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1 Basic

1.1 vimrc

```
set nu smd ts=2 et cul ai bri scs is hls mouse=a shiftwidth
    =2
syntax on
filetype indent on
inoremap {<CR> {<CR>}<Esc>ko

map <F9> :call Compile()<CR>
func! Compile()
  exec "w"
  exec "!g++ -Wall -Wshadow -Wextra -g -fsanitize=address %
       -o %<.out"
endfunc
```

1.2 Default code

```
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef pair<int, int> pii;
typedef pair<ll, ll> pll;
#define debug(x) \
  { cerr << #x " = " << x << '\n'; }
#define X first
#define Y second
#define pb push_back
signed main() {
  ios::sync_with_stdio(0);
  cin.tie(0);
  return 0;
}
// for i in {A..J}; do cp default.cpp $i.cpp; done;
```

1.3 readchar

```
inline char readchar() {
  static const size_t bufsize = 65536;
  static char buf[bufsize];
  static char *p = buf, *end = buf;
  if (p == end) end = buf + fread_unlocked(buf, 1, bufsize,
       stdin), p = buf;
  return *p++;
}
```

1.4 readint

```
inline void r(int &x){
  x = 0;
  char c = getchar();
  while(c>'9'|| c<'0') c = getchar();
  while(c>='0'&&c<='9'){
    x = x*10+c-'0';
    c = getchar();
  }
}
```

1.5 Black Magic

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

#include <ext/pb_ds/assoc_container.hpp>  //rb_tree
#include <ext/pb_ds/priority_queue.hpp>
using namespace __gnu_pbds;
using namespace std;
#define ll long long
typedef __gnu_pbds::priority_queue<int> heap;
typedef tree<int, null_type, less<int>, rb_tree_tag,
    tree_order_statistics_node_update> ordered_set;
typedef tree<int, null_type, less_equal<int>, rb_tree_tag,
    tree_order_statistics_node_update> ordered_multiset;
int main() {
  heap h1, h2;
  h1.push(1), h1.push(3);
  h2.push(2), h2.push(4);
  h1.join(h2);
  cout << h1.size() << h2.size() << h1.top() << endl;  //
      404
  tree<ll, null_type, less<ll>, rb_tree_tag,
      tree_order_statistics_node_update> st;
  tree<ll, ll, less<ll>, rb_tree_tag,
      tree_order_statistics_node_update> mp;
  for (int x : {0, 2, 3, 4}) st.insert(x);
  cout << *st.find_by_order(2) << st.order_of_key(1) <<
      endl;  // 31
  // erase: st.erase(s.find_by_order(s.order_of_key(v)));
}
//__int128_t,__float128_t
```

2 Graph

2.1 BCC Vertex*

```
vector<int> G[N];  // 1-base
vector<int> nG[N], bcc[N];
int low[N], dfn[N], Time;
int bcc_id[N], bcc_cnt;  // 1-base
bool is_cut[N];          // whether is av
bool cir[N];
int st[N], top;

void dfs(int u, int pa = -1) {
  int child = 0;
  low[u] = dfn[u] = ++Time;
  st[top++] = u;
  for (int v : G[u])
    if (!dfn[v]) {
      dfs(v, u), ++child;
      low[u] = min(low[u], low[v]);
      if (dfn[u] <= low[v]) {
        is_cut[u] = 1;
        bcc[++bcc_cnt].clear();
        int t;
        do {
          bcc_id[t = st[--top]] = bcc_cnt;
          bcc[bcc_cnt].push_back(t);
        } while (t != v);
        bcc_id[u] = bcc_cnt;
        bcc[bcc_cnt].pb(u);
      }
    } else if (dfn[v] < dfn[u] && v != pa)
      low[u] = min(low[u], dfn[v]);
  if (pa == -1 && child < 2) is_cut[u] = 0;
}

void bcc_init(int n) {
  Time = bcc_cnt = top = 0;
  for (int i = 1; i <= n; ++i) G[i].clear(), dfn[i] =
      bcc_id[i] = is_cut[i] = 0;
}

void bcc_solve(int n) {
  for (int i = 1; i <= n; ++i)
    if (!dfn[i]) dfs(i);
  // circle-square tree
  for (int i = 1; i <= n; ++i)
    if (is_cut[i]) bcc_id[i] = ++bcc_cnt, cir[bcc_cnt] = 1;
  for (int i = 1; i <= bcc_cnt && !cir[i]; ++i)
    for (int j : bcc[i])
      if (is_cut[j]) nG[i].pb(bcc_id[j]), nG[bcc_id[j]].pb(
          i);
}
```

2.2 Bridge*

```
int low[N], dfn[N], Time;  // 1-base
vector<pii> G[N], edge;
vector<bool> is_bridge;

void init(int n) {
  Time = 0;
  for (int i = 1; i <= n; ++i) G[i].clear(), low[i] = dfn[i
      ] = 0;
}

void add_edge(int a, int b) {
  G[a].pb(pii(b, SZ(edge))), G[b].pb(pii(a, SZ(edge)));
  edge.pb(pii(a, b));
}

void dfs(int u, int f) {
  dfn[u] = low[u] = ++Time;
  for (auto i : G[u])
    if (!dfn[i.X])
      dfs(i.X, i.Y), low[u] = min(low[u], low[i.X]);
    else if (i.Y != f)
      low[u] = min(low[u], dfn[i.X]);
  if (low[u] == dfn[u] && f != -1) is_bridge[f] = 1;
}

void solve(int n) {
  is_bridge.resize(SZ(edge));
  for (int i = 1; i <= n; ++i)
    if (!dfn[i]) dfs(i, -1);
}
```

2.3 Bipartite Matching*

```
// x nodes are numbered 1 to n, y nodes are numbered n+1 to
    n+m
// g[X].push_back[Y] / g[u].push_back(nx + v)
vector<int> g[200007];
int nx, ny, ma[200007], d[200007];
bool bfs() {
  int i, u, v, len;
  queue<int> Q;
  for (i = 1; i <= nx; i++) {
    if (ma[i] == 0) {
      d[i] = 0;
      Q.push(i);
    } else
      d[i] = INF;
  }
  d[0] = INF;
  while (!Q.empty()) {
    u = Q.front();
    Q.pop();
    if (u != 0) {
      len = g[u].size();
      for (i = 0; i < len; i++) {
        v = g[u][i];
        if (d[ma[v]] == INF) {
          d[ma[v]] = d[u] + 1;
          Q.push(ma[v]);
        }
      }
    }
  }
  return (d[0] != INF);
}
bool dfs(int u) {
  int i, v, len;
  if (u != 0) {
    len = g[u].size();
    for (i = 0; i < len; i++) {
      v = g[u][i];
      if (d[ma[v]] == d[u] + 1) {
        if (dfs(ma[v])) {
          ma[v] = u;
          ma[u] = v;
          return true;
```

```
        }
      }
    }
    d[u] = INF;
    return false;
  }
  return true;
}
int hopcroft_karp() {
  int res = 0, i;
  while (bfs())
    for (i = 1; i <= nx; i++)
      if (ma[i] == 0 && dfs(i)) res++;
  return res;
}
```

2.4 2SAT (SCC)*

```
struct SAT {  // 0-base
  int low[N], dfn[N], bln[N], n, Time, nScc;
  bool instack[N], istrue[N];
  stack<int> st;
  vector<int> G[N], SCC[N];
  void init(int _n) {
    n = _n;  // assert(n * 2 <= N);
    for (int i = 0; i < n + n; ++i) G[i].clear();
  }
  void add_edge(int a, int b) { G[a].pb(b); }
  int rv(int a) {
    if (a > n) return a - n;
    return a + n;
  }
  void add_clause(int a, int b) { add_edge(rv(a), b),
      add_edge(rv(b), a); }
  void dfs(int u) {
    dfn[u] = low[u] = ++Time;
    instack[u] = 1, st.push(u);
    for (int i : G[u])
      if (!dfn[i])
        dfs(i), low[u] = min(low[i], low[u]);
      else if (instack[i] && dfn[i] < dfn[u])
        low[u] = min(low[u], dfn[i]);
    if (low[u] == dfn[u]) {
      int tmp;
      do {
        tmp = st.top(), st.pop();
        instack[tmp] = 0, bln[tmp] = nScc;
      } while (tmp != u);
      ++nScc;
    }
  }
  bool solve() {
    Time = nScc = 0;
    for (int i = 0; i < n + n; ++i) SCC[i].clear(), low[i]
        = dfn[i] = bln[i] = 0;
    for (int i = 0; i < n + n; ++i)
      if (!dfn[i]) dfs(i);
    for (int i = 0; i < n + n; ++i) SCC[bln[i]].pb(i);
    for (int i = 0; i < n; ++i) {
      if (bln[i] == bln[i + n]) return false;
      istrue[i] = bln[i] < bln[i + n];
      istrue[i + n] = !istrue[i];
    }
    return true;
  }
};
```

2.5 MinimumMeanCycle*

```
ll road[N][N];  // input here
struct MinimumMeanCycle {
  ll dp[N + 5][N], n;
  pll solve() {
    ll a = -1, b = -1, L = n + 1;
    for (int i = 2; i <= L; ++i)
      for (int k = 0; k < n; ++k)
        for (int j = 0; j < n; ++j) dp[i][j] = min(dp[i -
            1][k] + road[k][j], dp[i][j]);
    for (int i = 0; i < n; ++i) {
      if (dp[L][i] >= INF) continue;
      ll ta = 0, tb = 1;
      for (int j = 1; j < n; ++j)
        if (dp[j][i] < INF && ta * (L - j) < (dp[L][i] - dp
            [j][i]) * tb) ta = dp[L][i] - dp[j][i], tb = L
            - j;
      if (ta == 0) continue;
      if (a == -1 || a * tb > ta * b) a = ta, b = tb;
    }
    if (a != -1) {
      ll g = __gcd(a, b);
      return pll(a / g, b / g);
    }
    return pll(-1LL, -1LL);
  }
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i)
      for (int j = 0; j < n; ++j) dp[i + 2][j] = INF;
  }
};
```

2.6 Maximum Clique Dyn*

```
const int N = 150;
struct MaxClique {  // Maximum Clique
  bitset<N> a[N], cs[N];
  int ans, sol[N], q, cur[N], d[N], n;
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; i++) a[i].reset();
  }
  void addEdge(int u, int v) { a[u][v] = a[v][u] = 1; }
  void csort(vector<int> &r, vector<int> &c) {
    int mx = 1, km = max(ans - q + 1, 1), t = 0, m = r.size
        ();
    cs[1].reset(), cs[2].reset();
    for (int i = 0; i < m; i++) {
      int p = r[i], k = 1;
      while ((cs[k] & a[p]).count()) k++;
      if (k > mx) mx++, cs[mx + 1].reset();
      cs[k][p] = 1;
      if (k < km) r[t++] = p;
    }
    c.resize(m);
    if (t) c[t - 1] = 0;
    for (int k = km; k <= mx; k++)
      for (int p = cs[k]._Find_first(); p < N; p = cs[k].
          _Find_next(p)) r[t] = p, c[t] = k, t++;
  }
  void dfs(vector<int> &r, vector<int> &c, int l, bitset<N>
       mask) {
    while (!r.empty()) {
      int p = r.back();
      r.pop_back(), mask[p] = 0;
      if (q + c.back() <= ans) return;
      cur[q++] = p;
      vector<int> nr, nc;
      bitset<N> nmask = mask & a[p];
      for (int i : r)
        if (a[p][i]) nr.push_back(i);
      if (!nr.empty()) {
        if (l < 4) {
          for (int i : nr) d[i] = (a[i] & nmask).count();
          sort(nr.begin(), nr.end(), [&](int x, int y) {
              return d[x] > d[y]; });
        }
        csort(nr, nc), dfs(nr, nc, l + 1, nmask);
      } else if (q > ans)
        ans = q, copy_n(cur, q, sol);
      c.pop_back(), q--;
    }
  }
  int solve(bitset<N> mask = bitset<N>(string(N, '1'))) {
      // vertex mask
    vector<int> r, c;
    ans = q = 0;
    for (int i = 0; i < n; i++)
      if (mask[i]) r.push_back(i);
    for (int i = 0; i < n; i++) d[i] = (a[i] & mask).count
        ();
    sort(r.begin(), r.end(), [&](int i, int j) { return d[i
        ] > d[j]; });
    csort(r, c), dfs(r, c, 1, mask);
    return ans;  // sol[0 ~ ans-1]
  }
} graph;
```

2.7 Maximum Clique*

```
struct Maximum_Clique {
  typedef bitset<MAXN> bst;
  bst N[MAXN], empty;
  int p[MAXN], n, ans;
  void BronKerbosch2(bst R, bst P, bst X) {
    if (P == empty && X == empty) return ans = max(ans, (
        int)R.count()), void();
    bst tmp = P | X;
    int u;
    if ((R | P | X).count() <= ans) return;
    for (int uu = 0; uu < n; ++uu) {
      u = p[uu];
      if (tmp[u] == 1) break;
    }
    // if (double(clock())/CLOCKS_PER_SEC > .999)
    // return;
    bst now2 = P & ~N[u];
    for (int vv = 0; vv < n; ++vv) {
      int v = p[vv];
      if (now2[v] == 1) {
        R[v] = 1;
        BronKerbosch2(R, P & N[v], X & N[v]);
        R[v] = 0, P[v] = 0, X[v] = 1;
      }
    }
  }
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i) N[i].reset();
  }
  void add_edge(int u, int v) { N[u][v] = N[v][u] = 1; }
  int solve() {  // remember srand
    bst R, P, X;
    ans = 0, P.flip();
    for (int i = 0; i < n; ++i) p[i] = i;
    random_shuffle(p, p + n), BronKerbosch2(R, P, X);
    return ans;
  }
};
```

2.8 Minimum Steiner Tree*

```
// Minimum Steiner Tree
// O(V 3^T + V^2 2^T)
struct SteinerTree {  // 0-base
  static const int T = 10, N = 105, INF = 1e9;
  int n, dst[N][N], dp[1 << T][N], tdst[N];
  int vcost[N];  // the cost of vertexs
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i) {
      for (int j = 0; j < n; ++j) dst[i][j] = INF;
      dst[i][i] = vcost[i] = 0;
    }
  }
  void add_edge(int ui, int vi, int wi) { dst[ui][vi] = min
      (dst[ui][vi], wi); }
  void shortest_path() {
    for (int k = 0; k < n; ++k)
      for (int i = 0; i < n; ++i)
        for (int j = 0; j < n; ++j) dst[i][j] = min(dst[i][
            j], dst[i][k] + dst[k][j]);
  }
  int solve(const vector<int> &ter) {
    shortest_path();
    int t = SZ(ter);
    for (int i = 0; i < (1 << t); ++i)
      for (int j = 0; j < n; ++j) dp[i][j] = INF;
    for (int i = 0; i < n; ++i) dp[0][i] = vcost[i];
    for (int msk = 1; msk < (1 << t); ++msk) {
      if (!(msk & (msk - 1))) {
        int who = __lg(msk);
        for (int i = 0; i < n; ++i) dp[msk][i] = vcost[ter[
            who]] + dst[ter[who]][i];
      }
      for (int i = 0; i < n; ++i)
        for (int submsk = (msk - 1) & msk; submsk; submsk =
             (submsk - 1) & msk)
          dp[msk][i] = min(dp[msk][i], dp[submsk][i] + dp[
              msk ^ submsk][i] - vcost[i]);
      for (int i = 0; i < n; ++i) {
        tdst[i] = INF;
        for (int j = 0; j < n; ++j) tdst[i] = min(tdst[i],
            dp[msk][j] + dst[j][i]);
      }
      for (int i = 0; i < n; ++i) dp[msk][i] = tdst[i];
    }
    int ans = INF;
    for (int i = 0; i < n; ++i) ans = min(ans, dp[(1 << t)
        - 1][i]);
    return ans;
  }
};
```

2.9 Minimum Arborescence*

```
struct zhu_liu {  // O(VE)
  struct edge {
    int u, v;
    ll w;
  };
  vector<edge> E;  // 0-base
  int pe[N], id[N], vis[N];
  ll in[N];
  void init() { E.clear(); }
  void add_edge(int u, int v, ll w) {
    if (u != v) E.pb(edge{u, v, w});
  }
  ll build(int root, int n) {
    ll ans = 0;
    for (;;) {
      fill_n(in, n, INF);
      for (int i = 0; i < SZ(E); ++i)
        if (E[i].u != E[i].v && E[i].w < in[E[i].v]) pe[E[i
            ].v] = i, in[E[i].v] = E[i].w;
      for (int u = 0; u < n; ++u)  // no solution
        if (u != root && in[u] == INF) return -INF;
      int cntnode = 0;
      fill_n(id, n, -1), fill_n(vis, n, -1);
      for (int u = 0; u < n; ++u) {
        if (u != root) ans += in[u];
        int v = u;
        while (vis[v] != u && !~id[v] && v != root) vis[v]
            = u, v = E[pe[v]].u;
        if (v != root && !~id[v]) {
          for (int x = E[pe[v]].u; x != v; x = E[pe[x]].u)
              id[x] = cntnode;
          id[v] = cntnode++;
        }
      }
      if (!cntnode) break;  // no cycle
      for (int u = 0; u < n; ++u)
        if (!~id[u]) id[u] = cntnode++;
      for (int i = 0; i < SZ(E); ++i) {
        int v = E[i].v;
        E[i].u = id[E[i].u], E[i].v = id[E[i].v];
        if (E[i].u != E[i].v) E[i].w -= in[v];
      }
      n = cntnode, root = id[root];
    }
    return ans;
  }
};
```

2.10 Vizing's theorem

```
namespace vizing {  // returns edge coloring in adjacent
                    // matrix G. 1 - based
int C[kN][kN], G[kN][kN];
void clear(int N) {
  for (int i = 0; i <= N; i++) {
    for (int j = 0; j <= N; j++) C[i][j] = G[i][j] = 0;
  }
}
void solve(vector<pair<int, int>> &E, int N, int M) {
  int X[kN] = {}, a;
  auto update = [&](int u) {
    for (X[u] = 1; C[u][X[u]]; X[u]++)
      ;
  };
  auto color = [&](int u, int v, int c) {
    int p = G[u][v];
    G[u][v] = G[v][u] = c;
```

```
    C[u][c] = v, C[v][c] = u;
    C[u][p] = C[v][p] = 0;
    if (p)
      X[u] = X[v] = p;
    else
      update(u), update(v);
    return p;
  };
  auto flip = [&](int u, int c1, int c2) {
    int p = C[u][c1];
    swap(C[u][c1], C[u][c2]);
    if (p) G[u][p] = G[p][u] = c2;
    if (!C[u][c1]) X[u] = c1;
    if (!C[u][c2]) X[u] = c2;
    return p;
  };
  for (int i = 1; i <= N; i++) X[i] = 1;
  for (int t = 0; t < E.size(); t++) {
    int u = E[t].first, v0 = E[t].second, v = v0, c0 = X[u
        ], c = c0, d;
    vector<pair<int, int>> L;
    int vst[kN] = {};
    while (!G[u][v0]) {
      L.emplace_back(v, d = X[v]);
      if (!C[v][c])
        for (a = (int)L.size() - 1; a >= 0; a--) c = color(
            u, L[a].first, c);
      else if (!C[u][d])
        for (a = (int)L.size() - 1; a >= 0; a--) color(u, L
            [a].first, L[a].second);
      else if (vst[d])
        break;
      else
        vst[d] = 1, v = C[u][d];
    }
    if (!G[u][v0]) {
      for (; v; v = flip(v, c, d), swap(c, d))
        ;
      if (C[u][c0]) {
        for (a = (int)L.size() - 2; a >= 0 && L[a].second
            != c; a--)
          ;
        for (; a >= 0; a--) color(u, L[a].first, L[a].
            second);
      } else
        t--;
    }
  }
}
}  // namespace vizing
```

2.11 Minimum Clique Cover*

```
struct Clique_Cover {  // 0-base, O(n2^n)
  int co[1 << N], n, E[N];
  int dp[1 << N];
  void init(int _n) {
    n = _n, fill_n(dp, 1 << n, 0);
    fill_n(E, n, 0), fill_n(co, 1 << n, 0);
  }
  void add_edge(int u, int v) { E[u] |= 1 << v, E[v] |= 1
      << u; }
  int solve() {
    for (int i = 0; i < n; ++i) co[1 << i] = E[i] | (1 << i
        );
    co[0] = (1 << n) - 1;
    dp[0] = (n & 1) * 2 - 1;
    for (int i = 1; i < (1 << n); ++i) {
      int t = i & -i;
      dp[i] = -dp[i ^ t];
      co[i] = co[i ^ t] & co[t];
    }
    for (int i = 0; i < (1 << n); ++i) co[i] = (co[i] & i)
        == i;
    fwt(co, 1 << n);
    for (int ans = 1; ans < n; ++ans) {
      int sum = 0;
      for (int i = 0; i < (1 << n); ++i) sum += (dp[i] *=
          co[i]);
      if (sum) return ans;
    }
    return n;
  }
};
```

2.12 NumberofMaximalClique*

```
struct BronKerbosch {  // 1-base
  int n, a[N], g[N][N];
  int S, all[N][N], some[N][N], none[N][N];
  void init(int _n) {
    n = _n;
    for (int i = 1; i <= n; ++i)
      for (int j = 1; j <= n; ++j) g[i][j] = 0;
  }
  void add_edge(int u, int v) { g[u][v] = g[v][u] = 1; }
  void dfs(int d, int an, int sn, int nn) {
    if (S > 1000) return;  // pruning
    if (sn == 0 && nn == 0) ++S;
    int u = some[d][0];
    for (int i = 0; i < sn; ++i) {
      int v = some[d][i];
      if (g[u][v]) continue;
      int tsn = 0, tnn = 0;
      copy_n(all[d], an, all[d + 1]);
      all[d + 1][an] = v;
      for (int j = 0; j < sn; ++j)
        if (g[v][some[d][j]]) some[d + 1][tsn++] = some[d][
            j];
      for (int j = 0; j < nn; ++j)
        if (g[v][none[d][j]]) none[d + 1][tnn++] = none[d][
            j];
      dfs(d + 1, an + 1, tsn, tnn);
      some[d][i] = 0, none[d][nn++] = v;
    }
  }
  int solve() {
    iota(some[0], some[0] + n, 1);
    S = 0, dfs(0, 0, n, 0);
    return S;
  }
};
```

2.13 Dijkstra*

```
// luogu4779
vector<pii> edge[100020];
int dis[100020];
int vis[100020];
void dijkstra(int s) {
  memset(dis, 0x3f, sizeof(dis));
  dis[s] = 0;
  priority_queue<pii, vector<pii>, greater<pii>> pq;
  pq.emplace(0, s);
  while (pq.size()) {
    int now = pq.top().Y;
    pq.pop();
    if (vis[now]) continue;
    vis[now] = 1;
    for (pii e : edge[now]) {
      if (!vis[e.X] && dis[e.X] > dis[now] + e.Y) {
        dis[e.X] = dis[now] + e.Y;
        pq.emplace(dis[e.X], e.X);
      }
    }
  }
}
```

2.14 Kosaraju*

```
// find Strong Connected Component
vector<pii> edge[100020], redge[100020];
int vis[100020], scc[100020];
void dfs1(int x, vector<int> &stk) {
  vis[x] = 1;
  for (pii i : edge[x])
    if (!vis[i.X]) dfs1(i.X, stk);
  stk.emplace_back(x);
}
void dfs2(int x, int id) {
  scc[x] = id;
  for (pii i : redge[x])
    if (!scc[i.X]) dfs2(i.X, id);
}
void kosaraju() {
  int nscc = 0;
```

```
  vector<int> stk;
  for (int i = 1; i <= n; i++)
    if (!vis[i]) dfs1(i, stk);
  while (stk.size()) {
    if (!scc[stk.back()]) dfs2(stk.back(), ++nscc);
    stk.pop_back();
  }
}
```

2.15 Simple Graph Matching*

```
#define FOR(i, a, b) for (int i = a; i <= b; i++)
#define REP(u) for (int i = h[u], v; v = e[i].t, i; i = e[i
    ].n)
const int N = 520, M = 2e5 + 1;
queue<int> q;
int n, m, tot, qwq, ans;
int h[N], lk[N], tag[N], fa[N], pre[N], dfn[N];
struct edge {
  int t, n;
} e[M];
void link(int x, int y) { lk[x] = y, lk[y] = x; }
void add_edge(int x, int y) {
  if (!lk[x] && !lk[y]) link(x, y), ans++;
  e[++tot] = (edge){y, h[x]}, h[x] = tot;
  e[++tot] = (edge){x, h[y]}, h[y] = tot;
}
void rev(int x) {
  if (x) rev(x[pre][lk]), link(x, pre[x]);
}
int find(int x) { return fa[x] == x ? x : fa[x] = find(fa[x
    ]); }
int lca(int x, int y) {
  for (qwq++;; x = x[lk][pre], swap(x, y))
    if (dfn[x = find(x)] == qwq)
      return x;
    else if (x)
      dfn[x] = qwq;
}
int shrink(int x, int y, int p) {
  for (; find(x) != p; x = pre[y]) {
    pre[x] = y, y = lk[x], fa[x] = fa[y] = p;
    if (tag[y] == 2) tag[y] = 1, q.push(y);
  }
}
int blossom(int u) {
  FOR(i, 1, n) tag[i] = pre[i] = 0, fa[i] = i;
  tag[u] = 1, q = queue<int>(), q.push(u);
  for (int p; !q.empty(); q.pop()) REP(u = q.front())
  if (tag[v] == 1)
    p = lca(u, v), shrink(u, v, p), shrink(v, u, p);
  else if (!tag[v]) {
    pre[v] = u, tag[v] = 2;
    if (!lk[v])
      return rev(v), 1;
    else
      tag[lk[v]] = 1, q.push(lk[v]);
  }
  return 0;
}
int main() {
  scanf("%d%d", &n, &m);
  for (int x, y; m--; add_edge(x, y)) scanf("%d%d", &x, &y)
      ;
  FOR(i, 1, n) ans += !lk[i] && blossom(i);
  cout << ans << '\n';
  for (int i = 1; i <= n; i++) cout << i << ' ' << lk[i] <<
       '\n' return 0;
}
```

2.16 Two Edge Connected Components

```
struct TECC {
  // 0-based
  int n, pos = 0;
  vector<int> ord, low, color;
  vector<vector<int>> g, comp;
  TECC(int n) : n(n), ord(n, -1), low(n), color(n, -1), g(n
      ) {}
  void add_edge(int u, int v) {
    g[u].pb(v);
    g[v].pb(u);
  }
  bool is_bridge(int u, int v) {
    if (ord[u] > ord[v]) swap(u, v);
    return ord[u] < low[v];
  }
  void dfs(int u, int p) {
    ord[u] = low[u] = pos++;
    int cnt = 0;
    for (int v : g[u]) {
      if (v == p && cnt == 0) {
        cnt++;
        continue;
      }
      if (ord[v] == -1) dfs(v, u);
      low[u] = min(low[u], low[v]);
    }
  }
  void fill_component(int u) {
    comp.back().pb(u);
    for (int v : g[u]) {
      if (color[v] != -1 || is_bridge(v, u)) continue;
      color[v] = color[u];
      fill_component(v);
    }
  }
  int build() {
    for (int i = 0; i < n; i++) {
      if (ord[i] == -1) dfs(i, i);
    }
    int k = 0;
    for (int i = 0; i < n; i++) {
      if (color[i] != -1) continue;
      color[i] = k++;
      comp.pb({});
      fill_component(i);
    }
    return k;
  }
};
// usage:
//  TECC g(n);
//  g.add_edge(a, b);
//  g.build();
//  cout << g.comp[i].size() << ' ';
//  for(int v:g.comp[i]) cout << v << ' ';
```

2.17 Theory

$$|\text{Maximum independent edge set}| = |V| - |\text{Minimum edge cover}|$$
$$|\text{Maximum independent set}| = |V| - |\text{Minimum vertex cover}|$$

2.18 LCA*

```
// dfs to find pa[i][0] and de[i] first
for (int i = 1; i < 20; i++) {
  for (int j = 1; j <= n; j++) {
    pa[j][i] = pa[pa[j][i-1]][i-1];
  }
}

int lca(int a, int b) {
  if (de[a] < de[b]) swap(a, b);
  int diff = de[a] - de[b];
  for (int i = 0; i < 20; i++) {
    if (diff & 1) a = pa[a][i];
    diff >>= 1;
  }
  if (a == b) return a;
  for (int i = 19; i >= 0; i--) {
    if (pa[a][i] != pa[b][i]) {
      a = pa[a][i];
      b = pa[b][i];
    }
  }
  return pa[a][0];
}
```

2.19 Tree Flatten*

```
int timer = 0;
int st[MAXN], ed[MAXN];
void flat(int id, int pa) {
  st[id] = ++timer;
  for (int v : fltree[id]) {
    if (v == pa) continue;
    flat(v, id);
  }
  ed[id] = timer;
  // cerr << id << "--" << st[id] << ", " << ed[id] << '\n
      ';
}
```

3 Data Structure

3.1 Leftist Tree

```
struct node {
  ll v, data, sz, sum;
  node *l, *r;
  node(ll k) : v(0), data(k), sz(1), l(0), r(0), sum(k) {}
};
ll sz(node *p) { return p ? p->sz : 0; }
ll V(node *p) { return p ? p->v : -1; }
ll sum(node *p) { return p ? p->sum : 0; }
node *merge(node *a, node *b) {
  if (!a || !b) return a ? a : b;
  if (a->data < b->data) swap(a, b);
  a->r = merge(a->r, b);
  if (V(a->r) > V(a->l)) swap(a->r, a->l);
  a->v = V(a->r) + 1, a->sz = sz(a->l) + sz(a->r) + 1;
  a->sum = sum(a->l) + sum(a->r) + a->data;
  return a;
}
void pop(node *&o) {
  node *tmp = o;
  o = merge(o->l, o->r);
  delete tmp;
}
```

3.2 Heavy light Decomposition

```
struct Heavy_light_Decomposition {  // 1-base
  int n, ulink[10005], deep[10005], mxson[10005], w[10005],
      pa[10005];
  int t, pl[10005], data[10005], dt[10005], bln[10005],
      edge[10005], et;
  vector<pii> G[10005];
  void init(int _n) {
    n = _n, t = 0, et = 1;
    for (int i = 1; i <= n; ++i) G[i].clear(), mxson[i] =
        0;
  }
  void add_edge(int a, int b, int w) { G[a].pb(pii(b, et)),
      G[b].pb(pii(a, et)), edge[et++] = w; }
  void dfs(int u, int f, int d) {
    w[u] = 1, pa[u] = f, deep[u] = d++;
    for (auto &i : G[u])
      if (i.X != f) {
        dfs(i.X, u, d), w[u] += w[i.X];
        if (w[mxson[u]] < w[i.X]) mxson[u] = i.X;
      } else
        bln[i.Y] = u, dt[u] = edge[i.Y];
  }
  void cut(int u, int link) {
    data[pl[u] = t++] = dt[u], ulink[u] = link;
    if (!mxson[u]) return;
    cut(mxson[u], link);
    for (auto i : G[u])
      if (i.X != pa[u] && i.X != mxson[u]) cut(i.X, i.X);
  }
  void build() { dfs(1, 1, 1), cut(1, 1), /*build*/; }
  int query(int a, int b) {
    int ta = ulink[a], tb = ulink[b], re = 0;
    while (ta != tb)
      if (deep[ta] < deep[tb])
        /*query*/, tb = ulink[b = pa[tb]];
      else /*query*/
        , ta = ulink[a = pa[ta]];
    if (a == b) return re;
    if (pl[a] > pl[b]) swap(a, b);
    /*query*/
    return re;
  }
};
```

3.3 Centroid Decomposition*

```
struct Cent_Dec {  // 1-base
  vector<pll> G[N];
  pll info[N];    // store info. of itself
  pll upinfo[N];  // store info. of climbing up
  int n, pa[N], layer[N], sz[N], done[N];
  ll dis[__lg(N) + 1][N];
  void init(int _n) {
    n = _n, layer[0] = -1;
    fill_n(pa + 1, n, 0), fill_n(done + 1, n, 0);
    for (int i = 1; i <= n; ++i) G[i].clear();
  }
  void add_edge(int a, int b, int w) { G[a].pb(pll(b, w)),
      G[b].pb(pll(a, w)); }
  void get_cent(int u, int f, int &mx, int &c, int num) {
    int mxsz = 0;
    sz[u] = 1;
    for (pll e : G[u])
      if (!done[e.X] && e.X != f) {
        get_cent(e.X, u, mx, c, num);
        sz[u] += sz[e.X], mxsz = max(mxsz, sz[e.X]);
      }
    if (mx > max(mxsz, num - sz[u])) mx = max(mxsz, num -
        sz[u]), c = u;
  }
  void dfs(int u, int f, ll d, int org) {
    // if required, add self info or climbing info
    dis[layer[org]][u] = d;
    for (pll e : G[u])
      if (!done[e.X] && e.X != f) dfs(e.X, u, d + e.Y, org)
          ;
  }
  int cut(int u, int f, int num) {
    int mx = 1e9, c = 0, lc;
    get_cent(u, f, mx, c, num);
    done[c] = 1, pa[c] = f, layer[c] = layer[f] + 1;
    for (pll e : G[c])
      if (!done[e.X]) {
        if (sz[e.X] > sz[c])
          lc = cut(e.X, c, num - sz[c]);
        else
          lc = cut(e.X, c, sz[e.X]);
        upinfo[lc] = pll(), dfs(e.X, c, e.Y, c);
      }
    return done[c] = 0, c;
  }
  void build() { cut(1, 0, n); }
  void modify(int u) {
    for (int a = u, ly = layer[a]; a; a = pa[a], --ly) {
      info[a].X += dis[ly][u], ++info[a].Y;
      if (pa[a]) upinfo[a].X += dis[ly - 1][u], ++upinfo[a
          ].Y;
    }
  }
  ll query(int u) {
    ll rt = 0;
    for (int a = u, ly = layer[a]; a; a = pa[a], --ly) {
      rt += info[a].X + info[a].Y * dis[ly][u];
      if (pa[a]) rt -= upinfo[a].X + upinfo[a].Y * dis[ly -
          1][u];
    }
    return rt;
  }
};
```

3.4 Smart Pointer*

```
#ifndef REFERENCE_POINTER
#define REFERENCE_POINTER
template <typename T>
struct _RefCounter {
  T data;
  int ref;
  _RefCounter(const T &d = 0) : data(d), ref(0) {}
};
template <typename T>
```

```
struct reference_pointer {
  _RefCounter<T> *p;
  T *operator->() { return &p->data; }
  T &operator*() { return p->data; }
  operator _RefCounter<T> *() { return p; }
  reference_pointer &operator=(const reference_pointer &t)
      {
    if (p && !--p->ref) delete p;
    p = t.p;
    p && ++p->ref;
    return *this;
  }
  reference_pointer(_RefCounter<T> *t = 0) : p(t) { p && ++
      p->ref; }
  reference_pointer(const reference_pointer &t) : p(t.p) {
      p && ++p->ref; }
  ~reference_pointer() {
    if (p && !--p->ref) delete p;
  }
};
template <typename T>
inline reference_pointer<T> new_reference(const T &nd) {
  return reference_pointer<T>(new _RefCounter<T>(nd));
}
#endif
// note:
reference_pointer<int> a;
a = new_reference(5);
a = new_reference<int>(5);
a = new_reference((int)5);
reference_pointer<int> b = a;

struct P {
  int a, b;
  P(int _a, int _b) : a(_a), b(_b) {}
} p(2, 3);
reference_pointer<P> a;
c = new_reference(P(1, 2));
c = new_reference<P>(P(1, 2));
c = new_reference(p);
```

3.5 LiChaoST*

```
struct LiChao_min {
  struct line {
    LL m, c;
    line(LL _m = 0, LL _c = 0) {
      m = _m;
      c = _c;
    }
    LL eval(LL x) { return m * x + c; }
  };
  struct node {
    node *l, *r;
    line f;
    node(line v) {
      f = v;
      l = r = NULL;
    }
  };
  typedef node *pnode;
  pnode root;
  int sz;
#define mid ((l + r) >> 1)
  void insert(line &v, int l, int r, pnode &nd) {
    if (!nd) {
      nd = new node(v);
      return;
    }
    LL trl = nd->f.eval(l), trr = nd->f.eval(r);
    LL vl = v.eval(l), vr = v.eval(r);
    if (trl <= vl && trr <= vr) return;
    if (trl > vl && trr > vr) {
      nd->f = v;
      return;
    }
    if (trl > vl) swap(nd->f, v);
    if (nd->f.eval(mid) < v.eval(mid))
      insert(v, mid + 1, r, nd->r);
    else
      swap(nd->f, v), insert(v, l, mid, nd->l);
  }
  LL query(int x, int l, int r, pnode &nd) {
    if (!nd) return LLONG_MAX;
    if (l == r) return nd->f.eval(x);
    if (mid >= x) return min(nd->f.eval(x), query(x, l, mid
        , nd->l));
    return min(nd->f.eval(x), query(x, mid + 1, r, nd->r));
  }
  /* -sz <= query_x <= sz */
  void init(int _sz) {
    sz = _sz + 1;
    root = NULL;
  }
  void add_line(LL m, LL c) {
    line v(m, c);
    insert(v, -sz, sz, root);
  }
  LL query(LL x) { return query(x, -sz, sz, root); }
};
```

3.6 LiChaoSTSeg*

```
struct Seg {
  struct line {
    ll m, c;
    line(ll _m = 0, ll _c = LLONG_MAX) : m(_m), c(_c) {}
    ll operator()(ll x) { return m * x + c; }
  };
  struct node {
    node *l, *r;
    line f;
    node() {
      f = line();
      l = r = nullptr;
    }
  };
  typedef node *pnode;
  pnode root;
  int sz;
  Seg(int _sz = 0) : sz(_sz + 1), root(nullptr) {}
  void insert(line v, int l, int r, int L, int R, pnode &nd
      ) {
#define mid ((l + r) >> 1)
#define M ((L + R) >> 1)
    if (nd == nullptr) {
      nd = new node();
    }
    if (L >= l && R <= r) {
      // empty
      if (v.m == 0 && v.c == LLONG_MAX) {
        nd->f = v;
        return;
      }
      if (nd->f(L) <= v(L)) {
        if (nd->f(R) <= v(R)) return;
        if (nd->f(M) <= v(M)) {
          return insert(v, l, r, M + 1, R, nd->r);
        } else {
          swap(nd->f, v);
          return insert(v, l, r, L, M, nd->l);
        }
      }

      if (nd->f(R) >= v(R)) {
        nd->f = v;
        return;
      }

      if (nd->f(M) >= v(M)) {
        swap(nd->f, v);
        return insert(v, l, r, M + 1, R, nd->r);
      }
      return insert(v, l, r, L, M, nd->l);
    }
    if (l <= M) insert(v, l, r, L, M, nd->l);
    if (r > M) insert(v, l, r, M + 1, R, nd->r);
  }

  void insert(ll l, ll r, ll a, ll b) {
    insert({a, b}, l, r, -sz, sz, root);
  }

  ll query(ll x, int L, int R, pnode &nd) {
    // cerr << format("(L,R)=({},{})\n", L, R);
    ll res = LLONG_MAX;
    if (nd == nullptr) {
      return res;
```

```
    }
    res = min(res, nd->f(x));
    if (x <= M) {
      res = min(res, query(x, L, M, nd->l));
    } else {
      res = min(res, query(x, M + 1, R, nd->r));
    }
    return res;
  }
  ll query(ll x) { return query(x, -sz, sz, root); }
};
// usage:
//  Seg tree(sz);
//  tree.insert(l, r-1, m, c);
//  tree.query(p);
```

3.7 Link cut tree*

```
struct Splay {  // xor-sum
  static Splay nil;
  Splay *ch[2], *f;
  int val, sum, rev, size;
  Splay(int _val = 0) : val(_val), sum(_val), rev(0), size
      (1) { f = ch[0] = ch[1] = &nil; }
  bool isr() { return f->ch[0] != this && f->ch[1] != this;
       }
  int dir() { return f->ch[0] == this ? 0 : 1; }
  void setCh(Splay *c, int d) {
    ch[d] = c;
    if (c != &nil) c->f = this;
    pull();
  }
  void push() {
    if (!rev) return;
    swap(ch[0], ch[1]);
    if (ch[0] != &nil) ch[0]->rev ^= 1;
    if (ch[1] != &nil) ch[1]->rev ^= 1;
    rev = 0;
  }
  void pull() {
    // take care of the nil!
    size = ch[0]->size + ch[1]->size + 1;
    sum = ch[0]->sum ^ ch[1]->sum ^ val;
    if (ch[0] != &nil) ch[0]->f = this;
    if (ch[1] != &nil) ch[1]->f = this;
  }
} Splay::nil;
Splay *nil = &Splay::nil;
void rotate(Splay *x) {
  Splay *p = x->f;
  int d = x->dir();
  if (!p->isr())
    p->f->setCh(x, p->dir());
  else
    x->f = p->f;
  p->setCh(x->ch[!d], d);
  x->setCh(p, !d);
  p->pull(), x->pull();
}
void splay(Splay *x) {
  vector<Splay *> splayVec;
  for (Splay *q = x;; q = q->f) {
    splayVec.pb(q);
    if (q->isr()) break;
  }
  reverse(ALL(splayVec));
  for (auto it : splayVec) it->push();
  while (!x->isr()) {
    if (x->f->isr())
      rotate(x);
    else if (x->dir() == x->f->dir())
      rotate(x->f), rotate(x);
    else
      rotate(x), rotate(x);
  }
}
Splay *access(Splay *x) {
  Splay *q = nil;
  for (; x != nil; x = x->f) splay(x), x->setCh(q, 1), q =
      x;
  return q;
}
void root_path(Splay *x) { access(x), splay(x); }
void chroot(Splay *x) {
  root_path(x), x->rev ^= 1;
  x->push(), x->pull();
}
void split(Splay *x, Splay *y) { chroot(x), root_path(y); }
void link(Splay *x, Splay *y) {
  root_path(x), chroot(y);
  x->setCh(y, 1);
}
void cut(Splay *x, Splay *y) {
  split(x, y);
  if (y->size != 5) return;
  y->push();
  y->ch[0] = y->ch[0]->f = nil;
}
Splay *get_root(Splay *x) {
  for (root_path(x); x->ch[0] != nil; x = x->ch[0]) x->push
      ();
  splay(x);
  return x;
}
bool conn(Splay *x, Splay *y) { return get_root(x) ==
    get_root(y); }
Splay *lca(Splay *x, Splay *y) {
  access(x), root_path(y);
  if (y->f == nil) return y;
  return y->f;
}
void change(Splay *x, int val) { splay(x), x->val = val, x
    ->pull(); }
int query(Splay *x, Splay *y) {
  split(x, y);
  return y->sum;
}
```

3.8 KDTree

```
namespace kdt {
int root, lc[maxn], rc[maxn], xl[maxn], xr[maxn], yl[maxn],
     yr[maxn];
point p[maxn];
int build(int l, int r, int dep = 0) {
  if (l == r) return -1;
  function<bool(const point &, const point &)> f = [dep](
      const point &a, const point &b) {
    if (dep & 1)
      return a.x < b.x;
    else
      return a.y < b.y;
  };
  int m = (l + r) >> 1;
  nth_element(p + l, p + m, p + r, f);
  xl[m] = xr[m] = p[m].x;
  yl[m] = yr[m] = p[m].y;
  lc[m] = build(l, m, dep + 1);
  if (~lc[m]) {
    xl[m] = min(xl[m], xl[lc[m]]);
    xr[m] = max(xr[m], xr[lc[m]]);
    yl[m] = min(yl[m], yl[lc[m]]);
    yr[m] = max(yr[m], yr[lc[m]]);
  }
  rc[m] = build(m + 1, r, dep + 1);
  if (~rc[m]) {
    xl[m] = min(xl[m], xl[rc[m]]);
    xr[m] = max(xr[m], xr[rc[m]]);
    yl[m] = min(yl[m], yl[rc[m]]);
    yr[m] = max(yr[m], yr[rc[m]]);
  }
  return m;
}
bool bound(const point &q, int o, long long d) {
  double ds = sqrt(d + 1.0);
  if (q.x < xl[o] - ds || q.x > xr[o] + ds || q.y < yl[o] -
       ds || q.y > yr[o] + ds) return false;
  return true;
}
long long dist(const point &a, const point &b) { return (a.
    x - b.x) * 1ll * (a.x - b.x) + (a.y - b.y) * 1ll * (a.y
     - b.y); }
void dfs(const point &q, long long &d, int o, int dep = 0)
    {
  if (!bound(q, o, d)) return;
  long long cd = dist(p[o], q);
  if (cd != 0) d = min(d, cd);
```

```
  if ((dep & 1) && q.x < p[o].x || !(dep & 1) && q.y < p[o
      ].y) {
    if (~lc[o]) dfs(q, d, lc[o], dep + 1);
    if (~rc[o]) dfs(q, d, rc[o], dep + 1);
  } else {
    if (~rc[o]) dfs(q, d, rc[o], dep + 1);
    if (~lc[o]) dfs(q, d, lc[o], dep + 1);
  }
}
void init(const vector<point> &v) {
  for (int i = 0; i < v.size(); ++i) p[i] = v[i];
  root = build(0, v.size());
}
long long nearest(const point &q) {
  long long res = 1e18;
  dfs(q, res, root);
  return res;
}
}  // namespace kdt
```

3.9 Segment Tree with tag

```
void push(int id, int l, int r) {
  int mid = (l + r) >> 1;
  seg[id * 2] += tag[id] * (mid - l + 1);
  seg[id * 2 + 1] += tag[id] * (r - mid);
  tag[id * 2] += tag[id];
  tag[id * 2 + 1] += tag[id];
  tag[id] = 0;
}
void modify(int id, int l, int r, int ql, int qr, int val)
    {
  if (ql > r || qr < l) return;
  if (ql <= l && r <= qr) {
    seg[id] += val * (r - l + 1);
    tag[id] += val;
    return;
  }
  if (l == r) return;
  push(id, l, r);
  int mid = (l + r) >> 1;
  modify(id * 2, l, mid, ql, qr, val);
  modify(id * 2 + 1, mid + 1, r, ql, qr, val);
  seg[id] = seg[id * 2] + seg[id * 2 + 1];
}
int query(int id, int l, int r, int ql, int qr) {
  if (ql > r || qr < l) return 0;
  if (ql <= l && r <= qr) return seg[id];
  push(id, l, r);
  int mid = (l + r) >> 1;
  return query(id * 2, l, mid, ql, qr) + query(id * 2 + 1,
      mid + 1, r, ql, qr);
}
```

3.10 2D Binary Indexed Tree

```
int lowbit(int x) {return x&(-x);}
ll bit[MAXN][MAXN];
void add (int x, int y, int d){
  for (int i = x; i <= C; i += lowbit(i)) {
    for (int j = y; j <= R; j += lowbit(j)) bit[i][j] += d;
  }
}
int sum (int x, int y) {
  int rt = 0;
  for (int i = x; i > 0; i -= lowbit(i))
    for (int j = y; j > 0; j -= lowbit(j)) rt += bit[i][j];
  return rt;
}
int count(int l, int t, int r, int d) {
  return sum(r, d) + sum(l-1, t-1) - sum(l-1, d) - sum(r, t
      -1);
}
```

4 Flow/Matching

4.1 Dinic

```
struct MaxFlow {  // 0-base
  struct edge {
    int to, cap, flow, rev;
  };
  vector<edge> G[MAXN];
  int s, t, dis[MAXN], cur[MAXN], n;
  int dfs(int u, int cap) {
    if (u == t || !cap) return cap;
    for (int &i = cur[u]; i < (int)G[u].size(); ++i) {
      edge &e = G[u][i];
      if (dis[e.to] == dis[u] + 1 && e.flow != e.cap) {
        int df = dfs(e.to, min(e.cap - e.flow, cap));
        if (df) {
          e.flow += df;
          G[e.to][e.rev].flow -= df;
          return df;
        }
      }
    }
    dis[u] = -1;
    return 0;
  }
  bool bfs() {
    FILL(dis, -1);
    queue<int> q;
    q.push(s), dis[s] = 0;
    while (!q.empty()) {
      int tmp = q.front();
      q.pop();
      for (auto &u : G[tmp])
        if (!~dis[u.to] && u.flow != u.cap) {
          q.push(u.to);
          dis[u.to] = dis[tmp] + 1;
        }
    }
    return dis[t] != -1;
  }
  int maxflow(int _s, int _t) {
    s = _s, t = _t;
    int flow = 0, df;
    while (bfs()) {
      FILL(cur, 0);
      while (df = dfs(s, INF)) flow += df;
    }
    return flow;
  }
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i) G[i].clear();
  }
  void reset() {
    for (int i = 0; i < n; ++i)
      for (auto &j : G[i]) j.flow = 0;
  }
  void add_edge(int u, int v, int cap) {
    G[u].pb(edge{v, cap, 0, (int)G[v].size()});
    G[v].pb(edge{u, 0, 0, (int)G[u].size() - 1});
  }
};
```

5 String

5.1 KMP

```
int F[MAXN];
vector<int> match(string A, string B) {
  vector<int> ans;
  F[0] = -1, F[1] = 0;
  for (int i = 1, j = 0; i < SZ(B); F[++i] = ++j) {
    if (B[i] == B[j]) F[i] = F[j];  // optimize
    while (j != -1 && B[i] != B[j]) j = F[j];
  }
  for (int i = 0, j = 0; i < SZ(A); ++i) {
    while (j != -1 && A[i] != B[j]) j = F[j];
    if (++j == SZ(B)) ans.pb(i + 1 - j), j = F[j];
  }
  return ans;
}
```

5.2 Z-value

```
const int MAXn = 1e5 + 5;
int z[MAXn];
void make_z(string s) {
  int l = 0, r = 0;
  for (int i = 1; i < s.size(); i++) {
    for (z[i] = max(0, min(r - i + 1, z[i - l])); i + z[i]
        < s.size() && s[i + z[i]] == s[z[i]]; z[i]++)
      ;
    if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
  }
}
```

5.3 Manacher*

```
int z[MAXN];
int Manacher(string tmp) {
  string s = "&";
  int l = 0, r = 0, x, ans;
  for (char c : tmp) s.pb(c), s.pb('%');
  ans = 0, x = 0;
  for (int i = 1; i < SZ(s); ++i) {
    z[i] = r > i ? min(z[2 * l - i], r - i) : 1;
    while (s[i + z[i]] == s[i - z[i]]) ++z[i];
    if (z[i] + i > r) r = z[i] + i, l = i;
  }
  for (int i = 1; i < SZ(s); ++i)
    if (s[i] == '%') x = max(x, z[i]);
  ans = x / 2 * 2, x = 0;
  for (int i = 1; i < SZ(s); ++i)
    if (s[i] != '%') x = max(x, z[i]);
  return max(ans, (x - 1) / 2 * 2 + 1);
}
```

5.4 SAIS*

```
class SAIS {
 public:
  int *SA, *H;
  // zero based, string content MUST > 0
  // result height H[i] is LCP(SA[i - 1], SA[i])
  // string, length, |sigma|
  void build(int *s, int n, int m = 128) {
    copy_n(s, n, _s);
    _h[0] = _s[n++] = 0;
    sais(_s, _sa, _p, _q, _t, _c, n, m);
    mkhei(n);
    SA = _sa + 1;
    H = _h + 1;
  }

 private:
  bool _t[N * 2];
  int _s[N * 2], _c[N * 2], x[N], _p[N], _q[N * 2], r[N],
      _sa[N * 2], _h[N];
  void mkhei(int n) {
    for (int i = 0; i < n; i++) r[_sa[i]] = i;
    for (int i = 0; i < n; i++)
      if (r[i]) {
        int ans = i > 0 ? max(_h[r[i - 1]] - 1, 0) : 0;
        while (_s[i + ans] == _s[_sa[r[i] - 1] + ans]) ans
            ++;
        _h[r[i]] = ans;
      }
  }
  void sais(int *s, int *sa, int *p, int *q, bool *t, int *
      c, int n, int z) {
    bool uniq = t[n - 1] = 1, neq;
    int nn = 0, nmxz = -1, *nsa = sa + n, *ns = s + n, lst
        = -1;

#define MAGIC(XD)
                                                    \
  fill_n(sa, n, 0);
                                                    \
  copy_n(c, z, x);
                                                     \
  XD;

      \
  copy_n(c, z - 1, x + 1);
                                                \
  for (int i = 0; i < n; i++)
                                                    \
    if (sa[i] && !t[sa[i] - 1]) sa[x[s[sa[i] - 1]]++] = sa[
        i] - 1; \
  copy_n(c, z, x);
                                                          \
  for (int i = n - 1; i >= 0; i--)
                                                \
    if (sa[i] && t[sa[i] - 1]) sa[--x[s[sa[i] - 1]]] = sa[i
        ] - 1;

    fill_n(c, z, 0);
    for (int i = 0; i < n; i++) uniq &= ++c[s[i]] < 2;
    partial_sum(c, c + z, c);
    if (uniq) {
      for (int i = 0; i < n; i++) sa[--c[s[i]]] = i;
      return;
    }
    for (int i = n - 2; i >= 0; i--) t[i] = (s[i] == s[i +
        1] ? t[i + 1] : s[i] < s[i + 1]);
    MAGIC(for (int i = 1; i <= n - 1; i++) if (t[i] && !t[i
        - 1]) sa[--x[s[i]]] = p[q[i] = nn++] = i);
    for (int i = 0; i < n; i++)
      if (sa[i] && t[sa[i]] && !t[sa[i] - 1]) {
        neq = (lst < 0) || !equal(s + lst, s + lst + p[q[sa
            [i]] + 1] - sa[i], s + sa[i]);
        ns[q[lst = sa[i]]] = nmxz += neq;
      }
    sais(ns, nsa, p + nn, q + n, t + n, c + z, nn, nmxz +
        1);
    MAGIC(for (int i = nn - 1; i >= 0; i--) sa[--x[s[p[nsa[
        i]]]]] = p[nsa[i]]);
  }
} sa;
```

5.5 Aho-Corasick Automaton

```
const int len = 400000, sigma = 26;
struct AC_Automaton {
  int nx[len][sigma], fl[len], cnt[len], pri[len], top;
  int newnode() {
    fill(nx[top], nx[top] + sigma, -1);
    return top++;
  }
  void init() { top = 1, newnode(); }
  int input(string &s) {  // return the end_node of string
    int X = 1;
    for (char c : s) {
      if (!~nx[X][c - 'a']) nx[X][c - 'a'] = newnode();
      X = nx[X][c - 'a'];
    }
    return X;
  }
  void make_fl() {
    queue<int> q;
    q.push(1), fl[1] = 0;
    for (int t = 0; !q.empty();) {
      int R = q.front();
      q.pop(), pri[t++] = R;
      for (int i = 0; i < sigma; ++i)
        if (~nx[R][i]) {
          int X = nx[R][i], Z = fl[R];
          for (; Z && !~nx[Z][i];) Z = fl[Z];
          fl[X] = Z ? nx[Z][i] : 1, q.push(X);
        }
    }
  }
  void get_v(string &s) {
    int X = 1;
    fill(cnt, cnt + top, 0);
    for (char c : s) {
      while (X && !~nx[X][c - 'a']) X = fl[X];
      X = X ? nx[X][c - 'a'] : 1, ++cnt[X];
    }
    for (int i = top - 2; i > 0; --i) cnt[fl[pri[i]]] +=
        cnt[pri[i]];
  }
};
```

5.6 Smallest Rotation

```
string mcp(string s) {
  int n = s.size(), i = 0, j = 1;
  s += s;
  while (i < n && j < n) {
    int k = 0;
    while (k < n && s[i + k] == s[j + k]) ++k;
    if (s[i + k] <= s[j + k])
      j += k + 1;
    else
      i += k + 1;
    if (i == j) ++j;
  }
  int ans = i < n ? i : j;
  return s.substr(ans, n);
}
```

5.7 De Bruijn sequence*

```
constexpr int MAXC = 10, MAXN = 1e5 + 10;
struct DBSeq {
  int C, N, K, L, buf[MAXC * MAXN];  // K <= C^N
  void dfs(int *out, int t, int p, int &ptr) {
    if (ptr >= L) return;
    if (t > N) {
      if (N % p) return;
      for (int i = 1; i <= p && ptr < L; ++i) out[ptr++] =
          buf[i];
    } else {
      buf[t] = buf[t - p], dfs(out, t + 1, p, ptr);
      for (int j = buf[t - p] + 1; j < C; ++j) buf[t] = j,
          dfs(out, t + 1, t, ptr);
    }
  }
  void solve(int _c, int _n, int _k, int *out) {
    int p = 0;
    C = _c, N = _n, K = _k, L = N + K - 1;
    dfs(out, 1, 1, p);
    if (p < L) fill(out + p, out + L, 0);
  }
} dbs;
```

5.8 SAM

```
const int MAXM = 1000010;
struct SAM {
  int tot, root, lst, mom[MAXM], mx[MAXM];
  int acc[MAXM], nxt[MAXM][33];
  int newNode() {
    int res = ++tot;
    fill(nxt[res], nxt[res] + 33, 0);
    mom[res] = mx[res] = acc[res] = 0;
    return res;
  }
  void init() {
    tot = 0;
    root = newNode();
    mom[root] = 0, mx[root] = 0;
    lst = root;
  }
  void push(int c) {
    int p = lst;
    int np = newNode();
    mx[np] = mx[p] + 1;
    for (; p && nxt[p][c] == 0; p = mom[p]) nxt[p][c] = np;
    if (p == 0)
      mom[np] = root;
    else {
      int q = nxt[p][c];
      if (mx[p] + 1 == mx[q])
        mom[np] = q;
      else {
        int nq = newNode();
        mx[nq] = mx[p] + 1;
        for (int i = 0; i < 33; i++) nxt[nq][i] = nxt[q][i
            ];
        mom[nq] = mom[q];
        mom[q] = nq;
        mom[np] = nq;
        for (; p && nxt[p][c] == q; p = mom[p]) nxt[p][c] =
             nq;
      }
    }
    lst = np;
  }
  void push(char *str) {
    for (int i = 0; str[i]; i++) push(str[i] - 'a' + 1);
  }
} sam;
```

5.9 PalTree

```
struct palindromic_tree {  // Check by APIO 2014
                           // palindrome
  struct node {
    int next[26], fail, len;
    int cnt, num;  // cnt: appear times, num: number of
                   // pal. suf.
    node(int l = 0) : fail(0), len(l), cnt(0), num(0) {
      for (int i = 0; i < 26; ++i) next[i] = 0;
    }
  };
  vector<node> St;
  vector<char> s;
  int last, n;
  palindromic_tree() : St(2), last(1), n(0) { St[0].fail =
      1, St[1].len = -1, s.pb(-1); }
  inline void clear() {
    St.clear(), s.clear(), last = 1, n = 0;
    St.pb(0), St.pb(-1);
    St[0].fail = 1, s.pb(-1);
  }
  inline int get_fail(int x) {
    while (s[n - St[x].len - 1] != s[n]) x = St[x].fail;
    return x;
  }
  inline void add(int c) {
    s.push_back(c -= 'a'), ++n;
    int cur = get_fail(last);
    if (!St[cur].next[c]) {
      int now = SZ(St);
      St.pb(St[cur].len + 2);
      St[now].fail = St[get_fail(St[cur].fail)].next[c];
      St[cur].next[c] = now;
      St[now].num = St[St[now].fail].num + 1;
    }
    last = St[cur].next[c], ++St[last].cnt;
  }
  inline void count() {  // counting cnt
    auto i = St.rbegin();
    for (; i != St.rend(); ++i) {
      St[i->fail].cnt += i->cnt;
    }
  }
  inline int size() {  // The number of diff. pal.
    return SZ(St) - 2;
  }
};
```

5.10 cyclicLCS

```
#define L 0
#define LU 1
#define U 2
const int mov[3][2] = {0, -1, -1, -1, -1, 0};
int al, bl;
char a[MAXL * 2], b[MAXL * 2];  // 0-indexed
int dp[MAXL * 2][MAXL];
char pred[MAXL * 2][MAXL];
inline int lcs_length(int r) {
  int i = r + al, j = bl, l = 0;
  while (i > r) {
    char dir = pred[i][j];
    if (dir == LU) l++;
    i += mov[dir][0];
    j += mov[dir][1];
  }
  return l;
}
inline void reroot(int r) {  // r = new base row
  int i = r, j = 1;
  while (j <= bl && pred[i][j] != LU) j++;
  if (j > bl) return;
  pred[i][j] = L;
  while (i < 2 * al && j <= bl) {
```

```
    if (pred[i + 1][j] == U) {
      i++;
      pred[i][j] = L;
    } else if (j < bl && pred[i + 1][j + 1] == LU) {
      i++;
      j++;
      pred[i][j] = L;
    } else {
      j++;
    }
  }
}
int cyclic_lcs() {
  // a, b, al, bl should be properly filled
  // note: a WILL be altered in process
  //       -- concatenated after itself
  char tmp[MAXL];
  if (al > bl) {
    swap(al, bl);
    strcpy(tmp, a);
    strcpy(a, b);
    strcpy(b, tmp);
  }
  strcpy(tmp, a);
  strcat(a, tmp);
  // basic lcs
  for (int i = 0; i <= 2 * al; i++) {
    dp[i][0] = 0;
    pred[i][0] = U;
  }
  for (int j = 0; j <= bl; j++) {
    dp[0][j] = 0;
    pred[0][j] = L;
  }
  for (int i = 1; i <= 2 * al; i++) {
    for (int j = 1; j <= bl; j++) {
      if (a[i - 1] == b[j - 1])
        dp[i][j] = dp[i - 1][j - 1] + 1;
      else
        dp[i][j] = max(dp[i - 1][j], dp[i][j - 1]);
      if (dp[i][j - 1] == dp[i][j])
        pred[i][j] = L;
      else if (a[i - 1] == b[j - 1])
        pred[i][j] = LU;
      else
        pred[i][j] = U;
    }
  }
  // do cyclic lcs
  int clcs = 0;
  for (int i = 0; i < al; i++) {
    clcs = max(clcs, lcs_length(i));
    reroot(i + 1);
  }
  // recover a
  a[al] = '\0';
  return clcs;
}
```

5.11 Suffix Array

```
#define FILL(x, y) memset(x, y, sizeof(x))
struct suffix_array {
  int box[100007], tp[100007], m;
  bool not_equ(int a, int b, int k, int n) { return ra[a]
      != ra[b] || a + k >= n || b + k >= n || ra[a + k] !=
      ra[b + k]; }
  void radix(int *key, int *it, int *ot, int n) {
    fill_n(box, m, 0);
    for (int i = 0; i < n; ++i) ++box[key[i]];
    partial_sum(box, box + m, box);
    for (int i = n - 1; i >= 0; --i) ot[--box[key[it[i]]]]
        = it[i];
  }
  void make_sa(string s, int n) {
    int k = 1;
    for (int i = 0; i < n; ++i) ra[i] = s[i];
    do {
      iota(tp, tp + k, n - k), iota(sa + k, sa + n, 0);
      radix(ra + k, sa + k, tp + k, n - k);
      radix(ra, tp, sa, n);
      tp[sa[0]] = 0, m = 1;
      for (int i = 1; i < n; ++i) {
        m += not_equ(sa[i], sa[i - 1], k, n);
        tp[sa[i]] = m - 1;
      }
      copy_n(tp, n, ra);
      k *= 2;
    } while (k < n && m != n);
  }
  void make_he(string s, int n) {
    for (int j = 0, k = 0; j < n; ++j) {
      if (ra[j])
        for (; s[j + k] == s[sa[ra[j] - 1] + k]; ++k)
          ;
      he[ra[j]] = k, k = max(0, k - 1);
    }
  }
  int sa[100007], ra[100007], he[100007];
  void build(string s) {
    FILL(sa, 0), FILL(ra, 0), FILL(he, 0);
    FILL(box, 0), FILL(tp, 0), m = 256;
    make_sa(s, s.size());
    make_he(s, s.size());
  }
};
main() {
  string s;
  cin >> s;
  suffix_array saa;
  saa.build(s);
  for (int i = 0; i <= s.length(); i++) {
    cout << i << " " << saa.sa[i] << " " << saa.ra[i] << "
        " << saa.he[i] << endl;
  }
}
```

5.12 Suffix Array2

```
// array c is eventually equal to the position of the
    suffixes in the suffix
// array don't add another '$' to the string
int sa[MAXN], c[MAXN], sa_new[MAXN], c_new[MAXN], cnt[MAXN
    ], pos[MAXN], lcp[MAXN];
pair<char, int> P[MAXN];
void calc_suffix_array(string s) {
  s += '$';
  int n = s.size();
  for (int i = 0; i < n; i++) P[i] = {s[i], i};
  sort(P, P + n);
  for (int i = 0; i < n; i++) sa[i] = P[i].second;
  c[sa[0]] = 0;
  for (int i = 1; i < n; i++) c[sa[i]] = c[sa[i - 1]] + (P[
      i].first > P[i - 1].first ? 1 : 0);
  int k = 1;
  while (k < n) {
    for (int i = 0; i < n; i++) sa[i] = (sa[i] - k + n) % n
        ;
    for (int i = 0; i < n; i++) cnt[i] = 0;
    for (int i = 0; i < n; i++) cnt[c[i]]++;
    pos[0] = cnt[0] - 1;
    for (int i = 1; i < n; i++) pos[i] = pos[i - 1] + cnt[i
        ];
    for (int i = n - 1; i >= 0; i--) sa_new[pos[c[sa[i
        ]]]--] = sa[i];
    for (int i = 0; i < n; i++) sa[i] = sa_new[i];
    c_new[sa[0]] = 0;
    for (int i = 1; i < n; i++) {
      c_new[sa[i]] = c_new[sa[i - 1]];
      pair<int, int> prev = {c[sa[i - 1]], c[(sa[i - 1] + k
          ) % n]};
      pair<int, int> now = {c[sa[i]], c[(sa[i] + k) % n]};
      if (now > prev) c_new[sa[i]]++;
    }
    for (int i = 0; i < n; i++) c[i] = c_new[i];
    k *= 2;
  }
}
void calc_lcp_array(string s) {
  int n = s.size(), k = 0;
  for (int i = 0; i < n; i++) {
    int j = sa[c[i] - 1];
    while (i + k < n && j + k < n && s[i + k] == s[j + k])
        k++;
    lcp[c[i] - 1] = k;
    k = max(k - 1, 0ll);
  }
}
```

6 Math

6.1 exgcd*

```
pll exgcd(ll a, ll b) {
  if (b == 0)
    return pll(1, 0);
  else {
    ll p = a / b;
    pll q = exgcd(b, a % b);
    return pll(q.Y, q.X - q.Y * p);
  }
}
```

6.2 floor and ceil

```
int floor(int a, int b) { return a / b - (a % b && a < 0 ^
    b < 0); }
int ceil(int a, int b) { return a / b + (a % b && a<0 ^ b>
    0); }
```

6.3 SG value

```
int mex(vector<int> &v) {
  int r = 0;
  sort(v.begin(), v.end());
  v.erase(unique(v.begin(), v.end()), v.end());
  while (r < v.size() && v[r] == r) r++;
  return r;
}
int solve() {
  // dp = mex(xor(subplates))
  if (dp == 0)
    ;  // Lose
  else
    ;  // Win
}
```

6.4 Miller Rabin*

```
// n < 4,759,123,141      3 : 2, 7, 61
// n < 1,122,004,669,633  4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383  6 : primes <= 13
// n < 2^64               7 : primes <= 23
bool Miller_Rabin(ll a, ll n) {
  if ((a = a % n) == 0) return 1;
  if ((n & 1) ^ 1) return n == 2;
  ll tmp = (n - 1) / ((n - 1) & (1 - n));
  ll t = __lg((n - 1) & (1 - n));
  ll x = qpow(a, tmp, n);
  if (x == 1 || x == n - 1) return 1;
  while (--t) {
    if ((x = qpow(x, 2, n)) == n - 1) return 1;
  }
  return 0;
}
bool Miller_rabin(ll n) {
  static const ll p[] = {2, 3, 5, 7, 11, 13, 17, 19, 23};
  for (int i = 0; i < 9; i++) {
    if (!miller_rabin(p[i], n)) return false;
  }
  // is Prime
  return true;
}
```

6.5 Big number

```
template <typename T>
inline string to_string(const T &x) {
  stringstream ss;
  return ss << x, ss.str();
}
struct bigN : vector<ll> {
  const static int base = 1e9, width = log10(base);
  bool negative;
  bigN(const_iterator a, const_iterator b) : vector<ll>(a,
      b) {}
  bigN(string s) {
    if (s.empty()) return;
    if (s[0] == '-')
      negative = 1, s = s.substr(1);
    else
      negative = 0;
    for (int i = int(s.size()) - 1; i >= 0; i -= width) {
      ll t = 0;
      for (int j = max(0, i - width + 1); j <= i; ++j) t =
          t * 10 + s[j] - '0';
      push_back(t);
    }
    trim();
  }
  template <typename T>
  bigN(const T &x) : bigN(to_string(x)) {}
  bigN() : negative(0) {}
  void trim() {
    while (size() && !back()) pop_back();
    if (empty()) negative = 0;
  }
  void carry(int _base = base) {
    for (size_t i = 0; i < size(); ++i) {
      if (at(i) >= 0 && at(i) < _base) continue;
      if (i + 1u == size()) push_back(0);
      int r = at(i) % _base;
      if (r < 0) r += _base;
      at(i + 1) += (at(i) - r) / _base, at(i) = r;
    }
  }
  int abscmp(const bigN &b) const {
    if (size() > b.size()) return 1;
    if (size() < b.size()) return -1;
    for (int i = int(size()) - 1; i >= 0; --i) {
      if (at(i) > b[i]) return 1;
      if (at(i) < b[i]) return -1;
    }
    return 0;
  }
  int cmp(const bigN &b) const {
    if (negative != b.negative) return negative ? -1 : 1;
    return negative ? -abscmp(b) : abscmp(b);
  }
  bool operator<(const bigN &b) const { return cmp(b) < 0;
      }
  bool operator>(const bigN &b) const { return cmp(b) > 0;
      }
  bool operator<=(const bigN &b) const { return cmp(b) <=
      0; }
  bool operator>=(const bigN &b) const { return cmp(b) >=
      0; }
  bool operator==(const bigN &b) const { return !cmp(b); }
  bool operator!=(const bigN &b) const { return cmp(b) !=
      0; }
  bigN abs() const {
    bigN res = *this;
    return res.negative = 0, res;
  }
  bigN operator-() const {
    bigN res = *this;
    return res.negative = !negative, res.trim(), res;
  }
  bigN operator+(const bigN &b) const {
    if (negative) return -(-(*this) + (-b));
    if (b.negative) return *this - (-b);
    bigN res = *this;
    if (b.size() > size()) res.resize(b.size());
    for (size_t i = 0; i < b.size(); ++i) res[i] += b[i];
    return res.carry(), res.trim(), res;
  }
  bigN operator-(const bigN &b) const {
    if (negative) return -(-(*this) - (-b));
    if (b.negative) return *this + (-b);
    if (abscmp(b) < 0) return -(b - (*this));
    bigN res = *this;
    if (b.size() > size()) res.resize(b.size());
    for (size_t i = 0; i < b.size(); ++i) res[i] -= b[i];
    return res.carry(), res.trim(), res;
  }
  bigN operator*(const bigN &b) const {
    bigN res;
    res.negative = negative != b.negative;
    res.resize(size() + b.size());
    for (size_t i = 0; i < size(); ++i)
```

```
      for (size_t j = 0; j < b.size(); ++j)
        if ((res[i + j] += at(i) * b[j]) >= base) {
          res[i + j + 1] += res[i + j] / base;
          res[i + j] %= base;
        }
    return res.trim(), res;
  }
  bigN operator/(const bigN &b) const {
    int norm = base / (b.back() + 1);
    bigN x = abs() * norm;
    bigN y = b.abs() * norm;
    bigN q, r;
    q.resize(x.size());
    for (int i = int(x.size()) - 1; i >= 0; --i) {
      r = r * base + x[i];
      int s1 = r.size() <= y.size() ? 0 : r[y.size()];
      int s2 = r.size() < y.size() ? 0 : r[y.size() - 1];
      int d = (ll(base) * s1 + s2) / y.back();
      r = r - y * d;
      while (r.negative) r = r + y, --d;
      q[i] = d;
    }
    q.negative = negative != b.negative;
    return q.trim(), q;
  }
  bigN operator%(const bigN &b) const { return *this - (*
      this / b) * b; }
  friend istream &operator>>(istream &ss, bigN &b) {
    string s;
    return ss >> s, b = s, ss;
  }
  friend ostream &operator<<(ostream &ss, const bigN &b) {
    if (b.negative) ss << '-';
    ss << (b.empty() ? 0 : b.back());
    for (int i = int(b.size()) - 2; i >= 0; --i) ss << setw
        (width) << setfill('0') << b[i];
    return ss;
  }
  template <typename T>
  operator T() {
    stringstream ss;
    ss << *this;
    T res;
    return ss >> res, res;
  }
};
```

6.6 Fraction

```
struct fraction {
  // n / d
  ll n, d;
  fraction(const ll &_n = 0, const ll &_d = 1) : n(_n), d(
      _d) {
    ll t = __gcd(n, d);
    n /= t, d /= t;
    if (d < 0) n = -n, d = -d;
  }
  fraction operator-() const { return fraction(-n, d); }
  fraction operator+(const fraction &b) const { return
      fraction(n * b.d + b.n * d, d * b.d); }
  fraction operator-(const fraction &b) const { return
      fraction(n * b.d - b.n * d, d * b.d); }
  fraction operator*(const fraction &b) const { return
      fraction(n * b.n, d * b.d); }
  fraction operator/(const fraction &b) const { return
      fraction(n * b.d, d * b.n); }
};
```

6.7 Simultaneous Equations

```
struct matrix {  // m variables, n equations
  int n, m;
  fraction M[MAXN][MAXN + 1], sol[MAXN];
  int solve() {  //-1: inconsistent, >= 0: rank
    for (int i = 0; i < n; ++i) {
      int piv = 0;
      while (piv < m && !M[i][piv].n) ++piv;
      if (piv == m) continue;
      for (int j = 0; j < n; ++j) {
        if (i == j) continue;
        fraction tmp = -M[j][piv] / M[i][piv];
        for (int k = 0; k <= m; ++k) M[j][k] = tmp * M[i][k
            ] + M[j][k];
      }
    }
    int rank = 0;
    for (int i = 0; i < n; ++i) {
      int piv = 0;
      while (piv < m && !M[i][piv].n) ++piv;
      if (piv == m && M[i][m].n)
        return -1;
      else if (piv < m)
        ++rank, sol[piv] = M[i][m] / M[i][piv];
    }
    return rank;
  }
};
```

6.8 Pollard Rho

```
// n is prime -> miller_rabin
// qpow need int128
ll Pollard_Rho(ll x) {
  ll s = 0, t = 0;
  ll c = (ll)rand() % (x - 1) + 1;
  int step = 0, goal = 1;
  ll val = 1;
  for (goal = 1;; goal *= 2, s = t, val = 1) {
    for (step = 1; step <= goal; ++step) {
      t = (qpow(t, 2, x) + c) % x;
      val = (__int128)val * abs(t - s) % x;
      if ((step % 127) == 0) {
        ll d = __gcd(val, x);
        if (d > 1) return d;
      }
    }
    ll d = __gcd(val, x);
    if (d > 1) return d;
  }
}
```

6.9 Simplex Algorithm

```
const int MAXN = 111;
const int MAXM = 111;
const double eps = 1E-10;
double a[MAXN][MAXM], b[MAXN], c[MAXM], d[MAXN][MAXM];
double x[MAXM];
int ix[MAXN + MAXM];  // !!! array all indexed from 0
// max{cx} subject to {Ax<=b,x>=0}
// n: constraints, m: vars !!!
// x[] is the optimal solution vector
// usage :
// value = simplex(a, b, c, N, M);
double simplex(double a[MAXN][MAXM], double b[MAXN], double
    c[MAXM], int n, int m) {
  ++m;
  int r = n, s = m - 1;
  memset(d, 0, sizeof(d));
  for (int i = 0; i < n + m; ++i) ix[i] = i;
  for (int i = 0; i < n; ++i) {
    for (int j = 0; j < m - 1; ++j) d[i][j] = -a[i][j];
    d[i][m - 1] = 1;
    d[i][m] = b[i];
    if (d[r][m] > d[i][m]) r = i;
  }
  for (int j = 0; j < m - 1; ++j) d[n][j] = c[j];
  d[n + 1][m - 1] = -1;
  for (double dd;;) {
    if (r < n) {
      int t = ix[s];
      ix[s] = ix[r + m];
      ix[r + m] = t;
      d[r][s] = 1.0 / d[r][s];
      for (int j = 0; j <= m; ++j)
        if (j != s) d[r][j] *= -d[r][s];
      for (int i = 0; i <= n + 1; ++i)
        if (i != r) {
          for (int j = 0; j <= m; ++j)
            if (j != s) d[i][j] += d[r][j] * d[i][s];
          d[i][s] *= d[r][s];
        }
    }
```

```
    r = -1;
    s = -1;
    for (int j = 0; j < m; ++j)
      if (s < 0 || ix[s] > ix[j]) {
        if (d[n + 1][j] > eps || (d[n + 1][j] > -eps && d[n
            ][j] > eps)) s = j;
      }
    if (s < 0) break;
    for (int i = 0; i < n; ++i)
      if (d[i][s] < -eps) {
        if (r < 0 || (dd = d[r][m] / d[r][s] - d[i][m] / d[
            i][s]) < -eps || (dd < eps && ix[r + m] > ix[i
            + m])) r = i;
      }
    if (r < 0) return -1;  // not bounded
  }
  if (d[n + 1][m] < -eps) return -1;  // not executable
  double ans = 0;
  for (int i = 0; i < m; i++) x[i] = 0;
  for (int i = m; i < n + m; ++i) {  // the missing
      enumerated x[i] = 0
    if (ix[i] < m - 1) {
      ans += d[i - m][m] * c[ix[i]];
      x[ix[i]] = d[i - m][m];
    }
  }
  return ans;
}
```

6.9.1 Construction

Standard form: maximize $c^T x$ subject to $Ax \leq b$ and $x \geq 0$.
Dual LP: minimize $b^T y$ subject to $A^T y \geq c$ and $y \geq 0$.
$\bar{x}$ and $\bar{y}$ are optimal if and only if for all $i \in [1, n]$, either $\bar{x}_i = 0$ or $\sum_{j=1}^{m} A_{ji}\bar{y}_j = c_i$ holds and for all $i \in [1, m]$ either $\bar{y}_i = 0$ or $\sum_{j=1}^{n} A_{ij}\bar{x}_j = b_j$ holds.

1. In case of minimization, let $c'_i = -c_i$
2. $\sum_{1 \leq i \leq n} A_{ji}x_i \geq b_j \rightarrow \sum_{1 \leq i \leq n} -A_{ji}x_i \leq -b_j$
3. $\sum_{1 \leq i \leq n} A_{ji}x_i = b_j$
   - $\sum_{1 \leq i \leq n} A_{ji}x_i \leq b_j$
   - $\sum_{1 \leq i \leq n} A_{ji}x_i \geq b_j$
4. If x_i has no lower bound, replace x_i with $x_i - x'_i$

6.10 Schreier-Sims Algorithm*

```
namespace schreier {
int n;
vector<vector<vector<int>>> bkts, binv;
vector<vector<int>> lk;
vector<int> operator*(const vector<int> &a, const vector<
    int> &b) {
  vector<int> res(SZ(a));
  for (int i = 0; i < SZ(a); ++i) res[i] = b[a[i]];
  return res;
}
vector<int> inv(const vector<int> &a) {
  vector<int> res(SZ(a));
  for (int i = 0; i < SZ(a); ++i) res[a[i]] = i;
  return res;
}
int filter(const vector<int> &g, bool add = true) {
  n = SZ(bkts);
  vector<int> p = g;
  for (int i = 0; i < n; ++i) {
    assert(p[i] >= 0 && p[i] < SZ(lk[i]));
    if (lk[i][p[i]] == -1) {
      if (add) {
        bkts[i].pb(p);
        binv[i].pb(inv(p));
        lk[i][p[i]] = SZ(bkts[i]) - 1;
      }
      return i;
    }
    p = p * binv[i][lk[i][p[i]]];
  }
  return -1;
}
bool inside(const vector<int> &g) { return filter(g, false)
    == -1; }
void solve(const vector<vector<int>> &gen, int _n) {
  n = _n;
  bkts.clear(), bkts.resize(n);
  binv.clear(), binv.resize(n);
  lk.clear(), lk.resize(n);
  vector<int> iden(n);
  iota(iden.begin(), iden.end(), 0);
  for (int i = 0; i < n; ++i) {
    lk[i].resize(n, -1);
    bkts[i].pb(iden);
    binv[i].pb(iden);
    lk[i][i] = 0;
  }
  for (int i = 0; i < SZ(gen); ++i) filter(gen[i]);
  queue<pair<pii, pii>> upd;
  for (int i = 0; i < n; ++i)
    for (int j = i; j < n; ++j)
      for (int k = 0; k < SZ(bkts[i]); ++k)
        for (int l = 0; l < SZ(bkts[j]); ++l) upd.emplace(
            pii(i, k), pii(j, l));
  while (!upd.empty()) {
    auto a = upd.front().X;
    auto b = upd.front().Y;
    upd.pop();
    int res = filter(bkts[a.X][a.Y] * bkts[b.X][b.Y]);
    if (res == -1) continue;
    pii pr = pii(res, SZ(bkts[res]) - 1);
    for (int i = 0; i < n; ++i)
      for (int j = 0; j < SZ(bkts[i]); ++j) {
        if (i <= res) upd.emplace(pii(i, j), pr);
        if (res <= i) upd.emplace(pr, pii(i, j));
      }
  }
}
long long size() {
  long long res = 1;
  for (int i = 0; i < n; ++i) res = res * SZ(bkts[i]);
  return res;
}
}  // namespace schreier
```

6.11 chineseRemainder

```
LL solve(LL x1, LL m1, LL x2, LL m2) {
  LL g = __gcd(m1, m2);
  if ((x2 - x1) % g) return -1;  // no sol
  m1 /= g;
  m2 /= g;
  pair<LL, LL> p = gcd(m1, m2);
  LL lcm = m1 * m2 * g;
  LL res = p.first * (x2 - x1) * m1 + x1;
  return (res % lcm + lcm) % lcm;
}
```

6.12 QuadraticResidue

```
int Jacobi(int a, int m) {
  int s = 1;
  for (; m > 1;) {
    a %= m;
    if (a == 0) return 0;
    const int r = __builtin_ctz(a);
    if ((r & 1) && ((m + 2) & 4)) s = -s;
    a >>= r;
    if (a & m & 2) s = -s;
    swap(a, m);
  }
  return s;
}

int QuadraticResidue(int a, int p) {
  if (p == 2) return a & 1;
  const int jc = Jacobi(a, p);
  if (jc == 0) return 0;
  if (jc == -1) return -1;
  int b, d;
  for (;;) {
    b = rand() % p;
    d = (1LL * b * b + p - a) % p;
    if (Jacobi(d, p) == -1) break;
  }
  int f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
  for (int e = (1LL + p) >> 1; e; e >>= 1) {
    if (e & 1) {
```

```
      tmp = (1LL * g0 * f0 + 1LL * d * (1LL * g1 * f1 % p))
          % p;
      g1 = (1LL * g0 * f1 + 1LL * g1 * f0) % p;
      g0 = tmp;
    }
    tmp = (1LL * f0 * f0 + 1LL * d * (1LL * f1 * f1 % p)) %
        p;
    f1 = (2LL * f0 * f1) % p;
    f0 = tmp;
  }
  return g0;
}
```

6.13 Discrete Log

```
int DiscreteLog(int s, int x, int y, int m) {
  constexpr int kStep = 32000;
  unordered_map<int, int> p;
  int b = 1;
  for (int i = 0; i < kStep; ++i) {
    p[y] = i;
    y = 1LL * y * x % m;
    b = 1LL * b * x % m;
  }
  for (int i = 0; i < m + 10; i += kStep) {
    s = 1LL * s * b % m;
    if (p.find(s) != p.end()) return i + kStep - p[s];
  }
  return -1;
}
int DiscreteLog(int x, int y, int m) {
  if (m == 1) return 0;
  int s = 1;
  for (int i = 0; i < 100; ++i) {
    if (s == y) return i;
    s = 1LL * s * x % m;
  }
  if (s == y) return 100;
  int p = 100 + DiscreteLog(s, x, y, m);
  if (fpow(x, p, m) != y) return -1;
  return p;
}
```

6.14 PiCount

```
int64_t PrimeCount(int64_t n) {
  if (n <= 1) return 0;
  const int v = sqrt(n);
  vector<int> smalls(v + 1);
  for (int i = 2; i <= v; ++i) smalls[i] = (i + 1) / 2;
  int s = (v + 1) / 2;
  vector<int> roughs(s);
  for (int i = 0; i < s; ++i) roughs[i] = 2 * i + 1;
  vector<int64_t> larges(s);
  for (int i = 0; i < s; ++i) larges[i] = (n / (2 * i + 1)
      + 1) / 2;
  vector<bool> skip(v + 1);
  int pc = 0;
  for (int p = 3; p <= v; ++p) {
    if (smalls[p] > smalls[p - 1]) {
      int q = p * p;
      pc++;
      if (1LL * q * q > n) break;
      skip[p] = true;
      for (int i = q; i <= v; i += 2 * p) skip[i] = true;
      int ns = 0;
      for (int k = 0; k < s; ++k) {
        int i = roughs[k];
        if (skip[i]) continue;
        int64_t d = 1LL * i * p;
        larges[ns] = larges[k] - (d <= v ? larges[smalls[d]
            - pc] : smalls[n / d]) + pc;
        roughs[ns++] = i;
      }
      s = ns;
      for (int j = v / p; j >= p; --j) {
        int c = smalls[j] - pc;
        for (int i = j * p, e = min(i + p, v + 1); i < e;
            ++i) smalls[i] -= c;
      }
    }
  }
  for (int k = 1; k < s; ++k) {
    const int64_t m = n / roughs[k];
    int64_t s = larges[k] - (pc + k - 1);
    for (int l = 1; l < k; ++l) {
      int p = roughs[l];
      if (1LL * p * p > m) break;
      s -= smalls[m / p] - (pc + l - 1);
    }
    larges[0] -= s;
  }
  return larges[0];
}
```

6.15 Primes

```
/*
12721 13331 14341 75577 123457 222557 556679 999983
    1097774749 1076767633
100102021 999997771 1001010013 1000512343 987654361
    999991231 999888733
98789101 987777733 999991921 1010101333 1010102101
    1000000000039
1000000000000037 2305843009213693951 4611686018427387847
    9223372036854775783
18446744073709551557
*/
```

6.16 Mod Sqrt

```
ll modsqrt(ll y, ll p) {
  if (p == 2) return y % p;
  ll x;
  if (qpow(y, (p - 1) / 2, p) == 1) {
    if ((p % 4) == 3)
      x = qpow(y, (p + 1) / 4, p);
    else {
      ll b = 1;
      while (qpow(b, (p - 1) / 2, p) == 1) b++;
      ll i = (p - 1) / 2;
      ll k = 0;
      while (i % 2 == 0) {
        i /= 2;
        k /= 2;
        if ((qpow(y, i, p) * qpow(b, k, p) + 1) % p == 0) k
            += (p - 1) / 2;
      }
      x = (qpow(y, (i + 1) / 2, p) * qpow(b, k / 2, p)) % p
          ;
    }
    if (2 * x > p) x = p - x;
    return x;
  }
  return -1;
}
```

6.17 Theorem

6.17.1 Kirchhoff's Theorem

Denote L be a $n \times n$ matrix as the Laplacian matrix of graph G, where $L_{ii} = d(i)$, $L_{ij} = -c$ where c is the number of edge (i, j) in G.

- The number of undirected spanning in G is $|\det(\tilde{L}_{11})|$.
- The number of directed spanning tree rooted at r in G is $|\det(\tilde{L}_{rr})|$.

6.17.2 Tutte's Matrix

Let D be a $n \times n$ matrix, where $d_{ij} = x_{ij}$ (x_{ij} is chosen uniformly at random) if $i < j$ and $(i, j) \in E$, otherwise $d_{ij} = -d_{ji}$. $\frac{rank(D)}{2}$ is the maximum matching on G.

6.17.3 Cayley's Formula

- Given a degree sequence $d_1, d_2, \ldots, d_n$ for each labeled vertices, there are $\frac{(n-2)!}{(d_1-1)!(d_2-1)!\cdots(d_n-1)!}$ spanning trees.
- Let $T_{n,k}$ be the number of labeled forests on n vertices with k components, such that vertex $1, 2, \ldots, k$ belong to different components. Then $T_{n,k} = kn^{n-k-1}$.

6.17.4 Erdős–Gallai theorem

A sequence of nonnegative integers $d_1 \geq \cdots \geq d_n$ can be represented as the degree sequence of a finite simple graph on n vertices if and only if $d_1 + \cdots + d_n$ is even and $\sum_{i-1}^{k} d_i \leq k(k-1) + \sum_{i=k+1}^{n} \min(d_i, k)$ holds for every $1 \leq k \leq n$.

6.17.5 Gale–Ryser theorem

A pair of sequences of nonnegative integers $a_1 \geq \cdots \geq a_n$ and $b_1, \ldots, b_n$ is bigraphic if and only if $\sum_{i=1}^{n} a_i = \sum_{i=1}^{n} b_i$ and $\sum_{i=1}^{k} a_i \leq \sum_{i=1}^{n} \min(b_i, k)$ holds for every $1 \leq k \leq n$.

6.17.6 Fulkerson–Chen–Anstee theorem

A sequence $(a_1, b_1), \ldots, (a_n, b_n)$ of nonnegative integer pairs with $a_1 \geq \cdots \geq a_n$ is digraphic if and only if $\sum_{i=1}^{n} a_i = \sum_{i=1}^{n} b_i$ and $\sum_{i=1}^{k} a_i \leq \sum_{i=1}^{k} \min(b_i, k-1) + \sum_{i=k+1}^{n} \min(b_i, k)$ holds for every $1 \leq k \leq n$.

6.17.7 Pick's theorem

給定頂點座標均是整點（或正方形格子點）的簡單多邊形，皮克定理說明了其面積 A 和內部格點數目 i、邊上格點數目 b 的關係：$A = i + \frac{b}{2} - 1$

6.18 Euclidean Algorithms

- $m = \lfloor \frac{an+b}{c} \rfloor$
- Time complexity: $O(\log n)$

$$f(a,b,c,n) = \sum_{i=0}^{n} \lfloor \frac{ai+b}{c} \rfloor = \begin{cases} \lfloor \frac{a}{c} \rfloor \cdot \frac{n(n+1)}{2} + \lfloor \frac{b}{c} \rfloor \cdot (n+1) \\ +f(a \bmod c, b \bmod c, c, n), & a \geq c \vee b \geq c \\ 0, & n < 0 \vee a = 0 \\ nm - f(c, c-b-1, a, m-1), & \text{otherwise} \end{cases}$$

$$g(a,b,c,n) = \sum_{i=0}^{n} i \lfloor \frac{ai+b}{c} \rfloor = \begin{cases} \lfloor \frac{a}{c} \rfloor \cdot \frac{n(n+1)(2n+1)}{6} + \lfloor \frac{b}{c} \rfloor \cdot \frac{n(n+1)}{2} \\ +g(a \bmod c, b \bmod c, c, n), & a \geq c \vee b \geq c \\ 0, & n < 0 \vee a = 0 \\ \frac{1}{2} \cdot (n(n+1)m - f(c, c-b-1, a, m-1) \\ -h(c, c-b-1, a, m-1)), & \text{otherwise} \end{cases}$$

$$h(a,b,c,n) = \sum_{i=0}^{n} \lfloor \frac{ai+b}{c} \rfloor^2 = \begin{cases} \lfloor \frac{a}{c} \rfloor^2 \cdot \frac{n(n+1)(2n+1)}{6} + \lfloor \frac{b}{c} \rfloor^2 \cdot (n+1) \\ +\lfloor \frac{a}{c} \rfloor \cdot \lfloor \frac{b}{c} \rfloor \cdot n(n+1) \\ +h(a \bmod c, b \bmod c, c, n) \\ +2\lfloor \frac{a}{c} \rfloor \cdot g(a \bmod c, b \bmod c, c, n) \\ +2\lfloor \frac{b}{c} \rfloor \cdot f(a \bmod c, b \bmod c, c, n), & a \geq c \vee b \geq c \\ 0, & n < 0 \vee a = 0 \\ nm(m+1) - 2g(c, c-b-1, a, m-1) \\ -2f(c, c-b-1, a, m-1) - f(a, b, c, n), & \text{otherwise} \end{cases}$$

7 Polynomial

7.1 Fast Fourier Transform

```
template <int MAXN>
struct FFT {
  using val_t = complex<double>;
  const double PI = acos(-1);
  val_t w[MAXN];
  FFT() {
    for (int i = 0; i < MAXN; ++i) {
      double arg = 2 * PI * i / MAXN;
      w[i] = val_t(cos(arg), sin(arg));
    }
  }
  void bitrev(val_t *a, int n);                    // see
      NTT
  void trans(val_t *a, int n, bool inv = false);  // see
      NTT;
  // remember to replace LL with val_t
};
```

7.2 Number Theory Transform

```
ll r[MAXN], A[MAXN], B[MAXN], C[MAXN];
void ntt(ll x[], ll lim, int opt) {
  for (int i = 0; i < lim; i++) {
    if (r[i] < i) {
      swap(x[i], x[r[i]]);
    }
  }
  int m, k;
  ll gn, g, tmp;
  for (int m = 2; m <= lim; m <<= 1) {
    k = m >> 1;
    gn = qpow(3, (p - 1) / m);
    for (int i = 0; i < lim; i += m) {
      g = 1;
      for (int j = 0; j < k; j++, g = g * gn % p) {
        tmp = x[i + j + k] * g % p;
        x[i + j + k] = (x[i + j] - tmp + p) % p;
        x[i + j] = (x[i + j] + tmp) % p;
      }
    }
  }
  if (opt == -1) {
    reverse(x + 1, x + lim);
    ll inv = qpow(lim, p - 2);
    for (int i = 0; i < lim; i++) x[i] = x[i] * inv % p;
  }
}
void calc() {
  cin >> n >> m;
  for (int i = 0; i < n; i++) cin >> A[i];
  for (int i = 0; i < m; i++) cin >> B[i];
  while (lim < (n << 1)) lim <<= 1;
  while (lim < (m << 1)) lim <<= 1;
  for (int i = 0; i < lim; i++) r[i] = (i & 1) * (lim >> 1)
       + (r[i >> 1] >> 1);
  ntt(A, lim, 1);
  ntt(B, lim, 1);
  for (int i = 0; i < lim; i++) C[i] = (A[i] * B[i]) % p;
  ntt(C, lim, -1);
  for (int i = 0; i < n + m - 1; i++) cout << C[i] << ' ';
}
```

7.3 Fast Walsh Transform*

```
/* x: a[j], y: a[j + (L >> 1)]
or: (y += x * op), and: (x += y * op)
xor: (x, y = (x + y) * op, (x - y) * op)
invop: or, and, xor = -1, -1, 1/2 */
void fwt(int *a, int n, int op) {  // or
  for (int L = 2; L <= n; L <<= 1)
    for (int i = 0; i < n; i += L)
      for (int j = i; j < i + (L >> 1); ++j) a[j + (L >> 1)
          ] += a[j] * op;
}
const int N = 21;
int f[N][1 << N], g[N][1 << N], h[N][1 << N], ct[1 << N];
void subset_convolution(int *a, int *b, int *c, int L) {
  // c_k = \sum_{i | j = k, i & j = 0} a_i * b_j
  int n = 1 << L;
  for (int i = 1; i < n; ++i) ct[i] = ct[i & (i - 1)] + 1;
  for (int i = 0; i < n; ++i) f[ct[i]][i] = a[i], g[ct[i]][
      i] = b[i];
  for (int i = 0; i <= L; ++i) fwt(f[i], n, 1), fwt(g[i], n
      , 1);
  for (int i = 0; i <= L; ++i)
    for (int j = 0; j <= i; ++j)
      for (int x = 0; x < n; ++x) h[i][x] += f[j][x] * g[i
          - j][x];
  for (int i = 0; i <= L; ++i) fwt(h[i], n, -1);
  for (int i = 0; i < n; ++i) c[i] = h[ct[i]][i];
}
```

7.4 Newton's Method

Given $F(x)$ where

$$F(x) = \sum_{i=0}^{\infty} \alpha_i (x - \beta)^i$$

for β being some constant. Polynomial P such that $F(P) = 0$ can be found iteratively. Denote by Q_k the polynomial such that $F(Q_k) = 0 \pmod{x^{2^k}}$, then

$$Q_{k+1} = Q_k - \frac{F(Q_k)}{F'(Q_k)} \pmod{x^{2^{k+1}}}$$

8 Geometry

8.1 Default Code

```
typedef pair<double, double> pdd;
typedef pair<pdd, pdd> Line;
struct Cir {
  pdd O;
  double R;
};
const double eps = 1e-8;
pdd operator+(const pdd &a, const pdd &b) { return pdd(a.X
    + b.X, a.Y + b.Y); }
pdd operator-(const pdd &a, const pdd &b) { return pdd(a.X
    - b.X, a.Y - b.Y); }
pdd operator*(const pdd &a, const double &b) { return pdd(a
    .X * b, a.Y * b); }
pdd operator/(const pdd &a, const double &b) { return pdd(a
    .X / b, a.Y / b); }
double dot(const pdd &a, const pdd &b) { return a.X * b.X +
     a.Y * b.Y; }
double cross(const pdd &a, const pdd &b) { return a.X * b.Y
     - a.Y * b.X; }
double abs2(const pdd &a) { return dot(a, a); }
double abs(const pdd &a) { return sqrt(dot(a, a)); }
int sign(const double &a) { return fabs(a) < eps ? 0 : a >
    0 ? 1 : -1; }
int ori(const pdd &a, const pdd &b, const pdd &c) { return
    sign(cross(b - a, c - a)); }
bool collinearity(const pdd &p1, const pdd &p2, const pdd &
    p3) { return fabs(cross(p1 - p3, p2 - p3)) < eps; }
bool btw(const pdd &p1, const pdd &p2, const pdd &p3) {
  if (!collinearity(p1, p2, p3)) return 0;
  return dot(p1 - p3, p2 - p3) < eps;
}
bool seg_intersect(const pdd &p1, const pdd &p2, const pdd
    &p3, const pdd &p4) {
  int a123 = ori(p1, p2, p3);
  int a124 = ori(p1, p2, p4);
  int a341 = ori(p3, p4, p1);
  int a342 = ori(p3, p4, p2);
  if (a123 == 0 && a124 == 0) return btw(p1, p2, p3) || btw
      (p1, p2, p4) || btw(p3, p4, p1) || btw(p3, p4, p2);
  return a123 * a124 <= 0 && a341 * a342 <= 0;
}
pdd intersect(const pdd &p1, const pdd &p2, const pdd &p3,
    const pdd &p4) {
  double a123 = cross(p2 - p1, p3 - p1);
  double a124 = cross(p2 - p1, p4 - p1);
  return (p4 * a123 - p3 * a124) / (a123 - a124);
}
pdd perp(const pdd &p1) { return pdd(-p1.Y, p1.X); }
pdd foot(const pdd &p1, const pdd &p2, const pdd &p3) {
    return intersect(p1, p2, p3, p3 + perp(p2 - p1)); }
```

8.2 Convex hull*

```
void hull(vector<pll> &dots) {
  sort(dots.begin(), dots.end());
  vector<pll> ans(1, dots[0]);
  for (int ct = 0; ct < 2; ++ct, reverse(ALL(dots)))
    for (int i = 1, t = SZ(ans); i < SZ(dots); ans.pb(dots[
        i++]))
      while (SZ(ans) > t && ori(ans[SZ(ans) - 2], ans.back
          (), dots[i]) <= 0) ans.pop_back();
  ans.pop_back(), ans.swap(dots);
}
```

8.3 External bisector

```
pdd external_bisector(pdd p1, pdd p2, pdd p3) {  // 213
  pdd L1 = p2 - p1, L2 = p3 - p1;
  L2 = L2 * abs(L1) / abs(L2);
  return L1 + L2;
}
```

8.4 Heart

```
pdd excenter(pdd p0, pdd p1, pdd p2, double &radius) {
  p1 = p1 - p0, p2 = p2 - p0;
  double x1 = p1.X, y1 = p1.Y, x2 = p2.X, y2 = p2.Y;
  double m = 2. * (x1 * y2 - y1 * x2);
  center.X = (x1 * x1 * y2 - x2 * x2 * y1 + y1 * y2 * (y1 -
       y2)) / m;
  center.Y = (x1 * x2 * (x2 - x1) - y1 * y1 * x2 + x1 * y2
      * y2) / m;
  return radius = abs(center), center + p0;
}

pdd incenter(pdd p1, pdd p2, pdd p3, double &radius) {
  double a = abs(p2 - p1), b = abs(p3 - p1), c = abs(p3 -
      p2);
  double s = (a + b + c) / 2, area = sqrt(s * (s - a) * (s
      - b) * (s - c));
  pdd L1 = external_bisector(p1, p2, p3), L2 =
      external_bisector(p2, p1, p3);
  return radius = area / s, intersect(p1, p1 + L1, p2, p2 +
       L2),
}

pdd escenter(pdd p1, pdd p2, pdd p3) {  // 213
  pdd L1 = external_bisector(p1, p2, p3), L2 =
      external_bisector(p2, p2 + p2 - p1, p3);
  return intersect(p1, p1 + L1, p2, p2 + L2);
}

pdd barycenter(pdd p1, pdd p2, pdd p3) { return (p1 + p2 +
    p3) / 3; }

pdd orthocenter(pdd p1, pdd p2, pdd p3) {
  pdd L1 = p3 - p2, L2 = p3 - p1;
  swap(L1.X, L1.Y), L1.X *= -1;
  swap(L2, X, L2.Y), L2.X *= -1;
  return intersect(p1, p1 + L1, p2, p2 + L2);
}
```

8.5 Minimum Enclosing Circle*

```
pdd Minimum_Enclosing_Circle(vector<pdd> dots, double &r) {
  pdd cent;
  random_shuffle(ALL(dots));
  cent = dots[0], r = 0;
  for (int i = 1; i < SZ(dots); ++i)
    if (abs(dots[i] - cent) > r) {
      cent = dots[i], r = 0;
      for (int j = 0; j < i; ++j)
        if (abs(dots[j] - cent) > r) {
          cent = (dots[i] + dots[j]) / 2;
          r = abs(dots[i] - cent);
          for (int k = 0; k < j; ++k)
            if (abs(dots[k] - cent) > r) cent = excenter(
                dots[i], dots[j], dots[k], r);
        }
    }
  return cent;
}
```

8.6 Polar Angle Sort*

```
pdd center;  // sort base
int Quadrant(pdd a) {
  if (a.X > 0 && a.Y >= 0) return 1;
  if (a.X <= 0 && a.Y > 0) return 2;
  if (a.X < 0 && a.Y <= 0) return 3;
  if (a.X >= 0 && a.Y < 0) return 4;
}
bool cmp(pll a, pll b) {
```

```
  a = a - center, b = b - center;
  if (Quadrant(a) != Quadrant(b)) return Quadrant(a) <
      Quadrant(b);
  if (cross(b, a) == 0) return abs2(a) < abs2(b);
  return cross(a, b) > 0;
}
bool cmp(pdd a, pdd b) {
  a = a - center, b = b - center;
  if (fabs(atan2(a.Y, a.X) - atan2(b.Y, b.X)) > eps) return
       atan2(a.Y, a.X) < atan2(b.Y, b.X);
  return abs(a) < abs(b);
}
```

8.7 Intersection of two circles*

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

8.8 Intersection of polygon and circle

```
// Divides into multiple triangle, and sum up
// test by HDU2892
const double PI = acos(-1);
double _area(pdd pa, pdd pb, double r) {
  if (abs(pa) < abs(pb)) swap(pa, pb);
  if (abs(pb) < eps) return 0;
  double S, h, theta;
  double a = abs(pb), b = abs(pa), c = abs(pb - pa);
  double cosB = dot(pb, pb - pa) / a / c, B = acos(cosB);
  double cosC = dot(pa, pb) / a / b, C = acos(cosC);
  if (a > r) {
    S = (C / 2) * r * r;
    h = a * b * sin(C) / c;
    if (h < r && B < PI / 2) S -= (acos(h / r) * r * r - h
        * sqrt(r * r - h * h));
  } else if (b > r) {
    theta = PI - B - asin(sin(B) / r * a);
    S = .5 * a * r * sin(theta) + (C - theta) / 2 * r * r;
  } else
    S = .5 * sin(C) * a * b;
  return S;
}
double area_poly_circle(const vector<pdd> poly, const pdd &
    O, const double r) {
  double S = 0;
  for (int i = 0; i < SZ(poly); ++i) S += _area(poly[i] - O
      , poly[(i + 1) % SZ(poly)] - O, r) * ori(O, poly[i],
      poly[(i + 1) % SZ(poly)]);
  return fabs(S);
}
```

8.9 Intersection of line and circle

```
vector<pdd> line_interCircle(const pdd &p1, const pdd &p2,
    const pdd &c, const double r) {
  pdd ft = foot(p1, p2, c), vec = p2 - p1;
  double dis = abs(c - ft);
  if (fabs(dis - r) < eps) return vector<pdd>{ft};
  if (dis > r) return {};
  vec = vec * sqrt(r * r - dis * dis) / abs(vec);
  return vector<pdd>{ft + vec, ft - vec};
}
```

8.10 point in circle

```
// return p4 is strictly in circumcircle of tri(p1,p2,p3)
long long sqr(long long x) { return x * x; }
bool in_cc(const pll &p1, const pll &p2, const pll &p3,
    const pll &p4) {
  long long u11 = p1.X - p4.X;
  long long u12 = p1.Y - p4.Y;
  long long u21 = p2.X - p4.X;
  long long u22 = p2.Y - p4.Y;
  long long u31 = p3.X - p4.X;
  long long u32 = p3.Y - p4.Y;
  long long u13 = sqr(p1.X) - sqr(p4.X) + sqr(p1.Y) - sqr(
      p4.Y);
  long long u23 = sqr(p2.X) - sqr(p4.X) + sqr(p2.Y) - sqr(
      p4.Y);
  long long u33 = sqr(p3.X) - sqr(p4.X) + sqr(p3.Y) - sqr(
      p4.Y);
  __int128 det = (__int128)-u13 * u22 * u31 + (__int128)u12
       * u23 * u31 + (__int128)u13 * u21 * u32 - (__int128)
      u11 * u23 * u32 -
                 (__int128)u12 * u21 * u33 + (__int128)u11
                     * u22 * u33;
  return det > eps;
}
```

8.11 Half plane intersection

```
bool isin(Line l0, Line l1, Line l2) {
  // Check inter(l1, l2) in l0
  pdd p = intersect(l1.X, l1.Y, l2.X, l2.Y);
  return cross(l0.Y - l0.X, p - l0.X) > eps;
}
/* If no solution, check: 1. ret.size() < 3
 * Or more precisely, 2. interPnt(ret[0], ret[1])
 * in all the lines. (use (l.Y - l.X) ^ (p - l.X) > 0
 */
/* --^-- Line.X --^-- Line.Y --^-- */
vector<Line> halfPlaneInter(vector<Line> lines) {
  int sz = lines.size();
  vector<double> ata(sz), ord(sz);
  for (int i = 0; i < sz; ++i) {
    ord[i] = i;
    pdd d = lines[i].Y - lines[i].X;
    ata[i] = atan2(d.Y, d.X);
  }
  sort(ord.begin(), ord.end(), [&](int i, int j) {
    if (fabs(ata[i] - ata[j]) < eps) return (cross(lines[i
        ].Y - lines[i].X, lines[j].Y - lines[i].X)) < 0;
    return ata[i] < ata[j];
  });
  vector<Line> fin;
  for (int i = 0; i < sz; ++i)
    if (!i || fabs(ata[ord[i]] - ata[ord[i - 1]]) > eps)
        fin.pb(lines[ord[i]]);
  deque<Line> dq;
  for (int i = 0; i < SZ(fin); i++) {
    while (SZ(dq) >= 2 && !isin(fin[i], dq[SZ(dq) - 2], dq.
        back())) dq.pop_back();
    while (SZ(dq) >= 2 && !isin(fin[i], dq[0], dq[1])) dq.
        pop_front();
    dq.push_back(fin[i]);
  }
  while (SZ(dq) >= 3 && !isin(dq[0], dq[SZ(dq) - 2], dq.
      back())) dq.pop_back();
  while (SZ(dq) >= 3 && !isin(dq.back(), dq[0], dq[1])) dq.
      pop_front();
  vector<Line> res(ALL(dq));
  return res;
}
```

8.12 CircleCover*

```
const int N = 1021;
struct CircleCover {
  int C;
  Cir c[N];
  bool g[N][N], overlap[N][N];
  // Area[i] : area covered by at least i circles
  double Area[N];
  void init(int _C) { C = _C; }
  struct Teve {
    pdd p;
    double ang;
```

```
    int add;
    Teve() {}
    Teve(pdd _a, double _b, int _c) : p(_a), ang(_b), add(
        _c) {}
    bool operator<(const Teve &a) const { return ang < a.
        ang; }
  } eve[N * 2];
  // strict: x = 0, otherwise x = -1
  bool disjuct(Cir &a, Cir &b, int x) { return sign(abs(a.O
      - b.O) - a.R - b.R) > x; }
  bool contain(Cir &a, Cir &b, int x) { return sign(a.R - b
      .R - abs(a.O - b.O)) > x; }
  bool contain(int i, int j) {
    /* c[j] is non-strictly in c[i]. */
    return (sign(c[i].R - c[j].R) > 0 || (sign(c[i].R - c[j
        ].R) == 0 && i < j)) && contain(c[i], c[j], -1);
  }
  void solve() {
    fill_n(Area, C + 2, 0);
    for (int i = 0; i < C; ++i)
      for (int j = 0; j < C; ++j) overlap[i][j] = contain(i
          , j);
    for (int i = 0; i < C; ++i)
      for (int j = 0; j < C; ++j) g[i][j] = !(overlap[i][j]
          || overlap[j][i] || disjuct(c[i], c[j], -1));
    for (int i = 0; i < C; ++i) {
      int E = 0, cnt = 1;
      for (int j = 0; j < C; ++j)
        if (j != i && overlap[j][i]) ++cnt;
      for (int j = 0; j < C; ++j)
        if (i != j && g[i][j]) {
          pdd aa, bb;
          CCinter(c[i], c[j], aa, bb);
          double A = atan2(aa.Y - c[i].O.Y, aa.X - c[i].O.X
              );
          double B = atan2(bb.Y - c[i].O.Y, bb.X - c[i].O.X
              );
          eve[E++] = Teve(bb, B, 1), eve[E++] = Teve(aa, A,
              -1);
          if (B > A) ++cnt;
        }
      if (E == 0)
        Area[cnt] += pi * c[i].R * c[i].R;
      else {
        sort(eve, eve + E);
        eve[E] = eve[0];
        for (int j = 0; j < E; ++j) {
          cnt += eve[j].add;
          Area[cnt] += cross(eve[j].p, eve[j + 1].p) * .5;
          double theta = eve[j + 1].ang - eve[j].ang;
          if (theta < 0) theta += 2. * pi;
          Area[cnt] += (theta - sin(theta)) * c[i].R * c[i
              ].R * .5;
        }
      }
    }
  }
};
```

8.13 3Dpoint*

```
struct Point {
  double x, y, z;
  Point(double _x = 0, double _y = 0, double _z = 0) : x(_x
      ), y(_y), z(_z) {}
  Point(pdd p) { x = p.X, y = p.Y, z = abs2(p); }
};
Point operator-(const Point &p1, const Point &p2) { return
    Point(p1.x - p2.x, p1.y - p2.y, p1.z - p2.z); }
Point cross(const Point &p1, const Point &p2) { return
    Point(p1.y * p2.z - p1.z * p2.y, p1.z * p2.x - p1.x *
    p2.z, p1.x * p2.y - p1.y * p2.x); }
double dot(const Point &p1, const Point &p2) { return p1.x
    * p2.x + p1.y * p2.y + p1.z * p2.z; }
double abs(const Point &a) { return sqrt(dot(a, a)); }
Point cross3(const Point &a, const Point &b, const Point &c
    ) { return cross(b - a, c - a); }
double area(Point a, Point b, Point c) { return abs(cross3(
    a, b, c)); }
double volume(Point a, Point b, Point c, Point d) { return
    dot(cross3(a, b, c), d - a); }
pdd proj(Point a, Point b, Point c, Point u) {
  // proj. u to the plane of a, b, and c
  Point e1 = b - a;
  Point e2 = c - a;
  e1 = e1 / abs(e1);
  e2 = e2 - e1 * dot(e2, e1);
  e2 = e2 / abs(e2);
  Point p = u - a;
  return pdd(dot(p, e1), dot(p, e2));
}
```

8.14 Convexhull3D*

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

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

8.15 Tangent line of two circles

```
vector<Line> go(const Cir &c1, const Cir &c2, int sign1) {
  // sign1 = 1 for outer tang, -1 for inter tang
  vector<Line> ret;
  double d_sq = norm2(c1.O - c2.O);
  if (d_sq < eps) return ret;
  double d = sqrt(d_sq);
  Pt v = (c2.O - c1.O) / d;
  double c = (c1.R - sign1 * c2.R) / d;
  if (c * c > 1) return ret;
  double h = sqrt(max(0.0, 1.0 - c * c));
  for (int sign2 = 1; sign2 >= -1; sign2 -= 2) {
    Pt n = {v.X * c - sign2 * h * v.Y, v.Y * c + sign2 * h
        * v.X};
    Pt p1 = c1.O + n * c1.R;
    Pt p2 = c2.O + n * (c2.R * sign1);
    if (fabs(p1.X - p2.X) < eps and fabs(p1.Y - p2.Y) < eps
        ) p2 = p1 + perp(c2.O - c1.O);
    ret.push_back({p1, p2});
  }
  return ret;
}
```

8.16 minMaxEnclosingRectangle

```
pdd solve(vector<pll> &dots) {
  vector<pll> hull;
  const double INF = 1e18, qi = acos(-1) / 2 * 3;
  cv.dots = dots;
  hull = cv.hull();
  double Max = 0, Min = INF, deg;
  ll n = hull.size();
  hull.pb(hull[0]);
  for (int i = 0, u = 1, r = 1, l; i < n; ++i) {
    pll nw = hull[i + 1] - hull[i];
    while (cross(nw, hull[u + 1] - hull[i]) > cross(nw,
        hull[u] - hull[i])) u = (u + 1) % n;
    while (dot(nw, hull[r + 1] - hull[i]) > dot(nw, hull[r]
         - hull[i])) r = (r + 1) % n;
    if (!i) l = (r + 1) % n;
    while (dot(nw, hull[l + 1] - hull[i]) < dot(nw, hull[l]
         - hull[i])) l = (l + 1) % n;
    Min = min(Min, (double)(dot(nw, hull[r] - hull[i]) -
        dot(nw, hull[l] - hull[i])) * cross(nw, hull[u] -
        hull[i]) / abs2(nw));
    deg = acos((double)dot(hull[r] - hull[l], hull[u] -
        hull[i]) / abs(hull[r] - hull[l]) / abs(hull[u] -
        hull[i]));
    deg = (qi - deg) / 2;
    Max = max(Max, (double)abs(hull[r] - hull[l]) * abs(
        hull[u] - hull[i]) * sin(deg) * sin(deg));
  }
  return pdd(Min, Max);
}
```

8.17 minDistOfTwoConvex

```
// p, q is convex
double TwoConvexHullMinDist(Point P[], Point Q[], int n,
    int m) {
  int YMinP = 0, YMaxQ = 0;
  double tmp, ans = 999999999;
  for (i = 0; i < n; ++i)
    if (P[i].y < P[YMinP].y) YMinP = i;
  for (i = 0; i < m; ++i)
    if (Q[i].y > Q[YMaxQ].y) YMaxQ = i;
  P[n] = P[0], Q[m] = Q[0];
  for (int i = 0; i < n; ++i) {
    while (tmp = Cross(Q[YMaxQ + 1] - P[YMinP + 1], P[YMinP
        ] - P[YMinP + 1]) > Cross(Q[YMaxQ] - P[YMinP + 1],
        P[YMinP] - P[YMinP + 1]))
      YMaxQ = (YMaxQ + 1) % m;
    if (tmp < 0)
      ans = min(ans, PointToSegDist(P[YMinP], P[YMinP + 1],
          Q[YMaxQ]));
    else
      ans = min(ans, TwoSegMinDist(P[YMinP], P[YMinP + 1],
          Q[YMaxQ], Q[YMaxQ + 1]));
    YMinP = (YMinP + 1) % n;
  }
  return ans;
}
```

8.18 Minkowski Sum*

```
vector<pll> Minkowski(vector<pll> A, vector<pll> B) {
  hull(A), hull(B);
  vector<pll> C(1, A[0] + B[0]), s1, s2;
  for (int i = 0; i < SZ(A); ++i) s1.pb(A[(i + 1) % SZ(A)]
      - A[i]);
  for (int i = 0; i < SZ(B); i++) s2.pb(B[(i + 1) % SZ(B)]
      - B[i]);
  for (int p1 = 0, p2 = 0; p1 < SZ(A) || p2 < SZ(B);)
    if (p2 >= SZ(B) || (p1 < SZ(A) && cross(s1[p1], s2[p2])
        >= 0))
      C.pb(C.back() + s1[p1++]);
    else
      C.pb(C.back() + s2[p2++]);
  return hull(C), C;
}
```

8.19 RotatingSweepLine

```
void rotatingSweepLine(vector<pii> &ps) {
  int n = SZ(ps);
  vector<int> id(n), pos(n);
  vector<pii> line(n * (n - 1) / 2);
  int m = 0;
  for (int i = 0; i < n; ++i)
    for (int j = i + 1; j < n; ++j) line[m++] = pii(i, j);
  sort(ALL(line), [&](const pii &a, const pii &b) -> bool {
    if (ps[a.X].X == ps[a.Y].X) return 0;
    if (ps[b.X].X == ps[b.Y].X) return 1;
    return (double)(ps[a.X].Y - ps[a.Y].Y) / (ps[a.X].X -
        ps[a.Y].X) < (double)(ps[b.X].Y - ps[b.Y].Y) / (ps[
        b.X].X - ps[b.Y].X);
  });
  iota(id, id + n, 0);
  sort(ALL(id), [&](const int &a, const int &b) { return ps
      [a] < ps[b]; });
  for (int i = 0; i < n; ++i) pos[id[i]] = i;
  for (int i = 0; i < m; ++i) {
    auto l = line[i];
    // meow
    tie(pos[l.X], pos[l.Y], id[pos[l.X]], id[pos[l.Y]]) =
        make_tuple(pos[l.Y], pos[l.X], l.Y, l.X);
  }
}
```

9 Else

9.1 Closest Pair

```
pair<double, double> p[50007], t[50007];
double solve(int l, int r) {
  if (l == r) return INF;
  int mid = (l + r) >> 1;
  double x = p[mid].first;
  double d = min(solve(l, mid), solve(mid + 1, r));
  int i = l, j = mid + 1, id = l;
  while (i <= mid || j <= r) {
    if (i <= mid && (j > r || p[i].second < p[j].second))
      t[id++] = p[i++];
    else
      t[id++] = p[j++];
  }
  for (int i = l; i <= r; i++) p[i] = t[i];
  vector<pair<double, double>> v;
  for (int i = l; i <= r; i++)
    if (abs(p[i].first - x) < d) v.push_back(p[i]);
  for (int i = 0; i < v.size(); i++) {
    for (int j = i + 1; j < v.size(); j++) {
      if (v[j].second - v[i].second >= d) break;
      d = min(d, sqrt((v[i].first - v[j].first) * (v[i].
          first - v[j].first) + (v[i].second - v[j].second)
           * (v[i].second - v[j].second)));
    }
  }
  return d;
}
main() {
  sort(p + 1, p + n + 1);
  solve(1, n);
}
```