
ACM TEMPLATE

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1 注意事项

输入输出格式？调试信息？初始化？算术溢出？数组大小？

左右端点范围？ $\text{acos}/\text{asin}/\text{sqrt}$ 函数定义域？精度问题？

二分答案？暴力？单调性？凸性？块状结构？函数式？对偶问题？

排序的时候注意一下是否需要记录排序前的位置！

使用 `map` 进行映射的时候，不要用下面这种不安全写法

```

1 if (mp.find(s) == mp.end())
2     mp[s] = mp.size()-1;//挂成狗
3
4 if (mp.find(s) == mp.end())
5 {
6     int tmp = mp.size();
7     mp[s] = tmp;//正确
8 }
```

10^6 数量级慎用后缀数组

TLE 的时候要冷静哟。。

思考的时候结合具体步骤来的话会体会到一些不同的东西

C++ 与 G++ 是很不一样的。。

`map` 套字符串是很慢的。。

栈会被记录内存。。

浮点数最短路要注意取 \leq 来判断更新。。

注意 long long

不要相信.size()

重复利用数组时小心数组范围

先构思代码框架每当实际拍马框架变化时停手重新思考

有时候四边形不等式也是帮得上忙的 dp 优化是可以水的

结构体里面带数组会非常慢, 有时候 BFS 把数组压成数字会快很多。

```
1 void fun(int a[])
2 {
3     printf("%d\n", sizeof(a));
4 }
```

结果是 sizeof(a[0]), 如果传数组指针然后要清空的话不要用 sizeof。

sqrt 某些时候会出现 sqrt(-0.00) 的问题。

将 code::blocks 的默认终端改成 gnome-terminal

```
1 gnome-terminal -t $TITLE -x
```

最小割割集找法在残量网络中从源点出发能到的点集记为 S 原图中 S 到 S' 的边即是最小割集

double 全局变量初始值可能不是 0

2 字符串处理

2.1 *AC 自动机

别忘记 Build

2.1.1 指针

```

1  const int CHAR=26;
2  const int TOTLEN=500000;
3  const int MAXLEN=1000000;
4  struct Vertex
5  {
6      Vertex *fail,*next[CHAR];
7      Vertex(){}
8      Vertex(bool flag)//为什么要这样写?
9      {
10         fail=0;
11         memset(next,0,sizeof(next));
12     }
13 };
14 int size;
15 Vertex vertex[TOTLEN+1];
16 void init()
17 {
18     vertex[0]=Vertex(0);
19     size=1;
20 }
21 void add(Vertex *pos,int cha)
22 {
23     vertex[size]=Vertex(0);
24     pos->next[cha]=&vertex[size++];
25 }
26 void add(vector<int> s)
27 {
28     int l=s.size();
29     Vertex *pos=&vertex[0];
30     for (int i=0; i<l; i++)
31     {
32         if (pos->next[s[i]]==NULL)
33             add(pos,s[i]);
34         pos=pos->next[s[i]];
35     }
36 }
37 void bfs()
38 {
39     queue<Vertex *> que;
40     Vertex *u=&vertex[0];
41     for (int i=0; i<CHAR; i++)
42         if (u->next[i]!=NULL)
43         {

```

```

44     que.push(u->next[i]);
45     u->next[i]->fail=u;
46 }
47 else
48     u->next[i]=u;
49 u->fail=NULL;
50 while (!que.empty())
51 {
52     u=que.front();
53     que.pop();
54     for (int i=0; i<CHAR; i++)
55         if (u->next[i]!=NULL)
56         {
57             que.push(u->next[i]);
58             u->next[i]->fail=u->fail->next[i];
59         }
60     else
61         u->next[i]=u->fail->next[i];
62 }
63 }

```

2.1.2 非指针

```

1 struct Trie
2 {
3     int next[50][10],fail[50];
4     bool end[50];
5     int L,root;
6
7     int newNode()
8     {
9         for (int i = 0;i < 10;i++)
10             next[L][i] = -1;
11         end[L] = false;
12         return L++;
13     }
14
15     void Init()
16     {
17         L = 0;
18         root = newNode();
19     }
20
21     void Insert(char s[])
22     {
23         int now = root;
24         for (int i = 0;s[i] != 0;i++)
25         {
26             if (next[now][s[i]-'0'] == -1)
27                 next[now][s[i]-'0'] = newNode();
28             now = next[now][s[i]-'0'];
29         }

```

```

30     end[now] = true;
31 }
32
33 void Build()
34 {
35     queue<int> Q;
36     for (int i = 0; i < 10; i++)
37         if (next[root][i] == -1)
38             next[root][i] = root;
39         else
40         {
41             fail[next[root][i]] = root;
42             Q.push(next[root][i]);
43         }
44     while (!Q.empty())
45     {
46         int now = Q.front();
47         Q.pop();
48         end[now] |= end[fail[now]];
49         for (int i = 0; i < 10; i++)
50             if (next[now][i] == -1)
51                 next[now][i] = next[fail[now]][i];
52             else
53             {
54                 fail[next[now][i]] = next[fail[now]][i];
55                 Q.push(next[now][i]);
56             }
57     }
58 }
59 };

```

2.2 后缀数组

2.2.1 DC3

所有下标都是 $0 \sim n-1$, $height[0]$ 无意义。

```

1 //所有相关数组都要开三倍
2 const int maxn = 300010;
3 # define F(x) ((x)/3+((x)%3==1?0:tb))
4 # define G(x) ((x)<tb?(x)*3+1:((x)-tb)*3+2)
5 int wa[maxn * 3], wb[maxn * 3], wv[maxn * 3], ws[maxn * 3];
6 int c0(int *r, int a, int b)
7 {
8     return
9     r[a] == r[b] && r[a + 1] == r[b + 1] && r[a + 2] == r[b + 2];
10 }
11 int c12(int k, int *r, int a, int b)
12 {
13     if (k == 2)
14         return r[a] < r[b] || r[a] == r[b] && c12(1, r, a + 1, b + 1);
15     else return r[a] < r[b] || r[a] == r[b] && wv[a + 1] < wv[b + 1];
16 }

```

```

17 void sort(int *r, int *a, int *b, int n, int m)
18 {
19     int i;
20     for (i = 0; i < n; i++) wv[i] = r[a[i]];
21     for (i = 0; i < m; i++) ws[i] = 0;
22     for (i = 0; i < n; i++) ws[wv[i]]++;
23     for (i = 1; i < m; i++) ws[i] += ws[i - 1];
24     for (i = n - 1; i >= 0; i--) b[--ws[wv[i]]] = a[i];
25     return;
26 }
27 void dc3(int *r, int *sa, int n, int m)
28 {
29     int i, j, *rn = r + n;
30     int *san = sa + n, ta = 0, tb = (n + 1) / 3, tbc = 0, p;
31     r[n] = r[n + 1] = 0;
32     for (i = 0; i < n; i++) if (i % 3 != 0) wa[tbc++] = i;
33     sort(r + 2, wa, wb, tbc, m);
34     sort(r + 1, wb, wa, tbc, m);
35     sort(r, wa, wb, tbc, m);
36     for (p = 1, rn[F(wb[0])] = 0, i = 1; i < tbc; i++)
37         rn[F(wb[i])] = c0(r, wb[i - 1], wb[i]) ? p - 1 : p++;
38     if (p < tbc) dc3(rn, san, tbc, p);
39     else for (i = 0; i < tbc; i++) san[rn[i]] = i;
40     for (i = 0; i < tbc; i++) if (san[i] < tb) wb[ta++] = san[i] * 3;
41     if (n % 3 == 1) wb[ta++] = n - 1;
42     sort(r, wb, wa, ta, m);
43     for (i = 0; i < tbc; i++) wv[wb[i] = G(san[i])] = i;
44     for (i = 0, j = 0, p = 0; i < ta && j < tbc; p++)
45         sa[p] = c12(wb[j] % 3, r, wa[i], wb[j]) ? wa[i++] : wb[j++];
46     for (; i < ta; p++) sa[p] = wa[i++];
47     for (; j < tbc; p++) sa[p] = wb[j++];
48 }
49 //str 和 sa 也要三倍
50 void da(int str[], int sa[], int rank[], int height[], int n, int m)
51 {
52     for (int i = n; i < n * 3; i++)
53         str[i] = 0;
54     dc3(str, sa, n + 1, m);
55     int i, j, k;
56     for (i = 0; i < n; i++)
57     {
58         sa[i] = sa[i + 1];
59         rank[sa[i]] = i;
60     }
61     for (i = 0, j = 0, k = 0; i < n; height[rank[i + 1]] = k)
62         if (rank[i] > 0)
63             for (k ? k-- : 0, j = sa[rank[i] - 1];
64                 i + k < n && j + k < n && str[i + k] == str[j + k];
65                 k++);
66 }

```

2.2.2 DA

这份似乎就没啥要注意的了。

```

1  const int maxn = 200010;
2  int wx[maxn],wy[maxn],*x,*y,wss[maxn],wv[maxn];
3
4  bool cmp(int *r,int n,int a,int b,int l)
5  {
6      return a+l<n && b+l<n && r[a]==r[b]&&r[a+l]==r[b+l];
7  }
8  void da(int str[],int sa[],int rank[],int height[],int n,int m)
9  {
10     int *s = str;
11     int *x=wx,*y=wy,*t,p;
12     int i,j;
13     for(i=0; i<m; i++)wss[i]=0;
14     for(i=0; i<n; i++)wss[x[i]=s[i]]++;
15     for(i=1; i<m; i++)wss[i]+=wss[i-1];
16     for(i=n-1; i>=0; i--)sa[--wss[x[i]]]=i;
17     for(j=1,p=1; p<n && j<n; j*=2,m=p)
18     {
19         for(i=n-j,p=0; i<n; i++)y[p++]=i;
20         for(i=0; i<n; i++)if(sa[i]-j>=0)y[p++]=sa[i]-j;
21         for(i=0; i<n; i++)wv[i]=x[y[i]];
22         for(i=0; i<m; i++)wss[i]=0;
23         for(i=0; i<n; i++)wss[wv[i]]++;
24         for(i=1; i<m; i++)wss[i]+=wss[i-1];
25         for(i=n-1; i>=0; i--)sa[--wss[wv[i]]]=y[i];
26         for(t=x,x=y,y=t,p=1,i=1,x[sa[0]]=0; i<n; i++)
27             x[sa[i]]=cmp(y,n,sa[i-1],sa[i],j)?p-1:p++;
28     }
29     for(int i=0; i<n; i++) rank[sa[i]]=i;
30     for(int i=0,j=0,k=0; i<n; height[rank[i++]]=k)
31         if(rank[i]>0)
32             for(k?k--:0,j=sa[rank[i]-1];
33                 i+k < n && j+k < n && str[i+k]==str[j+k];
34                 k++);
35 }

```

2.2.3 调用

注意几个数组的下标是不同的

```

1  char s[maxn];
2  int str[maxn],sa[maxn],rank[maxn],height[maxn];
3
4  int main()
5  {
6      scanf("%s",s);
7      int len = strlen(s);
8      for (int i = 0;i <= len;i++)
9          str[i] = s[i];

```

```

10 da(str,sa,rank,height,len,128);
11
12 for (int i = 0;i < len;i++)
13 {
14     printf("sa=%d,height=%d,s=%s\n",sa[i],height[i],s+sa[i]);
15 }
16 return 0;
17 }

```

2.2.4 最长公共前缀

记得不要忘记调用 lcpinit!

```

1 int f[maxn][20];
2 int lent[maxn];
3 void lcpinit()
4 {
5     int i,j;
6     int n = len,k = 1,l = 0;
7     for (i = 0; i < n; i++)
8     {
9         f[i][0] = height[i];
10        if (i+1 > k*2)
11        {
12            k *= 2;
13            l++;
14        }
15        lent[i+1] = l;
16    }
17    for (j = 1; (1<<j)-1<n; j++)
18        for (i = 0; i+(1<<j)-1<n; i++)
19            f[i][j] = min(f[i][j-1],f[i+(1<<(j-1))][j-1]);
20 }
21 int lcp(int x,int y)
22 {
23     if (x > y) swap(x,y);
24     if (x == y)
25         return x-sa[x]; //自己和自己的长度啦lcp
26     x++;
27     int k = lent[y-x+1];
28     return min(f[x][k],f[y-(1<<k)+1][k]);
29 }

```

2.2.5 最长公共前缀大于等于某个值的区间

```

1 void getinterv(int pos,int comlen,int& pl,int& pr)
2 {
3     int l,r,mid,cp;
4     l = 0;
5     r = pos;
6     while (l < r)

```

```

7   {
8       mid = l+r>>1;
9       cp = lcp(mid,pos);
10      if (cp < comlen)
11          l = mid+1;
12      else
13          r = mid;
14  }
15  pl = l;
16
17  l = pos;
18  r = len-1;
19  while (l < r)
20  {
21      mid = l+r+1>>1;
22      cp = lcp(pos,mid);
23      if (cp < comlen)
24          r = mid-1;
25      else
26          l = mid;
27  }
28  pr = l;
29  }

```

2.3 后缀三兄弟

```

1  #include <cstdio>
2  #include <cstring>
3  #include <algorithm>
4  using namespace std;
5  const int CHAR = 26;
6  const int MAXN = 100000;
7  struct SAM_Node
8  {
9      SAM_Node *fa,*next[CHAR];
10     int len;
11     int id,pos;
12     SAM_Node() {}
13     SAM_Node(int _len)
14     {
15         fa = 0;
16         len = _len;
17         memset(next,0,sizeof(next));
18     }
19 };
20 SAM_Node SAM_node[MAXN * 2], *SAM_root, *SAM_last;
21 int SAM_size;
22 SAM_Node *newSAM_Node(int len)
23 {
24     SAM_node[SAM_size] = SAM_Node(len);
25     SAM_node[SAM_size].id=SAM_size;
26     return &SAM_node[SAM_size++];

```

```

27 }
28 SAM_Node *newSAM_Node(SAM_Node *p)
29 {
30     SAM_node[SAM_size] = *p;
31     SAM_node[SAM_size].id=SAM_size;
32     return &SAM_node[SAM_size++];
33 }
34 void SAM_init()
35 {
36     SAM_size = 0;
37     SAM_root = SAM_last = newSAM_Node(0);
38     SAM_node[0].pos=0;
39 }
40 void SAM_add(int x,int len)
41 {
42     SAM_Node *p = SAM_last, *np = newSAM_Node(p->len + 1);
43     np->pos=len;
44     SAM_last = np;
45     for (; p && !p->next[x]; p = p->fa)
46         p->next[x] = np;
47     if (!p)
48     {
49         np->fa = SAM_root;
50         return ;
51     }
52     SAM_Node *q = p->next[x];
53     if (q->len == p->len + 1)
54     {
55         np->fa = q;
56         return ;
57     }
58     SAM_Node *nq = newSAM_Node(q);
59     nq->len = p->len + 1;
60     q->fa = nq;
61     np->fa = nq;
62     for (; p && p->next[x] == q; p = p->fa)
63         p->next[x] = nq;
64 }
65 void SAM_build(char *s)
66 {
67     SAM_init();
68     int l = strlen(s);
69     for (int i = 0; i < l; i++)
70         SAM_add(s[i] - 'a',i+1);
71 }
72
73 SAM_Node * SAM_add(SAM_Node *p, int x, int len)
74 {
75     SAM_Node *np = newSAM_Node(p->len + 1);
76     np->pos = len;
77     SAM_last = np;

```



```

78     for (; p && !p->next[x]; p = p->fa)
79         p->next[x] = np;
80     if (!p)
81     {
82         np->fa = SAM_root;
83         return np;
84     }
85     SAM_Node *q = p->next[x];
86     if (q->len == p->len + 1)
87     {
88         np->fa = q;
89         return np;
90     }
91     SAM_Node *nq = newSAM_Node(q);
92     nq->len = p->len + 1;
93     q->fa = nq;
94     np->fa = nq;
95     for (; p && p->next[x] == q; p = p->fa)
96         p->next[x] = nq;
97     return np;
98 }
99 void SAM_build(char *s)//多串建立 注意SAM_init()的调用
100 {
101     int l = strlen(s);
102     SAM_Node *p = SAM_root;
103     for (int i = 0; i < l; i++)
104     {
105         if (!p->next[s[i] - 'a'] || !(p->next[s[i] - 'a']->len == i +
106             1))
107             p = SAM_add(p, s[i] - 'a', i + 1);
108         else
109             p = p->next[s[i] - 'a'];
110     }
111 }
112 struct ST_Node
113 {
114     ST_Node *next[CHAR], *fa;
115     int len, pos;
116 } ST_node[MAXN*2], *ST_root;
117 int Sufpos[MAXN];
118 void ST_add(int u, int v, int chr, int len)
119 {
120     ST_node[u].next[chr] = &ST_node[v];
121     ST_node[v].len = len;
122 }
123 void init(int n)
124 {
125     for (int i = 0; i < n; i++)
126     {
127         ST_node[i].pos = -1;

```

```

128     ST_node[i].fa=0;
129     memset(ST_node[i].next,0,sizeof(ST_node[i].next));
130 }
131 ST_node[0].pos=0;
132 ST_root=&ST_node[0];
133 }
134 void ST_build(char *s)
135 {
136     int n=strlen(s);
137     reverse(s,s+n);
138     SAM_build(s);
139     init(SAM_size);
140     for (int i=1;i<SAM_size;i++)
141     {
142         ST_add(SAM_node[i].fa->id,
143             SAM_node[i].id,
144             s[SAM_node[i].pos-SAM_node[i].fa->len-1]-'a',
145             SAM_node[i].len-SAM_node[i].fa->len);
146         if (SAM_node[i].pos==SAM_node[i].len)
147         {
148             Sufpos[n-SAM_node[i].pos+1]=i;
149             ST_node[i].pos=n-SAM_node[i].pos+1;
150         }
151     }
152 }
153
154 int rank[MAXN],sa[MAXN+1];
155 int height[MAXN];
156 int L;
157 void ST_dfs(ST_Node *p)
158 {
159     if (p->pos!=-1)
160         sa[L++]=p->pos;
161     for (int i=0;i<CHAR;i++)
162         if (p->next[i])
163             ST_dfs(p->next[i]);
164 }
165 char s[MAXN+1];
166 int main()
167 {
168     gets(s);
169     ST_build(s);
170     L=0;
171     ST_dfs(ST_root);
172     int n=strlen(s);
173     for (int i=0; i<n; i++)
174         sa[i]=sa[i+1]-1;
175     for (int i=0; i<n; i++)
176         rank[sa[i]]=i;
177     reverse(s,s+n);
178     for (int i=0,j=0,k=0; i<n; height[rank[i++]]=k)

```

```

179     if (rank[i])
180         for (k=k--:0,j=sa[rank[i]-1]; s[i+k]==s[j+k]; k++);
181 }

```

2.3.1 例题

```

1  #include <iostream>
2  #include <algorithm>
3  #include <cstdio>
4  #include <cstring>
5  using namespace std;
6
7  const int CHAR = 26;
8  const int MAXN = 100000;
9
10 struct SAM_Node
11 {
12     SAM_Node *fa,*next[CHAR];
13     int len;
14     int id;
15     int mat[9];
16     SAM_Node() {}
17     SAM_Node(int _len)
18     {
19         fa = 0;
20         len = _len;
21         memset(mat,0,sizeof(mat));
22         memset(next,0,sizeof(next));
23     }
24 };
25 SAM_Node SAM_node[MAXN*2],*SAM_root,*SAM_last;
26 int SAM_size;
27 SAM_Node *newSAM_Node(int len)
28 {
29     SAM_node[SAM_size] = SAM_Node(len);
30     SAM_node[SAM_size].id = SAM_size;
31     return &SAM_node[SAM_size++];
32 }
33 SAM_Node *newSAM_Node(SAM_Node *p)
34 {
35     SAM_node[SAM_size] = *p;
36     SAM_node[SAM_size].id = SAM_size;
37     return &SAM_node[SAM_size++];
38 }
39 void SAM_init()
40 {
41     SAM_size = 0;
42     SAM_root = SAM_last = newSAM_Node(0);
43 }
44 void SAM_add(int x,int len)
45 {
46     SAM_Node *p = SAM_last,*np = newSAM_Node(p->len+1);

```

```

47 SAM_last = np;
48 for (; p&&!p->next[x]; p=p->fa)
49     p->next[x] = np;
50 if (!p)
51 {
52     np->fa = SAM_root;
53     return;
54 }
55 SAM_Node *q = p->next[x];
56 if (q->len == p->len+1)
57 {
58     np->fa = q;
59     return;
60 }
61 SAM_Node *nq = newSAM_Node(q);
62 nq->len = p->len+1;
63 q->fa = nq;
64 np->fa = nq;
65 for (; p&&p->next[x] == q; p = p->fa)
66     p->next[x] = nq;
67 }
68 int getid(char ch)
69 {
70     return ch-'a';
71 }
72 void SAM_build(char *s)
73 {
74     SAM_init();
75     int l = strlen(s);
76     for (int i = 0; i < l; i++)
77         SAM_add(getid(s[i]), i+1);
78 }
79 char s[10][MAXN+1];
80 int ans;
81 int head[MAXN*2];
82 struct Edge
83 {
84     int to, next;
85 } edge[MAXN*2];
86 int M;
87 int n;
88 void add_edge(int u, int v)
89 {
90     edge[M].to = v;
91     edge[M].next = head[u];
92     head[u] = M++;
93 }
94 void dfs(int u)
95 {
96     for (int i = head[u]; i != -1; i = edge[i].next)
97     {

```

```

98     int v=edge[i].to;
99     dfs(v);
100    for (int j=0; j<n-1; j++)
101        SAM_node[u].mat[j]=max(SAM_node[v].mat[j],SAM_node[u].mat[j]);
102    }
103    int tmp=SAM_node[u].len;
104    for (int i=0; i<n-1; i++)
105        tmp=min(tmp,SAM_node[u].mat[i]);
106    ans=max(ans,tmp);
107 }
108 int main()
109 {
110
111     while (scanf("%s",s[n])!=EOF)
112         n++;
113     int L=strlen(s[0]);
114     ans=M=0;
115     SAM_build(s[0]);
116     for (int j=1; j<n; j++)
117     {
118         int l=strlen(s[j]),len=0;
119         SAM_Node *p=SAM_root;
120         for (int i=0; i<l; i++)
121         {
122             if (p->next[getid(s[j][i])])
123             {
124                 p=p->next[getid(s[j][i])];
125                 p->mat[j-1]=max(p->mat[j-1],++len);
126             }
127             else
128             {
129                 while (p && !p->next[getid(s[j][i])])
130                     p=p->fa;
131                 if (!p)
132                 {
133                     p=SAM_root;
134                     len=0;
135                 }
136                 else
137                 {
138                     len=p->len+1;
139                     p=p->next[getid(s[j][i])];
140                 }
141                 p->mat[j-1]=max(p->mat[j-1],len);
142             }
143         }
144     }
145     memset(head,-1,4*SAM_size);
146     for (int i=1; i<SAM_size; i++)
147         add_edge(SAM_node[i].fa->id,i);
148     dfs(0);

```

```

149     printf("%d\n",ans);
150     return 0;
151 }

```

LCS2

```

1  #include <iostream>
2  #include <algorithm>
3  #include <cstdio>
4  #include <cstring>
5  using namespace std;
6
7  const int CHAR = 26;
8  const int MAXN = 100000;
9
10 struct SAM_Node
11 {
12     SAM_Node *fa,*next[CHAR];
13     int len;
14     int id;
15     int mat[9];
16     SAM_Node() {}
17     SAM_Node(int _len)
18     {
19         fa = 0;
20         len = _len;
21         memset(mat,0,sizeof(mat));
22         memset(next,0,sizeof(next));
23     }
24 };
25 SAM_Node SAM_node[MAXN*2],*SAM_root,*SAM_last;
26 int SAM_size;
27 SAM_Node *newSAM_Node(int len)
28 {
29     SAM_node[SAM_size] = SAM_Node(len);
30     SAM_node[SAM_size].id = SAM_size;
31     return &SAM_node[SAM_size++];
32 }
33 SAM_Node *newSAM_Node(SAM_Node *p)
34 {
35     SAM_node[SAM_size] = *p;
36     SAM_node[SAM_size].id = SAM_size;
37     return &SAM_node[SAM_size++];
38 }
39 void SAM_init()
40 {
41     SAM_size = 0;
42     SAM_root = SAM_last = newSAM_Node(0);
43 }
44 void SAM_add(int x,int len)
45 {
46     SAM_Node *p = SAM_last,*np = newSAM_Node(p->len+1);

```

```

47 SAM_last = np;
48 for (; p&&!p->next[x]; p=p->fa)
49     p->next[x] = np;
50 if (!p)
51 {
52     np->fa = SAM_root;
53     return;
54 }
55 SAM_Node *q = p->next[x];
56 if (q->len == p->len+1)
57 {
58     np->fa = q;
59     return;
60 }
61 SAM_Node *nq = newSAM_Node(q);
62 nq->len = p->len+1;
63 q->fa = nq;
64 np->fa = nq;
65 for (; p&&p->next[x] == q; p = p->fa)
66     p->next[x] = nq;
67 }
68 int getid(char ch)
69 {
70     return ch-'a';
71 }
72 void SAM_build(char *s)
73 {
74     SAM_init();
75     int l = strlen(s);
76     for (int i = 0; i < l; i++)
77         SAM_add(getid(s[i]), i+1);
78 }
79 char s[MAXN+1];
80 int ans;
81 int head[MAXN*2];
82 struct Edge
83 {
84     int to, next;
85 } edge[MAXN*2];
86 int M;
87 int n;
88 void add_edge(int u, int v)
89 {
90     edge[M].to = v;
91     edge[M].next = head[u];
92     head[u] = M++;
93 }
94 void dfs(int u)
95 {
96     for (int i = head[u]; i != -1; i = edge[i].next)
97     {

```

```

98     int v=edge[i].to;
99     dfs(v);
100    for (int j=0; j<n; j++)
101        SAM_node[u].mat[j]=max(SAM_node[v].mat[j],SAM_node[u].mat[j]);
102    }
103    int tmp=SAM_node[u].len;
104    for (int i=0; i<n; i++)
105        tmp=min(tmp,SAM_node[u].mat[i]);
106    ans=max(ans,tmp);
107 }
108 int main()
109 {
110     //freopen("in.txt","r",stdin);
111     //freopen("out.txt","w",stdout);
112     n=0;
113     gets(s);
114     SAM_build(s);
115     while (gets(s))
116     {
117         int l=strlen(s),len=0;
118         SAM_Node *p=SAM_root;
119         for (int i=0; i<l; i++)
120         {
121             if (p->next[getid(s[i])])
122             {
123                 p=p->next[getid(s[i])];
124                 p->mat[n]=max(p->mat[n],++len);
125             }
126             else
127             {
128                 while (p && !p->next[getid(s[i])])
129                     p=p->fa;
130                 if (!p)
131                 {
132                     p=SAM_root;
133                     len=0;
134                 }
135                 else
136                 {
137                     len=p->len+1;
138                     p=p->next[getid(s[i])];
139                 }
140                 p->mat[n]=max(p->mat[n],len);
141             }
142             //printf("%d %d %d\n",i,len,p->id);
143         }
144         n++;
145     }
146     memset(head,-1,4*SAM_size);
147     for (int i=1; i<SAM_size; i++)
148         add_edge(SAM_node[i].fa->id,i);

```



```

149     dfs(0);
150     printf("%d\n",ans);
151     return 0;
152 }

```

2.4 KMP

求 $A[0..i]$ 的一个后缀最多能匹配 B 的前缀多长。先对 B 进行自匹配然后与 A 匹配。 $KMP[i]$ 就是对应答案, $p[i+1]$ 是 $B[0..i]$ 的一个后缀最多能匹配 B 的前缀多长。

```

1 //自匹配过程
2 int j;
3 p[0] = j = -1;
4 for (int i = 1; i < lb; i++)
5 {
6     while (j >= 0 && b[j + 1] != b[i]) j = p[j];
7     if (b[j + 1] == b[i]) j++;
8     p[i] = j;
9 }
10 //下面是匹配过程
11 j = -1;
12 for (int i = 0; i < la; i++)
13 {
14     while (j >= 0 && b[j + 1] != a[i]) j = p[j];
15     if (b[j + 1] == a[i]) j++;
16     KMP[i] = j + 1;
17 }

```

2.5 e-KMP

求 $A[i..len-1]$ 和 B 的最长公共前缀有多长。先对 B 进行自匹配然后与 A 匹配。 $eKMP[i]$ 就是对应答案。 $p[i]$ 是 $B[i..len-1]$ 和 B 的最长公共前缀有多长。

```

1 //自匹配过程
2 int j = 0;
3 while (j < lb && b[j] == b[j + 1])
4     j++;
5 p[0] = lb, p[1] = j;
6 int k = 1;
7 for (int i = 2; i < lb; i++)
8 {
9     int Len = k + p[k] - 1, L = p[i - k];
10    if (L < Len - i + 1)
11        p[i] = L;
12    else
13    {
14        j = max(0, Len - i + 1);
15        while (i + j < lb && b[i + j] == b[j])
16            j++;
17        p[i] = j, k = i;
18    }
19 }
20 //下面是匹配过程

```

```

21 j = 0;
22 while (j < la && j < lb && a[j] == b[j])
23     j++;
24 eKMP[0] = j;
25 k = 0;
26 for (int i = 1; i < la; i++)
27 {
28     int Len = k + eKMP[k] - 1, L = p[i - k];
29     if (L < Len - i + 1)
30         eKMP[i] = L;
31     else
32     {
33         j = max(0, Len - i + 1);
34         while (i + j < la && j < lb && a[i + j] == b[j])
35             j++;
36         eKMP[i] = j, k = i;
37     }
38 }

```

2.6 Manacher

```

1  const int maxn = 110000;
2
3  char Ma[maxn*2];
4  int Mp[maxn*2];
5  void Manacher(char s[],int len)
6  {
7      int l = 0;
8      Ma[l++] = '.';
9      Ma[l++] = ',';
10     for (int i = 0; i < len; i++)
11     {
12         Ma[l++] = s[i];
13         Ma[l++] = ',';
14     }
15     Ma[l] = 0;
16     int pnow = 0, pid = 0;
17     for (int i = 1; i < l; i++)
18     {
19         if (pnow > i)
20             Mp[i] = min(Mp[2*pid-i], pnow-i);
21         else
22             Mp[i] = 1;
23         for (; Ma[i-Mp[i]] == Ma[i+Mp[i]]; Mp[i]++);
24         if (i+Mp[i] > pnow)
25         {
26             pnow = i+Mp[i];
27             pid = i;
28         }
29     }
30 }

```

```

31 /*
32 abaaba
33 . , a , b , a , a , b , a ,
34 0 1 2 1 4 1 2 7 2 1 4 1 2 1
35 */

```

2.7 不同回文串

往 hash 表中插入新东西的时候就说明找到了一个新回文字串
一共 $O(n)$ 个

```

1  typedef unsigned int uint;
2
3  const int maxn = 110000;
4
5  char Ma[maxn*2];
6  int Mp[maxn*2];
7  void Manacher(char s[],int len)
8  {
9      int l = 0;
10     Ma[l++] = '.';
11     Ma[l++] = ',';
12     for (int i = 0; i < len; i++)
13     {
14         Ma[l++] = s[i];
15         Ma[l++] = ',';
16     }
17     Ma[l] = 0;
18     int pnow = 0,pid = 0;
19     for (int i = 1; i < l; i++)
20     {
21         if (pnow > i)
22             Mp[i] = min(Mp[2*pid-i],pnow-i);
23         else
24             Mp[i] = 1;
25         for (; Ma[i-Mp[i]] == Ma[i+Mp[i]]; Mp[i]++);
26         if (i+Mp[i] > pnow)
27         {
28             pnow = i+Mp[i];
29             pid = i;
30         }
31     }
32 }
33
34 char s[maxn*2];
35 int len;
36 int p[maxn*2];
37 const int muts = 129;
38 uint sum[maxn];
39 uint mutpower[maxn];
40
41 struct hash_map
42 {

```

```

43  const static int mod = 300007;
44  int head[mod];
45  struct hash_tables
46  {
47      uint key1;
48      int key2;
49      int next;
50  } ele[maxn*10];
51  int N;
52  void init()
53  {
54      memset(head,-1,sizeof(head));
55      N = 0;
56  }
57  int totlen[mod];
58  void clear()
59  {
60      for (int i = 0; i < N; i++)
61          head[ele[i].key1%mod] = -1;
62      N = 0;
63  }
64  int find(uint x,int len)
65  {
66      int hashcode = x%mod;
67      for (int i = head[hashcode]; i != -1; i = ele[i].next)
68          if (ele[i].key1 == x && ele[i].key2 == len)
69              return i;
70      return -1;
71  }
72  void insert(uint x,int len)
73  {
74      int tmp = x%mod;
75      ele[N].key1 = x;
76      ele[N].key2 = len;
77      ele[N].next = head[tmp];
78      head[tmp] = N++;
79  }
80  };
81
82  hash_map hash;
83
84  uint gethashcode(int l,int r)
85  {
86      uint ret;
87      ret = sum[r];
88      if (l)
89          ret -= sum[l-1]*mutpower[r-l+1];
90      return ret;
91  }
92
93  int calc(char s[])

```

```

94 {
95     len = strlen(s);
96     Manacher(s,len);
97
98     sum[0] = s[0];
99     for (int i = 1; i < len; i++)
100         sum[i] = sum[i-1]*mutpower[i];
101
102     int res = 0;
103     uint tmp;
104     int nt = 0;
105     hash.clear();
106     //odd
107     for (int i = 0; i < len; i++)
108         if (Mp[i*2+2]%2 == 0)
109             {
110                 int pl = Mp[i*2+2]/2;
111                 if (i+pl < nt || pl == 0) continue;
112                 for (int j = i-pl+1; j <= i; j++)
113                     {
114                         tmp = gethashcode(j,i);
115                         if (hash.find(tmp,i-j+1) != -1) break;
116                         hash.insert(tmp,i-j+1);
117                     }
118                 nt = i+pl;
119             }
120     res += hash.N;
121
122     nt = 0;
123     hash.clear();
124     //even
125     for (int i = 0; i < len; i++)
126         if (Mp[i*2+3] > 1)
127             {
128                 int pl = Mp[i*2+3]/2;
129                 if (i+pl < nt || pl == 0) continue;
130                 for (int j = i-pl+1; j <= i; j++)
131                     {
132                         tmp = gethashcode(j,i);
133                         if (hash.find(tmp,i-j+1) != -1) break;
134                         hash.insert(tmp,i-j+1);
135                     }
136                 nt = i+pl;
137             }
138     res += hash.N;
139     return res;
140 }
141
142 int main()
143 {
144     mutpower[0] = 1;

```

```

145     for (int i = 1; i < maxn; i++)
146         mutpower[i] = mutpower[i-1]*muts;
147     hash.init();
148
149     int totcas;
150     scanf("%d",&totcas);
151     for (int cas = 1; cas <= totcas; cas++)
152     {
153         scanf("%s",s);
154
155         printf("Case_#%d:_%d\n",cas,calc(s));
156     }
157     return 0;
158 }

```

2.8 * 字符串最小表示法

```

1  int Gao(char a[],int len)
2  {
3      int i = 0,j = 1,k = 0;
4      while (i < len && j < len && k < len)
5      {
6          int cmp = a[(j+k)%len]-a[(i+k)%len];
7          if (cmp == 0)
8              k++;
9          else
10             {
11                 if (cmp > 0)
12                     j += k+1;
13                 else
14                     i += k+1;
15                 if (i == j) j++;
16                 k = 0;
17             }
18     }
19     return min(i,j);
20 }

```

2.9 带 * 通配符的匹配

```

1  #include <iostream>
2  #include <algorithm>
3  #include <cstdio>
4  #include <cstring>
5  using namespace std;
6
7  char a[110],b[110],sp[110][110],tot,place[110];
8  int n,la,lb,ll;
9
10 bool check(int id,int pos)
11 {

```

```

12     for (int i = 0; sp[id][i] != 0; i++)
13         if (b[pos+i] != sp[id][i])
14             return false;
15     return true;
16 }
17
18 bool check()
19 {
20     lb = strlen(b);
21     int pre = 0;
22     for (int i = 0; i < tot; i++)
23     {
24         bool find = false;
25         for (int j = pre; j < lb; j++)
26             if (check(i, j) == true)
27             {
28                 place[i] = j;
29                 pre = place[i] + 1;
30                 find = true;
31                 break;
32             }
33         if (find == false) return false;
34     }
35     if (a[0] != '*')
36         if (place[0] != 0)
37             return false;
38     if (a[la-1] != '*')
39         if (check(tot-1, lb-ll) == false)
40             return false;
41     return true;
42 }
43
44 int main()
45 {
46     while (scanf("%s", a) != EOF)
47     {
48         tot = 0;
49         for (int i = 0; a[i] != 0; i++)
50             if (a[i] != '*')
51             {
52                 int j;
53                 for (j = i; a[j] != 0 && a[j] != '*'; j++)
54                     sp[tot][j-i] = a[j];
55                 sp[tot++][j-i] = 0;
56                 i = j;
57             }
58         la = strlen(a);
59         ll = strlen(sp[tot-1]);
60         scanf("%d", &n);
61         for (int i = 0; i < n; i++)
62             {

```

```
63     scanf("%s",b);
64     if (check() == true)
65         puts(b);
66     }
67 }
68 return 0;
69 }
70 /*
71 Sample Input 1
72 *.*
73 4
74 main.c
75 a.out
76 readme
77 yacc
78
79 Sample Input 2
80 *a*a*a
81 4
82 aaa
83 aaaaa
84 aaaaax
85 abababa
86
87 Sample Output 1
88 main.c
89 a.out
90
91 Sample Output 2
92 aaa
93 aaaaa
94 abababa
95 */
```


3 数学

3.1 扩展 GCD

求 $ax+by=\gcd(a,b)$ 的一组解

```

1 long long ex_gcd(long long a,long long b,long long &x,long long &y)
2 {
3     if (b)
4     {
5         long long ret = ex_gcd(b,a%b,x,y),tmp = x;
6         x = y;
7         y = tmp-(a/b)*y;
8         return ret;
9     }
10    else
11    {
12        x = 1;
13        y = 0;
14        return a;
15    }
16 }
```

3.2 模线性方程组

```

1 //有更新
2 int m[10],a[10]; //模数m 余数a
3 bool solve(int &m0,int &a0,int m,int a) //模线性方程组
4 {
5     int y,x;
6     int g=ex_gcd(m0,m,x,y);
7     if (abs(a-a0)%g) return 0;
8     x*=(a-a0)/g;
9     x%=m/g;
10    a0=(x*m0+a0);
11    m0*=m/g;
12    a0%=m0;
13    if (a0<0) a0+=m0;
14    return 1;
15 }
16 int MLES()
17 {
18     bool flag=1;
19     int m0=1,a0=0;
20     for (int i=0; i<n; i++)
21         if (!solve(m0,a0,m[i],a[i]))
22         {
23             flag=0;
24             break;
25         }
26     if (flag)
```

```

27     return a0;
28     else
29         return -1;
30 }

```

3.3 矩阵

乘法的时候将 B 数组转置一下然后 $C[i][j] = \sum A[i][k] \times B[j][k]$ 会有奇效。

```

1  struct Matrix
2  {
3      int a[52][52];
4      void clear()
5      {
6          memset(a,0,sizeof(a));
7      }
8      int det(int n)//求行列式的值模上一个数，需要预处理逆元
9      {
10         for (int i = 0;i < n;i++)
11             for (int j = 0;j < n;j++)
12                 a[i][j] = (a[i][j]%mod+mod)%mod;
13         int res = 1;
14         for (int i = 0;i < n;i++)
15         {
16             for (int j = i;j < n;j++)
17                 if (a[j][i] != 0)
18                 {
19                     for (int k = i;k < n;k++)
20                         swap(a[i][k],a[j][k]);
21                     if (i != j)
22                         res = (res+mod)%mod;
23                     break;
24                 }
25             if (a[i][i] == 0)
26             {
27                 res = -1;//不存在
28                 break;
29             }
30             for (int j = i+1;j < n;j++)
31             {
32                 int mut = (a[j][i]*inv[a[i][i]])%mod;
33                 for (int k = i;k < n;k++)
34                     a[j][k] = (a[j][k]-(a[i][k]*mut)%mod+mod)%mod;
35             }
36             res = (res*a[i][i])%mod;
37         }
38         return res;
39     }
40     Matrix operator * (const Matrix &b)const
41     {
42         Matrix res;
43         for (int i = 0; i < 52; i++)
44             for (int j = 0; j < 52; j++)

```

```

45     {
46         res.a[i][j] = 0;
47         for (int k = 0; k < 52; k++)
48             res.a[i][j] += a[i][k] * b.a[k][j];
49     }
50     return res;
51 }
52 Matrix operator ^ (int y) const
53 {
54     Matrix res, x;
55     for (int i = 0; i < 52; i++)
56     {
57         for (int j = 0; j < 52; j++)
58             res.a[i][j] = 0, x.a[i][j] = a[i][j];
59         res.a[i][i] = 1;
60     }
61     for (; y; y >>= 1, x = x * x)
62         if (y & 1)
63             res = res * x;
64     return res;
65 }
66 };

```

3.4 康拓展开

```

1  const int PermSize = 12;
2  int factory[PermSize] =
3  {1, 1, 2, 6, 24, 120, 720, 5040, 40320, 362880, 3628800, 39916800};
4  int Cantor(int a[])
5  {
6      int i, j, counted;
7      int result = 0;
8      for (i = 0; i < PermSize; ++i)
9      {
10         counted = 0;
11         for (j = i + 1; j < PermSize; ++j)
12             if (a[i] > a[j])
13                 ++counted;
14         result = result + counted * factory[PermSize - i - 1];
15     }
16     return result;
17 }
18
19 bool h[13];
20
21 void UnCantor(int x, int res[])
22 {
23     int i, j, l, t;
24     for (i = 1; i <= 12; i++)
25         h[i] = false;
26     for (i = 1; i <= 12; i++)

```

```

27 {
28     t = x / factory[12 - i];
29     x -= t * factory[12 - i];
30     for (j = 1, l = 0; l <= t; j++)
31         if (!h[j]) l++;
32     j--;
33     h[j] = true;
34     res[i - 1] = j;
35 }
36 }

```

3.5 FFT

```

1  const double PI= acos(-1.0);
2  struct vir
3  {
4      double re,im; //实部和虚部
5      vir(double a=0,double b=0)
6      {
7          re=a;
8          im=b;
9      }
10     vir operator +(const vir &b)
11     {return vir(re+b.re,im+b.im);}
12     vir operator -(const vir &b)
13     {return vir(re-b.re, im-b.im);}
14     vir operator *(const vir &b)
15     {return vir(re*b.re-im*b.im , re*b.im+im*b.re);}
16 };
17 vir x1[200005],x2[200005];
18 void change(vir *x,int len,int loglen)
19 {
20     int i,j,k,t;
21     for(i=0;i<len;i++)
22     {
23         t=i;
24         for(j=k=0; j<loglen; j++,t>>=1)
25             k= (k<<1)|(t&1);
26         if(k<i)
27         {
28             // printf("%d %d\n",k,i);
29             vir wt=x[k];
30             x[k]=x[i];
31             x[i]=wt;
32         }
33     }
34 }
35 void fft(vir *x,int len,int loglen)
36 {
37     int i,j,t,s,e;
38     change(x,len,loglen);
39     t=1;

```

```

40  for(i=0;i<loglen;i++,t<=1)
41  {
42      s=0;
43      e=s+t;
44      while(s<len)
45      {
46          vir a,b,wo(cos(PI/t),sin(PI/t)),wn(1,0);
47          for(j=s;j<s+t;j++)
48          {
49              a=x[j];
50              b=x[j+t]*wn;
51              x[j]=a+b;
52              x[j+t]=a-b;
53              wn=wn*wo;
54          }
55          s=e+t;
56          e=s+t;
57      }
58  }
59 }
60 void dit_fft(vir *x,int len,int loglen)
61 {
62     int i,j,s,e,t=1<<loglen;
63     for(i=0;i<loglen;i++)
64     {
65         t>>=1;
66         s=0;
67         e=s+t;
68         while(s<len)
69         {
70             vir a,b,wn(1,0),wo(cos(PI/t),-sin(PI/t));
71             for(j=s;j<s+t;j++)
72             {
73                 a=x[j]+x[j+t];
74                 b=(x[j]-x[j+t])*wn;
75                 x[j]=a;
76                 x[j+t]=b;
77                 wn=wn*wo;
78             }
79             s=e+t;
80             e=s+t;
81         }
82     }
83     change(x,len,loglen);
84     for(i=0;i<len;i++)
85         x[i].re/=len;
86 }
87 int main()
88 {
89     char a[100005],b[100005];
90     int i,len1,len2,len,loglen;

```

```

91  int t,over;
92  while(scanf("%s%s",a,b)!=EOF)
93  {
94      len1=strlen(a)<<1;
95      len2=strlen(b)<<1;
96      len=1;loglen=0;
97      while(len<len1)
98      {
99          len<<=1; loglen++;
100     }
101     while(len<len2)
102     {
103         len<<=1; loglen++;
104     }
105     for(i=0;a[i];i++)
106     {
107         x1[i].re=a[i]-'0';
108         x1[i].im=0;
109     }
110     for(;i<len;i++)
111         x1[i].re=x1[i].im=0;
112     for(i=0;b[i];i++)
113     {
114         x2[i].re=b[i]-'0';
115         x2[i].im=0;
116     }
117     for(;i<len;i++)
118         x2[i].re=x2[i].im=0;
119     fft(x1,len,loglen);
120     fft(x2,len,loglen);
121     for(i=0;i<len;i++)
122         x1[i] = x1[i]*x2[i];
123     dit_fft(x1,len,loglen);
124     for(i=(len1+len2)/2-2,over=len=0;i>=0;i--)
125     {
126         t=(int)(x1[i].re+over+0.5);
127         a[len++]= t%10;
128         over = t/10;
129     }
130     while(over)
131     {
132         a[len++]=over%10;
133         over/=10;
134     }
135     for(len--;len>=0&&!a[len];len--);
136     if(len<0)
137         putchar('0');
138     else
139         for(;len>=0;len--)
140             putchar(a[len]+'0');
141     putchar('\n');

```

```

142     }
143     return 0;
144 }

```

3.6 爬山法计算器

注意灵活运用。

双目运算符在 `calc()` 中，左结合单目运算符在 `P()` 中，右结合单目运算符在 `calc_exp` 中。（但是还没遇到过。。）

```

1  #include <iostream>
2  #include <cstdio>
3  #include <cstring>
4  #include <algorithm>
5  #include <string>
6  using namespace std;
7
8  char s[100000];
9  int n, cur;
10 const string OP = "+-*/";
11
12 char next_char()
13 {
14     if (cur >= n) return EOF;
15     return s[cur];
16 }
17
18 int get_priority(char ch)
19 {
20     if (ch == '*') return 2;
21     return 1;
22 }
23
24 int P();
25
26 int calc(int a, char op, int b)
27 {
28     if (op == '+')
29         return a+b;
30     if (op == '-')
31         return a-b;
32     if (op == '*')
33         return a*b;
34 }
35
36 int calc_exp(int p)
37 {
38     int a = P();
39     while ((OP.find(next_char()) != OP.npos) &&
40         (get_priority(next_char()) >= p))
41     {
42         char op = next_char();

```

```
43     cur++;
44     a = calc(a,op,calc_exp(get_priority(op)+1));
45 }
46 return a;
47 }
48
49 int totvar,m,var[26],varid[26];
50
51 int P()
52 {
53     if (next_char() == '-')
54     {
55         cur++;
56         return -P();
57     }
58     else if (next_char() == '+')
59     {
60         cur++;
61         return P();
62     }
63     else if (next_char() == '(')
64     {
65         cur++;
66         int res = calc_exp(0);
67         cur++;
68         return res;
69     }
70     else
71     {
72         cur++;
73         return var[varid[s[cur-1]-'a']];
74     }
75 }
76
77 int id[26],minid;
78
79 int main()
80 {
81     while (true)
82     {
83         scanf("%d%d",&totvar,&var[0]);
84         if (totvar == 0 && var[0] == 0) break;
85         for (int i = 1;i < totvar;i++)
86             scanf("%d",&var[i]);
87         scanf("%d",&m);
88         scanf("%s",s);
89         for (int i = 0;i < 26;i++)
90             id[i] = -1;
91         minid = 0;
92         n = strlen(s);
93         for (int i = 0;i < n;i++)
```



```

94     if (s[i] >= 'a' && s[i] <= 'z')
95     {
96         if (id[s[i]-'a'] == -1)
97         {
98             id[s[i]-'a'] = minid;
99             minid++;
100        }
101        s[i] = 'a'+id[s[i]-'a'];
102    }
103    for (int i = 0; i < totvar; i++)
104        varid[i] = i;
105    int res = 0;
106    do
107    {
108        cur = 0;
109        int tmp = calc_exp(0);
110        if (tmp == m)
111        {
112            res++;
113            break;
114        }
115    }
116    while (next_permutation(varid, varid+totvar));
117    //puts(s);
118    if (res > 0)
119        puts("YES");
120    else
121        puts("NO");
122 }
123 return 0;
124 }

```

3.7 线性筛

```

1  int N;
2  bool isPrime[10001];
3  int prime[10000];
4  void getPrime(int n)
5  {
6      memset(isPrime, 1, ++n);
7      N=0;
8      isPrime[0]=isPrime[1]=0;
9      for (int i=2; i<n; i++)
10     {
11         if (isPrime[i])
12             prime[N++]=i;
13         for (int j=0; j<N && prime[j]*i<n; j++)
14         {
15             isPrime[i*prime[j]]=0;
16             if (i%prime[j]==0)
17                 break;

```

```

18     }
19 }
20 }

```

3.8 线性规划

```

1  #define MAXM 20 //max num of basic variables
2  #define INF 1E200
3
4  double A[MAXM+5][MAXN+MAXM+5];
5  double b[MAXM+5],c[MAXN+MAXM+5];
6  int N[MAXN+5],B[MAXM+5];
7  double X[MAXN+MAXM+5],V;
8  int n,m,R,C,nCnt,bCnt;
9  int v1[MAXN],v2[MAXN];
10
11 int fcmp(double a,double b)
12 {
13     if(fabs(a-b)<1E-7) return 0;
14     if(a>b) return 1;
15     return -1;
16 }
17
18 void Pivot(int l,int e)
19 {
20     double t=A[l][e],p=c[e];
21     b[l]=b[l]/t;
22     for(int i=1;i<=C;i++)
23         A[l][i]/=t;
24     V=V-c[e]*b[l];
25     for(int i=1;i<=R;i++)
26     {
27         if(i==l || fcmp(A[i][e],0.0)==0)
28             continue;
29         t=A[i][e];
30         b[i]=b[i]-t*b[l];
31         for(int j=1;j<=C;j++)
32             A[i][j]=A[i][j]-t*A[l][j];
33     }
34     for(int i=1;i<=C;i++)
35         c[i]=c[i]-p*A[l][i];
36     for(int i=1;i<=nCnt;i++)
37     {
38         if(N[i]==e)
39         {
40             N[i]=B[l];
41             break;
42         }
43     }
44     B[l]=e;
45 }
46

```

```

47 bool Process(double P[])
48 {
49     while(true)
50     {
51         int e=-1;
52         double mV=-INF;
53         for(int i=1;i<=nCnt;i++)
54             if(fcmp(P[N[i]],mV)==1)
55                 mV=P[N[i]],e=N[i];
56
57         if(fcmp(mV,0.0)<=0) break;
58         int l=-1;
59         mV=INF;
60         for(int i=1;i<=bCnt;i++)
61         {
62             if(fcmp(A[i][e],0.0)==1)
63             {
64                 double t=b[i]/A[i][e];
65                 if(fcmp(mV,t)==1 || (fcmp(mV,t)==0&&(l==-1 || B[l]>B[i])))
66                     mV=t,l=i;
67             }
68         }
69         if(l==-1) return false;
70         Pivot(l,e);
71     }
72     return true;
73 }
74
75 bool initSimplex()
76 {
77     nCnt=bCnt=0;
78     for(int i=1;i<=n;i++)
79         N[++nCnt]=i;
80     for(int i=1;i<=m;i++)
81         B[++bCnt]=i+n,A[i][n+i]=1.0;
82     R=bCnt,C=bCnt+nCnt;
83     double minV=INF;
84     int p=-1;
85     for(int i=1;i<=m;i++)
86         if(fcmp(minV,b[i])==1)
87             minV=b[i],p=i;
88     if(fcmp(minV,0.0)>=0)
89         return true;
90     N[++nCnt]=n+m+1;R++,C++;
91     for(int i=0;i<=C;i++)
92         A[R][i]=0.0;
93     for(int i=1;i<=R;i++)
94         A[i][n+m+1]=-1.0;
95     Pivot(p,n+m+1);
96     if(!Process(A[R])) return false;
97     if(fcmp(b[R],0.0)!=0)

```

```

98     return false;
99     p=-1;
100    for(int i=1;i<=bCnt&& p==-1;i++)
101        if(B[i]==n+m+1) p=i;
102    if(p!=-1)
103    {
104        for(int i=1;i<=nCnt;i++)
105        {
106            if(fcmp(A[p][N[i]],0.0)!=0)
107            {
108                Pivot(p,N[i]);
109                break;
110            }
111        }
112    }
113    bool f=false;
114    for(int i=1;i<=nCnt;i++)
115    {
116        if(N[i]==n+m+1) f=true;
117        if(f&& i+1<=nCnt)
118            N[i]=N[i+1];
119    }
120    nCnt--;
121    R--,C--;
122    return true;
123 }
124
125 // -1: no solution 1: no bound 0: has a solution -V
126 int Simplex()
127 {
128     if(!initSimplex())
129         return -1;
130     if(!Process(c))
131         return 1;
132     for(int i=1;i<=nCnt;i++)
133         X[N[i]]=0.0;
134     for(int i=1;i<=bCnt;i++)
135         X[B[i]]=b[i];
136     return 0;
137 }
138
139 int main()
140 {
141     //n = 1;m=1;
142     //V= 0.0;
143     //c[1] = 1.0;
144     //A[1][1] = 1.0;
145     //b[1] = 5.0;
146     //Simplex();
147     //printf("V = %.3f\n",V);
148

```

```

149 while(scanf("%d",&v1[1]) == 1)
150 {
151     for(int i = 2; i<=6;i++)
152         scanf("%d",&v1[i]);
153     n = 4; m = 6;
154     for(int i = 0 ; i<=m+1;i++)
155         for(int j=0;j<=n+m+2;j++)
156             A[i][j] = c[j] = 0;
157     memset(b,0,sizeof(b));
158     V = 0.0;
159     /*
160     n 为未知数个数
161     m 为约束个数
162     目标: siama(c[i]*xi)
163     约束: sigma(A[i][j]*xj) <=b[i]; j = 1 ... n
164     解存在 X 里面
165     */
166     b[1] = v1[1] ; A[1][1] = 1;A[1][4] = 1;
167     b[2] = v1[2] ; A[2][1] = 1;A[2][3] = 1;
168     b[3] = v1[3] ; A[3][3] = 1;A[3][4] = 1;
169     b[4] = v1[4] ; A[4][2] = 1;A[4][3] = 1;
170     b[5] = v1[5] ; A[5][2] = 1;A[5][4] = 1;
171     b[6] = v1[6] ; A[6][1] = 1;A[6][2] = 1;
172     c[1] = 1;c[2] = 1;c[3] = 1;c[4] = 1;
173     Simplex();
174     //printf("V = %.3f\n",V);
175     printf("%.3f_%.3f_%.3f_%.3f\n",X[1],X[2],X[3],X[4]);
176
177 }
178 return 0;
179 }

```

3.9 分解质因数

3.9.1 米勒拉宾 + 分解因数

```

1  #include<ctime>
2  #include<iostream>
3  #define bint long long
4  using namespace std;
5  const int TIME = 8;//测试次数, 够了8~10
6  int factor[100],fac_top = -1;
7
8  //计算两个数的gcd
9  bint gcd(bint small,bint big)
10 {
11     while(small)
12     {
13         swap(small,big);
14         small%=big;
15     }
16     return abs(big);

```

```
17 }
18
19 //ret = (a*b)%n (n<2^62)
20 bint muti_mod(bint a,bint b,bint n)
21 {
22     bint exp = a%n, res = 0;
23     while(b)
24     {
25         if(b&1)
26         {
27             res += exp;
28             if(res>n) res -= n;
29         }
30         exp <<= 1;
31         if (exp>n) exp -= n;
32         b>>=1;
33     }
34     return res;
35 }
36
37 // ret = (a^b)%n
38 bint mod_exp(bint a,bint p,bint m)
39 {
40     bint exp=a%m, res=1; //
41     while(p>1)
42     {
43         if(p&1)
44             res=muti_mod(res,exp,m);
45         exp = muti_mod(exp,exp,m);
46         p>>=1;
47     }
48     return muti_mod(res,exp,m);
49 }
50
51 //miller—法测试素数rabin, time 测试次数
52 bool miller_rabin(bint n, int times)
53 {
54     if(n==2)return 1;
55     if(n<2||!(n&1))return 0;
56     bint a, u=n-1, x, y;
57     int t=0;
58     while(u%2==0)
59     {
60         t++;
61         u/=2;
62     }
63     srand(time(0));
64     for(int i=0; i<times; i++)
65     {
66         a = rand() % (n-1) + 1;
67         x = mod_exp(a, u, n);
```

```

68     for(int j=0; j<t; j++)
69     {
70         y = muti_mod(x, x, n);
71         if ( y == 1 && x != 1 && x != n-1 )
72             return false; //must not
73         x = y;
74     }
75     if( y!=1) return false;
76 }
77 return true;
78 }
79
80 bint pollard_rho(bint n,int c)//找出一个因子
81 {
82     bint x,y,d,i = 1,k = 2;
83     srand(time(0));
84     x = rand()%(n-1)+1;
85     y = x;
86     while(true)
87     {
88         i++;
89         x = (muti_mod(x,x,n) + c) % n;
90         d = gcd(y-x, n);
91         if (1 < d && d < n) return d;
92         if( y == x) return n;
93         if(i == k)
94         {
95             y = x;
96             k <<= 1;
97         }
98     }
99 }
100
101 void findFactor(bint n,int k)//二分找出所有质因子，存入factor
102 {
103     if(n==1)return;
104     if(miller_rabin(n, TIME))
105     {
106         factor[++fac_top] = n;
107         return;
108     }
109     bint p = n;
110     while(p >= n)
111         p = pollard_rho(p,k—); //值变化，防止死循环k
112     findFactor(p,k);
113     findFactor(n/p,k);
114 }
115
116 int main()
117 {
118     bint cs,n,min;

```

```

119  cin>>cs;
120  while (cs——)
121  {
122      cin>>n;
123      fac_top = min = -1;
124      if(miller_rabin(n,TIME)) cout<<"Prime"<<endl;
125      else
126      {
127          findFactor(n,107);
128          for(int i=0; i<=fac_top; i++)
129          {
130              if(min<0||factor[i]<min)
131                  min = factor[i];
132          }
133          cout<<min<<endl;
134      }
135  }
136  return 0;
137 }

```

3.9.2 暴力版本

```

1  int N;
2  int num[30],fac[30];
3  void getFactor(int x)
4  {
5      N=0;
6      memset(num,0,sizeof(num));
7      for (int i=0; prime[i]*prime[i]<=x && i<L; i++)
8      {
9          if (x%prime[i]==0)
10         {
11             while (x%prime[i]==0)
12             {
13                 x/=prime[i];
14                 num[N]++;
15             }
16             fac[N++]=prime[i];
17         }
18     }
19     if (x>1)
20     {
21         num[N]=1;
22         fac[N++]=x;
23     }
24 }

```

3.10 baby step giant step

3.10.1 BSGS

```

1  #define MOD 76543
2  int hs[MOD], head[MOD], next[MOD], id[MOD], top;

```



```

3 void insert(int x, int y)
4 {
5     int k = x%MOD;
6     hs[top] = x, id[top] = y, next[top] = head[k], head[k] = top++;
7 }
8 int find(int x)
9 {
10    int k = x%MOD;
11    for (int i = head[k]; i; i = next[i]) if (hs[i] == x)
12        return id[i];
13    return -1;
14 }
15 int BSGS(int a, int b, int n)
16 {
17     memset(head, 0, sizeof(head));
18     top = 1;
19     if (b==1) return 0;
20     int m = sqrt(n+.0), j;
21     long long x = 1, p = 1;
22     for (int i = 0; i < m; ++i, p = p*a%n) insert(p*b%n, i);
23     for (long long i = m; ; i += m)
24     {
25         if ((j = find(x=x*p%n)) != -1) return i-j;
26         if (i > n) break;
27     }
28     return -1;
29 }

```

3.10.2 何老师的版

```

1 //离散对数
2 #include <cstdio>
3 #include <cstring>
4 #include <cmath>
5 #include <algorithm>
6 using namespace std;
7 typedef long long LL;
8 struct Hash
9 {
10     static const int MOD = 100007;
11     static const int MaxN = 100005;
12     struct Node
13     {
14         LL k, v; //A^k = v
15         Node *nxt;
16     } buf[MaxN], *g[MaxN], *pt;
17     void init()
18     {
19         memset(g, 0, sizeof(g));
20         pt = buf;
21     }
22     LL find(LL v)

```

```

23     {
24         for (Node *now = g[v%MOD]; now; now = now->nxt)
25             if (now->v == v)
26                 return now->k;
27         return -1;
28     }
29 void Ins(LL k, LL v)
30 {
31     if ( find (v) != -1)return;
32     pt->k = k;
33     pt->v = v;
34     pt->nxt = g[v % MOD];
35     g[v % MOD] = pt++;
36 }
37 }hash;
38 LL gcd(LL x, LL y)
39 {
40     return y==0?x:gcd(y,x%y);
41 }
42 LL e_gcd(LL a, LL b, LL &x, LL &y)
43 {
44     if (b==0)
45     {
46         x = 1;
47         y = 0;
48         return a;
49     }
50     LL ret = e_gcd(b, a%b, y, x) ;
51     y = y - a/b*x;
52     return ret ;
53 }
54 LL Baby(LL A, LL B, LL C)//A^x = B (mod C)
55 {
56     B %= C;
57     A %= C;
58     LL x = 1%C, y;
59     for (int i = 0; i <= 64; i++)
60     {
61         if (x==B)return i;
62         x = x*A % C;
63     }
64
65     LL D = 1%C, g;
66     int cnt = 0;
67     while((g = gcd(A,C)) != 1)
68     {
69         if (B%g) return -1;
70         cnt++;
71         C /= g;
72         B /= g;
73         D = A/g * D % C;

```

```

74     }
75     hash. init () ;
76     int m = (int)sqrt(C);
77     LL Am = 1%C;
78     hash.Ins(0,Am);
79     for (int i = 1; i <= m; i++)
80     {
81         Am = Am*A % C;
82         hash. Ins ( i ,Am);
83     }
84     for (int i = 0; i <= m; i++)
85     {
86         //D*x = B (mod C), D*x + C*y = B
87         g = e_gcd(D,C,x,y);
88         x = (x*B/g%C+C)%C;
89         LL k = hash.find(x) ;
90         if (k != -1) return i*m+k+cnt;
91         D = D*Am % C;
92     }
93     return -1;
94 }
95 int main()
96 {
97     int A,B,C;
98     while(scanf("%d%d%d",&A,&C,&B) == 3 && (A+B+C))
99     {
100         if (B>=C)
101         {
102             puts("Orz,I' cant_find_D!");
103             continue;
104         }
105         LL ret = Baby(A,B,C);
106         if ( ret == -1)puts("Orz,I' cant_find_D!");
107         else printf ("%I64d\n",ret);
108     }
109     return 0;
110 }

```

3.11 原根

```

1 int getPriRoot(int p)
2 {
3     if (p==2) return 1;
4     int phi = p - 1;
5     getFactor(phi);
6     for (int g = 2; g < p; ++g)
7     {
8         bool flag=1;
9         for (int i = 0; flag && i < N; ++i)
10             if (power(g, phi/fac[i], p) == 1)
11                 flag=0;
12         if (flag)

```

```

13     return g;
14 }
15 }

```

3.12 逆元

```

1 void getInv2(int x)
2 {
3     inv[1]=1;
4     for (int i=2; i<=x; i++)
5         inv[i]=(mod-(mod/i)*inv[mod%i]%mod)%mod;
6 }
7 int getInv(int x)//为素数mod
8 {
9     return power(x,mod-2);
10 }

```

3.13 卢卡斯

卢卡斯, $num[i]$ 阶乘也

```

1 int comLucus(int n,int m,int p)
2 {
3     int ans=1;
4     for (; n && m && ans; n/=p,m/=p)
5     {
6         if (n%p>=m%p)
7             ans = ans*num[n%p]%p*getInv(num[m%p]%p)%p
8                 *getInv(num[n%p-m%p])%p;
9         else
10            ans=0;
11     }
12     return ans;
13 }

```

3.14 欧拉函数

3.14.1 分解质因数

```

1 int getEuler(int x)
2 {
3     getFactor(x);
4     int ret=x;
5     for (int i=0; i<N; i++)
6         ret = ret/fac[i]*(fac[i]-1);
7     return ret;
8 }

```

3.14.2 一次预处理

```

1 void getEuler2()
2 {
3     memset(euler,0,sizeof(euler));
4     euler[1] = 1;

```

```

5   for (int i = 2; i <= 3000000; i++)
6   {
7       if (!euler[i])
8       {
9           for (int j = i; j <= 3000000; j += i)
10          {
11              if (!euler[j])
12                  euler[j] = j;
13              euler[j] = euler[j]/i*(i-1);
14          }
15      }
16  }
17 }

```

3.15 费马降阶法

分解素数 p 为 $x^2 + y^2$ 的费马降阶法，失败返回 -1 ，主程序调用 `calcu(p,x,y)`

```

1  #include <stdio.h>
2  #include <string.h>
3  #include <stdlib.h>
4  int p,expp,A,B,aa,ans,tt;
5  long long M;
6  long long exp(int a,int b,long long mod)
7  {
8      long long ans=1,num=a;
9      while (b!=0)
10     {
11         if (b&1)
12         {
13             ans=((ans%mod)*(num%mod))%mod;
14         }
15         num=((num%mod)*(num%mod))%mod;
16         b>>=1;
17     }
18     return ans;
19 }
20 int calcu(int p,int &x,int &y)
21 {
22     if (p%4!=1) return -1;
23     else
24     {
25         expp=(p-1)/4;
26         A,B;
27         while (1)
28         {
29             aa=rand()%p;
30             if (aa==0) continue;
31             A=exp(aa,expp,p);
32             ans=((long long)A%p)*((long long)A%p)%p;
33             if (ans==p-1) break;
34         }
35         B=1;

```

```

36     M=((long long)A*(long long)A+(long long)B*(long long)B)/p;
37     if (M!=1) B=p;
38     while (M!=1)
39     {
40         if (B>A)
41             {tt=A; A=B; B=tt;}
42         tt=A;
43         A=B;
44         B=tt%B;
45         M=((long long)A*(long long)A
46            +(long long)B*(long long)B)/p;
47     }
48     if (B<=A)
49     {
50         x=B;
51         y=A;
52     }
53     else
54     {
55         x=A;
56         y=B;
57     }
58 }
59 }
60 int main()
61 {
62     while (scanf("%d",&p)!=EOF)
63     {
64         int x,y;
65         if (calcu(p,x,y)!=-1)
66         }
67         return 0;
68 }

```

3.16 自适应 simp

过了哈尔滨积分题，精度要求不高的时候可以考虑使用。
暂时我只能用这个做做类似于凸函数或者凹函数的函数。

```

1 double Simp(double l,double r)
2 {
3     double h = (r-l)/2.0;
4     return h*(calc(l)+4*calc((l+r)/2.0)+calc(r))/3.0;
5 }
6
7 double rSimp(double l,double r)
8 {
9     double mid = (l+r)/2.0;
10    if (abs((Simp(l,r)-Simp(l,mid)-Simp(mid,r)))/15 < eps)
11        return Simp(l,r);
12    else
13        return rSimp(l,mid)+rSimp(mid,r);

```

14 | }

3.17 组合数求模

模是质数

```

1  #include<cstdio>
2  #include<cstring>
3  #include<iostream>
4  using namespace std;
5  int mod;
6  long long num[100000];
7  int ni[100],mi[100];
8  int len;
9  void init(int p)
10 {
11     mod=p;
12     num[0]=1;
13     for (int i=1; i<p; i++)
14         num[i]=i*num[i-1]%p;
15 }
16 void get(int n,int ni[],int p)
17 {
18     for (int i = 0; i < 100; i++)
19         ni[i] = 0;
20     int tlen = 0;
21     while (n != 0)
22     {
23         ni[tlen++] = n%p;
24         n /= p;
25     }
26     len = tlen;
27 }
28 long long power(long long x,long long y)
29 {
30     long long ret=1;
31     for (long long a=x%mod; y; y>>=1,a=a*a%mod)
32         if (y&1)
33             ret=ret*a%mod;
34     return ret;
35 }
36 long long getInv(long long x)//mod 为素数
37 {
38     return power(x,mod-2);
39 }
40 long long calc(int n,int m,int p)//C(n,m)%p
41 {
42     init(p);
43     long long ans=1;
44     for (; n && m && ans; n/=p,m/=p)
45     {
46         if (n%p>=m%p)

```

```

47     ans = ans*num[n%p]%p*getInv(num[m%p]%p)%p
48         *getInv(num[n%p-m%p])%p;
49     else
50         ans=0;
51 }
52 return ans;
53 }
54 int main()
55 {
56     int t;
57     scanf("%d",&t);
58     while (t--)
59     {
60         int n,m,p;
61         scanf("%d%d%d",&n,&m,&p);
62         printf("%I64d\n",calc(n+m,m,p));
63     }
64     return 0;
65 }

```

3.18 高斯消元

```

1  const double eps = 1e-8;
2
3  void Guess(int n)
4  {
5      for (int i = 0; i < n; i++)
6      {
7          for (int j = i; j < n; j++)
8              if (fabs(a[j][i]) > eps)
9              {
10                 for (int k = i; k <= n; k++)
11                     swap(a[i][k],a[j][k]);
12                 break;
13             }
14
15             if (fabs(a[i][i]) < eps) continue;
16
17             for (int j = 0; j < n; j++)
18                 if (i != j && fabs(a[j][i]) > eps)
19                 {
20                     double det = a[j][i]/a[i][i];
21                     for (int k = i; k <= n; k++)
22                         a[j][k] -= a[i][k]*det;
23                 }
24         }
25
26         for (int i = 0; i < n; i++)
27         {
28             if (fabs(a[i][i]) < eps)
29             {

```



```

30     if (fabs(a[i][n]) > eps)
31     {
32         //无解
33         puts("Fuck");
34     }
35     //否则  $x_i$  可以是任意解
36 }
37 else
38 {
39     a[i][n] /= a[i][i];
40     if (fabs(a[i][n]) < eps)
41         a[i][n] = 0;
42 }
43 }
44
45 }

```

3.19 整数拆分

```

1  #include <cstdio>
2  #include <cmath>
3  #include <cstring>
4  #include <map>
5  #include <algorithm>
6  using namespace std;
7  bool check(int x)
8  {
9      for (int i=2; i*i<=x; i++)
10         if (x%i==0)
11             return 0;
12     return 1;
13 }
14 int p[100000];
15 inline int calc(int x)
16 {
17     return x*(x+1)/2;
18 }
19 int main()
20 {
21     p[0]=1;
22     for (int i=1; i<100000; i++)
23     {
24         for (int j=1, k=1; calc(j)<=i; j++, k*=-1)
25         {
26             p[i]+=k*p[i-calc(j)];
27             if (p[i]<0)
28                 p[i]+=1000000;
29             if (p[i]>=1000000)
30                 p[i]-=1000000;
31             if (calc(-j)<=i)
32                 p[i]+=k*p[i-calc(-j)];
33             if (p[i]<0)

```

```

34     p[i]+=1000000;
35     if (p[i]>=1000000)
36         p[i]-=1000000;
37 }
38 if (!p[i])
39     printf("%d\n",i);
40 }
41 return 0;
42 }

```

3.20 佩尔方程

写的不好稍微收一下

```

1 import java.math.BigInteger;
2 import java.util.*;
3 public class Main
4 {
5     public static class Fraction
6     {
7         public BigInteger num,den;
8         public Fraction()
9         {
10             num=BigInteger.ZERO;
11             den=BigInteger.ONE;
12         }
13         public Fraction(int _num,int _den)
14         {
15             num=BigInteger.valueOf(_num);
16             den=BigInteger.valueOf(_den);
17         }
18         public Fraction(BigInteger _num,BigInteger _den)
19         {
20             num=_num;
21             den=_den;
22         }
23         public Fraction gen()
24         {
25             BigInteger g=num.gcd(den);
26             return new Fraction(num.divide(g),den.divide(g));
27         }
28         public Fraction add(Fraction x)
29         {
30             return new Fraction(x.num.multiply(den).add(num.multiply(x.
31                 den)),x.den.multiply(den)).gen();
32         }
33         public Fraction reciprocal()
34         {
35             return new Fraction(den,num);
36         }
37         public void out()
38         {
39             System.out.println(num+"/"+den);

```

```

39     }
40 }
41 public static BigInteger sqrt(BigInteger a)
42 {
43     BigInteger b=a;
44     while (a.compareTo(b.multiply(b))<0)
45         b=b.multiply(b).add(a).divide(b.multiply(BigInteger.
            valueOf(2)));
46     return b;
47 }
48 public static boolean check(Fraction x,int n)
49 {
50     return x.num.multiply(x.num).add(x.den.multiply(x.den.multiply(
        BigInteger.valueOf(n))).negate()).compareTo(BigInteger.ONE)
        ==0;
51 }
52 static int p[]=new int[1000];
53 static int l;
54 public static void main(String[] args)
55 {
56     BigInteger ans=BigInteger.ZERO;
57     int idx=0;
58     for (int n=2,r=2;n<=1000;n++)
59     {
60         if (n==r*r)
61         {
62             r++;
63             continue;
64         }
65         int tmp=calc(n,0,1),a=tmp,b=n-tmp*tmp;
66         p[0]=tmp;
67         l=1;
68         while (true)
69         {
70             tmp=calc(n,a,b);
71             p[l++]=tmp;
72             a=a-tmp*b;
73             Fraction x=getFrac();
74             if (check(x,n))
75             {
76                 if (ans.compareTo(x.num)<0)
77                 {
78                     ans=x.num;
79                     idx=n;
80                 }
81                 break;
82             }
83             a=-a;
84             b=(n-a*a)/b;
85         }
86     }

```

```

87     System.out.println(idx);
88 }
89 private static Fraction getFrac() {
90     Fraction ret=new Fraction(p[l-1],1);
91     for (int i=l-2;i>=0;i--)
92         ret=new Fraction(p[i],1).add(ret.reciprocal());
93     return ret;
94 }
95 private static int calc(int n, int a, int b) {
96     for (long i=2;;i++)
97         if ((i*b-a)*(i*b-a)>n)
98             return (int)i-1;
99 }
100 }

```

3.21 其它公式

3.21.1 Polya

设 G 是 p 个对象的一个置换群，用 k 种颜色去染这 p 个对象，若一种染色方案在群 G 的作用下变为另一种方案，则这两个方案当作是同一种方案，这样的不同染色方案数为：

$$L = \frac{1}{|G|} \times \sum (k^{C(f)}), f \in G$$

$C(f)$ 为循环节， $|G|$ 表示群的置换方法数

对于有 n 个位置的手镯，有 n 种旋转置换和 n 种翻转置换

对于旋转置换：

$$C(f_i) = \gcd(n, i), i \text{ 表示一次转过 } i \text{ 颗宝石}, i = 0 \text{ 时 } c = n;$$

对于翻转置换：

如果 n 为偶数： 则有 $\frac{n}{2}$ 个置换 $C(f) = \frac{n}{2}$ ，有 $\frac{n}{2}$ 个置换 $C(f) = \frac{n}{2} + 1$

如果 n 为奇数： $C(f) = \frac{n}{2} + 1$

3.21.2 拉格朗日插值法

已知 $y = a_0 + a_1x + a_2x^2 + \cdots + a_{n-1}x^{n-1}$ 曲线上的 n 个点 $(x_1, y_1), (x_2, y_2), (x_3, y_3) \cdots (x_n, y_n)$ 用拉格朗日插值法可以不求系数可知任意 x 对应的 y 值。

$$\begin{aligned}
 y = & y_1 \frac{(x - x_2)(x - x_3) \cdots (x - x_n)}{(x_1 - x_2)(x_1 - x_3) \cdots (x_1 - x_n)} \\
 & + y_2 \frac{(x - x_1)(x - x_3) \cdots (x - x_n)}{(x_2 - x_1)(x_2 - x_3) \cdots (x_2 - x_n)} \\
 & + \cdots \\
 & + y_n \frac{(x - x_1)(x - x_2) \cdots (x - x_{n-1})}{(x_n - x_1)(x_n - x_2) \cdots (x_n - x_{n-1})}
 \end{aligned}$$

特别的, 如果 $x_1 \sim x_n$ 为连续自然数, 那么对于下一个自然数对应的 y 值为:

$$y_{n+1} = (-1)^{n-1} C_n^0 y_1 + (-1)^{n-2} C_n^1 y_2 + \cdots + (-1)^0 C_n^{n-1} y_n$$

这个组合系数可以通过高斯消元求出来, 前提是要猜到它满足递推关系。

3.21.3 正多面体顶点着色

$$\text{正四面体: } N = \frac{(n^4 + 11 \times n^2)}{12}$$

$$\text{正六面体: } N = \frac{(n^8 + 17 \times n^4 + 6 \times n^2)}{24}$$

$$\text{正八面体: } N = \frac{(n^6 + 3 \times n^4 + 12 \times n^3 + 8 \times n^2)}{24}$$

$$\text{正十二面体: } N = \frac{(n^{20} + 15 \times n^{10} + 20 \times n^8 + 24 \times n^4)}{60}$$

$$\text{正二十面体: } N = \frac{(n^{12} + 15 \times n^6 + 44 \times n^4)}{60}$$

3.21.4 求和公式

$$\sum k = \frac{n \times (n+1)}{2}$$

$$\sum 2k - 1 = n^2$$

$$\sum k^2 = \frac{n \times (n+1) \times (2n+1)}{6}$$

$$\sum (2k-1)^2 = \frac{n \times (4n^2-1)}{3}$$

$$\sum k^3 = \left(\frac{n \times (n+1)}{2} \right)^2$$

$$\sum (2k-1)^3 = n^2 \times (2n^2 - 1)$$

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

$$\sum k^5 = \frac{n^2 \times (n+1)^2 \times (2n^2 + 2n - 1)}{12}$$

$$\sum k \times (k+1) = \frac{n \times (n+1) \times (n+2)}{3}$$

$$\sum k \times (k+1) \times (k+2) = \frac{n \times (n+1) \times (n+2) \times (n+3)}{4}$$

$$\sum k \times (k+1) \times (k+2) \times (k+3) = \frac{n \times (n+1) \times (n+2) \times (n+3) \times (n+4)}{5}$$

3.21.5 几何公式

球扇形:

全面积: $T = \pi r(2h + r_0)$, h 为球冠高, r_0 为球冠底面半径

体积: $V = \frac{2\pi r^2 h}{3}$

3.21.6 小公式

Pick 公式: $A = E \times 0.5 + I - 1$ (A 是多边形面积, E 是边界上的整点, I 是多边形内部的整点)

海伦公式: $S = \sqrt{p(p-a)(p-b)(p-c)}$, 其中 $p = \frac{(a+b+c)}{2}$, abc 为三角形的三条边长

求 $\binom{n}{k}$ 中素因子 P 的个数:

1. 把 n 转化为 P 进制, 并记它每个位上的和为 $S1$
2. 把 $n-k$, k 做同样的处理, 得到 $S2$, $S3$

则 $\binom{n}{k}$ 中素因子 P 的个数: $\frac{S_2+S_3-S_1}{P-1}$

部分错排公式:

$n+m$ 个数中 m 个数必须错排求排列数

```

1 dp[i] = n*dp[i-1]+(i-1)*(dp[i-1]+dp[i-2]);
2 dp[0] = n!;
3 dp[1] = n*n!;
dp[m] 为所求解

```

3.21.7 马步问题

任意步长 (p,q) 无限棋盘可达性判定

```

1 bool check(int dx,int dy,int p,int q)
2 {
3     if (p < 0) p = -p;
4     if (q < 0) q = -q;
5     LL g = gcd(p,q);
6     if (dx % g || dy % g) return false;
7     dx /= g, dy /= g, p = (p / g) & 1, q = (q / g) & 1;
8     return !(p == q && ((dx ^ dy) & 1));
9 }

```

拓展:

若可选马步可以有 N 种 (p_i, q_i) , 令 $g = \gcd(p_1, q_1, p_2, q_2 \cdots p_N, q_N)$, 则不在 g 的整数倍点上的节点肯定不可达。坐标除 $2g$, 同时将可选马步除 g 之后放缩到 2×2 之内, 即 $(\frac{p_i}{g} \bmod 2, \frac{q_i}{g} \bmod 2)$ 。若放缩后马步中有 $(1,0)$ 或 $(0,1)$, 则全放缩后全棋盘可达, 否则只可达偶点。

$(2,1)$ 马步无限棋盘最小距离

```

1 int dis(int dx,int dy)
2 {
3     if (dx < 0) dx = -dx;
4     if (dy < 0) dy = -dy;
5     if (dx < dy) swap(dx,dy);
6     if (dx & 1)
7     {
8         if (dy & 1) return dis(dx+1,dy-1);
9         if (dx == 1 && dy == 0) return 3;
10        return dis(dx+3,dy)-1;
11    }
12    if (dy & 1)
13    {
14        if (dx == 4 && dy == 3) return 3;
15        return dis(dx-2,dy-1)+1;
16    }
17    if (dx == 0 && dy == 0) return 0;
18    if (dx == 2 && dy == 2) return 4;
19    int c = (((dx-1) / 4)+1)*2;
20    if (dx & 2) dy -= 2;
21    if (dy <= c) return c;

```

```
22 |   dy -= c;  
23 |   return c+(dy-2) / 6*2+2;  
24 | }
```

4 数据结构

4.1 *Splay

持续学习中。

注意节点的 size 值不一定是真实的值！如果有需要需要特别维护！

1. 旋转和 Splay 操作
2. rank 操作
3. insert 操作（。。很多题目都有）
4. del 操作（郁闷的出纳员）
5. 由数组建立 Splay
6. 前驱后继（营业额统计）
7. Pushdown Pushup 的位置
8. *。。。暂时想不起了

4.1.1 节点定义

```

1  const int MaxN = 50003;
2
3  struct Node
4  {
5      int size,key;
6
7      Node *c[2];
8      Node *p;
9  } mem[MaxN], *cur, *nil;

```

无内存池的几个初始化函数。

```

1  Node *newNode(int v, Node *p)
2  {
3      cur->c[0] = cur->c[1] = nil, cur->p = p;
4      cur->size = 1;
5      cur->key = v;
6      return cur++;
7  }
8
9  void Init()
10 {
11     cur = mem;
12     nil = newNode(0, cur);
13     nil->size = 0;
14 }

```

带内存池的几个函数。


```

1  int emp[MaxN], totemp;
2
3  Node *newNode(int v, Node *p)
4  {
5      cur = mem + emp[--totemp];
6      cur->c[0] = cur->c[1] = nil, cur->p = p;
7      cur->size = 1;
8      cur->key = v;
9      return cur;
10 }
11
12 void Init()
13 {
14     for (int i = 0; i < MaxN; ++i)
15         emp[i] = i;
16     totemp = MaxN;
17     cur = mem + emp[--totemp];
18     nil = newNode(0, cur);
19     nil->size = 0;
20 }
21
22 void Recycle(Node *p)
23 {
24     if (p == nil) return;
25     Recycle(p->c[0]), Recycle(p->c[1]);
26     emp[totemp++] = p - mem;
27 }

```

4.1.2 维护序列

一切下标从 0 开始。

```

1  struct SplayTree
2  {
3      Node *root;
4      void Init()
5      {
6          root = nil;
7      }
8      void Pushup(Node *x)
9      {
10         if (x == nil) return;
11         Pushdown(x); Pushdown(x->c[0]); Pushdown(x->c[1]);
12         x->size = x->c[0]->size + x->c[1]->size + 1;
13     }
14     void Pushdown(Node *x)
15     {
16         if (x == nil) return;
17         //do something
18     }
19     void Rotate(Node *x, int f)
20     {

```

```

21     if (x == nil)    return;
22     Node *y = x->p;
23     y->c[f ^ 1] = x->c[f], x->p = y->p;
24     if (x->c[f] != nil)
25         x->c[f]->p = y;
26     if (y->p != nil)
27         y->p->c[y->p->c[1] == y] = x;
28     x->c[f] = y, y->p = x;
29     Pushup(y);
30 }
31 void Splay(Node *x, Node *f)
32 {
33     static Node *stack[maxn];
34     int top = 0;
35     stack[top++] = x;
36     for (Node *y = x; y != f; y = y->p)
37         stack[top++] = y->p;
38     while (top)
39         Pushdown(stack[--top]);
40
41     while (x->p != f)
42     {
43         Node *y = x->p;
44         if (y->p == f)
45             Rotate(x, x == y->c[0]);
46         else
47         {
48             int fd = y->p->c[0] == y;
49             if (y->c[fd] == x)
50                 Rotate(x, fd ^ 1), Rotate(x, fd);
51             else
52                 Rotate(y, fd), Rotate(x, fd);
53         }
54     }
55     Pushup(x);
56     if (f == nil)
57         root = x;
58 }
59 void Select(int k, Node *f)
60 {
61     Node *x = root;
62     Pushdown(x);
63     int tmp;
64     while ((tmp = x->c[0]->size) != k)
65     {
66         if (k < tmp)    x = x->c[0];
67         else
68             x = x->c[1], k -= tmp + 1;
69         Pushdown(x);
70     }
71     Splay(x, f);

```

```

72     }
73     void Select(int l, int r)
74     {
75         Select(l, nil), Select(r + 2, root);
76     }
77     Node *Make_tree(int a[], int l, int r, Node *p)
78     {
79         if (l > r) return nil;
80         int mid = l + r >> 1;
81         Node *x = newNode(a[mid], p);
82         x->c[0] = Make_tree(a, l, mid - 1, x);
83         x->c[1] = Make_tree(a, mid + 1, r, x);
84         Pushup(x);
85         return x;
86     }
87     void Insert(int pos, int a[], int n)
88     {
89         Select(pos, nil), Select(pos + 1, root);
90         root->c[1]->c[0] = Make_tree(a, 0, n - 1, root->c[1]);
91         Splay(root->c[1]->c[0], nil);
92     }
93     void Insert(int v)
94     {
95         Node *x = root, *y = nil;
96         //注意! 需要 pushdown, 之前只在初始化调用过这个函数所有没问题
97         while (x != nil)
98         {
99             y = x;
100             y->size++;
101             x = x->c[v >= x->key];
102         }
103         y->c[v >= y->key] = x = newNode(v, y);
104         Splay(x, nil);
105     }
106     void Remove(int l, int r)
107     {
108         Select(l, r);
109         //Recycle(root->c[1]->c[0]);
110         root->c[1]->c[0] = nil;
111         Splay(root->c[1], nil);
112     }
113 };

```

例题：旋转区间赋值求和求最大子序列。

注意打上懒标记后立即 Pushup。Pushup(root->c[1]->c[0]),Pushup(root->c[1]),Pushup(root);

```

1     void Pushup(Node *x)
2     {
3         if (x == nil) return;
4         Pushdown(x); Pushdown(x->c[0]); Pushdown(x->c[1]);
5         x->size = x->c[0]->size+x->c[1]->size+1;
6

```

```

7     x->sum = x->c[0]->sum+x->c[1]->sum+x->key;
8     x->lsum = max(x->c[0]->lsum,
9         x->c[0]->sum+x->key+max(0,x->c[1]->lsum));
10    x->rsum = max(x->c[1]->rsum,
11        x->c[1]->sum+x->key+max(0,x->c[0]->rsum));
12    x->maxsum = max(max(x->c[0]->maxsum,x->c[1]->maxsum),
13        x->key+max(0,x->c[0]->rsum)+max(0,x->c[1]->lsum));
14    }
15    void Pushdown(Node *x)
16    {
17        if (x == nil) return;
18        if (x->rev)
19        {
20            x->rev = 0;
21            x->c[0]->rev ^= 1;
22            x->c[1]->rev ^= 1;
23            swap(x->c[0],x->c[1]);
24
25            swap(x->lsum,x->rsum);
26        }
27        if (x->same)
28        {
29            x->same = false;
30            x->key = x->lazy;
31            x->sum = x->key*x->size;
32            x->lsum = x->rsum = x->maxsum = max(x->key,x->sum);
33            x->c[0]->same = true, x->c[0]->lazy = x->key;
34            x->c[1]->same = true, x->c[1]->lazy = x->key;
35        }
36    }
37
38    int main()
39    {
40        int totcas;
41        scanf("%d",&totcas);
42        for (int cas = 1;cas <= totcas;cas++)
43        {
44            Init();
45            sp.Init();
46            nil->lsum = nil->rsum = nil->maxsum = -Inf;
47            sp.Insert(0);
48            sp.Insert(0);
49
50            int n,m;
51            scanf("%d%d",&n,&m);
52            for (int i = 0;i < n;i++)
53                scanf("%d",&a[i]);
54            sp.Insert(0,a,n);
55
56            for (int i = 0;i < m;i++)
57            {

```

```

58     int pos,tot,c;
59     scanf("%s",buf);
60     if (strcmp(buf,"MAKE-SAME") == 0)
61     {
62         scanf("%d%d%d",&pos,&tot,&c);
63         sp.Select(pos-1,pos+tot-2);
64         sp.root->c[1]->c[0]->same = true;
65         sp.root->c[1]->c[0]->lazy = c;
66         sp.Pushup(sp.root->c[1]), sp.Pushup(sp.root);
67     }
68     else if (strcmp(buf,"INSERT") == 0)
69     {
70         scanf("%d%d",&pos,&tot);
71         for (int i = 0;i < tot;i++)
72             scanf("%d",&a[i]);
73         sp.Insert(pos,a,tot);
74     }
75     else if (strcmp(buf,"DELETE") == 0)
76     {
77         scanf("%d%d",&pos,&tot);
78         sp.Remove(pos-1,pos+tot-2);
79     }
80     else if (strcmp(buf,"REVERSE") == 0)
81     {
82         scanf("%d%d",&pos,&tot);
83         sp.Select(pos-1,pos+tot-2);
84         sp.root->c[1]->c[0]->rev ^= 1;
85         sp.Pushup(sp.root->c[1]), sp.Pushup(sp.root);
86     }
87     else if (strcmp(buf,"GET-SUM") == 0)
88     {
89         scanf("%d%d",&pos,&tot);
90         sp.Select(pos-1,pos+tot-2);
91         printf("%d\n",sp.root->c[1]->c[0]->sum);
92     }
93     else if (strcmp(buf,"MAX-SUM") == 0)
94     {
95         sp.Select(0,sp.root->size-3);
96         printf("%d\n",sp.root->c[1]->c[0]->maxsum);
97     }
98     }
99 }
100 return 0;
101 }

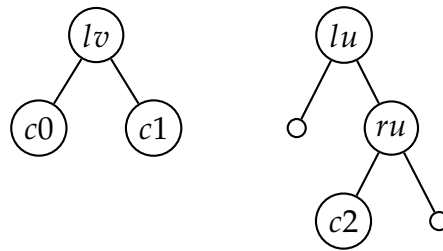
```

4.1.3 维护括号序列

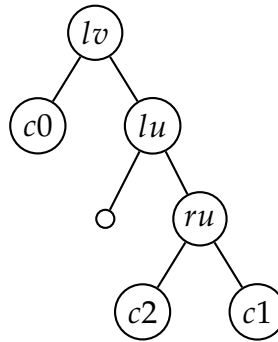
不需要哨兵。

合并操作：

先转成下面的样子：

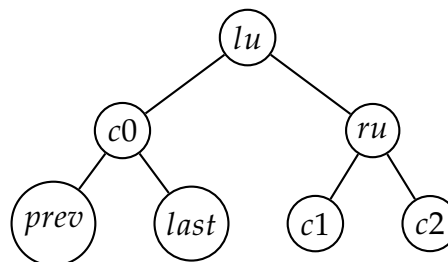


再链接成这样：

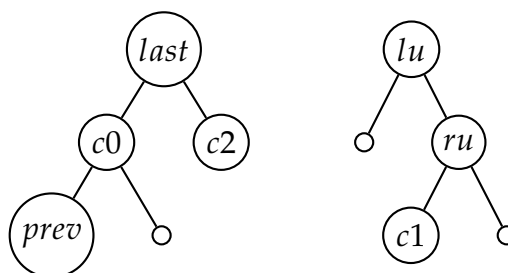


分离操作：

先把 *lu* 和 *ru* 转上去：



把 *c0* 和 *c2* 从原来的位置断开
然后接上：



```

1  #include <iostream>
2  #include <cstdio>
3  #include <cstring>
4  using namespace std;
5
6  const int maxn = 500000;
7  const int mod = 99990001;
8  struct Node
9  {
10     int size, key;

```

```

11
12     int a,b;
13     int minid,id;
14
15     Node *c[2];
16     Node *p;
17 }mem[maxn],*cur,*nil;
18 Node *l[maxn],*r[maxn];//左括号右括号定义在前面
19
20 int emp[maxn],totemp;
21 Node *newNode(int v,Node *p)
22 {
23     cur->c[0] = cur->c[1] = nil,cur->p = p;
24     cur->size = 1;
25     cur->key = v;
26
27     cur->a = 1;
28     cur->b = 0;
29     cur->minid = cur->id = maxn;
30
31     return cur++;
32 }
33 void Init()
34 {
35     cur = mem;
36     nil = newNode(0,cur);
37     nil->size = 0;
38 }
39
40 struct SplayTree
41 {
42     Node *root;
43     void Init()
44     {
45         root = nil;
46     }
47     void Pushup(Node *x)
48     {
49         if (x == nil) return;
50         Pushdown(x);
51         Pushdown(x->c[0]);
52         Pushdown(x->c[1]);
53         x->size = x->c[0]->size+x->c[1]->size+1;
54
55         x->minid = x->id;
56         for (int i = 0;i < 2;i++)
57             if (x->c[i] != nil)
58                 x->minid = min(x->minid,x->c[i]->minid);
59     }
60     void Pushdown(Node *x)
61     {

```

```

62     if (x == nil) return;
63
64     x->key = ((long long)x->key*x->a%mod+x->b)%mod;
65     for (int i = 0; i < 2; i++)
66         if (x->c[i] != nil)
67         {
68             x->c[i]->a = (long long)x->c[i]->a*x->a%mod;
69             x->c[i]->b = ((long long)x->c[i]->b*x->a%mod+x->b)%mod;
70         }
71     x->a = 1;
72     x->b = 0;
73 }
74 void Rotate(Node *x, int f)
75 {
76     if (x == nil) return;
77     Node *y = x->p;
78     y->c[f^1] = x->c[f], x->p = y->p;
79     if (x->c[f] != nil)
80         x->c[f]->p = y;
81     if (y->p != nil)
82         y->p->c[y->p->c[1] == y] = x;
83     x->c[f] = y, y->p = x;
84     Pushup(y);
85 }
86 void Splay(Node *x, Node *f)
87 {
88     static Node *stack[maxn];
89     int top = 0;
90     stack[top++] = x;
91     for (Node *y = x; y != f; y = y->p)
92         stack[top++] = y->p;
93     while (top)
94         Pushdown(stack[--top]);
95
96     while (x->p != f)
97     {
98         Node *y = x->p;
99         if (y->p == f)
100             Rotate(x, x == y->c[0]);
101         else
102         {
103             int fd = y->p->c[0] == y;
104             if (y->c[fd] == x)
105                 Rotate(x, fd^1), Rotate(x, fd);
106             else
107                 Rotate(y, fd), Rotate(x, fd);
108         }
109     }
110     Pushup(x);
111     if (f == nil)
112         root = x;

```



```

113     }
114     Node *Last(Node *now)
115     {
116         Splay(now, nil);
117         while (now->c[1] != nil)
118             now = now->c[1];
119         return now;
120     }
121     //把 u 接到 v 下面去, 边权为 w
122     //需要保证 u 是某棵树的根
123     void Link(int u, int v, int w)
124     {
125         Splay(l[v], nil);
126
127         Splay(l[u], nil);
128         l[u]->key = w;
129         Pushup(l[u]);
130         Splay(r[u], l[u]);
131
132         Node *c1 = l[v]->c[1];
133         l[v]->c[1] = l[u];
134         r[u]->c[1] = c1;
135         l[u]->p = l[v];
136         c1->p = r[u];
137         Pushup(r[u]);
138         Pushup(l[u]);
139         Pushup(l[v]);
140         Splay(l[u], nil);
141     }
142     //把 u 为根的子树分离开
143     int Split(int u)
144     {
145         Splay(l[u], nil);
146
147         int ret = l[u]->key;
148         Splay(r[u], l[u]);
149         Node *c0 = l[u]->c[0], *c2 = r[u]->c[1];
150
151         l[u]->key = 0; //去掉边权
152         l[u]->c[0] = r[u]->c[1] = c0->p = c2->p = nil;
153         Pushup(r[u]);
154         Pushup(l[u]);
155
156         Node *last = Last(c0);
157         Splay(last, nil);
158         last->c[1] = c2;
159         c2->p = last;
160         Pushup(last);
161
162         //对拆分后的两部份进行处理
163         Node *nu = last;

```

```

164     Node *nv = l[u];
165     if (nu->size > nv->size || (nu->size == nv->size && nu->minid >
        nv->minid))
166         swap(nu,nv);
167     nu->a = (long long)nu->a*ret%mod;
168     nu->b = (long long)nu->b*ret%mod;
169     nv->b = (nv->b+ret)%mod;
170
171     return ret;//返回原边权
172 }
173 };
174
175 SplayTree sp;
176 int n;
177 struct Edge
178 {
179     int to,next,w,id;
180 };
181 Edge edge[maxn];
182 int head[maxn],L;
183 int eid[maxn],toid[maxn];
184
185 void addedge(int u,int v,int w,int id)
186 {
187     edge[L].to = v;
188     edge[L].w = w;
189     edge[L].id = id;
190     edge[L].next = head[u];
191     head[u] = L++;
192 }
193
194 void DFS(int now,int fa)
195 {
196     for (int i = head[now];i != -1;i = edge[i].next)
197         if (edge[i].to != fa)
198         {
199             sp.Link(edge[i].to,now,edge[i].w);
200             eid[edge[i].id] = edge[i].to;
201             toid[edge[i].id] = now;
202
203             DFS(edge[i].to,now);
204         }
205 }
206
207 int main()
208 {
209     Init();
210     sp.Init();
211
212     scanf("%d",&n);
213

```

```

214   for (int i = 0; i < n; i++)
215   {
216       l[i] = newNode(0, nil);
217       r[i] = newNode(0, nil);
218       l[i]→id = r[i]→id = i;
219       l[i]→c[1] = r[i], r[i]→p = l[i];
220       sp.Pushup(l[i]);
221
222       head[i] = -1;
223   }
224   L = 0;
225
226   for (int i = 0; i < n-1; i++)
227   {
228       int u, v, w;
229       scanf("%d%d%d", &u, &v, &w);
230       u--, v--;
231
232       addedge(u, v, w, i);
233       addedge(v, u, w, i);
234   }
235
236   DFS(0, -1);
237
238   for (int i = 0; i < n-1; i++)
239   {
240       fflush(stdout);
241
242       int id;
243       scanf("%d", &id);
244       id--;
245
246       int ret = sp.Split(eid[id]);
247       printf("%d\n", ret);
248   }
249
250   return 0;
251 }

```

4.2 动态树

懒标记是否及时 Pushdown 了?
修改之后有没有及时 Pushup?

4.2.1 维护点权

查询链上的最长字段和
GetRoute 是用换根写的

```
1 | const int MaxN = 110000;
```

```

2
3 struct Node
4 {
5     int size, key;
6     bool rev;
7
8     // bool same;
9     // int lsum, rsum, sum, maxsum, sa;
10
11     Node *c[2];
12     Node *p;
13 } mem[MaxN], *cur, *nil, *pos[MaxN];
14
15 Node *newNode(int v, Node *p)
16 {
17     cur->c[0] = cur->c[1] = nil, cur->p = p;
18     cur->size = 1;
19     cur->key = v;
20     cur->rev = false;
21
22     // cur->same = false;
23     // cur->sa = 0;
24     // cur->lsum = cur->rsum = cur->maxsum = 0;
25     // cur->sum = v;
26
27     return cur++;
28 }
29
30 void Init()
31 {
32     cur = mem;
33     nil = newNode(0, cur);
34     nil->size = 0;
35 }
36
37 struct SplayTree
38 {
39     void Pushup(Node *x)
40     {
41         if (x == nil) return;
42         Pushdown(x); Pushdown(x->c[0]); Pushdown(x->c[1]);
43         x->size = x->c[0]->size + x->c[1]->size + 1;
44
45         // x->sum = x->c[0]->sum + x->c[1]->sum + x->key;
46         // x->lsum = max(x->c[0]->lsum,
47         //     x->c[0]->sum + x->key + max(0, x->c[1]->lsum));
48         // x->rsum = max(x->c[1]->rsum,
49         //     x->c[1]->sum + x->key + max(0, x->c[0]->rsum));
50         // x->maxsum = max(max(x->c[0]->maxsum, x->c[1]->maxsum),
51         //     x->key + max(0, x->c[0]->rsum) + max(0, x->c[1]->lsum));
52

```

```

53     }
54     void Pushdown(Node *x)
55     {
56         if (x == nil)    return;
57         if (x->rev)
58         {
59             x->rev = 0;
60             x->c[0]->rev ^= 1;
61             x->c[1]->rev ^= 1;
62             swap(x->c[0], x->c[1]);
63         //注意修改与位置有关的量
64         //     swap(x->lsum, x->rsum);
65         }
66
67         //     if (x->same)
68         //     {
69         //         x->same = false;
70         //         x->key = x->sa;
71         //         x->sum = x->sa * x->size;
72         //         x->lsum = x->rsum = x->maxsum = max(0, x->sum);
73         //         if (x->c[0] != nil)
74         //             x->c[0]->same = true, x->c[0]->sa = x->sa;
75         //         if (x->c[1] != nil)
76         //             x->c[1]->same = true, x->c[1]->sa = x->sa;
77         //     }
78     }
79     bool isRoot(Node *x)
80     {
81         return (x == nil) || (x->p->c[0] != x && x->p->c[1] != x);
82     }
83     void Rotate(Node *x, int f)
84     {
85         if (isRoot(x))    return;
86         Node *y = x->p;
87         y->c[f ^ 1] = x->c[f], x->p = y->p;
88         if (x->c[f] != nil)
89             x->c[f]->p = y;
90         if (y != nil)
91         {
92             if (y == y->p->c[1])
93                 y->p->c[1] = x;
94             else if (y == y->p->c[0])
95                 y->p->c[0] = x;
96         }
97         x->c[f] = y, y->p = x;
98         Pushup(y);
99     }
100    void Splay(Node *x)
101    {
102        static Node *stack[MaxN];
103        int top = 0;

```

```

104     stack[top++] = x;
105     for (Node *y = x; !isRoot(y); y = y->p)
106         stack[top++] = y->p;
107     while (top)
108         Pushdown(stack[--top]);
109
110     while (!isRoot(x))
111     {
112         Node *y = x->p;
113         if (isRoot(y))
114             Rotate(x, x == y->c[0]);
115         else
116         {
117             int fd = y->p->c[0] == y;
118             if (y->c[fd] == x)
119                 Rotate(x, fd ^ 1), Rotate(x, fd);
120             else
121                 Rotate(y, fd), Rotate(x, fd);
122         }
123     }
124     Pushup(x);
125 }
126 Node *Access(Node *u)
127 {
128     Node *v = nil;
129     while (u != nil)
130     {
131         Splay(u);
132         v->p = u;
133         u->c[1] = v;
134         Pushup(u);
135         u = (v = u)->p;
136         if (u == nil)
137             return v;
138     }
139 }
140 Node *LCA(Node *u, Node *v)
141 {
142     Access(u);
143     return Access(v);
144 }
145 Node *Link(Node *u, Node *v)
146 {
147     Access(u);
148     Splay(u);
149     u->rev = true;
150     u->p = v;
151 }
152 void ChangeRoot(Node *u)
153 {
154     Access(u)->rev ^= 1;

```

```

155     }
156     Node *GetRoute(Node *u, Node *v)
157     {
158         ChangeRoot(u);
159         return Access(v);
160     }
161 };
162
163 int n, m;
164 SplayTree sp;
165
166 int main(int argc, char const *argv[])
167 {
168     while (scanf("%d", &n) != EOF)
169     {
170         Init();
171         for (int i = 0; i < n; i++)
172         {
173             int v;
174             scanf("%d", &v);
175             pos[i] = newNode(v, nil);
176         }
177         for (int i = 0; i < n - 1; i++)
178         {
179             int u, v;
180             scanf("%d%d", &u, &v);
181             u--, v--;
182             sp.Link(pos[u], pos[v]);
183         }
184
185         // scanf("%d", &m);
186         // for (int i = 0; i < m; i++)
187         // {
188         //     int typ, u, v, c;
189         //     scanf("%d%d%d", &typ, &u, &v);
190         //     u--, v--;
191         //     if (typ == 1)
192         //         printf("%d\n", sp.GetRoute(pos[u], pos[v])->maxsum);
193         //     else
194         //     {
195         //         scanf("%d", &c);
196         //         Node *p = sp.GetRoute(pos[u], pos[v]);
197         //         p->same = true;
198         //         p->sa = c;
199         //     }
200         // }
201     }
202     return 0;
203 }

```

4.2.2 维护边权

刘汝佳的 Happy Painting!
 查询链上边的不同颜色数量
 不能换根，但是可以 Link 和 Cut

```

1  const int MaxN = 60000;
2
3  struct Node
4  {
5      int size,key;
6
7      int msk,lazy;
8
9      Node *c[2];
10     Node *p;
11 } mem[MaxN], *cur, *nil, *pos[MaxN];
12
13 Node *newNode(int v,Node *p)
14 {
15     cur->c[0] = cur->c[1] = nil, cur->p = p;
16     cur->size = 1;
17     cur->key = v;
18
19     cur->msk = 0;
20     cur->lazy = -1;
21
22     return cur++;
23 }
24
25 void Init()
26 {
27     cur = mem;
28     nil = newNode(0, cur);
29     nil->size = 0;
30 }
31
32 struct SplayTree
33 {
34     void Pushup(Node *x)
35     {
36         if (x == nil) return;
37         Pushdown(x);
38         Pushdown(x->c[0]);
39         Pushdown(x->c[1]);
40         x->size = x->c[0]->size + x->c[1]->size + 1;
41
42         x->msk = x->c[0]->msk | x->c[1]->msk | (1<<x->key);
43     }
44     void Pushdown(Node *x)
45     {

```



```

46     if (x == nil) return;
47
48     if (x->lazy != -1)
49     {
50         x->key = x->lazy;
51         x->msk = (1<<x->key);
52         x->c[0]->lazy = x->c[1]->lazy = x->lazy;
53         x->lazy = -1;
54     }
55 }
56 bool isRoot(Node *x)
57 {
58     return (x == nil) || (x->p->c[0] != x && x->p->c[1] != x);
59 }
60 void Rotate(Node *x, int f)
61 {
62     if (isRoot(x)) return;
63     Node *y = x->p;
64     y->c[f ^ 1] = x->c[f], x->p = y->p;
65     if (x->c[f] != nil)
66         x->c[f]->p = y;
67     if (y != nil)
68     {
69         if (y == y->p->c[1])
70             y->p->c[1] = x;
71         else if (y == y->p->c[0])
72             y->p->c[0] = x;
73     }
74     x->c[f] = y, y->p = x;
75     Pushup(y);
76 }
77 void Splay(Node *x)
78 {
79     static Node *stack[MaxN];
80     int top = 0;
81     stack[top++] = x;
82     for (Node *y = x; !isRoot(y); y = y->p)
83         stack[top++] = y->p;
84     while (top)
85         Pushdown(stack[--top]);
86
87     while (!isRoot(x))
88     {
89         Node *y = x->p;
90         if (isRoot(y))
91             Rotate(x, x == y->c[0]);
92         else
93         {
94             int fd = y->p->c[0] == y;
95             if (y->c[fd] == x)
96                 Rotate(x, fd ^ 1), Rotate(x, fd);

```

```

97         else
98             Rotate(y, fd), Rotate(x, fd);
99     }
100 }
101 Pushup(x);
102 }
103 Node *Access(Node *u)
104 {
105     Node *v = nil;
106     while (u != nil)
107     {
108         Splay(u);
109         v->p = u;
110         u->c[1] = v;
111         Pushup(u);
112         u = (v = u)->p;
113         if (u == nil) return v;
114     }
115 }
116 Node *Root(Node *u)
117 {
118     Access(u);
119     Splay(u);
120     for (Pushdown(u); u->c[0] != nil; u = u->c[0])
121         Pushdown(u);
122     Splay(u);
123     return u;
124 }
125 Node *LCA(Node *u, Node *v)
126 {
127     if (Root(u) != Root(v))
128         return nil;
129     Access(u);
130     return Access(v);
131 }
132 void Cut(Node *u)
133 {
134     Access(u);
135     Splay(u);
136     u->c[0] = u->c[0]->p = nil;
137     Pushup(u);
138 }
139 void Link(Node *u, Node *v, int val)
140 {
141     Access(u);
142     Splay(u);
143     u->p = v;
144     u->key = val;
145     Pushup(u);
146 }
147 };

```

```

148
149 int cntbit(int x)
150 {
151     x = (x & 0x55555555) + ((x >> 1) & 0x55555555);
152     x = (x & 0x33333333) + ((x >> 2) & 0x33333333);
153     x = (x & 0x0F0F0F0F) + ((x >> 4) & 0x0F0F0F0F);
154     x = (x & 0x00FF00FF) + ((x >> 8) & 0x00FF00FF);
155     x = (x & 0x0000FFFF) + ((x >> 16) & 0x0000FFFF);
156     return x;
157 }
158
159 SplayTree sp;
160 int n,Q,f[MaxN];
161
162 int main(int argc, char const *argv[])
163 {
164     while (scanf("%d%d",&n,&Q) != EOF)
165     {
166         Init();
167         for (int i = 0; i < n; i++)
168         {
169             scanf("%d",&f[i]);
170             pos[i] = newNode(0, nil);
171         }
172         for (int i = 0; i < n; i++)
173         {
174             int col;
175             scanf("%d",&col);
176             if (f[i] > 0)
177                 sp.Link(pos[i],pos[f[i]-1],col-1);
178         }
179         for (int q = 0; q < Q; q++)
180         {
181             int typ,x,y,c;
182             scanf("%d%d%d",&typ,&x,&y);
183             x--,y--;
184             if (typ == 3)
185             {
186                 Node *lca = sp.LCA(pos[x],pos[y]);
187                 if (lca == nil || x == y)
188                 {
189                     printf("0_0\n");
190                     continue;
191                 }
192                 int totedge = lca->c[1]->size;
193                 int msk = lca->c[1]->msk;
194
195                 if (pos[x] != lca)
196                 {
197                     sp.Splay(pos[x]);
198                     totedge += pos[x]->size;

```

```

199         msk |= pos[x]→msk;
200     }
201
202     printf("%d_%d\n", totedge, cntbit(msk));
203 }
204 else
205 {
206     scanf("%d",&c);
207     c--;
208     if (typ == 1)
209     {
210         if (x == y) continue;
211
212         Node *lca = sp.LCA(pos[x], pos[y]);
213         if (pos[x] == lca) continue;
214
215         sp.Cut(pos[x]);
216         sp.Link(pos[x], pos[y], c);
217     }
218 }
219 else
220 {
221     Node *lca = sp.LCA(pos[x], pos[y]);
222
223     if (lca == nil || x == y)
224         continue;
225
226     lca→c[1]→lazy = c;
227     sp.Pushup(lca→c[1]);
228     sp.Pushup(lca);
229     if (pos[x] != lca)
230     {
231         sp.Splay(pos[x]);
232         pos[x]→lazy = c;
233         sp.Pushup(pos[x]);
234     }
235 }
236 }
237 }
238 }
239 return 0;
240 }

```

4.3 可持久化线段树

区间第 k 小数，内存压缩版，POJ2014。

```

1 #include <cstdio>
2 #include <algorithm>
3 using namespace std;
4
5 const int MAXN=100000,MAXM=100000;

```

```
6
7 struct node
8 {
9     node *l,*r;
10    int sum;
11 }tree[MAXN*4+MAXM*20];
12
13 int N;
14 node *newnode()
15 {
16     tree[N].l=tree[N].r=NULL;
17     tree[N].sum=0;
18     return &tree[N++];
19 }
20 node *newnode(node *x)
21 {
22     tree[N].l=x->l;
23     tree[N].r=x->r;
24     tree[N].sum=x->sum;
25     return &tree[N++];
26 }
27 node *build(int l,int r)
28 {
29     node *x=newnode();
30     if (l<r)
31     {
32         int mid=l+r>>1;
33         x->l=build(l,mid);
34         x->r=build(mid+1,r);
35         x->sum=x->l->sum+x->r->sum;
36     }
37     else
38         x->sum=0;
39     return x;
40 }
41 node *update(node *x,int l,int r,int p,int v)
42 {
43     if (l<r)
44     {
45         int mid=l+r>>1;
46         node *nx=newnode(x);
47         if (p<=mid)
48         {
49             node *ret=update(x->l,l,mid,p,v);
50             nx->l=ret;
51         }
52         else
53         {
54             node *ret=update(x->r,mid+1,r,p,v);
55             nx->r=ret;
56         }
```

```

57     nx->sum=nx->l->sum+nx->r->sum;
58     return nx;
59 }
60 else
61 {
62     node *nx=newnode(x);
63     nx->sum+=v;
64     return nx;
65 }
66 }
67 int query(node *x1,node *x2,int l,int r,int k)
68 {
69     if (l<r)
70     {
71         int mid=l+r>>1;
72         int lsum=x2->l->sum-x1->l->sum;
73         if (lsum>=k)
74             return query(x1->l,x2->l,l,mid,k);
75         else
76             return query(x1->r,x2->r,mid+1,r,k-lsum);
77     }
78     else
79         return l;
80 }
81 char s[10];
82 node *root[MAXM+1];
83 int a[MAXN],b[MAXN];
84 int init(int n)
85 {
86     for (int i=0;i<n;i++)
87         b[i]=a[i];
88     sort(b,b+n);
89     int tn=unique(b,b+n)-b;
90     for (int i=0;i<n;i++)
91     {
92         int l=0,r=tn-1;
93         while (l<r)
94         {
95             int mid=l+r>>1;
96             if (b[mid]>=a[i])
97                 r=mid;
98             else
99                 l=mid+1;
100         }
101         a[i]=l;
102     }
103     return tn;
104 }
105 int main()
106 {
107     int cas=1,n;

```

```

108 while (scanf("%d",&n)!=EOF)
109 {
110     printf("Case_:%d:\n",cas++);
111     for (int i=0;i<n;i++)
112         scanf("%d",&a[i]);
113     int tn=init(n);
114     N=0;
115     root[0]=build(0,tn-1);
116     for (int i=1;i<=n;i++)
117         root[i]=update(root[i-1],0,tn-1,a[i-1],1);
118     int m;
119     scanf("%d",&m);
120     for (int i=0;i<m;i++)
121     {
122         int s,t;
123         scanf("%d%d",&s,&t);
124         printf("%d\n",b[query(root[s-1],root[t],0,tn-1,t-s+2>>1)]);
125     }
126 }
127 return 0;
128 }

```

4.4 treap 正式版

支持翻转。

```

1 #include <cstdio>
2 #include <cstdlib>
3 #include <algorithm>
4 using namespace std;
5
6 const int MAXN = 100000;
7 const int MAXM = 100000;
8 const int inf = 0x7fffffff;
9 int a[MAXN];
10 struct Treap
11 {
12     int N;
13     Treap()
14     {
15         N = 0;
16         root = NULL;
17     }
18     void init()
19     {
20         N = 0;
21         root = NULL;
22     }
23     struct Treap_Node
24     {
25         Treap_Node *son[2]; //left & right
26         int value, fix;

```

```

27     bool lazy;
28     int size;
29     Treap_Node() {}
30     Treap_Node(int _value)
31     {
32         son[0] = son[1] = NULL;
33         value = _value;
34         fix = rand() * rand();
35         lazy = 0;
36         size = 1;
37     }
38     int sonSize(bool flag)
39     {
40         if (son[flag] == NULL)
41             return 0;
42         else
43             return son[flag]→size;
44     }
45 } node[MAXN], *root, *pos[MAXN];
46 void up(Treap_Node *p)
47 {
48     p→size = p→sonSize(0) + p→sonSize(1) + 1;
49 }
50 void down(Treap_Node *p)
51 {
52     if (!p→lazy)
53         return ;
54     for (int i = 0; i < 2; i++)
55         if (p→son[i])
56             p→son[i]→lazy = !p→son[i]→lazy;
57     swap(p→son[0], p→son[1]);
58     p→lazy = 0;
59 }
60 Treap_Node *merge(Treap_Node *p, Treap_Node *q)
61 {
62     if (p == NULL)
63         return q;
64     else if (q == NULL)
65         return p;
66     if (p→fix <= q→fix)
67     {
68         down(p);
69         p→son[1] = merge(p→son[1], q);
70         up(p);
71         return p;
72     }
73     else
74     {
75         down(q);
76         q→son[0] = merge(p, q→son[0]);
77         up(q);

```



```

78     return q;
79 }
80 }
81 pair<Treap_Node *, Treap_Node *> split(Treap_Node *p, int n)
82 {
83     if (p == NULL)
84         return make_pair((Treap_Node *)NULL, (Treap_Node *)NULL);
85     if (!n)
86         return make_pair((Treap_Node *)NULL, p);
87     if (n == p->size)
88         return make_pair(p, (Treap_Node *)NULL);
89     down(p);
90     if (p->sonSize(0) >= n)
91     {
92         pair<Treap_Node *, Treap_Node *> ret = split(p->son[0], n);
93         p->son[0] = ret.second;
94         up(p);
95         return make_pair(ret.first, p);
96     }
97     else
98     {
99         pair<Treap_Node *, Treap_Node *>
100         ret = split(p->son[1], n - p->sonSize(0) - 1);
101         p->son[1] = ret.first;
102         up(p);
103         return make_pair(p, ret.second);
104     }
105 }
106 int smalls(Treap_Node *p, int value)
107 {
108     if (p==NULL)
109         return 0;
110     if (p->value<=value)
111         return 1+p->sonSize(0)+smalls(p->son[1],value);
112     else
113         return smalls(p->son[0],value);
114 }
115 void insert(int value)
116 {
117     Treap_Node *p = &node[N++];
118     *p = Treap_Node(value);
119     pair<Treap_Node *, Treap_Node *>
120     ret = split(root, smalls(root, value));
121     root = merge(merge(ret.first, p), ret.second);
122 }
123 void remove(int value)
124 {
125     pair<Treap_Node *, Treap_Node *> ret = split(root, smalls(root,
126         value) - 1);
127     root = merge(ret.first, split(ret.second, 1).second);

```

```

128 Treap_Node *build(int s, int t)
129 {
130     int idx = t + s >> 1;
131     Treap_Node *p = &node[N++];
132     *p = Treap_Node(a[idx]);
133     pos[a[idx]] = p;
134     if (idx > s)
135         p = merge(build(s, idx - 1), p);
136     if (idx < t)
137         p = merge(p, build(idx + 1, t));
138     up(p);
139     return p;
140 }
141 void build(int n)
142 {
143     root = build(0, n - 1);
144 }
145 void *reverse(int s, int t)
146 {
147     pair<Treap_Node *, Treap_Node *> tmp1, tmp2;
148     tmp1 = split(root, s - 1);
149     tmp2 = split(tmp1.second, t - s + 1);
150     tmp2.first->lazy = !tmp2.first->lazy;
151     root = merge(tmp1.first, merge(tmp2.first, tmp2.second));
152 }
153 };
154 Treap treap;
155 int main()
156 {
157     treap.init();
158     int n;
159     scanf("%d", &n);
160     for (int i = 0; i < n; i++)
161         scanf("%d", &a[i]);
162     treap.build(n);
163 }

```

4.5 树链剖分

4.5.1 点权

```

1 #include <cstdio>
2 #include <cstring>
3 #include <cstdlib>
4 #include <algorithm>
5 using namespace std;
6 const int MAX = 12000;
7 const int LOG = 15;
8 const int oo = 0x3f3f3f3f;
9 struct Edge
10 {

```

```

11     int to, w, id;
12     Edge* next;
13 } memo[MAX<<1], *cur, *g[MAX], *pree[MAX], *solid[MAX], *valid[MAX];
14 int dp[MAX][LOG], pos[MAX], lst[MAX], dep[MAX], cnt[MAX], h[MAX], K
    , n;
15 void init()
16 {
17     for (int i = 1; i <= n; i++)
18     {
19         g[i] = NULL;
20         valid[i] = NULL;
21         solid[i] = NULL;
22         pree[i] = NULL;
23     }
24     for (int i = 0; i < LOG; i++)
25     {
26         dp[1][i] = 1;
27     }
28     cur = memo;
29     K = 0;
30 }
31 void add(int u, int v, int w, int id)
32 {
33     cur->to = v;
34     cur->w = w;
35     cur->id = id;
36     cur->next = g[u];
37     g[u] = cur++;
38 }
39 void dfsLCA(int d, int u, int f)
40 {
41     dep[u] = d;
42     dp[u][0] = f;
43     cnt[u] = 1;
44     for (int i = 1; i < LOG; i++)
45     {
46         dp[u][i] = dp[dp[u][i - 1]][i - 1];
47     }
48     for (Edge* it = g[u]; it; it = it->next)
49     {
50         int v = it->to;
51         if (v != f)
52         {
53             pree[v] = it;
54             valid[it->id] = it;
55             dfsLCA(d + 1, v, u); //RE
56             cnt[u] += cnt[v];
57             if (solid[u] == NULL || cnt[solid[u]->to] < cnt[v])
58             {
59                 solid[u] = it;
60             }

```

```

61     }
62 }
63 }
64 void dfsChain(int u, int head)
65 {
66     h[u] = head;
67     if (solid[u])
68     {
69         lst[pos[u] = K++] = u;
70         dfsChain(solid[u]→to, head);
71     }
72     else
73     for (Edge* it = g[u]; it; it = it→next)
74     {
75         int v = it→to;
76         if (it != solid[u] && v != dp[u][0])
77         {
78             dfsChain(v, v);
79         }
80     }
81 }
82 int getLCA(int u, int v)
83 {
84     if (dep[u] < dep[v])
85         swap(u, v);
86     for (int st = 1 << (LOG - 1), i = LOG - 1; i >= 0; i--, st >>= 1)
87     {
88         if (st <= dep[u] - dep[v])
89         {
90             u = dp[u][i];
91         }
92     }
93     if (u == v)
94         return u;
95     for (int i = LOG - 1; i >= 0; i--)
96     {
97         if (dp[u][i] != dp[v][i])
98         {
99             u = dp[u][i];
100            v = dp[v][i];
101        }
102    }
103    return dp[u][0];
104 }
105 struct Node
106 {
107     int l, r, ma, mi;
108     bool rev;
109 } seg[MAX << 2];
110 void reverse(int k)
111 {

```

```

112     seg[k].mi *= -1;
113     seg[k].ma *= -1;
114     seg[k].rev ^= 1;
115     swap(seg[k].mi, seg[k].ma);
116 }
117 void pushdown(int k)
118 {
119     if (seg[k].rev)
120     {
121         reverse(k << 1);
122         reverse(k << 1 | 1);
123         seg[k].rev = false;
124     }
125 }
126 void update(int k)
127 {
128     seg[k].mi = min(seg[k << 1].mi, seg[k << 1 | 1].mi);
129     seg[k].ma = max(seg[k << 1].ma, seg[k << 1 | 1].ma);
130 }
131 void init(int k, int l, int r)
132 {
133     seg[k].l = l;
134     seg[k].r = r;
135     seg[k].rev = false;
136     if (l == r)
137     {
138         seg[k].mi = seg[k].ma = solid[lst[l]]->w; //solid WA
139         return;
140     }
141     int mid = l + r >> 1;
142     init(k << 1, l, mid);
143     init(k << 1 | 1, mid + 1, r);
144     update(k);
145 }
146 void update(int k, int id, int v)
147 {
148     if (seg[k].l == seg[k].r)
149     {
150         seg[k].mi = seg[k].ma = solid[lst[id]]->w = v;
151         return;
152     }
153     pushdown(k);
154     int mid = seg[k].l + seg[k].r >> 1;
155     if (id <= mid)
156         update(k << 1, id, v);
157     else
158         update(k << 1 | 1, id, v);
159     update(k);
160 }
161 void reverse(int k, int l, int r)
162 {

```

```

163     if (seg[k].l > r || seg[k].r < l)
164         return;
165     if (seg[k].l >= l && seg[k].r <= r)
166     {
167         reverse(k);
168         return;
169     }
170     pushdown(k);
171     reverse(k << 1, l, r);
172     reverse(k << 1 | 1, l, r);
173     update(k);
174 }
175 int read(int k, int l, int r)
176 {
177     if (seg[k].l > r || seg[k].r < l)
178         return -oo;
179     if (seg[k].l >= l && seg[k].r <= r)
180         return seg[k].ma;
181     pushdown(k);
182     return max(read(k << 1, l, r), read(k << 1 | 1, l, r));
183 }
184 void setEdge(int id, int v)
185 {
186     Edge* it = valid[id];
187     if (h[it->to] != it->to)
188     {
189         update(1, pos[dp[it->to][0]], v);
190     }
191     else
192     {
193         it->w = v;
194     }
195 }
196 void negateLCA(int t, int u)
197 {
198     while (t != u)
199     {
200         int tmp = h[u];
201         if (dep[tmp] < dep[t])
202             tmp = t;
203         if (h[u] == u)
204         {
205             pree[u]->w *= -1;
206             u = dp[u][0];
207         }
208         else
209         {
210             reverse(1, pos[tmp], pos[dp[u][0]]);
211             u = tmp;
212         }
213     }

```

```

214 }
215 void negate(int u, int v)
216 {
217     int t = getLCA(u, v);
218     negateLCA(t, u);
219     negateLCA(t, v);
220 }
221 int maxLCA(int t, int u)
222 {
223     int ret = -oo;
224     while (t != u)
225     {
226         int tmp = h[u];
227         if (dep[tmp] < dep[t])
228             tmp = t;
229         if (h[u] == u)
230         {
231             ret = max(ret, pree[u]—>w);
232             u = dp[u][0];
233         }
234         else
235         {
236             ret = max(ret, read(1, pos[tmp], pos[dp[u][0]]));
237             u = tmp;
238         }
239     }
240     return ret;
241 }
242 int query(int u, int v)
243 {
244     int t = getLCA(u, v);
245     return max(maxLCA(t, u), maxLCA(t, v));
246 }
247 int main()
248 {
249     int T;
250     int u, v, w;
251     char op[15];
252     scanf("%d", &T);
253     while (T—)
254     {
255         scanf("%d", &n);
256         init();
257         for (int i = 1; i < n; i++)
258         {
259             scanf("%d%d%d", &u, &v, &w);
260             add(u, v, w, i);
261             add(v, u, w, i);
262         }
263         dfsLCA(0, 1, 1);
264         dfsChain(1, 1);

```

```

265     init(1, 0, K - 1);
266     while (scanf("%s", op), op[0] != 'D')
267     {
268         scanf("%d%d", &u, &v);
269         if (op[0] == 'C')
270         {
271             setEdge(u, v);
272         }
273         else if (op[0] == 'N')
274         {
275             negate(u, v);
276         }
277         else
278         {
279             printf("%d\n", query(u, v));
280         }
281     }
282 }
283 return 0;
284 }

```

4.5.2 边权

```

1  #include <cstdio>
2  #include <iostream>
3  #include <cstdlib>
4  #include <algorithm>
5  #include <cmath>
6  #include <cstring>
7  using namespace std;
8  int n,m,sum,pos;
9  int head[50005],e;
10 int s[50005],from[50005];
11 int fa[50005][20],deep[50005],num[50005];
12 int solid[50005],p[50005],fp[50005];
13 struct N
14 {
15     int l,r,mid;
16     int add,w;
17 }nod[50005*4];
18 struct M
19 {
20     int v,next;
21 }edge[100005];
22 void addedge(int u,int v)
23 {
24     edge[e].v=v;
25     edge[e].next=head[u];
26     head[u]=e++;
27
28     edge[e].v=u;
29     edge[e].next=head[v];

```



```

30     head[v]=e++;
31 }
32 void LCA(int st,int f,int d)
33 {
34     deep[st]=d;
35     fa[st][0]=f;
36     num[st]=1;
37     int i,v;
38     for(i=1;i<20;i++)
39         fa[st][i]=fa[fa[st][i-1]][i-1];
40     for(i=head[st];i!=-1;i=edge[i].next)
41     {
42         v=edge[i].v;
43         if(v!=f)
44         {
45             LCA(v,st,d+1);
46             num[st]+=num[v];
47             if(solid[st]==-1||num[v]>num[solid[st]])
48                 solid[st]=v;
49         }
50     }
51 }
52 void getpos(int st,int sp)
53 {
54     from[st]=sp;
55     if(solid[st]!=-1)
56     {
57         p[st]=pos++;
58         fp[p[st]]=st;
59         getpos(solid[st],sp);
60     }
61     else
62     {
63         p[st]=pos++;
64         fp[p[st]]=st;
65         return;
66     }
67     int i,v;
68     for(i=head[st];i!=-1;i=edge[i].next)
69     {
70         v=edge[i].v;
71         if(v!=solid[st]&&v!=fa[st][0])
72             getpos(v,v);
73     }
74 }
75 int getLCA(int u,int v)
76 {
77     if(deep[u]<deep[v])
78         swap(u,v);
79     int d=1<<19,i;
80     for(i=19;i>=0;i--)

```

```

81     {
82         if(d<=deep[u]-deep[v])
83             u=fa[u][i];
84         d>>=1;
85     }
86     if(u==v)
87         return u;
88     for(i=19;i>=0;i--)
89         if(fa[u][i]!=fa[v][i])
90         {
91             u=fa[u][i];
92             v=fa[v][i];
93         }
94     return fa[u][0];
95 }
96 void init(int p,int l,int r)
97 {
98     nod[p].l=l;
99     nod[p].r=r;
100    nod[p].mid=(l+r)>>1;
101    nod[p].add=0;
102    if(l==r)
103        nod[p].w=s[fp[l]];
104    else
105    {
106        init(p<<1,l,nod[p].mid);
107        init(p<<1|1,nod[p].mid+1,r);
108    }
109 }
110 void lazy(int p)
111 {
112     if(nod[p].add!=0)
113     {
114         nod[p<<1].add+=nod[p].add;
115         nod[p<<1|1].add+=nod[p].add;
116         nod[p].add=0;
117     }
118 }
119 void update(int p,int l,int r,int v)
120 {
121     if(nod[p].l==l&&nod[p].r==r)
122     {
123         nod[p].add+=v;
124         return;
125     }
126     lazy(p);
127     if(nod[p].mid<l)
128         update(p<<1|1,l,r,v);
129     else if(nod[p].mid>=r)
130         update(p<<1,l,r,v);
131     else

```

```

132     {
133         update(p<<1,l,nod[p].mid,v);
134         update(p<<1|1,nod[p].mid+1,r,v);
135     }
136 }
137 int read(int p,int l,int r)
138 {
139     if(nod[p].l==l&&nod[p].r==r)
140         return nod[p].w+nod[p].add;
141     lazy(p);
142     if(nod[p].mid<l)
143         return read(p<<1|1,l,r);
144     else if(nod[p].mid>=r)
145         return read(p<<1,l,r);
146 }
147 void jump(int st,int ed,int val)
148 {
149     while(deep[st]>=deep[ed])
150     {
151         int tmp=from[st];
152         if(deep[tmp]<deep[ed])
153             tmp=ed;
154         update(1,p[tmp],p[st],val);
155         st=fa[tmp][0];
156     }
157 }
158 void change(int st,int ed,int val)
159 {
160     int lca=getLCA(st,ed);
161     jump(st,lca,val);
162     jump(ed,lca,val);
163     jump(lca,lca,-val);
164 }
165 int main()
166 {
167     while(scanf("%d%d%d",&n,&m,&sum)==3)
168     {
169         int i;
170         s[0]=0;pos=0;deep[0]=-1;
171         memset(fa,0,sizeof(fa));
172         for(i=1;i<=n;i++)
173         {
174             solid[i]=-1;
175             scanf("%d",&s[i]);
176         }
177         memset(head,-1,sizeof(head));
178         e=0;
179         for(i=0;i<m;i++)
180         {
181             int a,b;
182             scanf("%d%d",&a,&b);

```

```

183     addedge(a,b);
184 }
185 LCA(1,0,0);
186 getpos(1,1);
187 init(1,0,pos-1);
188 for(i=0;i<sum;i++)
189 {
190     char que[5];
191     scanf("%s",que);
192     if(que[0]!='Q')
193     {
194         int a,b,c;
195         scanf("%d%d%d",&a,&b,&c);
196         if(que[0]=='D')
197             c=-c;
198         change(a,b,c);
199     }
200     else
201     {
202         int a;
203         scanf("%d",&a);
204         printf("%d\n",read(1,p[a],p[a]));
205     }
206 }
207 }
208 return 0;
209 }

```

4.6 划分树

```

1  int n,m;
2  struct elem
3  {
4      int v,index;
5  }a[120000];
6  int d[30][120000];
7  int s[30][120000];
8
9  bool cmp(elem a,elem b)
10 {
11     if (a.v == b.v)
12         return a.index <= b.index;
13     return a.v < b.v;
14 }
15
16 void build(int depth,int l,int r)
17 {
18     if (l == r)
19         return;
20     int mid = (l+r)/2;
21     int tl,tr;
22     tl = tr = 0;

```

```

23  for (int i = l; i <= r; i++)
24  {
25      if (cmp(a[d[depth][i]], a[mid]))
26      {
27          d[depth+1][l+tl] = d[depth][i];
28          tl++;
29      }
30      else
31      {
32          d[depth+1][mid+1+tr] = d[depth][i];
33          tr++;
34      }
35      s[depth][i] = tl;
36  }
37  build(depth+1, l, mid);
38  build(depth+1, mid+1, r);
39 }
40
41 int find(int depth, int dl, int dr, int fl, int fr, int k)
42 {
43     if (fl == fr)
44         return a[d[depth][fl]].v;
45     int ls, rs;
46     int mid = (dl+dr)/2;
47     ls = (fl == dl)? 0 : s[depth][fl-1];
48     rs = s[depth][fr];
49     return (rs-ls < k)?
50         find(depth+1, mid+1, dr, mid+fl-dl-ls+1, mid+fr-dl-rs+1, k-(rs-ls))
51         : find(depth+1, dl, mid, dl+ls, dl+rs-1, k);
52 }
53
54 int main()
55 {
56     while (scanf("%d%d", &n, &m) != EOF)
57     {
58         for (int i = 1; i <= n; i++)
59         {
60             scanf("%d", &a[i].v);
61             a[i].index = i;
62         }
63         sort(a+1, a+n+1, cmp);
64         for (int i = 1; i <= n; i++)
65             d[0][a[i].index] = i;
66         build(0, 1, n);
67         int l, r, k;
68         for (int i = 1; i <= m; i++)
69         {
70             scanf("%d%d%d", &l, &r, &k);
71             printf("%d\n", find(0, 1, n, l, r, k));
72         }
73     }

```

```
74 | return 0;  
75 | }
```

4.7 树状数组

```
1 | int read(int k)  
2 | {  
3 |     int sum = 0;  
4 |     for (; k; k^=k&-k)  
5 |         sum+=tree[k];  
6 |     return sum;  
7 | }  
8 | void update(int k, int v)  
9 | {  
10 |     for (; k<=MaxN; k+=k&-k)  
11 |         tree[k]+=v;  
12 | }  
13 | int find_Kth(int k)  
14 | {  
15 |     int idx = 0;  
16 |     for(int i=20; i>=0; i--)  
17 |     {  
18 |         idx |= 1 << i;  
19 |         if(idx <= MaxN && tree[idx] < k)  
20 |             k -= tree[idx];  
21 |         else idx ^= 1 << i;  
22 |     }  
23 |     return idx + 1;  
24 | }
```

5 图论

5.1 优先队列优化的 dijkstra

```

1  #include<cstdio>
2  #include<cstring>
3  #include<iostream>
4  #include<algorithm>
5  #include<queue>
6  #include<vector>
7  using namespace std;
8  const int MAXN=100;
9  const int MAXM=1000;
10 int N,L;
11 int head[MAXN];
12 struct edges
13 {
14     int to,next,cost;
15 } edge[MAXM];
16 int dist[MAXN];
17 class states
18 {
19 public:
20     int cost,id;
21 };
22 class cmp
23 {
24 public:
25     bool operator()(const states &i,const states &j)
26     {
27         return i.cost>j.cost;
28     }
29 };
30 void init(int n)
31 {
32     N=n;
33     L=0;
34     for (int i=0; i<n; i++)
35         head[i]=-1;
36 }
37 void add_edge(int x,int y,int cost)
38 {
39     edge[L].to=y;
40     edge[L].cost=cost;
41     edge[L].next=head[x];
42     head[x]=L++;
43 }
44 int dijkstra(int s,int t)
45 {
46     memset(dist,63,sizeof(dist));
47     states u;

```

```

48     u.id=s;
49     u.cost=0;
50     dist[s]=0;
51     priority_queue<states,vector<states>,cmp> q;
52     q.push(u);
53     while (!q.empty())
54     {
55         u=q.top();
56         q.pop();
57         if (u.id==t) return dist[t];
58         if (u.cost!=dist[u.id]) continue;
59         for (int i=head[u.id]; i!=-1; i=edge[i].next)
60         {
61             states v=u;
62             v.id=edge[i].to;
63             if (dist[v.id]>dist[u.id]+edge[i].cost)
64             {
65                 v.cost=dist[v.id]=dist[u.id]+edge[i].cost;
66                 q.push(v);
67             }
68         }
69     }
70     return -1;
71 }
72 int main()
73 {
74     int n,m;
75     scanf("%d%d",&n,&m);
76     init(n);
77     for (int i=0; i<m; i++)
78     {
79         int x,y,z;
80         scanf("%d%d%d",&x,&y,&z);
81         add_edge(x,y,z);
82         add_edge(y,x,z);
83     }
84     int s,t;
85     scanf("%d%d",&s,&t);
86     printf("%d\n",dijkstra(s,t));
87     return 0;
88 }

```

5.2 SAP 四版

```

1  const int MAXEDGE=20400;
2  const int MAXN=400;
3  const int inf=0x3fffffff;
4  struct edges
5  {
6      int cap,to,next,flow;
7  } edge[MAXEDGE+100];
8  struct nodes

```



```

9 {
10     int head,label,pre,cur;
11 } node[MAXN+100];
12 int L,N;
13 int gap[MAXN+100];
14 void init(int n)
15 {
16     L=0;
17     N=n;
18     for (int i=0; i<N; i++)
19         node[i].head=-1;
20 }
21 void add_edge(int x,int y,int z,int w)
22 {
23     edge[L].cap=z;
24     edge[L].flow=0;
25     edge[L].to=y;
26     edge[L].next=node[x].head;
27     node[x].head=L++;
28     edge[L].cap=w;
29     edge[L].flow=0;
30     edge[L].to=x;
31     edge[L].next=node[y].head;
32     node[y].head=L++;
33 }
34 int maxflow(int s,int t)
35 {
36     memset(gap,0,sizeof(gap));
37     gap[0]=N;
38     int u,ans=0;
39     for (int i=0; i<N; i++)
40     {
41         node[i].cur=node[i].head;
42         node[i].label=0;
43     }
44     u=s;
45     node[u].pre=-1;
46     while (node[s].label<N)
47     {
48         if (u==t)
49         {
50             int min=inf;
51             for (int i=node[u].pre; i!=-1; i=node[edge[i^1].to].pre)
52                 if (min>edge[i].cap-edge[i].flow)
53                     min=edge[i].cap-edge[i].flow;
54             for (int i=node[u].pre; i!=-1; i=node[edge[i^1].to].pre)
55             {
56                 edge[i].flow+=min;
57                 edge[i^1].flow-=min;
58             }
59             u=s;

```

```

60     ans+=min;
61     continue;
62 }
63 bool flag=false;
64 int v;
65 for (int i=node[u].cur; i!=-1; i=edge[i].next)
66 {
67     v=edge[i].to;
68     if (edge[i].cap-edge[i].flow &&
69         node[v].label+1==node[u].label)
70     {
71         flag=true;
72         node[u].cur=node[v].pre=i;
73         break;
74     }
75 }
76 if (flag)
77 {
78     u=v;
79     continue;
80 }
81 node[u].cur=node[u].head;
82 int min=N;
83 for (int i=node[u].head; i!=-1; i=edge[i].next)
84     if (edge[i].cap-edge[i].flow && node[edge[i].to].label<min)
85         min=node[edge[i].to].label;
86 gap[node[u].label]--;
87 if (!gap[node[u].label]) return ans;
88 node[u].label=min+1;
89 gap[node[u].label]++;
90 if (u!=s) u=edge[node[u].pre^1].to;
91 }
92 return ans;
93 }

```

5.3 费用流

5.3.1 三版

T 了可以改成栈。

```

1  const int MAXM=60000;
2  const int MAXN=400;
3  const int inf=0x3fffffff;
4  int L,N;
5  int K;
6  struct edges
7  {
8      int to,next,cap,flow,cost;
9  } edge[MAXM];
10 struct nodes
11 {

```

```

12  int dis,pre,head;
13  bool visit;
14  } node[MAXN];
15  void init(int n)
16  {
17      N=n;
18      L=0;
19      for (int i=0; i<N; i++)
20          node[i].head=-1;
21  }
22  void add_edge(int x,int y,int cap,int cost)
23  {
24      edge[L].to=y;
25      edge[L].cap=cap;
26      edge[L].cost=cost;
27      edge[L].flow=0;
28      edge[L].next=node[x].head;
29      node[x].head=L++;
30      edge[L].to=x;
31      edge[L].cap=0;
32      edge[L].cost=-cost;
33      edge[L].flow=0;
34      edge[L].next=node[y].head;
35      node[y].head=L++;
36  }
37  bool spfa(int s,int t)
38  {
39      queue<int> q;
40      for (int i=0; i<N; i++)
41      {
42          node[i].dis=0x3fffffff;
43          node[i].pre=-1;
44          node[i].visit=0;
45      }
46      node[s].dis=0;
47      node[s].visit=1;
48      q.push(s);
49      while (!q.empty())
50      {
51          int u=q.front();
52          node[u].visit=0;
53          for (int i=node[u].head; i!=-1; i=edge[i].next)
54          {
55              int v=edge[i].to;
56              if (edge[i].cap>edge[i].flow &&
57                  node[v].dis>node[u].dis+edge[i].cost)
58              {
59                  node[v].dis=node[u].dis+edge[i].cost;
60                  node[v].pre=i;
61                  if (!node[v].visit)
62                      q.push(v);

```

```

63         node[v].visit=1;
64         q.push(v);
65     }
66 }
67 }
68 q.pop();
69 }
70 if (node[t].pre== -1)
71     return 0;
72 else
73     return 1;
74 }
75 int mcmf(int s,int t,int &cost)
76 {
77     int flow=0;
78     while (spfa(s,t))
79     {
80         int max=inf;
81         for (int i=node[t].pre; i!= -1; i=node[edge[i^1].to].pre)
82         {
83             if (max>edge[i].cap-edge[i].flow)
84                 max=edge[i].cap-edge[i].flow;
85         }
86         for (int i=node[t].pre; i!= -1; i=node[edge[i^1].to].pre)
87         {
88             edge[i].flow+=max;
89             edge[i^1].flow-=max;
90             cost+=edge[i].cost*max;
91         }
92         flow+=max;
93     }
94     return flow;
95 }

```

5.3.2 dijkstra 加改点堆

```

1  #include <cstdio>
2  #include <cstring>
3  #include <algorithm>
4  #include <queue>
5  #include <stack>
6  using namespace std;
7  int N, L;
8  int head[2003];
9  struct Edge
10 {
11     int to, next, flow, cost;
12 } edge[2000 * 1999 / 2 + 2000 * 3 << 1];
13 int h[2003], dis[2003], pre[2003];
14 struct Heap
15 {

```

```
16  int value[2004], id[2004];
17  int pos[2003];
18  int size;
19  void init()
20  {
21      size = 1;
22  }
23  void swap2(int p, int q)
24  {
25      swap(value[p], value[q]);
26      swap(id[p], id[q]);
27      pos[id[p]] = p;
28      pos[id[q]] = q;
29  }
30  void push_up(int p)
31  {
32      while (p > 1 && value[p / 2] > value[p])
33      {
34          swap2(p, p / 2);
35          p /= 2;
36      }
37  }
38  void push_down(int p)
39  {
40      while (p * 2 < size)
41      {
42          int best = p;
43          if (p * 2 < size && value[p] > value[p * 2])
44              best = p * 2;
45          if (p * 2 + 1 < size && value[best] > value[p * 2 + 1])
46              best = p * 2 + 1;
47          if (p == best)
48              break;
49          swap2(p, best);
50          p = best;
51      }
52  }
53  void push(int _value, int _id)
54  {
55      value[size] = _value;
56      id[size] = _id;
57      pos[_id] = size;
58      push_up(size++);
59  }
60  int top()
61  {
62      return id[1];
63  }
64  void pop()
65  {
66      value[1] = value[size - 1];
```

```

67         id[1] = id[--size];
68         pos[id[1]] = 1;
69         push_down(1);
70     }
71     void update(int _value, int _id)
72     {
73         int p = pos[_id];
74         value[p] = _value;
75         push_up(p);
76     }
77 } heap;
78 bool inque[2003];
79 void init(int n)
80 {
81     N = n;
82     L = 0;
83     memset(head, -1, 4 * n);
84 }
85 void add_edge(int u, int v, int flow, int cost)
86 {
87     edge[L].to = v;
88     edge[L].flow = flow;
89     edge[L].cost = cost;
90     edge[L].next = head[u];
91     head[u] = L++;
92     edge[L].to = u;
93     edge[L].flow = 0;
94     edge[L].cost = -cost;
95     edge[L].next = head[v];
96     head[v] = L++;
97 }
98 void spfa(int s)
99 {
100     memset(dis, 63, 4 * N);
101     memset(inque, 0, N);
102     memset(pre, -1, 4 * N);
103     dis[s] = 0;
104     stack<int> que;
105     que.push(s);
106     while (!que.empty())
107     {
108         int u = que.top();
109         inque[u] = 0;
110         que.pop();
111         for (int i = head[u]; i != -1; i = edge[i].next)
112             if (edge[i].flow)
113             {
114                 int v = edge[i].to;
115                 if (dis[v] > dis[u] + edge[i].cost)
116                 {
117                     dis[v] = dis[u] + edge[i].cost;

```

```

118         pre[v] = i;
119         if (!inque[v])
120         {
121             inque[v] = 1;
122             que.push(v);
123         }
124     }
125 }
126 }
127 }
128 void dijkstra(int s)
129 {
130     for (int i = 0; i < N; ++i)
131         h[i] += dis[i];
132     memset(dis, 63, 4 * N);
133     memset(pre, -1, 4 * N);
134     memset(inque, 0, N);
135     dis[s] = 0;
136     inque[s] = 1;
137     heap.init();
138     heap.push(0, s);
139     while (heap.size > 1)
140     {
141         int u = heap.top();
142         heap.pop();
143         for (int i = head[u]; i != -1; i = edge[i].next)
144             if (edge[i].flow)
145             {
146                 int v = edge[i].to;
147                 if (dis[v] > dis[u] + edge[i].cost + h[u] - h[v])
148                 {
149                     dis[v] = dis[u] + edge[i].cost + h[u] - h[v];
150                     pre[v] = i;
151                     if (!inque[v])
152                     {
153                         heap.push(dis[v], v);
154                         inque[v] = 1;
155                     }
156                     else
157                         heap.update(dis[v], v);
158                 }
159             }
160     }
161 }
162 int mcmf(int s, int t, int &cost)
163 {
164     int flow = 0;
165     memset(h, 0, 4 * N);
166     for (spfa(s); pre[t] != -1; dijkstra(s))
167     {
168         int maxs = edge[pre[t]].flow;

```

```

169     for (int i = pre[t]; i != -1; i = pre[edge[i ^ 1].to])
170         maxs = min(maxs, edge[i].flow);
171     for (int i = pre[t]; i != -1; i = pre[edge[i ^ 1].to])
172     {
173         edge[i].flow -= maxs;
174         edge[i ^ 1].flow += maxs;
175         cost += edge[i].cost * maxs;
176     }
177     flow += maxs;
178 }
179 return flow;
180 }
181 int a[1000];
182 int main()
183 {
184     int t;
185     scanf("%d", &t);
186     for (int cas = 1; cas <= t; ++cas)
187     {
188         int n;
189         scanf("%d", &n);
190         init(n * 2 + 3);
191         for (int i = 0; i < n; ++i)
192         {
193             int x;
194             scanf("%d", &x);
195             a[i] = x;
196             add_edge(i * 2, i * 2 + 1, 1, -1);
197             add_edge(i * 2 + 1, n * 2 + 1, 1, 0);
198             add_edge(n * 2 + 2, i * 2, 1, 0);
199         }
200         for (int i = 0; i < n; ++i)
201             for (int j = i + 1; j < n; ++j)
202                 if (a[i] < a[j])
203                     add_edge(i * 2 + 1, j * 2, 1, 0);
204         add_edge(n * 2, n * 2 + 2, 2, 0);
205         int ans = 0;
206         mcmf(n * 2, n * 2 + 1, ans);
207         printf("Case_#%d:_%d\n", cas, -ans);
208     }
209     return 0;
210 }

```

5.4 网络单纯形

返回 pair(流量, 费用)

```

1 #include <iostream>
2 #include <cstdio>
3 #include <cstring>
4 #include <algorithm>
5 using namespace std;
6

```



```

7  const int N = 1100;
8  const int M = 50000*2*5+2;
9  struct Node
10 {
11     int depth,pot,id;
12     Node *parent,*thread,*prev,*last;
13 };
14 struct Arc
15 {
16     int tail,head,u,c;
17 };
18 Arc arc[M];
19 int cnt_arc;
20 Node nnode[N],*rec[N];
21 int cr;
22 const int inf = 0x22222222;
23 void dfs(Node *n)
24 {
25     cr=0;
26     rec[cr++]=n;
27     while(cr)
28     {
29         Node *nn=n->thread;
30         nn->prev=n;
31         n=nn;
32         int d=n->depth;
33         if(d<=rec[cr-1]->depth)
34         {
35             Node *l=rec[cr-1];
36             while(cr&& d<=rec[cr-1]->depth)
37             {
38                 rec[--cr]->last=l;
39             }
40         }
41         if(cr) rec[cr++]=n;
42     }
43 }
44 Node*pivot(Node*n1,Node*n2,Node*n3,Node*n4)
45 {
46     dfs(n1);
47     Node *n1l=n1->last,*n3l,*n3p,*end;
48     if(n1l->thread==n2)
49     {
50         n2->parent=n1;
51         dfs(n3);
52         return n3->last->thread;
53     }
54     if(n1l->thread!=n3)
55     {
56         dfs(n4);
57         n3p=n3->prev;

```

```

58     n3l=n3->last;
59     n3p->thread=n3l->thread;
60     if(n3l==n1l)
61         n3l->thread=n1->thread,n1->thread=n2;
62     else
63         n3l->thread=n1l->thread,n1l->thread=n2;
64 }
65 else
66 {
67     dfs(n3);
68     n3l=n3->last;
69     n1l->thread=n2;
70 }
71 end=n3l->thread;
72 Node *n2l=n2->last,*n2lp=NULL,*p2=n1,*pp=NULL;
73 int pid;
74 int first=0;
75 while(n2!=n3)
76 {
77     n2l=n2->last;
78     Node *xp=pp;
79     if(n2l!=n2lp) xp=n2l,n2lp=n2l;
80     pp=n2->prev;
81     pp->thread=xp->thread;
82     xp->thread=n2->parent;
83     Node *n2n=n2->parent;
84     int ppid=n2->id;
85     if(first) n2->id=pid^1;
86     pid=ppid;
87     first++;
88     n2->parent=p2;
89     p2=n2;
90     n2=n2n;
91 }
92 if(first) n2->id=pid^1;
93 n2->parent=p2;
94 return end;
95 }
96 void update(Node *n1,Node *n2)
97 {
98     n1=n1->thread;
99     while(n1!=n2)
100     {
101         Node *n1p=n1->parent;
102         n1->depth=n1p->depth+1;
103         n1->pot = n1p->pot - arc[n1->id].c;
104         n1=n1->thread;
105     }
106 }
107 void pivot(int id)
108 {

```

```

109  int tail=arc[id].tail,head=arc[id].head;
110  int u=arc[id].u,c=arc[id].c;
111  Node *uu=nnode+tail,*vv=nnode+head;
112  Node *mu=0,*mv=0;
113  int mn_f = u;
114  while(uu!=vv)
115  {
116      int nid;
117      if(uu->depth>vv->depth)
118          nid=uu->id,uu=uu->parent;
119      else nid=vv->id^1,vv=vv->parent;
120      if(arc[nid].u<mn_f) mn_f=arc[nid].u;
121  }
122  uu=nnode+tail,vv=nnode+head;
123  arc[id].u-=mn_f;
124  arc[id^1].u+=mn_f;
125  while(uu!=vv)
126  {
127      int nid;
128      if(uu->depth>vv->depth)
129      {
130          nid=uu->id;
131          arc[nid].u-=mn_f;
132          arc[nid^1].u+=mn_f;
133          if(arc[nid].u==0&&mu==0)
134              mu=uu,mv=0;
135          uu=uu->parent;
136      }
137      else
138      {
139          nid=vv->id^1;
140          arc[nid].u-=mn_f;
141          arc[nid^1].u+=mn_f;
142          if(arc[nid].u==0&&mu==0)
143              mv=vv;
144          vv=vv->parent;
145      }
146  }
147  if(arc[id].u)
148  {
149      if(mv)
150      {
151          int n3=mv-nnode,n4=mv->parent-nnode;
152          Node *nx=pivot(nnode+tail,nnode+head,mv,mv->parent);
153          nnode[head].id=id;
154          update(nnode+tail,nx);
155      }
156      else
157      {
158          int n3=mu-nnode,n4=mu->parent-nnode;
159          Node *nx=pivot(nnode+head,nnode+tail,mu,mu->parent);

```

```

160     nnode[tail].id=id^1;
161     update(nnode+head,nx);
162 }
163 }
164 }
165 struct List
166 {
167     int v;
168     List *R;
169 };
170 List lst[M],*cl,*hd;
171 pair<int,int> cost(int s,int t,int cnt_node)
172 {
173     int tmp_arc=cnt_arc;
174     int i;
175     int sid=-1;
176     nnode[cnt_node].depth=0;
177     nnode[cnt_node].parent=nnode+cnt_node;
178     nnode[cnt_node].pot=0;
179     nnode[cnt_node].thread=nnode;
180     for(i=0; i<cnt_node; i++)
181     {
182         nnode[i].depth=1;
183         nnode[i].parent=nnode+cnt_node;
184         nnode[i].thread=nnode+(i+1);
185         nnode[i].id=tmp_arc;
186         int pot=-inf,u=0,tot=0;
187         if(i==s)
188             pot=-pot,tot=inf,u=inf,sid=tmp_arc+1;
189         if(i==t) tot=inf;
190         nnode[i].pot=pot;
191         arc[tmp_arc].tail=cnt_node;
192         arc[tmp_arc].head=i;
193         arc[tmp_arc].u=u;
194         arc[tmp_arc].c=-pot;
195         tmp_arc++;
196         arc[tmp_arc].tail=i;
197         arc[tmp_arc].head=cnt_node;
198         arc[tmp_arc].u=tot-u;
199         arc[tmp_arc].c=pot;
200         tmp_arc++;
201     }
202     while(1)
203     {
204         bool fd=false;
205         int i,tot=0;
206         hd=cl=lst;
207         cl->R=cl++;
208         int tail,head,c,cc;
209         const int MAXQ = cnt_node/4+5;
210         const int MINQ = cnt_node/10+2;

```

```

211     for(i=0; i<cnt_arc; i++)
212     {
213         if(arc[i].u==0) continue;
214         tail=arc[i].tail;
215         head=arc[i].head,c=arc[i].c;
216         cc=c-nnode[tail].pot+nnode[head].pot;
217         if(cc<0)
218         {
219             fd=true;
220             cl->v=i;
221             cl->R=hd->R;
222             hd->R=cl;
223             cl++;
224             tot++;
225             if(tot>=MAXQ)
226             {
227                 while(tot>MINQ)
228                 {
229                     List *mj=NULL,*mjp,*it=hd->R,*itp=hd;
230                     int mp=0;
231                     while(it!=hd)
232                     {
233                         int id=it->v;
234                         tail=arc[id].tail,head=arc[id].head,c=arc[id].c;
235                         cc=c-nnode[tail].pot+nnode[head].pot;
236                         if(cc>=0)
237                         {
238                             itp->R=it->R;
239                             tot--;
240                         }
241                         else if(cc<mp)
242                             mp=cc,mj=it,mjp=itp;
243                         if(itp->R==it) itp=it;
244                         it=it->R;
245                     }
246                     if(mj==NULL) break;
247                     pivot(mj->v);
248                     mjp->R=mj->R;
249                     tot--;
250                 }
251             }
252         }
253     }
254     while(tot)
255     {
256         List *it=hd->R,*itp=hd;
257         while(it!=hd)
258         {
259             int id=it->v;
260             tail=arc[id].tail,head=arc[id].head;
261             c=arc[id].c;

```

```

262         cc=c-nnode[tail].pot+nnode[head].pot;
263         if(cc<0) pivot(id);
264         itp->R=it->R;
265         tot--;
266         it=it->R;
267     }
268 }
269     if(!fd) break;
270 }
271     int sum=0;
272     for(i=0; i<cnt_arc; i+=2)
273     {
274         sum+=arc[i].c*arc[i^1].u;
275     }
276     return pair<int,int>(arc[sid].u,sum);
277 }
278 void add_arc(int tail,int head,int u,int c)
279 {
280     arc[cnt_arc].tail=tail;
281     arc[cnt_arc].head=head;
282     arc[cnt_arc].u=u;
283     arc[cnt_arc].c=c;
284     cnt_arc++;
285 }
286
287 void init()
288 {
289     cnt_arc = 0;
290 }
291
292 void add_edge(int x,int y,int cap,int cost)
293 {
294     add_arc(x,y,cap,cost);
295     add_arc(y,x,0,-cost);
296 }
297
298 int main()
299 {
300     int n,m,k;
301     while (scanf("%d%d%d",&n,&m,&k) != EOF)
302     {
303         init();
304         add_edge(0,1,k,0);
305         for (int i=0; i<m; i++)
306         {
307             int u,v,a,c;
308             scanf("%d%d%d%d",&u,&v,&a,&c);
309             for (int j=0; j<c; j++)
310                 add_edge(u,v,1,a*(j*2+1));
311         }
312         pair<int,int> ret = cost(0,n,n+1);

```

```

313     if (ret.first == k)
314         printf("%d\n",ret.second);
315     else
316         puts("-1");
317 }
318 return 0;
319 }

```

5.5 匈牙利

5.5.1 新版, 隐式图可解

```

1  bool check(int u)
2  {
3      for (int i=head[u]; i!=-1; i=edge[i].next)
4      {
5          int v=edge[i].to;
6          if (matc[v]==u) continue;
7          if (!use[v])
8          {
9              use[v]=1;
10             if (matc[v]==-1 || check(matc[v]))
11             {
12                 matc[v]=u;
13                 matc[u]=v;
14                 return 1;
15             }
16         }
17     }
18     return 0;
19 }
20 int match()
21 {
22     int ret=0;
23     memset(matc,-1,sizeof(matc));
24     for (int u=0; u<N; u++)
25     {
26         if (matc[u]!=-1) continue;
27         memset(use,0,sizeof(use));
28         if (check(u))
29             ret++;
30     }
31     return ret;
32 }

```

5.5.2 邻接矩阵

```

1  bool check(int u)
2  {
3      for (int v=0; v<N; v++)
4          if (am[u][v] && !use[v])
5          {

```

```

6     use[v]=1;
7     if (pre[v]==-1 || check(pre[v]))
8     {
9         pre[v]=u;
10        return 1;
11    }
12 }
13 return 0;
14 }
15 int match()
16 {
17     int ret=0;
18     memset(pre,-1,sizeof(pre));
19     for (int u=0; u<N; u++)
20     {
21         memset(use,0,sizeof(use));
22         if (check(u))
23             ret++;
24     }
25     return ret;
26 }

```

5.5.3 邻接表

```

1 bool check(int u)
2 {
3     for (int i=head[u]; i!=-1; i=edge[i].next)
4     {
5         int v=edge[i].to;
6         if (!use[v])
7         {
8             use[v]=1;
9             if (pre[v]==-1 || check(pre[v]))
10            {
11                pre[v]=u;
12                return 1;
13            }
14        }
15    }
16    return 0;
17 }
18 int match()
19 {
20     int ret=0;
21     memset(pre,-1,sizeof(pre));
22     for (int u=1; u<=N; u++)
23     {
24         memset(use,0,sizeof(use));
25         if (check(u))
26             ret++;
27     }
28     return ret;

```


29 | }

5.6 一般图最大加权匹配

注意 G 初始化

```

1  #define N 229
2  int G[N][N];
3  int cnt_node;
4  int dist[N];
5  int rec[N], cr, M[N], P[N];
6  bool vst[N];
7  const int inf = 0x3f3f3f3f;
8  bool spfa(int u)
9  {
10     rec[cr++] = u;
11     if(vst[u]) return true;
12     vst[u] = true;
13     int v;
14     for(v = 0; v < cnt_node; v++)
15     {
16         if(v != u && M[u] != v && !vst[v])
17         {
18             int w = M[v];
19             if(dist[w] < dist[u] + G[u][v] - G[v][w])
20             {
21                 dist[w] = dist[u] + G[u][v] - G[v][w];
22                 if(spfa(w))
23                 {
24                     return true;
25                 }
26             }
27         }
28     }
29     cr--;
30     vst[u] = false;
31     return false;
32 }
33 int match()
34 {
35     int i;
36     for(i = 0; i < cnt_node; i++) P[i] = i;
37     for(i = 0; i < cnt_node; i += 2) M[i] = i + 1, M[i + 1] = i;
38     int cnt = 0;
39     while(1)
40     {
41         memset(dist, 0, sizeof(dist));
42         cr = 0;
43         int i;
44         bool fd = false;
45         memset(vst, 0, sizeof(vst));
46         for(i = 0; i < cnt_node; i++)

```

```

47     {
48         if(spfa(P[i]))
49         {
50             fd=true;
51             int j;
52             int nx=M[rec[cr-1]];
53             for(j=cr-2; rec[j]!=rec[cr-1]; j--)
54             {
55                 M[nx]=rec[j];
56                 int tmp=nx;
57                 nx=M[rec[j]];
58                 M[rec[j]]=tmp;
59             }
60             M[nx]=rec[j];
61             M[rec[j]]=nx;
62             break;
63         }
64     }
65     if(!fd)
66     {
67         cnt++;
68         if(cnt>=3) break;
69         random_shuffle(P,P+cnt_node);
70     }
71 }
72 int sum=0;
73 for(i=0; i<cnt_node; i++)
74 {
75     int v=M[i];
76     if(i<v)
77     {
78         sum+=G[i][v];
79     }
80 }
81 return sum;
82 }

```

5.7 一般图匹配带花树

```

1  const int MaxN = 222;
2  int N;
3  bool Graph[MaxN+1][MaxN+1];
4  int Match[MaxN+1];
5  bool InQueue[MaxN+1], InPath[MaxN+1], InBlossom[MaxN+1];
6  int Head, Tail;
7  int Queue[MaxN+1];
8  int Start, Finish;
9  int NewBase;
10 int Father[MaxN+1], Base[MaxN+1];
11 int Count;
12 void CreateGraph()

```

```

13 {
14     int u,v;
15     memset(Graph,false,sizeof(Graph));
16     scanf("%d",&N);
17     while (scanf("%d%d",&u,&v) != EOF)
18         Graph[u][v] = Graph[v][u] = true;
19 }
20 void Push(int u)
21 {
22     Queue[Tail] = u;
23     Tail++;
24     InQueue[u] = true;
25 }
26 int Pop()
27 {
28     int res = Queue[Head];
29     Head++;
30     return res;
31 }
32 int FindCommonAncestor(int u,int v)
33 {
34     memset(InPath,false,sizeof(InPath));
35     while (true)
36     {
37         u = Base[u];
38         InPath[u] = true;
39         if (u == Start) break;
40         u = Father[Match[u]];
41     }
42     while (true)
43     {
44         v = Base[v];
45         if (InPath[v]) break;
46         v = Father[Match[v]];
47     }
48     return v;
49 }
50 void ResetTrace(int u)
51 {
52     int v;
53     while (Base[u] != NewBase)
54     {
55         v = Match[u];
56         InBlossom[Base[u]] = InBlossom[Base[v]] = true;
57         u = Father[v];
58         if (Base[u] != NewBase) Father[u] = v;
59     }
60 }
61 void BlossomContract(int u,int v)
62 {
63     NewBase = FindCommonAncestor(u,v);

```

```

64  memset(InBlossom,false,sizeof(InBlossom));
65  ResetTrace(u);
66  ResetTrace(v);
67  if (Base[u] != NewBase) Father[u] = v;
68  if (Base[v] != NewBase) Father[v] = u;
69  for (int tu = 1; tu <= N; tu++)
70      if (InBlossom[Base[tu]])
71          {
72              Base[tu] = NewBase;
73              if (!InQueue[tu]) Push(tu);
74          }
75  }
76  void FindAugmentingPath()
77  {
78      memset(InQueue,false,sizeof(InQueue));
79      memset(Father,0,sizeof(Father));
80      for (int i = 1; i <= N; i++)
81          Base[i] = i;
82      Head = Tail = 1;
83      Push(Start);
84      Finish = 0;
85      while (Head < Tail)
86      {
87          int u = Pop();
88          for (int v = 1; v <= N; v++)
89              if (Graph[u][v] && (Base[u] != Base[v]) && (Match[u] != v))
90              {
91                  if ((v == Start) ||
92                      ((Match[v] > 0) && (Father[Match[v]] > 0)))
93                      BlossomContract(u,v);
94                  else if (Father[v] == 0)
95                  {
96                      Father[v] = u;
97                      if (Match[v] > 0)
98                          Push(Match[v]);
99                      else
100                      {
101                          Finish = v;
102                          return;
103                      }
104                  }
105              }
106      }
107  }
108  void AugmentPath()
109  {
110      int u,v,w;
111      u = Finish;
112      while (u > 0)
113      {
114          v = Father[u];

```

```

115     w = Match[v];
116     Match[v] = u;
117     Match[u] = v;
118     u = w;
119 }
120 }
121 void Edmonds()
122 {
123     memset(Match,0,sizeof(Match));
124     for (int u = 1; u <= N; u++)
125         if (Match[u] == 0)
126         {
127             Start = u;
128             FindAugmentingPath();
129             if (Finish > 0) AugmentPath();
130         }
131 }
132 void PrintMatch()
133 {
134     for (int u = 1; u <= N; u++)
135         if (Match[u] > 0)
136             Count++;
137     printf("%d\n",Count);
138     for (int u = 1; u <= N; u++)
139         if (u < Match[u])
140             printf("%d_ %d\n",u,Match[u]);
141 }
142 int main()
143 {
144     CreateGraph();
145     Edmonds();
146     PrintMatch();
147 }

```

5.8 KM

5.8.1 最大加权匹配

```

1  bool visx[N],visy[N]; //x,y 中的点是否被访问
2  int lx[N],ly[N]; //x,y 中的点的标号
3  int matchy[N]; //y 中各点匹配状态
4  int map[N][N]; //二分图描述 [x][y]
5  bool find(int x)
6  {
7      visx[x]=true;
8      int t;
9      for (int y=0;y<ycnt;y++)
10     {
11         if (!visy[y])
12         {
13             t=lx[x]+ly[y]-map[x][y];
14             if (t==0)

```

```

15     {
16         visy[y]=true;
17         if (matchy[y]==-1 || find(matchy[y]))
18         {
19             matchy[y]=x;
20             return true;
21         }
22     }
23     else if (lack>t) lack=t;
24 }
25 }
26 return false;
27 }
28 void KM()
29 {
30     memset(lx,0,sizeof(lx));
31     memset(ly,0,sizeof(ly));
32     memset(matchy,-1,sizeof(matchy));
33     for (int i=0;i<xcnt;i++)
34         for (int j=0;j<ycnt;j++)
35             if (map[i][j]>lx[i])
36                 lx[i]=map[i][j];
37     for (int x=0;x<xcnt;x++)
38     {
39         while (true)
40         {
41             memset(visx,false,sizeof(visx));
42             memset(visy,false,sizeof(visy));
43             lack=INFI;
44             if (find(x)) break;
45             for (int i=0;i<xcnt;i++)
46             {
47                 if (visx[i]) lx[i]-=lack;
48                 if (visy[i]) ly[i]+=lack;
49             }
50         }
51     }
52     int cost=0;
53     for (int i=0;i<ycnt;i++)
54         cost+=map[matchy[i]][i];
55 }

```

5.8.2 自认为正确的 Kuhn_Munkras

未验证

```

1 #include<cstdio>
2 #include<cstring>
3 #include<algorithm>
4 using namespace std;
5 const int MAXN=100;
6 const int inf=0x3f3f3f3f;
7 bool visitx[MAXN],visity[MAXN];

```

```

8  int labx[MAXN],laby[MAXN],matx[MAXN],maty[MAXN],slack[MAXN];
9  int ma[MAXN][MAXN];
10 bool check(int x,int n)
11 {
12     visitx[x]=1;
13     for (int i=0; i<n; i++)
14         if (!visity[i])
15             if (labx[x]+laby[i]==ma[x][i])
16                 {
17                     visity[i]=1;
18                     if (maty[i]==-1 || check(maty[i],n))
19                         {
20                             matx[x]=i;
21                             maty[i]=x;
22                             return 1;
23                         }
24                 }
25     else
26         slack[i]=min(slack[i],labx[x]+laby[i]-ma[x][i]);
27
28     return 0;
29 }
30 void maintain(int n)
31 {
32     int diff=inf;
33     for (int i=0; i<n; i++)
34         if (!visity[i])
35             diff=min(diff,slack[i]);
36     for (int i=0; i<n; i++)
37     {
38         if (visitx[i])
39             labx[i]-=diff;
40         if (visity[i])
41             laby[i]+=diff;
42         else
43             slack[i]-=diff;
44     }
45 }
46 int Kuhn_Munkras(int n)
47 {
48     for (int i=0; i<n; i++)
49     {
50         labx[i]=-inf;
51         for (int j=0; j<n; j++)
52             labx[i]=max(labx[i],ma[i][j]);
53     }
54     memset(laby,0,4*n);
55     memset(matx,-1,4*n);
56     memset(maty,-1,4*n);
57     for (int i=0; i<n; i++)
58     {

```

```

59     memset(visitx,0,n);
60     memset(visity,0,n);
61     memset(slack,63,4*n);
62     while (!check(i,n))
63     {
64         maintain(n);
65         memset(visitx,0,n);
66         memset(visity,0,n);
67     }
68 }
69 int ret=0;
70 for (int i=0;i<n;i++)
71     ret+=labx[i]+laby[i];
72 return ret;
73 }
74 int main()
75 {
76     int n,m;
77     scanf("%d%d",&m,&n);
78     for (int i=m; i<n; i++)
79         for (int j=0; j<n; j++)
80             ma[i][j]=0;
81     for (int i=0; i<m; i++)
82         for (int j=0; j<n; j++)
83             scanf("%d",&ma[i][j]);
84     printf("%d\n",Kuhn_Munkras(n));
85     printf("%d",matx[0]+1);
86     for (int i=1;i<m;i++)
87         printf("□%d",matx[i]+1);
88     puts("");
89     return 0;
90 }

```

5.9 * 二维平面图的最大流

待整理

```

1  #include <iostream>
2  #include <algorithm>
3  #include <cstdio>
4  #include <cstring>
5  #include <vector>
6  #include <cmath>
7  #include <map>
8  #include <queue>
9  using namespace std;
10
11 const int maxn = 100100;
12 const int inf = 0x3f3f3f3f;
13 struct Point
14 {

```



```

15  int x,y,id;
16  double theta;
17  Point() {}
18  Point(int _x,int _y)
19  {
20      x = _x;
21      y = _y;
22  }
23  Point(Point _s,Point _e,int _id)
24  {
25      id = _id;
26      x = _s.x-_e.x;
27      y = _s.y-_e.y;
28      theta = atan2(y,x);
29  }
30  bool operator < (const Point &b)const
31  {
32      return theta < b.theta;
33  }
34 };
35
36 map<pair<int,int>,int > idmap;
37 struct Edge
38 {
39     int from,to,next,cap,near,mark;
40 };
41 Edge edge[maxn*2];
42 int head[maxn],L;
43 int cntd[maxn];
44 void addedge(int u,int v,int cap)
45 {
46     cntd[u]++;
47     cntd[v]++;
48     idmap[make_pair(u,v)] = L;
49     edge[L].from = u;
50     edge[L].to = v;
51     edge[L].cap = cap;
52     edge[L].next = head[u];
53     edge[L].mark = -1;
54     head[u] = L++;
55 }
56
57 int rtp[maxn];
58 Point p[maxn],tp[maxn];
59 int n,m,S,T;
60 int vid;
61
62 struct Edge2
63 {
64     int to,next,dis;
65 } edge2[maxn*2];

```

```
66 int head2[maxn],L2;
67
68 void addedge2(int u,int v,int dis)
69 {
70     edge2[L2].to = v;
71     edge2[L2].dis = dis;
72     edge2[L2].next = head2[u];
73     head2[u] = L2++;
74 }
75
76 int dist[maxn];
77 bool inq[maxn];
78 int SPFA(int s,int t)
79 {
80     queue<int> Q;
81     memset(inq,false,sizeof(inq));
82     memset(dist,63,sizeof(dist));
83     Q.push(s);
84     dist[s] = 0;
85     while (!Q.empty())
86     {
87         int now = Q.front();
88         Q.pop();
89         for (int i = head2[now]; i != -1; i = edge2[i].next)
90             if (dist[edge2[i].to] > dist[now]+edge2[i].dis)
91             {
92                 dist[edge2[i].to] = dist[now]+edge2[i].dis;
93                 if (inq[edge2[i].to] == false)
94                 {
95                     inq[edge2[i].to] = true;
96                     Q.push(edge2[i].to);
97                 }
98             }
99         inq[now] = false;
100     }
101     return dist[t];
102 }
103
104 int main()
105 {
106     int totcas;
107     scanf("%d",&totcas);
108     for (int cas = 1; cas <= totcas; cas++)
109     {
110         idmap.clear();
111         L = 0;
112         scanf("%d%d",&n,&m);
113         S = T = 0;
114         for (int i = 0; i < n; i++)
115         {
116             head[i] = -1;
```

```

117     scanf("%d%d",&p[i].x,&p[i].y);
118     if (p[S].x > p[i].x)
119         S = i;
120     if (p[T].x < p[i].x)
121         T = i;
122     cntd[i] = 0;
123 }
124 //源汇中间加入一个特殊节点
125 head[n] = -1;
126 n ++;
127 addedge(S,n-1,inf);
128 addedge(n-1,S,inf);
129 addedge(T,n-1,inf);
130 addedge(n-1,T,inf);
131
132 for (int i = 0; i < m; i++)
133 {
134     int u,v,cap;
135     scanf("%d%d%d",&u,&v,&cap);
136     u--;
137     v--;
138     addedge(u,v,cap);
139     addedge(v,u,cap);
140 }
141
142 for (int i = 0; i < n; i++)
143 {
144     int tot = 0;
145     //源点汇点连到特殊点的方向需要特别考虑一下
146     if (i == S)
147         tp[tot++] = Point(Point(0,0),Point(-1,0),n-1);
148     else if (i == T)
149         tp[tot++] = Point(Point(0,0),Point(1,0),n-1);
150     else if (i == n-1)
151     {
152         tp[tot++] = Point(Point(0,0),Point(1,0),S);
153         tp[tot++] = Point(Point(0,0),Point(-1,0),T);
154     }
155     if (i < n-1)
156     {
157         for (int j = head[i]; j != -1; j = edge[j].next)
158         {
159             if (i == S && edge[j].to == n-1) continue;
160             if (i == T && edge[j].to == n-1) continue;
161             tp[tot++] = Point(p[i],p[edge[j].to],edge[j].to);
162         }
163     }
164     sort(tp,tp+tot);
165     for (int j = 0; j < tot; j++)
166         rtp[tp[j].id] = j;
167     for (int j = head[i]; j != -1; j = edge[j].next)

```

```

168     edge[j].near = tp[(rtp[edge[j].to]+1)%tot].id;
169 }
170
171 vid = 0;
172 for (int i = 0; i < L; i++)
173     if (edge[i].mark == -1)
174     {
175         int now = edge[i].from;
176         int eid = i;
177         int to = edge[i].to;
178         while (true)
179         {
180             edge[eid].mark = vid;
181             eid ^= 1;
182             now = to;
183             to = edge[eid].near;
184             eid = idmap[make_pair(now, to)];
185
186             if (now == edge[i].from) break;
187         }
188         vid++;
189     }
190
191 L2 = 0;
192 for (int i = 0; i < vid; i++)
193     head2[i] = -1;
194 for (int i = 0; i < L; i++)
195     addedge2(edge[i].mark, edge[i^1].mark, edge[i].cap);
196 printf("%d\n", SPFA(edge[0].mark, edge[1].mark));
197 }
198 return 0;
199 }

```

5.10 强联通

```

1  int dfsnum[2000];
2  int low[2000];
3  int stack[2000];
4  int top;
5  int ans;
6  int an;
7  int be[2000];
8  int flag[2000];
9  void dfs(int x)
10 {
11     dfsnum[x] = low[x] = ans++;
12     stack[++top] = x;
13     flag[x] = 1;
14     for (int i = head[x]; i != -1; i = edge[i].next)
15     {
16         int y = edge[i].to;

```

```

17     if (dfsnum[y] == -1)
18     {
19         dfs(y);
20         low[x] = min(low[x], low[y]);
21     }
22     else if (flag[y] == 1)
23         low[x] = min(low[x], dfsnum[y]);
24 }
25 if (dfsnum[x] == low[x])
26 {
27     while (stack[top] != x)
28     {
29         flag[stack[top]] = 0;
30         be[stack[top]] = an;
31         top--;
32     }
33     flag[x] = 0;
34     be[x] = an++;
35     top--;
36 }
37 }

```

调用:

```

1 void SC()
2 {
3     memset(dfsnum, -1, sizeof(dfsnum));
4     memset(flag, 0, sizeof(flag));
5     top = 0;
6     an = 0;
7     ans = 0;
8     for (int i = 0; i < n; i++)
9         if (dfsnum[i] == -1)
10             dfs(i);
11 }

```

5.11 最大团以及相关知识

独立集: 独立集是指图的顶点集的一个子集, 该子集的导出子图不含边. 如果一个独立集不是任何一个独立集的子集, 那么称这个独立集是一个极大独立集. 一个图中包含顶点数目最多的独立集称为最大独立集. 最大独立集一定是极大独立集, 但是极大独立集不一定是最大的独立集。

支配集: 与独立集相对应的就是支配集, 支配集也是图顶点集的一个子集, 设 S 是图 G 的一个支配集, 则对于图中的任意一个顶点 u , 要么属于集合 s , 要么与 s 中的顶点相邻. 在 s 中除去任何元素后 s 不再是支配集, 则支配集 s 是极小支配集. 称 G 的所有支配集中顶点个数最少的支配集为最小支配集, 最小支配集中的顶点个数成为支配数。

最小点的覆盖: 最小点的覆盖也是图的顶点集的一个子集, 如果我们选中一个点, 则称这个点将以他为端点的所有边都覆盖了. 将图中所有的边都覆盖所用顶点数最少, 这个集合就是最小的点的覆盖。

最大团: 图 G 的顶点的子集, 设 D 是最大团, 则 D 中任意两点相邻. 若 u, v 是最大团, 则 u, v 有边相连, 其补图 u, v 没有边相连, 所以图 G 的最大团 = 其补图的最大独立集。

给定无向图 $G = (V, E)$ ，如果 U 属于 V ，并且对于任意 u, v 包含于 U 有 $\langle u, v \rangle$ 包含于 E ，则称 U 是 G 的完全子图， G 的完全子图 U 是 G 的团，当且仅当 U 不包含在 G 的更大的完全子图中， G 的最大团是指 G 中所含顶点数目最多的团。如果 U 属于 V ，并且对于任意 u, v 包含于 U 有 $\langle u, v \rangle$ 不包含于 E ，则称 U 是 G 的空子图， G 的空子图 U 是 G 的独立集，当且仅当 U 不包含在 G 的更大的独立集， G 的最大团是指 G 中所含顶点数目最多的独立集。

一些性质：最大独立集 + 最小覆盖集 = V ，最大团 = 补图的最大独立集，最小覆盖集 = 最大匹配

```

1  #include <cstdio>
2  bool am[100][100];
3  int ans;
4  int c[100];
5  int U[100][100];
6  int n;
7  bool dfs(int rest,int num)
8  {
9      if (!rest)
10     {
11         if (num>=ans)
12             return 1;
13         else
14             return 0;
15     }
16     int pre=-1;
17     for (int i=0;i<rest && rest-i+num>=ans;i++)
18     {
19         int idx=U[num][i];
20         if (num+c[idx]<ans)
21             return 0;
22         int nrest=0;
23         for (int j=i+1; j<rest; j++)
24             if (am[idx][U[num][j]])
25                 U[num+1][nrest++]=U[num][j];
26         if (dfs(nrest,num+1))
27             return 1;
28     }
29     return 0;
30 }
31 int main()
32 {
33     while (scanf("%d",&n),n)
34     {
35         for (int i=0;i<n;i++)
36             for (int j=0;j<n;j++)
37                 scanf("%d",&am[i][j]);
38         ans=0;
39         for (int i=n-1; i>=0; i--)
40         {
41             int rest=0;
42             for (int j=i+1; j<n; j++)

```

```

43         if (am[i][j])
44             U[0][rest++]=j;
45         ans+=dfs(rest,0);
46         c[i]=ans;
47     }
48     printf("%d\n",ans);
49 }
50 return 0;
51 }

```

5.12 双连通分量

标号从 0 起

```

1  #include<cstdio>
2  #include<cstring>
3  #include<stack>
4  #include<queue>
5  #include<algorithm>
6  using namespace std;
7  const int MAXN=100000*2;
8  const int MAXM=200000;
9  struct edges
10 {
11     int to,next;
12     bool cut,visit;
13 } edge[MAXM<<1];
14 int head[MAXN],low[MAXN],dpt[MAXN],L;
15 bool visit[MAXN],cut[MAXN];
16 void init(int n)
17 {
18     L=0;
19     memset(head,-1,4*n);
20     memset(visit,0,n);
21 }
22 void add_edge(int u,int v)
23 {
24     edge[L].cut=edge[L].visit=0;
25     edge[L].to=v;
26     edge[L].next=head[u];
27     head[u]=L++;
28 }
29 int idx;
30 stack<int> st;
31 int bcc[MAXM];
32 void dfs(int u,int fu,int deg)
33 {
34     cut[u]=0;
35     visit[u]=1;
36     low[u]=dpt[u]=deg;
37     int tot=0;
38     for (int i=head[u]; i!=-1; i=edge[i].next)

```

```

39 {
40     int v=edge[i].to;
41     if (edge[i].visit)
42         continue;
43     st.push(i/2);
44     edge[i].visit=edge[i^1].visit=1;
45     if (visit[v])
46     {
47         low[u]=dpt[v]>low[u]?low[u]:dpt[v];
48         continue;
49     }
50     dfs(v,u,deg+1);
51     edge[i].cut=edge[i^1].cut=(low[v]>dpt[u] || edge[i].cut);
52     if (u!=fu) cut[u]=low[v]>=dpt[u]?1:cut[u];
53     if (low[v]>=dpt[u] || u==fu)
54     {
55         while (st.top()!=i/2)
56         {
57             int x=st.top()*2,y=st.top()*2+1;
58             bcc[st.top()]=idx;
59             st.pop();
60         }
61         bcc[i/2]=idx++;
62         st.pop();
63     }
64     low[u]=low[v]>low[u]?low[u]:low[v];
65     tot++;
66 }
67 if (u==fu && tot>1) cut[u]=1;
68 }
69 int main()
70 {
71     int n,m;
72     while (scanf("%d%d",&n,&m)!=EOF)
73     {
74         init(n);
75         for (int i=0; i<m; i++)
76         {
77             int u,v;
78             scanf("%d%d",&u,&v);
79             add_edge(u,v);
80             add_edge(v,u);
81         }
82         idx=0;
83         for (int i=0; i<n; i++)
84             if (!visit[i])
85                 dfs(i,i,0);
86     }
87     return 0;
88 }

```


5.13 割点与桥

```

1  #include<stdio>
2  #include<string>
3  const int MAXN=10000;
4  struct edges
5  {
6      int to,next;
7      bool cut,visit;
8      int from;
9  } edge[MAXN-1<<1];
10 int head[MAXN],low[MAXN],dfn[MAXN],L;
11 bool visit[MAXN],cut[MAXN];
12 void init(int n)
13 {
14     L=0;
15     memset(head,-1,4*n);
16     memset(cut,0,4*n);
17     memset(visit,0,4*n);
18 }
19 void add_edge(int u,int v)
20 {
21     edge[L].from=u;
22     edge[L].cut=edge[L].visit=0;
23     edge[L].to=v;
24     edge[L].next=head[u];
25     head[u]=L++;
26 }
27 int idx;
28 void dfs(int u,int fu)
29 {
30     visit[u]=1;
31     low[u]=dfn[u]=idx++;
32     int tot=0;
33     for (int i=head[u]; i!=-1; i=edge[i].next)
34     {
35         int v=edge[i].to;
36         if (edge[i].visit)
37             continue;
38         edge[i].visit=edge[i^1].visit=1;
39         if (visit[v])
40         {
41             low[u]=dfn[v]>low[u]?low[u]:dfn[v];
42             continue;
43         }
44         dfs(v,u);
45         edge[i].cut=edge[i^1].cut=low[v]>dfn[u] || edge[i].cut;
46         if (u!=fu) cut[u]=low[v]>=dfn[u]?1:cut[u];
47         low[u]=low[v]>low[u]?low[u]:low[v];
48         tot++;
49     }

```

```

50     if (u==fu && tot>1) cut[u]=1;
51 }
52 int main()
53 {
54     int t;
55     scanf("%d",&t);
56     while (t--)
57     {
58         int n,m;
59         scanf("%d%d",&n,&m);
60         init(n);
61         for (int i=0; i<m; i++)
62         {
63             int u,v;
64             scanf("%d%d",&u,&v);
65             add_edge(--u,--v);
66             add_edge(v,u);
67         }
68         for (int i=0; i<n; i++)
69             if (!visit[i])
70             {
71                 idx=0;
72                 dfs(i,i);
73             }
74     }
75     return 0;
76 }

```

5.14 LCA

在线 LCA, bfs

```

1  #include<cstdio>
2  #include<cstring>
3  #include<queue>
4  using namespace std;
5  const int NSIZE = 50000;
6  const int DEG = 20;
7  struct trees
8  {
9
10     int fa[DEG];
11     int head,deg;
12 } tree[NSIZE];
13 struct edges
14 {
15     int to , next;
16 } edge[NSIZE];
17 struct states
18 {
19     int u,fu,deg;
20 };
21 int L;

```

```

22 void add_edge(int x, int y)
23 {
24     edge[L].to = y;
25     edge[L].next = tree[x].head;
26     tree[x].head = L++;
27 }
28 int Root;
29 void BFS(int s)
30 {
31     queue<states> que;
32     states st;
33     st.deg=0;
34     st.fu=st.u=s;
35     que.push(st);
36     while(!que.empty())
37     {
38         states st=que.front();
39         que.pop();
40         tree[st.u].deg = st.deg;
41         tree[st.u].fa[0] = st.fu;
42         for (int i=1;i<DEG;i++)
43             tree[st.u].fa[i]=s;
44         for (int tmp=st.fu,num=1;tree[tmp].deg;tmp=tree[st.u].fa[num
            ++])
45             tree[st.u].fa[num]=tree[tmp].fa[num-1];
46         for(int i = tree[st.u].head ; i != -1; i = edge[i].next)
47         {
48             int v = edge[i].to;
49             if (v == st.fu) continue;
50             states nst;
51             nst.u=v;
52             nst.fu=st.u;
53             nst.deg=st.deg+1;
54             que.push(nst);
55         }
56     }
57 }
58 int LCA(int x, int y)
59 {
60     if(tree[x].deg > tree[y].deg) swap(x,y);
61     int hx=tree[x].deg,hy=tree[y].deg;
62     int tx=x,ty=y;
63     for (int det=hy-hx,i=0; det; det>>=1,i++)
64         if (det&1)
65             ty=tree[ty].fa[i];
66     if(tx == ty) return tx;
67     for (int i=DEG-1; i>=0; i--)
68     {
69         if(tree[tx].fa[i] == tree[ty].fa[i])
70             continue;
71         tx = tree[tx].fa[i];

```

```

72     ty = tree[ty].fa[i];
73 }
74     return tree[tx].fa[0];
75 }
76 int main()
77 {
78     int t;
79     scanf("%d",&t);
80     while(t--)
81     {
82         int n;
83         scanf("%d",&n);
84         L = 0;
85         for(int i = 0 ; i < n ; i++)
86             tree[i].head = -1;
87         for(int i = 0 ; i < n-1 ; i++)
88         {
89             int a,b;
90             scanf("%d%d",&a ,&b);
91             add_edge(a-1,b-1);
92             add_edge(b-1,a-1);
93         }
94         Root=0;
95         BFS(Root);
96         int a,b;
97         scanf("%d%d",&a,&b);
98         int lca=LCA(a-1,b-1)+1;
99         printf("%d\n",lca);
100     }
101     return 0;
102 }

```

5.15 最优比例生成树

```

1  #include<stdio.h>
2  #include<string.h>
3  #include<math.h>
4  struct
5  {
6      int x,y;
7      double z;
8  } node[1100];
9  struct
10 {
11     double l,c;
12 } map[1100][1100];
13 int n,l,f[1100],pre[1100];
14 double dis[1100];
15 double mst(double x)
16 {
17     int i,j,tmp;

```

```

18  double min,s=0,t=0;
19  memset(f,0,sizeof(f));
20  f[1]=1;
21  for (i=2; i<=n; i++)
22  {
23      dis[i]=map[1][i].c-map[1][i].l*x;
24      pre[i]=1;
25  }
26  for (i=1; i<n; i++)
27  {
28      min=1e10;
29      for (j=1; j<=n; j++)
30          if (!f[j] && min>dis[j])
31          {
32              min=dis[j];
33              tmp=j;
34          }
35      f[tmp]=1;
36      t+=map[pre[tmp]][tmp].l;
37      s+=map[pre[tmp]][tmp].c;
38      for (j=1; j<=n; j++)
39          if (!f[j] && map[tmp][j].c-map[tmp][j].l*x<dis[j])
40          {
41              dis[j]=map[tmp][j].c-map[tmp][j].l*x;
42              pre[j]=tmp;
43          }
44  }
45  return s/t;
46  }
47  int main()
48  {
49      int i,j;
50      double a,b;
51      scanf("%d",&n);
52      while (n)
53      {
54          for (i=1; i<=n; i++)
55              scanf("%d%d%lf",&node[i].x,&node[i].y,&node[i].z);
56          for (i=1; i<=n; i++)
57              for (j=i+1; j<=n; j++)
58              {
59                  map[j][i].l=map[i][j].l=sqrt(1.0*(node[i].x-node[j].x)*(
                    node[i].x-node[j].x)+(node[i].y-node[j].y)*(node[i].y-
                    node[j].y));
60                  map[j][i].c=map[i][j].c=fabs(node[i].z-node[j].z);
61              }
62          a=0,b=mst(a);
63          while (fabs(b-a)>1e-8)
64          {
65              a=b;
66              b=mst(a);

```

```

67     }
68     printf("%.3f\n",b);
69     scanf("%d",&n);
70 }
71 }

```

5.16 生成树计数

根据邻接矩阵构造 Laplacian matrix。

```

1 Matrix laplacian;
2 laplacian.clear();
3 for (int i = 0;i < n;i++)
4     for (int j = 0;j < n;j++)
5         if (i != j && G[i][j])
6         {
7             laplacian.a[i][j] = -1;
8             laplacian.a[i][i]++;
9         }
10 printf("%d\n",laplacian.det(n-1));

```

5.17 全局最小割

```

1 #include <iostream>
2 using namespace std;
3 const int maxn=510;
4 int map[maxn][maxn];
5 int n;
6 void contract(int x,int y)
7 {
8     int i,j;
9     for (i=0; i<n; i++)
10         if (i!=x) map[x][i]+=map[y][i],map[i][x]+=map[i][y];
11     for (i=y+1; i<n; i++) for (j=0; j<n; j++)
12     {
13         map[i-1][j]=map[i][j];
14         map[j][i-1]=map[j][i];
15     }
16     n--;
17 }
18 int w[maxn],c[maxn];
19 int sx,tx;
20 int mincut()
21 {
22     int i,j,k,t;
23     memset(c,0,sizeof(c));
24     c[0]=1;
25     for (i=0; i<n; i++) w[i]=map[0][i];
26     for (i=1; i+1<n; i++)
27     {
28         t=k=-1;
29         for (j=0; j<n; j++) if (c[j]==0&&w[j]>k)

```

```

30     k=w[t=j];
31     c[sx=t]=1;
32     for (j=0; j<n; j++) w[j]+=map[t][j];
33 }
34 for (i=0; i<n; i++) if (c[i]==0) return w[tx=i];
35 }
36 int main()
37 {
38     int i,j,k,m;
39     while (scanf("%d%d",&n,&m)!=EOF)
40     {
41         memset(map,0,sizeof(map));
42         while (m--)
43         {
44             scanf("%d%d%d",&i,&j,&k);
45             map[i][j]+=k;
46             map[j][i]+=k;
47         }
48         int mint=999999999;
49         while (n>1)
50         {
51             k=mincut();
52             if (k<mint) mint=k;
53             contract(sx,tx);
54         }
55         printf("%d\n",mint);
56     }
57     return 0;
58 }

```

5.18 欧拉路

5.18.1 有向图

```

1 void solve(int x)
2 {
3     int i;
4     if (!match[x])
5     {
6         path[++l]=x;
7         return ;
8     }
9     for (i=1; i<=n; i++)
10         if (b[x][i])
11         {
12             b[x][i]--;
13             match[x]--;
14             solve(i);
15         }
16     path[++l]=x;
17 }

```

5.18.2 无向图

```

1 void solve(int x)
2 {
3     int i;
4     if (!match[x])
5     {
6         path[++l]=x;
7         return ;
8     }
9     for (i=1; i<=n; i++)
10        if (b[x][i])
11        {
12            b[x][i]--;
13            b[i][x]--;
14            match[x]--;
15            match[i]--;
16            solve(i);
17        }
18    path[++l]=x;
19 }

```

5.18.3 混合图

zju1992

```

1 int in[MAXN+100],out[MAXN+100];
2 int main()
3 {
4     int t;
5     scanf("%d",&t);
6     while (t--)
7     {
8         int n,m;
9         scanf("%d%d",&n,&m);
10        N=n+2;L=-1;
11        for (int i=0;i<N;i++)
12            head[i]=-1;
13        memset(in,0,sizeof(in));
14        memset(out,0,sizeof(out));
15
16        for (int i=0;i<m;i++)
17        {
18            int x,y,z;
19            scanf("%d%d%d",&x,&y,&z);
20            in[y]++;out[x]++;
21            if (!z)
22                add_edge(x,y,1);
23        }
24        int flag=1;
25        for (int i=1;i<=n;i++)
26        {
27            if (in[i]-out[i]>0)

```



```

28         add_edge(i,n+1,(in[i]-out[i])/2);
29     else
30         if (out[i]-in[i]>0)
31             add_edge(0,i,(out[i]-in[i])/2);
32         //printf("%d %d %d\n",i,out[i],in[i]);
33         if ((in[i]+out[i])&1)
34         {
35             flag=0;
36             break;
37         }
38     }
39     maxflow(0,n+1);
40     for (int i=head[0];i!=-1;i=edge[i].next)
41         if (edge[i].cap>0 && edge[i].cap>edge[i].flow)
42         {
43             flag=0;
44             break;
45         }
46     if (flag)
47         puts("possible");
48     else
49         puts("impossible");
50 }
51 return 0;
52 }

```

5.19 K 短路

```

1  #include<cstdio>
2  #include<cstring>
3  #include<queue>
4  using namespace std;
5  int K;
6  class states
7  {
8  public:
9      int cost,id;
10 };
11 int dist[1000];
12 class cmp
13 {
14 public:
15     bool operator()(const states &i,const states &j)
16     {
17         return i.cost>j.cost;
18     }
19 };
20 class cmp2
21 {
22 public:
23     bool operator()(const states &i,const states &j)

```

```

24     {
25         return i.cost+dist[i.id]>j.cost+dist[j.id];
26     }
27 };
28 struct edges
29 {
30     int to,next,cost;
31 } edger[100000],edge[100000];
32 int headr[1000],head[1000],Lr,L;
33 void dijkstra(int s)
34 {
35     states u;
36     u.id=s;
37     u.cost=0;
38     dist[s]=0;
39     priority_queue<states,vector<states>,cmp> q;
40     q.push(u);
41     while (!q.empty())
42     {
43         u=q.top();
44         q.pop();
45         if (u.cost!=dist[u.id]) continue;
46         for (int i=headr[u.id]; i!=-1; i=edger[i].next)
47         {
48             states v=u;
49             v.id=edger[i].to;
50             if (dist[v.id]>dist[u.id]+edger[i].cost)
51             {
52                 v.cost=dist[v.id]=dist[u.id]+edger[i].cost;
53                 q.push(v);
54             }
55         }
56     }
57 }
58 int num[1000];
59 void init(int n)
60 {
61     Lr=L=0;
62     memset(head,-1,4*n);
63     memset(headr,-1,4*n);
64     memset(dist,63,4*n);
65     memset(num,0,4*n);
66 }
67 void add_edge(int u,int v,int x)
68 {
69     edge[L].to=v;
70     edge[L].cost=x;
71     edge[L].next=head[u];
72     head[u]=L++;
73     edger[Lr].to=u;
74     edger[Lr].cost=x;

```

```

75     edger[Lr].next=headr[v];
76     headr[v]=Lr++;
77 }
78 int a_star(int s,int t)
79 {
80     if (dist[s]==0x3f3f3f3f)
81         return -1;
82     priority_queue<states,vector<states>,cmp2> q;
83     states tmp;
84     tmp.id=s;
85     tmp.cost=0;
86     q.push(tmp);
87     while (!q.empty())
88     {
89         states u=q.top();
90         q.pop();
91         num[u.id]++;
92         if (num[t]==K)
93             return u.cost;
94         for (int i=head[u.id]; i!=-1; i=edge[i].next)
95         {
96             int v=edge[i].to;
97             tmp.id=v;
98             tmp.cost=u.cost+edge[i].cost;
99             q.push(tmp);
100         }
101     }
102     return -1;
103 }
104 int main()
105 {
106     int n,m;
107     scanf("%d%d",&n,&m);
108     init(n);
109     for (int i=0; i<m; i++)
110     {
111         int u,v,x;
112         scanf("%d%d%d",&u,&v,&x);
113         add_edge(u-1,v-1,x);
114     }
115     int s,t;
116     scanf("%d%d%d",&s,&t,&K);
117     if (s==t)
118         K++;
119     dijkstra(t-1);
120     printf("%d\n",a_star(s-1,t-1));
121 }

```

5.20 稳定婚姻

假定有 n 个男生和 n 个女生，理想的拍拖状态就是对于每对情侣 (a,b) ，找不到另一对情侣 (c,d) 使得 c 更喜欢 b ， b 也更喜欢 c ，同理，对 a 来说也没有 (e,f) 使得 a 更喜欢 e 而 e 更喜

欢 a , 当然最后会有一些人落单。这样子一个状态可以称为理想拍拖状态, 它也有一个专业的名词叫稳定婚姻。

求解这个问题可以用一个专有的算法, 延迟认可算法, 其核心就是让每个男生按自己喜欢的顺序逐个向女生表白, 例如 leokan 向一个女生求爱, 这个过程中, 若这个女生没有男朋友, 那么这个女生就暂时成为 leokan 的女朋友, 或这个女生喜欢她现有男朋友的程度没有喜欢 leokan 高, 这个女生也暂时成为 leokan 的女朋友, 而她原有的男朋友则再将就找下一个次喜欢的女生来当女朋友。

```

1  #include<string.h>
2  #include<stdio.h>
3  #define N 1050
4  int boy[N][N];
5  int girl[N][N];
6  int ans[N];
7  int cur[N];
8  int n;
9  void getMarry(int g)
10 {
11     for (int i=ans[g]+1;i<n;i++)
12     {
13         int b=girl[g][i]-1;
14         if (cur[b]<0)
15         {
16             ans[g]=i;
17             cur[b]=g;
18             return;
19         }
20         int og=cur[b];
21         if (boy[b][og] > boy[b][g])
22         {
23             cur[b]=g;
24             ans[g]=i;
25             getMarry(og);
26             return;
27         }
28     }
29 };
30 int main()
31 {
32     int t,a;
33     scanf("%d",&t);
34     while(t--)
35     {
36         memset(girl,0,sizeof(girl));
37         memset(boy,0,sizeof(boy));
38         scanf("%d",&n);
39         for (int i=0;i<n;i++)
40             for (int j=0;j<n;j++)
41                 scanf("%d",&girl[i][j]);
42         for (int i=0;i<n;i++)
43             for (int j=0;j<n;j++)
44                 {

```

```

45     scanf("%d",&a);
46     boy[i][a-1]=j;
47 }
48 memset(cur,0xff,sizeof(cur));
49 memset(ans,0xff,sizeof(ans));
50 for (int i=0;i<n;i++)
51     getMarry(i);
52 for (int i=0;i<n;i++)
53     printf("%d\n",girl[i][ans[i]]);
54 }
55 return 0;
56 }

```

5.21 最小树形图

```

1  const int inf = 19921005;
2  int n,m,u,v,cost,dis[1001][1001],L;
3
4  void init(int n)
5  {
6      L = 0;
7      for (int i = 0; i < n; i++)
8          for (int j = 0; j < n; j++)
9              dis[i][j] = inf;
10 }
11
12 struct Edge
13 {
14     int u,v,cost;
15 };
16
17 Edge e[1001*1001];
18
19 int pre[1001],id[1001],visit[1001],in[1001];
20
21 int zhuliu(int root,int n,int m,Edge e[])
22 {
23     int res = 0,u,v;
24     while (true)
25     {
26         for (int i = 0; i < n; i++)
27             in[i] = inf;
28         for (int i = 0; i < m; i++)
29             if (e[i].u != e[i].v && e[i].cost < in[e[i].v])
30             {
31                 pre[e[i].v] = e[i].u;
32                 in[e[i].v] = e[i].cost;
33             }
34         for (int i = 0; i < n; i++)
35             if (i != root)
36                 if (in[i] == inf) return -1;

```

```

37     int tn = 0;
38     memset(id,-1,sizeof(id));
39     memset(visit,-1,sizeof(visit));
40     in[root] = 0;
41     for (int i = 0; i < n; i++)
42     {
43         res += in[i];
44         v = i;
45         while (visit[v] != i && id[v] == -1 && v != root)
46         {
47             visit[v] = i;
48             v = pre[v];
49         }
50         if(v != root && id[v] == -1)
51         {
52             for(int u = pre[v] ; u != v ; u = pre[u])
53                 id[u] = tn;
54             id[v] = tn++;
55         }
56     }
57     if(tn == 0) break;
58     for (int i = 0; i < n; i++)
59         if (id[i] == -1)
60             id[i] = tn++;
61     for (int i = 0; i < m;)
62     {
63         int v = e[i].v;
64         e[i].u = id[e[i].u];
65         e[i].v = id[e[i].v];
66         if (e[i].u != e[i].v)
67             e[i++].cost -= in[v];
68         else
69             swap(e[i],e[--m]);
70     }
71     n = tn;
72     root = id[root];
73 }
74 return res;
75 }
76
77 int main()
78 {
79     freopen("in.txt","r",stdin);
80     while (scanf("%d%d",&n,&m) != EOF)
81     {
82         init(n);
83         for (int i = 0; i < m; i++)
84         {
85             scanf("%d%d%d",&u,&v,&cost);
86             if (u == v) continue;
87             dis[u][v] = min(dis[u][v],cost);

```

```
88     }
89     L = 0;
90     for (int i = 0; i < n; i++)
91         for (int j = 0; j < n; j++)
92             if (dis[i][j] != inf)
93                 {
94                     e[L].u = i;
95                     e[L].v = j;
96                     e[L++].cost = dis[i][j];
97                 }
98     printf("%d\n", zhuliu(0, n, L, e));
99 }
100 return 0;
101 }
```

6 计算几何

6.1 注意事项

如果用整数小心越界（多次乘法？）

如果用浮点数判断的时候一定要用 `eps`！

6.2 基本函数

6.2.1 Point 定义

```

1 struct Point
2 {
3     double x, y;
4     Point() {}
5     Point(double _x, double _y)
6     {
7         x = _x, y = _y;
8     }
9     Point operator -(const Point &b) const
10    {
11        return Point(x-b.x, y-b.y);
12    }
13    double operator *(const Point &b) const
14    {
15        return x*b.y-y*b.x;
16    }
17    double operator &(const Point &b) const
18    {
19        return x*b.x+y*b.y;
20    }
21    void transXY(double B)
22    {
23        double tx = x, ty = y;
24        x = tx*cos(B)-ty*sin(B);
25        y = tx*sin(B)+ty*cos(B);
26    }
27 };

```

6.2.2 Line 定义

```

1 struct Line
2 {
3     Point s, e;
4     double k;
5     Line() {}
6     Line(Point _s, Point _e)
7     {
8         s = _s, e = _e;
9         k = atan2(e.y-s.y, e.x-s.x);
10    }

```



```

11 Point operator &(const Line &b)const
12 {
13     Point res = s;
14     //注意：有些题目可能会有直线相交或者重合情况
15     //可以把返回值改成 pair<Point,int> 来返回两直线的状态。
16     double t = ((s-b.s)*(b.s-b.e))/((s-e)*(b.s-b.e));
17     res.x += (e.x-s.x)*t;
18     res.y += (e.y-s.y)*t;
19     return res;
20 }
21 };

```

6.2.3 距离：点到直线距离

result: 点到直线最近点

```

1 Point NPT(Point P, Line L)
2 {
3     Point result;
4     double a, b, t;
5
6     a = L.e.x-L.s.x;
7     b = L.e.y-L.s.y;
8     t = ((P.x-L.s.x)*a+(P.y-L.s.y)*b)/(a*a+b*b);
9
10    result.x = L.s.x+a*t;
11    result.y = L.s.y+b*t;
12    return dist(P, result);
13 }

```

6.2.4 距离：点到线段距离

res: 点到线段最近点

```

1 Point NearestPointToLineSeg(Point P, Line L)
2 {
3     Point result;
4     double a, b, t;
5
6     a = L.e.x-L.s.x;
7     b = L.e.y-L.s.y;
8     t = ((P.x-L.s.x)*a+(P.y-L.s.y)*b)/(a*a+b*b);
9
10    if (t >= 0 && t <= 1)
11    {
12        result.x = L.s.x+a*t;
13        result.y = L.s.y+b*t;
14    }
15    else
16    {
17        if (dist(P,L.s) < dist(P,L.e))
18            result = L.s;
19        else
20            result = L.e;

```

```

21 | }
22 | return result;
23 | }

```

旧版

```

1 | double CalcDis(Point a,Point s,Point e) //点到线段距离
2 | {
3 |     if (sgn((e-s)*(a-s)) < 0 || sgn((s-e)*(a-e)) < 0)
4 |         return min(dist(a,s),dist(a,e));
5 |     return abs(((s-a)*(e-a))/dist(s-e));
6 | }

```

6.2.5 面积：多边形

点按逆时针排序。

```

1 | double CalcArea(Point p[], int n)
2 | {
3 |     double res = 0;
4 |     for (int i = 0; i < n; i++)
5 |         res += (p[i]*p[(i+1) % n])/2;
6 |     return res;
7 | }

```

6.2.6 判断：线段相交

```

1 | bool inter(Line l1,Line l2)
2 | {
3 |     return
4 |         max(l1.s.x,l1.e.x) >= min(l2.s.x,l2.e.x) &&
5 |         max(l2.s.x,l2.e.x) >= min(l1.s.x,l1.e.x) &&
6 |         max(l1.s.y,l1.e.y) >= min(l2.s.y,l2.e.y) &&
7 |         max(l2.s.y,l2.e.y) >= min(l1.s.y,l1.e.y) &&
8 |         sgn((l2.s-l1.s)*(l1.e-l1.s))*sgn((l2.e-l1.s)*(l1.e-l1.s)) <= 0 &&
9 |         sgn((l1.s-l2.s)*(l2.e-l2.s))*sgn((l1.e-l2.s)*(l2.e-l2.s)) <= 0;
10 | }

```

6.2.7 判断：点在线段上

```

1 | bool OnSeg(Line a,Point b)
2 | {
3 |     return ((a.s-b)*(a.e-b) == 0 &&
4 |         (b.x-a.s.x)*(b.x-a.e.x) <= 0 &&
5 |         (b.y-a.s.y)*(b.y-a.e.y) <= 0);
6 | }

```

6.2.8 判断：点在多边形内

凸包且按逆时针排序

```

1 | bool inPoly(Point a,Point p[],int n)
2 | {
3 |     for (int i = 0;i < n;i++)
4 |         if ((p[i]-a)*(p[(i+1)%n]-a) < 0)

```

```

5     return false;
6     return true;
7 }

```

射线法, 多边形可以是凸的或凹的

poly 的顶点数目要大于等于 3

返回值为:

0 - 点在 poly 内

1 - 点在 poly 边界上

2 - 点在 poly 外

```

1 int inPoly(Point p, Point poly[], int n)
2 {
3     int i, count;
4     Line ray, side;
5
6     count = 0;
7     ray.s = p;
8     ray.e.y = p.y;
9     ray.e.x = -1; // -INF, 注意取值防止越界!
10
11     for (i = 0; i < n; i++)
12     {
13         side.s = poly[i];
14         side.e = poly[(i+1)%n];
15
16         if(OnSeg(p, side))
17             return 1;
18
19         // 如果平行轴则不作考虑sidex
20         if (side.s.y == side.e.y)
21             continue;
22
23         if (OnSeg(side.s, ray))
24         {
25             if (side.s.y > side.e.y) count++;
26         }
27         else if (OnSeg(side.e, ray))
28         {
29             if (side.e.y > side.s.y) count++;
30         }
31         else if (inter(ray, side))
32         {
33             count++;
34         }
35     }
36     return ((count % 2 == 1) ? 0 : 2);
37 }

```

6.2.9 判断: 两凸包相交

需要考虑这几个: 一个凸包的点在另外一个图包内 (包括边界); 一个凸包的某条边与另一个凸包某条边相交; 如果凸包可能退化成点线还需要判断点在线段上和点和点重合。

6.2.10 排序：叉积极角排序

```

1 bool cmp(const Point& a,const Point& b)
2 {
3     if (a.y*b.y <= 0)
4     {
5         if (a.y > 0 || b.y > 0) return a.y < b.y;
6         if (a.y == 0 && b.y == 0) return a.x < b.x;
7     }
8     return a*b > 0;
9 }

```

6.3 三维几何

6.3.1 Point 定义

```

1 struct Point3D
2 {
3     double x,y,z;
4     Point3D() {}
5     Point3D(double _x,double _y,double _z)
6     {
7         x = _x;
8         y = _y;
9         z = _z;
10    }
11    Point3D operator -(const Point3D& b)const
12    {
13        return Point3D(x-b.x,y-b.y,z-b.z);
14    }
15    Point3D operator *(const Point3D& b)const
16    {
17        return Point3D(y*b.z-z*b.y,z*b.x-x*b.z,x*b.y-y*b.x);
18    }
19    double operator &(const Point3D& b)const
20    {
21        return x*b.x+y*b.y+z*b.z;
22    }
23 };
24 //模
25 double Norm(Point3D p)
26 {
27     return sqrt(p&p);
28 }
29 //绕单位向量 V 旋转  $\theta$  角度
30 Point3D Trans(Point3D pa,Point3D V,double theta)
31 {
32     double s = sin(theta);
33     double c = cos(theta);
34     double x,y,z;
35     x = V.x;
36     y = V.y;

```

```

37   z = V.z;
38   Point3D pp =
39   Point3D(
40       (x*x*(1-c)+c)*pa.x+(x*y*(1-c)-z*s)*pa.y+(x*z*(1-c)+y*s)*pa.z,
41       (y*x*(1-c)+z*s)*pa.x+(y*y*(1-c)+c)*pa.y+(y*z*(1-c)-x*s)*pa.z,
42       (x*z*(1-c)-y*s)*pa.x+(y*z*(1-c)+x*s)*pa.y+(z*z*(1-c)+c)*pa.z);
43   return pp;
44 }

```

6.3.2 经度纬度转换

直角坐标系与极坐标系转换:

$$\begin{cases} x = r \times \sin\theta \times \cos\varphi \\ y = r \times \sin\theta \times \sin\varphi \\ z = r \times \cos\theta \end{cases} \begin{cases} r = \sqrt{x^2 + y^2 + z^2} \\ \varphi = \arctan(\frac{y}{x}) \\ \theta = \arccos(\frac{z}{r}) \end{cases} \quad r \in [0, +\infty), \varphi \in [0, 2\pi], \theta \in [0, \pi]$$

经度维度转换 ($lat1 \in (-\frac{\pi}{2}, \frac{\pi}{2}), lng1 \in (-\pi, \pi)$)

```

1 Point3D getPoint3D(double lat, double lng, double r)
2 {
3     lat += pi/2;
4     lng += pi;
5     return
6     Point3D(r*sin(lat)*cos(lng), r*sin(lat)*sin(lng), r*cos(lat));
7 }

```

6.3.3 判断: 直线相交

```

1 bool LineIntersect(Line3D L1, Line3D L2)
2 {
3     Point3D s = L1.s-L1.e;
4     Point3D e = L2.s-L2.e;
5     Point3D p = s*e;
6     if (ZERO(p)) return false; //是否平行
7     p = (L2.s-L1.e)*(L1.s-L1.e);
8     return ZERO(p&L2.e); //是否共面
9 }

```

6.3.4 判断: 线段相交

需要先判断是否在一个平面上:

```

1 bool inter(Point a, Point b, Point c, Point d)
2 {
3     Point ret = (a-b)*(c-d);
4     Point t1 = (b-a)*(c-a);
5     Point t2 = (b-a)*(d-a);
6     Point t3 = (d-c)*(a-c);
7     Point t4 = (d-c)*(b-c);
8     return sgn(t1&ret)*sgn(t2&ret) < 0 &&
9         sgn(t3&ret)*sgn(t4&ret) < 0;
10 }

```

6.3.5 判断：三维向量是否为 0

```

1 inline bool ZERO(Point3D p)
2 {
3     return (ZERO(p.x) && ZERO(p.y) && ZERO(p.z));
4 }

```

6.3.6 判断：点在直线上

```

1 bool OnLine(Point3D p, Line3D L)
2 {
3     return ZERO((p-L.s)*(L.e-L.s));
4 }

```

6.3.7 判断：点在线段上

```

1 bool OnSeg(Point3D p, Line3D L)
2 {
3     return (ZERO((L.s-p)*(L.e-p)) &&
4             EQ(Norm(p-L.s)+Norm(p-L.e),Norm(L.e-L.s)));
5 }

```

6.3.8 距离：点到直线

```

1 double Distance(Point3D p, Line3D L)
2 {
3     return (Norm((p-L.s)*(L.e-L.s))/Norm(L.e-L.s));
4 }

```

6.3.9 夹角

返回值是 $[0, \pi]$ 之间的弧度

```

1 double Inclination(Line3D L1, Line3D L2)
2 {
3     Point3D u = L1.e - L1.s;
4     Point3D v = L2.e - L2.s;
5     return acos( (u & v) / (Norm(u)*Norm(v)) );
6 }

```

6.4 圆

6.4.1 面积：两圆相交

圆不可包含

```

1 double dis(int x,int y)
2 {
3     return sqrt((double)(x*x+y*y));
4 }
5 double area(int x1,int y1,int x2,int y2,double r1,double r2)
6 {
7     double s=dis(x2-x1,y2-y1);
8     if(r1+r2<s) return 0;
9     else if(r2-r1>s) return PI*r1*r1;
10    else if(r1-r2>s) return PI*r2*r2;

```

```

11  double q1=acos((r1*r1+s*s-r2*r2)/(2*r1*s));
12  double q2=acos((r2*r2+s*s-r1*r1)/(2*r2*s));
13  return (r1*r1*q1+r2*r2*q2-r1*s*sin(q1));
14  }

```

6.4.2 三角形外接圆

```

1  void CircumscribedCircle()
2  {
3      for (int i = 0; i < 3; i++)
4          scanf("%lf%lf",&p[i].x,&p[i].y);
5      tp = Point((p[0].x+p[1].x)/2,(p[0].y+p[1].y)/2);
6      l[0] = Line(tp,Point(tp.x-(p[1].y-p[0].y),tp.y+(p[1].x-p[0].x)));
7      tp = Point((p[0].x+p[2].x)/2,(p[0].y+p[2].y)/2);
8      l[1] = Line(tp,Point(tp.x-(p[2].y-p[0].y),tp.y+(p[2].x-p[0].x)));
9      tp = LineToLine(l[0],l[1]);
10     r = Point(tp,p[0]).Length();
11     printf("%.6f,%.6f,%.6f\n",tp.x,tp.y,r);
12 }

```

6.4.3 三角形内切圆

```

1  void InscribedCircle()
2  {
3      for (int i = 0; i < 3; i++)
4          scanf("%lf%lf",&p[i].x,&p[i].y);
5      if (xmult(Point(p[0],p[1]),Point(p[0],p[2])) < 0)
6          swap(p[1],p[2]);
7      for (int i = 0; i < 3; i++)
8          len[i] = Point(p[i],p[(i+1)%3]).Length();
9      tr = (len[0]+len[1]+len[2])/2;
10     r = sqrt((tr-len[0])*(tr-len[1])*(tr-len[2])/tr);
11     for (int i = 0; i < 2; i++)
12     {
13         v = Point(p[i],p[i+1]);
14         tv = Point(-v.y,v.x);
15         tr = tv.Length();
16         tv = Point(tv.x*r/tr,tv.y*r/tr);
17         tp = Point(p[i].x+tv.x,p[i].y+tv.y);
18         l[i].s = tp;
19         tp = Point(p[i+1].x+tv.x,p[i+1].y+tv.y);
20         l[i].e = tp;
21     }
22     tp = LineToLine(l[0],l[1]);
23     printf("%.6f,%.6f,%.6f\n",tp.x,tp.y,r);
24 }

```

6.4.4 点对圆的两个切点

```

1  void calc_qie(Point poi,Point o,double r,Point &result1,Point &
   result2)
2  {

```

```

3   double line = sqrt((poi.x-o.x)*(poi.x-o.x)+(poi.y-o.y)*(poi.y-o.y
   ));
4   double angle = acos(r/line);
5   Point unitvector,lin;
6   lin.x = poi.x-o.x;
7   lin.y = poi.y-o.y;
8   unitvector.x = lin.x/sqrt(lin.x*lin.x+lin.y*lin.y)*r;
9   unitvector.y = lin.y/sqrt(lin.x*lin.x+lin.y*lin.y)*r;
10  result1 = unitvector.Rotate(-angle);
11  result2 = unitvector.Rotate(angle);
12  result1.x += o.x;
13  result1.y += o.y;
14  result2.x += o.x;
15  result2.y += o.y;
16 }

```

6.4.5 两圆公切点

```

1  void Gao()
2  {
3      tn = 0;
4      Point a,b,vab;
5      double tab,tt,dis,theta;
6      for (int i = 0; i < tc; i++)
7          for (int j = 0; j < tc; j++)
8              if (i != j)
9                  {
10                     a = c[i];
11                     b = c[j];
12                     vab = Point(a,b);
13                     tab = atan2(vab.y,vab.x);
14                     dis = sqrt(vab.x*vab.x+vab.y*vab.y);
15                     if (b.r > a.r)
16                         tt = asin((b.r-a.r)/dis);
17                     else
18                         tt = -asin((a.r-b.r)/dis);
19                     theta = tab+pi/2+tt;
20                     tp[tn++] = Point(a.x+a.r*cos(theta),a.y+a.r*sin(theta));
21                     tp[tn++] = Point(b.x+b.r*cos(theta),b.y+b.r*sin(theta));
22                 }
23 }

```

6.4.6 两圆交点

```

1  lab = Point(p[j].x-p[i].x,p[j].y-p[i].y);
2  AB = lab.Length();
3  AC = cr[i];
4  BC = cr[j];
5
6  if (cmp(AB+AC,BC) <= 0) continue; //包含
7  if (cmp(AB+BC,AC) <= 0) continue;
8  if (cmp(AB,AC+BC) > 0) continue; //相离
9

```



```

10 theta = atan2(lab.y,lab.x);
11 fai = acos((AC*AC+AB*AB-BC*BC)/(2.0*AC*AB));
12 a0 = theta-fai;
13 if (cmp(a0,-pi) < 0) a0 += 2*pi;
14 a1 = theta+fai;
15 if (cmp(a1,pi) > 0) a1 -= 2*pi;
16 //答案
17 xp[totp++] = Point(p[i].x+cr[i]*cos(a0),p[i].y+cr[i]*sin(a0));
18 xp[totp++] = Point(p[i].x+cr[i]*cos(a1),p[i].y+cr[i]*sin(a1));

```

6.5 三角形相关

费马点：在 $\triangle ABC$ 内求一点 P ，使 $PA + PB + PC$ 之值为最小的点。当三角形有一个内角大于或等于 120° 的时候，费马点就是该内角的顶点
若没有，则费马点就是使得该点至三角形三顶点的连线两两夹角为 120° 的点。

等角共轭点：对于三角形内任意一点 P ，过 A 做直线 L_1 与 AP 关于角 A 的角平分线对称，同样过 B, C 分别做 L_2, L_3 。这三条直线交于 P_1 ，则 P_1 是 P 的等角共轭点。
重心的等角共轭点到三边距离的平方和最小的点。

6.6 矩阵

6.6.1 基本矩阵

按向量 $\overrightarrow{(x,y,z)}$ 平移：

$$\begin{pmatrix} 1 & 0 & 0 & x \\ 0 & 1 & 0 & y \\ 0 & 0 & 1 & z \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

按比例 (x,y,z) 缩放：

$$\begin{pmatrix} x & 0 & 0 & 0 \\ 0 & y & 0 & 0 \\ 0 & 0 & z & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

绕单位向量 $\overrightarrow{(x,y,z)}$ 旋转 $angle$ 角度：

$$\begin{pmatrix} x^2 \times (1-c) + c & x \times y \times (1-c) - z \times s & x \times z \times (1-c) + y \times s & 0 \\ y \times x \times (1-c) + z \times s & y^2 \times (1-c) + c & y \times z \times (1-c) - x \times s & 0 \\ x \times z \times (1-c) - y \times s & y \times z \times (1-c) + x \times s & z^2 \times (1-c) + c & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{cases} s = \sin(angle) \\ c = \cos(angle) \end{cases}$$

以上矩阵变换都把点当作列向量，旋转角度的正负由右手定则决定

6.6.2 刘汝佳的几何教室

```

1  const double pi = acos(-1.0);
2
3  int n,m,q;
4  struct Point
5  {
6      double a,b,c,d;
7  };
8  Point p[50000],f[50000];
9
10 double a,b,c,theta,mt[4][4],tmp[4][4],tmt[4][4],rmt[4][8];
11 char com[20];
12
13 void TRANSLATE()
14 {
15     memset(tmt,0,sizeof(tmt));
16     tmt[0][0] = tmt[1][1] = tmt[2][2] = tmt[3][3] = 1;
17     tmt[3][0] = a;
18     tmt[3][1] = b;
19     tmt[3][2] = c;
20     memset(tmp,0,sizeof(tmp));
21     for (int i = 0; i < 4; i++)
22         for (int j = 0; j < 4; j++)
23             for (int k = 0; k < 4; k++)
24                 tmp[i][j] += mt[i][k]*tmt[k][j];
25     for (int i = 0; i < 4; i++)
26         for (int j = 0; j < 4; j++)
27             mt[i][j] = tmp[i][j];
28 }
29
30 void ROTATE()
31 {
32     theta = -theta*pi/180;
33     memset(tmt,0,sizeof(tmt));
34     tmt[3][3] = 1;
35     tmt[0][0] = cos(theta)+(1-cos(theta))*a*a;
36     tmt[1][0] = (1-cos(theta))*a*b+c*sin(theta);
37     tmt[2][0] = (1-cos(theta))*a*c-b*sin(theta);
38     tmt[0][1] = (1-cos(theta))*a*b-c*sin(theta);
39     tmt[1][1] = cos(theta)+(1-cos(theta))*b*b;
40     tmt[2][1] = (1-cos(theta))*b*c+a*sin(theta);
41     tmt[0][2] = (1-cos(theta))*a*c+b*sin(theta);
42     tmt[1][2] = (1-cos(theta))*b*c-a*sin(theta);
43     tmt[2][2] = cos(theta)+(1-cos(theta))*c*c;
44     memset(tmp,0,sizeof(tmp));
45     for (int i = 0; i < 4; i++)
46         for (int j = 0; j < 4; j++)
47             for (int k = 0; k < 4; k++)
48                 tmp[i][j] += mt[i][k]*tmt[k][j];
49     for (int i = 0; i < 4; i++)
50         for (int j = 0; j < 4; j++)
51             mt[i][j] = tmp[i][j];

```

```

52 }
53
54 void SCALE()
55 {
56     memset(tmt,0,sizeof(tmt));
57     tmt[0][0] = a;
58     tmt[1][1] = b;
59     tmt[2][2] = c;
60     tmt[3][3] = 1;
61     memset(tmp,0,sizeof(tmp));
62     for (int i = 0; i < 4; i++)
63         for (int j = 0; j < 4; j++)
64             for (int k = 0; k < 4; k++)
65                 tmp[i][j] += mt[i][k]*tmt[k][j];
66     for (int i = 0; i < 4; i++)
67         for (int j = 0; j < 4; j++)
68             mt[i][j] = tmp[i][j];
69 }
70
71 void solvep(Point p)
72 {
73     memset(tmt,0,sizeof(tmt));
74     tmt[0][0] = p.a;
75     tmt[0][1] = p.b;
76     tmt[0][2] = p.c;
77     tmt[0][3] = 1;
78     memset(tmp,0,sizeof(tmp));
79     for (int i = 0; i < 1; i++)
80         for (int j = 0; j < 4; j++)
81             for (int k = 0; k < 4; k++)
82                 tmp[i][j] += tmt[i][k]*mt[k][j];
83     printf("%.2f_%.2f_%.2f\n",tmp[0][0],tmp[0][1],tmp[0][2]);
84 }
85
86 void solvef(Point f)
87 {
88     memset(tmt,0,sizeof(tmt));
89     tmt[0][0] = f.a;
90     tmt[1][0] = f.b;
91     tmt[2][0] = f.c;
92     tmt[3][0] = 0;
93     memset(tmp,0,sizeof(tmp));
94     for (int i = 0; i < 4; i++)
95         for (int j = 0; j < 1; j++)
96             for (int k = 0; k < 4; k++)
97                 tmp[i][j] += mt[i][k]*tmt[k][j];
98     tmp[3][0] += f.d;
99     double kk = tmp[0][0]*tmp[0][0]+tmp[1][0]*tmp[1][0]+tmp[2][0]*tmp
100         [2][0];
101     kk = sqrt(1/kk);
102     for (int i = 0; i < 4; i++)

```

```

102     printf("%.2f",tmp[i][0]*kk);
103     printf("\n");
104 }
105
106 void solvermt()
107 {
108     memset(rmt,0,sizeof(rmt));
109     for (int i = 0;i < 4;i++)
110         for (int j = 0;j < 4;j++)
111             rmt[i][j] = mt[i][j];
112     rmt[0][4] = rmt[1][5] = rmt[2][6] = rmt[3][7] = 1;
113     for (int i = 0;i < 4;i++)
114     {
115         for (int j = i;j < 4;j++)
116             if (fabs(rmt[j][i]) > 1e-8)
117             {
118                 for (int k = i;k < 8;k++)
119                     swap(rmt[i][k],rmt[j][k]);
120                 break;
121             }
122         double tt = rmt[i][i];
123         for (int j = i;j < 8;j++)
124             rmt[i][j] /= tt;
125         for (int j = 0;j < 4;j++)
126             if (i != j)
127             {
128                 tt = rmt[j][i];
129                 for (int k = i;k < 8;k++)
130                     rmt[j][k] -= rmt[i][k]*tt;
131             }
132     }
133     for (int i = 0;i < 4;i++)
134         for (int j = 0;j < 4;j++)
135             mt[i][j] = rmt[i][4+j];
136 }
137
138 int main()
139 {
140     scanf("%d%d%d",&n,&m,&q);
141     for (int i = 0; i < n; i++)
142         scanf("%lf%lf%lf",&p[i].a,&p[i].b,&p[i].c);
143     for (int i = 0; i < m; i++)
144         scanf("%lf%lf%lf%lf",&f[i].a,&f[i].b,&f[i].c,&f[i].d);
145     memset(mt,0,sizeof(mt));
146     mt[0][0] = mt[1][1] = mt[2][2] = mt[3][3] = 1;
147     for (int i = 0; i < q; i++)
148     {
149         scanf("%s",com);
150         if (strcmp(com,"TRANSLATE") == 0)
151         {
152             scanf("%lf%lf%lf",&a,&b,&c);

```

```

153     TRANSLATE();
154 }
155 else if (strcmp(com,"ROTATE") == 0)
156 {
157     scanf("%lf%lf%lf%lf",&a,&b,&c,&theta);
158     ROTATE();
159 }
160 else if (strcmp(com,"SCALE") == 0)
161 {
162     scanf("%lf%lf%lf",&a,&b,&c);
163     SCALE();
164 }
165 }
166 //处理点
167 for (int i = 0; i < n; i++)
168     solvep(p[i]);
169 //处理面
170 solvermt();
171 for (int i = 0; i < m; i++)
172     solvef(f[i]);
173 return 0;
174 }

```

6.7 重心

```

1 Point CenterOfPolygon(Point poly[],int n)
2 {
3     Point p, p0, p1, p2, p3;
4     double m, m0;
5     p1 = poly[0];
6     p2 = poly[1];
7     p.x = p.y = m = 0;
8     for (int i = 2; i < n; i++)
9     {
10         p3 = poly[i];
11         p0.x = (p1.x + p2.x + p3.x) / 3.0;
12         p0.y = (p1.y + p2.y + p3.y) / 3.0;
13         m0 = p1.x*p2.y+p2.x*p3.y+p3.x*p1.y-p1.y*p2.x-p2.y*p3.x-p3.y*p1.
            x;
14         if (cmp(m + m0,0.0) == 0)
15             m0 += eps;
16         p.x = (m * p.x + m0 * p0.x) / (m + m0);
17         p.y = (m * p.y + m0 * p0.y) / (m + m0);
18         m = m + m0;
19         p2 = p3;
20     }
21     return p;
22 }

```

6.8 KD 树

查找某个点距离最近的点，基本思想是每次分治把点分成两部分，建议按照坐标规模决定是垂直划分还是水平划分，查找时先往分到的那一部分查找，然后根据当前最优答案决定是否

去另一个区间查找。

```

1  bool Div[MaxN];
2  void BuildKD(int deep,int l, int r, Point p[])\ \记得备份一下 P
3  {
4      if (l > r) return;
5      int mid = l + r >> 1;
6      int minX, minY, maxX, maxY;
7      minX = min_element(p + l, p + r + 1, cmpX)->x;
8      minY = min_element(p + l, p + r + 1, cmpY)->y;
9      maxX = max_element(p + l, p + r + 1, cmpX)->x;
10     maxY = max_element(p + l, p + r + 1, cmpY)->y;
11     Div[mid] = (maxX - minX >= maxY - minY);
12     nth_element(p + l, p + mid, p + r + 1, Div[mid] ? cmpX : cmpY);
13     BuildKD(l, mid - 1, p);
14     BuildKD(mid + 1, r, p);
15 }
16
17 long long res;
18 void Find(int l, int r, Point a, Point p[])\ \查找
19 {
20     if (l > r) return;
21     int mid = l + r >> 1;
22     long long dist = dist2(a, p[mid]);
23     if (dist > 0) //如果有重点不能这样判断
24         res = min(res, dist);
25     long long d = Div[mid] ? (a.x - p[mid].x) : (a.y - p[mid].y);
26     int l1, l2, r1, r2;
27     l1 = l, l2 = mid + 1;
28     r1 = mid - 1, r2 = r;
29     if (d > 0)
30         swap(l1, l2), swap(r1, r2);
31     Find(l1, r1, a, p);
32     if (d * d < res)
33         Find(l2, r2, a, p);
34 }

```

6.8.1 例题

查询一个点为中心的给定正方形内所有点并删除 (2012 金华网赛 A)

```

1  #include <iostream>
2  #include <cstdio>
3  #include <cstring>
4  #include <algorithm>
5  #include <cmath>
6  #include <queue>
7  using namespace std;
8
9  const int MaxN = 100000;
10 struct Point

```

```

11 {
12     int x,y,r;
13     int id;
14     bool del;
15 };
16
17 int cmpTyp;
18 bool cmp(const Point& a,const Point& b)
19 {
20     if (cmpTyp == 0)
21         return a.x < b.x;
22     else
23         return a.y < b.y;
24 }
25
26 int cnt[MaxN];
27 bool Div[MaxN];
28 int minX[MaxN],minY[MaxN],maxX[MaxN],maxY[MaxN];
29 void BuildKD(int l,int r,Point p[])
30 {
31     if (l > r) return;
32     int mid = l+r>>1;
33     cmpTyp = 0;
34     minX[mid] = min_element(p+l,p+r+1,cmp)->x;
35     maxX[mid] = max_element(p+l,p+r+1,cmp)->x;
36     cmpTyp = 1;
37     minY[mid] = min_element(p+l,p+r+1,cmp)->y;
38     maxY[mid] = max_element(p+l,p+r+1,cmp)->y;
39
40     cnt[mid] = r-l+1;
41     cmpTyp = Div[mid] = (maxX[mid]-minX[mid] < maxY[mid]-minY[mid]);
42     nth_element(p+l,p+mid,p+r+1,cmp);
43     BuildKD(l,mid-1,p);
44     BuildKD(mid+1,r,p);
45 }
46
47 queue<int> Q;
48 int Find(int l,int r,Point a,Point p[])
49 {
50     if (l > r) return 0;
51     int mid = l+r>>1;
52     if (cnt[mid] == 0) return 0;
53
54     if (maxX[mid] < a.x-a.r ||
55         minX[mid] > a.x+a.r ||
56         maxY[mid] < a.y-a.r ||
57         minY[mid] > a.y+a.r)
58         return 0;
59
60     int totdel = 0;
61

```

```

62     if (p[mid].del == false)
63         if (abs(p[mid].x-a.x) <= a.r && abs(p[mid].y-a.y) <= a.r)
64         {
65             p[mid].del = true;
66             Q.push(p[mid].id);
67             totdel++;
68         }
69
70     totdel += Find(l,mid-1,a,p);
71     totdel += Find(mid+1,r,a,p);
72
73     cnt[mid] -= totdel;
74
75     return totdel;
76 }
77
78 Point p[MaxN],tp[MaxN];
79 int n;
80
81 int main()
82 {
83     int cas = 1;
84     while (true)
85     {
86         scanf("%d",&n);
87         if (n == 0) break;
88
89         for (int i = 0;i < n;i++)
90         {
91             p[i].id = i;
92             int tx,ty;
93             scanf("%d%d",&tx,&ty,&p[i].r);
94             p[i].x = tx-ty;
95             p[i].y = tx+ty;
96             p[i].del = false;
97             tp[i] = p[i];
98         }
99         BuildKD(0,n-1,tp);
100
101         printf("Case_#%d:\n",cas++);
102         int q;
103         scanf("%d",&q);
104         for (int i = 0;i < q;i++)
105         {
106             int id;
107             scanf("%d",&id);
108             int res = 0;
109             id--;
110             Q.push(id);
111             while (!Q.empty())
112             {

```



```

113     int now = Q.front();
114     Q.pop();
115     if (p[now].del == true) continue;
116     p[now].del = true;
117     res += Find(0,n-1,p[now],tp);
118 }
119 printf("%d\n",res);
120 }
121 }
122 return 0;
123 }

```

6.9 半平面交

直线左边代表有效区域。

```

1 bool HPIcmp(Line a, Line b)
2 {
3     if (fabs(a.k - b.k) > eps) return a.k < b.k;
4     return ((a.s - b.s) * (b.e - b.s)) < 0;
5 }
6
7 Line Q[100];
8 void HPI(Line line[], int n, Point res[], int &resn)
9 {
10     int tot = n;
11     sort(line, line + n, HPIcmp);
12     tot = 1;
13     for (int i = 1; i < n; i++)
14         if (fabs(line[i].k - line[i - 1].k) > eps)
15             line[tot++] = line[i];
16     int head = 0, tail = 1;
17     Q[0] = line[0];
18     Q[1] = line[1];
19     resn = 0;
20     for (int i = 2; i < tot; i++)
21     {
22         if (fabs((Q[tail].e - Q[tail].s) * (Q[tail - 1].e - Q[tail - 1].s)) <
23             eps ||
24             fabs((Q[head].e - Q[head].s) * (Q[head + 1].e - Q[head + 1].s)) <
25             eps)
26             return;
27         while (head < tail && (((Q[tail] & Q[tail - 1]) - line[i].s) * (
28             line[i].e - line[i].s)) > eps)
29             tail--;
30         while (head < tail && (((Q[head] & Q[head + 1]) - line[i].s) * (
31             line[i].e - line[i].s)) > eps)
32             head++;
33         Q[++tail] = line[i];
34     }
35     while (head < tail && (((Q[tail] & Q[tail - 1]) - Q[head].s) * (Q[
36         head].e - Q[head].s)) > eps)
37         head++;
38     resn = tail - head;
39 }

```

```

32     tail--;
33     while (head < tail && (((Q[head]&Q[head + 1]) - Q[tail].s) * (Q[
        tail].e-Q[tail].s)) > eps)
34         head++;
35     if (tail <= head + 1) return;
36     for (int i = head; i < tail; i++)
37         res[resn++] = Q[i] & Q[i + 1];
38     if (head < tail + 1)
39         res[resn++] = Q[head] & Q[tail];
40 }

```

6.10 凸包

得到的凸包按照逆时针方向排序。

```

1 //判断是否是共点或者共线用
2 bool conPoint(Point p[],int n)
3 {
4     for (int i = 1;i < n;i++)
5         if (p[i].x != p[0].x || p[i].y != p[0].y)
6             return false;
7     return true;
8 }
9 bool conLine(Point p[],int n)
10 {
11     for (int i = 2;i < n;i++)
12         if ((p[i]-p[0])*(p[1]-p[0]) != 0)
13             return false;
14     return true;
15 }
16
17 bool GScmp(Point a, Point b)
18 {
19     if (fabs(a.x - b.x) < eps)
20         return a.y < b.y - eps;
21     return a.x < b.x - eps;
22 }
23
24 void GS(Point p[],int n,Point res[],int &resn)
25 {
26     resn = 0;
27     int top = 0;
28     sort(p,p+n,GScmp);
29
30     if (conPoint(p,n))
31     {
32         res[resn++] = p[0];
33         return;
34     }
35     if (conLine(p,n))
36     {
37         res[resn++] = p[0];

```

```

38     res[resn++] = p[n-1];
39     return;
40 }
41
42 for (int i = 0; i < n; i++)
43     if (resn < 2 ||
44         (res[resn-1]-res[resn-2])*(p[i]-res[resn-1]) > 0)
45         res[resn++] = p[i++];
46     else
47         --resn;
48 top = resn-1;
49 for (int i = n-2; i >= 0; i--)
50     if (resn < top+2 ||
51         (res[resn-1]-res[resn-2])*(p[i]-res[resn-1]) > 0)
52         res[resn++] = p[i--];
53     else
54         --resn;
55 resn--;
56 }

```

6.11 直线与凸包求交点

复杂度 $O(\log n)$ 。
需要先预处理几个东西。

```

1 //二分 [la,lb] 这段区间那条边与 line 相交
2 int Gao(int la,int lb,Line line)
3 {
4     if (la > lb)
5         lb += n;
6     int l = la,r = lb,mid;
7     while (l < r)
8     {
9         mid = l+r+1>>1;
10        if (cmp((line.e-line.s)*(p[la]-line.s),0)*cmp((line.e-line.s)*(
11            p[mid]-line.s),0) >= 0)
12            l = mid;
13        else
14            r = mid-1;
15    }
16    return l%n;
17 }
18 //求 l 与凸包的交点
19 //先调用 Gettheta 预处理出凸包每条边的斜率，然后处理成升序排列
20 double theta[maxn];
21
22 void Gettheta()
23 {
24     for (int i = 0; i < n; i++)
25     {

```

```

26     Point v = p[(i+1)%n]-p[i];
27     theta[i] = atan2(v.y,v.x);
28 }
29 for (int i = 1;i < n;i++)
30     if (theta[i-1] > theta[i]+eps)
31         theta[i] += 2*pi;
32 }
33
34 double Calc(Line l)
35 {
36     double tnow;
37     Point v = l.e-l.s;
38     tnow = atan2(v.y,v.x);
39     if (cmp(tnow,theta[0]) < 0) tnow += 2*pi;
40     int pl = lower_bound(theta,theta+n,tnow)-theta;
41     tnow = atan2(-v.y,-v.x);
42     if (cmp(tnow,theta[0]) < 0) tnow += 2*pi;
43     int pr = lower_bound(theta,theta+n,tnow)-theta;
44     //pl 和 pr 是在 l 方向上距离最远的点对
45     pl = pl%n;
46     pr = pr%n;
47
48     if (cmp(v*(p[pl]-l.s),0)*cmp(v*(p[pr]-l.s),0) >= 0)
49         return 0.0;
50
51     int xa = Gao(pl,pr,l);
52     int xb = Gao(pr,pl,l);
53
54     if (xa > xb) swap(xa,xb);
55     //与 [xa,xa+1] 和 [xb,xb+1] 这两条线段相交
56
57     if (cmp(v*(p[xa+1]-p[xa]),0) == 0) return 0.0;
58     if (cmp(v*(p[xb+1]-p[xb]),0) == 0) return 0.0;
59
60     Point pa,pb;
61     pa = Line(p[xa],p[xa+1])&l;
62     pb = Line(p[xb],p[xb+1])&l;
63     //题目：求直线切凸包得到的两部分的面积
64     double area0 = sum[xb]-sum[xa+1]+(pa*p[xa+1])/2.0+(p[xb]*pb)
        /2.0+(pb*pa)/2.0;
65     double area1 = sum[xa+n]-sum[xb+1]+(pb*p[xb+1])/2.0+(p[xa]*pa)
        /2.0+(pa*pb)/2.0;
66
67     return min(area0,area1);
68 }

```

6.12 点对凸包的两切点

过了 sgu500 的前七组数据，用前需谨慎，虽然我不认为这个有问题。

```

1 double theta[MaxN];
2 void Gettheta(Point p[],int n)

```

```

3 {
4   for (int i = 0; i < n; i++)
5   {
6     Point v = p[(i+1)%n]-p[i];
7     theta[i] = atan2(v.y,v.x);
8   }
9   for (int i = 1; i < n; i++)
10    if (theta[i-1] > theta[i]+eps)
11      theta[i] += 2*pi;
12 }
13 int cmp(double a,double b)
14 {
15   if (fabs(a-b) < eps) return 0;
16   if (a < b) return -1;
17   return 1;
18 }
19 int Gao(int la,int lb,Line line,Point p[],int n)
20 {
21   if (la > lb)
22     lb += n;
23   int l = la,r = lb,mid;
24   while (l < r)
25   {
26     mid = l+r+1>>1;
27     if (cmp((line.e-line.s)*(p[la%n]-line.s),0)*cmp((line.e-line.s)
28       *(p[mid%n]-line.s),0) >= 0)
29       l = mid;
30     else
31       r = mid-1;
32   }
33   return l%n;
34 }
35 int Gao(int la,int lb,int dir,Point s,Point p[],int n)
36 {
37   if (la > lb)
38     lb += n;
39   if (la == lb) return la;
40   int l = la+1,r = lb,mid;
41
42   while (l < r)
43   {
44     mid = l+r+1>>1;
45
46     int ret = cmp((p[mid%n]-s)*(p[(mid-1)%n]-s),0);
47     if (dir*ret < 0)
48       l = mid;
49     else if (dir*ret > 0)
50       r = mid-1;
51     else
52   {

```

```

53     if (dir == 1)
54         l = mid;
55     else
56         r = mid-1;
57 }
58 }
59
60 int ret = cmp((p[l%n]-s)*(p[(l-1)%n]-s),0);
61 if (dir*ret < 0)
62     return l%n;
63 else if (dir*ret > 0)
64     return (l-1)%n;
65 else
66 {
67     if (dir == 1)
68         return l%n;
69     else
70         return (l-1)%n;
71 }
72 }
73 //Gettheta(p,n) first!
74 //返回 S 对于 p[] 的两个切点 p[pl],p[pr]
75 void Calc(Point s,Point p[],int n,int& pl,int& pr)
76 {
77     Line l = Line(s,p[0]);
78     Point v = l.e-l.s;
79     double tnow = atan2(v.y,v.x);
80     if (tnow < theta[0]-eps) tnow += 2*pi;
81     int tpl = lower_bound(theta,theta+n,tnow)-theta;
82     tnow = atan2(-v.y,-v.x);
83     if (tnow < theta[0]-eps) tnow += 2*pi;
84     int tpr = lower_bound(theta,theta+n,tnow)-theta;
85
86     pl = tpl = tpl%n;
87     pr = tpr = tpr%n;
88
89     int px = Gao(pr,pl,l,p,n);
90     //printf("pr = %d -> px = %d\n",tpr,px);
91     //printf("px = %d -> pl = %d\n",px,tpl);
92     //pr -> px
93     //px -> pl
94
95     pl = Gao(tpr,px,1,s,p,n);
96     pr = Gao(px,tpl,-1,s,p,n);
97
98 }

```

6.13 三维凸包

暴力写法

```
1 #define eps 1e-7
```

```

2 #define MAXV 505
3
4 struct pt
5 {
6     double x, y, z;
7     pt() {}
8     pt(double _x, double _y, double _z): x(_x), y(_y), z(_z) {}
9     pt operator - (const pt p1)
10    {
11        return pt(x - p1.x, y - p1.y, z - p1.z);
12    }
13    pt operator * (pt p)
14    {
15        return pt(y*p.z-z*p.y, z*p.x-x*p.z, x*p.y-y*p.x);
16    }
17    double operator ^ (pt p)
18    {
19        return x*p.x+y*p.y+z*p.z;
20    }
21 };
22 struct _3DCH
23 {
24     struct fac
25     {
26         int a, b, c;
27         bool ok;
28     };
29     int n;
30     pt P[MAXV];
31     int cnt;
32     fac F[MAXV*8];
33     int to[MAXV][MAXV];
34     double vlen(pt a)
35     {
36         return sqrt(a.x*a.x+a.y*a.y+a.z*a.z);
37     }
38     double area(pt a, pt b, pt c)
39     {
40         return vlen((b-a)*(c-a));
41     }
42     double volume(pt a, pt b, pt c, pt d)
43     {
44         return (b-a)*(c-a)^(d-a);
45     }
46     double ptof(pt &p, fac &f)
47     {
48         pt m = P[f.b]-P[f.a], n = P[f.c]-P[f.a], t = p-P[f.a];
49         return (m * n) ^ t;
50     }
51     void deal(int p, int a, int b)
52     {

```

```

53     int f = to[a][b];
54     fac add;
55     if (F[f].ok)
56     {
57         if (ptof(P[p], F[f]) > eps)
58             dfs(p, f);
59         else
60         {
61             add.a = b, add.b = a, add.c = p, add.ok = 1;
62             to[p][b] = to[a][p] = to[b][a] = cnt;
63             F[cnt++] = add;
64         }
65     }
66 }
67 void dfs(int p, int cur)
68 {
69     F[cur].ok = 0;
70     deal(p, F[cur].b, F[cur].a);
71     deal(p, F[cur].c, F[cur].b);
72     deal(p, F[cur].a, F[cur].c);
73 }
74 bool same(int s, int t)
75 {
76     pt &a = P[F[s].a], &b = P[F[s].b], &c = P[F[s].c];
77     return fabs(volume(a, b, c, P[F[t].a])) < eps && fabs(volume(a,
78         b, c,
79         P[F[t].b])) < eps && fabs(volume(a, b, c, P[F[t].c])) < eps
80         ;
81 }
82 void construct()
83 {
84     cnt = 0;
85     if (n < 4)
86         return;
87     bool sb = 1;
88     for (int i = 1; i < n; i++)
89     {
90         if (vlen(P[0] - P[i]) > eps)
91         {
92             swap(P[1], P[i]);
93             sb = 0;
94             break;
95         }
96     }
97     if (sb) return;
98     sb = 1;
99     for (int i = 2; i < n; i++)
100     {
101         if (vlen((P[0] - P[1]) * (P[1] - P[i])) > eps)
102         {
103             swap(P[2], P[i]);

```



```

102         sb = 0;
103         break;
104     }
105 }
106 if (sb) return;
107 sb = 1;
108 for (int i = 3; i < n; i++)
109 {
110     if (fabs((P[0] - P[1]) * (P[1] - P[2]) ^ (P[0] - P[i])) > eps
111         )
112     {
113         swap(P[3], P[i]);
114         sb = 0;
115         break;
116     }
117 if (sb) return;
118 fac add;
119 for (int i = 0; i < 4; i++)
120 {
121     add.a = (i+1)%4, add.b = (i+2)%4, add.c = (i+3)%4, add.ok =
122         1;
123     if (ptof(P[i], add) > 0)
124         swap(add.b, add.c);
125     to[add.a][add.b] = to[add.b][add.c] = to[add.c][add.a] = cnt;
126     F[cnt++] = add;
127 }
128 for (int i = 4; i < n; i++)
129 {
130     for (int j = 0; j < cnt; j++)
131     {
132         if (F[j].ok && ptof(P[i], F[j]) > eps)
133         {
134             dfs(i, j);
135             break;
136         }
137     }
138     int tmp = cnt;
139     cnt = 0;
140     for (int i = 0; i < tmp; i++)
141     {
142         if (F[i].ok)
143         {
144             F[cnt++] = F[i];
145         }
146     }
147 }
148 //表面积
149 double area()
150 {

```

```

151     double ret = 0.0;
152     for (int i = 0; i < cnt; i++)
153     {
154         ret += area(P[F[i].a], P[F[i].b], P[F[i].c]);
155     }
156     return ret / 2.0;
157 }
158 //体积
159 double volume()
160 {
161     pt O(0, 0, 0);
162     double ret = 0.0;
163     for (int i = 0; i < cnt; i++)
164     {
165         ret += volume(O, P[F[i].a], P[F[i].b], P[F[i].c]);
166     }
167     return fabs(ret / 6.0);
168 }
169 //表面三角形数
170 int facetCnt_tri()
171 {
172     return cnt;
173 }
174 //表面多边形数
175 int facetCnt()
176 {
177     int ans = 0;
178     for (int i = 0; i < cnt; i++)
179     {
180         bool nb = 1;
181         for (int j = 0; j < i; j++)
182         {
183             if (same(i, j))
184             {
185                 nb = 0;
186                 break;
187             }
188         }
189         ans += nb;
190     }
191     return ans;
192 }
193
194 pt Fc[MAXV*8];
195 double V[MAXV*8];
196 pt Center()//重心
197 {
198     pt O(0,0,0);
199     for (int i = 0; i < cnt; i++)
200     {
201         Fc[i].x = (O.x+P[F[i].a].x+P[F[i].b].x+P[F[i].c].x)/4.0;

```

```

202     Fc[i].y = (O.y+P[F[i].a].y+P[F[i].b].y+P[F[i].c].y)/4.0;
203     Fc[i].z = (O.z+P[F[i].a].z+P[F[i].b].z+P[F[i].c].z)/4.0;
204     V[i] = volume(O,P[F[i].a],P[F[i].b],P[F[i].c]);
205 }
206 pt res = Fc[0],tmp;
207 double m = V[0];
208 for (int i = 1; i < cnt; i++)
209 {
210     if (fabs(m+V[i]) < eps)
211         V[i] += eps;
212     tmp.x = (m*res.x+V[i]*Fc[i].x)/(m+V[i]);
213     tmp.y = (m*res.y+V[i]*Fc[i].y)/(m+V[i]);
214     tmp.z = (m*res.z+V[i]*Fc[i].z)/(m+V[i]);
215     m += V[i];
216     res = tmp;
217 }
218 return res;
219 }
220 };
221
222 _3DCH hull;
223
224 int main()
225 {
226     while (scanf("%d",&hull.n) != EOF)
227     {
228         for (int i = 0; i < hull.n; i++)
229             scanf("%lf%lf%lf",&hull.P[i].x,&hull.P[i].y,&hull.P[i].z);
230         hull.construct();
231     }
232     return 0;
233 }

```

6.14 旋转卡壳

“对踵”

6.14.1 单个凸包

```

1 void solve(Point p[],int n)
2 {
3     Point v;
4     int cur = 1;
5     for (int i = 0; i < n; i++)
6     {
7         v = p[i]-p[(i+1)%n];
8         while (v*(p[(cur+1)%n]-p[cur]) < 0)
9             cur = (cur+1)%n;
10        //p[cur] -> p[i]
11        //p[cur] -> p[i+1]

```

```

12     //p[cur] -> (p[i],p[i+1])
13 }
14 }

```

6.14.2 两个凸包

注意初始点的选取，代码只是个示例。

有时候答案需要取 $\text{solve}(p_0, n, p_1, m)$ 和 $\text{solve}(p_1, m, p_0, n)$ 的最优值。

何老鱼说我是错的。。

```

1 void solve(Point p0[],int n,Point p1[],int m)
2 {
3     Point v;
4     int cur = 0;
5     for (int i = 0; i < n; i++)
6     {
7         v = p0[i]-p0[(i+1)%n];
8         while (v*(p1[(cur+1)%m]-p1[cur]) < 0)
9             cur = (cur+1)%m;
10        //p1[cur] -> p0[i]
11        //p1[cur] -> p0[i+1]
12        //p1[cur] -> (p0[i],p0[i+1])
13    }
14 }

```

6.14.3 外接矩形

```

1 void solve()
2 {
3     resa = resb = 1e100;
4     double dis1,dis2;
5     Point xp[4];
6     Line l[4];
7     int a,b,c,d;
8     int sa,sb,sc,sd;
9     a = b = c = d = 0;
10    sa = sb = sc = sd = 0;
11    Point va,vb,vc,vd;
12    for (a = 0; a < n; a++)
13    {
14        va = Point(p[a],p[(a+1)%n]);
15        vc = Point(-va.x,-va.y);
16        vb = Point(-va.y,va.x);
17        vd = Point(-vb.x,-vb.y);
18        if (sb < sa)
19        {
20            b = a;
21            sb = sa;
22        }
23        while (xmult(vb,Point(p[b],p[(b+1)%n])) < 0)
24        {
25            b = (b+1)%n;

```

```

26     sb++;
27 }
28 if (sc < sb)
29 {
30     c = b;
31     sc = sb;
32 }
33 while (xmult(vc,Point(p[c],p[(c+1)%n])) < 0)
34 {
35     c = (c+1)%n;
36     sc++;
37 }
38 if (sd < sc)
39 {
40     d = c;
41     sd = sc;
42 }
43 while (xmult(vd,Point(p[d],p[(d+1)%n])) < 0)
44 {
45     d = (d+1)%n;
46     sd++;
47 }
48
49 //卡在 p[a],p[b],p[c],p[d] 上
50 sa++;
51 }
52 }

```

6.15 三角形内点个数

6.15.1 无三点共线

```

1 Point p[1000], tp[2000], base;
2
3 bool cmp(const Point &a, const Point &b)
4 {
5     return a.theta < b.theta;
6 }
7
8 int cnt[1000][1000];
9 int cntleft[1000][1000];
10 int n, m;
11
12 int calc(int a, int b, int c)
13 {
14     Point p1 = p[b] - p[a], p2 = p[c] - p[a];
15     if (atan2(p1.y, p1.x) > atan2(p2.y, p2.x))
16         swap(b, c);
17     if ((p[b] - p[a]) * (p[c] - p[a]) > 0)
18         return cnt[a][c] - cnt[a][b] - 1;
19     else
20         return n - 3 - (cnt[a][c] - cnt[a][b] - 1);

```

```

21 }
22
23 int main(int argc, char const *argv[])
24 {
25     int totcas;
26     scanf("%d", &totcas);
27     for (int cas = 1; cas <= totcas; ++cas)
28     {
29         scanf("%d", &n);
30         for (int i = 0; i < n; ++i)
31         {
32             scanf("%lld%lld", &p[i].x, &p[i].y);
33             p[i].id = i;
34         }
35         for (int i = 0; i < n; ++i)
36         {
37             m = 0;
38             base = p[i];
39             for (int j = 0; j < n; ++j)
40                 if (i != j)
41                 {
42                     tp[m] = p[j];
43                     Point v = tp[m] - base;
44                     tp[m++].theta = atan2(v.y, v.x);
45                 }
46
47             sort(tp, tp + m, cmp);
48             for (int j = 0; j < m; ++j)
49                 tp[m + j] = tp[j];
50
51             //calc cnt
52             for (int j = 0; j < m; ++j)
53                 cnt[i][tp[j].id] = j;
54
55             //calc cntleft
56             for (int j = 0, k = 0, tot = 0; j < m; ++j)
57             {
58                 while (k == j || (k < j + m && (tp[j] - base) * (tp[k] -
59                     base) > 0))
60                     k++, tot++;
61                 cntleft[i][tp[j].id] = —tot;
62             }
63
64             printf("Case_ %d:\n", cas);
65             int q;
66             scanf("%d", &q);
67             for (int i = 0; i < q; ++i)
68             {
69                 int x, y, z;
70                 scanf("%d%d%d", &x, &y, &z);

```

```

71     if ((p[z] - p[x]) * (p[y] - p[x]) > 0)
72         swap(y, z);
73     int res = cntleft[x][z] + cntleft[z][y] + cntleft[y][x];
74     res += calc(x, y, z) + calc(y, z, x) + calc(z, x, y);
75     res -= 2 * (n - 3);
76     printf("%d\n", res);
77 }
78 }
79 return 0;
80 }

```

6.15.2 有三点共线且点有类别之分

```

1  int n,n0,n1,m;
2  Point p[3000], tp[3000], base;
3
4  bool cmp(const Point &a, const Point &b)
5  {
6      if ((a-base)*(b-base) == 0)
7      {
8          return (a-base).getMol() < (b-base).getMol();
9      }
10     return a.theta < b.theta;
11 }
12
13 int cnt[100][100];
14 int cntleft[100][100];
15
16 int calc(int a,int b,int c)
17 {
18     Point p1 = p[b]-p[a],p2 = p[c]-p[a];
19     if (atan2(1.0*p1.y,1.0*p1.x) > atan2(1.0*p2.y,1.0*p2.x))
20         swap(b,c);
21     int res = cnt[a][c]-cnt[a][b];
22     if ((p[b]-p[a])*(p[c]-p[a]) > 0)
23         return res;
24     else
25         return n1-res;
26 }
27
28 int main()
29 {
30     int cas = 0;
31     while (scanf("%d%d",&n0,&n1) != EOF)
32     {
33         n = n1+n0;
34         for (int i = 0; i < n; i++)
35         {
36             scanf("%I64d%I64d",&p[i].x,&p[i].y);
37             p[i].id = i;
38         }
39         for (int i = 0; i < n0; ++i)

```

```

40     {
41         m = 0;
42         base = p[i];
43         for (int j = 0; j < n; ++j)
44             if (i != j)
45                 {
46                     tp[m] = p[j];
47                     Point v = tp[m] - base;
48                     tp[m++].theta = atan2(1.0*v.y, 1.0*v.x);
49                 }
50
51         sort(tp, tp + m, cmp);
52         for (int j = 0; j < m; ++j)
53             tp[m + j] = tp[j];
54
55         for (int j = 0, tot = 0; j < m; ++j)
56         {
57             if (tp[j].id < n0)
58                 cnt[i][tp[j].id] = tot;
59             else
60                 tot++;
61         }
62
63         for (int j = 0, k = 0, tot = 0; j < m; ++j)
64         {
65             while (k == j || (k < j + m && (tp[j] - base) * (tp[k] -
66                 base) > 0))
67             {
68                 if (tp[k].id >= n0)
69                     tot++;
70                 k++;
71             }
72             if (tp[j].id >= n0)
73                 tot--;
74             else
75                 cntleft[i][tp[j].id] = tot;
76         }
77
78         int ans = 0;
79         for (int i = 0; i < n0; i++)
80             for (int j = i+1; j < n0; j++)
81                 for (int k = j+1; k < n0; k++)
82                 {
83                     int x = i, y = j, z = k;
84
85                     if ((p[z] - p[x]) * (p[y] - p[x]) > 0)
86                         swap(y, z);
87                     int res = cntleft[x][z] + cntleft[z][y] + cntleft[y][x];
88
89                     res += calc(x, y, z) + calc(y, z, x) + calc(z, x, y);

```



```

90
91         res -= 2 * n1;
92
93         //printf("%d %d %d %d\n",x,y,z,res);
94
95         if (res%2 == 1)
96             ans++;
97     }
98     printf("Case_%d:_%d\n",++cas,ans);
99 }
100 return 0;
101 }

```

6.16 最近点对

6.16.1 类快排算法

```

1 double calc_dis(Point &a ,Point &b) {
2     return sqrt((a.x-b.x)*(a.x-b.x) + (a.y-b.y)*(a.y-b.y));
3 }
4 //别忘了排序
5 bool operator<(const Point &a ,const Point &b) {
6     if(a.y != b.y) return a.x < b.x;
7     return a.x < b.x;
8 }
9 double Gao(int l ,int r ,Point pnts[]) {
10     double ret = inf;
11     if(l == r) return ret;
12     if(l+1 ==r) {
13         ret = min(calc_dis(pnts[l],pnts[l+1]) ,ret);
14         return ret;
15     }
16     if(l+2 ==r) {
17         ret = min(calc_dis(pnts[l],pnts[l+1]) ,ret);
18         ret = min(calc_dis(pnts[l],pnts[l+2]) ,ret);
19         ret = min(calc_dis(pnts[l+1],pnts[l+2]) ,ret);
20         return ret;
21     }
22
23     int mid = l+r>>1;
24     ret = min (ret ,Gao(l ,mid,pnts));
25     ret = min (ret , Gao(mid+1, r,pnts));
26
27     for(int c = l ; c<=r; c++)
28         for(int d = c+1; d <=c+7 && d<=r; d++) {
29             ret = min(ret , calc_dis(pnts[c],pnts[d]));
30         }
31     return ret;
32 }

```

6.16.2 随机增量法

```

1 #include <iostream>

```

```

2  #include <cstdio>
3  #include <cstring>
4  #include <map>
5  #include <vector>
6  #include <cmath>
7  #include <algorithm>
8  #define Point pair<double,double>
9  using namespace std;
10
11 const int step[9][2] =
    {{-1,-1},{-1,0},{-1,1},{0,-1},{0,0},{0,1},{1,-1},{1,0},{1,1}};
12 int n,x,y,nx,ny;
13 map<pair<int,int>,vector<Point > > g;
14 vector<Point > tmp;
15 Point p[20000];
16 double tx,ty,ans,nowans;
17 vector<Point >::iterator it,op,ed;
18 pair<int,int> gird;
19 bool flag;
20
21 double Dis(Point p0,Point p1)
22 {
23     return sqrt((p0.first-p1.first)*(p0.first-p1.first)+
24                (p0.second-p1.second)*(p0.second-p1.second));
25 }
26
27 double CalcDis(Point p0,Point p1,Point p2)
28 {
29     return Dis(p0,p1)+Dis(p0,p2)+Dis(p1,p2);
30 }
31
32 void build(int n,double w)
33 {
34     g.clear();
35     for (int i = 0;i < n;i++)
36         g[make_pair((int)floor(p[i].first/w),(int)floor(p[i].second/w))
37             ].push_back(p[i]);
38 }
39
40 int main()
41 {
42     int t;
43     scanf("%d",&t);
44     for (int ft = 1;ft <= t;ft++)
45     {
46         scanf("%d",&n);
47         for (int i = 0;i < n;i++)
48         {
49             scanf("%lf%lf",&tx,&ty);
50             p[i] = make_pair(tx,ty);
51         }
52     }
53 }

```

```

51 random_shuffle(p,p+n);
52 ans = CalcDis(p[0],p[1],p[2]);
53 build(3,ans/2.0);
54 for (int i = 3;i < n;i++)
55 {
56     x = (int)floor(2.0*p[i].first/ans);
57     y = (int)floor(2.0*p[i].second/ans);
58     tmp.clear();
59     for (int k = 0;k < 9;k++)
60     {
61         nx = x+step[k][0];
62         ny = y+step[k][1];
63         gird = make_pair(nx,ny);
64         if (g.find(gird) != g.end())
65         {
66             op = g[gird].begin();
67             ed = g[gird].end();
68             for (it = op;it != ed;it++)
69                 tmp.push_back(*it);
70         }
71     }
72     flag = false;
73     for (int j = 0;j < tmp.size();j++)
74         for (int k = j+1;k < tmp.size();k++)
75         {
76             nowans = CalcDis(p[i],tmp[j],tmp[k]);
77             if (nowans < ans)
78             {
79                 ans = nowans;
80                 flag = true;
81             }
82         }
83     if (flag == true)
84         build(i+1,ans/2.0);
85     else
86         g[make_pair((int)floor(2.0*p[i].first/ans),(int)floor(2.0*p[i].second/ans))].push_back(p[i]);
87 }
88 printf("%.3f\n",ans);
89 }
90 }

```

6.17 多圆面积并

6.17.1 去重

有时候可能需要去掉不需要的圆

```

1 for (int i = 0; i < n; i++)
2 {
3     scanf("%lf%lf%lf",&c[i].c.x,&c[i].c.y,&c[i].r);
4     del[i] = false;
5 }

```

```

6  for (int i = 0; i < n; i++)
7      if (del[i] == false)
8      {
9          if (c[i].r == 0.0) del[i] = true;
10         for (int j = 0; j < n; j++)
11             if (i != j)
12                 if (del[j] == false)
13                     if (cmp(Point(c[i].c,c[j].c).Len()+c[i].r,c[j].r) <= 0)
14                         del[i] = true;
15     }
16     tn = n;
17     n = 0;
18     for (int i = 0; i < tn; i++)
19         if (del[i] == false)
20             c[n++] = c[i];

```

6.17.2 圆并

ans[*i*] 表示被覆盖 *i* 次的面积

```

1  const double pi = acos(-1.0);
2  const double eps = 1e-8;
3  struct Point
4  {
5      double x,y;
6      Point(){}
7      Point(double _x,double _y)
8      {
9          x = _x;
10         y = _y;
11     }
12     double Length()
13     {
14         return sqrt(x*x+y*y);
15     }
16 };
17 struct Circle
18 {
19     Point c;
20     double r;
21 };
22 struct Event
23 {
24     double tim;
25     int typ;
26     Event(){}
27     Event(double _tim,int _typ)
28     {
29         tim = _tim;
30         typ = _typ;
31     }
32 };

```

```

33
34 int cmp(const double& a,const double& b)
35 {
36     if (fabs(a-b) < eps) return 0;
37     if (a < b) return -1;
38     return 1;
39 }
40
41 bool Eventcmp(const Event& a,const Event& b)
42 {
43     return cmp(a.tim,b.tim) < 0;
44 }
45
46 double Area(double theta,double r)
47 {
48     return 0.5*r*r*(theta-sin(theta));
49 }
50
51 double xmult(Point a,Point b)
52 {
53     return a.x*b.y-a.y*b.x;
54 }
55
56 int n,cur,tote;
57 Circle c[1000];
58 double ans[1001],pre[1001],AB,AC,BC,theta,fai,a0,a1;
59 Event e[4000];
60 Point lab;
61
62 int main()
63 {
64     while (scanf("%d",&n) != EOF)
65     {
66         for (int i = 0;i < n;i++)
67             scanf("%lf%lf%lf",&c[i].c.x,&c[i].c.y,&c[i].r);
68         for (int i = 1;i <= n;i++)
69             ans[i] = 0.0;
70         for (int i = 0;i < n;i++)
71         {
72             tote = 0;
73             e[tote++] = Event(-pi,1);
74             e[tote++] = Event(pi,-1);
75             for (int j = 0;j < n;j++)
76                 if (j != i)
77                 {
78                     lab = Point(c[j].c.x-c[i].c.x,c[j].c.y-c[i].c.y);
79                     AB = lab.Length();
80                     AC = c[i].r;
81                     BC = c[j].r;
82                     if (cmp(AB+AC,BC) <= 0)
83                     {

```

```

84         e[tote++] = Event(-pi,1);
85         e[tote++] = Event(pi,-1);
86         continue;
87     }
88     if (cmp(AB+BC,AC) <= 0) continue;
89     if (cmp(AB,AC+BC) > 0) continue;
90     theta = atan2(lab.y,lab.x);
91     fai = acos((AC*AC+AB*AB-BC*BC)/(2.0*AC*AB));
92     a0 = theta-fai;
93     if (cmp(a0,-pi) < 0) a0 += 2*pi;
94     a1 = theta+fai;
95     if (cmp(a1,pi) > 0) a1 -= 2*pi;
96     if (cmp(a0,a1) > 0)
97     {
98         e[tote++] = Event(a0,1);
99         e[tote++] = Event(pi,-1);
100        e[tote++] = Event(-pi,1);
101        e[tote++] = Event(a1,-1);
102    }
103    else
104    {
105        e[tote++] = Event(a0,1);
106        e[tote++] = Event(a1,-1);
107    }
108    }
109    sort(e,e+tote,Eventcmp);
110    cur = 0;
111    for (int j = 0;j < tote;j++)
112    {
113        if (cur != 0 && cmp(e[j].tim,pre[cur]) != 0)
114        {
115            ans[cur] += Area(e[j].tim-pre[cur],c[i].r);
116            ans[cur] += xmult(Point(c[i].c.x+c[i].r*cos(pre[cur]),c[i].c.y+c[i].r*sin(pre[cur])),
117                               Point(c[i].c.x+c[i].r*cos(e[j].tim),c[i].c.y+c[i].r*sin(e[j].tim)))/2.0;
118        }
119        cur += e[j].typ;
120        pre[cur] = e[j].tim;
121    }
122    }
123    for (int i = 1;i < n;i++)
124        ans[i] -= ans[i+1];
125    for (int i = 1;i <= n;i++)
126        printf("[%d] = %.3f\n",i,ans[i]);
127    }
128    return 0;
129 }

```

6.18 一个圆与多边形面积交

```

1 bool InCircle(Point a,double r)
2 {
3     return cmp(a.x*a.x+a.y*a.y,r*r) <= 0;
4     //这里判断的时候 EPS 一定不要太小!!
5 }
6
7 double CalcArea(Point a,Point b,double r)
8 {
9     Point p[4];
10    int tot = 0;
11    p[tot++] = a;
12
13    Point tv = Point(a,b);
14    Line tmp = Line(Point(0,0),Point(tv.y,-tv.x));
15    Point near = LineToLine(Line(a,b),tmp);
16    if (cmp(near.x*near.x+near.y*near.y,r*r) <= 0)
17    {
18        double A,B,C;
19        A = near.x*near.x+near.y*near.y;
20        C = r;
21        B = C*C-A;
22        double tvl = tv.x*tv.x+tv.y*tv.y;
23        double tmp = sqrt(B/tvl); //这样做只用一次开根
24        p[tot] = Point(near.x+tmp*tv.x,near.y+tmp*tv.y);
25        if (OnSeg(Line(a,b),p[tot]) == true) tot++;
26        p[tot] = Point(near.x-tmp*tv.x,near.y-tmp*tv.y);
27        if (OnSeg(Line(a,b),p[tot]) == true) tot++;
28    }
29    if (tot == 3)
30    {
31        if (cmp(Point(p[0],p[1]).Length(),Point(p[0],p[2]).Length()) >
32            0)
33            swap(p[1],p[2]);
34    }
35    p[tot++] = b;
36
37    double res = 0.0,theta,a0,a1,sgn;
38    for (int i = 0;i < tot-1;i++)
39    {
40        if (InCircle(p[i],r) == true && InCircle(p[i+1],r) == true)
41        {
42            res += 0.5*xmult(p[i],p[i+1]);
43        }
44        else
45        {
46            a0 = atan2(p[i+1].y,p[i+1].x);
47            a1 = atan2(p[i].y,p[i].x);
48            if (a0 < a1) a0 += 2*pi;
49            theta = a0-a1;
50            if (cmp(theta,pi) >= 0) theta = 2*pi-theta;
51            sgn = xmult(p[i],p[i+1])/2.0;

```

```

51     if (cmp(sgn,0) < 0) theta = -theta;
52     res += 0.5*r*r*theta;
53 }
54 }
55 return res;
56 }

```

调用

```

1 area2 = 0.0;
2 for (int i = 0; i < resn; i++) //遍历每条边, 按照逆时针
3     area2 += CalcArea(p[i], p[(i+1)%resn], r);

```

6.19 精度问题

6.19.1 浮点数为啥会有精度问题

浮点数 (以 C/C++ 为准), 一般用的较多的是 float、double。

	占字节数	数值范围	十进制精度位数
float	4	$-3.4e-38 \sim 3.4e38$	6 ~ 7
double	8	$-1.7e-308 \sim 1.7e308$	14 ~ 15

如果内存不是很紧张或者精度要求不是很低, 一般选用 double。14 位的精度 (是有效数字位, 不是小数点后的位数) 通常够用了。注意, 问题来了, 数据精度位数达到了 14 位, 但有些浮点运算的结果精度并达不到这么高, 可能准确的结果只有 10 ~ 12 位左右。那低几位呢? 自然就是不可预料的数字了。这给我们带来这样的问题: 即使是理论上相同的值, 由于是经过不同的运算过程得到的, 他们在低几位有可能 (一般来说都是) 是不同的。这种现象看似没太大的影响, 却会一种运算产生致命的影响: `==`。恩, 就是判断相等。注意, C/C++ 中浮点数的 `==` 需要完全一样才能返回 true。

6.19.2 eps

eps 缩写自 epsilon, 表示一个小量, 但这个量又要确保远大于浮点运算结果的不确定量。eps 最常见的取值是 $1e-8$ 左右。引入 eps 后, 我们判断两浮点数 a、b 相等的方式如下:

```

1 int sgn(double a){return a < -eps ? -1 : a < eps ? 0 : 1;}

```

这样, 我们才能把相差非常近的浮点数判为相等; 同时把确实相差较大 (差值大于 eps) 的数判为不相等。

养成好习惯, 尽量不要再对浮点数做 `==` 判断。

6.19.3 eps 带来的函数越界

如果 `sqrt(a)`, `asin(a)`, `acos(a)` 中的 a 是你自己算出来并传进来的, 那就得小心了。

如果 a 本来应该是 0 的, 由于浮点误差, 可能实际是一个绝对值很小的负数 (比如 $-1e-12$), 这样 `sqrt(a)` 应得 0 的, 直接因 a 不在定义域而出错。

类似地, 如果 a 本来应该是 ± 1 , 则 `asin(a)`、`acos(a)` 也有可能出错。

因此, 对于此种函数, 必需事先对 a 进行校正。

6.19.4 输出陷阱 I

现在考虑一种情况，题目要求输出保留两位小数。有个 case 的正确答案的精确值是 0.005，按理应该输出 0.01，但你的结果可能是 0.005000000001(恭喜)，也有可能是 0.004999999999(悲剧)，如果按照 `printf("%.2lf", a)` 输出，那你的遭遇将和括号里的字相同。解决办法是，如果 a 为正，则输出 $a + \text{eps}$ ，否则输出 $a - \text{eps}$

6.19.5 输出陷阱 II

ICPC 题目输出有个不成文的规定 (有时也成文)，不要输出：-0.000

那我们首先要弄清，什么时候按 `printf("%.3lf", a)` 输出会出现这个结果。

直接给出结果好了： $a \in (-0.000499999\ldots, -0.000\ldots 1)$

所以，如果你发现 a 落在这个范围内，请直接输出 0.000。更保险的做法是用 `sprintf` 直接判断输出结果是不是 -0.000 再予处理。

6.19.6 范围越界

请注意，虽然 `double` 可以表示的数的范围很大，却不是无穷大，上面说过最大是 $1e308$ 。所以有些时候你得小心了，比如做连乘的时候，必要的时候要换成对数的和。

6.19.7 关于 set

经观察，`set` 不是通过 `==` 来判断相等的，是通过 `<` 来进行的，具体说来，只要 $a < b$ 和 $b < a$ 都不成立，就认为 a 和 b 相等，可以发现，如果将小于定义成：

```
1 | bool operator < (const Dat dat) const {return val < dat.val - eps;}
```

就可以解决问题了。(基本类型不能重载运算符，所以封装了下)

6.19.8 输入值波动过大

这种情况不常见，不过可以帮助你更熟悉 `eps`。假如一道题输入说，给一个浮点数 a ， $1e-20 < a < 1e20$ 。那你还敢用 $1e-8$ 做 `eps` 么？合理的做法是把 `eps` 按照输入规模缩放到合适大小。

6.19.9 一些建议

容易产生较大浮点误差的函数有 `asin`、`acos`。欢迎尽量使用 `atan2`。

另外，如果数据明确说明是整数，而且范围不大的话，使用 `int` 或者 `long long` 代替 `double` 都是极佳选择，因为就不存在浮点误差了

7 搜索

7.1 Dancing Links

7.1.1 估价函数

```

1 int h()
2 {
3     bool vis[100];
4     memset(vis,false,sizeof(vis));
5     int i,j,k,res=0,mi,col;
6     while(1)
7     {
8         mi=inf;
9         for(i=R[head]; i!=head&&i<=2*n; i=R[i])
10            if(mi>nk[i]&&!vis[i])
11            {
12                mi=nk[i];
13                col=i;
14            }
15        if(mi==inf)
16            break;
17        res++;
18        vis[col]=true;
19        for(j=D[col]; j!=col; j=D[j])
20            for(k=R[j]; k!=j; k=R[k])
21            {
22                if(C[k]>2*n)
23                    continue;
24                vis[C[k]]=true;
25            }
26    }
27    return res;
28 }
```

7.1.2 DLX

```

1 void remove1(int col)
2 {
3     int i,j;
4     L[R[col]]=L[col];
5     R[L[col]]=R[col];
6     for(i=D[col];i!=col;i=D[i])
7     {
8         L[R[i]]=L[i];
9         R[L[i]]=R[i];
10    }
11 }
12 void remove2(int col)
13 {
14     int i,j;
15     L[R[col]]=L[col];
```

```

16  R[L[col]]=R[col];
17  for(i=D[col];i!=col;i=D[i])
18  {
19      for(j=R[i];j!=i;j=R[j])
20      {
21          U[D[j]]=U[j];
22          D[U[j]]=D[j];
23          --nk[C[j]];
24      }
25  }
26 }
27 void resume1(int col)
28 {
29     int i,j;
30     for(i=U[col];i!=col;i=U[i])
31     {
32         L[R[i]]=i;
33         R[L[i]]=i;
34     }
35     L[R[col]]=col;
36     R[L[col]]=col;
37 }
38 void resume2(int col)
39 {
40     int i,j;
41     for(i=U[col];i!=col;i=U[i])
42     {
43         for(j=L[i];j!=i;j=L[j])
44         {
45             ++nk[C[j]];
46             U[D[j]]=j;
47             D[U[j]]=j;
48         }
49     }
50     L[R[col]]=col;
51     R[L[col]]=col;
52 }
53 int h()
54 {
55     bool vis[100];
56     memset(vis,false,sizeof(vis));
57     int i,j,k,res=0,mi,col;
58     while(1)
59     {
60         mi=inf;
61         for(i=R[head];i!=head&& i<=2*n;i=R[i])
62             if(mi>nk[i]&&!vis[i])
63             {
64                 mi=nk[i];
65                 col=i;
66             }

```

```

67     if(mi==inf)
68         break;
69     res++;vis[col]=true;
70     for(j=D[col];j!=col;j=D[j])
71         for(k=R[j];k!=j;k=R[k])
72             {
73                 if(C[k]>2*n)
74                     continue;
75                 vis[C[k]]=true;
76             }
77     }
78     return res;
79 }
80 bool DLX(int d,int deep)
81 {
82     if(d+h(>deep) return false;
83     if(R[head]==head||R[head]>2*n)
84         return true;
85     if(d>=deep)
86         return false;
87     int col,ma=inf;
88     int i,j;
89     for(i=R[head];i!=head&&i<=2*n;i=R[i])
90         if(nk[i]<ma)
91             {
92                 col=i;
93                 ma=nk[i];
94             }
95     remove1(col);
96     for(i=D[col];i!=col;i=D[i])
97     {
98         int flag=1;
99         for(j=R[i];j=R[j])
100             {
101                 if(j==R[i]&&!flag)
102                     break;
103                 U[D[j]]=U[j];
104                 D[U[j]]=D[j];
105                 if(C[j]>2*n)
106                     remove2(C[j]);
107                 else
108                     remove1(C[j]);
109                 flag=0;
110             }
111         if(DLX(d+1,deep))
112             return true;
113         flag=1;
114         for(j=L[i];j=L[j])
115             {
116                 if(j==L[i]&&!flag)
117                     break;

```

```
118     if(C[j]>2*n)
119         resume2(C[j]);
120     else
121         resume1(C[j]);
122     U[D[j]]=j;
123     D[U[j]]=j;
124     flag=0;
125 }
126 }
127 resume1(col);
128 return false;
129 }
```

8 动态规划

8.1 斜率优化

```

1  #include<cstdio>
2  #include<algorithm>
3  using namespace std;
4  int a[1000],sum[1001],dp[1000][1000];
5  int deque[1000];
6  const int inf=0x7fffffff;
7  int N,s,t;
8  int calc(int i,int l,int j)//决策值计算
9  {
10     return dp[j][l-1]-(sum[i]-sum[j])*(sum[N]-sum[i]);
11 }
12 bool check(int i,int l)//尾端判断
13 {
14     int k1=deque[t-1],k2=deque[t-2];
15     return (long long)(dp[k1][l]-dp[k2][l])*(sum[i]-sum[k1])>(long
        long)(dp[i][l]-dp[k1][l])*(sum[k1]-sum[k2]);
16 }
17 int main()
18 {
19     int n,m;
20     while (scanf("%d%d",&n,&m),n)
21     {
22         for (int i=0; i<n; i++)
23             scanf("%d",&a[i]);
24         N=n;
25         sum[0]=0;
26         for (int i=0; i<n; i++)
27             sum[i+1]=sum[i]+a[i];
28         dp[0][0]=0;
29         for (int i=0; i<n; i++)
30             for (int j=i+1; j<n; j++)
31                 dp[0][0]+=a[i]*a[j];
32         for (int i=1; i<n; i++)
33             dp[i][0]=inf;
34         for (int i=1; i<n; i++)
35         {
36             dp[i][1]=inf;
37             for (int j=0; j<i; j++)
38                 dp[i][1]=min(dp[i][1],calc(i,1,j));
39         }
40         for (int l=2; l<=m; l++)
41         {
42             s=t=0;//双端队列清空
43             for (int i=l; i<n; i++)
44             {
45                 while (t-s>1 && check(i-1,l-1)) t--;
46                 deque[t++]=i-1;//决策加入

```

```

47     while (t-s>1 && calc(i,l,deque[s])>calc(i,l,deque[s+1])) s
        ++;
48     dp[i][l]=calc(i,l,deque[s]);
49 }
50 }
51 int ans=0x7fffffff;
52 for (int i=m; i<n; i++)
53     ans=min(ans,dp[i][m]);
54 printf("%d\n",ans);
55 }
56 return 0;
57 }

```

8.2 RMQ 二版

```

1 void init()
2 {
3     int i,j;
4     int n=N,k=1,l=0;
5     for (i=0; i<n; i++)
6     {
7         f[i][0]=ele[i].num;
8         if (i+1>k*2)
9         {
10            k*=2;
11            l++;
12        }
13        lent[i+1]=l;
14    }
15    for (j=1; (1<<j)-1<n; j++)
16        for (i=0; i+(1<<j)-1<n; i++)
17            f[i][j]=max(f[i][j-1],f[i+(1<<(j-1))][j-1]);
18 }
19 int fint(int x,int y)
20 {
21     int k=lent[y-x+1];
22     return max(f[x][k],f[y-(1<<k)+1][k]);
23 }

```

8.3 二维 LIS

```

1 #include<cstdio>
2 #include<map>
3 using namespace std;
4 map<int,int> mp[100001];
5 bool check(int idx,int x,int y)
6 {
7     if (!idx) return 1;
8     if (mp[idx].begin()->first>=x) return 0;
9     map<int,int> ::iterator it=mp[idx].lower_bound(x);
10    it--;
11    if (it->second<y) return 1;

```

```

12     else return 0;
13 }
14 int main()
15 {
16     int n;
17     scanf("%d",&n);
18     int l=0,r=0;
19     for (int i=0;i<n;i++)
20     {
21         int x,y;
22         scanf("%d%d",&x,&y);
23         int tl=l,tr=r;
24         while (tl<tr)
25         {
26             int mid=(tl+tr+1)/2;
27             if (check(mid,x,y))
28                 tl=mid;
29             else
30                 tr=mid-1;
31         }
32         if (tl==r) r++;
33         int idx=tl+1;
34         map<int,int> ::iterator itl=mp[idx].lower_bound(x),itr=itl;
35         while (itr!=mp[idx].end() && itr->second>y) itr++;
36         if (mp[idx].find(x)!=mp[idx].end())
37             y=min(y,mp[idx][x]);
38         if (itl!=itr) mp[idx].erase(itl,itr);
39         if (mp[idx].find(x)==mp[idx].end() || mp[idx][x]>y)
40             mp[idx][x]=y;
41     }
42     printf("%d\n",r);
43     return 0;
44 }

```

8.4 插头 DP

Tower Defence 独立插头 + 构造解

构造解的时候保存的是在 hash_map 的 ele 数组的下标位置

没想清楚千万别去写

```

1  int bit[12];
2
3  inline int getbit(long long sta,int pos)
4  {
5      return sta/bit[pos]%bit[1];
6  }
7
8  inline long long setbit(long long sta,int pos,int val)
9  {
10     return sta/bit[pos+1]*bit[pos+1]+val*bit[pos]+sta%bit[pos];
11 }
12

```



```

13 int n,m,mp[30][10];
14 char buf[30][10];
15 hash_map dp[2];
16 bool flag;
17 int key,val,upd,l,u,res,msk,cov,now,pr,resnow,resmsk,pru;
18 int w[15],s[15],top;
19 int pre[210][10007],preuse[210][10007];
20
21 void decode(int msk,int& key,int& cov)
22 {
23     int tmp;
24     key = cov = 0;
25     for (int i = 0; i < m+1; i++)
26     {
27         tmp = getbit(msk,i);
28         if (tmp > 0)
29         {
30             key = setbit(key,i,tmp-1);
31             cov = setbit(cov,i,1);
32         }
33     }
34 }
35
36 int encode(int key,int cov)
37 {
38     int res = 0,tmp;
39     for (int i = 0; i < m+1; i++)
40     {
41         tmp = getbit(cov,i);
42         if (tmp > 0)
43         {
44             tmp = getbit(key,i);
45             res = setbit(res,i,tmp+1);
46         }
47     }
48     return res;
49 }
50
51 void update(int a,int key,int cov,int val)
52 {
53     int msk = encode(key,cov);
54     int pos;
55     if (dp[a][msk] < val)
56     {
57         dp[a][msk] = val;
58         pos = dp[a].fint(msk);
59         pre[now][pos] = pr;
60         preuse[now][pos] = pru;
61     }
62 }
63

```

```
64 int count3(int sta)
65 {
66     int res = 0;
67     for (int i = 0; i < m+1; i++)
68         if (getbit(sta,i) == 3)
69             res++;
70     return res;
71 }
72
73 void expand(int sta)
74 {
75     top = 0;
76     for (int i = 0; i < m+1; i++)
77         if (getbit(sta,i) == 1)
78             s[top++] = i;
79         else if (getbit(sta,i) == 2)
80         {
81             w[s[top-1]] = i;
82             w[i] = s[top-1];
83             top--;
84         }
85 }
86
87 int main()
88 {
89     //freopen("TD.in","r",stdin);
90     //freopen("TDM.out","w",stdout);
91     bit[0] = 1;
92     for (int i = 1; i < 12; i++)    bit[i] = bit[i-1]*5;
93     int t;
94     scanf("%d",&t);
95     dp[0].init();
96     dp[1].init();
97     for (int ft = 1; ft <= t; ft++)
98     {
99         scanf("%d%d",&n,&m);
100         res = 0;
101         memset(mp,0,sizeof(mp));
102         memset(pre,0,sizeof(pre));
103         memset(preuse,0,sizeof(preuse));
104         for (int i = 0; i < n; i++)
105         {
106             scanf("%s",buf[i]);
107             for (int j = 0; j < m; j++)
108                 if (buf[i][j] == '.')
109                     mp[i][j] = 1;
110                 else if (buf[i][j] != 'B')
111                     mp[i][j] = 2;
112         }
113         dp[0].clear();
114         dp[1].clear();
```

```

115     flag = 0;
116     dp[flag][0] = 0;
117     int res = 0;
118     now = 0;
119     for (int i = 0; i < n; i++)
120     {
121         for (int j = 0; j < m; j++)
122         {
123             dp[!flag].clear();
124             for (int k = 0; k < dp[flag].N; k++)
125             {
126                 msk = dp[flag].ele[k].key;
127                 pr = k;
128                 val = dp[flag].ele[k].val;
129                 decode(msk, key, cov);
130                 l = getbit(key, j);
131                 u = getbit(key, j+1);
132                 if (mp[i][j] == 0) //是障碍
133                 {
134                     if (l == 0 && u == 0)
135                     {
136                         pru = 0;
137                         update(!flag, key, setbit(setbit(cov, j, 0), j+1, 0), val);
138                     }
139                 }
140                 else
141                 {
142                     if (mp[i][j] == 1 && l == 0 && u == 0) //不要插头
143                     {
144                         pru = 1;
145                         update(!flag, key, setbit(setbit(cov, j, 0), j+1, 0), val);
146                     }
147                     if (getbit(cov, j) == 1 && l == 0) continue; //不可以在
                        这里搞插头
148                     if (getbit(cov, j+1) == 1 && u == 0) continue;
149                     cov = setbit(setbit(cov, j, 1), j+1, 1); //更新覆盖情况
150                     upd = setbit(setbit(key, j, 0), j+1, 0);
151                     pru = 2;
152                     if (mp[i][j] == 2)
153                     {
154                         if (l == 0 && u == 0)
155                         {
156                             if (count3(key) < 2) //可以新建独立插头
157                             {
158                                 if (mp[i][j+1] != 0)
159                                 update(!flag, setbit(setbit(key, j, 0), j+1, 3), cov,
                                    val+1);
160                                 if (mp[i+1][j] != 0)
161                                 update(!flag, setbit(setbit(key, j, 3), j+1, 0), cov,
                                    val+1);
162                             }

```

```

163     }
164     else if (l == 0 || u == 0)
165     {
166         if (l+u < 3 && count3(key) < 2)//可以用一个独立插头来
            结束这条路径
167         {
168             expand(key);
169             if (l > 0)
170                 update(!flag, setbit(upd, w[j], 3), cov, val+1);
171             else
172                 update(!flag, setbit(upd, w[j+1], 3), cov, val+1);
173         }
174         else if (l+u == 3 && upd == 0)//路径的一端
175         {
176             if (res < val+1)
177             {
178                 res = val+1;
179                 resnow = now-1;
180                 resmsk = k;
181             }
182         }
183     }
184 }
185 else if (l == 0 && u == 0)
186 {
187     if (mp[i][j+1] != 0 && mp[i+1][j] != 0)//可以新建插头
188         update(!flag, setbit(setbit(key, j, 1), j+1, 2), cov, val
            +1);
189 }
190 else if (l == 0 || u == 0)
191 {
192     if (mp[i][j+1] != 0)//可以延续插头
193         update(!flag, setbit(upd, j+1, l+u), cov, val+1);
194     if (mp[i+1][j] != 0)//可以延续插头
195         update(!flag, setbit(upd, j, l+u), cov, val+1);
196 }
197 else if (l == u)
198 {
199     if (l < 3) //合并两个相同的括号
200     {
201         expand(key);
202         if (l == 1)
203             update(!flag, setbit(upd, w[j+1], 1), cov, val+1);
204         else
205             update(!flag, setbit(upd, w[j], 2), cov, val+1);
206     }
207     else if (upd == 0)//合并两个独立插头
208     {
209         if (res < val+1)
210         {
211             res = val+1;

```

```

212         resnow = now-1;
213         resmsk = k;
214     }
215 }
216 }
217     else if (l == 3 || u == 3) //合并独立插头与括号
218     {
219         expand(key);
220         if (l == 3)
221             update(!flag, setbit(upd, w[j+1], 3), cov, val+1);
222         else
223             update(!flag, setbit(upd, w[j], 3), cov, val+1);
224     }
225     else if (l == 2 || u == 1) //合并)(
226         update(!flag, upd, cov, val+1);
227 }
228 }
229     flag = !flag;
230     now++;
231 }
232     if (i+1 == n)    break;
233
234     dp[!flag].clear();
235     for (int k = 0; k < dp[flag].N; k++)
236     {
237         msk = dp[flag].ele[k].key;
238         pr = k;
239         val = dp[flag].ele[k].val;
240         pru = 0;
241         decode(msk, key, cov);
242         update(!flag, key*bit[1], cov*bit[1], val);
243     }
244     now++;
245     flag = !flag;
246 }
247
248     printf("Case_%d:_%d\n", ft, res);
249     for (int i = resnow; i >= 0; i--)
250     {
251         if (preuse[i][resmsk] == 1)
252             buf[i/(m+1)][i%(m+1)] = 'W';
253         resmsk = pre[i][resmsk];
254     }
255     for (int i = 0; i < n; i++)
256         printf("%s\n", buf[i]);
257     printf("\n");
258 }
259     return 0;
260 }

```

9 杂物

9.1 高精度数

支持乘以整数和加法。

```

1 struct BigInt
2 {
3     const static int mod = 1000000000;
4     int a[600], len;
5     BigInt (){}
6     BigInt (int v)
7     {
8         len = 0;
9         do
10        {
11            a[len++] = v%mod;
12            v /= mod;
13        }while(v);
14    }
15     BigInt operator *(const int& b) const
16     {
17         BigInt res;
18         res.len = len;
19         for (int i = 0; i <= len; ++i)
20             res.a[i] = 0;
21         for (int i = 0; i < len; ++i)
22         {
23             res.a[i] += a[i]*b;
24             res.a[i+1] += res.a[i]/mod;
25             res.a[i] %= mod;
26         }
27         if (res.a[len] > 0) res.len++;
28         return res;
29     }
30     BigInt operator +(const BigInt& b) const
31     {
32         BigInt res;
33         res.len = max(len, b.len);
34         for (int i = 0; i <= res.len; ++i)
35             res.a[i] = 0;
36         for (int i = 0; i < res.len; ++i)
37         {
38             res.a[i] += ((i < len)?a[i]:0)+((i < b.len)?b.a[i]:0);
39             res.a[i+1] += res.a[i]/mod;
40             res.a[i] %= mod;
41         }
42         if (res.a[res.len] > 0) res.len++;
43         return res;
44     }
45     void output()

```

```

46     {
47         printf("%d",a[len-1]);
48         for (int i = len-2; i >= 0; --i)
49             printf("%08d",a[i]);
50         printf("\n");
51     }
52 };

```

9.2 整数外挂

```

1  int wg;
2  char ch;
3  bool ng;
4
5  inline int readint()
6  {
7      ch = getchar();
8      while (ch != '-' && (ch < '0' || ch > '9')) ch = getchar();
9      if (ch == '-')
10     {
11         ng = true;
12         ch = getchar();
13     }
14     else
15         ng = false;
16     wg = ch-'0';
17     ch = getchar();
18     while (ch >= '0' && ch <= '9')
19     {
20         wg = wg*10+ch-'0';
21         ch = getchar();
22     }
23     if (ng == true) wg = -wg;
24     return wg;
25 }

```

9.3 Java

9.3.1 文件操作

```

1  import java.io.*;
2  import java.util.*;
3  import java.math.*;
4  import java.text.*;
5
6  public class Main
7  {
8
9      public static void main(String args[]) throws
10         FileNotFoundException, IOException
11     {
12         Scanner sc = new Scanner(new FileReader("a.in"));

```

```

12     PrintWriter pw = new PrintWriter(new FileWriter("a.out"));
13     int n,m;
14     n=sc.nextInt();//读入下一个INT
15     m=sc.nextInt();
16
17     for(ci=1; ci<=c; ++ci)
18     {
19         pw.println("Case_#" + ci + ":_easy_for_output");
20     }
21
22     pw.close();//关闭流并释放, 这个很重要, 否则是没有输出的
23     sc.close();//关闭流并释放
24 }
25 }

```

9.3.2 优先队列

```

1 PriorityQueue queue = new PriorityQueue( 1, new Comparator()
2 {
3     public int compare( Point a, Point b )
4     {
5         if( a.x < b.x || a.x == b.x && a.y < b.y )
6             return -1;
7         else if( a.x == b.x && a.y == b.y )
8             return 0;
9         else
10            return 1;
11     }
12 });

```

9.3.3 Map

```

1 Map map = new HashMap();
2 map.put("sa","dd");
3 String str = map.get("sa").toString;
4
5 for(Object obj : map.keySet()){
6     Object value = map.get(obj );
7 }

```

9.3.4 sort

```

1 static class cmp implements Comparator
2 {
3     public int compare(Object o1, Object o2)
4     {
5         BigInteger b1=(BigInteger)o1;
6         BigInteger b2=(BigInteger)o2;
7         return b1.compareTo(b2);
8     }
9 }
10 public static void main(String[] args) throws IOException
11 {

```



```

12 Scanner cin = new Scanner(System.in);
13 int n;
14 n=cin.nextInt();
15 BigInteger[] seg = new BigInteger[n];
16 for (int i=0;i<n;i++)
17     seg[i]=cin.nextBigInteger();
18 Arrays.sort(seg,new cmp());
19 }

```

9.4 hashmap

```

1 struct hash_map
2 {
3     const static int mod=10007;
4     int head[mod];
5     struct hash_tables
6     {
7         int key;
8         int val;
9         int next;
10    } ele[10007];
11    int N;
12    int getHash(int x)
13    {
14        return x%mod; //小心负数
15    }
16    void init()
17    {
18        memset(head,255,sizeof(head));
19        N=0;
20    }
21    void clear()
22    {
23        for (int i = 0; i < N; i++)
24            head[getHash(ele[i].key)] = -1;
25        N = 0;
26    }
27    int fint(int x)
28    {
29        for (int i=head[getHash(x)]; i!=-1; i=ele[i].next)
30            if (ele[i].key==x) return i;
31        return -1;
32    }
33    void insert(int x)
34    {
35        int tmp=getHash(x);
36        ele[N].key=x;
37        ele[N].val=0;
38        ele[N].next=head[tmp];
39        head[tmp]=N++;
40    }
41    int& operator [] (int x)

```

```

42     {
43         int tmp=fint(x);
44         if (tmp==−1)
45         {
46             insert(x);
47             return ele[N−1].val;
48         }
49         else
50             return ele[tmp].val;
51     }
52 };

```

9.5 C++&STL 常用函数

9.5.1 lower_bound/upper_bound

不解释

```

1  iterator lower_bound(const key_type &key )
2  \\返回一个迭代器, 指向键值 >= key 的第一个元素。
3  iterator upper_bound(const key_type &key )
4  \\返回一个迭代器, 指向键值 > key 的第一个元素。
5
6  #include <iostream>
7  #include <algorithm>
8  #include <vector>
9  using namespace std;
10
11 int main () {
12     int myints[] = {10,20,30,30,20,10,10,20};
13     vector<int> v(myints,myints+8);
14     // 10 20 30 30 20 10 10 20
15     vector<int>::iterator low,up;
16
17     sort (v.begin(), v.end());
18     // 10 10 10 20 20 20 30 30
19
20     low=lower_bound (v.begin(), v.end(), 20);
21     // 10 10 10 20 20 20 30 30
22     //           ^
23     up= upper_bound (v.begin(), v.end(), 20);
24     // 10 10 10 20 20 20 30 30
25     //                   ^
26
27     cout << "lower_bound_at_position" << int(low− v.begin()) << endl
28         ;
29     cout << "upper_bound_at_position" << int(up − v.begin()) << endl
30         ;
31     return 0;
32 }

```

Output:

```
1 | lower_bound at position 3
2 | upper_bound at position 6
```

9.5.2 rotate

把数组后一半搬到前面

```
1 | template <class ForwardIterator>
2 |     void rotate ( ForwardIterator first, ForwardIterator middle,
3 |                   ForwardIterator last );
```

9.5.3 nth_element

```
1 | template <class RandomAccessIterator>
2 |     void nth_element ( RandomAccessIterator first,
3 |                       RandomAccessIterator nth,
4 |                       RandomAccessIterator last );
5 | template <class RandomAccessIterator, class Compare>
6 |     void nth_element ( RandomAccessIterator first,
7 |                       RandomAccessIterator nth,
8 |                       RandomAccessIterator last, Compare comp );
```

9.5.4 bitset

取用

```
1 | bitset<4> mybits;
2 |
3 | mybits[1]=1;           // 0010
4 | mybits[2]=mybits[1];   // 0110
```

翻转

```
1 | bitset<4> mybits (string("0001"));
2 |
3 | cout << mybits.flip(2) << endl;    // 0101
4 | cout << mybits.flip() << endl;     // 1010
```

运算

```
1 | bitset<4> first (string("1001"));
2 | bitset<4> second (string("0011"));
3 |
4 | cout << (first^=second) << endl;    // 1010 (XOR,assign)
5 | cout << (first&=second) << endl;    // 0010 (AND,assign)
6 | cout << (first|=second) << endl;    // 0011 (OR,assign)
7 |
8 | cout << (first<<=2) << endl;        // 1100 (SHL,assign)
```

```

9  cout << (first>>=1) << endl;           // 0110 (SHR,assign)
10
11  cout << (~second) << endl;             // 1100 (NOT)
12  cout << (second<<1) << endl;           // 0110 (SHL)
13  cout << (second>>1) << endl;           // 0001 (SHR)
14
15  cout << (first==second) << endl;        // false (0110==0011)
16  cout << (first!=second) << endl;        // true  (0110!=0011)
17
18  cout << (first&second) << endl;         // 0010
19  cout << (first|second) << endl;         // 0111
20  cout << (first^second) << endl;         // 0101

```

9.5.5 multimap

遍历

```

1  multimap<char,int> mymm;
2  multimap<char,int>::iterator it;
3  char c;
4
5  mymm.insert(pair<char,int>('x',50));
6  mymm.insert(pair<char,int>('y',100));
7  mymm.insert(pair<char,int>('y',150));
8  mymm.insert(pair<char,int>('y',200));
9  mymm.insert(pair<char,int>('z',250));
10 mymm.insert(pair<char,int>('z',300));
11
12 for (c='x'; c<='z'; c++)
13 {
14     cout << "There are " << (int)mymm.count(c);
15     cout << " elements with key " << c << ":";
16     for (it=mymm.equal_range(c).first; it!=mymm.equal_range(c).second; ++it)
17         cout << " " << (*it).second;
18     cout << endl;
19 }
20 /*
21 Output:
22
23 There are 1 elements with key x: 50
24 There are 3 elements with key y: 100 150 200
25 There are 2 elements with key z: 250 300
26 */

```

二分查找

```

1  multimap<char,int> mymultimap;
2  multimap<char,int>::iterator it,itlow,itup;
3
4  mymultimap.insert(pair<char,int>('a',10));

```

```

5 mymultimap.insert(pair<char,int>('b',121));
6 mymultimap.insert(pair<char,int>('c',1001));
7 mymultimap.insert(pair<char,int>('c',2002));
8 mymultimap.insert(pair<char,int>('d',11011));
9 mymultimap.insert(pair<char,int>('e',44));
10
11 itlow=mymultimap.lower_bound ('b'); // itlow points to b
12 itup=mymultimap.upper_bound ('d'); // itup points to e (not d)
13
14 // print range [itlow,itup):
15 for ( it=itlow ; it != itup; it++ )
16     cout << (*it).first << "=>" << (*it).second << endl;
17
18 /*
19 Output:
20
21 b => 121
22 c => 1001
23 c => 2002
24 d => 11011
25 */
删除

```

```

1 multimap<char,int> mymultimap;
2 multimap<char,int>::iterator it;
3
4 // insert some values:
5 mymultimap.insert(pair<char,int>('a',10));
6 mymultimap.insert(pair<char,int>('b',20));
7 mymultimap.insert(pair<char,int>('b',30));
8 mymultimap.insert(pair<char,int>('c',40));
9 mymultimap.insert(pair<char,int>('d',50));
10 mymultimap.insert(pair<char,int>('d',60));
11 mymultimap.insert(pair<char,int>('e',70));
12 mymultimap.insert(pair<char,int>('f',80));
13
14 it=mymultimap.find('b');
15 mymultimap.erase (it);
16 // erasing by iterator (1 element)
17
18 mymultimap.erase ('d');
19 // erasing by key (2 elements)
20
21 it=mymultimap.find ('e');
22 mymultimap.erase ( it, mymultimap.end() );
23 // erasing by range
24
25 // show content:
26 for ( it=mymultimap.begin() ; it != mymultimap.end(); it++ )
27     cout << (*it).first << "=>" << (*it).second << endl;
28

```

```

29  /*
30  Output:
31
32  a => 10
33  b => 30
34  c => 40
35  */

```

9.6 位运算

9.6.1 基本操作

注意括号

功能	示例	位运算
去掉最后一位	(101101 → 10110)	x shr 1
在最后加一个 0	(101101 → 1011010)	x shl 1
在最后加一个 1	(101101 → 1011011)	x shl 1+1
把最后一位变成 1	(101100 → 101101)	x or 1
把最后一位变成 0	(101101 → 101100)	x or 1-1
最后一位取反	(101101 → 101100)	x xor 1
把右数第 k 位变成 1	(101001 → 101101, $k = 3$)	x or (1 shl (k-1))
把右数第 k 位变成 0	(101101 → 101001, $k = 3$)	x and not (1 shl (k-1))
右数第 k 位取反	(101001 → 101101, $k = 3$)	x xor (1 shl (k-1))
取末三位	(1101101 → 101)	x and 7
取末 k 位	(1101101 → 1101, $k = 5$)	x and (1 shl k-1)
取右数第 k 位	(1101101 → 1, $k = 4$)	x shr (k-1) and 1
把末 k 位变成 1	(101001 → 101111, $k = 4$)	x or (1 shl k-1)
末 k 位取反	(101001 → 100110, $k = 4$)	x xor (1 shl k-1)
把右边连续的 1 变成 0	(100101111 → 100100000)	x and (x+1)
把右起第一个 0 变成 1	(100101111 → 100111111)	x or (x+1)
把右边连续的 0 变成 1	(11011000 → 11011111)	x or (x-1)
取右边连续的 1	(100101111 → 1111)	(x xor (x+1)) shr 1
去掉右起第一个 1 的左边	(100101000 → 1000)	x and (x xor (x-1))

9.6.2 枚举长为 n 含 k 个 1 的 01 串

```

1  int n = 5, k = 3;
2  for (int s = (1 << k)-1, u = 1 << n; s < u;)
3  {
4      for (int i = 0; i < n; i++)
5          printf("%d", (((s >> (n-1-i)) & 1) == 1));
6      printf("\n");
7
8      int b = s & -s;
9      s = (s+b) | (((s^(s+b)) >> 2)/b);
10 }

```

9.7 其它

9.7.1 对跑脚本

```
1 while true; do
2     ./gen > input
3     ./sol < input > output.sol
4     ./bf < input > output.bf
5
6     diff output.sol output.bf
7     if [ $? -ne 0 ] ; then break; fi
8 done
```