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## Sublime Build

```
{
    "cmd" : ["g++ -std=c++14 -DSONIC $file_name -o
        $file_base_name && timeout 4s ./ $file_base_name<
        inputf.in>outputf.in"],
    "selector" : "source.cpp",
    "file_regex": "^(\\.[:]*):([0-9]+):?([0-9]+)??:?(.*)$",
    "shell": true,
    "working_dir" : "$file_path"
}
```

## vimrc

```
set mouse=a
set termguicolors
filetype plugin indent on
syntax on

" Some useful settings
set smartindent expandtab ignorecase smartcase
incsearch relativenumber nowrap autoread splitright
splitbelow
set tabstop=4      "the width of a tab
set shiftwidth=4   "the width for indent
colorscheme torte

"auto pair curlybraces
inoremap {<ENTER> }<LEFT><CR><ESC><S-o>

" mapping jj to esc
inoremap jj <ESC>

"compile and run using file input put
autocmd filetype cpp map <F5> :wa<CR>:!clear && g++ % -
    D LOCAL -std=c++17 -Wall -Wextra -Wconversion -
    Wshadow -Wfloat-equal -o ~/Codes/prog && (timeout 5
    ~/Codes/prog < ~/Codes/in) > ~/Codes/out<CR>
"copy to input file
map <F4> :!xclip -o -sel clip > ~/Codes/in <CR><CR>
map <F6> :vsplit ~/Codes/in<CR>:split ~/Codes/out<CR><C
-w>=20<C-w><<C-w><C-h>

" Leader key
let mapleader=',,'

" Copy template
noremap <Leader>t :!cp ~/Codes/temp.cpp %<CR><CR>
:autocmd BufNewFile *.cpp Or ~/Codes/temp.cpp
```

```
"note if vim-features +clipboard is not found, it will
not work
"for fast check :echo has('clipboard') = 0 if clipboard
features not present,
"need vim-gtk / vim-gtk3 package for this
set clipboard=unnamedplus
```

## 1 All Macros

```
//#pragma GCC optimize("Ofast")
//#pragma GCC optimization ("O3")
//#pragma comment(linker, "/stack:200000000")
//#pragma GCC optimize("unroll-loops")
//#pragma GCC target("sse,sse2,sse3,ssse3,sse4,popcnt,abm
,mmx,avx,tune=native")
```

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
//find_by_order(k) --> returns iterator to the kth
largest element counting from 0
//order_of_key(val) --> returns the number of items
in a set that are strictly smaller than our item
template <typename DT>
using ordered_set = tree <DT, null_type, less<DT>,
rb_tree_tag,tree_order_statistics_node_update>;
```

```
/*--- DEBUG TEMPLATE STARTS HERE ---*/
#ifdef LEL
void show(int x) {cerr << x;}
void show(long long x) {cerr << x;}
void show(double x) {cerr << x;}
void show(char x) {cerr << '\'' << x << '\'';}
void show(const string &x) {cerr << "\"" << x << "\"";}
void show(bool x) {cerr << (x ? "true" : "false");}
```

```
template<typename T, typename V>
void show(pair<T, V> x) { cerr << '{'; show(x.first);
    cerr << ", "; show(x.second); cerr << '}' ; }
template<typename T>
void show(T x) {int f = 0; cerr << "{"; for (auto &i: x)
    cerr << (f++ ? ", " : ""), show(i); cerr << "}";}
```

```
void debug_out(string s) {
    cerr << '\n';
}
template <typename T, typename... V>
void debug_out(string s, T t, V... v) {
    s.erase(remove(s.begin(), s.end(), ' '), s.end());
    cerr << " "; // 8 spaces
    cerr << s.substr(0, s.find(' '));
```

```
s = s.substr(s.find(',') + 1);
cerr << " = ";
show(t);
cerr << endl;
if(sizeof...(v)) debug_out(s, v...);
}
```

```
#define debug(x...) cerr << "LINE: " << __LINE__ << endl;
    debug_out(#x, x); cerr << endl;
#else
#define debug(x...)
#endif
```

## 2 DP

## 2.1 1D-1D

```
/// Author: anachor
```

```
#include <bits/stdc++.h>
using namespace std;
```

```
/// Solves dp[i] = min(dp[j] + cost(j+1, i)) given that
cost() is QF
```

```
long long solve1D(int n, long long cost(int, int)) {
    vector<long long> dp(n + 1), opt(n + 1);
    deque<pair<int, int>> dq;
    dq.push_back({0, 1});
    dp[0] = 0;
```

```
for (int i = 1; i <= n; i++) {
    opt[i] = dq.front().first;
    dp[i] = dp[opt[i]] + cost(opt[i] + 1, i);
    if (i == n) break;
```

```
    dq[0].second++;
    if (dq.size() > 1 && dq[0].second == dq[1].second) dq
        .pop_front();
```

```
int en = n;
while (dq.size()) {
    int o = dq.back().first, st = dq.back().second;
    if (dp[o] + cost(o + 1, st) >= dp[i] + cost(i + 1,
        st))
        dq.pop_back();
    else {
        int lo = st, hi = en;
        while (lo < hi) {
            int mid = (lo + hi + 1) / 2;
            if (dp[o] + cost(o + 1, mid) < dp[i] + cost(i +
                1, mid))
                lo = mid;
```

```

        else
            hi = mid - 1;
    }
    if (lo < n) dq.push_back({i, lo + 1});
    break;
}
en = st - 1;
}
if (dq.empty()) dq.push_back({i, i + 1});
}
return dp[n];
}

/// Solves https://open.kattis.com/problems/
coveredwalkway
const int N = 1e6 + 7;
long long x[N];
int c;
long long cost(int l, int r) { return (x[r] - x[l]) * (x[
    r] - x[l]) + c; }

int main() {
    ios::sync_with_stdio(false);
    cin.tie(0);

    int n;
    cin >> n >> c;
    for (int i = 1; i <= n; i++) cin >> x[i];
    cout << solve1D(n, cost) << endl;
}

```

## 2.2 Convex Hull Trick

```

struct line {
    ll m, c;
    line() {}
    line(ll m, ll c) : m(m), c(c) {}
};

struct convex_hull_trick {
    vector<line> lines;
    int ptr = 0;
    convex_hull_trick() {}
    bool bad(line a, line b, line c) {
        return 1.0 * (c.c - a.c) * (a.m - b.m) < 1.0 * (b.c -
            a.c) * (a.m - c.m);
    }
    void add(line L) {
        int sz = lines.size();
        while (sz >= 2 && bad(lines[sz - 2], lines[sz - 1], L
            )) {
            lines.pop_back();
        }
    }
}

```

```

        sz--;
    }
    lines.pb(L);
}

ll get(int idx, int x) { return (ll * lines[idx].m * x
    + lines[idx].c); }

ll query(int x) {
    if (lines.empty()) return 0;
    if (ptr >= lines.size()) ptr = lines.size() - 1;
    while (ptr < lines.size() - 1 && get(ptr, x) > get(
        ptr + 1, x)) ptr++;
    return get(ptr, x);
}

};
ll sum[MAX];
ll dp[MAX];
int arr[MAX];
int main() {
    fastio;
    int t;
    cin >> t;
    while (t--) {
        int n, a, b, c;
        cin >> n >> a >> b >> c;
        for (int i = 1; i <= n; i++) cin >> sum[i];
        for (int i = 1; i <= n; i++) dp[i] = 0, sum[i] += sum
            [i - 1];
        convex_hull_trick cht;
        cht.add(line(0, 0));
        for (int pos = 1; pos <= n; pos++) {
            dp[pos] = cht.query(sum[pos]) - 1ll * a * sqr(sum[
                pos]) - c;
            cht.add(line(2ll * a * sum[pos], dp[pos] - a * sqr(
                sum[pos])));
        }
        ll ans = (-1ll * dp[n]);
        ans += (1ll * sum[n] * b);
        cout << ans << "\n";
    }
}

```

## 2.3 Divide and Conquer dp

```

const int K = 805, N = 4005;
LL dp[2][N], _cost[N][N];
// 1-indexed for convenience
LL cost(int l, int r) {
    return _cost[r][r] - _cost[l - 1][r] - _cost[r][l - 1]
        + _cost[l - 1][l - 1] >> 1;
}

void compute(int cnt, int l, int r, int optl, int optr) {

```

```

    if (l > r) return;
    int mid = l + r >> 1;
    LL best = INT_MAX;
    int opt = -1;
    for (int i = optl; i <= min(mid, optr); i++) {
        LL cur = dp[cnt ^ 1][i - 1] + cost(i, mid);
        if (cur < best) best = cur, opt = i;
    }
    dp[cnt][mid] = best;
    compute(cnt, l, mid - 1, optl, opt);
    compute(cnt, mid + 1, r, opt, optr);
}

LL dnc_dp(int k, int n) {
    fill(dp[0] + 1, dp[0] + n + 1, INT_MAX);
    for (int cnt = 1; cnt <= k; cnt++) {
        compute(cnt & 1, 1, n, 1, n);
    }
    return dp[k & 1][n];
}

```

## 2.4 Knuth optimization

```

const int N = 1005;
LL dp[N][N], a[N];
int opt[N][N];
LL cost(int i, int j) { return a[j + 1] - a[i]; }
LL knuth_optimization(int n) {
    for (int i = 0; i < n; i++) {
        dp[i][i] = 0;
        opt[i][i] = i;
    }
    for (int i = n - 2; i >= 0; i--) {
        for (int j = i + 1; j < n; j++) {
            LL mn = LLONG_MAX;
            LL c = cost(i, j);
            for (int k = opt[i][j - 1]; k <= min(j - 1, opt[i +
                1][j]); k++) {
                if (mn > dp[i][k] + dp[k + 1][j] + c) {
                    mn = dp[i][k] + dp[k + 1][j] + c;
                    opt[i][j] = k;
                }
            }
            dp[i][j] = mn;
        }
    }
    return dp[0][n - 1];
}

```

## 2.5 Li Chao Tree

```

struct line {
    LL m, c;
}

```

```

    line(LL m = 0, LL c = 0) : m(m), c(c) {}
};
LL calc(line L, LL x) { return 1LL * L.m * x + L.c; }
struct node {
    LL m, c;
    line L;
    node *lft, *rt;
    node(LL m = 0, LL c = 0, node *lft = NULL, node *rt =
        NULL)
        : L(line(m, c)), lft(lft), rt(rt) {}
};
struct LiChao {
    node *root;
    LiChao() { root = new node(); }
    void update(node *now, int L, int R, line newline) {
        int mid = L + (R - L) / 2;
        line lo = now->L, hi = newline;
        if (calc(lo, L) > calc(hi, L)) swap(lo, hi);
        if (calc(lo, R) <= calc(hi, R)) {
            now->L = hi;
            return;
        }
        if (calc(lo, mid) < calc(hi, mid)) {
            now->L = hi;
            if (now->rt == NULL) now->rt = new node();
            update(now->rt, mid + 1, R, lo);
        } else {
            now->L = lo;
            if (now->lft == NULL) now->lft = new node();
            update(now->lft, L, mid, hi);
        }
    }
    LL query(node *now, int L, int R, LL x) {
        if (now == NULL) return -inf;
        int mid = L + (R - L) / 2;
        if (x <= mid)
            return max(calc(now->L, x), query(now->lft, L, mid,
                x));
        else
            return max(calc(now->L, x), query(now->rt, mid + 1,
                R, x));
    }
};

```

## 3 Data Structure

### 3.1 BIT-2D

```

const int N = 1008;
int bit[N][N], n, m;
int a[N][N], q;
void update(int x, int y, int val) {

```

```

    for (; x < N; x += -x & x)
        for (int j = y; j < N; j += -j & j) bit[x][j] += val;
}
int get(int x, int y) {
    int ans = 0;
    for (; x; x -= x & -x)
        for (int j = y; j; j -= j & -j) ans += bit[x][j];
    return ans;
}
int get(int x1, int y1, int x2, int y2) {
    return get(x2, y2) - get(x1 - 1, y2) - get(x2, y1 - 1)
        + get(x1 - 1, y1 - 1);
}

```

### 3.2 Divide And Conquer Query Offline

```

namespace up {
int l[N], r[N], u[N], v[N], tm;
void push(int _l, int _r, int _u, int _v) {
    l[tm] = _l, r[tm] = _r, u[tm] = _u, v[tm] = _v;
    tm++;
}
} // namespace up
namespace que {
int node[N], tm;
LL ans[N];
void push(int _node) { node[++tm] = _node; }
} // namespace que
namespace edge_set {
void push(int i) { dsu::merge(up::u[i], up::v[i]); }
void pop(int t) { dsu::rollback(t); }
int time() { return dsu::op.size(); }
LL query(int u) { return a[dsu::root(u)]; }
} // namespace edge_set
namespace dncq {
vector<int> tree[4 * N];
void update(int idx, int l = 0, int r = que::tm, int
    node = 1) {
    int ul = up::l[idx], ur = up::r[idx];
    if (r < ul || ur < l) return;
    if (ul <= l & r <= ur) {
        tree[node].push_back(idx);
        return;
    }
    int m = l + r >> 1;
    update(idx, l, m, node << 1);
    update(idx, m + 1, r, node << 1 | 1);
}
void dfs(int l = 0, int r = que::tm, int node = 1) {
    int cur = edge_set::time();
    for (int e : tree[node]) edge_set::push(e);
}

```

```

if (l == r) {
    que::ans[l] = edge_set::query(que::node[l]);
} else {
    int m = l + r >> 1;
    dfs(l, m, node << 1);
    dfs(m + 1, r, node << 1 | 1);
}
edge_set::pop(cur);
}
} // namespace dncq
void push_updates() {
    for (int i = 0; i < up::tm; i++) dncq::update(i);
}

```

### 3.3 MO with Update

```

const int N = 1e5 + 5, sz = 2700, bs = 25;
int arr[N], freq[2 * N], cnt[2 * N], id[N], ans[N];
struct query {
    int l, r, t, L, R;
    query(int l = 1, int r = 0, int t = 1, int id = -1)
        : l(l), r(r), t(t), L(l / sz), R(r / sz) {}
    bool operator<(const query &rhs) const {
        return (L < rhs.L || (L == rhs.L & R < rhs.R) ||
            (L == rhs.L & R == rhs.R & t < rhs.t));
    }
} Q[N];
struct update {
    int idx, val, last;
} Up[N];
int qi = 0, ui = 0;
int l = 1, r = 0, t = 0;

void add(int idx) {
    --cnt[freq[arr[idx]]];
    freq[arr[idx]]++;
    cnt[freq[arr[idx]]]++;
}
void remove(int idx) {
    --cnt[freq[arr[idx]]];
    freq[arr[idx]]--;
    cnt[freq[arr[idx]]]++;
}
void apply(int t) {
    const bool f = l <= Up[t].idx & Up[t].idx <= r;
    if (f) remove(Up[t].idx);
    arr[Up[t].idx] = Up[t].val;
    if (f) add(Up[t].idx);
}
void undo(int t) {
    const bool f = l <= Up[t].idx & Up[t].idx <= r;
}

```

```

    if (f) remove(Up[t].idx);
    arr[Up[t].idx] = Up[t].last;
    if (f) add(Up[t].idx);
}
int mex() {
    for (int i = 1; i <= N; i++)
        if (!cnt[i]) return i;
    assert(0);
}
int main() {
    int n, q;
    cin >> n >> q;
    int counter = 0;
    map<int, int> M;
    for (int i = 1; i <= n; i++) {
        cin >> arr[i];
        if (!M[arr[i]]) M[arr[i]] = ++counter;
        arr[i] = M[arr[i]];
    }
    iota(id, id + N, 0);
    while (q--) {
        int tp, x, y;
        cin >> tp >> x >> y;
        if (tp == 1)
            Q[++qi] = query(x, y, ui);
        else {
            if (!M[y]) M[y] = ++counter;
            y = M[y];
            Up[++ui] = {x, y, arr[x]};
            arr[x] = y;
        }
    }
    t = ui;
    cnt[0] = 3 * n;
    sort(id + 1, id + qi + 1, [&](int x, int y) { return Q[x] < Q[y]; });
    for (int i = 1; i <= qi; i++) {
        int x = id[i];
        while (Q[x].t > t) apply(++t);
        while (Q[x].t < t) undo(t--);
        while (Q[x].l < 1) add(--l);
        while (Q[x].r > r) add(++r);
        while (Q[x].l > 1) remove(l++);
        while (Q[x].r < r) remove(r--);
        ans[x] = mex();
    }
    for (int i = 1; i <= qi; i++) cout << ans[i] << '\n';
}

```

### 3.4 Merge Sort Tree

```

vector<LL> Tree[4 * MAXN];
LL arr[MAXN];

vector<LL> merge(vector<LL> v1, vector<LL> v2) {
    LL i = 0, j = 0;
    vector<LL> ret;

    while (i < v1.size() || j < v2.size()) {
        if (i == v1.size()) {
            ret.push_back(v2[j]);
            j++;
        } else if (j == v2.size()) {
            ret.push_back(v1[i]);
            i++;
        } else {
            if (v1[i] < v2[j]) {
                ret.push_back(v1[i]);
                i++;
            } else {
                ret.push_back(v2[j]);
                j++;
            }
        }
    }

    return ret;
}

void Build(LL node, LL bg, LL ed) {
    if (bg == ed) {
        Tree[node].push_back(arr[bg]);
        return;
    }

    LL leftNode = 2 * node, rightNode = 2 * node + 1;
    LL mid = (bg + ed) / 2;

    Build(leftNode, bg, mid);
    Build(rightNode, mid + 1, ed);

    Tree[node] = merge(Tree[leftNode], Tree[rightNode]);
}

LL query(LL node, LL bg, LL ed, LL l, LL r, LL k) {
    if (ed < l || bg > r) return 0;

    if (l <= bg && ed <= r)
        return upper_bound(Tree[node].begin(), Tree[node].end(), k) -
            Tree[node].begin();
}

```

```

LL leftNode = 2 * node, rightNode = 2 * node + 1;
LL mid = (bg + ed) / 2;

return query(leftNode, bg, mid, l, r, k) +
        query(rightNode, mid + 1, ed, l, r, k);
}

```

### 3.5 SparseTable (Rectangle Query)

```

#include <bits/stdc++.h>
using namespace std;

const int MAXN = 505;
const int LOGN = 9;

// O(n^2 (logn)^2)
// Supports Rectangular Query
int A[MAXN][MAXN];
int M[MAXN][MAXN][LOGN][LOGN];

void Build2DSparse(int N) {
    for (int i = 1; i <= N; i++) {
        for (int j = 1; j <= N; j++) {
            M[i][j][0][0] = A[i][j];
        }
        for (int q = 1; (1 << q) <= N; q++) {
            int add = 1 << (q - 1);
            for (int j = 1; j + add <= N; j++) {
                M[i][j][q][0] = max(M[i][j][q - 1][0], M[i][j + add][q - 1][0]);
            }
        }
    }

    for (int p = 1; (1 << p) <= N; p++) {
        int add = 1 << (p - 1);
        for (int i = 1; i + add <= N; i++) {
            for (int q = 0; (1 << q) <= N; q++) {
                for (int j = 1; j <= N; j++) {
                    M[i][j][p][q] = max(M[i][j][p - 1][q], M[i + add][j][p - 1][q]);
                }
            }
        }
    }
}

// returns max of all A[i][j], where x1<=i<=x2 and y1<=j<=y2
int Query(int x1, int y1, int x2, int y2) {

```

```

int kX = log2(x2 - x1 + 1);
int kY = log2(y2 - y1 + 1);
int addX = 1 << kX;
int addY = 1 << kY;

int ret1 = max(M[x1][y1][kX][kY], M[x1][y2 - addY + 1][kX][kY]);
int ret2 = max(M[x2 - addX + 1][y1][kX][kY], M[x2 - addX + 1][y2 - addY + 1][kX][kY]);
return max(ret1, ret2);
}

```

### 3.6 Segment Tree

```
const int N = 1000006;
```

```

using DT = LL;
using LT = LL;
constexpr DT I = 0;
constexpr LT None = 0;
DT val[4 * N];
LT lazy[4 * N];
int L, R;

```

```

void pull(int s, int e, int node) {
    val[node] = val[node << 1] + val[node << 1 | 1];
}

void apply(const LT &U, int s, int e, int node) {
    val[node] += (e - s + 1) * U;
    lazy[node] += U;
}

void reset(int node) { lazy[node] = None; }

DT merge(const DT &a, const DT &b) { return a + b; }
DT get(int s, int e, int node) { return val[node]; }
void push(int s, int e, int node) {
    if (s == e) return;
    apply(lazy[node], s, s + e >> 1, node << 1);
    apply(lazy[node], s + e + 2 >> 1, e, node << 1 | 1);
    reset(node);
}

void build(int s, int e, vector<DT> &v, int node = 1) {
    int m = s + e >> 1;
    if (s == e) {
        val[node] = v[s];
        return;
    }
    build(s, m, v, node * 2);
    build(m + 1, e, v, node * 2 + 1);
    pull(s, e, node);
}

```

```

void update(int S, int E, LT uval, int s = L, int e = R,
            int node = 1) {
    if (S > E) return;
    if (S == s and E == e) {
        apply(uval, s, e, node);
        return;
    }
    push(s, e, node);
    int m = s + e >> 1;
    update(S, min(m, E), uval, s, m, node * 2);
    update(max(S, m + 1), E, uval, m + 1, e, node * 2 + 1);
    pull(s, e, node);
}

DT query(int S, int E, int s = L, int e = R, int node = 1) {
    if (S > E) return I;
    if (s == S and e == E) return get(s, e, node);
    push(s, e, node);
    int m = s + e >> 1;
    DT L = query(S, min(m, E), s, m, node * 2);
    DT R = query(max(S, m + 1), E, m + 1, e, node * 2 + 1);
    return merge(L, R);
}

void init(int _L, int _R, vector<DT> &v) {
    L = _L, R = _R;
    build(L, R, v);
}

```

### 3.7 Persistent Segment Tree

```

struct Node {
    Node *l, *r;
    int sum;

    Node(int val) : l(nullptr), r(nullptr), sum(val) {}
    Node(Node* l, Node* r) : l(l), r(r), sum(0) {
        if (l) sum += l->sum;
        if (r) sum += r->sum;
    }
};

int a[MAXN];
Node* root[MAXN];

Node* Build(int bg, int ed) {
    if (bg == ed) return new Node(a[bg]);
    int mid = (bg + ed) / 2;
    return new Node(Build(bg, mid), Build(mid + 1, ed));
}

int Query(Node* v, int bg, int ed, int l, int r) {

```

```

    if (l > ed || r < bg) return 0;
    if (l <= bg && ed <= r) return v->sum;
    int mid = (bg + ed) / 2;
    return Query(v->l, bg, mid, l, r) + Query(v->r, mid + 1, ed, l, r);
}

Node* Update(Node* v, int bg, int ed, int pos, int new_val) {
    if (bg == ed) return new Node(v->sum + new_val);
    int mid = (bg + ed) / 2;
    if (pos <= mid)
        return new Node(Update(v->l, bg, mid, pos, new_val), v->r);
    else
        return new Node(v->l, Update(v->r, mid + 1, ed, pos, new_val));
}

```

### 3.8 Implicit Segment Tree

```

struct node {
    int val;
    node *lft, *rt;
    node() {}
    node(int val = 0) : val(val), lft(NULL), rt(NULL) {}
};

struct implicit_segtree {
    node *root;
    implicit_segtree() {}
    implicit_segtree(int n) {
        root = new node(n);
    }
    void update(node *now, int L, int R, int idx, int val) {
        if (L == R) {
            now -> val += val;
            return;
        }
        int mid = L + (R - L) / 2;
        if (now->lft == NULL) now->lft = new node(mid - L + 1);
        if (now->rt == NULL) now->rt = new node(R - mid);
        if (idx <= mid) update(now->lft, L, mid, idx, val);
        else update(now->rt, mid + 1, R, idx, val);
        now->val = (now->lft)->val + (now->rt)->val;
    }

    int query(node *now, int L, int R, int k) {
        if (L == R) return L;

```

```

int mid = L + (R - L) / 2;
if (now->lft == NULL) now->lft = new node(mid - L + 1);
if (now->rt == NULL) now->rt = new node(R - mid);
if (k <= (now->lft)->val) return query(now->lft, L, mid, k);
else return query(now->rt, mid + 1, R, k - (now->lft)->val);
}
};

```

### 3.9 HashTable

```

#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>
using namespace std;
using namespace __gnu_pbds;

const int RANDOM = chrono::high_resolution_clock::now().time_since_epoch().count();
unsigned hash_f(unsigned x) {
    x = ((x >> 16) ^ x) * 0x45d9f3b;
    x = ((x >> 16) ^ x) * 0x45d9f3b;
    x = (x >> 16) ^ x;
    return x;
}

unsigned hash_combine(unsigned a, unsigned b) { return a * 31 + b; }
struct chash {
    int operator()(int x) const { return hash_f(x); }
};
typedef gp_hash_table<int, int, chash> gp;
gp table;

```

### 3.10 DSU With Rollbacks

```

struct Rollback_DSU {
    int n;
    vector<int> par, sz;
    vector<pair<int, int>> op;
    Rollback_DSU(int n) : par(n), sz(n, 1) {
        iota(par.begin(), par.end(), 0);
        op.reserve(n);
    }
    int Anc(int node) {
        for (; node != par[node]; node = par[node])
            ; // no path compression
        return node;
    }
    void Unite(int x, int y) {

```

```

        if (sz[x = Anc(x)] < sz[y = Anc(y)]) swap(x, y);
        op.emplace_back(x, y);
        par[y] = x;
        sz[x] += sz[y];
    }
    void Undo(int t) {
        for (; op.size() > t; op.pop_back()) {
            par[op.back().second] = op.back().second;
            sz[op.back().first] -= sz[op.back().second];
        }
    }
};

```

### 3.11 Binary Trie

```

const int N = 1e7 + 5, b = 30;
int tc = 1;
struct node {
    int vis = 0;
    int to[2] = {0, 0};
    int val[2] = {0, 0};
    void update() {
        to[0] = to[1] = 0;
        val[0] = val[1] = 0;
        vis = tc;
    }
} T[N + 2];
node *root = T;
int ptr = 0;
node *nxt(node *cur, int x) {
    if (cur->to[x] == 0) cur->to[x] = ++ptr;
    assert(ptr < N);
    int idx = cur->to[x];
    if (T[idx].vis < tc) T[idx].update();
    return T + idx;
}
int query(int j, int aj) {
    int ans = 0, jaj = j ^ aj;
    node *cur = root;
    for (int k = b - 1; ~k; k--) {
        maximize(ans, nxt(cur, (jaj >> k & 1) ^ 1)->val[1 ^ (aj >> k & 1)]);
        cur = nxt(cur, (jaj >> k & 1));
    }
    return ans;
}
void insert(int j, int aj, int val) {
    int jaj = j ^ aj;
    node *cur = root;
    for (int k = b - 1; ~k; k--) {
        cur = nxt(cur, (jaj >> k & 1));

```

```

        maximize(cur->val[j >> k & 1], val);
    }
}
void clear() {
    tc++;
    ptr = 0;
    root->update();
}

```

## 4 Geometry

### 4.1 Point

```

typedef double Tf;
typedef double Ti; /// use long long for exactness
const Tf PI = acos(-1), EPS = 1e-9;
int dcmp(Tf x) { return abs(x) < EPS ? 0 : (x < 0 ? -1 : 1); }

struct Point {
    Ti x, y;
    Point(Ti x = 0, Ti y = 0) : x(x), y(y) {}

    Point operator+(const Point& u) const { return Point(x + u.x, y + u.y); }
    Point operator-(const Point& u) const { return Point(x - u.x, y - u.y); }
    Point operator*(const LL u) const { return Point(x * u, y * u); }
    Point operator*(const Tf u) const { return Point(x * u, y * u); }
    Point operator/(const Tf u) const { return Point(x / u, y / u); }

    bool operator==(const Point& u) const { return dcmp(x - u.x) == 0 && dcmp(y - u.y) == 0; }
    bool operator!=(const Point& u) const { return !(*this == u); }
    bool operator<(const Point& u) const { return dcmp(x - u.x) < 0 || (dcmp(x - u.x) == 0 && dcmp(y - u.y) < 0); }
};

Ti dot(Point a, Point b) { return a.x * b.x + a.y * b.y; }
Ti cross(Point a, Point b) { return a.x * b.y - a.y * b.x; }
Tf length(Point a) { return sqrt(dot(a, a)); }
Ti sqLength(Point a) { return dot(a, a); }
Tf distance(Point a, Point b) { return length(a - b); }
Tf angle(Point u) { return atan2(u.y, u.x); }

```



```

// returns angle between oa, ob in (-PI, PI]
Tf angleBetween(Point a, Point b) {
    Tf ans = angle(b) - angle(a);
    return ans <= -PI ? ans + 2 * PI : (ans > PI ? ans - 2
        * PI : ans);
}
// Rotate a ccw by rad radians, Tf Ti same
Point rotate(Point a, Tf rad) {
    return Point(a.x * cos(rad) - a.y * sin(rad),
        a.x * sin(rad) + a.y * cos(rad));
}
// rotate a ccw by angle th with cos(th) = co && sin(th)
// = si, tf ti same
Point rotatePrecise(Point a, Tf co, Tf si) {
    return Point(a.x * co - a.y * si, a.y * co + a.x * si);
}
Point rotate90(Point a) { return Point(-a.y, a.x); }
// scales vector a by s such that length of a becomes s,
// Tf Ti same
Point scale(Point a, Tf s) { return a / length(a) * s; }
// returns an unit vector perpendicular to vector a, Tf
// Ti same
Point normal(Point a) {
    Tf l = length(a);
    return Point(-a.y / l, a.x / l);
}
// returns 1 if c is left of ab, 0 if on ab && -1 if
// right of ab
int orient(Point a, Point b, Point c) { return dcmp(cross
    (b - a, c - a)); }
/// Use as sort(v.begin(), v.end(), polarComp(0, dir))
/// Polar comparator around 0 starting at direction dir
struct polarComp {
    Point O, dir;
    polarComp(Point O = Point(0, 0), Point dir = Point(1,
        0)) : O(O), dir(dir) {}
    bool half(Point p) {
        return dcmp(cross(dir, p)) < 0 ||
            (dcmp(cross(dir, p)) == 0 && dcmp(dot(dir, p))
                > 0);
    }
    bool operator()(Point p, Point q) {
        return make_tuple(half(p), 0) < make_tuple(half(q),
            cross(p, q));
    }
};
struct Segment {
    Point a, b;
    Segment(Point aa, Point bb) : a(aa), b(bb) {}
};

```

```

};
typedef Segment Line;
struct Circle {
    Point o;
    Tf r;
    Circle(Point o = Point(0, 0), Tf r = 0) : o(o), r(r) {}
    // returns true if point p is in || on the circle
    bool contains(Point p) { return dcmp(sqLength(p - o) -
        r * r) <= 0; }
    // returns a point on the circle rad radians away from
    // +X CCW
    Point point(Tf rad) {
        static_assert(is_same<Tf, Ti>::value);
        return Point(o.x + cos(rad) * r, o.y + sin(rad) * r);
    }
    // area of a circular sector with central angle rad
    Tf area(Tf rad = PI + PI) { return rad * r * r / 2; }
    // area of the circular sector cut by a chord with
    // central angle alpha
    Tf sector(Tf alpha) { return r * r * 0.5 * (alpha - sin
        (alpha)); }
};

```

## 4.2 Linear

```

// **** LINE LINE INTERSECTION START ****
// returns true if point p is on segment s
bool onSegment(Point p, Segment s) {
    return dcmp(cross(s.a - p, s.b - p)) == 0 && dcmp(dot(s
        .a - p, s.b - p)) <= 0;
}
// returns true if segment p && q touch or intersect
bool segmentsIntersect(Segment p, Segment q) {
    if (onSegment(p.a, q) || onSegment(p.b, q)) return true
        ;
    if (onSegment(q.a, p) || onSegment(q.b, p)) return true
        ;

    Ti c1 = cross(p.b - p.a, q.a - p.a);
    Ti c2 = cross(p.b - p.a, q.b - p.a);
    Ti c3 = cross(q.b - q.a, p.a - q.a);
    Ti c4 = cross(q.b - q.a, p.b - q.a);
    return dcmp(c1) * dcmp(c2) < 0 && dcmp(c3) * dcmp(c4) <
        0;
}
bool linesParallel(Line p, Line q) {
    return dcmp(cross(p.b - p.a, q.b - q.a)) == 0;
}
// lines are represented as a ray from a point: (point,
// vector)

```

```

// returns false if two lines (p, v) && (q, w) are
// parallel or collinear
// true otherwise, intersection point is stored at o via
// reference, Tf Ti Same
bool lineLineIntersection(Point p, Point v, Point q,
    Point w, Point& o) {
    if (dcmp(cross(v, w)) == 0) return false;
    Point u = p - q;
    o = p + v * (cross(w, u) / cross(v, w));
    return true;
}
// returns false if two lines p && q are parallel or
// collinear
// true otherwise, intersection point is stored at o via
// reference
bool lineLineIntersection(Line p, Line q, Point& o) {
    return lineLineIntersection(p.a, p.b - p.a, q.a, q.b -
        q.a, o);
}
// returns the distance from point a to line l
// **** LINE LINE INTERSECTION FINISH ****
Tf distancePointLine(Point p, Line l) {
    return abs(cross(l.b - l.a, p - l.a) / length(l.b - l.a
        ));
}
// returns the shortest distance from point a to segment
// s
Tf distancePointSegment(Point p, Segment s) {
    if (s.a == s.b) return length(p - s.a);
    Point v1 = s.b - s.a, v2 = p - s.a, v3 = p - s.b;
    if (dcmp(dot(v1, v2)) < 0)
        return length(v2);
    else if (dcmp(dot(v1, v3)) > 0)
        return length(v3);
    else
        return abs(cross(v1, v2) / length(v1));
}
// returns the shortest distance from segment p to
// segment q
Tf distanceSegmentSegment(Segment p, Segment q) {
    if (segmentsIntersect(p, q)) return 0;
    Tf ans = distancePointSegment(p.a, q);
    ans = min(ans, distancePointSegment(p.b, q));
    ans = min(ans, distancePointSegment(q.a, p));
    ans = min(ans, distancePointSegment(q.b, p));
    return ans;
}
// returns the projection of point p on line l, Tf Ti
// Same
Point projectPointLine(Point p, Line l) {

```



```

Point v = l.b - l.a;
return l.a + v * ((Tf)dot(v, p - l.a) / dot(v, v));
}

```

### 4.3 Circular

```

// Extremely inaccurate for finding near touches
// compute intersection of line l with circle c
// The intersections are given in order of the ray (l.a,
// l.b), Tf Ti same
vector<Point> circleLineIntersection(Circle c, Line l) {
    vector<Point> ret;
    Point b = l.b - l.a, a = l.a - c.o;
    Tf A = dot(b, b), B = dot(a, b);
    Tf C = dot(a, a) - c.r * c.r, D = B * B - A * C;
    if (D < -EPS) return ret;
    ret.push_back(l.a + b * (-B - sqrt(D + EPS)) / A);
    if (D > EPS) ret.push_back(l.a + b * (-B + sqrt(D)) / A);
    return ret;
}

// signed area of intersection of circle(c.o, c.r) &&
// triangle(c.o, s.a, s.b) [cross(a-o, b-o)/2]
Tf circleTriangleIntersectionArea(Circle c, Segment s) {
    using Linear::distancePointSegment;
    Tf OA = length(c.o - s.a);
    Tf OB = length(c.o - s.b);
    // sector
    if (dcmp(distancePointSegment(c.o, s) - c.r) >= 0)
        return angleBetween(s.a - c.o, s.b - c.o) * (c.r * c.r) / 2.0;
    // triangle
    if (dcmp(OA - c.r) <= 0 && dcmp(OB - c.r) <= 0)
        return cross(c.o - s.b, s.a - s.b) / 2.0;
    // three part: (A, a) (a, b) (b, B)
    vector<Point> Sect = circleLineIntersection(c, s);
    return circleTriangleIntersectionArea(c, Segment(s.a,
        Sect[0])) +
        circleTriangleIntersectionArea(c, Segment(Sect
            [0], Sect[1])) +
        circleTriangleIntersectionArea(c, Segment(Sect
            [1], s.b));
}

// area of intersecion of circle(c.o, c.r) && simple
// polyson(p[])
Tf circlePolyIntersectionArea(Circle c, Polygon p) {
    Tf res = 0;
    int n = p.size();
    for (int i = 0; i < n; ++i)
        res += circleTriangleIntersectionArea(c, Segment(p[i], p[(i + 1) % n]));
}

```

```

return abs(res);
}

// locates circle c2 relative to c1
// interior (d < R - r) ----> -2
// interior tangents (d = R - r) ----> -1
// concentric (d = 0)
// secants (R - r < d < R + r) ----> 0
// exterior tangents (d = R + r) ----> 1
// exterior (d > R + r) ----> 2
int circleCirclePosition(Circle c1, Circle c2) {
    Tf d = length(c1.o - c2.o);
    int in = dcmp(d - abs(c1.r - c2.r)), ex = dcmp(d - (c1.r + c2.r));
    return in < 0 ? -2 : in == 0 ? -1 : ex == 0 ? 1 : ex > 0 ? 2 : 0;
}

// compute the intersection points between two circles c1
// && c2, Tf Ti same
vector<Point> circleCircleIntersection(Circle c1, Circle c2) {
    vector<Point> ret;
    Tf d = length(c1.o - c2.o);
    if (dcmp(d) == 0) return ret;
    if (dcmp(c1.r + c2.r - d) < 0) return ret;
    if (dcmp(abs(c1.r - c2.r) - d) > 0) return ret;

    Point v = c2.o - c1.o;
    Tf co = (c1.r * c1.r + sqLength(v) - c2.r * c2.r) / (2 * c1.r * length(v));
    Tf si = sqrt(abs(1.0 - co * co));
    Point p1 = scale(rotatePrecise(v, co, -si), c1.r) + c1.o;
    Point p2 = scale(rotatePrecise(v, co, si), c1.r) + c1.o;

    ret.push_back(p1);
    if (p1 != p2) ret.push_back(p2);
    return ret;
}

// intersection area between two circles c1, c2
Tf circleCircleIntersectionArea(Circle c1, Circle c2) {
    Point AB = c2.o - c1.o;
    Tf d = length(AB);
    if (d >= c1.r + c2.r) return 0;
    if (d + c1.r <= c2.r) return PI * c1.r * c1.r;
    if (d + c2.r <= c1.r) return PI * c2.r * c2.r;

    Tf alpha1 = acos((c1.r * c1.r + d * d - c2.r * c2.r) / (2.0 * c1.r * d));
}

```

```

Tf alpha2 = acos((c2.r * c2.r + d * d - c1.r * c1.r) / (2.0 * c2.r * d));
return c1.sector(2 * alpha1) + c2.sector(2 * alpha2);
}

// returns tangents from a point p to circle c, Tf Ti same
vector<Point> pointCircleTangents(Point p, Circle c) {
    vector<Point> ret;
    Point u = c.o - p;
    Tf d = length(u);
    if (d < c.r)
        ;
    else if (dcmp(d - c.r) == 0) {
        ret = {rotate(u, PI / 2)};
    } else {
        Tf ang = asin(c.r / d);
        ret = {rotate(u, -ang), rotate(u, ang)};
    }
    return ret;
}

// returns the points on tangents that touches the circle
// , Tf Ti Same
vector<Point> pointCircleTangencyPoints(Point p, Circle c) {
    Point u = p - c.o;
    Tf d = length(u);
    if (d < c.r)
        return {};
    else if (dcmp(d - c.r) == 0)
        return {c.o + u};
    else {
        Tf ang = acos(c.r / d);
        u = u / length(u) * c.r;
        return {c.o + rotate(u, -ang), c.o + rotate(u, ang)};
    }
}

// for two circles c1 && c2, returns two list of points a
// && b
// such that a[i] is on c1 && b[i] is c2 && for every i
// Line(a[i], b[i]) is a tangent to both circles
// CAUTION: a[i] = b[i] in case they touch | -1 for c1 = c2
int circleCircleTangencyPoints(Circle c1, Circle c2,
    vector<Point> &a,
    vector<Point> &b) {
    a.clear(), b.clear();
    int cnt = 0;
    if (dcmp(c1.r - c2.r) < 0) {
        swap(c1, c2);
        swap(a, b);
    }
}

```

```

}
Tf d2 = sqLength(c1.o - c2.o);
Tf rdif = c1.r - c2.r, rsum = c1.r + c2.r;
if (dcmp(d2 - rdif * rdif) < 0) return 0;
if (dcmp(d2) == 0 && dcmp(c1.r - c2.r) == 0) return -1;

Tf base = angle(c2.o - c1.o);
if (dcmp(d2 - rdif * rdif) == 0) {
    a.push_back(c1.point(base));
    b.push_back(c2.point(base));
    cnt++;
    return cnt;
}

Tf ang = acos((c1.r - c2.r) / sqrt(d2));
a.push_back(c1.point(base + ang));
b.push_back(c2.point(base + ang));
cnt++;
a.push_back(c1.point(base - ang));
b.push_back(c2.point(base - ang));
cnt++;

if (dcmp(d2 - rsum * rsum) == 0) {
    a.push_back(c1.point(base));
    b.push_back(c2.point(PI + base));
    cnt++;
} else if (dcmp(d2 - rsum * rsum) > 0) {
    Tf ang = acos((c1.r + c2.r) / sqrt(d2));
    a.push_back(c1.point(base + ang));
    b.push_back(c2.point(PI + base + ang));
    cnt++;
    a.push_back(c1.point(base - ang));
    b.push_back(c2.point(PI + base - ang));
    cnt++;
}
return cnt;
}

```

#### 4.4 Convex

```

// minkowski sum of two polygons in O(n)
Polygon minkowskiSum(Polygon A, Polygon B) {
    int n = A.size(), m = B.size();
    rotate(A.begin(), min_element(A.begin(), A.end()), A.end());
    rotate(B.begin(), min_element(B.begin(), B.end()), B.end());

    A.push_back(A[0]);
    B.push_back(B[0]);
    for (int i = 0; i < n; i++) A[i] = A[i + 1] - A[i];

```

```

    for (int i = 0; i < m; i++) B[i] = B[i + 1] - B[i];

    Polygon C(n + m + 1);
    C[0] = A.back() + B.back();
    merge(A.begin(), A.end() - 1, B.begin(), B.end() - 1, C.begin() + 1,
        polarComp(Point(0, 0), Point(0, -1)));
    for (int i = 1; i < C.size(); i++) C[i] = C[i] + C[i - 1];
    C.pop_back();
    return C;
}

// finds the rectangle with minimum area enclosing a convex polygon
// the rectangle with minimum perimeter enclosing a convex polygon
// Tf Ti Same
pair<Tf, Tf> rotatingCalipersBoundingBox(const Polygon &p) {
    using Linear::distancePointLine;
    int n = p.size();
    int l = 1, r = 1, j = 1;
    Tf area = 1e100;
    Tf perimeter = 1e100;
    for (int i = 0; i < n; i++) {
        Point v = (p[(i + 1) % n] - p[i]) / length(p[(i + 1) % n] - p[i]);
        while (dcmp(dot(v, p[r % n] - p[i]) - dot(v, p[(r + 1) % n] - p[i])) < 0)
            r++;
        while (j < r || dcmp(cross(v, p[j % n] - p[i]) - cross(v, p[(j + 1) % n] - p[i])) < 0)
            j++;
        while (l < j || dcmp(dot(v, p[l % n] - p[i]) - dot(v, p[(l + 1) % n] - p[i])) > 0)
            l++;
        Tf w = dot(v, p[r % n] - p[i]) - dot(v, p[l % n] - p[i]);
        Tf h = distancePointLine(p[j % n], Line(p[i], p[(i + 1) % n]));
        area = min(area, w * h);
        perimeter = min(perimeter, 2 * w + 2 * h);
    }
    return make_pair(area, perimeter);
}

// returns the left side of polygon u after cutting it by ray a->b
Polygon cutPolygon(Polygon u, Point a, Point b) {

```

```

    using Linear::lineLineIntersection;
    using Linear::onSegment;

    Polygon ret;
    int n = u.size();
    for (int i = 0; i < n; i++) {
        Point c = u[i], d = u[(i + 1) % n];
        if (dcmp(cross(b - a, c - a)) >= 0) ret.push_back(c);
        if (dcmp(cross(b - a, d - c)) != 0) {
            Point t;
            lineLineIntersection(a, b - a, c, d - c, t);
            if (onSegment(t, Segment(c, d))) ret.push_back(t);
        }
    }
    return ret;
}

// returns true if point p is in or on triangle abc
bool pointInTriangle(Point a, Point b, Point c, Point p) {
    return dcmp(cross(b - a, p - a)) >= 0 && dcmp(cross(c - b, p - b)) >= 0 && dcmp(cross(a - c, p - c)) >= 0;
}

// pt must be in ccw order with no three collinear points
// returns inside = -1, on = 0, outside = 1
int pointInConvexPolygon(const Polygon &pt, Point p) {
    int n = pt.size();
    assert(n >= 3);

    int lo = 1, hi = n - 1;
    while (hi - lo > 1) {
        int mid = (lo + hi) / 2;
        if (dcmp(cross(pt[mid] - pt[0], p - pt[0])) > 0)
            lo = mid;
        else
            hi = mid;
    }

    bool in = pointInTriangle(pt[0], pt[lo], pt[hi], p);
    if (!in) return 1;

    if (dcmp(cross(pt[lo] - pt[lo - 1], p - pt[lo - 1])) == 0) return 0;
    if (dcmp(cross(pt[hi] - pt[lo], p - pt[lo])) == 0) return 0;
    if (dcmp(cross(pt[hi] - pt[(hi + 1) % n], p - pt[(hi + 1) % n])) == 0) return 0;
    return -1;
}

```

```

// Extreme Point for a direction is the farthest point in
// that direction
// u is the direction for extremeness
int extremePoint(const Polygon &poly, Point u) {
    int n = (int)poly.size();
    int a = 0, b = n;
    while (b - a > 1) {
        int c = (a + b) / 2;
        if (dcmp(dot(poly[c] - poly[(c + 1) % n], u)) >= 0 &&
            dcmp(dot(poly[c] - poly[(c - 1 + n) % n], u)) >=
                0) {
            return c;
        }

        bool a_up = dcmp(dot(poly[(a + 1) % n] - poly[a], u))
            >= 0;
        bool c_up = dcmp(dot(poly[(c + 1) % n] - poly[c], u))
            >= 0;
        bool a_above_c = dcmp(dot(poly[a] - poly[c], u)) > 0;

        if (a_up && !c_up)
            b = c;
        else if (!a_up && c_up)
            a = c;
        else if (a_up && c_up) {
            if (a_above_c)
                b = c;
            else
                a = c;
        } else {
            if (!a_above_c)
                b = c;
            else
                a = c;
        }
    }

    if (dcmp(dot(poly[a] - poly[(a + 1) % n], u)) > 0 &&
        dcmp(dot(poly[a] - poly[(a - 1 + n) % n], u)) > 0)
        return a;
    return b % n;
}

// For a convex polygon p and a line l, returns a list of
// segments
// of p that touch or intersect line l.
// the i'th segment is considered (p[i], p[(i + 1) modulo
// |p|])
// #1 If a segment is collinear with the line, only that
// is returned

```

```

// #2 Else if l goes through i'th point, the i'th segment
// is added
// Complexity: O(lg |p|)
vector<int> lineConvexPolyIntersection(const Polygon &p,
    Line l) {
    assert((int)p.size() >= 3);
    assert(l.a != l.b);

    int n = p.size();
    vector<int> ret;

    Point v = l.b - l.a;
    int lf = extremePoint(p, rotate90(v));
    int rt = extremePoint(p, rotate90(v) * Ti(-1));
    int olf = orient(l.a, l.b, p[lf]);
    int ort = orient(l.a, l.b, p[rt]);

    if (!olf || !ort) {
        int idx = (!olf ? lf : rt);
        if (orient(l.a, l.b, p[(idx - 1 + n) % n]) == 0)
            ret.push_back((idx - 1 + n) % n);
        else
            ret.push_back(idx);
        return ret;
    }
    if (olf == ort) return ret;

    for (int i = 0; i < 2; ++i) {
        int lo = i ? rt : lf;
        int hi = i ? lf : rt;
        int olo = i ? ort : olf;

        while (true) {
            int gap = (hi - lo + n) % n;
            if (gap < 2) break;

            int mid = (lo + gap / 2) % n;
            int omid = orient(l.a, l.b, p[mid]);
            if (!omid) {
                lo = mid;
                break;
            }
            if (omid == olo)
                lo = mid;
            else
                hi = mid;
        }
        ret.push_back(lo);
    }
    return ret;
}

```

```

}

// Calculate [ACW, CW] tangent pair from an external
// point
constexpr int CW = -1, ACW = 1;
bool isGood(Point u, Point v, Point Q, int dir) {
    return orient(Q, u, v) != -dir;
}
Point better(Point u, Point v, Point Q, int dir) {
    return orient(Q, u, v) == dir ? u : v;
}
Point pointPolyTangent(const Polygon &pt, Point Q, int
    dir, int lo, int hi) {
    while (hi - lo > 1) {
        int mid = (lo + hi) / 2;
        bool pvs = isGood(pt[mid], pt[mid - 1], Q, dir);
        bool nxt = isGood(pt[mid], pt[mid + 1], Q, dir);

        if (pvs && nxt) return pt[mid];
        if (!pvs || !nxt) {
            Point p1 = pointPolyTangent(pt, Q, dir, mid + 1, hi
                );
            Point p2 = pointPolyTangent(pt, Q, dir, lo, mid -
                1);
            return better(p1, p2, Q, dir);
        }

        if (!pvs) {
            if (orient(Q, pt[mid], pt[lo]) == dir)
                hi = mid - 1;
            else if (better(pt[lo], pt[hi], Q, dir) == pt[lo])
                hi = mid - 1;
            else
                lo = mid + 1;
        }
        if (!nxt) {
            if (orient(Q, pt[mid], pt[lo]) == dir)
                lo = mid + 1;
            else if (better(pt[lo], pt[hi], Q, dir) == pt[lo])
                hi = mid - 1;
            else
                lo = mid + 1;
        }
    }

    Point ret = pt[lo];
    for (int i = lo + 1; i <= hi; i++) ret = better(ret, pt
        [i], Q, dir);
    return ret;
}

// [ACW, CW] Tangent

```

```

pair<Point, Point> pointPolyTangents(const Polygon &pt,
    Point Q) {
    int n = pt.size();
    Point acw_tan = pointPolyTangent(pt, Q, ACW, 0, n - 1);
    Point cw_tan = pointPolyTangent(pt, Q, CW, 0, n - 1);
    return make_pair(acw_tan, cw_tan);
}

```

#### 4.5 Polygon

```

typedef vector<Point> Polygon;
// removes redundant colinear points
// polygon can't be all colinear points
Polygon RemoveCollinear(const Polygon &poly) {
    Polygon ret;
    int n = poly.size();
    for (int i = 0; i < n; i++) {
        Point a = poly[i];
        Point b = poly[(i + 1) % n];
        Point c = poly[(i + 2) % n];
        if (dcmp(cross(b - a, c - b)) != 0 && (ret.empty() ||
            b != ret.back()))
            ret.push_back(b);
    }
    return ret;
}
// returns the signed area of polygon p of n vertices
Tf signedPolygonArea(const Polygon &p) {
    Tf ret = 0;
    for (int i = 0; i < (int)p.size() - 1; i++)
        ret += cross(p[i] - p[0], p[i + 1] - p[0]);
    return ret / 2;
}
// given a polygon p of n vertices, generates the convex
// hull in in CCW
// Tested on https://acm.timus.ru/problem.aspx?space=1&
// num=1185
// Caution: when all points are colinear AND
// removeRedundant == false
// output will be contain duplicate points (from upper
// hull) at back
Polygon convexHull(Polygon p, bool removeRedundant) {
    int check = removeRedundant ? 0 : -1;
    sort(p.begin(), p.end());
    p.erase(unique(p.begin(), p.end(), p.end()));

    int n = p.size();
    Polygon ch(n + n);
    int m = 0; // preparing lower hull
    for (int i = 0; i < n; i++) {
        while (m > 1 &&

```

```

            dcmp(cross(ch[m - 1] - ch[m - 2], p[i] - ch[m -
                1])) <= check)
            m--;
            ch[m++] = p[i];
        }
        int k = m; // preparing upper hull
        for (int i = n - 2; i >= 0; i--) {
            while (m > k &&
                dcmp(cross(ch[m - 1] - ch[m - 2], p[i] - ch[m -
                    2])) <= check)
                m--;
            ch[m++] = p[i];
        }
        if (n > 1) m--;
        ch.resize(m);
        return ch;
    }
    // returns inside = -1, on = 0, outside = 1
    int pointInPolygon(const Polygon &p, Point o) {
        using Linear::onSegment;
        int wn = 0, n = p.size();
        for (int i = 0; i < n; i++) {
            int j = (i + 1) % n;
            if (onSegment(o, Segment(p[i], p[j])) || o == p[i])
                return 0;
            int k = dcmp(cross(p[j] - p[i], o - p[i]));
            int d1 = dcmp(p[i].y - o.y);
            int d2 = dcmp(p[j].y - o.y);
            if (k > 0 && d1 <= 0 && d2 > 0) wn++;
            if (k < 0 && d2 <= 0 && d1 > 0) wn--;
        }
        return wn ? -1 : 1;
    }
    // Given a simple polygon p, and a line l, returns (x, y)
    // x = longest segment of l in p, y = total length of l
    // in p.
    pair<Tf, Tf> linePolygonIntersection(Line l, const
        Polygon &p) {
        using Linear::lineLineIntersection;
        int n = p.size();
        vector<pair<Tf, Tf>> ev;
        for (int i = 0; i < n; ++i) {
            Point a = p[i], b = p[(i + 1) % n], z = p[(i - 1 + n)
                % n];
            int ora = orient(l.a, l.b, a), orb = orient(l.a, l.b,
                b),
                orz = orient(l.a, l.b, z);
            if (!ora) {
                Tf d = dot(a - l.a, l.b - l.a);
                if (orz && orb) {

```

```

                    if (orz != orb) ev.emplace_back(d, 0);
                    // else // Point Touch
                } else if (orz)
                    ev.emplace_back(d, orz);
                else if (orb)
                    ev.emplace_back(d, orb);
            } else if (ora == -orb) {
                Point ins;
                lineLineIntersection(l, Line(a, b), ins);
                ev.emplace_back(dot(ins - l.a, l.b - l.a), 0);
            }
        }
        sort(ev.begin(), ev.end());

        Tf ans = 0, len = 0, last = 0, tot = 0;
        bool active = false;
        int sign = 0;
        for (auto &qq : ev) {
            int tp = qq.second;
            Tf d = qq.first; // current Segment is (last, d)
            if (sign) { // On Border
                len += d - last;
                tot += d - last;
                ans = max(ans, len);
                if (tp != sign) active = !active;
                sign = 0;
            } else {
                if (active) { // Strictly Inside
                    len += d - last;
                    tot += d - last;
                    ans = max(ans, len);
                }
                if (tp == 0)
                    active = !active;
                else
                    sign = tp;
            }
            last = d;
            if (!active) len = 0;
        }
        ans /= length(l.b - l.a);
        tot /= length(l.b - l.a);
        return {ans, tot};
    }
}

```

## 5 Graph

### 5.1 Graph Template

```

struct edge {
    int u, v;
    edge(int u = 0, int v = 0) : u(u), v(v) {}
}

```

```

    int to(int node) { return u ^ v ^ node; }
};
struct graph {
    int n;
    vector<vector<int>>> adj;
    vector<edge> edges;
    graph(int n = 0) : n(n), adj(n) {}
    void addEdge(int u, int v, bool dir = 1) {
        adj[u].push_back(edges.size());
        if (dir) adj[v].push_back(edges.size());
        edges.emplace_back(u, v);
    }
    int addNode() {
        adj.emplace_back();
        return n++;
    }
    edge &operator()(int idx) { return edges[idx]; }
    vector<int> &operator[](int u) { return adj[u]; }
};

```

## 5.2 LCA, ETT, VT

```

struct lca_table {
    tree &T;
    int n, LOG = 20;
    vector<vector<int>>> anc;
    vector<int> level;

    void setupLifting(int node, int par) {
        for (int v : T[node])
            if (v != par) {
                anc[v][0] = node, level[v] = level[node] + 1;
                for (int k = 1; k < LOG; k++) anc[v][k] = anc[anc[v][k-1]][k-1];
                setupLifting(v, node);
            }
    }
    lca_table(tree &T, int root = 0) : T(T), n(T.n) {
        LOG = 33 - __builtin_clz(n);
        anc.assign(n, vector<int>(LOG, root));
        level.resize(n);
        setupLifting(root, root);
    }
    int lca(int u, int v) {
        if (level[u] > level[v]) swap(u, v);
        for (int k = LOG - 1; ~k; k--)
            if (level[u] + (1 << k) <= level[v]) v = anc[v][k];
        if (u == v) return u;
        for (int k = LOG - 1; ~k; k--)
            if (anc[u][k] != anc[v][k]) u = anc[u][k], v = anc[v][k];
    }
};

```

```

    return anc[u][0];
}
int getAncestor(int node, int ht) {
    for (int k = 0; k < LOG; k++)
        if (ht & (1 << k)) node = anc[node][k];
    return node;
}
int distance(int u, int v) {
    int g = lca(u, v);
    return level[u] + level[v] - 2 * level[g];
}
};
struct euler_tour {
    int time = 0;
    tree &T;
    int n;
    vector<int> start, finish, level, par;
    euler_tour(tree &T, int root = 0)
        : T(T), n(T.n), start(n), finish(n), level(n), par(n) {
        time = 0;
        call(root);
    }
    void call(int node, int p = -1) {
        if (p != -1) level[node] = level[p] + 1;
        start[node] = time++;
        for (int e : T[node])
            if (e != p) call(e, node);
        par[node] = p;
        finish[node] = time++;
    }
    bool isAncestor(int node, int par) {
        return start[par] <= start[node] and finish[par] >= finish[node];
    }
    int subtreeSize(int node) { return finish[node] - start[node] + 1 >> 1; }
};
tree virtual_tree(vector<int> &nodes, lca_table &table,
    euler_tour &tour) {
    sort(nodes.begin(), nodes.end(),
        [&](int x, int y) { return tour.start[x] < tour.start[y]; });
    int n = nodes.size();
    for (int i = 0; i + 1 < n; i++)
        nodes.push_back(table.lca(nodes[i], nodes[i + 1]));
    sort(nodes.begin(), nodes.end());
    nodes.erase(unique(nodes.begin(), nodes.end()), nodes.end());
    sort(nodes.begin(), nodes.end(),

```

```

        [&](int x, int y) { return tour.start[x] < tour.start[y]; });
    n = nodes.size();
    stack<int> st;
    st.push(0);
    tree ans(n);
    for (int i = 1; i < n; i++) {
        while (!tour.isAncestor(nodes[i], nodes[st.top()]))
            st.pop();
        ans.addEdge(st.top(), i);
        st.push(i);
    }
    return ans;
}
set<int> getCenters(tree &T) {
    int n = T.n;
    vector<int> deg(n), q;
    set<int> s;
    for (int i = 0; i < n; i++) {
        deg[i] = T[i].size();
        if (deg[i] == 1) q.push_back(i);
        s.insert(i);
    }
    for (vector<int> t; s.size() > 2; q = t) {
        for (auto x : q) {
            for (auto e : T[x])
                if (--deg[e] == 1) t.push_back(e);
            s.erase(x);
        }
        return s;
    }
}

```

## 5.3 SCC

```

typedef long long LL;
const LL N = 1e6 + 7;

bool vis[N];
vector<int> adj[N], adjr[N];
vector<int> order, component;
// tp = 0 ,finding topo order, tp = 1 , reverse edge traversal

void dfs(int u, int tp = 0) {
    vis[u] = true;
    if (tp) component.push_back(u);
    auto& ad = (tp ? adjr : adj);
    for (int v : ad[u])
        if (!vis[v]) dfs(v, tp);
    if (!tp) order.push_back(u);
}

```

```

}
int main() {
    for (int i = 1; i <= n; i++) {
        if (!vis[i]) dfs(i);
    }
    memset(vis, 0, sizeof vis);
    reverse(order.begin(), order.end());
    for (int i : order) {
        if (!vis[i]) {
            // one component is found
            dfs(i, 1), component.clear();
        }
    }
}

```

#### 5.4 Euler Tour on Edge

```

// for simplicity, G[idx] contains the adjacency list of
// a node
// while G(e) is a reference to the e-th edge.
const int N = 2e5 + 5;
int in[N], out[N], fwd[N], bck[N];
int t = 0;
void dfs(graph &G, int node, int par) {
    out[node] = t;
    for (int e : G[node]) {
        int v = G(e).to(node);
        if (v == par) continue;
        fwd[e] = t++;
        dfs(G, v, node);
        bck[e] = t++;
    }
    in[node] = t - 1;
}
void init(graph &G, int node) {
    t = 0;
    dfs(G, node, node);
}

```

#### 5.5 LCA In O(1)

```

/* LCA in O(1)
 * depth calculates weighted distance
 * level calculates distance by number of edges
 * Preprocessing in NlongN */
LL depth[N];
int level[N];

int st[N], en[N], LOG[N], par[N];
int a[N], id[N], table[L][N];

vector<PII> adj[N];

```

```

int n, root, Time, cur;

void init(int nodes, int root_) {
    n = nodes, root = root_, LOG[0] = LOG[1] = 0;
    for (int i = 2; i <= n; i++) LOG[i] = LOG[i >> 1] + 1;
    for (int i = 0; i <= n; i++) adj[i].clear();
}

void addEdge(int u, int v, int w) {
    adj[u].push_back(PII(v, w));
    adj[v].push_back(PII(u, w));
}

int lca(int u, int v) {
    if (en[u] > en[v]) swap(u, v);
    if (st[v] <= st[u] && en[u] <= en[v]) return v;

    int l = LOG[id[v] - id[u] + 1];
    int p1 = id[u], p2 = id[v] - (1 << l) + 1;
    int d1 = level[table[l][p1]], d2 = level[table[l][p2]];

    if (d1 < d2)
        return par[table[l][p1]];
    else
        return par[table[l][p2]];
}

LL dist(int u, int v) {
    int l = lca(u, v);
    return (depth[u] + depth[v] - (depth[l] * 2));
}

/* Euler tour */
void dfs(int u, int p) {
    st[u] = ++Time, par[u] = p;

    for (auto [v, w] : adj[u]) {
        if (v == p) continue;
        depth[v] = depth[u] + w;
        level[v] = level[u] + 1;
        dfs(v, u);
    }

    en[u] = ++Time;
    a[++cur] = u, id[u] = cur;
}

/* RMQ */
void pre() {
    cur = Time = 0, dfs(root, root);
}

```

```

for (int i = 1; i <= n; i++) table[0][i] = a[i];

for (int l = 0; l < L - 1; l++) {
    for (int i = 1; i <= n; i++) {
        table[l + 1][i] = table[l][i];

        bool C1 = (1 << l) + i <= n;
        bool C2 = level[table[l][i + (1 << l)]] < level[
            table[l][i]];

        if (C1 && C2) table[l + 1][i] = table[l][i + (1 <<
            l)];
    }
}

```

#### 5.6 HLD

```

const int N = 1e6 + 7;
template <typename DT>
struct Segtree {
    // write lazy segtree here
};
Segtree<int> tree(N);
vector<int> adj[N];
int depth[N], par[N], pos[N];
int head[N], heavy[N], cnt;

int dfs(int u, int p) {
    int SZ = 1, mxsz = 0, heavyc;
    depth[u] = depth[p] + 1;

    for (auto v : adj[u]) {
        if (v == p) continue;
        par[v] = u;
        int subsz = dfs(v, u);
        if (subsz > mxsz) heavy[u] = v, mxsz = subsz;
        SZ += subsz;
    }
    return SZ;
}

void decompose(int u, int h) {
    head[u] = h, pos[u] = ++cnt;
    if (heavy[u] != -1) decompose(heavy[u], h);

    for (int v : adj[u]) {
        if (v == par[u]) continue;
        if (v != heavy[u]) decompose(v, v);
    }
}

int query(int a, int b) {

```



```

int ret = 0;
for (; head[a] != head[b]; b = par[head[b]]) {
    if (depth[head[a]] > depth[head[b]]) swap(a, b);
    ret += tree.query(1, 0, cnt, pos[head[b]], pos[b]);
}

if (depth[a] > depth[b]) swap(a, b);
ret += tree.query(1, 0, cnt, pos[a], pos[b]);
return ret;
}

```

## 5.7 Centroid Decomposition

```

class Centroid_Decomposition {
    vector<bool> blocked;
    vector<int> CompSize;
    int CompDFS(tree &T, int node, int par) {
        CompSize[node] = 1;
        for (int &e : T[node])
            if (e != par and !blocked[e]) CompSize[node] +=
                CompDFS(T, e, node);
        return CompSize[node];
    }
    int FindCentroid(tree &T, int node, int par, int sz) {
        for (int &e : T[node])
            if (e != par and !blocked[e])
                if (CompSize[e] > sz / 2) return FindCentroid(T,
                    e, node, sz);
        return node;
    }
    pair<int, int> GetCentroid(tree &T, int entry) {
        int sz = CompDFS(T, entry, entry);
        return {FindCentroid(T, entry, entry, sz), sz};
    }
    c_vector<LL> left[2], right[2];
    int GMin, GMax;
    void dfs(tree &T, int node, int par, int Min, int Max,
        int sum) {
        if (blocked[node]) return;
        right[Max < sum or Min > sum][sum]++;
        Max = max(Max, sum), Min = min(Min, sum);
        GMin = min(GMin, sum), GMax = max(GMax, sum);
        for (int i = 0; i < T[node].size(); i++)
            if (T[node][i] != par) {
                dfs(T, T[node][i], node, Min, Max, sum + T.col[
                    node][i]);
            }
    }
    LL solve(tree &T, int c, int sz) {
        LL ans = 0;
        left[0].clear(-sz, sz), left[1].clear(-sz, sz);

```

```

for (int i = 0; i < T[c].size(); i++) {
    GMin = 1, GMax = -1;
    dfs(T, T[c][i], c, GMin, GMax, T.col[c][i]);
    ans += right[0][0] + left[1][0] * right[1][0];
    for (int j : {0, 1})
        for (int k = GMin; k <= GMax; k++) {
            ans += right[j][k] * (left[0][-k] + (j == 0) *
                left[1][-k]);
        }
    for (int j : {0, 1})
        for (int k = GMin; k <= GMax; k++) {
            left[j][k] += right[j][k];
            right[j][k] = 0;
        }
    }
    return ans;
}

public:
LL operator()(tree &T, int entry) {
    blocked.resize(T.n);
    CompSize.resize(T.n);
    for (int i : {0, 1})
        left[i].resize(2 * T.n + 5), right[i].resize(2 * T.
            n + 5);
    auto [c, sz] = GetCentroid(T, entry);
    LL ans = solve(T, c, sz);
    blocked[c] = true;
    for (int e : T[c])
        if (!blocked[e]) ans += (*this)(T, e);
    return ans;
}
};

```

## 5.8 Dinic Max Flow

```

// flow with demand(lower bound) only for DAG
// create new src and sink
// add_edge(new src, u, sum(in_demand[u]))
// add_edge(u, new sink, sum(out_demand[u]))
// add_edge(old sink, old src, inf)
// if (sum of lower bound == flow) then demand satisfied
// flow in every edge i = demand[i] + e.flow

using Ti = long long;
const Ti INF = 1LL << 60;
struct edge {
    int v, u;
    Ti cap, flow = 0;
    edge(int v, int u, Ti cap) : v(v), u(u), cap(cap) {}
};

```

```

const int N = 1e5 + 50;
vector<edge> edges;
vector<int> adj[N];
int m = 0, n;
int level[N], ptr[N];
queue<int> q;
bool bfs(int s, int t) {
    for (q.push(s), level[s] = 0; !q.empty(); q.pop()) {
        for (int id : adj[q.front()]) {
            auto &ed = edges[id];
            if (ed.cap - ed.flow > 0 and level[ed.u] == -1)
                level[ed.u] = level[ed.v] + 1, q.push(ed.u);
        }
    }
    return level[t] != -1;
}

Ti dfs(int v, Ti pushed, int t) {
    if (pushed == 0) return 0;
    if (v == t) return pushed;
    for (int &cid = ptr[v]; cid < adj[v].size(); cid++) {
        int id = adj[v][cid];
        auto &ed = edges[id];
        if (level[v] + 1 != level[ed.u] || ed.cap - ed.flow <
            1) continue;
        Ti tr = dfs(ed.u, min(pushed, ed.cap - ed.flow), t);
        if (tr == 0) continue;
        ed.flow += tr;
        edges[id ^ 1].flow -= tr;
        return tr;
    }
    return 0;
}

void init(int nodes) {
    m = 0, n = nodes;
    for (int i = 0; i < n; i++) level[i] = -1, ptr[i] = 0,
        adj[i].clear();
}

void addEdge(int v, int u, Ti cap) {
    edges.emplace_back(v, u, cap), adj[v].push_back(m++);
    edges.emplace_back(u, v, 0), adj[u].push_back(m++);
}

Ti maxFlow(int s, int t) {
    Ti f = 0;
    for (auto &ed : edges) ed.flow = 0;
    for (; bfs(s, t); memset(level, -1, n * 4)) {
        for (memset(ptr, 0, n * 4); Ti pushed = dfs(s, INF, t);
            f += pushed)
            ;
    }
    return f;
}

```



---

}

## 5.9 Min Cost Max Flow

```
mt19937 rnd(chrono::steady_clock::now().time_since_epoch
().count());
const LL inf = 1e9;
struct edge {
    int v, rev;
    LL cap, cost, flow;
    edge() {}
    edge(int v, int rev, LL cap, LL cost)
        : v(v), rev(rev), cap(cap), cost(cost), flow(0) {}
};
struct mcmf {
    int src, sink, n;
    vector<int> par, idx, Q;
    vector<bool> inq;
    vector<LL> dis;
    vector<vector<edge>> g;
    mcmf() {}
    mcmf(int src, int sink, int n)
        : src(src),
          sink(sink),
          n(n),
          par(n),
          idx(n),
          inq(n),
          dis(n),
          g(n),
          Q(10000005) {} // use Q(n) if not using random
    void add_edge(int u, int v, LL cap, LL cost, bool
        directed = true) {
        edge _u = edge(v, g[v].size(), cap, cost);
        edge _v = edge(u, g[u].size(), 0, -cost);
        g[u].pb(_u);
        g[v].pb(_v);
        if (!directed) add_edge(v, u, cap, cost, true);
    }
    bool spfa() {
        for (int i = 0; i < n; i++) {
            dis[i] = inf, inq[i] = false;
        }
        int f = 0, l = 0;
        dis[src] = 0, par[src] = -1, Q[l++] = src, inq[src] =
            true;
        while (f < l) {
            int u = Q[f++];
            for (int i = 0; i < g[u].size(); i++) {
                edge &e = g[u][i];
                if (e.cap <= e.flow) continue;
```

```
                if (dis[e.v] > dis[u] + e.cost) {
                    dis[e.v] = dis[u] + e.cost;
                    par[e.v] = u, idx[e.v] = i;
                    if (!inq[e.v]) inq[e.v] = true, Q[l++] = e.v;
                    // if (!inq[e.v]) {
                    //     inq[e.v] = true;
                    //     if (f && rnd() & 7) Q[--f] = e.v;
                    //     else Q[l++] = e.v;
                    // }
                }
            }
            inq[u] = false;
        }
        return (dis[sink] != inf);
    }
    pair<LL, LL> solve() {
        LL mincost = 0, maxflow = 0;
        while (spfa()) {
            LL bottleneck = inf;
            for (int u = par[sink], v = idx[sink]; u != -1; v =
                idx[u], u = par[u]) {
                edge &e = g[u][v];
                bottleneck = min(bottleneck, e.cap - e.flow);
            }
            for (int u = par[sink], v = idx[sink]; u != -1; v =
                idx[u], u = par[u]) {
                edge &e = g[u][v];
                e.flow += bottleneck;
                g[e.v][e.rev].flow -= bottleneck;
            }
            mincost += bottleneck * dis[sink], maxflow +=
                bottleneck;
        }
        return make_pair(mincost, maxflow);
    }
};
// want to minimize cost and don't care about flow
// add edge from sink to dummy sink (cap = inf, cost = 0)
// add edge from source to sink (cap = inf, cost = 0)
// run mcmf, cost returned is the minimum cost
```

## 5.10 Block Cut Tree

```
vector<vector<int>> components;
vector<int> cutpoints, start, low;
vector<bool> is_cutpoint;
stack<int> st;
void find_cutpoints(int node, graph &G, int par = -1, int
    d = 0) {
    low[node] = start[node] = d++;
    st.push(node);
```

```
    int cnt = 0;
    for (int e : G[node])
        if (int to = G(e).to(node); to != par) {
            if (start[to] == -1) {
                find_cutpoints(to, G, node, d + 1);
                cnt++;
                if (low[to] >= start[node]) {
                    is_cutpoint[node] = par != -1 or cnt > 1;
                    components.push_back({node}); // starting a new
                        block with the point
                    while (st.top() != node)
                        components.back().push_back(st.top()), st.pop
                            ();
                }
            }
            low[node] = min(low[node], low[to]);
        }
    }
    graph tree;
    vector<int> id;
    void init(graph &G) {
        int n = G.n;
        start.assign(n, -1), low.resize(n), is_cutpoint.resize(
            n), id.assign(n, -1);
        find_cutpoints(0, G);
        for (int u = 0; u < n; ++u)
            if (is_cutpoint[u]) id[u] = tree.addNode();
        for (auto &comp : components) {
            int node = tree.addNode();
            for (int u : comp)
                if (!is_cutpoint[u])
                    id[u] = node;
            else
                tree.addEdge(node, id[u]);
        }
        if (id[0] == -1) // corner - 1
            id[0] = tree.addNode();
    }
```

## 5.11 Bridge Tree

```
vector<vector<int>> components;
vector<int> depth, low;
stack<int> st;
vector<int> id;
vector<edge> bridges;
graph tree;
void find_bridges(int node, graph &G, int par = -1, int d
    = 0) {
    low[node] = depth[node] = d;
    st.push(node);
```

```

for (int id : G[node]) {
    int to = G(id).to(node);
    if (par != to) {
        if (depth[to] == -1) {
            find_bridges(to, G, node, d + 1);
            if (low[to] > depth[node]) {
                bridges.emplace_back(node, to);
                components.push_back({});
                for (int x = -1; x != to; x = st.top(), st.pop())
                    components.back().push_back(st.top());
            }
        }
        low[node] = min(low[node], low[to]);
    }
}
if (par == -1) {
    components.push_back({});
    while (!st.empty()) components.back().push_back(st.top()), st.pop();
}
}
graph &create_tree() {
    for (auto &comp : components) {
        int idx = tree.addNode();
        for (auto &e : comp) id[e] = idx;
    }
    for (auto &[l, r] : bridges) tree.addEdge(id[l], id[r]);
    return tree;
}
void init(graph &G) {
    int n = G.n;
    depth.assign(n, -1), id.assign(n, -1), low.resize(n);
    for (int i = 0; i < n; i++)
        if (depth[i] == -1) find_bridges(i, G);
}

```

## 5.12 Tree Isomorphism

```

mp["01"] = 1;
ind = 1;
int dfs(int u, int p) {
    int cnt = 0;
    vector<int> vs;
    for (auto v : g1[u]) {
        if (v != p) {
            int got = dfs(v, u);
            vs.pb(got);
            cnt++;
        }
    }
}

```

```

}
if (!cnt) return 1;

sort(vs.begin(), vs.end());
string s = "0";
for (auto i : vs) s += to_string(i);
vs.clear();
s.pb('1');
if (mp.find(s) == mp.end()) mp[s] = ++ind;
int ret = mp[s];
return ret;
}

```

## 6 Math

### 6.1 Adaptive Simpsons

```

/*
    For finding the length of an arc in a range
    L = integrate(ds) from start to end of range
    where ds = sqrt(1+(d/dy(x))^2)dy
*/
const double SIMPSON_TERMINAL_EPS = 1e-12;
/// Function whose integration is to be calculated
double F(double x);
double simpson(double minx, double maxx) {
    return (maxx - minx) / 6 * (F(minx) + 4 * F((minx + maxx) / 2.) + F(maxx));
}
double adaptive_simpson(double minx, double maxx, double c, double EPS) {
    // if(maxx - minx < SIMPSON_TERMINAL_EPS) return 0;

    double midx = (minx + maxx) / 2;
    double a = simpson(minx, midx);
    double b = simpson(midx, maxx);

    if (fabs(a + b - c) < 15 * EPS) return a + b + (a + b - c) / 15.0;

    return adaptive_simpson(minx, midx, a, EPS / 2.) +
        adaptive_simpson(midx, maxx, b, EPS / 2.);
}
double adaptive_simpson(double minx, double maxx, double EPS) {
    return adaptive_simpson(minx, maxx, simpson(minx, maxx, i), EPS);
}

```

### 6.2 Berlekamp Massey

```

struct berlekamp_massey { // for linear recursion
    typedef long long LL;

```

```

static const int SZ = 2e5 + 5;
static const int MOD = 1e9 + 7; /// mod must be a prime
LL m, a[SZ], h[SZ], t_[SZ], s[SZ], t[SZ];
// bigmod goes here
inline vector<LL> BM( vector<LL> &x ) {
    LL lf, ld;
    vector<LL> ls, cur;
    for (int i = 0; i < int(x.size()); ++i) {
        LL t = 0;
        for (int j = 0; j < int(cur.size()); ++j) t = (t + x[i - j - 1] * cur[j]) % MOD;
        if ((t - x[i]) % MOD == 0) continue;
        if (!cur.size()) {
            cur.resize(i + 1);
            lf = i; ld = (t - x[i]) % MOD;
            continue;
        }
        LL k = -(x[i] - t) * bigmod(ld, MOD - 2, MOD) % MOD;
        vector<LL> c(i - lf - 1);
        c.push_back(k);
        for (int j = 0; j < int(ls.size()); ++j) c.push_back(-ls[j] * k % MOD);
        if (c.size() < cur.size()) c.resize(cur.size());
        for (int j = 0; j < int(cur.size()); ++j) c[j] = (c[j] + cur[j]) % MOD;
        if (i - lf + (int)ls.size() >= (int)cur.size()) ls = cur, lf = i, ld = (t - x[i]) % MOD;
        cur = c;
    }
    for (int i = 0; i < int(cur.size()); ++i) cur[i] = (cur[i] % MOD + MOD) % MOD;
    return cur;
}
inline void mull( LL *p, LL *q ) {
    for (int i = 0; i < m + m; ++i) t_[i] = 0;
    for (int i = 0; i < m; ++i) if (p[i])
        for (int j = 0; j < m; ++j) t_[i + j] = (t_[i + j] + p[i] * q[j]) % MOD;
    for (int i = m + m - 1; i >= m; --i) if (t_[i])
        for (int j = m - 1; ~j; --j) t_[i - j - 1] = (t_[i - j - 1] + t_[i] * h[j]) % MOD;
    for (int i = 0; i < m; ++i) p[i] = t_[i];
}
inline LL calc( LL K ) {
    for (int i = m; ~i; --i) s[i] = t[i] = 0;
    s[0] = 1; if (m != 1) t[1] = 1; else t[0] = h[0];
    while (K) {
        if (K & 1) mull(s, t);

```

```

    mull( t , t ); K >>= 1;
}
LL su = 0;
for ( int i = 0; i < m; ++i ) su = (su + s[i] * a[i])
    % MOD;
return (su % MOD + MOD) % MOD;
}
/// already calculated upto k , now calculate upto n.
inline vector <LL> process( vector <LL> &x , int n ,
    int k ) {
    auto re = BM( x );
    x.resize( n + 1 );
    for ( int i = k + 1; i <= n; i++ ) {
        for ( int j = 0; j < re.size(); j++ ) {
            x[i] += 1LL * x[i - j - 1] % MOD * re[j] % MOD; x
                [i] %= MOD;
        }
    }
    return x;
}
inline LL work( vector <LL> &x , LL n ) {
    if ( n < int(x.size()) ) return x[n] % MOD;
    vector <LL> v = BM( x ); m = v.size(); if ( !m )
        return 0;
    for ( int i = 0; i < m; ++i ) h[i] = v[i], a[i] = x[i
        ];
    return calc( n ) % MOD;
}
} rec;
vector <LL> v;
void solve() {
    int n;
    cin >> n;
    cout << rec.work(v, n - 1) << endl;
}

```

### 6.3 Fractional Binary Search

```

/**
Given a function f and n, finds the smallest fraction p /
    q in [0, 1] or [0,n]
such that f(p / q) is true, and p, q <= n.
Time: O(log(n))
**/
struct frac { long long p, q; };
bool f(frac x) {
    return 6 + 8 * x.p >= 17 * x.q + 12;
}
frac fracBS(long long n) {
    bool dir = 1, A = 1, B = 1;

```

```

    frac lo{0, 1}, hi{1, 0}; // Set hi to 1/0 to search
        within [0, n] and {1, 1} to search within [0, 1]
    if (f(lo)) return lo;
    assert(f(hi)); //checking if any solution exists or not
    while (A || B) {
        long long adv = 0, step = 1; // move hi if dir, else
            lo
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
            if (abs(mid.p) > n || mid.q > n || dir == !f(mid))
                {
                    adv -= step; si = 2;
                }
        }
        hi.p += lo.p * adv;
        hi.q += lo.q * adv;
        dir = !dir;
        swap(lo, hi);
        A = B; B = !adv;
    }
    return dir ? hi : lo;
}

```

### 6.4 Lagrange

```

// p is a polynomial with n points.
// p(0), p(1), p(2), ... p(n-1) are given.
// Find p(x).
LL Lagrange(vector<LL> &p, LL x) {
    LL n = p.size(), L, i, ret;
    if (x < n) return p[x];
    L = 1;
    for (i = 1; i < n; i++) {
        L = (L * (x - i)) % MOD;
        L = (L * bigmod(MOD - i, MOD - 2)) % MOD;
    }
    ret = (L * p[0]) % MOD;
    for (i = 1; i < n; i++) {
        L = (L * (x - i + 1)) % MOD;
        L = (L * bigmod(x - i, MOD - 2)) % MOD;
        L = (L * bigmod(i, MOD - 2)) % MOD;
        L = (L * (MOD + i - n)) % MOD;
        ret = (ret + L * p[i]) % MOD;
    }
    return ret;
}

```

### 6.5 Shanks' Baby Step, Giant Step

```

// Finds a^x = b (mod p)

```

```

LL bigmod(LL b, LL p, LL m) {}
LL babyStepGiantStep(LL a, LL b, LL p) {
    LL i, j, c, sq = sqrt(p);
    map<LL, LL> babyTable;

    for (j = 0, c = 1; j <= sq; j++, c = (c * a) % p)
        babyTable[c] = j;

    LL giant = bigmod(a, sq * (p - 2), p);

    for (i = 0, c = 1; i <= sq; i++, c = (c * giant) % p) {
        if (babyTable.find((c * b) % p) != babyTable.end())
            return i * sq + babyTable[(c * b) % p];
    }

    return -1;
}

```

### 6.6 Xor Basis

```

struct XorBasis {
    static const int sz = 64;
    array<ULL, sz> base = {0}, back;
    array<int, sz> pos;
    void insert(ULL x, int p) {
        ULL cur = 0;
        for (int i = sz - 1; ~i; i--)
            if (x >> i & 1) {
                if (!base[i]) {
                    base[i] = x, back[i] = cur, pos[i] = p;
                    break;
                } else x ^= base[i], cur |= 1ULL << i;
            }
    }
    pair<ULL, vector<int>> construct(ULL mask) {
        ULL ok = 0, x = mask;
        for (int i = sz - 1; ~i; i--)
            if (mask >> i & 1 and base[i]) mask ^= base[i], ok
                |= 1ULL << i;
        vector<int> ans;
        for (int i = 0; i < sz; i++)
            if (ok >> i & 1) {
                ans.push_back(pos[i]);
                ok ^= back[i];
            }
        return {x ^ mask, ans};
    }
};

```

### 6.7 Combi

```

array<int, N + 1> fact, inv, inv_fact;
void init() {
    fact[0] = inv_fact[0] = 1;
    for (int i = 1; i <= N; i++) {
        inv[i] = i == 1 ? 1 : (LL)inv[i - mod % i] * (mod / i
            + 1) % mod;
        fact[i] = (LL)fact[i - 1] * i % mod;
        inv_fact[i] = (LL)inv_fact[i - 1] * inv[i] % mod;
    }
}
LL C(int n, int r) {
    return (r < 0 or r > n) ? 0 : (LL)fact[n] * inv_fact[r]
        % mod * inv_fact[n - r] % mod;
}

```

## 6.8 Linear Sieve

```

const int N = 1e7;
vector<int> primes;
int spf[N + 5], phi[N + 5], NOD[N + 5], cnt[N + 5], POW[N
    + 5];
bool prime[N + 5];
int SOD[N + 5];
void init() {
    fill(prime + 2, prime + N + 1, 1);
    SOD[1] = NOD[1] = phi[1] = spf[1] = 1;
    for (LL i = 2; i <= N; i++) {
        if (prime[i]) {
            primes.push_back(i), spf[i] = i;
            phi[i] = i - 1;
            NOD[i] = 2, cnt[i] = 1;
            SOD[i] = i + 1, POW[i] = i;
        }
        for (auto p : primes) {
            if (p * i > N or p > spf[i]) break;
            prime[p * i] = false, spf[p * i] = p;
            if (i % p == 0) {
                phi[p * i] = p * phi[i];
                NOD[p * i] = NOD[i] / (cnt[i] + 1) * (cnt[i] + 2)
                    ,
                cnt[p * i] = cnt[i] + 1;
                SOD[p * i] = SOD[i] / SOD[POW[i]] * (SOD[POW[i]]
                    + p * POW[i]),
                POW[p * i] = p * POW[i];
                break;
            } else {
                phi[p * i] = phi[p] * phi[i];
                NOD[p * i] = NOD[p] * NOD[i], cnt[p * i] = 1;
                SOD[p * i] = SOD[p] * SOD[i], POW[p * i] = p;
            }
        }
    }
}

```

```

    }
}

6.9 Pollard Rho
LL mul(LL a, LL b, LL mod) {
    return (__int128)a * b % mod;
    // LL ans = a * b - mod * (LL) (1.L / mod * a * b);
    // return ans + mod * (ans < 0) - mod * (ans >= (LL)
        mod);
}
LL bigmod(LL num, LL pow, LL mod) {
    LL ans = 1;
    for (; pow > 0; pow >>= 1, num = mul(num, num, mod))
        if (pow & 1) ans = mul(ans, num, mod);
    return ans;
}
bool is_prime(LL n) {
    if (n < 2 or n % 6 % 4 != 1) return (n | 1) == 3;
    LL a[] = {2, 325, 9375, 28178, 450775, 9780504,
        1795265022};
    LL s = __builtin_ctzll(n - 1), d = n >> s;
    for (LL x : a) {
        LL p = bigmod(x % n, d, n), i = s;
        for (; p != 1 and p != n - 1 and x % n and i--; p =
            mul(p, p, n))
            ;
        if (p != n - 1 and i != s) return false;
    }
    return true;
}
LL get_factor(LL n) {
    auto f = [&](LL x) { return mul(x, x, n) + 1; };
    LL x = 0, y = 0, t = 0, prod = 2, i = 2, q;
    for (; t++ % 40 or gcd(prod, n) == 1; x = f(x), y = f(f(
        (y))) {
        (x == y) ? x = i++, y = f(x) : 0;
        prod = (q = mul(prod, max(x, y) - min(x, y), n)) ? q
            : prod;
    }
    return gcd(prod, n);
}
map<LL, int> factorize(LL n) {
    map<LL, int> res;
    if (n < 2) return res;
    LL small_primes[] = {2, 3, 5, 7, 11, 13, 17, 19, 23,
        29, 31, 37, 41,
        43, 47, 53, 59, 61, 67, 71, 73, 79,
        83, 89, 97};
    for (LL p : small_primes)
        for (; n % p == 0; n /= p, res[p]++)

```

```

;

auto _factor = [&](LL n, auto &_factor) {
    if (n == 1) return;
    if (is_prime(n))
        res[n]++;
    else {
        LL x = get_factor(n);
        _factor(x, _factor);
        _factor(n / x, _factor);
    }
};
_factor(n, _factor);
return res;
}

```

## 6.10 Chinese Remainder Theorem

```

// given a, b will find solutions for
// ax + by = 1
tuple<LL, LL, LL> EGCD(LL a, LL b) {
    if (b == 0)
        return {1, 0, a};
    else {
        auto [x, y, g] = EGCD(b, a % b);
        return {y, x - a / b * y, g};
    }
}
// given modulo equations, will apply CRT
PLL CRT(vector<PLL> &v) {
    LL V = 0, M = 1;
    for (auto &[v, m] : v) { // value % mod
        auto [x, y, g] = EGCD(M, m);
        if ((v - V) % g != 0) return {-1, 0};
        V += x * (v - V) / g % (m / g) * M, M *= m / g;
        V = (V % M + M) % M;
    }
    return make_pair(V, M);
}

```

## 6.11 Mobius Function

```

const int N = 1e6 + 5;
int mob[N];
void mobius() {
    memset(mob, -1, sizeof mob);
    mob[1] = 1;
    for (int i = 2; i < N; i++)
        if (mob[i]) {
            for (int j = i + i; j < N; j += i) mob[j] -= mob[i]
                ];
        }
}

```

---

}

## 6.12 FFT

```
using CD = complex<double>;
typedef long long LL;
const double PI = acos(-1.0L);

int N;
vector<int> perm;
vector<CD> wp[2];
void precalculate(int n) {
    assert((n & (n - 1)) == 0), N = n;
    perm = vector<int>(N, 0);
    for (int k = 1; k < N; k <= 1) {
        for (int i = 0; i < k; i++) {
            perm[i] <= 1;
            perm[i + k] = 1 + perm[i];
        }
    }
    wp[0] = wp[1] = vector<CD>(N);
    for (int i = 0; i < N; i++) {
        wp[0][i] = CD(cos(2 * PI * i / N), sin(2 * PI * i / N));
        wp[1][i] = CD(cos(2 * PI * i / N), -sin(2 * PI * i / N));
    }
}
void fft(vector<CD> &v, bool invert = false) {
    if (v.size() != perm.size()) precalculate(v.size());
    for (int i = 0; i < N; i++)
        if (i < perm[i]) swap(v[i], v[perm[i]]);
    for (int len = 2; len <= N; len *= 2) {
        for (int i = 0, d = N / len; i < N; i += len) {
            for (int j = 0, idx = 0; j < len / 2; j++, idx += d) {
                CD x = v[i + j];
                CD y = wp[invert][idx] * v[i + j + len / 2];
                v[i + j] = x + y;
                v[i + j + len / 2] = x - y;
            }
        }
    }
    if (invert) {
        for (int i = 0; i < N; i++) v[i] /= N;
    }
}
void pairfft(vector<CD> &a, vector<CD> &b, bool invert = false) {
    int N = a.size();
    vector<CD> p(N);
```

```
    for (int i = 0; i < N; i++) p[i] = a[i] + b[i] * CD(0, 1);
    fft(p, invert);
    p.push_back(p[0]);
    for (int i = 0; i < N; i++) {
        if (invert) {
            a[i] = CD(p[i].real(), 0);
            b[i] = CD(p[i].imag(), 0);
        } else {
            a[i] = (p[i] + conj(p[N - i])) * CD(0.5, 0);
            b[i] = (p[i] - conj(p[N - i])) * CD(0, -0.5);
        }
    }
}
vector<LL> multiply(const vector<LL> &a, const vector<LL> &b) {
    int n = 1;
    while (n < a.size() + b.size()) n <= 1;
    vector<CD> fa(a.begin(), a.end()), fb(b.begin(), b.end());
    fa.resize(n);
    fb.resize(n);
    // fft(fa); fft(fb);
    pairfft(fa, fb);
    for (int i = 0; i < n; i++) fa[i] = fa[i] * fb[i];
    fft(fa, true);
    vector<LL> ans(n);
    for (int i = 0; i < n; i++) ans[i] = round(fa[i].real());
    return ans;
}
const int M = 1e9 + 7, B = sqrt(M) + 1;
vector<LL> anyMod(const vector<LL> &a, const vector<LL> &b) {
    int n = 1;
    while (n < a.size() + b.size()) n <= 1;
    vector<CD> al(n), ar(n), bl(n), br(n);
    for (int i = 0; i < a.size(); i++) al[i] = a[i] % M / B, ar[i] = a[i] % M % B;
    for (int i = 0; i < b.size(); i++) bl[i] = b[i] % M / B, br[i] = b[i] % M % B;
    pairfft(al, ar);
    pairfft(bl, br);
    // fft(al); fft(ar); fft(bl); fft(br);
    for (int i = 0; i < n; i++) {
        CD l1 = (al[i] * bl[i]), lr = (al[i] * br[i]);
        CD r1 = (ar[i] * bl[i]), rr = (ar[i] * br[i]);
        al[i] = l1;
        ar[i] = lr;
        bl[i] = r1;
        br[i] = rr;
```

```
        br[i] = rr;
    }
    pairfft(al, ar, true);
    pairfft(bl, br, true);
    // fft(al, true); fft(ar, true); fft(bl, true);
    // fft(br, true);
    vector<LL> ans(n);
    for (int i = 0; i < n; i++) {
        LL right = round(br[i].real()), left = round(al[i].real());
        ;
        LL mid = round(round(bl[i].real()) + round(ar[i].real()));
        ans[i] = ((left % M) * B * B + (mid % M) * B + right) % M;
    }
    return ans;
}
```

## 6.13 NTT

```
const LL N = 1 << 18;
const LL MOD = 786433;

vector<LL> P[N];
LL rev[N], w[N | 1], a[N], b[N], inv_n, g;
LL Pow(LL b, LL p) {
    LL ret = 1;
    while (p) {
        if (p & 1) ret = (ret * b) % MOD;
        b = (b * b) % MOD;
        p >>= 1;
    }
    return ret;
}
LL primitive_root(LL p) {
    vector<LL> factor;
    LL phi = p - 1, n = phi;
    for (LL i = 2; i * i <= n; i++) {
        if (n % i) continue;
        factor.emplace_back(i);
        while (n % i == 0) n /= i;
    }
    if (n > 1) factor.emplace_back(n);
    for (LL res = 2; res <= p; res++) {
        bool ok = true;
        for (LL i = 0; i < factor.size() && ok; i++)
            ok &= Pow(res, phi / factor[i]) != 1;
        if (ok) return res;
    }
    return -1;
}
```

```

}
void prepare(LL n) {
    LL sz = abs(31 - __builtin_clz(n));
    LL r = Pow(g, (MOD - 1) / n);
    inv_n = Pow(n, MOD - 2);
    w[0] = w[n] = 1;
    for (LL i = 1; i < n; i++) w[i] = (w[i - 1] * r) % MOD;
    for (LL i = 1; i < n; i++)
        rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (sz - 1));
}
void NTT(LL *a, LL n, LL dir = 0) {
    for (LL i = 1; i < n - 1; i++)
        if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (LL m = 2; m <= n; m <= 1) {
        for (LL i = 0; i < n; i += m) {
            for (LL j = 0; j < (m >> 1); j++) {
                LL &u = a[i + j], &v = a[i + j + (m >> 1)];
                LL t = v * w[dir ? n - n / m * j : n / m * j] %
                    MOD;
                v = u - t < 0 ? u - t + MOD : u - t;
                u = u + t >= MOD ? u + t - MOD : u + t;
            }
        }
    }
    if (dir)
        for (LL i = 0; i < n; i++) a[i] = (inv_n * a[i]) %
            MOD;
}
vector<LL> mul(vector<LL> p, vector<LL> q) {
    LL n = p.size(), m = q.size();
    LL t = n + m - 1, sz = 1;
    while (sz < t) sz <= 1;
    prepare(sz);

    for (LL i = 0; i < n; i++) a[i] = p[i];
    for (LL i = 0; i < m; i++) b[i] = q[i];
    for (LL i = n; i < sz; i++) a[i] = 0;
    for (LL i = m; i < sz; i++) b[i] = 0;

    NTT(a, sz);
    NTT(b, sz);
    for (LL i = 0; i < sz; i++) a[i] = (a[i] * b[i]) % MOD;
    NTT(a, sz, 1);

    vector<LL> c(a, a + sz);
    while (c.size() && c.back() == 0) c.pop_back();
    return c;
}

```

## 6.14 WalshHadamard

```

#include <bits/stdc++.h>
using namespace std;
typedef long long LL;
#define bitwiseXOR 1
// #define bitwiseAND 2
// #define bitwiseOR 3
const LL MOD = 30011;

LL BigMod(LL b, LL p) {
    LL ret = 1;
    while (p > 0) {
        if (p % 2 == 1) {
            ret = (ret * b) % MOD;
        }
        p = p / 2;
        b = (b * b) % MOD;
    }
    return ret % MOD;
}

void FWHT(vector<LL>& p, bool inverse) {
    LL n = p.size();
    assert((n & (n - 1)) == 0);

    for (LL len = 1; 2 * len <= n; len <= 1) {
        for (LL i = 0; i < n; i += len + len) {
            for (LL j = 0; j < len; j++) {
                LL u = p[i + j];
                LL v = p[i + len + j];

#ifdef bitwiseXOR
                p[i + j] = (u + v) % MOD;
                p[i + len + j] = (u - v + MOD) % MOD;
#endif // bitwiseXOR

#ifdef bitwiseAND
                if (!inverse) {
                    p[i + j] = v % MOD;
                    p[i + len + j] = (u + v) % MOD;
                } else {
                    p[i + j] = (-u + v) % MOD;
                    p[i + len + j] = u % MOD;
                }
            }
#endif // bitwiseAND

#ifdef bitwiseOR
            if (!inverse) {
                p[i + j] = u + v;
                p[i + len + j] = u;
            } else {

```

```

                p[i + j] = v;
                p[i + len + j] = u - v;
            }
        }
    }
}

#ifdef bitwiseXOR
if (inverse) {
    LL val = BigMod(n, MOD - 2); // Option 2: Exclude
    for (LL i = 0; i < n; i++) {
        // assert(p[i]%n==0); //Option 2: Include
        p[i] = (p[i] * val) % MOD; // Option 2: p[i]/=n;
    }
}
#endif // bitwiseXOR
}

```

## 7 String

### 7.1 Aho Corasick

```

const int sg = 26, N = 1e3 + 9;
struct aho_corasick {
    struct node {
        node *link, *out, *par;
        bool leaf;
        LL val;
        int cnt, last, len;
        char p_ch;
        array<node*, sg> to;
        node(node* par = NULL, char p_ch = '$', int len = 0)
            : par(par), p_ch(p_ch), len(len) {
            val = leaf = cnt = last = 0;
            link = out = NULL;
        }
    };
    vector<node> trie;
    node* root;
    aho_corasick() {
        trie.reserve(N), trie.emplace_back();
        root = &trie[0];
        root->link = root->out = root;
    }
    inline int f(char c) { return c - 'a'; }
    inline node* add_node(node* par = NULL, char p_ch = '$',
        int len = 0) {
        trie.emplace_back(par, p_ch, len);
        return &trie.back();
    }
}

```



```

void add_str(const string& s, LL val = 1) {
    node* now = root;
    for (char c : s) {
        int i = f(c);
        if (!now->to[i]) now->to[i] = add_node(now, c, now->len + 1);
        now = now->to[i];
    }
    now->leaf = true, now->val++;
}

void push_links() {
    queue<node*> q;
    for (q.push(root); q.empty(); q.pop()) {
        node *cur = q.front(), *link = cur->link;
        cur->out = link->leaf ? link : link->out;
        int idx = 0;
        for (auto& next : cur->to) {
            if (next != NULL) {
                next->link = cur != root ? link->to[idx++] : root;
                q.push(next);
            } else
                next = link->to[idx++];
        }
    }
    cur->val += link->val;
}
};

```

## 7.2 Double hash

```

ostream& operator<<(ostream& os, PLL hash) {
    return os << "(" << hash.ff << ", " << hash.ss << ")";
}

PLL operator+(PLL a, LL x) { return PLL(a.ff + x, a.ss + x); }
PLL operator-(PLL a, LL x) { return PLL(a.ff - x, a.ss - x); }
PLL operator*(PLL a, LL x) { return PLL(a.ff * x, a.ss * x); }
PLL operator+(PLL a, PLL x) { return PLL(a.ff + x.ff, a.ss + x.ss); }
PLL operator-(PLL a, PLL x) { return PLL(a.ff - x.ff, a.ss - x.ss); }
PLL operator*(PLL a, PLL x) { return PLL(a.ff * x.ff, a.ss * x.ss); }
PLL operator%(PLL a, PLL m) { return PLL(a.ff % m.ff, a.ss % m.ss); }

PLL base(1949313259, 1997293877);

```

```

PLL mod(2091573227, 2117566807);

PLL power(PLL a, LL p) {
    if (!p) return PLL(1, 1);
    PLL ans = power(a, p / 2);
    ans = (ans * ans) % mod;
    if (p % 2) ans = (ans * a) % mod;
    return ans;
}

PLL inverse(PLL a) { return power(a, (mod.ff - 1) * (mod.ss - 1) - 1); }
PLL inv_base = inverse(base);

PLL val;
vector<PLL> P;

void hash_init(int n) {
    P.resize(n + 1);
    P[0] = PLL(1, 1);
    for (int i = 1; i <= n; i++) P[i] = (P[i - 1] * base) % mod;
}

/// appends c to string
PLL append(PLL cur, char c) { return (cur * base + c) % mod; }

/// prepends c to string with size k
PLL prepend(PLL cur, int k, char c) { return (P[k] * c + cur) % mod; }

/// replaces the i-th (0-indexed) character from right from a to b;
PLL replace(PLL cur, int i, char a, char b) {
    cur = (cur + P[i] * (b - a)) % mod;
    return (cur + mod) % mod;
}

/// Erases c from the back of the string
PLL pop_back(PLL hash, char c) {
    return (((hash - c) * inv_base) % mod + mod) % mod;
}

/// Erases c from front of the string with size len
PLL pop_front(PLL hash, int len, char c) {
    return ((hash - P[len - 1] * c) % mod + mod) % mod;
}

/// concatenates two strings where length of the right is k

```

```

PLL concat(PLL left, PLL right, int k) { return (left * P[k] + right) % mod; }
/// Calculates hash of string with size len repeated cnt times
/// This is O(log n). For O(1), pre-calculate inverses
PLL repeat(PLL hash, int len, LL cnt) {
    PLL mul = (P[len * cnt] - 1) * inverse(P[len] - 1);
    mul = (mul % mod + mod) % mod;
    PLL ret = (hash * mul) % mod;

    if (P[len].ff == 1) ret.ff = hash.ff * cnt;
    if (P[len].ss == 1) ret.ss = hash.ss * cnt;
    return ret;
}

LL get(PLL hash) { return ((hash.ff << 32) ^ hash.ss); }
struct hashlist {
    int len;
    vector<PLL> H, R;

    hashlist() {}
    hashlist(string& s) {
        len = (int)s.size();
        hash_init(len);
        H.resize(len + 1, PLL(0, 0)), R.resize(len + 2, PLL(0, 0));
        for (int i = 1; i <= len; i++) H[i] = append(H[i - 1], s[i - 1]);
        for (int i = len; i >= 1; i--) R[i] = append(R[i + 1], s[i - 1]);
    }

    /// 1-indexed
    inline PLL range_hash(int l, int r) {
        int len = r - l + 1;
        return ((H[r] - H[l - 1] * P[len]) % mod + mod) % mod;
    }

    inline PLL reverse_hash(int l, int r) {
        int len = r - l + 1;
        return ((R[l] - R[r + 1] * P[len]) % mod + mod) % mod;
    }

    inline PLL concat_range_hash(int l1, int r1, int l2, int r2) {
        int len_2 = r2 - l2 + 1;
        return concat(range_hash(l1, r1), range_hash(l2, r2), len_2);
    }
}

```



```

inline PLL concat_reverse_hash(int l1, int r1, int l2,
    int r2) {
    int len_1 = r1 - l1 + 1;
    return concat(reverse_hash(l2, r2), reverse_hash(l1,
        r1), len_1);
}
};

```

### 7.3 Manacher's

```

vector<int> d1(n);
// d[i] = number of palindromes taking s[i] as center
for (int i = 0, l = 0, r = -1; i < n; i++) {
    int k = (i > r) ? 1 : min(d1[l + r - i], r - i + 1);
    while (0 <= i - k && i + k < n && s[i - k] == s[i + k])
        k++;
    d1[i] = k--;
    if (i + k > r) l = i - k, r = i + k;
}

```

```

vector<int> d2(n);
// d[i] = number of palindromes taking s[i-1] and s[i] as
    center
for (int i = 0, l = 0, r = -1; i < n; i++) {
    int k = (i > r) ? 0 : min(d2[l + r - i + 1], r - i + 1);
    ;
    while (0 <= i - k - 1 && i + k < n && s[i - k - 1] == s[
        i + k]) k++;
    d2[i] = k--;
    if (i + k > r) l = i - k - 1, r = i + k;
}

```

### 7.4 Palindromic Tree

```

struct state {
    int len, link;
    map<char, int> next;
};
state st[MAX];
int id, last;
string s;
ll ans[MAX];
void init() {
    for (int i = 0; i <= id; i++) {
        st[i].len = 0; st[i].link = 0;
        st[i].next.clear(); ans[i] = 0;
    }
    st[1].len = -1; st[1].link = 1;
    st[2].len = 0; st[2].link = 1;
    id = 2; last = 2;
}

```

```

void extend(int pos) {
    while (s[pos - st[last].len - 1] != s[pos]) last = st[
        last].link;
    int newlink = st[last].link;
    char c = s[pos];
    while (s[pos - st[newlink].len - 1] != s[pos]) newlink
        = st[newlink].link;
    if (!st[last].next.count(c)) {
        st[last].next[c] = ++id;
        st[id].len = st[last].len + 2;
        st[id].link = (st[id].len == 1 ? 2 : st[newlink].next
            [c]);
        ans[id] += ans[st[id].link];
        if (st[id].len > 2) {
            int l = st[id].len / 2 + (st[id].len % 2 ? 1 : 0);
            if (h.range_hash(pos - st[id].len + 1, pos - st[id]
                .len + 1) == h.reverse_hash(pos - st[id].len +
                    1, pos - st[id].len + 1)) ans[id]++;
        }
    }
    last = st[last].next[c];
}

```

### 7.5 String Match FFT

```

//find occurrences of t in s where '?'s are automatically
    matched with any character
//res[i + m - 1] = sum_j=0 to m - 1 {s[i + j] * t[j] * (s
    [i + j] - t[j])}
vector<int> string_matching(string &s, string &t) {
    int n = s.size(), m = t.size();
    vector<int> s1(n), s2(n), s3(n);
    for(int i = 0; i < n; i++) s1[i] = s[i] == '?' ? 0 : s[
        i] - 'a' + 1; //assign any non zero number for non
        '?'s
    for(int i = 0; i < n; i++) s2[i] = s1[i] * s1[i];
    for(int i = 0; i < n; i++) s3[i] = s1[i] * s2[i];
    vector<int> t1(m), t2(m), t3(m);
    for(int i = 0; i < m; i++) t1[i] = t[i] == '?' ? 0 : t[
        i] - 'a' + 1;
    for(int i = 0; i < m; i++) t2[i] = t1[i] * t1[i];
    for(int i = 0; i < m; i++) t3[i] = t1[i] * t2[i];
    reverse(t1.begin(), t1.end());
    reverse(t2.begin(), t2.end());
    reverse(t3.begin(), t3.end());
    vector<int> s1t3 = multiply(s1, t3);
    vector<int> s2t2 = multiply(s2, t2);
    vector<int> s3t1 = multiply(s3, t1);
    vector<int> res(n);
    for(int i = 0; i < n; i++) res[i] = s1t3[i] - s2t2[i] *
        2 + s3t1[i];
}

```

```

vector<int> oc;
for(int i = m - 1; i < n; i++) if(res[i] == 0) oc.
    push_back(i - m + 1);
return oc;
}

```

### 7.6 Suffix Array

```

/** Suffix Array Construction: O(NlogN)
    LCP Array Construction: O(NlogN)
    Suffix LCP: O(logN) */
typedef pair<int, int> PII;
typedef vector<int> VI;

/// Equivalence Class INFO
vector<VI> c;
VI sort_cyclic_shifts(const string &s) {
    int n = s.size();
    const int alphabet = 256;
    VI p(n), cnt(alphabet, 0);

    c.clear();
    c.emplace_back();
    c[0].resize(n);

    for (int i = 0; i < n; i++) cnt[s[i]]++;
    for (int i = 1; i < alphabet; i++) cnt[i] += cnt[i -
        1];
    for (int i = 0; i < n; i++) p[--cnt[s[i]]] = i;

    c[0][p[0]] = 0;
    int classes = 1;

    for (int i = 1; i < n; i++) {
        if (s[p[i]] != s[p[i - 1]]) classes++;
        c[0][p[i]] = classes - 1;
    }

    VI pn(n), cn(n);
    cnt.resize(n);

    for (int h = 0; (1 << h) < n; h++) {
        for (int i = 0; i < n; i++) {
            pn[i] = p[i] - (1 << h);
            if (pn[i] < 0) pn[i] += n;
        }
        fill(cnt.begin(), cnt.end(), 0);

        /// radix sort
        for (int i = 0; i < n; i++) cnt[c[h][pn[i]]]++;
    }
}

```

```

    for (int i = 1; i < classes; i++) cnt[i] += cnt[i - 1];
    for (int i = n - 1; i >= 0; i--) p[--cnt[c[h][pn[i]]]] = pn[i];

    cn[p[0]] = 0;
    classes = 1;

    for (int i = 1; i < n; i++) {
        PII cur = {c[h][p[i]], c[h][(p[i] + (1 << h)) % n]};
        PII prev = {c[h][p[i - 1]], c[h][(p[i - 1] + (1 << h)) % n]};
        if (cur != prev) ++classes;
        cn[p[i]] = classes - 1;
    }
    c.push_back(cn);
}
return p;
}

VI suffix_array_construction(string s) {
    s += "!";
    VI sorted_shifts = sort_cyclic_shifts(s);
    sorted_shifts.erase(sorted_shifts.begin());
    return sorted_shifts;
}

/// LCP between the ith and jth (i != j) suffix of the STRING
int suffixLCP(int i, int j) {
    assert(i != j);
    int log_n = c.size() - 1;

    int ans = 0;
    for (int k = log_n; k >= 0; k--) {
        if (c[k][i] == c[k][j]) {
            ans += 1 << k;
            i += 1 << k;
            j += 1 << k;
        }
    }
    return ans;
}

VI lcp_construction(const string &s, const VI &sa) {
    int n = s.size();
    VI rank(n, 0);
    VI lcp(n - 1, 0);

```

```

    for (int i = 0; i < n; i++) rank[sa[i]] = i;

    for (int i = 0, k = 0; i < n; i++) {
        if (rank[i] == n - 1) {
            k = 0;
            continue;
        }

        int j = sa[rank[i] + 1];
        while (i + k < n && j + k < n && s[i + k] == s[j + k]) k++;
        lcp[rank[i]] = k;
        if (k) k--;
    }
    return lcp;
}

const int MX = 1e6 + 7, K = 20;
int lg[MX];

void pre() {
    lg[1] = 0;
    for (int i = 2; i < MX; i++) lg[i] = lg[i / 2] + 1;
}

struct RMQ {
    int N;
    VI v[K];
    RMQ(const VI &a) {
        N = a.size();
        v[0] = a;

        for (int k = 0; (1 << (k + 1)) <= N; k++) {
            v[k + 1].resize(N);
            for (int i = 0; i - 1 + (1 << (k + 1)) < N; i++) {
                v[k + 1][i] = min(v[k][i], v[k][i + (1 << k)]);
            }
        }
    }

    int findMin(int i, int j) {
        int k = lg[j - i + 1];
        return min(v[k][i], v[k][j + 1 - (1 << k)]);
    }
};

```

## 7.7 Suffix Automata

```

/**
    Linear Time Suffix Automata construction.

```

```

    Build Complexity: O(n * alphabet)
    To achieve better build complexity and linear space,
    use map for transitions.
    */

#include <bits/stdc++.h>
using namespace std;

const int MAXN = 1e5+7, ALPHA = 26;
int len[2*MAXN], link[2*MAXN], nxt[2*MAXN][ALPHA];
int sz;
int last;

void sa_init() {
    memset(nxt, -1, sizeof nxt);

    len[0] = 0;
    link[0] = -1;
    sz = 1;
    last = 0;
}

void add(char ch) {
    int c = ch-'a';

    int cur = sz++;
    node
    len[cur] = len[last]+1;

    int u = last;
    while (u != -1 && nxt[u][c] == -1) {
        nxt[u][c] = cur;
        u = link[u];
    }

    if (u == -1) {
        link[cur] = 0;
    }
    else {
        int v = nxt[u][c];
        if (len[v] == len[u]+1) {
            link[cur] = v;
        }
        else {
            int clone = sz++;
            by cloning
            len[clone] = 1 + len[u];
            link[clone] = link[v];

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

```

```

        nxt[clone][i] = nxt[v][i];

        while (u != -1 && nxt[u][c] == v) {
            nxt[u][c] = clone;
            u = link[u];
        }

        link[v] = link[cur] = clone;
    }
}

last = cur;
}

vector<int> edge[2*MAXN];
//Optional, Call after adding all characters
void makeEdge() {
    for (int i=0; i<sz; i++) {
        edge[i].clear();
        for (int j=0; j<ALPHA; j++)
            if (nxt[i][j] != -1)
                edge[i].push_back(j);
    }
}

// The following code solves SPOJ SUBLEX
// Given a string S, you have to answer some queries:
// If all distinct substrings of string S were sorted
// lexicographically, which one will be the K-th smallest
// ?

long long dp[2*MAXN];
bool vis[2*MAXN];

void dfs(int u) {
    if (vis[u]) return;
    vis[u] = 1;
    dp[u] = 1;
    for (int i: edge[u]) {
        if (nxt[u][i] == -1) continue;
        dfs(nxt[u][i]);
        dp[u] += dp[nxt[u][i]];
    }
}

void go(int u, long long rem, string &s) {
    if (rem == 1) return;
    long long sum = 1;
    for (int i: edge[u]) {
        if (nxt[u][i] == -1) continue;
        if (sum + dp[nxt[u][i]] < rem) {

```

```

            sum += dp[nxt[u][i]];
        }
        else {
            s += ('a' + i);
            go(nxt[u][i], rem-sum, s);
            return;
        }
    }
}

int main() {
    ios::sync_with_stdio(0);
    cin.tie(0);

    string s;
    cin>>s;

    sa_init();
    for (char c: s) add(c);
    makeEdge();

    dfs(0);
    int q;
    cin>>q;

    while (q--) {
        long long x;
        cin>>x;
        x++;
        string s;
        go(0, x, s);
        cout<<s<<"\n";
    }
}

```

## 7.8 Z Algo

```

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

```

```

                l = i;
                while (r < n && s[r] == s[r - l]) r++;
                z[i] = r - l; r--;
            }
        }
    }
    return z;
}

```

## 8 Equations and Formulas

### 8.1 Catalan Numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} \quad C_0 = 1, C_1 = 1 \text{ and } C_n = \sum_{k=0}^{n-1} C_k C_{n-1-k}$$

The number of ways to completely parenthesize  $n+1$  factors.  
The number of triangulations of a convex polygon with  $n+2$  sides (i.e. the number of partitions of polygon into disjoint triangles by using the diagonals).

The number of ways to connect the  $2n$  points on a circle to form  $n$  disjoint i.e. non-intersecting chords.

The number of rooted full binary trees with  $n+1$  leaves (vertices are not numbered). A rooted binary tree is full if every vertex has either two children or no children.

Number of permutations of  $1, \dots, n$  that avoid the pattern 123 (or any of the other patterns of length 3); that is, the number of permutations with no three-term increasing sub-sequence. For  $n = 3$ , these permutations are 132, 213, 231, 312 and 321.

### 8.2 Stirling Numbers First Kind

The Stirling numbers of the first kind count permutations according to their number of cycles (counting fixed points as cycles of length one).

$S(n, k)$  counts the number of permutations of  $n$  elements with  $k$  disjoint cycles.

$$S(n, k) = (n-1) \cdot S(n-1, k) + S(n-1, k-1), \text{ where, } S(0, 0) = 1, S(n, 0) = S(0, n) = 0 \quad \sum_{k=0}^n S(n, k) = n!$$

The unsigned Stirling numbers may also be defined algebraically, as the coefficient of the rising factorial:

$$x^{\bar{n}} = x(x+1)\dots(x+n-1) = \sum_{k=0}^n S(n, k) x^k$$

Lets  $[n, k]$  be the stirling number of the first kind, then

$$\left[ n \atop k \right] = \sum_{0 \leq i_1 < i_2 < \dots < i_k < n} i_1 i_2 \dots i_k.$$

### 8.3 Stirling Numbers Second Kind

Stirling number of the second kind is the number of ways to partition a set of  $n$  objects into  $k$  non-empty subsets.

$S(n, k) = k \cdot S(n-1, k) + S(n-1, k-1)$ , where  $S(0, 0) = 1, S(n, 0) = S(0, n) = 0$   $S(n, 2) = 2^{n-1} - 1$   $S(n, k) \cdot k!$  = number of ways to color  $n$  nodes using colors from 1 to  $k$  such that each color is used at least once.

An  $r$ -associated Stirling number of the second kind is the number of ways to partition a set of  $n$  objects into  $k$  subsets, with

each subset containing at least  $r$  elements. It is denoted by  $S_r(n, k)$  and obeys the recurrence relation.  $S_r(n+1, k) = k S_r(n, k) + \binom{n}{r-1} S_r(n-r+1, k-1)$

Denote the  $n$  objects to partition by the integers  $1, 2, \dots, n$ . Define the reduced Stirling numbers of the second kind, denoted  $S^d(n, k)$ , to be the number of ways to partition the integers  $1, 2, \dots, n$  into  $k$  nonempty subsets such that all elements in each subset have pairwise distance at least  $d$ . That is, for any integers  $i$  and  $j$  in a given subset, it is required that  $|i - j| \geq d$ . It has been shown that these numbers satisfy,  $S^d(n, k) = S(n-d+1, k-d+1), n \geq k \geq d$

### 8.4 Other Combinatorial Identities

$$\binom{n}{k} = \frac{n}{k} \binom{n-1}{k-1}$$

$$\sum_{i=0}^k \binom{n+i}{i} = \sum_{i=0}^k \binom{n+i}{n} = \binom{n+k+1}{k}$$

$$n, r \in N, n > r, \sum_{i=r}^n \binom{i}{r} = \binom{n+1}{r+1}$$

If  $P(n) = \sum_{k=0}^n \binom{n}{k} \cdot Q(k)$ , then,

$$Q(n) = \sum_{k=0}^n (-1)^{n-k} \binom{n}{k} \cdot P(k)$$

If  $P(n) = \sum_{k=0}^n (-1)^k \binom{n}{k} \cdot Q(k)$ , then,

$$Q(n) = \sum_{k=0}^n (-1)^k \binom{n}{k} \cdot P(k)$$

### 8.5 Different Math Formulas

**Picks Theorem :**  $A = i + b/2 - 1$

**Derangements :**  $d(i) = (i-1) \times (d(i-1) + d(i-2))$

$$\frac{n}{ab} - \left\{ \frac{bn}{a} \right\} - \left\{ \frac{an}{b} \right\} + 1$$

### 8.6 GCD and LCM

if  $m$  is any integer, then  $\gcd(a + m \cdot b, b) = \gcd(a, b)$

The gcd is a multiplicative function in the following sense:

if  $a_1$  and  $a_2$  are relatively prime, then  $\gcd(a_1 \cdot a_2, b) = \gcd(a_1, b) \cdot \gcd(a_2, b)$ .

$$\gcd(a, \text{lcm}(b, c)) = \text{lcm}(\gcd(a, b), \gcd(a, c)).$$

$$\text{lcm}(a, \gcd(b, c)) = \gcd(\text{lcm}(a, b), \text{lcm}(a, c)).$$

For non-negative integers  $a$  and  $b$ , where  $a$  and  $b$  are not both zero,  $\gcd(n^a - 1, n^b - 1) = n^{\gcd(a, b)} - 1$

$$\gcd(a, b) = \sum_{k|a \text{ and } k|b} \phi(k)$$

$$\sum_{i=1}^n [\gcd(i, n) = k] = \phi\left(\frac{n}{k}\right)$$

$$\sum_{k=1}^n \gcd(k, n) = \sum_{d|n} d \cdot \phi\left(\frac{n}{d}\right)$$

$$\sum_{k=1}^n x^{\gcd(k, n)} = \sum_{d|n} x^d \cdot \phi\left(\frac{n}{d}\right)$$

$$\sum_{k=1}^n \frac{1}{\gcd(k, n)} = \sum_{d|n} \frac{1}{d} \cdot \phi\left(\frac{n}{d}\right) = \frac{1}{n} \sum_{d|n} d \cdot \phi(d)$$

$$\sum_{k=1}^n \frac{k}{\gcd(k, n)} = \frac{n}{2} \cdot \sum_{d|n} \frac{1}{d} \cdot \phi\left(\frac{n}{d}\right) = \frac{n}{2} \cdot \frac{1}{n} \cdot \sum_{d|n} d \cdot \phi(d)$$

$$\sum_{k=1}^n \frac{n}{\gcd(k, n)} = 2 * \sum_{k=1}^n \frac{k}{\gcd(k, n)} - 1, \text{ for } n > 1$$

$$\sum_{i=1}^n \sum_{j=1}^n [\gcd(i, j) = 1] = \sum_{d=1}^n \mu(d) \left[ \frac{n}{d} \right]^2$$

$$\sum_{i=1}^n \sum_{j=1}^n \gcd(i, j) = \sum_{d=1}^n \phi(d) \left[ \frac{n}{d} \right]^2$$

$$\sum_{i=1}^n \sum_{j=1}^n i \cdot j [\gcd(i, j) = 1] = \sum_{i=1}^n \phi(i) i^2$$

$$F(n) = \sum_{i=1}^n \sum_{j=1}^n \text{lcm}(i, j) = \sum_{l=1}^n \left( \frac{(1 + \lfloor \frac{n}{l} \rfloor) (\lfloor \frac{n}{l} \rfloor)}{2} \right)^2 \sum_{d|l} \mu(d) l d$$