

## Problem C – Colorful Polygon

The *Legendary Huron* owns a long, narrow box filled with magnetic sticks. Each stick has a color. Colors are represented by integers from 1 to  $10^6$ .

The box can only store sticks in a single line, from left to right. Initially, the box contains  $n$  sticks. You are given an array  $A$  of length  $n$ , where  $A_i$  is the color of the  $i$ -th stick from left to right.

Over time, the *Legendary Huron* will perform  $Q_1 + Q_2$  operations on his box. There are four possible operations:

1. Buy a bag of  $k$  sticks of color  $c$  and insert them to the **left end** of the box.
2. Buy a bag of  $k$  sticks of color  $c$  and insert them to the **right end** of the box.
3. Remove the **leftmost**  $k$  sticks from the box and give them to his cousin, Huroncito.
4. Remove the **rightmost**  $k$  sticks from the box and give them to Huroncito.

After each operation, the *Legendary Huron* will take the sticks from his box to play with them and attempt to build a **colorful polygon** using the sticks he currently possesses. A polygon is *colorful* if it satisfies the following conditions:

- It must be simple with no self-intersections and have a positive area.
- Each side of the polygon must consist of sticks of the same color.
- No two sides may share the same color.
- The length of a side equals the number of sticks used for that side.

For example, if the box has the following sticks  $[4, 3, 1, 1, 2, 3, 3, 4, 4]$ , where different integers represent different colors, a valid colorful polygon could be a triangle. One side may consist of two sticks of color 1, another side of three sticks of color 3, and the last side of two sticks of color 4. The total perimeter in this case is 7. Note that it is not necessary to use all colors or all sticks of a color.

Each time he plays with the sticks, the *Legendary Huron* asks for the maximum perimeter of a **colorful polygon** that can be constructed. If no colorful polygon can be formed, the result is 0. After playing with the sticks, they are stored in the same order as before in the box.

The first  $Q_1$  operations are given explicitly in the input. The last  $Q_2$  operations, however, are not given directly. Instead, they are generated **using a random generator described in the Input section. Read the Output section to see how to print the answer for the last  $Q_2$  operations.**

### Input

The first line contains three integers  $n$ ,  $Q_1$  and  $Q_2$  ( $1 \leq n, Q_1 \leq 3 \cdot 10^5$  and  $1 \leq Q_2 \leq 5 \cdot 10^7$ ).

The second line contains  $n$  integers  $A_1, A_2, \dots, A_n$  ( $1 \leq A_i \leq 10^6$ ) — the initial colors of the sticks in the box.

The next  $Q_1$  lines describe the first sequence of operations:

- If the operation type is 1 or 2, the line contains three integers  $t$ ,  $k$ , and  $c$  ( $t \in \{1, 2\}$ ,  $1 \leq k \leq 10^9$ , and  $1 \leq c \leq 10^6$ ).
- If the operation type is 3 or 4, the line contains two integers  $t$  and  $k$  ( $t \in \{3, 4\}$  and  $0 \leq k \leq \min(10^9, sz)$ , where  $sz$  is the current amount of sticks in the box at the moment of the operation).

After these lines, the input specifies the random generator for the second sequence of operations. The first line of the random generator specification contains two integers  $a$  and  $d$  ( $0 \leq a, d < 10^9 + 7$ ) — the parameters of the generator described below.

The next line contains  $X_0$  ( $0 \leq X_0 < 10^9 + 7$ ) — the initial seed.

The next line contains an integer  $p$  ( $1 \leq p \leq 10^6$ ) — the size of an array used to generate the last  $Q_2$  operations as described below.

The last line in the input contains  $p$  integers  $B_1, B_2, \dots, B_p$  ( $1 \leq B_i \leq 10^6$ ) — an array used to generate the last  $Q_2$  operations as described below.

The random values used to generate the last  $Q_2$  operations are produced by the following linear congruential generator (LCG):

$$X_{i+1} = (a \cdot X_i + d) \% (10^9 + 7)$$

The generator is initialized with  $X_0$ . Each call to `next()` returns the next value  $X_i$ , starting with  $X_0$ .

Each of the last  $Q_2$  operations is then generated as follows:

1. The type is  $(\text{next()} \% 4) + 1$ .
2. If the type is 1 or 2:
  - $k = \text{next()} + 1$ .
  - $c = B[\text{next()} \% p + 1]$ .
3. If the type is 3 or 4:  $k = \text{next()} \% (sz + 1)$ , where  $sz$  is the current amount of sticks in the box at the moment of the operation.

**You can see an example of the generation of the last  $Q_2$  operations in the notes.**

## Output

Print two lines.

In the first line, print  $Q_1$  space-separated integers — the answer for the first  $Q_1$  operations.

In the second line, print a single integer:

$$\bigoplus_{i=1}^{Q_2} (i \cdot \text{res}_i \% 998244353)$$

where  $\text{res}_i$  is the result of the  $i$ -th of the last  $Q_2$  operations, and  $\oplus$  denotes the bitwise XOR.

**Note that only  $i \cdot \text{res}_i$  is taken modulo 998244353, not the XOR sum.**

**Note that this modulo is different from the modulo in the generator.**

Sample input 1	Sample output 1
5 4 3 1 1 2 3 3 4 1 3 1 2 2 4 3 2 2 3 7 4 3 1 2 4	3 3 5 0 15

<b>Sample input 2</b>  10 1 100 1 2 3 4 5 6 7 8 9 10 2 1 11 999983 100003 57357831 11 1 2 3 4 5 6 7 8 9 10 11	<b>Sample output 2</b>  11 1023060806
<b>Sample input 3</b>  5 1 1 1 2 3 2 1 1 1 3 0 0 1 2 1 2	<b>Sample output 3</b>  6 7

Note

Explanation of the first sample

After the first  $Q_1 = 4$  operations of the example 1, the colors of the sticks in the box are as follows from left to right:  $[3, 4, 4]$ .

The parameters of the generator are  $a = 2$  and  $d = 3$ . The initial seed is  $X_0 = 7$ . The next values of  $X_i$  are calculated by the expression  $X_{i+1} = (2X_i + 3)\%(10^9 + 7)$ . The values of  $X_0, X_1, \dots, X_7$  are 7, 17, 37, 77, 157, 317, 637, 1277, respectively. The last  $Q_2 = 3$  operations are generated as follows:

1. The first of the last  $Q_2$  operations is of type  $t = X_0\%4 + 1 = 4$ , with  $k = X_1\%(3 + 1) = 1$ . The answer after this operation is 0.
2. The following operation is of type  $t = X_2\%4 + 1 = 2$ , with  $k = X_3 + 1 = 78$  and  $c = B[X_4\%4 + 1] = 1$ . The answer after this operation is 3.
3. The last operation is of type  $t = X_5\%4 + 1 = 2$ , with  $k = X_6 + 1 = 638$  and  $c = B[X_7\%4 + 1] = 1$ . The answer after this operation is 3.

The last integer in the output, then, should be  $(1 \cdot 0) \oplus (2 \cdot 3) \oplus (3 \cdot 3) = 15$ .