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基础 头文件

```
1 #include <bits/stdc++.h>
2 typedef long long ll;
3 #define MP make_pair
4 #define AA first
5 #define BB second
6 #define PB push_back
7 #define SZ size
8 #define OP begin()
9 #define ED end()
10 typedef std::pair<int, int> PII;
11 /* ===== */
```

二进制函数 枚举组合数

```
1 /* __builtin_clz 前导 0
2 * __builtin_ctz 后缀 0
3 */
4 #define ONES(x) __builtin_popcount(x) // 1 数目
5
6 // 枚举 C(n, k) 所有可能, 复杂度 O(C(n, k))
7 int next_combination(int n, int k) {
8     int ret, b = k & -k, t = (k + b);
9     ret = (((t ^ k) >> 2) / b) | t;
10    if (ret >= (1 << n)) return 0;
11    return ret;
12 }
13
14 void run(int n, int k) {
15     int ik = (1 << k) - 1;
16     do {
17
18     } while(ik = next_combination(n, ik));
19 }
```

日期时间公式

```
1 using namespace std;
2
3 int zeller(int y, int m, int d) {
4     if(m <= 2) y--, m += 12; int c=y/100; y%=100;
5     int w=((c>>2)-(c<<1)+y+(y>>2)+(13*(m+1)/5)+d-1)%7;
6     if(w<0) w+=7; return (w);
7 }
```

IO Cpp 快速读入

```
1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5 struct FastIO {
6     static const int S = 65536;
7     char buf[S];
8     int pos, len;
9     bool eof;
10    FILE *in;
11    FastIO(FILE *_in = stdin) {
12        in = _in;
13        pos = len = 0;
14        eof = false;
15    }
16    int nextChar() {
17        if (pos == len)
18            pos = 0, len = fread(buf, 1, S, in);
19        if (pos == len) {eof = true; return -1;}
20        return buf[pos++];
21    }
22    int nextUInt() {
23        int c = nextChar(), x = 0;
24        while (c <= 32) c = nextChar();
25        for (; '0' <= c && c <= '10'; c = nextChar()) x = x * 10 + c - '0';
26        return x;
27    }
28    int nextInt() {
29        int s = 1, c = nextChar(), x = 0;
30        while (c <= 32) c = nextChar();
31        if (c == '-') s = -1, c = nextChar();
32        for (; '0' <= c && c <= '9'; c = nextChar()) x = x * 10 + c - '0';
33        return x * s;
34    }
35    void nextString(char *s) {
36        int c = nextChar();
37        while (c <= 32) c = nextChar();
38        for(; c > 32; c = nextChar()) *s++ = c;
39        *s = 0;
40    }
41 };
```

Java 模板

```
1 import java.io.BufferedReader;
2 import java.io.InputStream;
```

```

3 import java.io.InputStreamReader;
4 import java.io.IOException;
5 import java.io.PrintWriter;
6 import java.util.Arrays;
7 import java.util.LinkedList;
8 import java.util.Queue;
9 import java.util.StringTokenizer;
10
11 public class Main {
12     public static void main(String[] args) {
13         new Main().run();
14     }
15
16     public void run() {
17         InputReader reader = new InputReader(System.in);
18         PrintWriter writer = new PrintWriter(System.out);
19         try {
20             } catch (Exception e) {
21             } finally {
22                 writer.close();
23             }
24     }
25
26     class InputReader {
27         InputReader(InputStream in) {
28             this.reader = new BufferedReader(new InputStreamReader(in));
29             this.tokenizer = new StringTokenizer("");
30         }
31
32         public String nextToken() throws IOException {
33             while (!tokenizer.hasMoreTokens()) {
34                 tokenizer = new StringTokenizer(reader.readLine());
35             }
36             return tokenizer.nextToken();
37         }
38
39         public int nextInt() throws IOException {
40             return Integer.parseInt(nextToken());
41         }
42
43         private BufferedReader reader;
44         private StringTokenizer tokenizer;
45     }
46
47     private void debug(Object...o) {

```

```

48         System.err.println(Arrays.deepToString(o));
49     }
50 }

```

数据结构 BIT

```

1  /*
2   * 支持第 k 大的 BIT
3   * Kyb
4   */
5  inline int LB(int x) {return x & (-x);}
6  const int MXN = 1e5;
7  template <typename T>
8  struct BIT {
9      T _[MXN+5];
10     int n;
11     void init(int m) {
12         n = m + 5;
13         for (int i = 0; i <= n; i++) _[i] = 0;
14     }
15     T query(int w) {
16         T ret = 0;
17         for (w += 3; w > 0; w -= LB(w)) ret += _[w];
18         return ret;
19     }
20     void update(int w, T d) {
21         for (w += 3; w < n; w += LB(w)) _[w] += d;
22     }
23     /*
24     * 待验证
25     */
26     int find_Kth(int k) {          // UESTC_Dagon
27         int ans=0,cnt=0;
28         for(int i=22;i>=0;i--){
29             ans+=1<<i;
30             if(ans>=n||cnt+_[ans]>=k)ans-=1<<i;
31             else cnt+=_[ans];
32         }
33         return ans - 2;
34     }
35 };

```

LCA

```

1 #include <bits/stdc++.h>
2 const int POW = 18;
3 const int N = 1e5;
4 /*

```

```

5  * p[i][j]: i的第j倍祖先
6  * d[i]: i在树中的深度
7  * edge[N]: 边集合
8  * dfs(u, fa): 求出p, d
9  * lca(a, b): 求出(a, b)的最近公共祖先
10 */
11 int p[N][POW];
12 int d[N];
13 std::vector<int>edge[N];
14 void dfs(int u, int fa){
15     d[u] = d[fa] + 1;
16     p[u][0] = fa;
17     for(int i = 1; i < POW; i++) p[u][i] = p[p[u][i - 1]][i - 1];
18     int sz = edge[u].size();
19     for(int i = 0; i < sz; i++){
20         int v = edge[u][i];
21         if(v == fa) continue;
22         dfs(v, u);
23     }
24 }
25
26 int lca(int a, int b) {
27     if(d[a] > d[b]) std::swap(a, b);
28     if(d[a] < d[b]) {
29         int del = d[b] - d[a];
30         for(int i = 0; i < POW; i++) if(del & (1 << i)) b = p[b][i];
31     }
32     if(a != b) {
33         for(int i = POW - 1; i >= 0; i--)
34             if(p[a][i] != p[b][i])
35                 a = p[a][i], b = p[b][i];
36         a = p[a][0], b = p[b][0];
37     }
38     return a;
39 }

```

RMQ

```

1  /*
2  * f[i][j]: i开头2^j长度区间的最大值
3  *
4  */
5  #include <algorithm>
6
7  const int N = 1e5;
8  const int POW = 32;
9  int f[N][POW];
10 int mm[N];
11 void init(int n) {
12     for(int j = 0; j < POW; j++)

```

```

13     for(int i = 0; i < n; i++)
14         if(i + (1 << (j + 1)) <= n) {
15             f[i][j + 1] = std::max(f[i][j], f[i + (1 << j)][j]);
16         }
17     mm[0] = -1;
18     for(int i = 1; i < N; i++) {
19         mm[i] = mm[i >> 1] + 1;
20     }
21 }
22
23 int cal(int l, int r) {
24     int k = mm[r - l + 1];
25     return std::max(f[l][k], f[r - (1 << k) + 1][k]);
26 }

```

二维线段树

```

1  /*
2  * 点修改区间查询
3  */
4  #include <bits/stdc++.h>
5  const int N = 5000;
6  int c[N][N];
7  int lx[N], ly[N];
8  int n, Q;
9  struct Node
10 {
11     struct node
12     {
13         int a, b;
14         int Min, Max;
15     }f[N];
16     int a, b;
17
18     void update(int x)
19     {
20         f[x].Min = std::min(f[x << 1].Min, f[x << 1 | 1].Min);
21         f[x].Max = std::max(f[x << 1].Max, f[x << 1 | 1].Max);
22     }
23
24     void build(int x, int a, int b)
25     {
26         f[x].a = a; f[x].b = b;
27         if(a < b)
28         {
29             int mid = (a + b) / 2;
30             build(x << 1, a, mid);
31             build(x << 1 | 1, mid + 1, b);
32             update(x);

```

```

33     } else { f[x].Min = f[x].Max = 0; ly[a] = x; }
34 }
35
36 int queryMin(int x, int a, int b)
37 {
38     if(a <= f[x].a && f[x].b <= b) return f[x].Min;
39     else
40     {
41         int mid = (f[x].a + f[x].b) / 2;
42         if(b <= mid) return queryMin(x << 1, a, b);
43         else if(a > mid) return queryMin(x << 1 | 1, a, b);
44         else return std::min(queryMin(x << 1, a, b), queryMin(x << 1 | 1, a, b));
45     }
46 }
47
48 int queryMax(int x, int a, int b)
49 {
50     if(a <= f[x].a && f[x].b <= b) return f[x].Max;
51     else
52     {
53         int mid = (f[x].a + f[x].b) / 2;
54         if(b <= mid) return queryMax(x << 1, a, b);
55         else if(a > mid) return queryMax(x << 1 | 1, a, b);
56         else return std::max(queryMax(x << 1, a, b), queryMax(x << 1 | 1, a, b));
57     }
58 }
59 }f[N];
60
61 void build(int x, int a, int b, int p, int q)
62 {
63     f[x].a = a; f[x].b = b;
64     f[x].build(1, p, q);
65     if(a < b)
66     {
67         int mid = (a + b) / 2;
68         build(x << 1, a, mid, p, q);
69         build(x << 1 | 1, mid + 1, b, p, q);
70     }
71     else lx[a] = x;
72 }
73
74 void update(int x, int y, int c)
75 {
76     x = lx[x]; y = ly[y];
77     for(int X = x; X != 0; X >>= 1)
78         for(int Y = y; Y != 0; Y >>= 1)
79         {
80             if(f[X].f[Y].a == f[X].f[Y].b)
81             {
82                 if(f[X].a == f[X].b)

```

```

83     {
84         f[X].f[Y].Min = f[X].f[Y].Max = c;
85     }
86     else
87     {
88         f[X].f[Y].Min = std::min(f[X << 1].f[Y].Min, f[X << 1 | 1].f[Y].Min);
89         f[X].f[Y].Max = std::max(f[X << 1].f[Y].Max, f[X << 1 | 1].f[Y].Max);
90     }
91 }
92     else { f[X].update(Y); }
93 }
94 }
95
96 int queryMin(int x, int a, int b, int p, int q)
97 {
98     if(a <= f[x].a && f[x].b <= b) return f[x].queryMin(1, p, q);
99     else
100     {
101         int mid = (f[x].a + f[x].b) / 2;
102         if(b <= mid) return queryMin(x << 1, a, b, p, q);
103         else if(a > mid) return queryMin(x << 1 | 1, a, b, p, q);
104         else return std::min(queryMin(x << 1, a, b, p, q), queryMin(x << 1 | 1, a, b, p,
            ↪ q));
105     }
106 }
107
108 int queryMax(int x, int a, int b, int p, int q)
109 {
110     if(a <= f[x].a && f[x].b <= b) return f[x].queryMax(1, p, q);
111     else
112     {
113         int mid = (f[x].a + f[x].b) / 2;
114         if(b <= mid) return queryMax(x << 1, a, b, p, q);
115         else if(a > mid) return queryMax(x << 1 | 1, a, b, p, q);
116         else return std::max(queryMax(x << 1, a, b, p, q), queryMax(x << 1 | 1, a, b, p,
            ↪ q));
117     }
118 }

```

主席树

```

1 #include <iostream>
2 #include <cstring>
3 #include <cstdio>
4 #include <algorithm>
5 #include <set>
6 #include <map>
7 #include <vector>
8 #include <queue>
9

```

```

10 typedef std::pair<int, int> PII;
11 #define PB(x) push_back(x)
12 #define SZ size()
13 #define AA first
14 #define BB second
15 #define MP(x, y) make_pair(x, y)
16 namespace ST {
17     /*
18      *   e:   线段树节点数组
19      *   l, r: 左右节点指针
20      *   sum: 区间和
21      *   rt:  主席树根节点
22      *   tot: 总节点个数
23      */
24     struct E {
25         int l, r;
26         int sum;
27     }e[10000000];
28     int rt[100010];
29     int tot;
30
31     /*
32      * 建树，初始化调用，建立一颗空树
33      */
34     void build(int &rt, int l, int r) {
35         rt = tot++;
36         e[rt].sum = 0;
37         if(l == r) return;
38         int mid = (l + r) >> 1;
39         build(e[rt].l, l, mid);
40         build(e[rt].r, mid + 1, r);
41     }
42
43     /*
44      * 插入新节点，向w位置插入节点，主席书中父亲结点为fa
45      */
46     void update(int &rt, int l, int r, int w, int fa) {
47         rt = tot++;
48         e[rt].l = e[fa].l;
49         e[rt].r = e[fa].r;
50         e[rt].sum = e[fa].sum + 1;
51         if(l == r) return;
52         int mid = (l + r) >> 1;
53         if(w <= mid) update(e[rt].l, l, mid, w, e[fa].l);
54         else update(e[rt].r, mid + 1, r, w, e[fa].r);
55     }
56
57     /*
58      * 查询，查询原图中(a, b)点对的信息，其中c = lca(a, b)
59      * 计算时候加入c信息

```

```

60     */
61     int query(int a, int b, int c, int l, int r, int k, int nd) {
62         int mid = (l + r) >> 1;
63         int sum = e[e[a].l].sum + e[e[b].l].sum - e[e[c].l].sum * 2 + (int)(nd <= mid);
64         if(l == r) return 1;
65         if(k <= sum) return query(e[a].l, e[b].l, e[c].l, l, mid, k, nd);
66         else return query(e[a].r, e[b].r, e[c].r, mid + 1, r, k - sum, (nd <= mid ? 1e9 :
        ↪ nd));
67     }
68 };

```

树链剖分

```

1  /*
2  * siz[v]表示以v为根的子树的节点数
3  * dep[v]表示v的深度
4  * top[v]表示v所在的重链的顶端节点
5  * fa[v]表示v的父亲
6  * son[v]表示与v在同一重链上的v的儿子节点
7  * w[v]表示v与其父亲节点的连边在线段树中的位置
8  * 初始需要调用cnt1 = cnt2 = cnt3 = 0; dfs1(ROOT, 0); dfs2(ROOT, 1); bt(1, cnt2);
9  * 模板为边带权值，点带权值需要修改query(x, y)
10 * update(x, p, c)的p为线段树中的编号，更新x需要调用w[x]
11 */
12 const int N = 1e5;
13 const int M = 2 * N;
14 typedef long long ll;
15 #define MID(x, y) (((x) + (y)) >> 1)
16 #include <bits/stdc++.h>
17
18 int fa[N], top[N], w[N], son[N], dep[N], sz[N], r[N];
19 int a[N], b[N];
20 ll c[N];
21 int ind[N];
22 int t[M], nt[M];
23 int cnt1, cnt2, cnt3;
24 int n, m;
25
26 struct node
27 {
28     int l, r;
29     int a, b;
30     ll sum;
31 }f[M];
32 int rt;
33
34 void dfs1(int x, int d)
35 {
36     dep[x] = d;
37     son[x] = 0;

```

```

38  sz[x] = 1;
39  for(int k = ind[x]; k != -1; k = nt[k])
40      if(t[k] != fa[x])
41      {
42          fa[t[k]] = x;
43          dfs1(t[k], d + 1);
44          sz[x] += sz[t[k]];
45          if(sz[t[k]] > sz[son[x]]) son[x] = t[k];
46      }
47  }
48
49  void dfs2(int x, int tt)
50  {
51      w[x] = ++cnt2;
52      top[x] = tt;
53      if(son[x]) dfs2(son[x], tt);
54      for(int k = ind[x]; k != -1; k = nt[k]) if(t[k] != fa[x] && t[k] != son[x])
55          dfs2(t[k], t[k]);
56  }
57
58  void add(int a, int b)
59  {
60      t[cnt1] = b;
61      nt[cnt1] = ind[a];
62      ind[a] = cnt1++;
63  }
64
65  void update(int x)
66  {
67      f[x].sum = f[f[x].l].sum + f[f[x].r].sum;
68  }
69
70  int bt(int a, int b)
71  {
72      int x = cnt3++;
73      f[x].a = a; f[x].b = b;
74      if(a < b)
75      {
76          int mid = MID(a, b);
77          f[x].l = bt(a, mid);
78          f[x].r = bt(mid + 1, b);
79          f[x].sum = 0;
80      }
81      else
82      {
83          f[x].sum = 0;
84      }
85      return x;
86  }
87

```

```

88  // 在线段树上查询，不要直接调用
89  ll query(int x, int a, int b)
90  {
91      if(a <= f[x].a && f[x].b <= b) return f[x].sum;
92      int mid = MID(f[x].a, f[x].b);
93      ll ans = 0;
94      if(a <= mid) ans += query(f[x].l, a, b);
95      if(b > mid) ans += query(f[x].r, a, b);
96      return ans;
97  }
98
99  // 单调修改
100 void update(int x, int p, int cc)
101 {
102     if(f[x].a == f[x].b) { f[x].sum = cc; return; }
103     int mid = MID(f[x].a, f[x].b);
104     if(p <= mid) update(f[x].l, p, cc);
105     else update(f[x].r, p, cc);
106     update(x);
107 }
108
109 // 树上查询
110 ll query(int x, int y)
111 {
112     int fx = top[x], fy = top[y];
113     ll sum = 0;
114     while(fx != fy)
115     {
116         if(dep[fx] < dep[fy])
117         {
118             std::swap(x, y);
119             std::swap(fx, fy);
120         }
121         sum += query(rt, w[fx], w[x]);
122         x = fa[top[x]];
123         fx = top[x];
124     }
125     if(dep[x] > dep[y]) std::swap(x, y);
126     if(x == y) return sum;
127     return sum + query(rt, w[son[x]], w[y]);
128 }

```

树分治

```

1  /*
2  * 树分治
3  */
4
5  // 点分治
6  #include <bits/stdc++.h>

```



```

7  const int N = 100000 + 5;
8  std::vector<int> edges[N];
9  int n;
10 bool vis[N];
11 int parent[N];
12 int sz[N];
13 int que[N];
14 int balance[N];
15
16 int bfs(int source,int fa = -1) {
17     int qf = 0,qe = 0;
18     que[qe++] = source;
19     parent[source] = fa;
20     while (qf != qe) {
21         int u = que[qf++];
22         sz[u] = 1;
23         balance[u] = 0;
24         for (int v : edges[u]) {
25             if (!vis[v] && parent[u] != v) {
26                 parent[v] = u;
27                 que[qe++] = v;
28             }
29         }
30     }
31     for (int i = qe - 1; i > 0; -- i) {
32         int u = que[i];
33         sz[parent[u]] += sz[u];
34         balance[parent[u]] = std::max(balance[parent[u]],sz[u]);
35     }
36     return qe;
37 }
38
39 void divide(int root) {
40     int tot = bfs(root);
41     for (int i = tot - 1; i > 0; -- i) {
42         int u = que[i];
43         balance[u] = std::max(balance[u],tot - sz[u]);
44         if (balance[u] < balance[root]) {
45             root = u;
46         }
47     }
48     bfs(root);
49
50     // balabalalah
51
52     vis[root] = true;
53     for (int u : edges[root]) {
54         if (!vis[u]) {
55             divide(u);
56         }

```

```

57 }
58 }

```

Treap

```

1  /*
2   * Poj 3481
3   */
4  #include <bits/stdc++.h>
5  using namespace std;
6  #define AA first
7  #define BB second
8  #define MP make_pair
9  #define PII pair<int, int>
10
11 const int N = 1000000+1000, MOD = 1e9+7;
12 const int nil = 0;
13 struct node {
14     int ch[2], key, sz;
15     PII data;
16 } f[N];
17 int cnt, rt;
18
19 void up(int cur) {
20     f[cur].sz = f[f[cur].ch[0]].sz + f[f[cur].ch[1]].sz + 1;
21 }
22
23 int newNode(PII data) {
24     cnt++;
25     f[cnt].ch[0] = f[cnt].ch[1] = 0;
26     f[cnt].data = data;
27     f[cnt].sz = 1;
28     f[cnt].key = rand();
29     return cnt;
30 }
31
32 PII split(int p, int n) {
33     if(n == 0) return MP(nil, p);
34     int sz = f[f[p].ch[0]].sz;
35     if(n == sz) {
36         int x = f[p].ch[0];
37         f[p].ch[0] = nil;
38         up(p);
39         return MP(x, p);
40     }
41     else if(n == sz + 1) {
42         int x = f[p].ch[1];
43         f[p].ch[1] = nil;
44         up(p);
45         return MP(p, x);

```

```

46     }
47     else if(n < sz) {
48         PII res = split(f[p].ch[0], n);
49         f[p].ch[0] = res.BB;
50         up(p);
51         return MP(res.AA, p);
52     }
53     else {
54         PII res = split(f[p].ch[1], n - sz - 1);
55         f[p].ch[1] = res.AA;
56         up(p);
57         return MP(p, res.BB);
58     }
59 }
60
61 int merge(int p, int q) {
62     if(p == nil) return q;
63     if(q == nil) return p;
64     if(f[p].key > f[q].key) {
65         f[q].ch[0] = merge(p, f[q].ch[0]);
66         up(q);
67         return q;
68     }
69     else {
70         f[p].ch[1] = merge(f[p].ch[1], q);
71         up(p);
72         return p;
73     }
74 }
75
76 int getrank(int p, int w) {
77     int ans = 0;
78     while(p != nil) {
79         if(w == f[p].data.BB) return ans + f[f[p].ch[0]].sz;
80         if(w < f[p].data.BB) p = f[p].ch[0];
81         else {
82             ans += f[f[p].ch[0]].sz + 1;
83             p = f[p].ch[1];
84         }
85     }
86     return ans;
87 }

```

Splay

```

1 // 注意初始化内存池和 null 节点
2 /*
3  * hdu3487 hdu1908
4  */
5 #include <algorithm>

```

```

6 const int MAX_NODE = 1e5;
7 struct Node{
8     int rev,size; Node *ch[2],*p;
9     void set(Node*,int); int dir(); void update(); void relax(); void appRev();
10 } nodePool[MAX_NODE],*curNode,*null;
11 Node *newNode(){
12     Node *t=curNode++; t->rev=0, t->size=1;
13     t->ch[0]=t->ch[1]=t->p=null; return t;
14 }
15 struct Splay{
16     Node *root;
17     Splay(){ root=newNode(); root->set(newNode(),0); root->update(); }
18     void rot(Node *t){
19         Node *p=t->p; int d=t->dir();
20         p->relax(); t->relax();
21         if(p==root) root=t;
22         p->set(t->ch[!d],d); p->p->set(t,p->dir()); t->set(p,!d);
23         p->update();
24     }
25     void splay(Node *t,Node *f=null){
26         for(t->relax();t->p!=f;)
27             if(t->p->p==f) rot(t);
28             else t->dir()==t->p->dir()?(rot(t->p),rot(t)):(rot(t),rot(t));
29         t->update();
30     }
31 };
32 void initNull(){ curNode=nodePool;null=curNode++;null->size=0; }
33 void Node::set(Node *t,int _d){ ch[_d]=t; t->p=this; }
34 int Node::dir(){ return this==p->ch[1]; }
35 void Node::update(){ size=ch[0]->size+ch[1]->size+1;}
36 void Node::relax(){ if(rev) ch[0]->appRev(), ch[1]->appRev(), rev=false; }
37 void Node::appRev(){ if(this==null) return; rev^=true; std::swap(ch[0],ch[1]); }

```

KD-Tree

```

1 /*
2  * KDT 2016 Qingdao 11
3  * 估价函数 :
4  * 欧几里德距离下界 : sqr(max(max(X-x.Max[0],x.Min[0]-X,0)))+ ...
5  * 欧几里德距离上界 : max(sqr(X-x.Max[0]),sqr(x.Min[0]-X))+ ...
6  * 曼哈顿距离下界 : max(X-x.Max[0],0)+max(x.Min[0]-X,0)+ ...
7  * 曼哈顿距离上界 : max(abs(X-x.Max[0]),abs(x.Min[0]-X))+ ...
8  *
9  */
10
11 #include <bits/stdc++.h>
12 using namespace std;
13 typedef long long LL;
14 #define cmin(x, y) x = min(x, y)

```

```

15 #define cmax(x, y) x = max(x, y)
16
17 const int N = 1000000;
18 struct point {
19     LL _[2], op, p;
20     LL& operator [] (int x) { return _[x]; }
21     int operator < (const point &t) const {
22         return p < t.p;
23     }
24 } a[N], ans[N];
25
26 template <typename T> inline T SQ(T x) { return x * x; }
27 inline LL dis(point a, point b) {
28     return SQ(1LL * (a[0] - b[0])) + SQ(1LL * (a[1] - b[1]));
29 }
30 struct node {
31     int l, r, fa;
32     bool vis, has;
33     point p;
34 } b[N];
35 int n, m, cnt;
36
37 inline int getnode() {
38     assert(cnt < N);
39     b[cnt].l = b[cnt].r = -1;
40     b[cnt].vis = b[cnt].has = false;
41     b[cnt].fa = -1;
42     return cnt++;
43 }
44
45 void sol(int u, point pt, point& ans, LL &value, int d) {
46     if(u == -1 || !b[u].has) return;
47     if(b[u].vis) {
48         LL w1 = dis(b[u].p, pt);
49         if(w1 < value || (w1 == value && b[u].p.op < ans.op)) {
50             ans = b[u].p;
51             value = w1;
52         }
53     }
54     int l = b[u].l, r = b[u].r;
55     if(pt[d] > b[u].p[d]) swap(l, r);
56     sol(l, pt, ans, value, d ^ 1);
57     if(1LL * SQ(pt[d] - b[u].p[d]) <= value)
58         sol(r, pt, ans, value, d ^ 1);
59 }
60
61 void build(int &u, int l, int r, int d, int fa=-1) {
62
63     int mid = l;
64     if(l != r) mid += rand() % (r - l);

```

```

65     point p = a[mid];
66     swap(a[r], a[mid]);
67     int j = l;
68     for(int i = l; i < r; i++)
69         if(a[i][d] < p[d]) {
70             swap(a[i], a[j++]);
71         }
72     swap(a[j], a[r]);
73     u = getnode();
74     b[u].fa = fa;
75     b[u].p = a[j];
76
77     if(l < j) build(b[u].l, l, j - 1, d ^ 1, u);
78     if(j < r) build(b[u].r, j + 1, r, d ^ 1, u);
79 }
80
81 void add(int u, point p, int d) {
82     if(u == -1) return;
83     if(b[u].p[0] == p[0] && b[u].p[1] == p[1]) {
84         b[u].has = b[u].vis = true;
85         return ;
86     }
87     if(p[d] > b[u].p[d]) add(b[u].r, p, d ^ 1);
88     else add(b[u].l, p, d ^ 1);
89     b[u].has |= b[u].vis;
90     if(~b[u].l) b[u].has |= b[b[u].l].has;
91     if(~b[u].r) b[u].has |= b[b[u].r].has;
92 }

```

KD-Tree 欧几里得距离

```

1  /*****
2      Problem: 1941
3      User: Ceva
4      Language: C++
5      Result: Accepted
6      Time:1476 ms
7      Memory:63792 kb
8  *****/
9  /*
10 * 求所有点 距离最大和最小值差值的最小值
11 */
12
13 #include <iostream>
14 #include <cstdio>
15 #include <algorithm>
16 #include <cmath>
17 #include <cstring>
18 #include <string>
19 using namespace std;

```

```

20 #define cmin(x, y) x = min(x, y)
21 #define cmax(x, y) x = max(x, y)
22
23 const int maxn = 1000010;
24 const int inf = 1e9;
25 struct point {
26     int x[2];
27 } p[maxn];
28 struct node {
29     int l, r, p;
30     int mn[2], mx[2];
31 } f[maxn * 2];
32 int n;
33 int cur;
34 int cnt;
35 int mm, nn;
36 int operator < (const point &a, const point &b) { return a.x[cur] < b.x[cur]; }
37
38 void update(int rt) {
39     int id = f[rt].p;
40     int l = f[rt].l, r = f[rt].r;
41     for(int i = 0; i < 2; i++) {
42         f[rt].mn[i] = f[rt].mx[i] = p[id].x[i];
43         if(l) cmin(f[rt].mn[i], f[l].mn[i]), cmax(f[rt].mx[i], f[l].mx[i]);
44         if(r) cmin(f[rt].mn[i], f[r].mn[i]), cmax(f[rt].mx[i], f[r].mx[i]);
45     }
46 }
47
48 int mn(int rt, point P) {
49     int tot = 0;
50     for(int i = 0; i < 2; i++) {
51         int a = 0;
52         if(P.x[i] < f[rt].mn[i]) tot += f[rt].mn[i] - P.x[i];
53         else if(P.x[i] > f[rt].mx[i]) tot += -f[rt].mx[i] + P.x[i];
54         tot += a;
55     }
56     return tot;
57 }
58
59 int mx(int rt, point P) {
60     int tot = 0;
61     for(int i = 0; i < 2; i++) {
62         int a = -inf;
63         cmax(a, abs(P.x[i] - f[rt].mn[i]));
64         cmax(a, abs(P.x[i] - f[rt].mx[i]));
65         tot += a;
66     }
67     return tot;
68 }
69

```

```

70
71 void build(int &rt, int l, int r, int mk) {
72     if(l > r) return;
73     int mid = (l + r) >> 1;
74     rt = ++cnt;
75     cur = mk;
76     nth_element(p + l, p + mid, p + r + 1);
77     //cout << p[rt].x[0] << " " << p[rt].x[1] << " " << l << " " << r << endl;
78     f[rt].p = mid;
79     f[rt].l = f[rt].r = 0;
80     build(f[rt].l, l, mid - 1, mk ^ 1);
81     build(f[rt].r, mid + 1, r, mk ^ 1);
82     update(rt);
83 }
84
85 int getdis(point &x, point &y) {
86     int ans = 0;
87     for(int i = 0; i < 2; i++) ans += abs(x.x[i] - y.x[i]);
88     return ans;
89 }
90
91 void dfs1(int rt, point &P, int cur, int &m) {
92     int l = f[rt].l, r = f[rt].r;
93     point &t = p[f[rt].p];
94     int tot = getdis(t, P);
95     if(tot != 0) cmin(m, tot);
96     int a = mn(l, P), b = mn(r, P);
97     if(a < b) {
98         if(l) if(m > a) dfs1(f[rt].l, P, cur ^ 1, m);
99         if(r) if(m > b) dfs1(f[rt].r, P, cur ^ 1, m);
100     }
101     else {
102         if(r) if(m > b) dfs1(f[rt].r, P, cur ^ 1, m);
103         if(l) if(m > a) dfs1(f[rt].l, P, cur ^ 1, m);
104     }
105 }
106
107 void dfs2(int rt, point &P, int cur, int &m) {
108     int l = f[rt].l, r = f[rt].r;
109     point &t = p[f[rt].p];
110     cmax(m, getdis(t, P));
111     int a = mx(l, P), b = mx(r, P);
112     if(a > b) {
113         if(l) if(m < a) dfs2(f[rt].l, P, cur ^ 1, m);
114         if(r) if(m < b) dfs2(f[rt].r, P, cur ^ 1, m);
115     }
116     else {
117         if(r) if(m < b) dfs2(f[rt].r, P, cur ^ 1, m);
118         if(l) if(m < a) dfs2(f[rt].l, P, cur ^ 1, m);
119     }

```

```

120 }
121
122 int main() {
123     scanf("%d", &n);
124     for(int i = 0; i < n; i++) scanf("%d%d", &p[i].x[0], &p[i].x[1]);
125     int root;
126     build(root, 0, n - 1, 0);
127     int ans = 1e9;
128     cur = 0;
129     cnt = 0;
130     for(int i = 0; i < n; i++) {
131         int mx = 0, mn = inf;
132         dfs2(root, p[i], 0, mx); dfs1(root, p[i], 0, mn);
133         cmin(ans, mx - mn);
134     }
135     printf("%d\n", ans);
136     return 0;
137 }

```

DLX 精确覆盖

```

1 #include <iostream>
2 #include <cstdio>
3 #include <cstring>
4
5 const int Maxm = 1000;
6 const int Maxn = 1200;
7 int ans[Maxn];
8 struct DLX{
9     struct Node{
10         Node *L, *R, *U, *D;
11         int col, row;
12     } *head, *row[Maxn], *col[Maxm], node[Maxn * Maxm];
13     int colsum[Maxm], cnt;
14
15     /* dancing link
16      * 精确覆盖问题
17      * 可以添加迭代加深优化
18      * 1) 举深度 h
19      * 2) 若当前深度 + predeep > h : return false
20      * 3) mat 下标 1 开始
21      */
22     /*
23     int predeep() {
24         bool vis[Maxm];
25         memset(vis, 0, sizeof(vis));
26         int ret = 0;
27         for (Node *p = head->R; p != head; p = p->R)
28             if (!vis[p->col]) {
29                 ret ++ ;

```

```

30         vis[p->col] ++ ;
31         for (Node *q = p->D; q != p; q = p->D)
32             for (Node *r = q->R; r != q; r = r->R)
33                 vis[r->col] = true;
34         }
35         return ret;
36     }
37     */
38     void init(int mat[][Maxm], int n, int m) {
39         cnt = 0;
40         memset(colsum, 0, sizeof (colsum) );
41         head = &node[cnt ++ ];
42         for(int i = 1; i <= n; i ++ )
43             row[i] = &node[cnt ++ ];
44         for(int j = 1; j <= m; j ++ )
45             col[j] = &node[cnt ++ ];
46         head->D = row[1], row[1]->U = head;
47         head->R = col[1], col[1]->L = head;
48         head->U = row[n], row[n]->D = head;
49         head->L = col[m], col[m]->R = head;
50         head->row = head->col = 0;
51         for(int i = 1; i <= n; i ++ ) {
52             if (i != n) row[i]->D = row[i + 1];
53             if (i != 1) row[i]->U = row[i - 1];
54             row[i]->L = row[i]->R = row[i];
55             row[i]->row = i, row[i]->col = 0;
56         }
57         for(int i = 1; i <= m; i ++ ) {
58             if (i != m) col[i]->R = col[i + 1];
59             if (i != 1) col[i]->L = col[i - 1];
60             col[i]->U = col[i]->D = col[i];
61             col[i]->col = i, col[i]->row = 0;
62         }
63         for(int i = n; i > 0; i -- )
64             for(int j = m; j > 0; j -- )
65                 if(mat[i][j]) {
66                     Node *p = &node[cnt ++ ];
67                     p->R = row[i]->R, row[i]->R->L = p;
68                     p->L = row[i], row[i]->R = p;
69                     p->D = col[j]->D, col[j]->D->U = p;
70                     p->U = col[j], col[j]->D = p;
71                     p->row = i;
72                     p->col = j;
73                     colsum[j] ++ ;
74                 }
75     }
76     void remove(Node *c) {
77         c->L->R = c->R;
78         c->R->L = c->L;
79         for(Node *p = c->D; p != c; p = p->D) {

```

```

80     for(Node *q = p->R; q != p; q = q->R) {
81         q->U->D = q->D;
82         q->D->U = q->U;
83         colsum[q->col] -- ;
84     }
85 }
86 }
87 void resume(Node *c) {
88     for(Node *p = c->U; p != c; p = p->U) {
89         for(Node *q = p->L; q != p; q = q->L) {
90             q->U->D = q;
91             q->D->U = q;
92             colsum[q->col] ++ ;
93         }
94     }
95     col[c->col]->L->R = col[c->col];
96     col[c->col]->R->L = col[c->col];
97 }
98 int dfs(int deep) {
99     if(head->R == head) return deep;
100     Node *p, *q = head->R;
101     for(p = head->R; p != head; p = p->R)
102         if(colsum[p->col] < colsum[q->col])
103             q = p;
104     remove(q);
105     for(p = q->D; p != q; p = p->D) {
106         for(Node* r = p->R; r != p; r = r->R)
107             if (r->col != 0)
108                 remove (col[r->col]);
109         // ----- 可修改区域 -----
110         ans[deep] = p->row;
111         // -----
112         int sta = dfs (deep + 1);
113         if(sta) return sta;
114         for(Node* r = p->L; r != p; r = r->L)
115             if(r->col != 0)
116                 resume (col[r->col]);
117     }
118     resume(q);
119     return false;
120 }
121 } dlx;
122 int mat[Maxn][Maxn];
123 int mem[Maxn][3]; // 记录每行代表哪一格填几
124 // col = 324
125 int n;
126 // 数独填充 (x, y) = v
127 void addline(int x, int y, int v) {
128     int i, j;
129     n++;

```

```

130     mem[n][0] = x;
131     mem[n][1] = y;
132     mem[n][2] = v;
133     for(i = 0; i < Maxm; i++) mat[n][i] = 0;
134     mat[n][x * 9 + y + 1] = 1;
135     mat[n][81 + x * 9 + v] = 1;
136     mat[n][162 + y * 9 + v] = 1;
137     mat[n][243 + (3 * (x / 3) + y / 3) * 9 + v] = 1;
138 }

```

DLX 多重覆盖

```

1 #include <bits/stdc++.h>
2 #define cmin(x, y) x = std::min(x, y)
3 const int Maxm = 62;
4 const int Maxn = 62;
5
6 int K;
7 struct DLX{
8     struct Node{
9         Node *L, *R, *U, *D;
10        int col, row;
11    } *head, *row[Maxn], *col[Maxm], node[Maxn * Maxm];
12    int colsum[Maxm], cnt;
13    /* dancing link
14     * 重复覆盖问题
15     * 可以添加迭代加深优化
16     * 1) 举深度 h
17     * 2) 若当前深度 + predeep > h : return false
18     * 3) mat 下标 1 开始
19     */
20
21    int predeep(){
22        bool vis[Maxm];
23        Node * p, *q, *r;
24        memset(vis, 0, sizeof(vis));
25        int ret = 0;
26        for(p = head->R; p != head; p = p->R) {
27            if(!vis[p->col]) {
28                ret++;
29                vis[p->col]++;
30                for(q = p->D; q != p; q = q->D) {
31                    for(r = q->R; r != q; r = r->R) {
32                        vis[r->col] = true;
33                    }
34                }
35            }
36        }
37        return ret;
38    }

```

```

39 void init(int mat[][Maxm], int n, int m) {
40     cnt = 0;
41     int i, j;
42     Node * p;
43     memset(colsum, 0, sizeof(colsum));
44     head = &node[cnt++];
45     for(i = 1; i <= n; i++) row[i] = &node[cnt++];
46     for(j = 1; j <= m; j++) col[j] = &node[cnt++];
47     head->D = row[1], row[1]->U = head;
48     head->R = col[1], col[1]->L = head;
49     head->U = row[n], row[n]->D = head;
50     head->L = col[m], col[m]->R = head;
51     head->row = head->col = 0;
52     for(i = 1; i <= n; i++) {
53         if(i != n) row[i]->D = row[i + 1];
54         if(i != 1) row[i]->U = row[i - 1];
55         row[i]->L = row[i]->R = row[i];
56         row[i]->row = i; row[i]->col = 0;
57     }
58     for(i = 1; i <= m; i++) {
59         if(i != m) col[i]->R = col[i + 1];
60         if(i != 1) col[i]->L = col[i - 1];
61         col[i]->U = col[i]->D = col[i];
62         col[i]->col = i; col[i]->row = 0;
63     }
64     for(i = n; i > 0; i--) {
65         for(j = m; j > 0; j--) {
66             if(mat[i][j]) {
67                 p = &node[cnt++];
68                 p->R = row[i]->R, row[i]->R->L = p;
69                 p->L = row[i], row[i]->R = p;
70                 p->D = col[j]->D, col[j]->D->U = p;
71                 p->U = col[j], col[j]->D = p;
72                 p->row = i;
73                 p->col = j;
74                 colsum[j]++;
75             }
76         }
77     }
78 }
79 void remove(Node *c) {
80     Node * p;
81     for(p = c->D; row[p->row] != row[c->row]; p = p->D) {
82         p->R->L = p->L; p->L->R = p->R;
83     }
84 }
85 void resume(Node *c) {
86     Node * p;
87     for(p = c->U; row[p->row] != row[c->row]; p = p->U) {
88         p->L->R = p->R->L = p;

```

```

89     }
90 }
91
92 bool dfs(int deep) {
93     if(head->R == head) {
94         if(deep <= K) return true;
95         return false;
96     }
97     if(deep + predeep() > K) return false;
98     Node *p, *q = head->R, *r;
99     for(p = head->R; p != head; p = p->R) {
100         if(colsum[p->col] < colsum[q->col]) q = p;
101     }
102     for(p = q->D; p != q; p = p->D) {
103         remove(p);
104         for(r = p->R; r != p; r = r->R) {
105             if(r->col != 0) remove(r);
106         }
107         // ----- 可修改区域 -----
108         //         ans[deep] = p->row;
109         // -----
110         int sta = 0;
111         sta = dfs(deep + 1);
112         if(sta) return sta;
113         for(r = p->L; r != p; r = r->L) {
114             if(r->col != 0) resume(r);
115         }
116         resume(p);
117     }
118     return false;
119 }
120 } dlx;

```

图论 2-SAT

```

1 #include <iostream>
2 #include <cstdio>
3 #include <iostream>
4 #include <stack>
5 #include <cstring>
6 #include <algorithm>
7 #include <cstring>
8
9 const int N = 500;
10 const int M = 2e6;
11 /*
12  * dfn: 标号数组
13  * low: 回向边数组
14  */

```

```

15 int ind[N];
16 int to[M], nt[M];
17 int dfn[N], low[N];
18 int color[N];
19 bool vis[N];
20 int cnt, num, idn;
21 int ncnt;
22 std::stack<int>s;
23
24 void add(int i, int j) {
25     cnt++;
26     to[cnt] = j;
27     nt[cnt] = ind[i];
28     ind[i] = cnt;
29 }
30
31 void tarjan(int x) {
32     if(dfn[x] != 0) return;
33     low[x] = dfn[x] = ++num;
34     vis[x] = true;
35     s.push(x);
36     for(int k = ind[x]; k != -1; k = nt[k]) {
37         tarjan(to[k]);
38         if(vis[to[k]]) low[x] = std::min(low[x], low[to[k]]);
39     }
40     if(dfn[x] == low[x]) {
41         ncnt++;
42         while(true) {
43             int p = s.top();
44             s.pop();
45             color[p] = ncnt;
46             vis[p] = false;
47             if(p == x) break;
48         }
49     }
50 }
51
52 const int Maxn = 500;
53 const int Maxm = 50000;
54 int n, m;
55 int a[Maxm], b[Maxm], c[Maxm];
56
57 bool check() {
58     memset(dfn, 0, sizeof dfn);
59     memset(low, 0, sizeof low);
60     memset(vis, 0, sizeof vis);
61     for(int i = 0; i < 2 * n; i++) ind[i] = -1;
62     int tot = n;
63     num = idn = 0;
64     cnt = 0;
    
```

```

65 ncnt = 0;
66 /*
67  * 这里建图
68  * 每个节点分为两个，选和不选
69  * ( $p - > q$ ), 表示选 $p$ 一定要选 $q$ 
70  * 检查每个节点选和不选是否在同一个集合
71  */
72 for(int i = 0; i < 2 * n; i++) tarjan(i);
73 for(int i = 0; i < n; i++) {
74     if(color[i] == color[tot + i]) return false;
75 }
76 return true;
77 }
    
```

KM

```

1  /*
2  * 二分图最大权匹配
3  * SJTU
4  * Hdu 2255
5  */
6 #include <bits/stdc++.h>
7 using namespace std;
8
9 namespace graph {
10     const int maxn=400; const int oo=0x7fffffff;
11     int w[maxn][maxn], x[maxn], y[maxn], px[maxn], py[maxn], sy[maxn], slack[maxn];
12     int par[maxn]; int n; int pa[200][2], pb[200][2], n0, m0, na, nb; char s[200][200];
13     void adjust(int v){ sy[v]=py[v]; if (px[sy[v]]!=-2) adjust(px[sy[v]]);}
14     bool find(int v){for (int i=0;i<n;i++){
15         if (py[i]==-1){
16             if (slack[i]>x[v]+y[i]-w[v][i]) slack[i]=x[v]+y[i]-w[v][i], par[i]=v;
17             if (x[v]+y[i]==w[v][i]){
18                 py[i]=v; if (sy[i]==-1){adjust(i); return 1;}
19                 if (px[sy[i]]!=-1) continue; px[sy[i]]=i;
20                 if (find(sy[i])) return 1;
21             }}return 0;}
22 int km(){int i,j,m,flag; for (i=0;i<n;i++) sy[i]=-1,y[i]=0;
23     for (i=0;i<n;i++){x[i]=0; for (j=0;j<n;j++) x[i]=max(x[i],w[i][j]);}
24     for (i=0;i<n;i++){
25         for (j=0;j<n;j++) px[j]=py[j]=-1,slack[j]=oo;
26         px[i]=-2; if (find(i)) continue; flag=false;
27         for (;!flag;){ m=oo;
28             for (j=0;j<n;j++) if (py[j]==-1) m=min(m,slack[j]);
29             for (j=0;j<n;j++){ if (px[j]!=-1) x[j]-=m;
30                 if (py[j]!=-1) y[j]+=m; else slack[j]-=m;}
31             for (j=0;j<n;j++){ if (py[j]==-1&&!slack[j]){
32                 py[j]=par[j];
33                 if (sy[j]==-1){ adjust(j); flag=true; break;}
34                 px[sy[j]]=j; if (find(sy[j])){flag=true;break;}
                
```



```

35     }}}}
36     int ans=0; for (i=0;i<n;i++) ans+=w[sy[i]][i];return ans;}
37 }
38 using namespace graph;

```

ISAP

```

1  /*
2  * 用于边数较多的情况, 调用ISAP(intst,inted,intn), n要稍大
3  */
4
5  #include <bits/stdc++.h>
6  const int Maxn = 1000;
7  const int Maxm = Maxn * Maxn;
8  struct node {
9      int u, v, c, next;
10 }e[Maxm];
11 int tot, last[Maxn];
12 void adde(int u, int v, int c, int c1) {
13     e[tot].u = u; e[tot].v = v; e[tot].c = c; e[tot].next = last[u]; last[u] = tot++;
14     e[tot].u = v; e[tot].v = u; e[tot].c = c1; e[tot].next = last[v]; last[v] = tot++;
15 }
16
17 int dist[Maxn], cur[Maxn], gap[Maxn], pre[Maxn];
18 int ISAP(int s, int t, int n) {
19     int i, j, u, v, det;
20     int maxflow = 0;
21     memset(dist, 0, sizeof(dist[0]) * (n + 3));
22     memset(gap, 0, sizeof(gap[0]) * (n + 3));
23     for (i = 0; i < n; i++) {
24         cur[i] = last[i];
25     }
26     u = s;
27     gap[0] = n;
28     pre[s] = -1;
29     while (dist[s] <= n) {
30         bool flag = false;
31         for (j = cur[u]; j != -1; j = e[j].next) {
32             v = e[j].v;
33             if (e[j].c > 0 && dist[u] == dist[v] + 1) {
34                 flag = true;
35                 pre[v] = u;
36                 cur[u] = j;
37                 u = v;
38                 break;
39             }
40         }
41         if (flag) {
42             if (u == t) {
43                 int det = INF;
44                 for (i = u; i != s; i = pre[i])

```

```

44         det = min(det, e[cur[pre[i]]].c);
45         for (i = u; i != s; i = pre[i]) {
46             e[cur[pre[i]]].c -= det;
47             e[cur[pre[i]] ^ 1].c += det;
48         }
49         maxflow += det;
50         u = s;
51     }
52 }
53 else {
54     int mind = n;
55     for (j = last[u]; j != -1; j = e[j].next) {
56         v = e[j].v;
57         if (e[j].c > 0 && dist[v] < mind) {
58             mind = dist[v];
59             cur[u] = j;
60         }
61     }
62     if ((-- gap[dist[u]]) == 0) break;
63     gap[dist[u] = mind + 1]++;
64     if (u != s) u = pre[u];
65 }
66 }
67 return maxflow;
68 }

```

SAP

```

1  #include <bits/stdc++.h>
2  #define cmin(x, y) x = std::min(x, y)
3  typedef int ft;
4  const ft inf = 0x3f3f3f;
5  const int M = 500000+5, N = 20000+5;
6
7  struct SAP{
8      int y[M],nxt[M],gap[N],fst[N],c[N],pre[N],q[N],dis[N];
9      ft f[M];
10     int S,T,tot,Tn;
11     void init(int s,int t,int tn){
12         tot=1;
13         memset(fst,0,sizeof (int) * tn);
14         memset(dis, 0, sizeof(int) * tn);
15         S=s;T=t;Tn=tn;
16     }
17     void add(int u,int v,ft c1,ft c2=0){
18         tot++;y[tot]=v;f[tot]=c1;nxt[tot]=fst[u];fst[u]=tot;
19         tot++;y[tot]=u;f[tot]=c2;nxt[tot]=fst[v];fst[v]=tot;
20     }
21     ft sap(){

```

```

22     int u=S,t=1;ft flow=0;
23     for(int i = 0; i < t; i++){
24         int u=q[i];
25         for(int j=fst[u];j;j=nxt[j])
26             if(dis[y[j]]>dis[u]+1&&f[j^1])
27                 q[t++]=y[j],dis[y[j]]=dis[u]+1;
28     }
29     for(int i = 0; i < Tn; i++)gap[dis[i]]++;
30     while(dis[S]<=Tn){
31         while(c[u]&&(!f[c[u]]||dis[y[c[u]]+1!=dis[u]))
32             c[u]=nxt[c[u]];
33         if(c[u]){
34             pre[y[c[u]]]=c[u]^1;
35             u=y[c[u]];
36             if(u==T){
37                 ft minf=inf;
38                 for(int p=pre[T];p;p=pre[y[p]])
39                     cmin(minf,f[p^1]);
40                 for(int p=pre[T];p;p=pre[y[p]])
41                     f[p^1]-=minf,f[p]+=minf;
42                 flow+=minf;u=S;
43             }
44         }else {
45             if(!(--gap[dis[u]]))break;
46             int mind=Tn;
47             c[u]=fst[u];
48             for(int j=fst[u];j;j=nxt[j])
49                 if(f[j]&&dis[y[j]]<mind)
50                     mind=dis[y[j]],c[u]=j;
51             dis[u]=mind+1;
52             gap[dis[u]]++;
53             if(u!=S)u=y[pre[u]];
54         }
55     }
56     return flow;
57 }
58 };

```

Dinic

```

1  /*
2  * dinic 模板
3  *
4  */
5  #include <bits/stdc++.h>
6  namespace dinic {
7      const int N = 1e3;
8      const int M = 1e4;
9      const int INF = 1e9+7;
10     int f[N];

```

```

11     int q[N];
12     bool vis[N];
13     int h[N];
14     int ind[N];
15     int t[M], c[M], nt[M], opp[M];
16     int cnt;
17     int n, m;
18     int ST, ED;
19
20     int add(int a, int b, int C) {
21         t[cnt] = b;
22         nt[cnt] = ind[a];
23         ind[a] = cnt;
24         c[cnt] = C;
25         return cnt++;
26     }
27
28     void add1(int a, int b, int c) {
29         static int x, y;
30         x = add(a, b, c);
31         y = add(b, a, 0);
32         opp[x] = y; opp[y] = x;
33     }
34
35     bool bfs() {
36         int l = 0, r = 0;
37         q[l] = ST;
38         memset(h, 0, sizeof h);
39         h[ST] = 1;
40         while(l <= r) {
41             int x = q[l++];
42             for(int k = ind[x]; k != -1; k = nt[k])
43                 if(!h[t[k]] && c[k] > 0) {
44                     h[t[k]] = h[x] + 1;
45                     q[++r] = t[k];
46                 }
47         }
48         return h[ED] != 0;
49     }
50
51     int dfs(int x, int p) {
52         if(x == ED) return p;
53         bool flg = false;
54         int tot = 0;
55         for(int k = ind[x]; k != -1; k = nt[k])
56             if(h[t[k]] == h[x] + 1) {
57                 int d = dfs(t[k], min(p, c[k]));
58                 if(d) {
59                     p -= d;
60                     tot += d;

```

```

61         c[k] -= d;
62         flg = true;
63         c[opp[k]] += d;
64     }
65 }
66 return tot;
67 }
68
69 int dinic() {
70     int ans = 0, tmp;
71     while(bfs()) {
72         while(true) {
73             int fw = dfs(ST, INF);
74             if(!fw) break;
75             else ans += fw;
76         }
77     }
78     return ans;
79 }
80 }

```

Dijkstra 费用流

```

1  /*
2  * dijkstra 费用流
3  */
4  #include <bits/stdc++.h>
5  typedef long long LL;
6  typedef std::pair<int, int> PII;
7  #define MP(x, y) std::make_pair(x, y)
8  #define COST_INF 1e9
9  #define AA first
10 #define BB second
11 #define SZ size()
12 #define PB(x) push_back(x)
13 #define cmin(x, y) x = min(x, y)
14 template <typename T> class MinCostFlow{
15 private:
16     struct edge{int to;LL cap;T cost;int rev;};
17
18     int V;
19     std::vector<std::vector<edge> >adj;
20     std::vector<T>pot;
21
22     std::pair<LL,T>dijkstra(int s,int t,LL FLOW_BOUND){
23         std::vector<int>used(V,0);
24         std::vector<T>dist(V,COST_INF);
25         std::vector<PII>path(V,MP(-1,-1));
26         std::priority_queue<std::pair<T,int> >Q;
27         dist[s]=0;

```

```

28     Q.push(MP(0,s));
29     while(!Q.empty()){
30         int x=Q.top().BB;
31         Q.pop();
32         if(used[x])continue;
33         used[x]=1;
34         for(int i=0;i<adj[x].SZ;i++){if(adj[x][i].cap>0){
35             edge e=adj[x][i];
36             int y=e.to;
37             T d=dist[x]+e.cost+pot[x]-pot[y];
38             if(d<dist[y]&&!used[y]){
39                 dist[y]=d;
40                 path[y]=MP(x,i);
41                 Q.push(MP(-d,y));
42             }
43         }
44     }
45     for(int i=0;i<V;i++){
46         pot[i]+=dist[i];
47         if(dist[t]==COST_INF)
48             return MP(0,0);
49     LL f=FLOW_BOUND;
50     T sum=0;
51     int x=t;
52     while(x!=s){
53         int y=path[x].AA;
54         int id=path[x].BB;
55         sum+=adj[y][id].cost;
56         cmin(f,adj[y][id].cap);
57         x=y;
58     }
59     x=t;
60     while(x!=s){
61         int y=path[x].AA;
62         int id=path[x].BB;
63         adj[y][id].cap-=f;
64         int id2=adj[y][id].rev;
65         adj[x][id2].cap+=f;
66         x=y;
67     }
68     return MP(f,sum);
69 }
70 public:
71     MinCostFlow(int n){//[0,n)
72         V=n;
73         adj.resize(V,std::vector<edge>(0));
74         pot.resize(V,0);
75     }
76     void add_edge(int s,int t,LL f,T c){
77         edge e1={t,f,c,(int)adj[t].SZ};

```

```

78     edge e2={s,0LL,-c,(int)adj[s].SZ};
79     adj[s].PB(e1);
80     adj[t].PB(e2);
81 }
82 std::pair<LL,T>mincostflow(int s,int t,LL FLOW_BOUND=(1LL<<48)){
83     std::pair<LL,T>ans=MP(0LL,0);
84     while(FLOW_BOUND>0){
85         std::pair<LL,T>tmp=dijkstra(s,t,FLOW_BOUND);
86         if(tmp.AA==0)break;
87         ans.AA+=tmp.AA;
88         ans.BB+=tmp.BB;
89         FLOW_BOUND-=tmp.AA;
90     }
91     return ans;
92 }
93 };

```

zkw 费用流

```

1  /*
2   * luoshiying 版本
3   * 使用前需要给src,des赋值
4   * 调用zkw(src,des,n)中的tn为节点数目, 要稍大于总数目
5   */
6  #include <bits/stdc++.h>
7  #define MOD 0x3f3f3f3f
8  const int Maxn = 3000;
9  const int Maxm = 100000;
10 struct edge
11 {
12     int u, v, c, w, next;
13 }e[Maxm];
14 int last[Maxn];
15 int tot;
16 int flow, cost, value;
17 int dist[Maxn], visit[Maxn], src, des;
18 std::deque<int> Q;
19 int n, m;
20
21 void adde(int u, int v, int c, int w) {
22     e[tot].u = u; e[tot].v = v; e[tot].c = c; e[tot].w = w; e[tot].next = last[u]; last[u]
        ↳ = tot++;
23     e[tot].u = v; e[tot].v = u; e[tot].c = 0; e[tot].w = -w; e[tot].next = last[v];
        ↳ last[v] = tot++;
24 }
25
26 int Aug(int u, int m) {
27     if(u == des) {
28         cost += value * m;
29         flow += m;

```

```

30     return m;
31 }
32 visit[u] = true;
33 int l = m;
34 int j, v, c, w;
35 for(j = last[u]; j != -1; j = e[j].next) {
36     v = e[j].v; c = e[j].c; w = e[j].w;
37     if(c && !w && !visit[v]) {
38         int del = Aug(v, l < c ? l : c);
39         e[j].c -= del; e[j ^ 1].c += del; l -= del;
40         if(!l) return m;
41     }
42 }
43 return m - l;
44 }
45
46 bool Modlabel(int src, int des, int n) {
47     int i, j, u, v, c, w, del;
48     memset(dist, 0x3f, sizeof(dist[0])*(n + 3));
49     dist[src] = 0;
50     while(!Q.empty()) Q.pop_back();
51     Q.push_back(src);
52     while(!Q.empty()) {
53         u = Q.front(); Q.pop_front();
54         for(j = last[u]; j != -1; j = e[j].next) {
55             v = e[j].v; c = e[j].c; w = e[j].w;
56             if(c && (del = dist[u] + w) < dist[v]) {
57                 dist[v] = del;
58                 if(Q.empty() || del <= dist[Q.front()]) {
59                     Q.push_front(v);
60                 }
61                 else {
62                     Q.push_back(v);
63                 }
64             }
65         }
66     }
67     for(i = 0; i < n; i++) {
68         for(j = last[i]; j != -1; j = e[j].next) {
69             e[j].w -= dist[e[j].v] - dist[i];
70         }
71     }
72     value += dist[des];
73     return dist[des] < MOD;
74 }
75
76 void zkw(int src, int des, int n) {
77     value = cost = flow = 0;
78     while(Modlabel(src, des, n)){
79         do {

```

```

80     memset(visit, 0, sizeof(visit[0]) * (n + 3));
81     }while(Aug(src, MOD));
82 }
83 }

```

欧拉回路

```

1  /*
2  * 存在条件为奇数度的点 0 个
3  * 有向图所有点入度等于出度
4  * 求欧拉回路需要注意访问过的边需要删除
5  * 2016 NEERC Moscow G.
6  */
7  #include <stack>
8  const int N = 1000;
9  const int M = N * N;
10 struct Graph {
11     int ind[N], vis[N];
12     int nt[M], t[M], opp[M], chose[M];
13     std::stack<int> stk;
14
15     void dfs(int x) {
16         stk.push(x);
17         while(stk.size()) {
18             x = stk.top(); stk.pop();
19             for(int k = ind[x]; ind[x] != -1; ind[x] = nt[k], k = ind[x])
20                 if(!vis[k]) {
21                     // 无向图加入下面这句
22                     vis[k] = vis[opp[k]] = true;
23                     // =====
24                     chose[k] = true;
25                     stk.push(x);
26                     stk.push(t[k]);
27                     break;
28                 }
29         }
30         if(ind[x] == -1) {
31             // 这里记录 答案
32         }
33     }
34 };

```

二分图最大匹配 匈牙利算法

```

1  /*
2  * kuangbin模板 ,
3  * 边方向为u到v ,
4  * uN为u类节点个数 ,
5  * vN为v类节点个数

```

```

6  */
7  #include <bits/stdc++.h>
8  const int MAXN=1000;
9  int uN, vN;
10 int g[MAXN][MAXN];
11 int linker[MAXN];
12 bool used[MAXN];
13 bool dfs(int u) {
14     int v;
15     for(v = 0; v < vN; v++)
16         if(g[u][v] && !used[v]) {
17             used[v] = true;
18             if(linker[v] == -1 || dfs(linker[v])) {
19                 linker[v] = u;
20                 return true;
21             }
22         }
23     return false;
24 }
25
26 int hungary() {
27     int res = 0;
28     int u;
29     memset(linker, -1, sizeof(linker));
30     for(u = 0; u < uN; u++)
31     {
32         memset(used, 0, sizeof(used));
33         if(dfs(u)) res++;
34     }
35     return res;
36 }

```

最小树形图

```

1  /*
2  * 最小树形图 , 就是给有向带权图中指定一个特殊的点 root ,
3  * 求一棵以 root 为根的有向生成树T , 并且T中所有边的总权值最小 .
4  * 最小树形图 ( 根固定 ) ,  $O(VE)$  .
5  *
6  * 求一个有向图的最小生成树 ,
7  * 如果根不固定 , 添加一个根节点与所有点连无穷大的边 ,
8  * 或者总边权+1 , 如果求出比 $2 * MOD$ 大或者返回值为-1 , 则不连通 ;
9  * 求根 , 则求和虚拟根相连的结点 .
10 *
11 * 根据pre的信息能构造出这棵树 , 注意结点必须从 $[0, n)$  ,
12 * 因为要考虑重新标号建图的统一 , mytype 根据实际情况确定 .
13 */
14 const int Maxn = 1000;
15 const double MOD = 1e9;

```

```

16 struct obj {
17     int u, v;
18     double w;
19 } e[Maxn * Maxn];
20 int n, m;
21
22 typedef double mytype;
23 int visit[Maxn], pre[Maxn], belong[Maxn], ROOT;
24 mytype inv[Maxn];
25 mytype dirtree(int n, int m, int root) {
26     mytype sum = 0;
27     int i, j, k, u, v;
28     while (true) {
29         for (i = 0; i < n; i++) {
30             inv[i] = MOD;
31             pre[i] = -1;
32             belong[i] = -1;
33             visit[i] = -1;
34         }
35         inv[root] = 0;
36         for (i = 0; i < m; i++) { // 除原点外, 找每个点的最小入边
37             u = e[i].u; v = e[i].v;
38             if (u != v) {
39                 if (e[i].w < inv[v]) {
40                     inv[v] = e[i].w;
41                     pre[v] = u;
42                     if (u == root) ROOT = i; // 记录根所在的边
43                     // 输出根时利用  $ROOT - m$  计算是原图哪个结点
44                 }
45             }
46         }
47         for (i = 0; i < n; i++) {
48
49             if (inv[i] == MOD) return -1;
50         }
51         int num = 0;
52         for (i = 0; i < n; i++) { // 找圈, 收缩圈
53             if (visit[i] == -1) {
54                 j = i;
55                 for (j = i; j != -1 && visit[j] == -1 && j != root; j = pre[j]) {
56                     visit[j] = i;
57                 }
58                 if (j != -1 && visit[j] == i) {
59                     for (k = pre[j]; k != j; k = pre[k]) {
60                         belong[k] = num;
61                     }
62                     belong[j] = num++;
63                 }
64             }
65             sum += inv[i];

```

```

66     }
67     if (num == 0) return sum;
68     for (i = 0; i < n; i++) {
69         if (belong[i] == -1) {
70             belong[i] = num++;
71         }
72     }
73     for (i = 0; i < m; i++) { // 重新构图
74         e[i].w = e[i].w - inv[e[i].v];
75         e[i].v = belong[e[i].v];
76         e[i].u = belong[e[i].u];
77     }
78     n = num;
79     root = belong[root];
80 }
81 }

```

哈密尔顿回路

```

1  /*
2   * 设  $dp[i][j]$  表示站在  $i$  点, 盘面状态为  $j$  的最短路,
3   * 最后答案需要遍历所有  $j == (1 < n) - 1$ 
4   * 注意有的题需要用 Floyd 预处理最短路
5   */
6  #include <bits/stdc++.h>
7  const int N = 18;
8  const int INF = 1e9+7;
9  int f[N][N];
10 int dp[N][(1 << N)];
11 int n, m;
12 int main() {
13     int T; scanf("%d", &T);
14     while(T--) {
15         scanf("%d%d", &n, &m);
16         for(int i = 1; i <= n; i++)
17             for(int j = 1; j <= n; j++) f[i][j] = INF;
18         for(int i = 1; i <= n; i++) f[i][i] = 0;
19         for(int i = 0; i < m; i++) {
20             int x, y, z; scanf("%d%d%d", &x, &y, &z);
21             // 处理重边
22             f[x][y] = std::min(f[x][y], z);
23             f[y][x] = std::min(f[y][x], z);
24         }
25         for(int k = 1; k <= n; k++)
26             for(int i = 1; i <= n; i++)
27                 for(int j = 1; j <= n; j++)
28                     f[i][j] = std::min(f[i][k] + f[k][j], f[i][j]);
29
30         for(int i = 1; i <= n; i++)
31             for(int j = 0; j < 1 << (n + 1); j++) dp[i][j] = INF;

```

```

32
33     dp[1][2] = 0;
34
35     for(int j = 0; j < (1 << (n + 1)); j++) {
36         for(int i = 1; i <= n; i++)
37             if(((1 << i) & j) != 0) {
38                 for(int k = 1; k <= n; k++)
39                     dp[k][(1 << k) | j] =
40                         std::min(dp[i][j] + f[i][k]
41                             , dp[k][(1 << k) | j]);
42             }
43     }
44     int ans = INF;
45     for(int i = 1; i <= n; i++) {
46         ans = std::min(ans, dp[i][(1 << (n + 1)) - 2] + f[i][1]);
47     }
48     printf("%d\n", ans);
49 }
50 return 0;
51 }
    
```

增广路费用流

```

1  /*
2   * 增广路版费用流, 复杂度 $O(n^2m)$ 
3   * 调用之前需要清空ind并令cnt = 1
4   */
5  #include <bits/stdc++.h>
6  #define N 3000
7  #define M 100000
8  #define INF 0x7fffffff
9  typedef long long ll;
10
11 int ind[N], pre[N], f[N];
12 bool vis[N];
13 int bg[M], t[M], nt[M], c[M], op[M], v[M];
14 int cnt;
15 int S, T;
16
17 int add(int a, int b, int C, int V) { // 不要直接调用
18     bg[cnt] = a;
19     t[cnt] = b;
20     v[cnt] = V;
21     c[cnt] = C;
22     nt[cnt] = ind[a];
23     ind[a] = cnt;
24     return cnt++;
25 }
26
27 int ADD(int a, int b, int c, int v) {
    
```

```

28     int x = add(a, b, c, v);
29     int y = add(b, a, 0, -v);
30     op[x] = y; op[y] = x;
31     return x;
32 }
33
34 int h[N], q[N];
35
36 bool spfa() {
37     memset(vis, 0, sizeof vis);
38     for(int i = S; i <= T; i++) f[i] = INF;
39     for(int i = S; i <= T; i++) pre[i] = -1;
40     pre[S] = -1;
41     f[S] = 0;
42     int l = 0, r = 0; q[l] = S; vis[S] = true;
43     while(l <= r)
44     {
45         int x = q[l % N];
46         l++; vis[x] = false;
47         for(int k = ind[x]; k != -1; k = nt[k])
48             if(c[k] > 0 && f[t[k]] > f[x] + v[k])
49             {
50                 f[t[k]] = f[x] + v[k];
51                 pre[t[k]] = k;
52                 if(!vis[t[k]])
53                 {
54                     r++;
55                     q[r % N] = t[k];
56                     vis[t[k]] = true;
57                 }
58             }
59     }
60     return pre[T] != -1;
61 }
62
63 int dfs()
64 {
65     int ans = INF;
66     int k = pre[T];
67     while(k != -1)
68     {
69         ans = std::min(ans, c[k]);
70         k = pre[bg[k]];
71     }
72     k = pre[T];
73     while(k != -1)
74     {
75         c[k] -= ans;
76         c[op[k]] += ans;
77         k = pre[bg[k]];
    
```

```

78 }
79 return ans;
80 }
81
82 ll dinic() { // 程序入口
83     ll ans = 0, tmp;
84     while(spfa())
85     {
86         ans += (ll)f[T] * dfs();
87     }
88     return ans;
89 }

```

无向图最小割

```

1 #include <bits/stdc++.h>
2
3 const int maxn = 400;
4 const int inf = 1e9;
5 int cost[maxn][maxn], seq[maxn], len[maxn], n, m, pop, ans;
6 bool used[maxn];
7 void Init(){
8     int i, j, a, b, c;
9     for(i=0; i<n; i++) for(j=0; j<n; j++) cost[i][j]=0;
10    for(i=0; i<m; i++){
11        scanf("%d %d %d", &a, &b, &c);
12        a--; b--;
13        cost[a][b] += c; cost[b][a] += c;
14    }
15    pop = n; for(i=0; i<n; i++) seq[i] = i;
16 }
17
18 void Work(){
19     ans = inf; int i, j, k, l, mm, sum, pk;
20     while(pop > 1){
21         for(i=1; i<pop; i++) used[seq[i]] = 0; used[seq[0]] = 1;
22         for(i=1; i<pop; i++) len[seq[i]] = cost[seq[0]][seq[i]];
23         pk = 0; mm = -inf; k = -1;
24         for(i=1; i<pop; i++) if(len[seq[i]] > mm){ mm = len[seq[i]]; k = i; }
25         for(i=1; i<pop; i++){
26             used[seq[l=k]] = 1;
27             if(i == pop-2) pk = k;
28             if(i == pop-1) break;
29             mm = -inf;
30             for(j=1; j<pop; j++) if(!used[seq[j]])
31                 if((len[seq[j]] + cost[seq[l]][seq[j]]) > mm)
32                     mm = len[seq[j]], k = j;
33         }
34         sum = 0;
35         for(i=0; i<pop; i++) if(i != k) sum += cost[seq[k]][seq[i]];

```

```

36     ans = std::min(ans, sum);
37     for(i=0; i<pop; i++)
38         cost[seq[k]][seq[i]] = cost[seq[i]][seq[k]] + cost[seq[pk]][seq[i]];
39     seq[pk] = seq[--pop];
40 }
41 printf("%d\n", ans);
42 }
43
44 void solve() {
45     int K;
46     scanf("%d%d%d", &n, &m, &K);
47     if(n == 0 && m == 0 && K == 0) exit(0);
48     Init();
49     Work();
50 }
51
52 int main() {
53     while(true) solve();
54     return 0;
55 }

```

一般图最大匹配 带花树

```

1 #include <bits/stdc++.h>
2 /* 求一般图的最大匹配，复杂度  $O(n^3)$  .
3  *  $g[i][j]$  存放关系图： $i, j$  是否有边， $match[i]$  存放  $i$  所匹配的点
4  * 建图开始初始化  $g$  .
5  * 最终匹配方案为  $match$  .
6  * 复杂度  $O(n^3)$ 
7  * 点是从 1 到  $n$  的
8  * URAL 1099
9  */
10 const int MAXN = 500;
11 std::deque<int> Q;
12 bool g[MAXN][MAXN], inque[MAXN], inblossom[MAXN], inpath[MAXN];
13 int match[MAXN], pre[MAXN], base[MAXN];
14
15 // 找公共祖先
16 int findancestor(int u, int v)
17 {
18     memset(inpath, false, sizeof(inpath));
19     while(1)
20     {
21         u = base[u];
22         inpath[u] = true;
23         if(match[u] == -1) break;
24         u = pre[match[u]];
25     }
26     while(1)

```



```

27 {
28     v=base[v];
29     if(inpath[v])return v;
30     v=pre[match[v]];
31 }
32 }
33
34 // 压缩花
35 void reset(int u,int anc)
36 {
37     while(u!=anc)
38     {
39         int v=match[u];
40         inblossom[base[u]]=1;
41         inblossom[base[v]]=1;
42         v=pre[v];
43         if(base[v]!=anc)pre[v]=match[u];
44         u=v;
45     }
46 }
47
48 void contract(int u,int v,int n)
49 {
50     int anc=findancestor(u,v);
51     memset(inblossom,0, sizeof inblossom);
52     reset(u,anc);reset(v,anc);
53     if(base[u]!=anc)pre[u]=v;
54     if(base[v]!=anc)pre[v]=u;
55     for(int i=1;i<=n;i++)
56         if(inblossom[base[i]])
57         {
58             base[i]=anc;
59             if(!inque[i])
60             {
61                 Q.push_back(i);
62                 inque[i]=1;
63             }
64         }
65 }
66
67 bool bfs(int S,int n)
68 {
69     for(int i=0;i<=n;i++)pre[i]=-1,inque[i]=0,base[i]=i;
70     Q.clear();Q.push_back(S);inque[S]=1;
71     while(!Q.empty())
72     {
73         int u=Q.front();Q.pop_front();
74         for(int v=1;v<=n;v++)
75         {
76             if(g[u][v]&&base[v]!=base[u]&&match[u]!=v)

```

```

77 {
78     if(v==S||(match[v]!=-1&&pre[match[v]]!=-1))contract(u,v,n);
79     else if(pre[v]==-1)
80     {
81         pre[v]=u;
82         if(match[v]!=-1)Q.push_back(match[v]),inque[match[v]]=1;
83         else
84         {
85             u=v;
86             while(u!=-1)
87             {
88                 v=pre[u];
89                 int w=match[v];
90                 match[u]=v;
91                 match[v]=u;
92                 u=w;
93             }
94             return true;
95         }
96     }
97 }
98 }
99 }
100 return false;
101 }
102
103 int solve(int n)
104 {
105     memset(match,-1, sizeof match);
106     int ans=0;
107     for(int i=1;i<=n;i++)
108         if(match[i]==-1 && bfs(i,n))
109             ans++;
110     return ans;
111 }

```

割点/割边

```

1 #include <bits/stdc++.h>
2 using namespace std;
3 #define MP make_pair
4 #define AA first
5 #define BB second
6 #define SZ size()
7 #define PB push_back
8 #define OP begin()
9 #define ED end()
10 #define cmin(a, b) a = min(a, b)
11 typedef std::pair<int, int> PII;
12 const int N = 50010, M = 1000200, POW = 20, INF = 0x3f3f3f3f;

```

```

13
14 class Articulation {
15 public:
16     static const int SIZE = N; // 最大结点数
17     // keyE 为割边集, keyV 为割点集
18     std::vector<PII> keyE;
19     // cc[p] 表示结点p在哪些双连通分量中
20     std::vector<int> keyV, cc[SIZE];
21     int cnt;
22     // 对于旧版编译器, 将上面 cc[SIZE] 改成 vector 的形式
23     // 传入结点数 n 及各结点的出边 e[], 返回双连通分量的个数 cnt
24     int run(int n, const std::vector<int> G[]){
25         memset(dfn, use = 0, sizeof(dfn[0]) * n);
26         memset(low, cnt = 0, sizeof(low[0]) * n);
27         keyE.clear();
28         fill_n(cc, n, keyV = std::vector<int>());
29         for(int i = 0; i < n; ++i) {
30             if(!dfn[i]) dfs(i, 1, G);
31         }
32         return cnt;
33     }
34 private:
35     int dfn[SIZE], low[SIZE], dot[SIZE], use;
36     void dfs(int x, int dep, const std::vector<int> G[]){
37         int src = 0, out = 1 < dep;
38         dot[use++] = x;
39         dfn[x] = low[x] = dep;
40         for (int i = 0; i < G[x].size(); i++) {
41             int y = G[x][i];
42             if (!dfn[y]){
43                 dfs(y, dep + 1, G);
44                 low[x] = std::min(low[x], low[y]);
45                 if (low[y] > dfn[x]) keyE.push_back(PII(x, y));
46                 if (low[y] >= dfn[x]){
47                     if (++out == 2) keyV.push_back(x);
48                     while (dot[--use] != y) cc[dot[use]].push_back(cnt);
49                     cc[x].push_back(cnt);
50                     cc[y].push_back(cnt++);
51                 }
52             } else if (dfn[y] != dfn[x] - 1 || src++){
53                 low[x] = std::min(low[x], dfn[y]);
54             }
55         }
56     }
57 } ;

```

斯坦纳树

```

1 /*
2 * dp[u][i] 表示结点 u 已经和要连通的结点集合 ( 2^k 表示 ) i 连通的最小花费 ,

```

```

3 * 初始化将 k 个点和 n 个点 dp[u][1<<i] 初始化为最短路 ,
4 * , dp[u][0]=0, 加入队列
5 * 利用 spfa 求出 dp 数组
6 * 状态转移分三部分 :
7 * 1) dp[u][su] 利用 dp[u][sub] + dp[u][su^sub] 更新, sub 为 su 子集
8 * 2) dp[u][su] 更新相邻的 dp[v][sv]
9 * 3) 将 k 中不属于 su 的点与u连接, 利用 u, k 的最短路
10 */
11
12 // hdu 4085
13 // 求斯坦纳森林, 再森林合并为全集
14 #include <bits/stdc++.h>
15 #define MOD 0x3f3f3f3f
16 typedef std::pair<int, int> PII;
17 #define MP std::make_pair
18 #define PB push_back
19 #define cmin(x, y) x = std::min(x, y)
20 #define SZ size()
21 #define AA first
22 #define BB second
23 using namespace std;
24 const int Maxn = 55;
25 const int Maxk = 14;
26 const int MSta = 1 << 15;
27 int dp[Maxn][MSta];
28 vector<PII> g[Maxn];
29 int gg[Maxn][Maxn];
30 int mp1[Maxn], mp2[Maxn];
31 int n, m, K;
32 vector<int> split[Maxk];
33 int gao[MSta];
34 int has(int sta) {
35     int i, a = 0, b = 0, u;
36     for (i = 0; i < 2 * K; i++) {
37         if ((1<<i) & sta) {
38             u = mp1[i];
39             if (u <= K) a++;
40             else b++;
41         }
42     }
43     if (a == b) return true;
44     else return false;
45 }
46 int ans;
47 queue<PII> que;
48 int inque[Maxn][MSta];
49 int doit() {
50     int i, j, k, u, v, w, su, sv, sub, vv, tp;
51     int kk = 2 * K;
52     for (i = 1; i <= n; i++) {

```

```

53     for (j = 0; j < (1<<kk); j++) dp[i][j] = MOD, inque[i][j] = 0;
54     dp[i][0] = 0; inque[i][0] = 0;
55 }
56 while(!que.empty()) que.pop();
57 memset(mp2, 0, sizeof(mp2));
58 for(i = 1, j = 0; i <= K; i++, j++) mp1[j] = i, mp2[i] = 1<<j;
59 for(i = n - K + 1; i <= n; i++, j++) mp1[j] = i, mp2[i] = 1<<j;
60 for(i = 0; i < kk; i++) {
61     for(u = 1; u <= n; u++) {
62         cmin(dp[u][1<<i], gg[u][mp1[i]]);
63         inque[u][1<<i] = 1;
64         que.push(MP(u, 1<<i));
65     }
66 }
67 while(!que.empty()) {
68     u = que.front().AA; su = que.front().BB; que.pop();
69     sub = su;
70     tp = dp[u][su];
71     do {
72         sv = sub ^ su;
73         cmin(tp, dp[u][sub] + dp[u][sv]);
74         sub = (sub - 1) & su;
75     } while(sub != su);
76     if(tp < dp[u][su]) dp[u][su] = tp;
77     for(j = 0; j < g[u].SZ; j++) {
78         v = g[u][j].AA; w = g[u][j].BB;
79         if(su & mp2[v]) continue;
80         sv = su | mp2[v];
81         if(dp[v][sv] > dp[u][su] + w) {
82             dp[v][sv] = dp[u][su] + w;
83             if(!inque[v][sv]) {
84                 inque[v][sv] = 1;
85                 que.push(MP(v, sv));
86             }
87         }
88     }
89     for(j = 0; j < kk; j++) {
90         if(su & (1<<j)) continue;
91         sv = su | (1<<j);
92         if(dp[u][sv] > dp[u][su] + gg[u][mp1[j]]) {
93             dp[u][sv] = dp[u][su] + gg[u][mp1[j]];
94             if(!inque[u][sv]) {
95                 inque[u][sv] = 1;
96                 que.push(MP(u, sv));
97             }
98         }
99     }
100     inque[u][su] = 0;
101 }
102

```

```

103     for(i = 0; i <= kk; i++) split[i].clear();
104     for(i = 0; i < (1<<kk); i++) {
105         split[__builtin_popcount(i)].PB(i);
106         gao[i] = MOD;
107         if(has(i)) {
108             for(j = 1; j <= n; j++) {
109                 cmin(gao[i], dp[j][i]);
110             }
111         }
112     }
113     for(i = 1; i <= kk; i++) {
114         for(j = 0; j < split[i].SZ; j++) {
115             su = split[i][j];
116             for(sub = su - 1 & su; sub; sub = sub - 1 & su) {
117                 sv = su ^ sub;
118                 cmin(gao[su], gao[sub] + gao[sv]);
119                 sub = (sub - 1) & su;
120             }
121         }
122     }
123     return gao[(1<<kk) - 1];
124 }
125 int main() {
126     int i,j,k,u,v,w;
127     int te;
128     scanf ("%d", &te);
129     for (int ca = 1; ca <= te; ca++) {
130         scanf ("%d%d%d", &n, &m, &K);
131         for (i = 1; i <= n; i++) g[i].clear();
132         for (i = 1; i <= n; i++) {
133             for (j = 1; j <= n; j++) gg[i][j] = MOD;
134             gg[i][i] = 0;
135         }
136         for (i = 0; i < m; i++) {
137             scanf ("%d%d%d", &u, &v, &w);
138             cmin (gg[u][v], w);
139             cmin (gg[v][u], w);
140         }
141         for (i = 1; i <= n; i++) {
142             for (j = i + 1; j <= n; j++) {
143                 if (gg[i][j] < MOD) {
144                     g[i].PB (MP (j, gg[i][j]) );
145                     g[j].PB (MP (i, gg[i][j]) );
146                 }
147             }
148         }
149         for (k = 1; k <= n; k++) {
150             for (i = 1; i <= n; i++) {
151                 for (j = 1; j <= n; j++) {
152                     cmin (gg[i][j], gg[i][k] + gg[k][j]);
153

```

```

153     }
154     }
155     }
156     ans = 0;
157     ans = doit();
158     if(ans >= MOD) printf("No solution\n");
159     else printf ("%d\n", ans);
160 }
161 return 0;
162 }

```

字符串 Hash

```

1  /*
2  * 全局 init()
3  * get(u64* H, int L, int w) 获取 L 开头 长度为 w 的 hash
4  */
5  const int N = 1e5+100;
6  typedef unsigned long long ull;
7  const ull mod = 1e9 + 7;
8  struct Hash {
9      ull P[N];
10     ull H[N];
11     void init() {
12         P[0] = 1;
13         for(int i = 1; i < N; i++)
14             P[i] = P[i - 1] * mod;
15     }
16
17     template <typename T>
18     void make(T *a, int n) {
19         H[n] = 0;
20         for(int i = n - 1; i >= 0; i--)
21             H[i] = H[i + 1] * mod + a[i] + 1;
22     }
23
24     ull get(int L, int w) {
25         return H[L] - H[L + w] * P[w];
26     }
27 } T;

```

KMP

```

1  /*
2  * 初始把 b[n + 1] 赋为 -1
3  * Hdu 1711
4  */
5  template<typename T>

```

```

6  void build(T b[], int next[], int m) {
7      int k = -1;
8      for(int i = 0; i < m; i++) {
9          while(k != -1 && b[k + 1] != b[i]) k = next[k];
10         if(k + 1 != i && b[k + 1] == b[i]) k++;
11         next[i] = k;
12     }
13 }
14 // 得到 b 在 a 中的第一个匹配位置
15 template <typename T>
16 int kmp(T a[], T b[], int next[], int n, int m) {
17     int k = -1;
18     for(int i = 0; i < n; i++) {
19         while(k != -1 && b[k + 1] != a[i]) k = next[k];
20         if(b[k + 1] == a[i]) k++;
21         if(k == m - 1) return i - m + 2;
22     }
23     return -1;
24 }

```

EXKMP

```

1  /* Hdu 4300
2  * S 为主串 , T 为子串 ,
3  * LS 为 S 长度 , LT 为 T 长度 ,
4  * B[i] 表示 S[i] 匹配了 B[i] 长度的 T
5  */
6  #include <bits/stdc++.h>
7  const int Maxn = 1e5;
8  char S[Maxn], T[Maxn];
9  int Next[Maxn], B[Maxn];
10
11 void preExKmp(char T[], int LT, int next[]) {
12     int i, ind = 0, k = 1;
13     next[0] = LT;
14     while(ind + 1 < LT && T[ind + 1] == T[ind]) ind++;
15     next[1] = ind;
16     for(i = 2; i < LT; i++) {
17         if(i <= k + next[k] - 1 && next[i - k] + i < k + next[k])
18             next[i] = next[i - k];
19         else {
20             ind = std::max(0, k + next[k] - i);
21             while(ind + i < LT && T[ind + i] == T[ind]) ind++;
22             next[i] = ind; k = i;
23         }
24     }
25 }
26
27 void exKmp(char S[], int LS, char T[], int LT, int next[], int B[]) {

```

```

28  int i, ind = 0, k = 0;
29  preExKmp(T, LT, next);
30  while(ind < LS && ind < LT && T[ind] == S[ind]) ind++;
31  B[0] = ind;
32  for(i = 1; i < LS; i++) {
33      int p = k + B[k] - 1, L = next[i - k];
34      if((i - 1) + L < p)
35          B[i] = L;
36      else {
37          ind = std::max(0, p - i + 1);
38          while(ind + i < LS && ind < LT && S[ind + i] == T[ind]) ind++;
39          B[i] = ind;
40          k = i;
41      }
42  }
43 }

```

SA

```

1  /*
2  * 倍增算法 , r 为待匹配数组,
3  * n 为总长度 +1 , m 为字符范围 , num 保存字符串
4  * 使用时注意 num[] 有效位为 [0, n) ,
5  * 但是需要将 num[n] = 0 ,
6  * 另外 , 对于模板的处理将空串也处理了 ,
7  * 作为rank最小的串 ,
8  * 因此有效串为 [0, n] 共 n-1 个 ,
9  * 在调用da()函数时, 需要调用 da(num, n + 1, m)
10 * 对于 sa[], rank[], height[] 数组都将空串考虑在内, 作为 rank 最小的后缀
11 * 注意 rank , height 范围从 [0, n]
12 */
13
14 const int N = 1e5;
15 namespace SA
16 {
17     int len;
18     int num[N];
19     // sa[1~n] value(0~n-1) ; rank[0..n-1] value(1..n) ; height[2..n]
20     int sa[N], rank[N], height[N];
21     int wa[N], wb[N], wv[N], wd[N];
22
23     int cmp(int *r, int a, int b, int x) {
24         return r[a] == r[b] && r[a + x] == r[b + x];
25     }
26
27     // 倍增算法 r 为待匹配数组 n 为总长度 +1 , m 为字符范围
28     void da(int *r, int n, int m) {
29         int i, j, k, p, *x = wa, *y = wb, *t;
30         for(i = 0; i < m; i++) wd[i] = 0;
31         for(i = 0; i < n; i++) wd[x[i] = r[i]]++;

```

```

32         for(i = 1; i < m; i++) wd[i] += wd[i - 1];
33         for(i = n - 1; i >= 0; i--) sa[--wd[x[i]]] = i;
34         for(j = 1, p = 1; p < n; j <= 1, m = p) {
35             for(p = 0, i = n - j; i < n; i++) y[p++] = i;
36             for(i = 0; i < n; i++) if(sa[i] >= j) y[p++] = sa[i] - j;
37             for(i = 0; i < n; i++) wv[i] = x[y[i]];
38             for(i = 0; i < m; i++) wd[i] = 0;
39             for(i = 0; i < n; i++) wd[wv[i]]++;
40             for(i = 1; i < m; i++) wd[i] += wd[i - 1];
41             for(i = n - 1; i >= 0; i--) sa[--wd[wv[i]]] = y[i];
42             for(t = x, x = y, y = t, p = 1, x[sa[0]] = 0, i = 1; i < n; i++) {
43                 x[sa[i]] = cmp(y, sa[i - 1], sa[i], j) ? p - 1 : p++;
44             }
45         }
46
47         for(i = 0, k = 0; i < n; i++) rank[sa[i]] = i;
48         for(i = 0; i < n - 1; height[rank[i+1]] = k) {
49             for(k ? k-- : 0, j = sa[rank[i] - 1]; r[i + k] == r[j + k]; k++);
50         }
51     }
52 }

```

DC3

```

1  // 待排序的字符串放在 r 数组中, 从 r[0] 到 r[n-1], 长度为 n, 且最大值小于 m
2  // 约定除 r[n-1] 外所有的 r[i] 都大于 0, r[n-1]=0
3  // 函数结束后, 结果放在 sa 数组中, 从 sa[0] 到 sa[n-1]
4  #define maxn 10000
5  #define F(x) ((x)/3+((x)%3==1?0:tb))
6  #define G(x) ((x)<tb?(x)*3+1:((x)-tb)*3+2)
7  int wa[maxn],wb[maxn],wv[maxn],wss[maxn]; // 必须这么大
8  int s[maxn*3],sa[maxn*3];
9  int c0(int *r,int a,int b){return r[a]==r[b]&&r[a+1]==r[b+1]&&r[a+2]==r[b+2];}
10 int c12(int k,int *r,int a,int b){
11     if(k==2) return r[a]<r[b]||r[a]==r[b]&&c12(1,r,a+1,b+1);
12     else return r[a]<r[b]||r[a]==r[b]&&wv[a+1]<wv[b+1];
13 }
14 void sort(int *r,int *a,int *b,int n,int m){
15     int i; for(i=0;i<n;i++) wv[i]=r[a[i]];
16     for(i=0;i<m;i++) wss[i]=0; for(i=0;i<n;i++) wss[wv[i]]++;
17     for(i=1;i<m;i++) wss[i]+=wss[i-1];
18     for(i=n-1;i>=0;i--) b[--wss[wv[i]]]=a[i];
19 }
20 void dc3(int *r,int *sa,int n,int m){
21     int i,j,*rn=r+n,*san=sa+n,ta=0,tb=(n+1)/3,tbc=0,p;
22     r[n]=r[n+1]=0;
23     for(i=0;i<n;i++) if(i%3!=0) wa[tbc++]=i;
24     sort(r+2,wa,wb,tbc,m); sort(r+1,wb,wa,tbc,m); sort(r,wa,wb,tbc,m);
25     for(p=1,rn[F(wb[0])]=0,i=1;i<tbc;i++)

```

```

26     rn[F(wb[i])]=c0(r,wb[i-1],wb[i])?p-1:p++;
27     if(p<tb) dc3(rn,san,tbc,p);
28     else for(i=0;i<tbc;i++) san[rn[i]]=i;
29     for (i=0;i<tbc;i++) if(san[i]<tb) wb[ta++]=san[i]*3;
30     if(n%3==1) wb[ta++]=n-1;
31     sort(r,wb,wa,ta,m); for(i=0;i<tbc;i++) wv[wb[i]=G(san[i])]=i;
32     for(i=0,j=0,p=0;i<ta && j<tbc;p++)
33         sa[p]=c12(wb[j]%3,r,wa[i],wb[j])?wa[i++]:wb[j++];
34     for(;i<ta;p++) sa[p]=wa[i++]; for(;j<tbc;p++) sa[p]=wb[j++];}
35     int main(){
36         int n,m=0; scanf("%d",&n);
37         for (int i=0;i<n;i++) scanf("%d",&s[i]),s[i]++,m=max(s[i]+1,m);
38         printf("%d\n",m); s[n++]=0; dc3(s,sa,n,m);
39         for (int i=0;i<n;i++) printf("%d ",sa[i]);printf("\n");
40     }

```

Manacher 最长回文串

```

1  /*
2  * 求以 i 为中心的最长回文串长度 ,
3  * 结果保存在 pk[i] 中 , 下标 [0,n) ,
4  * 开头 , 末尾 , 字符之间插入 \# , 例如 ababa 变为 \#a\#b\#a\#b\#a\#
5  */
6  #include <bits/stdc++.h>
7  const int N = 1e5;
8  int pk[N];
9  template <typename T>
10 // [0, n)
11 void manacher(T *a, int n) {
12     int mx = 0;
13     int p;
14     for(int i = 0; i < n; i++) {
15         if(i < mx) pk[i] = std::min(pk[2 * p - i], mx - i);
16         else pk[i] = 1;
17         while(i + pk[i] < n && i - pk[i] > -1 && a[i + pk[i]] == a[i - pk[i]]) pk[i]++;
18         if(i + pk[i] > mx) { p = i; mx = i + pk[i]; }
19     }
20 }

```

最小表示法

```

1  /*
2  * hdu 3374
3  */
4  #include <string>
5  #include <algorithm>
6
7  std::string find(std::string s) {
8      int i,j,k,l,N=s.length(); s+=s;

```

```

9      for(i=0,j=1;j<N;){
10         for(k=0;k<N&&s[i+k]==s[j+k];k++);
11         if(k>=N) break;
12         if(s[i+k]<s[j+k]) j+=k+1;
13         else l=i+k,i=j,j=std::max(l,j)+1;
14     }
15     return s.substr(i,N);
16 }

```

SAM

```

1  /*
2  * cxlove
3  * spoj NSUBSTR
4  * 给一个字符串 S,
5  * 令 F(x) 表示 S 的所有长度为x的子串中 ,
6  * 出现次数的最大值 ,
7  * 求 F(1)..F(Length(S))
8  * 结点的 len 值表示那一时刻的后缀长度
9  */
10 #include <bits/stdc++.h>
11 #define inf 100000005
12 #define M 40
13 #define N 510005
14 #define maxn 300005
15 #define eps 1e-10
16 #define zero(a) fabs(a)<eps
17 #define pb(a) push_back(a)
18 #define mp(a,b) make_pair(a,b)
19 #define mem(a,b) memset(a,b,sizeof(a))
20 #define LL unsigned long long
21 #define MOD 1000000007
22 #define lson step<<1
23 #define rson step<<1|1
24 #define sqr(a) ((a)*(a))
25 #define Key_value ch[ch[root][1]][0]
26 #define test puts("OK");
27 #pragma comment(linker, "/STACK:1024000000,1024000000")
28 struct SAM {
29     SAM *pre,*son[26];
30     int len,g;
31 }que[N],*root,*tail,*b[N];
32 int tot;
33 void add(int c,int l) {
34     SAM *p=tail,*np=&que[tot++];
35     np->len=l;tail=np;
36     while(p&&p->son[c]==NULL) p->son[c]=np,p=p->pre;
37     if(p==NULL) np->pre=root;
38     else {

```

```

39     SAM *q=p->son[c];
40     if(p->len+1==q->len) np->pre=q;
41     else {
42         SAM *nq=&que[tot++];
43         *nq=*q;
44         nq->len=p->len+1;
45         np->pre=q->pre=nq;
46         while(p&& p->son[c]==q) p->son[c]=nq,p=p->pre;
47     }
48 }
49 }
50 char str[N/2];
51 int dp[N/2];
52 int main() {
53     while(scanf("%s",str)!=EOF) {
54         int n=strlen(str);
55         tot=0;
56         root=tail=&que[tot++];
57         for(int i=0;i<n;i++) add(str[i]-'a',i+1);
58         int cnt[N/2];mem(cnt,0);
59         for(int i=0;i<tot;i++) cnt[que[i].len]++;
60         for(int i=1;i<=n;i++) cnt[i]+=cnt[i-1];
61         for(int i=0;i<tot;i++) b[--cnt[que[i].len]]=&que[i];
62         for(int i=0;i<n;i++) (root=root->son[str[i]-'a'])->g++;
63         mem(dp,0);
64         for(int i=tot-1;i>0;i--) {
65             dp[b[i]->len]=std::max(dp[b[i]->len],b[i]->g);
66             if(b[i]->pre) b[i]->pre->g+=b[i]->g;
67         }
68         for(int i=n-1;i>0;i--) dp[i]=std::max(dp[i],dp[i+1]);
69         for(int i=1;i<=n;i++) printf("%d\n",dp[i]);
70     }
71     return 0;
72 }

```

Trie

```

1  #include <bits/stdc++.h>
2
3  const int M = 26;
4  const int N = 2000;
5  struct trie {
6      int to[N][M]; // 节点指针
7      int w[256]; // 字母下标
8      int fail[N]; // 失配指针
9      int cnt;
10
11     trie() {
12         // 标注下标
13     }

```

```

14
15     int newNode() {
16         memset(to[cnt], 0, sizeof to[cnt]);
17         return cnt++;
18     }
19
20     void init() {
21         cnt = 0;
22         memset(to[0], 0, sizeof to[0]);
23     }
24
25     void insert(char *a, int mask) {
26         int p = 0;
27         while(*a) {
28             int v = w[*a];
29             if(!to[p][v]) {
30                 to[p][v] = newNode();
31             }
32             p = to[p][v];
33             a++;
34         }
35     }
36
37     void ac() {
38         std::queue<int>q;
39         memset(fail, 0, sizeof fail);
40         for(int i = 0; i < 4; i++) if(to[0][i]) {
41             q.push(to[0][i]);
42         }
43         while(q.size()) {
44             int p = q.front();
45             q.pop();
46             for(int i = 0; i < 4; i++) {
47                 int v = to[p][i];
48                 if(v) {
49                     fail[v] = to[fail[p]][i];
50                     q.push(v);
51                 }
52                 else
53                     to[p][i] = to[fail[p]][i];
54             }
55         }
56     }
57 };

```

数学

Fib

```

1  #include <bits/stdc++.h>
2
3  using namespace std;
4  const int MOD = 1e9+7;
5  typedef long long LL;
6  LL mul(LL a, LL b) {
7      LL tot = 0;
8      while(b) {
9          if(b & 1) tot = (tot + a);
10         b >>= 1;
11         a <<= 1;
12         if(tot >= MOD) tot -= MOD;
13         if(a >= MOD) a -= MOD;
14     }
15     return tot;
16 };
17
18 void fib(LL n, LL &x, LL &y) {
19     if (n == 1) {
20         x = y = 1;
21         return;
22     } else if (n & 1) {
23         fib(n - 1, y, x);
24         y += x; y %= MOD;
25     } else {
26         LL a, b;
27         fib(n >> 1, a, b);
28         y = (mul(a, a) % MOD + mul(b, b) % MOD) % MOD;
29         x = (mul(a, b) % MOD + mul(a, (b + MOD - a)) % MOD) % MOD;
30     }
31 }

```

矩阵

```

1  #include <bits/stdc++.h>
2
3  const int MXN = 4;
4  const int mod = 1e4+7;
5  template <typename T> class Matrix{
6  public:
7      int n,m ;
8      T a[MXN][MXN];
9      Matrix() {memset(a , 0 , sizeof(a));}
10     Matrix(int _n , int _m) {
11         n = _n , m = _m , memset(a , 0 , sizeof(a));
12     };
13     T* operator[] (int i) {return a[i];}

```

```

14     Matrix friend operator * (Matrix A , Matrix B){
15         Matrix ans(A.n , B.m);
16         for (int i = 0 ; i < A.n ; ++ i)
17             for (int j = 0 ; j < A.m ; ++ j)if(A[i][j]!=0)
18                 for (int k = 0 ; k < B.m ; ++ k)
19                     ans[i][k]=(ans[i][k]+A[i][j]*B[j][k]) % mod;
20         return ans;
21     }
22 };

```

高斯消元

```

1  // 二进制版本 , hdu5833
2  #include <bits/stdc++.h>
3  const int N = 1000;
4
5  double a[N][N];
6  int gauss(int eq, int var) {
7      int line = 0, ret = 0;
8      for(int i = 0; i < var; i++) {
9          int target = line;
10         while(target < eq && a[target][i] == 0) target++;
11         if(target == eq) { ret++; continue; }
12         std::swap(a[target], a[line]);
13         for(int j = 0; j < eq; j++) if(j != line && a[j][i]) a[j] ^= a[line];
14         line++;
15     }
16     return ret;
17 }
18
19 // 数值版本
20 int Gauss(int equ, int var) {
21     int i, j, k;
22     int max_r; // 当前这列绝对值最大的行 .
23     int col; // 当前处理的列
24     // 转换为阶梯阵 .
25     col = 0; // 当前处理的列
26     for(k = 0; k < equ && col < var; k++, col++) {
27         // 枚举当前处理的行 .
28         // 找到该 col 列元素绝对值最大的那行与第 k 行交换 .
29         // ( 为了在除法时减小误差 )
30         max_r=k;
31         for(i = k + 1; i < equ; i++) {
32             if((a[i][col]) > (a[max_r][col])) max_r = i;
33         }
34         if(max_r != k) {
35             // 与第k行交换 .
36             for(j=k; j<var+1; j++) swap(a[k][j], a[max_r][j]);
37         }

```



```

38     if((a[k][col])==0) {
39         // 说明该 col 列第 k 行以下全是 0 了 , 则处理当前行的下一列 .
40         k--;
41         continue;
42     }
43     for(i=k+1; i<equ; i++) {
44         // 枚举要删去的行 .
45         if((a[i][col]) > 0) {
46             for(j = var; j >= col; j--) {
47                 a[i][j] -= a[k][j] * (a[i][col] / a[k][col]);
48             }
49         }
50     }
51 }
52 // 无穷解 , 返回自由变元个数
53 // 会改变解的顺序
54 if(k < var) {
55     for(int i=0; i<equ; i++) {
56         if(a[i][i]!= 0) continue;
57         else {
58             int flag=0;
59             for(int j=i+1; j<var; j++) {
60                 if(a[i][j] != 0) {
61                     flag = 1;
62                     for(int k = 0; k <= i; k++) {
63                         swap(a[k][i], a[k][j]);
64                     }
65                     break;
66                 }
67             }
68             if(!flag)
69                 return var - i;
70         }
71     }
72     return var - equ;
73 }
74 return 0;
75 }

```

四边形不等式

```

1  /*
2  * Kyb 示意代码 待验证
3  */
4  #define rep(i,a,n) for(int i=(a);i<(int)(n);i++)
5  #define better true
6
7  void dp(int n, int K[][100]) {
8      rep(r,1,n){
9          rep(i,1,n-r){

```

```

10         if(r==1)K[i][i+r]=i,dp;
11         else rep(k,K[i][i+r-1],K[i+1][i+r])
12             if(better)K[i][i+r]=k,dp;
13     }
14 }
15 }

```

Java 开根号

```

1  /*
2  * Java 开根号
3  * Kyb , 待验证
4  */
5  public static BigInteger getsqrt(BigInteger n) {
6      if (n.compareTo(BigInteger.ZERO) <= 0) return n;
7      BigInteger x, xx, txx;      xx = x = BigInteger.ZERO;
8      for (int t = n.bitLength() / 2; t >= 0; t--) {
9          txx = xx.add(x.shiftLeft(t + 1)).add(BigInteger.ONE.shiftLeft(t + t));
10         if (txx.compareTo(n) <= 0) {
11             x = x.add(BigInteger.ONE.shiftLeft(t));      xx = txx;
12         }
13     }
14     return x;
15 }

```

C++ 大数

```

1  /*
2  * C++ 大数运算 , Kyb , 待验证
3  */
4  #include <bits/stdc++.h>
5  class BigNum {
6  public:
7      static const int MOD = 100000000;
8      static const int BIT = 8, SIZE = 105;
9      mutable int n, o;
10     long long u[SIZE];
11     BigNum() {}
12     BigNum(const std::string& s) {
13         memset(this, 0, sizeof(BigNum));
14         int num = 0, cnt = 1;
15         for (int i = s.size() - 1; ~i; i--) {
16             if (s[i] == '-') o ^= 1;
17             if (s[i] >= '0' && s[i] <= '9') {
18                 num += (s[i] - '0') * cnt;
19                 cnt *= 10;

```

```

20     if (cnt == MOD) u[n++] = num, num = 0, cnt = 1;
21 }
22 }
23 if (!n || cnt >= 10) u[n++] = num;
24 if (!u[0] && n == 1) o = 0;
25 }
26 BigNum(long long x) {
27     memset(this, 0, sizeof(BigNum));
28     if (x < 0) o = 1, x = -x;
29     do u[n++] = x % MOD; while (x /= MOD);
30 }
31 operator std::string() const {
32     static char s[SIZE * BIT + 10];
33     char* c = s + sprintf(s, "%s%d", o ? "-" : "", int(u[n - 1]));
34     for (int i = n - 2; ~i; i--) c += sprintf(c, "%0*d", BIT, int(u[i]));
35     return s;
36 }
37 int operator [](int pos) const {
38     static int e[BIT] = {1};
39     for (static int i = 1; i < BIT; i++) e[i] = e[i - 1] * 10;
40     return u[pos / BIT] / e[pos % BIT] % 10;
41 }
42 int length() const {
43     int ret = (n - 1) * BIT + 1;
44     for (int x = u[n - 1] / 10; x; x /= 10) ret++;
45     return ret;
46 }
47 friend int cmp(const BigNum& l, const BigNum& r) {
48     if (l.o != r.o) return (l.o ? -1 : 1);
49     if (l.n != r.n) return (l.o ? -1 : 1) * (l.n - r.n);
50     for (int i = l.n - 1; ~i; i--) if (l.u[i] - r.u[i])
51         return (l.o ? -1 : 1) * (l.u[i] - r.u[i]);
52     return 0;
53 }
54 // 运算符
55 bool operator < (const BigNum& r) const {return cmp(*this, r) < 0;}
56 bool operator > (const BigNum& r) const {return cmp(*this, r) > 0;}
57 bool operator <= (const BigNum& r) const {return cmp(*this, r) <= 0;}
58 bool operator >= (const BigNum& r) const {return cmp(*this, r) >= 0;}
59 bool operator == (const BigNum& r) const {return cmp(*this, r) == 0;}
60 bool operator != (const BigNum& r) const {return cmp(*this, r) != 0;}
61 BigNum operator + (const BigNum& r) const {return BigNum(*this) += r;}
62 BigNum operator - (const BigNum& r) const {return BigNum(*this) -= r;}
63 BigNum operator * (int x) const {return BigNum(*this) *= x;}
64 BigNum operator / (int x) const {return BigNum(*this) /= x;}
65 BigNum& operator *= (const BigNum& r) {return *this = *this * r;}
66 BigNum& operator /= (const BigNum& r) {return *this = *this / r;}
67 BigNum& operator % = (const BigNum& r) {return *this = *this % r;}
68 BigNum& operator % = (int x) {return *this = *this % x;}
69 BigNum operator - () const {

```

```

70     BigNum s = *this;
71     if (s.u[0] || s.n >= 2) s.o ^= 1;
72     return s;
73 }
74 BigNum& operator += (const BigNum& r) {
75     if (r.n == 1 && !r.u[0]) return *this;
76     if (r.o ^ o) return r.o ^= 1, *this -= r, r.o ^= 1, *this;
77     if (r.n > n) n = r.n;
78     for (int i = 0; i < r.n; i++) u[i] += r.u[i];
79     for (int i = 0; i < n; i++) if (u[i] >= MOD) u[i + 1]++, u[i] -= MOD;
80     if (u[n]) n++;
81     return *this;
82 }
83 BigNum& operator -= (const BigNum& r) {
84     if (r.n == 1 && !r.u[0]) return *this;
85     if (r.o ^ o) return r.o ^= 1, *this += r, r.o ^= 1, *this;
86     if (cmp(*this, r) * (r.o ? -1 : 1) < 0) {
87         o ^= 1, n = r.n;
88         for (int i = 0; i < r.n; i++) u[i] = r.u[i] - u[i];
89     } else {
90         for (int i = 0; i < r.n; i++) u[i] = u[i] - r.u[i];
91     }
92     for (int i = 0; i < n; i++) if (u[i] < 0) u[i + 1]--, u[i] += MOD;
93     while (!u[n - 1] && n >= 2) --n;
94     if (!u[0] && n == 1) o = 0;
95     return *this;
96 }
97 BigNum operator * (const BigNum& r) const {
98     BigNum s = 0;
99     if (!u[n - 1] || !r.u[r.n - 1]) return s;
100     s.n = r.n + n - 1;
101     s.o = r.o ^ o;
102     for (int i = 0; i < n; i++) for (int j = 0; j < r.n; j++)
103         s.u[i + j] += u[i] * r.u[j];
104     for (int i = 0; i < s.n; i++) if (s.u[i] >= MOD) {
105         s.u[i + 1] += s.u[i] / MOD;
106         s.u[i] %= MOD;
107         if (i == s.n - 1) s.n++;
108     }
109     return s;
110 }
111 BigNum operator / (const BigNum& r) const {
112     BigNum e[35], s = 0, c = 0;
113     int m = 0, ro = r.o, lo = o;
114     r.o ^= ro, o ^= lo;
115     for (e[m] = r; MOD >> ++m; e[m] = e[m - 1] + e[m - 1]);
116     for (int i = n - 1; ~i; i--) {
117         int tag = 0;
118         (s == MOD) += u[i];
119         for (int x = m - 1; ~x; x--) if (s >= e[x]) s -= e[x], tag |= 1 << x;

```

```

120     (c *= MOD) += tag;
121 }
122 r.o ^= ro, o ^= lo;
123 if (c.u[0] || c.n >= 2) c.o = r.o ^ o;
124 return c;
125 }
126 BigNum operator %(const BigNum& r) const {
127     BigNum e[35], s = 0;
128     int m = 0, ro = r.o, lo = o;
129     r.o ^= ro, o ^= lo;
130     for (e[m] = r; MOD >> ++m; e[m] = e[m - 1] + e[m - 1]);
131     for (int i = n - 1; ~i; i--) {
132         (s *= MOD) += u[i];
133         for (int x = m - 1; ~x; x--) if (s >= e[x]) s -= e[x];
134     }
135     r.o ^= ro, o ^= lo;
136     if (s.u[0] || s.n >= 2) s.o = o;
137     return s;
138 }
139 BigNum& operator *=(int x) {
140     if (!x) return *this = 0;
141     if (x < 0) o ^= 1, x = -x;
142     for (int i = 0; i < n; i++) u[i] *= x;
143     for (int i = 0; i < n; i++) if (u[i] >= MOD) {
144         u[i + 1] += u[i] / MOD;
145         u[i] %= MOD;
146         if (i == n - 1) n++;
147     }
148     if (!u[0] && n == 1) o = 0;
149     return *this;
150 }
151 BigNum& operator /=(int x) {
152     if (x < 0) o ^= 1, x = -x;
153     for (int i = n - 1; i; u[i--] /= x) u[i - 1] += u[i] % x * MOD;
154     for (u[0] /= x; n >= 2; n--) if (u[n - 1]) break;
155     if (!u[0] && n == 1) o = 0;
156     return *this;
157 }
158 int operator %(int x) const {
159     long long c = 0;
160     for (int i = n - 1; ~i; i--) c = (c * MOD + u[i]) % x;
161     return (1 - o - o) * int(c);
162 }
163 };

```

线性逆元

```

1 // 返回 [0, n] 每个数关于 m 的逆元
2 // x * i = 1 mod m
3 // let m = i * k + r, where k = m / i, r = m % i

```

```

4 // i = (m - r) * k^-1
5 // x = -k * r^-1
6 // time complexity : O(n)
7
8 std::vector<LL> linear_inversion(int n, LL m) {
9     std::vector<LL> inv(n + 1, 0);
10    inv[1] = 1;
11    for (int i = 2; i <= n; ++i) {
12        inv[i] = (m - m / i) * inv[m % i] % m;
13    }
14    return inv;
15 }

```

勒让德定理

```

1 /*
2  * 求出 n! 分解中 , 素因子 x 的个数
3  */
4
5 typedef long long ll;
6 ll lrd(ll n, ll x) {
7     ll ans = 0;
8     for (ll k = x; k <= n; k *= x) {
9         ans += n / k;
10    }
11    return ans;
12 }

```

欧拉函数

```

1 /*
2  * 对正整数 n ,
3  * 欧拉函数是少于或等于n的数中与n互质的数的数目
4  * P是素数 :
5  * 若p是x的约数 , 则  $E(xp) = E(x)p$ 
6  * p不是x的约数 , 则  $E(xp) = E(x)E(p) = E(x)(p - 1)$ 
7  */
8 const int N = 1e5;
9 int prime[N];
10 int phi[N];
11 bool is_prime[N];
12
13 void get_phi() {
14     int i, j, k;
15     k = 0;
16     for (i = 2; i < N; i++) {
17         if (is_prime[i] == false) {
18             prime[k++] = i;

```

```

19     phi[i] = i - 1;
20 }
21 for(j = 0; j < k && i * prime[j] < N; j++) {
22     is_prime[ i * prime[j] ] = true;
23     if( i % prime[j] == 0) {
24         phi[ i * prime[j] ] = phi[i] * prime[j];
25         break;
26     }
27     else {
28         phi[ i * prime[j] ] = phi[i] * ( prime[j] - 1 );
29     }
30 }
31 }
32 }

```

行列式求值

```

1  /*
2  * 行列式 Mod
3  * Kyb 待验证
4  */
5  #include <algorithm>
6  const int MOD = (int)1e9 + 7;
7
8  inline void add(int &a,int b) {
9      a += b;
10     if (a >= MOD) a -= MOD;
11 }
12 int det(int A[16][16],int n) {
13     int ret = 1;
14     for (int i = 0; i < n; ++ i) {
15         if (A[i][i] == 0) {
16             for (int j = i + 1; j < n; ++ j) {
17                 if (A[j][i]) {
18                     for (int k = i; k < n; ++ k) {
19                         std::swap(A[i][k],A[j][k]);
20                     }
21                     ret = -ret;
22                     break;
23                 }
24             }
25             if (A[i][i] == 0) return 0;
26         }
27         for (int j = i + 1; j < n; ++ j) {
28             int a = 1,b = 0,c = 0,d = 1;
29             int x = A[i][i],y = A[j][i];
30             while (y) {
31                 int t = x / y;
32                 if (t < 0) t += MOD;
33                 add(a,MOD - c * 111 * t % MOD);

```

```

34         add(b,MOD - d * 111 * t % MOD);
35         std::swap(a,c);
36         std::swap(b,d);
37         x %= y;
38         std::swap(x,y);
39         ret = -ret;
40     }
41     for (int k = 0; k < n; ++ k) {
42         int q = A[i][k],w = A[j][k];
43         A[i][k] = (a * 111 * q + b * 111 * w) % MOD;
44         A[j][k] = (c * 111 * q + d * 111 * w) % MOD;
45     }
46 }
47 ret = A[i][i] * 111 * ret % MOD;
48 }
49 if (ret < 0) {
50     ret += MOD;
51 }
52 return ret;
53 }

```

生成树计数

```

1  /*
2  * 算法引入 :
3  * 给定一个无向图 G , 求它生成树的个数 t(G) ;
4  *
5  * 算法思想 :
6  * 1) G 的度数矩阵 D[G] 是一个 n*n 的矩阵 ,
7  * 并且满足 : 当 i != j 时 , dij=0 ; 当 i=j 时 , dij 等于 vi 的度数 ;
8  * 2) G 的邻接矩阵 A[G] 是一个 n*n 的矩阵 ,
9  * 并且满足 : 如果 vi , vj 之间有边直接相连 , 则 aij=1 , 否则为 0 ;
10 * 定义图 G 的 Kirchhoff 矩阵 C[G] 为 C[G]=D[G]-A[G] ;
11 * Matrix-Tree 定理 : G 的所有不同的生成树的个数等于
12 * 其 Kirchhoff 矩阵 C[G] 任何一个 n-1 阶主子式的行列式的绝对值 ;
13 * 所谓 n-1 阶主子式 , 就是对于 r(1 <= r <= n) , 将 C[G] 的第r行
14 * 第 r 列同时去掉后得到的新矩阵 , 用 Cr[G] 表示 ;
15 *
16 * Kirchhoff 矩阵的特殊性质 :
17 * 1) 对于任何一个图 G, 它的 Kirchhoff 矩阵 C 的行列式总是 0 ,
18 * 这是因为 C 每行每列所有元素的和均为 0 ;
19 * 2) 如果 G 是不连通的 , 则它的 Kirchhoff 矩阵 C 的任一个主子式的行列式均为 0 ;
20 * 3) 如果 G 是一颗树 , 那么它的 Kirchhoff 矩阵 C 的任一个 n-1 阶主子式的行列式均为 1 ;
21 *
22 * 算法举例 :
23 * SPOJ HIGH
24 *
25 * 题目地址 :
26 * http://www.spoj.com/problems/HIGH/

```

```

27  *
28  * 题目大意 :
29  * 一个有 n 座城市的组成国家 , 城市 1 至 n 编号 , 其中一些城市之间可以修建高速公路 ;
30  * 需要有选择的修建一些高速公路 , 从而组成一个交通网络 ;
31  * 计算有多少种方案 , 使得任意两座城市之间恰好只有一条路径 ;
32  **/
33
34  #include <bits/stdc++.h>
35  const int N=15;
36  typedef long long ll;
37
38  int degree[N];
39  ll C[N][N];
40  // 生成树计数 : Matrix-Tree 定理
41  ll det(ll a[][N],int n) {
42      ll ret = 1;
43      for(int i=1; i<n; i++) {
44          for(int j=i+1; j<n; j++)
45              while(a[j][i]) {
46                  ll t = a[i][i] / a[j][i];
47                  for(int k = i; k < n; k++)
48                      a[i][k] = (a[i][k] - a[j][k] * t);
49                  for(int k = i; k < n; k++)
50                      std::swap(a[i][k], a[j][k]);
51                  ret = -ret;
52              }
53          if(a[i][i] == 0)
54              return 0;
55          ret = ret * a[i][i];
56      }
57      if(ret < 0)
58          ret = -ret;
59      return ret;
60  }
61
62  int main() {
63      int tcase;
64      scanf("%d",&tcase);
65      while(tcase--) {
66          memset(degree, 0, sizeof(degree) );
67          memset(C, 0, sizeof(C));
68          int n ,m;
69          scanf("%d%d", &n, &m);
70          int u, v;
71          while(m--) {
72              scanf("%d%d", &u, &v);
73              u--; v--;
74              C[u][v] = C[v][u] = -1;
75              degree[u]++; degree[v]++;
76          }

```

```

77      for(int i = 0; i < n; ++i)
78          C[i][i] = degree[i];
79      printf("%lld\n", det(C, n));
80  }
81  return 0;
82  }

```

Simpson 积分

```

1  /*
2  * 自适应 Simpson
3  * 验题 :hdu4978
4  * Kyb 待验证
5  */
6  #include <cmath>
7  const double eps = 1e-6;
8  double f(double x) { return x; }
9
10 long double simpson(long double a, long double b) {
11     long double c = a + (b - a) / 2;
12     return (f(a) + 4 * f(c) + f(b)) * (b - a) / 6;
13 }
14 long double asr(long double a, long double b, long double eps, long double A) {
15     long double c = a + (b - a) / 2;
16     long double L = simpson(a, c), R = simpson(c, b);
17     if (std::fabs(L + R - A) < 15 * eps) return L + R + (L + R - A) / 15.;
18     return asr(a, c, eps / 2, L) + asr(c, b, eps / 2, R);
19 }
20 long double asr(long double a, long double b, long double eps) {
21     return asr(a, b, eps, simpson(a, b));
22 }

```

常用结论

vimrc

```

syntax on
set nu
set cindent
set shiftwidth=2
set tabstop=2
set expandtab

```

矩阵乘法

for(i)for(j)if(A[i][j])for(k)C[i][k]+=A[i][j]*B[j][k]

四边形体积公式

$$(12V)^2=a^2d^2(b^2+c^2+e^2+f^2-a^2-d^2)+b^2e^2(c^2+a^2+f^2+d^2-b^2-e^2)+c^2f^2(a^2+b^2+d^2+e^2-c^2-f^2)-a^2b^2c^2-a^2e^2f^2-d^2b^2f^2-d^2e^2c^2$$

卡特兰数

$$Cat(n)=Comb(2n,n)/(n+1)=Comb(2n,n)-Comb(2n,n+1)=Cat(n-1)*(4n-2)/(n+1)$$

n 节点二叉树个数 Cat(n)

正 n 边形划分为 n-2 个三角形的种数 Cat(n-2)

n 个矩阵连乘括号化种数 Cat(n-1)

n 个元素入栈的出栈顺序种数 Cat(n)

n 对括号的合法括号序列个数 Cat(n)

牛顿迭代法

$$x_m=\frac{(xf'(x)-f(x))}{f'(x)}$$

康托展开

$$X=a_nn!+a_{n-1}(n-1)!+...+a_2\cdot 2!+a_1\cdot 1!$$

a_i 表示 i 开头的后缀中逆序对的个数

高阶等差数列

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

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

$$\sum n^3=\left(\sum n\right)^2 \tag{3}$$

$$\sum n^4=\left(\sum n^2\right)\frac{1}{5}(3n^2+3n-1) \tag{4}$$

$$\sum n^5=\left(\sum n\right)^2\frac{1}{3}(2n^2+2n-1) \tag{5}$$

$$\sum n^6=\left(\sum n^2\right)\frac{1}{7}(3n^4+6n^3-3n+1) \tag{6}$$

$$\sum n^7=\left(\sum n\right)^2\frac{1}{6}(3n^4+6n^3-n^2-4n+2) \tag{7}$$

$$\sum n^8=\left(\sum n^2\right)\frac{1}{15}(5n^6+15n^5+5n^4-15n^3-n^2+9n-3) \tag{8}$$

割建图

对于图G=(V, E) 中的一个点覆盖是一个集合S V使得每一条边至少有一个端点在S中 .
 对于二分图 ,

最小路径覆盖 = | P | - 最大匹配数 .

最小点覆盖数 = 最大匹配数 ,

最大独立顶点集 = 总顶点数 - 最大匹配数 ,

哈密尔顿判定

对于n >= 3个点的图G , 如果对于任意u, v 都有 deg(u) + deg(v) >= n , 则G一定是哈密尔顿图 .

弦图

设 next(v) 表示 N(v) 中最前的点 . 令 w* 表示所有满足 A ∈ B 的 w 中最后的一个点 , 判断 v ∪ N(v) 是否为极大团 , 只需判断是否存在一个 w ∈ w*, 满足 Next(w) = v 且 |N(v)| + 1 ≤ |N(w)| 即可 .

五边形数

$$\prod_{n=1}^{\infty}(1-x^n)=\sum_{n=0}^{\infty}(-1)^n(1-x^{2n+1})x^{n(3n+1)/2}\\f(n)=\frac{n(3n-1)}{2}$$

重心

半径为 r , 圆心角为 θ 的扇形重心与圆心的距离为 $\frac{4r\sin(\theta/2)}{3\theta}$

半径为 r , 圆心角为 θ 的圆弧重心与圆心的距离为 $\frac{4r\sin^3(\theta/2)}{3(\theta-\sin(\theta))}$

第二类 Bernoulli number

$$B_m=1-\sum_{k=0}^{m-1}\binom{m}{k}\frac{B_k}{m-k+1}\\S_m(n)=\sum_{k=1}^nk^m=\frac{1}{m+1}\sum_{k=0}^m\binom{m+1}{k}B_kn^{m+1-k}$$

Stirling 数

第一类 :n 个元素的项目分作 k 个环排列的方法数目

$$s(n,k)=(-1)^{n+k}|s(n,k)|\\|s(n,0)|=0\\|s(1,1)|=1\\|s(n,k)|=|s(n-1,k-1)|+(n-1)*|s(n-1,k)|$$

第二类 :n 个元素的集定义 k 个等价类的方法数

$$S(n,1)=S(n,n)=1$$
$$S(n,k)=S(n-1,k-1)+k*S(n-1,k)$$

数据范围

三角公式

$$\sin(a\pm b)=\sin a\cos b\pm\cos a\sin b\quad\cos(a\pm b)=\cos a\cos b\mp\sin a\sin b$$
$$\tan(a\pm b)=\frac{\tan(a)\pm\tan(b)}{1\mp\tan(a)\tan(b)}\quad\tan(a)\pm\tan(b)=\frac{\sin(a\pm b)}{\cos(a)\cos(b)}$$
$$\sin(a)+\sin(b)=2\sin(\frac{a+b}{2})\cos(\frac{a-b}{2})\quad\sin(a)-\sin(b)=2\cos(\frac{a+b}{2})\sin(\frac{a-b}{2})$$
$$\cos(a)+\cos(b)=2\cos(\frac{a+b}{2})\cos(\frac{a-b}{2})\quad\cos(a)-\cos(b)=-2\sin(\frac{a+b}{2})\sin(\frac{a-b}{2})$$
$$\sin(na)=n\cos^{n-1}a\sin a-\binom{n}{3}\cos^{n-3}a\sin^3a+\binom{n}{5}\cos^{n-5}a\sin^5a-\ldots$$
$$\cos(na)=\cos^na-\binom{n}{2}\cos^{n-2}a\sin^2a+\binom{n}{4}\cos^{n-4}a\sin^4a-\ldots$$

积分表

$$\int\frac{1}{1+x^2}dx=\tan^{-1}x\quad\int\frac{1}{a^2+x^2}dx=\frac{1}{a}\tan^{-1}\frac{x}{a}$$
$$\int\frac{x}{a^2+x^2}dx=\frac{1}{2}\ln|a^2+x^2|\quad\int\frac{x^2}{a^2+x^2}dx=x-a\tan^{-1}\frac{x}{a}$$

$$\int\sqrt{x^2\pm a^2}dx=\frac{1}{2}x\sqrt{x^2\pm a^2}\pm\frac{1}{2}a^2\ln\left|x+\sqrt{x^2\pm a^2}\right|$$
$$\int\sqrt{a^2-x^2}dx=\frac{1}{2}x\sqrt{a^2-x^2}+\frac{1}{2}a^2\tan^{-1}\frac{x}{\sqrt{a^2-x^2}}$$
$$\int\frac{x^2}{\sqrt{x^2\pm a^2}}dx=\frac{1}{2}x\sqrt{x^2\pm a^2}\mp\frac{1}{2}a^2\ln\left|x+\sqrt{x^2\pm a^2}\right|$$
$$\int\frac{1}{\sqrt{x^2\pm a^2}}dx=\ln\left|x+\sqrt{x^2\pm a^2}\right|$$
$$\int\frac{1}{\sqrt{a^2-x^2}}dx=\sin^{-1}\frac{x}{a}\quad\int\frac{x}{\sqrt{x^2\pm a^2}}dx=\sqrt{x^2\pm a^2}\quad\int\frac{x}{\sqrt{a^2-x^2}}dx=-\sqrt{a^2-x^2}$$
$$\int\sqrt{ax^2+bx+c}dx=\frac{b+2ax}{4a}\sqrt{ax^2+bx+c}+\frac{4ac-b^2}{8a^{3/2}}\ln\left|2ax+b+2\sqrt{a(ax^2+bx+c)}\right|$$
$$\int x^ne^{ax}\mathrm{d}x=\frac{x^ne^{ax}}{a}-\frac{n}{a}\int x^{n-1}e^{ax}\mathrm{d}x$$
$$\int\sin^2axdx=\frac{x}{2}-\frac{1}{4a}\sin 2ax\quad\int\sin^3axdx=-\frac{3\cos ax}{4a}+\frac{\cos 3ax}{12a}$$
$$\int\cos^2axdx=\frac{x}{2}+\frac{\sin 2ax}{4a}\quad\int\cos^3axdx=\frac{3\sin ax}{4a}+\frac{\sin 3ax}{12a}$$
$$\int\tan axdx=-\frac{1}{a}\ln\cos ax\quad\int\tan^2axdx=-x+\frac{1}{a}\tan ax$$
$$\int x\cos axdx=\frac{1}{a^2}\cos ax+\frac{x}{a}\sin ax\quad\int x^2\cos axdx=\frac{2x\cos ax}{a^2}+\frac{a^2x^2-2}{a^3}\sin ax$$
$$\int x\sin axdx=-\frac{x\cos ax}{a}+\frac{\sin ax}{a^2}\quad\int x^2\sin axdx=\frac{2-a^2x^2}{a^3}\cos ax+\frac{2x\sin ax}{a^2}$$