b){ return sqr(a.x-b.x) +
    sqr(a.y-b.y); }
double dot(Coord a, Coord b){ return a.x*b.x + a.y*b.
    y; }
double X(Coord a, Coord b){ return a.x*b.y - a.y*b.x;
     }

Coord center(Coord p0, Coord p1, Coord p2) {
    double a1=p1.x-p0.x, b1=p1.y-p0.y, c1=(sqr(a1)+
        sqr(b1))/2;
    double a2=p2.x-p0.x, b2=p2.y-p0.y, c2=(sqr(a2)+
        sqr(b2))/2;
    double d = a1 * b2 - a2 * b1;
    double x = p0.x + (c1 * b2 - c2 * b1) / d;
```

```
    double y = p0.y + (a1 * c2 - a2 * c1) / d;
  return Coord(x,y);
}

int main(int argc, char** argv){
  while (~scanf("%d %d", &n, &m) && n && m){
    for (int i=0; i<m; i++)
      scanf("%lf %lf", &p[i].x, &p[i].y);
    random_shuffle(p,p+m);
    r2=0;
    for (int i=0; i<m; i++){
      if (dis2(cen,p[i]) <= r2) continue;
      cen = p[i];
      r2 = 0;
      for (int j=0; j<i; j++){
        if (dis2(cen,p[j]) <= r2) continue;
        cen = Coord((p[i].x+p[j].x)/2.0, (p[i].y+p[j
            ].y)/2.0);
        r2 = dis2(cen,p[j]);
        for (int k=0; k<j; k++){
          if (dis2(cen,p[k]) <= r2) continue;
          cen = center(p[i],p[j],p[k]);
          r2 = dis2(cen,p[k]);
        }
      }
    }
    printf("%.3f\n", sqrt(r2));
  }

  return 0;
}
```

5.2 Intersection of two circles

Let $O_1 = (x_1, y_1), O_2 = (x_2, y_2)$ be two centers of circles, r_1, r_2 be the radius. If:
$d = |O_1 - O_2|$ $u = \frac{1}{2}(O_1 + O_2) + \frac{(r_1^2 - r_2^2)}{2d^2}(O_1 - O_2)$
$v = \frac{\sqrt{(r_1+r_2+d)(r_1-r_2+d)(r_1+r_2-d)(-r_1+r_2+d)}}{2d^2}(y_1 - y_2, -x_1 + x_2)$ then $u + v, u - v$ are the two intersections of the circles, provided that $d < r_1 + r_2$.

6 String

6.1 Suffix Array

```
const int MAX = 1020304;
int ct[MAX], he[MAX], rk[MAX], sa[MAX], tsa[MAX], tp[
    MAX][2];

void suffix_array(char *ip){

  int len = strlen(ip);
  int alp = 256;

  memset(ct, 0, sizeof(ct));
  for(int i=0;i<len;i++) ct[ip[i]+1]++;
  for(int i=1;i<alp;i++) ct[i]+=ct[i-1];
  for(int i=0;i<len;i++) rk[i]=ct[ip[i]];

  for(int i=1;i<len;i*=2){
    for(int j=0;j<len;j++){
      if(j+i>len) tp[j][1]=0;
      else tp[j][1]=rk[j+i]+1;

      tp[j][0]=rk[j];
    }
    memset(ct, 0, sizeof(ct));
    for(int j=0;j<len;j++) ct[tp[j][1]+1]++;
    for(int j=1;j<len+2;j++) ct[j]+=ct[j-1];
    for(int j=0;j<len;j++) tsa[ct[tp[j][1]]++]=j;

    memset(ct, 0, sizeof(ct));
    for(int j=0;j<len;j++) ct[tp[j][0]+1]++;
    for(int j=1;j<len+1;j++) ct[j]+=ct[j-1];
    for(int j=0;j<len;j++) sa[ct[tp[tsa[j]][0]]++]=
        tsa[j];
    rk[sa[0]]=0;
    for(int j=1;j<len;j++){
      if( tp[sa[j]][0] == tp[sa[j-1]][0] &&
        tp[sa[j]][1] == tp[sa[j-1]][1] )
        rk[sa[j]] = rk[sa[j-1]];
      else
        rk[sa[j]] = j;
    }
  }

  for(int i=0,h=0;i<len;i++){
    if(rk[i]==0) h=0;
    else{
      int j=sa[rk[i]-1];
      h=max(0,h-1);
      for(;ip[i+h]==ip[j+h];h++);
    }
    he[rk[i]]=h;
  }
}
```

6.2 Aho-Corasick Algorithm

```
class ACautomata{
  public:
  class Node{
    public:
    int cnt,dp;
    Node *go[26], *fail;
    Node (){
      cnt = 0;
      dp = -1;
      memset(go,0,sizeof(go));
      fail = 0;
    }
  };

  Node *root, pool[1048576];
  int nMem;

  Node* new_Node(){
    pool[nMem] = Node();
    return &pool[nMem++];
  }
  void init(){
    nMem = 0;
    root = new_Node();
  }
  void add(const string &str){
    insert(root,str,0);
  }
  void insert(Node *cur, const string &str, int pos){
    if (pos >= (int)str.size()){
      cur->cnt++;
      return;
    }
    int c = str[pos]-'a';
    if (cur->go[c] == 0){
      cur->go[c] = new_Node();
    }
    insert(cur->go[c],str,pos+1);
  }

  void make_fail(){
    queue<Node*> que;
    que.push(root);
    while (!que.empty()){
      Node* fr=que.front();
      que.pop();
      for (int i=0; i<26; i++){
        if (fr->go[i]){
          Node *ptr = fr->fail;
          while (ptr && !ptr->go[i])
            ptr = ptr->fail;
          if (!ptr)
            fr->go[i]->fail = root;
          else
            fr->go[i]->fail = ptr->go[i];
          que.push(fr->go[i]);
        }
```

```
      }
    }
  }
};
```

6.3 Z value

```
char s[MAXLEN];
int len,z[MAXLEN];
inline void Z_value() {
  int i,j,left,right;
  left=right=0; z[0]=len;
  for(i=1;i<len;i++) {
    j=max(min(z[i-left],right-i),0);
    for(;i+j<len&&s[i+j]==s[j];j++);
    z[i]=j;
    if(i+z[i]>right) {
      right=i+z[i];
      left=i;
    }
  }
}
```

6.4 Suffix Automaton

```
class SAM{ //SuffixAutomaton
public:
  class State{
  public:
    State *par, *go[26];
    int val;
    State (int _val) :
        par(0), val(_val){
      MSET(go,0);
    }
  };
  State *root, *tail;

  void init(const string &str){
    root = tail = new State(0);
    for (int i=0; i<SZ(str); i++)
      extend(str[i]-'a');
  }
  void extend(int w){
    State *p = tail, *np = new State(p->val+1);
    for ( ; p && p->go[w]==0; p=p->par)
      p->go[w] = np;
    if (p == 0){
      np->par = root;
    } else {
      if (p->go[w]->val == p->val+1){
        np->par = p->go[w];
      } else {
        State *q = p->go[w], *r = new State(0);
        *r = *q;
        r->val = p->val+1;
        q->par = np->par = r;
        for ( ; p && p->go[w]==q; p=p->par)
          p->go[w] = r;
      }
    }
    tail = np;
  }
};
```

7 Problems

7.1 Qtree IV

```
const int MX = 100005;
const int INF = 1029384756;

int N,fa[MX],faW[MX],sz[MX],belong[MX],color[MX],at[
    MX];
int fr,bk,que[MX];
vector<PII> E[MX];
multiset<int> D[MX];
multiset<int> ans;

struct Chain{
  int n;
  vector<int> V;
  struct Node{
    int mxL, mxR, mx;
  };
  Node *tree;
  int *d;

  void init(){
    n = V.size();
    for (int i=0; i<n; i++)
      at[V[i]] = i;
    d = new int[n];
    for (int i=1; i<n; i++)
      d[i] = d[i-1] + faW[V[i-1]];
    tree = new Node[4*n];
  }
  int max3(int a, int b, int c){
    return max(a,max(b,c));
  }
  void pushUp(int L, int R, int id){
    int M = (L+R)/2;
    int lc = id*2+1;
    int rc = id*2+2;
    tree[id].mxL = max3(-INF, tree[lc].mxL, d[M+1]-d[
        L]+tree[rc].mxL);
    tree[id].mxR = max3(-INF, tree[rc].mxR, d[R]-d[M
        ]+tree[lc].mxR);
    tree[id].mx = max3(tree[lc].mx, tree[rc].mx, tree
        [lc].mxR + d[M+1]-d[M] + tree[rc].mxL);
  }
  void build_tree(int L, int R, int id){
    if (L == R){
      multiset<int>::reverse_iterator ptr=D[V[L]].
          rbegin();
      tree[id].mxL = tree[id].mxR = tree[id].mx = *
          ptr;
      ptr++;
      tree[id].mx = max(-INF,tree[id].mx+(*ptr));
      return ;
    }
    int M = (L+R)/2;
    build_tree(L,M,id*2+1);
    build_tree(M+1,R,id*2+2);
    pushUp(L,R,id);
  }
  void update_tree(int L, int R, int fn, int id){
    if (L == R){
      multiset<int>::reverse_iterator ptr=D[V[L]].
          rbegin();
      tree[id].mxL = tree[id].mxR = tree[id].mx = *
          ptr;
      ptr++;
      tree[id].mx = max(-INF,tree[id].mx+(*ptr));
      return ;
    }
    int M=(L+R)/2;
    if (fn <= M) update_tree(L,M,fn,id*2+1);
    else update_tree(M+1,R,fn,id*2+2);
    pushUp(L,R,id);
  }
  int update(int x){
    int u=V.back();
    int p=fa[u];
    if (p) D[p].erase(D[p].find(faW[u]+tree[0].mxR));
```

```
    ans.erase(ans.find(tree[0].mx));
    update_tree(0,n-1,at[x],0);
    ans.insert(tree[0].mx);
    if (p) D[p].insert(faW[u]+tree[0].mxR);
    return p;
  }

}chain[MX];

void DFS(int u){
  Chain &c = chain[belong[u]];
  c.init();
  for (int i=0,v; i<c.n; i++){
    u = c.V[i];
    FOR(it,E[u]){
      v = it->_F;
      if (fa[u] == v || (i && v == c.V[i-1]))
          continue;
      DFS(v);
      D[u].insert(chain[belong[v]].tree[0].mxR+it->_S
          );
    }
    D[u].insert(-INF);
    D[u].insert(-INF);
    D[u].insert(0);
  }
  c.build_tree(0,c.n-1,0);
  ans.insert(c.tree[0].mx);
}
int main(int argc, char** argv){
  scanf("%d", &N);
  for (int i=0,u,v,w; i<N-1; i++){
    scanf("%d%d%d", &u, &v, &w);
    E[u]._PB(_MP(v,w));
    E[v]._PB(_MP(u,w));
  }
  fr=bk=0;  que[bk++] = 1;
  while (fr < bk){
    int u=que[fr++],v;
    FOR(it,E[u]){
      v = it->_F;
      if (v == fa[u]) continue;
      que[bk++] = v;
      fa[v] = u;
      faW[v] = it->_S;
    }
  }
  for (int i=bk-1,u,v,pos; i>=0; i--){
    u = que[i];
    sz[u] = 1;
    pos = 0;
    FOR(it,E[u]){
      v = it->_F;
      if (v == fa[u]) continue;
      sz[u] += sz[v];
      if (sz[v] > sz[pos])
        pos=v;
    }
    if (pos == 0) belong[u] = u;
    else belong[u] = belong[pos];
    chain[belong[u]].V._PB(u);
  }
  DFS(1);
  int nq;
  scanf("%d", &nq);
  char cmd[10];
  while (nq--){
    scanf("%s", cmd);
    if (cmd[0] == 'C'){
      int x;
      scanf("%d", &x);
      if (color[x]){
        D[x].insert(0);
      } else {
        D[x].erase(D[x].find(0));
      }
      color[x] ^= 1;
      while (x){
        x = chain[belong[x]].update(x);
      }
    } else {
      if (*ans.rbegin() != -INF){
        printf("%d\n", max(0,*ans.rbegin()));
      } else {
        puts("They have disappeared.");
      }
    }
  }
  return 0;
}
```

7.2 Find the maximun tangent (x,y is increasing)

```
#include <stdio.h>
typedef long long LL;
const int MAXN = 100010;
struct Coord{
  LL x, y;
  Coord operator - (Coord ag) const{
    Coord res;
    res.x = x - ag.x;
    res.y = y - ag.y;
    return res;
  }
}sum[MAXN], pnt[MAXN], ans, calc;

inline bool cross(Coord a, Coord b, Coord c){
  return (c.y - a.y) * (c.x - b.x) > (c.x - a.x) * (c
      .y - b.y);
}

int main(){
  int n, l, np, st, ed, now;
  scanf("%d %d\n", &n, &l);
  sum[0].x = sum[0].y = np = st = ed = 0;
  for (int i = 1, v; i <= n; i++){
    scanf("%d", &v);
    sum[i].y = sum[i - 1].y + v;
    sum[i].x = i;
  }
  ans.x = now = 1;
  ans.y = -1;
  for (int i = 0; i <= n - l; i++){
    while (np > 1 && cross(pnt[np - 2], pnt[np - 1],
        sum[i]))
      np--;
    if (np < now && np != 0) now = np;
    pnt[np++] = sum[i];
    while (now < np && !cross(pnt[now - 1], pnt[now],
        sum[i + l]))
      now++;
    calc = sum[i + l] - pnt[now - 1];
    if (ans.y * calc.x < ans.x * calc.y){
      ans = calc;
      st = pnt[now - 1].x;
      ed = i + l;
    }
  }
  double res = (sum[ed].y-sum[st].y)/(sum[ed].x-sum[
      st].x);
  printf("%f\n", res);
  return 0;
}
```

7.3 Suffix Array Problem

```
const int MAX = 123123;

int T;
int N;
char ip[MAX];
int sa[MAX],rk[MAX];
int sm[MAX];
pair<int,int> trk[MAX];
int tsa[MAX];

int suffix_array()
{
```

```
    int t=0,q=0;
    REP(N,i)
    {
        if(ip[i]=='0')
        {
            t++;
        }
    }
    REP(N,i)
    {
        if(ip[i]=='0')
        {
            rk[i]=0;
        }else
        {
            rk[i]=t;
        }
    }

    for(int l=1; l<N ; l+=l)
    {
        REP(N,i)
        {
            trk[i]._F=rk[i]+1;
            if(i+l>=N)
            {
                trk[i]._S=1;
            }else
            {
                trk[i]._S=rk[i+l]+2;
            }
        }

       // REP(N,i)
      //  {
      //      printf("(%d,%d)\n",trk[i]._F,trk[i]._S)
          ;
      //  }
       // system("pause");

        REP(N+3,i) sm[i]=0;
        REP(N,i) sm[trk[i]._S]++;
        REP(N+3,i) sm[i+1]+=sm[i];
        REP(N,i) tsa[sm[trk[i]._S-1]++]=i;
        //REP(N,i)
      // {
      //      printf("%d,",tsa[i]);
      //  }
       // system("pause");
        REP(N+3,i) sm[i]=0;
        REP(N,i) sm[trk[i]._F]++;
        REP(N+3,i) sm[i+1]+=sm[i];
        REP(N,i) sa[sm[trk[tsa[i]]._F-1]++]=tsa[i];

       // REP(N,i)
       // {
       //     printf("%d,",sa[i]);
       // }
       // system("pause");

        rk[sa[0]]=0;
        for(int i=1;i<N;i++)
        {
            if(trk[sa[i]]==trk[sa[i-1]])
            {
                rk[sa[i]]=rk[sa[i-1]];
            }else
            {
                rk[sa[i]]=i;
            }
        }
    }
}

int main()
{
    scanf("%d",&T);

    REP(T,hisdhioweryhuo)
    {
        scanf("%s",ip);

        N=strlen(ip);

        suffix_array();

        int ans=1,nw=sa[0];

        for(int i=1;i<N;i++)
        {
            if(sa[i]<nw)
            {
                nw=sa[i];
                ans++;
            }
        }

        printf("%d\n",ans);
    }

    return 0;
}
```

7.4 Flow Problem

```
const int MAXN = 64;
const int INF = 1029384756;

int N;
int s1, s2, t1, t2, d1, d2, S, T;
int edge[MAXN][MAXN];
int cap[MAXN][MAXN];

int h[MAXN], gap[MAXN];
bool vis[MAXN];

int isap(int v, int f)
{
    if(v == T)return f;

    if(vis[v])return 0;
    vis[v] = true;

    for(int i=0; i<N+2; i++)
    {
        if(cap[v][i] <= 0)continue;
        if(h[i] != h[v] - 1)continue;
        int res = isap(i, min(cap[v][i], f));
        if(res > 0)
        {
            cap[v][i] -= res;
            cap[i][v] += res;
            return res;
        }
    }

    gap[h[v]]--;
    if(gap[h[v]] <= 0)h[S] = N + 4;
    h[v]++;
    gap[h[v]]++;

    return 0;
}

int get_flow()
{
    for(int i=0; i<MAXN; i++)
    {
        h[i] = gap[i] = 0;
    }
    gap[0] = N + 2;

    int flow = 0;

    while(h[S] <= N + 3)
    {
        for(int i=0; i<N+2; i++)
        {
            vis[i] = false;
        }

        int df = isap(S, INF);
```

```
        flow += df;
    }

    return flow;
}

int main()
{
    ios_base::sync_with_stdio(0);

    int TT;
    cin>>TT;
    while(TT--)
    {
        cin>>N;
        cin>>s1>>t1>>d1>>s2>>t2>>d2;

        for(int i=0; i<MAXN; i++)
        {
            for(int j=0; j<MAXN; j++)
            {
                edge[i][j] = 0;
            }
        }

        for(int i=0; i<N; i++)
        {
            string s;
            cin>>s;
            for(int j=0; j<N; j++)
            {
                if(s[j] == 'X')edge[i][j] = 0;
                else if(s[j] == 'O')edge[i][j] = 1;
                else if(s[j] == 'N')edge[i][j] = INF;
            }
        }

        int ans = 0;

        S = N;
        T = N + 1;

        //first
        for(int i=0; i<MAXN; i++)
        {
            for(int j=0; j<MAXN; j++)
            {
                cap[i][j] = edge[i][j];
            }
        }

        cap[S][s1] = cap[t1][T] = d1;
        cap[S][s2] = cap[t2][T] = d2;

        ans = get_flow();

        //second
        for(int i=0; i<MAXN; i++)
        {
            for(int j=0; j<MAXN; j++)
            {
                cap[i][j] = edge[i][j];
            }
        }

        cap[S][s1] = cap[t1][T] = d1;
        cap[S][t2] = cap[s2][T] = d2;

        ans = min(ans, get_flow());

        cout<<(ans == d1 + d2 ? "Yes" : "No")<<endl;
    }

    return 0;
}
```

8 +1ironwood's code

8.1 KDTreeAndNearestPoint

```
#define INF 1100000000
class NODE{ public:
  int x,y,x1,x2,y1,y2;
  int i,f;
  NODE *L,*R;
};
inline long long dis(NODE& a,NODE& b){
  long long dx=a.x-b.x;
  long long dy=a.y-b.y;
  return dx*dx+dy*dy;
}
NODE node[100000];
bool cmpx(const NODE& a,const NODE& b){ return a.x<b.
    x; }
bool cmpy(const NODE& a,const NODE& b){ return a.y<b.
    y; }
NODE* KDTree(int L,int R,int dep){
  if(L>R) return 0;
  int M=(L+R)/2;
  if(dep%2==0){
    nth_element(node+L,node+M,node+R+1,cmpx);
    node[M].f=0;
  }else{
    nth_element(node+L,node+M,node+R+1,cmpy);
    node[M].f=1;
  }
  node[M].x1=node[M].x2=node[M].x;
  node[M].y1=node[M].y2=node[M].y;
  node[M].L=KDTree(L,M-1,dep+1);
  if(node[M].L){
    node[M].x1=min(node[M].x1,node[M].L->x1);
    node[M].x2=max(node[M].x2,node[M].L->x2);
    node[M].y1=min(node[M].y1,node[M].L->y1);
    node[M].y2=max(node[M].y2,node[M].L->y2);
  }
  node[M].R=KDTree(M+1,R,dep+1);
  if(node[M].R){
    node[M].x1=min(node[M].x1,node[M].R->x1);
    node[M].x2=max(node[M].x2,node[M].R->x2);
    node[M].y1=min(node[M].y1,node[M].R->y1);
    node[M].y2=max(node[M].y2,node[M].R->y2);
  }
  return node+M;
}
inline int touch(NODE* r,int x,int y,long long d){
  long long d2;
  d2 = (long long)(sqrt(d)+1);
  if(x<r->x1-d2 || x>r->x2+d2 || y<r->y1-d2 || y>r->
      y2+d2)
    return 0;
  return 1;
}
void nearest(NODE* r,int z,long long &md){
  if(!r || !touch(r,node[z].x,node[z].y,md)) return;
  long long d;
  if(node[z].i!=r->i){
    d=dis(*r,node[z]);
    if(d<md) md=d;
  }
  if(r->f==0){
    if(node[z].x<r->x){
      nearest(r->L,z,md);
      nearest(r->R,z,md);
    }else{
      nearest(r->R,z,md);
      nearest(r->L,z,md);
    }
  }else{
    if(node[z].y<r->y){
      nearest(r->L,z,md);
      nearest(r->R,z,md);
    }else{
      nearest(r->R,z,md);
      nearest(r->L,z,md);
    }
  }
```

```
}
int main(){
  int TT,n,i;
  long long d;
  NODE* root;
  scanf("%d",&TT);
  while(TT--){
    scanf("%d",&n);
    for(i=0;i<n;i++){
      scanf("%d %d",&node[i].x,&node[i].y);
      node[i].i=i;
    }
    root=KDTree(0,n-1,0);
    for(i=0;i<n;i++){
      d=900000000000000000LL;
      nearest(root,i,d);
      ans[node[i].i]=d;
    }
  }
}
```

8.2 MinkowskiSum

```
/* convex hull Minkowski Sum*/
#define INF 100000000000000LL
class PT{ public:
  long long x,y;
  int POS(){
    if(y==0) return x>0?0:1;
    return y>0?0:1;
  }
};
PT pt[300000],qt[300000],rt[300000];
long long Lx,Rx;
int dn,un;
inline bool cmp(PT a,PT b){
  int pa=a.POS(),pb=b.POS();
  if(pa==pb) return (a^b)>0;
  return pa<pb;
}
int minkowskiSum(int n,int m){
  int i,j,r,p,q,fi,fj;
  for(i=1,p=0;i<n;i++){
    if(pt[i].y<pt[p].y || (pt[i].y==pt[p].y && pt[i].
        x<
          pt[p].x)) p=i; }
  for(i=1,q=0;i<m;i++){
    if(qt[i].y<qt[q].y || (qt[i].y==qt[q].y && qt[i].
        x<
          qt[q].x)) q=i; }
  rt[0]=pt[p]+qt[q];
  r=1; i=p; j=q; fi=fj=0;
  while(1){
    if((fj&&j==q) || ((!fi||i!=p) && cmp(pt[(p+1)%n]-
        pt[
            p],qt[(q+1)%m]-qt[q]))){
      rt[r]=rt[r-1]+pt[(p+1)%n]-pt[p];
      p=(p+1)%n;
      fi=1;
    }else{
      rt[r]=rt[r-1]+qt[(q+1)%m]-qt[q];
      q=(q+1)%m;
      fj=1;
    }
    if(r<=1 || ((rt[r]-rt[r-1])^(rt[r-1]-rt[r-2]))
        !=0) r
      ++;
    else rt[r-1]=rt[r];
    if(i==p && j==q) break;
  }
  return r-1;
}
void initInConvex(int n){
  int i,p,q;
  long long Ly,Ry;
  Lx=INF; Rx=-INF;
  for(i=0;i<n;i++){
    if(pt[i].x<Lx) Lx=pt[i].x;
    if(pt[i].x>Rx) Rx=pt[i].x;
  }
  Ly=Ry=INF;
  for(i=0;i<n;i++){
    if(pt[i].x==Lx && pt[i].y<Ly){ Ly=pt[i].y; p=i; }
    if(pt[i].x==Rx && pt[i].y<Ry){ Ry=pt[i].y; q=i; }
  }
  for(dn=0,i=p;i!=q;i=(i+1)%n){ qt[dn++]=pt[i]; }
  qt[dn]=pt[q]; Ly=Ry=-INF;
  for(i=0;i<n;i++){
    if(pt[i].x==Lx && pt[i].y>Ly){ Ly=pt[i].y; p=i; }
    if(pt[i].x==Rx && pt[i].y>Ry){ Ry=pt[i].y; q=i; }
  }
  for(un=0,i=p;i!=q;i=(i+n-1)%n){ rt[un++]=pt[i]; }
  rt[un]=pt[q];
}
inline int inConvex(PT p){
  int L,R,M;
  if(p.x<Lx || p.x>Rx) return 0;
  L=0;R=dn;
  while(L<R-1){ M=(L+R)/2;
    if(p.x<qt[M].x) R=M; else L=M; }
    if(tri(qt[L],qt[R],p)<0) return 0;
    L=0;R=un;
    while(L<R-1){ M=(L+R)/2;
      if(p.x<rt[M].x) R=M; else L=M; }
      if(tri(rt[L],rt[R],p)>0) return 0;
      return 1;
}
int main(){
  int n,m,i;
  PT p;
  scanf("%d",&n);
  for(i=0;i<n;i++) scanf("%I64d %I64d",&pt[i].x,&pt[i
      ].y);
  scanf("%d",&m);
  for(i=0;i<m;i++) scanf("%I64d %I64d",&qt[i].x,&qt[i
      ].y);
  n=minkowskiSum(n,m);
  for(i=0;i<n;i++) pt[i]=rt[i];
  scanf("%d",&m);
  for(i=0;i<m;i++) scanf("%I64d %I64d",&qt[i].x,&qt[i
      ].y);
  n=minkowskiSum(n,m);
  for(i=0;i<n;i++) pt[i]=rt[i];
  initInConvex(n);
  scanf("%d",&m);
  for(i=0;i<m;i++){
    scanf("%I64d %I64d",&p.x,&p.y);
    p.x*=3; p.y*=3;
    puts(inConvex(p)?"YES":"NO");
  }
}
```

8.3 MinimumMeanCycle

```
/* minimum mean cycle */
class Edge { public:
  int v,u;
  double c;
};
int n,m;
Edge e[MAXEDGE];
double d[MAXNUM][MAXNUM];
inline void relax(double &x,double val) { if(val<x) x
    =val; }
inline void bellman_ford() {
  int i,j;
  for(j=0;j<n;j++) d[0][j]=0.0;
  for(i=0;i<n;i++) {
    for(j=0;j<n;j++) d[i+1][j]=inf;
    for(j=0;j<m;j++)
      if(d[i][e[j].v]<inf-eps) relax(d[i+1][e[j].u],d
          [i][
          e[j].v]+e[j].c);
  }
}
inline double karp_mmc() {
  // returns inf if no cycle, mmc otherwise
  int i,k; double mmc=inf,avg;
  bellman_ford();
  for(i=0;i<n;i++) {
```

```
    avg=0.0;
    for(k=0;k<n;k++) {
      if(d[n][i]<inf-eps) avg=max(avg,(d[n][i]-d[k][i
          ])/(
            n-k));
      else avg=max(avg,inf);
    }
    mmc=min(mmc,avg);
  }
  return mmc;
}
```

8.4 PolynomialGenerator

```
class PolynomialGenerator {
  /* for a nth-order polynomial f(x), *
   * given f(0), f(1), ..., f(n) *
   * express f(x) as sigma_i{c_i*C(x,i)} */
  public:
    int n;
    vector<long long> coef;
    // initialize and calculate f(x), vector _fx
        should be
    filled with f(0) to f(n)
      PolynomialGenerator(int _n,vector<long long>
          _fx):n(_n
          ),coef(_fx) {
        for(int i=0;i<n;i++)
          for(int j=n;j>i;j--)
            coef[j]-=coef[j-1];
      }
    // evaluate f(x), runs in O(n)
    long long eval(int x) {
      long long m=1,ret=0;
      for(int i=0;i<=n;i++) {
        ret+=coef[i]*m;
        m=m*(x-i)/(i+1);
      }
      return ret;
    }
};
```

8.5 SwGeneralGraphMaxMatching

```
#define N 256 // max vertex num
class Graph { public:
  // n,g[i][j]=0/1, match() => match: (i,mate[i]) (or
       mate[i]=-1)
  int n, mate[N];
  bool g[N][N], inQ[N], inBlo[N];
  queue<int> Q;
  int start, newBase, prev[N], base[N];
  int lca(int u, int v) {
    bool path[N] = { false };
    while(true) {
      u = base[u]; path[u] = true;
      if(u == start) break;
      u = prev[mate[u]];
    }
    while(true) {
      v = base[v];
      if(path[v]) break;
      v = prev[mate[v]];
    }
    return v;
  }
  void trace(int u) {
    while(base[u] != newBase) {
      int v = mate[u];
      inBlo[base[u]] = inBlo[base[v]] = true;
      u = prev[v];
      if(base[u] != newBase) prev[u] = v;
    }
  }
  void contract(int u, int v) {
    newBase = lca(u, v);
    memset(inBlo, false, sizeof(inBlo));
    trace(u); trace(v);
    if(base[u] != newBase) prev[u] = v;
    if(base[v] != newBase) prev[v] = u;
    for(int i = 0; i < n; i++)
      if(inBlo[base[i]]) {
        base[i] = newBase;
        if(!inQ[i]) { Q.push(i); inQ[i] = true; }
      }
  }
  bool search() {
    memset(inQ, false, sizeof(inQ));
    memset(prev, -1, sizeof(prev));
    for(int i = 0; i < n; i++) base[i] = i;
    while(!Q.empty()) Q.pop();
    Q.push(start); inQ[start] = true;
    while(!Q.empty()) {
      int u = Q.front(); Q.pop();
      for(int i = 0; i < n; i++)
        if(g[u][i] && base[u] != base[i] && mate[u]
            != i){
          if(i == start || (mate[i] >= 0 && prev[mate
              [i]] >= 0)) contract(u, i);
          else if(prev[i] < 0) {
            prev[i] = u;
            if(mate[i] != -1) { Q.push(mate[i]); inQ[
                mate[i]] = true; }
            else { augment(i); return true; }
          }
        }
    }
    return false;
  }
  void augment(int u) {
    while(u >= 0) {
      int v = prev[u], w = mate[v];
      mate[v] = u; mate[u] = v; u = w;
    }
  }
  int match() {
    memset(mate, -1, sizeof(mate));
    int mth = 0;
    for(int i = 0; i < n; i++) {
      if(mate[i] >= 0) continue;
      start = i;
      if(search()) mth++;
    }
    return mth;
  }
};
```

8.6 stoer-wagner-nm

```
// {{{ StoerWagner
const int inf=1000000000;
// should be larger than max.possible mincut
class StoerWagner {
  public:
    int n,mc; // node id in [0,n-1]
    vector<int> adj[MAXN];
    int cost[MAXN][MAXN];
    int cs[MAXN];
    bool merged[MAXN],sel[MAXN];
    // --8<-- include only if cut is explicitly
        needed
      DisjointSet djs;
    vector<int> cut;
    //
        --8<----------------------------------------


      StoerWagner(int _n):n(_n),mc(inf),djs(_n) {
        for(int i=0;i<n;i++)
          merged[i]=0;
        for(int i=0;i<n;i++)
          for(int j=0;j<n;j++)
            cost[i][j]=cost[j][i]=0;
      }
    void append(int v,int u,int c) {
      if(v==u) return;
      if(!cost[v][u]&&c) {
        adj[v].PB(u);
        adj[u].PB(v);
```

```
      }
      cost[v][u]+=c;
      cost[u][v]+=c;
    }
    void merge(int v,int u) {
      merged[u]=1;
      for(int i=0;i<n;i++)
        append(v,i,cost[u][i]);
      // -8<- include only if cut is explicitly
          needed
        djs.merge(v,u);
      //
          ->8----------------------------------------

    }
    void phase() {
      priority_queue<pii> pq;
      for(int v=0;v<n;v++) {
        if(merged[v]) continue;
        cs[v]=0;
        sel[v]=0;
        pq.push(MP(0,v));
      }
      int v,s,pv;
      while(pq.size()) {
        if(cs[pq.top().S]>pq.top().F) {
          pq.pop();
          continue;
        }
        pv=v;
        v=pq.top().S;
        s=pq.top().F;
        pq.pop();
        sel[v]=1;
        for(int i=0;i<adj[v].size();i++) {
          int u=adj[v][i];
          if(merged[u]||sel[u]) continue;
          cs[u]+=cost[v][u];
          pq.push(MP(cs[u],u));
        }
      }
      if(s<mc) {
        mc=s;
        // -8<- include only if cut is explicitly
        needed ------
          cut.clear();
        for(int i=0;i<n;i++)
          if(djs.getrep(i)==djs.getrep(v)) cut.PB(i);
        //
            ->8----------------------------------------

      }
      merge(v,pv);
    }
    int mincut() {
      if(mc==inf) {
        for(int t=0;t<n-1;t++)
          phase();
      }
      return mc;
    }
    // -8<- include only if cut is explicitly
        needed
    ------
      vector<int> getcut() { // return one side of
          the cut
        mincut();
        return cut;
      }
    //
        ->8----------------------------------------

};
// }}}
```