

Standard Code Library

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一切的开始

宏定义

- 需要 C++11

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 using LL = long long;
4 #define FOR(i, x, y) for (decay<decltype(y)>::type i = (x), _##i = (y); i < _##i; ++i)
5 #define FORD(i, x, y) for (decay<decltype(x)>::type i = (x), _##i = (y); i > _##i; --i)
6 #ifdef DEBUG
7 #ifndef ONLINE_JUDGE
8 #define zerol
9 #endif
10 #endif
11 #ifndef zerol
12 #define dbg(x...) do { cout << "\033[32;1m" << #x << " -> "; err(x); } while (0)
13 void err() { cout << "\033[39;0m" << endl; }
14 template<template<typename...> class T, typename t, typename... A>
15 void err(T<t> a, A... x) { for (auto v: a) cout << v << ' '; err(x...); }
16 template<typename T, typename... A>
17 void err(T a, A... x) { cout << a << ' '; err(x...); }
18 #else
19 #define dbg(...)
20 #define err(...)
21 #endif
22 // -----
```

- 调试时添加编译选项 -DDEBUG, 提交时注释
- 注意检查判题系统编译选项, 修改 #ifndef ONLINE_JUDGE
- FOR ++ 循环 FOR(循环变量名称, 循环变量起始值, 循环变量结束值 (不含))
- FORD - 循环
- err() 调试时输出 (支持单层迭代)
- dbg() 变色输出变量名和变量值 (支持单层迭代)
- 黄色 33, 蓝色 34, 橙色 31

对拍

- Linux

```
1 #!/usr/bin/env bash
2 g++ -o r main.cpp -O2 -std=c++11
3 g++ -o std std.cpp -O2 -std=c++11
4 while true; do
5     python gen.py > in
6     ./std < in > stdout
7     ./r < in > out
8     if test $? -ne 0; then
9         exit 0
10    fi
11    if diff stdout out; then
12        printf "AC\n"
13    else
14        printf "GG\n"
15        exit 0
16    fi
17 done
```

- Windows

```
1 @echo off
2 setlocal enabledelayedexpansion
3
4 g++ -o r main.cpp -O2 -std=c++11
5 g++ -o std std.cpp -O2 -std=c++11
6
7 :loop
8 python gen.py > in
9 if !errorlevel! neq 0 exit /b
```

```

10
11 std.exe < in > stdout
12 if !errorlevel! neq 0 exit /b
13
14 r.exe < in > out
15 if !errorlevel! neq 0 exit /b
16
17 fc /b stdout out > nul
18 if !errorlevel! equ 0 (
19     echo AC
20 ) else (
21     echo GG
22     exit /b
23 )
24
25 goto loop

```

快速编译运行（配合无插件 VSC）

- Linux

```

1 #!/bin/bash
2 g++ $1.cpp -o $1 -O2 -std=c++14 -Wall -Dzerol -g
3 if $? -eq 0; then
4     ./$1
5 fi

```

- Windows

```

@echo off
:: 参数为文件名（不含.cpp后缀）
g++ %1.cpp -o %1 -O2 -std=c++14 -Wall -Dzerol -g
if %errorlevel% equ 0 (
    %1.exe
)

```

数据结构

ST 表

- 一维

```

1 #define M 10
2
3 struct RMQ {
4     int f[22][M];
5     inline int highbit(int x) { return 31 - __builtin_clz(x); }
6     void init(int* v, int n) {
7         FOR (i, 0, n) f[0][i] = v[i];
8         FOR (x, 1, highbit(n) + 1)
9             FOR (i, 0, n - (1 << x) + 1)
10                 f[x][i] = min(f[x - 1][i], f[x - 1][i + (1 << (x - 1))]);
11     }
12     int get_min(int l, int r) {
13         assert(l <= r);
14         int t = highbit(r - l + 1);
15         return min(f[t][l], f[t][r - (1 << t) + 1]);
16     }
17 };

```

- 二维

```

1 #define maxn 10
2 LL n, m, a[maxn][maxn];
3
4 struct RMQ2D{
5     int f[maxn][maxn][10][10];
6     inline int highbit(int x) { return 31 - __builtin_clz(x); }

```

```

7 inline int calc(int x, int y, int xx, int yy, int p, int q) {
8     return max(
9         max(f[x][y][p][q], f[xx - (1 << p) + 1][yy - (1 << q) + 1][p][q]),
10        max(f[xx - (1 << p) + 1][y][p][q], f[x][yy - (1 << q) + 1][p][q])
11    );
12 }
13 void init() {
14     FOR (x, 0, highbit(n) + 1)
15     FOR (y, 0, highbit(m) + 1)
16     FOR (i, 0, n - (1 << x) + 1)
17     FOR (j, 0, m - (1 << y) + 1) {
18         if (!x && !y) { f[i][j][x][y] = a[i][j]; continue; }
19         f[i][j][x][y] = calc(
20             i, j,
21             i + (1 << x) - 1, j + (1 << y) - 1,
22             max(x - 1, 0), max(y - 1, 0)
23         );
24     }
25 }
26 inline int get_max(int x, int y, int xx, int yy) {
27     return calc(x, y, xx, yy, highbit(xx - x + 1), highbit(yy - y + 1));
28 }
29 };

```

线段树

朴素线段树

- 默认为最大值，可自行修改 struct Q struct P P operator &
- 注意建树时的下标问题 (1-based)

```

1 const LL INF = LONG_LONG_MAX;
2 #define maxn 10
3 LL n;
4
5 namespace SGT {
6     struct Q {
7         LL setv;
8         explicit Q(LL setv = -1): setv(setv) {}
9         void operator += (const Q& q) { if (q.setv != -1) setv = q.setv; }
10    };
11    struct P {
12        LL max;
13        explicit P(LL max = -INF): max(max) {}
14        void up(Q& q) { if (q.setv != -1) max = q.setv; }
15    };
16    template<typename T>
17    P operator & (T&& a, T&& b) {
18        return P(max(a.max, b.max));
19    }
20    P p[maxn << 2];
21    Q q[maxn << 2];
22    #define lson o * 2, l, (l + r) / 2
23    #define rson o * 2 + 1, (l + r) / 2 + 1, r
24    void up(int o, int l, int r) {
25        if (l == r) p[o] = P();
26        else p[o] = p[o * 2] & p[o * 2 + 1];
27        p[o].up(q[o]);
28    }
29    void down(int o, int l, int r) {
30        q[o * 2] += q[o]; q[o * 2 + 1] += q[o];
31        q[o] = Q();
32        up(lson); up(rson);
33    }
34    template<typename T>
35    void build(T&& f, int o = 1, int l = 1, int r = n) {
36        if (l == r) q[o] = f(l);
37        else { build(f, lson); build(f, rson); q[o] = Q(); }
38        up(o, l, r);
39    }
40    P query(int ql, int qr, int o = 1, int l = 1, int r = n) {

```

```

41     if (ql > r || l > qr) return P();
42     if (ql <= l && r <= qr) return p[o];
43     down(o, l, r);
44     return query(ql, qr, lson) & query(ql, qr, rson);
45 }
46 void update(int ql, int qr, const Q& v, int o = 1, int l = 1, int r = n) {
47     if (ql > r || l > qr) return;
48     if (ql <= l && r <= qr) q[o] += v;
49     else {
50         down(o, l, r);
51         update(ql, qr, v, lson); update(ql, qr, v, rson);
52     }
53     up(o, l, r);
54 }
55 }
56
57 // -----
58 void solve(){
59     vector<LL> arr = {1, 5, 7, 4, 2, 8, 3, 6, 10, 9};
60     n = arr.size();
61     SGT::build([&](int idx){
62         return SGT::Q(arr[idx-1]);
63     });
64     for(LL i=1; i<=n; i++){
65         dbg(SGT::query(1, i).max);
66     }
67     SGT::update(2, 4, SGT::Q(-3));
68     cout << "MODIFIED\n";
69     for(LL i=1; i<=n; i++){
70         dbg(SGT::query(1, i).max);
71     }
72 }

```

- 区间修改，区间累加，查询区间和、最大值、最小值。

```

1  #define maxn 100005
2  #define INF LONG_LONG_MAX
3  LL a[maxn], n;
4
5  struct IntervalTree {
6  #define ls o * 2, l, m
7  #define rs o * 2 + 1, m + 1, r
8      static const LL M = maxn * 4, RS = 1E18 - 1;
9      LL addv[M], setv[M], minv[M], maxv[M], sumv[M];
10     void init() {
11         memset(addv, 0, sizeof addv);
12         fill(setv, setv + M, RS);
13         memset(minv, 0, sizeof minv);
14         memset(maxv, 0, sizeof maxv);
15         memset(sumv, 0, sizeof sumv);
16     }
17     void maintain(LL o, LL l, LL r) {
18         if (l < r) {
19             LL lc = o * 2, rc = o * 2 + 1;
20             sumv[o] = sumv[lc] + sumv[rc];
21             minv[o] = min(minv[lc], minv[rc]);
22             maxv[o] = max(maxv[lc], maxv[rc]);
23         } else sumv[o] = minv[o] = maxv[o] = 0;
24         if (setv[o] != RS) { minv[o] = maxv[o] = setv[o]; sumv[o] = setv[o] * (r - l + 1); }
25         if (addv[o]) { minv[o] += addv[o]; maxv[o] += addv[o]; sumv[o] += addv[o] * (r - l + 1); }
26     }
27     void build(LL o, LL l, LL r) {
28         if (l == r) addv[o] = a[l];
29         else {
30             LL m = (l + r) / 2;
31             build(ls); build(rs);
32         }
33         maintain(o, l, r);
34     }
35     void pushdown(LL o) {
36         LL lc = o * 2, rc = o * 2 + 1;
37         if (setv[o] != RS) {

```

```

38         setv[lc] = setv[rc] = setv[o];
39         addv[lc] = addv[rc] = 0;
40         setv[o] = RS;
41     }
42     if (addv[o]) {
43         addv[lc] += addv[o]; addv[rc] += addv[o];
44         addv[o] = 0;
45     }
46 }
47 void update(LL p, LL q, LL o, LL l, LL r, LL v, LL op) {
48     if (p <= r && l <= q){
49         if (p <= l && r <= q) {
50             if (op == 2) { setv[o] = v; addv[o] = 0; }
51             else addv[o] += v;
52         } else {
53             pushdown(o);
54             LL m = (l + r) / 2;
55             update(p, q, ls, v, op); update(p, q, rs, v, op);
56         }
57     }
58     maintain(o, l, r);
59 }
60 void query(LL p, LL q, LL o, LL l, LL r, LL add, LL& ssum, LL& smin, LL& smax) {
61     if (p > r || l > q) return;
62     if (setv[o] != RS) {
63         LL v = setv[o] + add + addv[o];
64         ssum += v * (min(r, q) - max(l, p) + 1);
65         smin = min(smin, v);
66         smax = max(smax, v);
67     } else if (p <= l && r <= q) {
68         ssum += sumv[o] + add * (r - l + 1);
69         smin = min(smin, minv[o] + add);
70         smax = max(smax, maxv[o] + add);
71     } else {
72         LL m = (l + r) / 2;
73         query(p, q, ls, add + addv[o], ssum, smin, smax);
74         query(p, q, rs, add + addv[o], ssum, smin, smax);
75     }
76 }
77 // 简化接口
78 void build(int n) {
79     build(1, 1, n);
80 }
81
82 void range_add(int l, int r, int val) {
83     update(l, r, 1, 1, n, val, 1);
84 }
85
86 void range_set(int l, int r, int val) {
87     update(l, r, 1, 1, n, val, 2);
88 }
89
90 void range_query(int l, int r, LL& sum, LL& min_val, LL& max_val) {
91     sum = 0;
92     min_val = INF;
93     max_val = -INF;
94     query(l, r, 1, 1, n, 0, sum, min_val, max_val);
95 }
96 } IT;
97 // -----
98 void solve(){
99     IT.init();
100
101     n = 5;
102     vector<int> data = {1, 3, 5, 7, 9};
103     for (int i = 0; i < n; i++) {
104         a[i + 1] = data[i]; // 注意: 线段树从 1 开始索引
105     }
106
107     IT.build(n);
108

```

```

109     LL sum, min_val, max_val;
110     IT.range_query(1, 5, sum, min_val, max_val);
111     cout << " " << sum << " " << min_val << " " << max_val << endl;
112
113     IT.range_add(2, 4, 2);
114     IT.range_query(1, 5, sum, min_val, max_val);
115     cout << " " << sum << " " << min_val << " " << max_val << endl;
116
117     IT.range_set(3, 5, 10);
118     IT.range_query(1, 5, sum, min_val, max_val);
119     cout << " " << sum << " " << min_val << " " << max_val << endl;
120
121     IT.range_query(2, 4, sum, min_val, max_val);
122     cout << " " << sum << " " << min_val << " " << max_val << endl;
123 }

```

树状数组

- 单点修改，区间查询
- 频次统计下的 k 小值
- 维护差分数组时的区间修改，单点查询

```

1  #define M 100005
2
3  namespace BIT {
4      LL c[M]; // 注意初始化开销
5      inline int lowbit(int x) { return x & -x; }
6      void add(int x, LL v) { // 单点加
7          for (int i = x; i < M; i += lowbit(i))
8              c[i] += v;
9      }
10     LL sum(int x) { // 前缀和
11         LL ret = 0;
12         for (int i = x; i > 0; i -= lowbit(i))
13             ret += c[i];
14         return ret;
15     }
16     int kth(LL k) { // 频次统计下从小到大第 k 个，详见应用
17         int p = 0;
18         for (int lim = 1 << 20; lim; lim /= 2)
19             if (p + lim < M && c[p + lim] < k) {
20                 p += lim;
21                 k -= c[p];
22             }
23         return p + 1;
24     }
25     LL sum(int l, int r) { return sum(r) - sum(l - 1); } // 区间和
26     // 区间加（此时树状数组为差分数组，sum(x) 为第 x 个数的值）
27     void add(int l, int r, LL v) { add(l, v); add(r + 1, -v); }
28 }
29 // -----
30 void solve(){
31     vector<LL> a={9, 9, 9, 9, 5, 3, 3, 3, 1, 1};
32     LL n = a.size(), i;
33     for(i=1; i<=n; i++) BIT::add(a[i-1], 1);
34     // 1 1 3 3 3 5 9 9 9 9
35     for(i=1; i<=n; i++) cout << BIT::kth(i) << ' ';
36 }

```

- 区间修改、区间查询

```

1  #define maxn 100005
2
3  namespace BIT {
4      int n;
5      int c[maxn], cc[maxn];
6      inline int lowbit(int x) { return x & -x; }
7      void init(int siz){ // 初始化
8          n = siz;
9          for(LL i=0; i<=n; i++){
10              c[i] = cc[i] = 0;

```



```

11     }
12 }
13 void add(int x, int v) { // 不要用这个
14     for (int i = x; i <= n; i += lowbit(i)) {
15         c[i] += v; cc[i] += x * v;
16     }
17 }
18 void add(int l, int r, int v) { add(l, v); add(r + 1, -v); } // 区间修改
19 int sum(int x) { // 前缀和
20     int ret = 0;
21     for (int i = x; i > 0; i -= lowbit(i))
22         ret += (x + 1) * c[i] - cc[i];
23     return ret;
24 }
25 int sum(int l, int r) { return sum(r) - sum(l - 1); } // 区间和
26 }
27 // -----
28 void solve(){
29     LL i, n=8;
30     BIT::init(n);
31     BIT::add(2, 4, 2);
32     for(i=1; i<=n; i++) cout << BIT::sum(i, i) << ' ';
33     cout << '\n';
34     cout << BIT::sum(5) << '\n';
35     cout << BIT::sum(2, 3) << '\n';
36 }

```

● 三维

```

1  #define maxn 105
2
3  namespace BIT{
4      int n;
5      LL c[maxn][maxn][maxn];
6      inline int lowbit(int x) { return x & -x; }
7      void init(int siz){
8          n = siz;
9          for(int i=0; i<=n; i++){
10             for(int j=0; j<=n; j++){
11                 for(int k=0; k<=n; k++){
12                     c[i][j][k] = 0;
13                 }
14             }
15         }
16     }
17     void update(int x, int y, int z, int d) {
18         for (int i = x; i <= n; i += lowbit(i))
19             for (int j = y; j <= n; j += lowbit(j))
20                 for (int k = z; k <= n; k += lowbit(k))
21                     c[i][j][k] += d;
22     }
23     LL query(int x, int y, int z) {
24         LL ret = 0;
25         for (int i = x; i > 0; i -= lowbit(i))
26             for (int j = y; j > 0; j -= lowbit(j))
27                 for (int k = z; k > 0; k -= lowbit(k))
28                     ret += c[i][j][k];
29         return ret;
30     }
31     LL solve(int x, int y, int z, int xx, int yy, int zz) {
32         return query(xx, yy, zz)
33             - query(xx, yy, z - 1)
34             - query(xx, y - 1, zz)
35             - query(x - 1, yy, zz)
36             + query(xx, y - 1, z - 1)
37             + query(x - 1, yy, z - 1)
38             + query(x - 1, y - 1, zz)
39             - query(x - 1, y - 1, z - 1);
40     }
41 }

```

数学

快速乘

```
1 LL mul(LL a, LL b, LL m) {
2     LL ret = 0;
3     while (b) {
4         if (b & 1) {
5             ret += a;
6             if (ret >= m) ret -= m;
7         }
8         a += a;
9         if (a >= m) a -= m;
10        b >>= 1;
11    }
12    return ret;
13 }
```

- $O(1)$

```
1 LL mul(LL u, LL v, LL p) {
2     return (u * v - LL((long double) u * v / p) * p + p) % p;
3 }
4 LL mul(LL u, LL v, LL p) { // 卡常
5     LL t = u * v - LL((long double) u * v / p) * p;
6     return t < 0 ? t + p : t;
7 }
```

快速幂

- 如果模数是素数，则可在函数体内加上 $n \% = \text{MOD} - 1$ ；（费马小定理）。

```
1 LL bin(LL x, LL n, LL MOD) {
2     LL ret = MOD != 1;
3     for (x %= MOD; n; n >>= 1, x = x * x % MOD)
4         if (n & 1) ret = ret * x % MOD;
5     return ret;
6 }
```

- 防爆 LL
- 前置模板：快速乘

```
1 LL bin(LL x, LL n, LL MOD) {
2     LL ret = MOD != 1;
3     for (x %= MOD; n; n >>= 1, x = mul(x, x, MOD))
4         if (n & 1) ret = mul(ret, x, MOD);
5     return ret;
6 }
```

高精度

- https://github.com/Baobaobear/MiniBigInteger/blob/main/bigint_tiny.h，带有压位优化
- 按需实现

```
1 #include <algorithm>
2 #include <cstdio>
3 #include <string>
4 #include <vector>
5
6 struct BigIntTiny {
7     int sign;
8     std::vector<int> v;
9
10    BigIntTiny() : sign(1) {}
11    BigIntTiny(const std::string &s) { *this = s; }
12    BigIntTiny(int v) {
13        char buf[21];
14        sprintf(buf, "%d", v);
15        *this = buf;
16    }
```

```

17 void zip(int unzip) {
18     if (unzip == 0) {
19         for (int i = 0; i < (int)v.size(); i++)
20             v[i] = get_pos(i * 4) + get_pos(i * 4 + 1) * 10 + get_pos(i * 4 + 2) * 100 + get_pos(i * 4 + 3) * 1000;
21     } else
22         for (int i = (v.resize(v.size() * 4), (int)v.size() - 1), a; i >= 0; i--)
23             a = (i % 4 >= 2) ? v[i / 4] / 100 : v[i / 4] % 100, v[i] = (i & 1) ? a / 10 : a % 10;
24     setsign(1, 1);
25 }
26 int get_pos(unsigned pos) const { return pos >= v.size() ? 0 : v[pos]; }
27 BigIntTiny &setsign(int newsign, int rev) {
28     for (int i = (int)v.size() - 1; i > 0 && v[i] == 0; i--)
29         v.erase(v.begin() + i);
30     sign = (v.size() == 0 || (v.size() == 1 && v[0] == 0)) ? 1 : (rev ? newsign * sign : newsign);
31     return *this;
32 }
33 std::string to_str() const {
34     BigIntTiny b = *this;
35     std::string s;
36     for (int i = (b.zip(1), 0); i < (int)b.v.size(); ++i)
37         s += char(*(b.v.rbegin() + i) + '0');
38     return (sign < 0 ? "-" : "") + (s.empty() ? std::string("0") : s);
39 }
40 bool absless(const BigIntTiny &b) const {
41     if (v.size() != b.v.size()) return v.size() < b.v.size();
42     for (int i = (int)v.size() - 1; i >= 0; i--)
43         if (v[i] != b.v[i]) return v[i] < b.v[i];
44     return false;
45 }
46 BigIntTiny operator-() const {
47     BigIntTiny c = *this;
48     c.sign = (v.size() > 1 || v[0]) ? -c.sign : 1;
49     return c;
50 }
51 BigIntTiny &operator=(const std::string &s) {
52     if (s[0] == '-')
53         *this = s.substr(1);
54     else {
55         for (int i = (v.clear(), 0); i < (int)s.size(); ++i)
56             v.push_back(*(s.rbegin() + i) - '0');
57         zip(0);
58     }
59     return setsign(s[0] == '-' ? -1 : 1, sign = 1);
60 }
61 bool operator<(const BigIntTiny &b) const {
62     return sign != b.sign ? sign < b.sign : (sign == 1 ? absless(b) : b.absless(*this));
63 }
64 bool operator==(const BigIntTiny &b) const { return v == b.v && sign == b.sign; }
65 BigIntTiny &operator+=(const BigIntTiny &b) {
66     if (sign != b.sign) return *this = (*this) - b;
67     v.resize(std::max(v.size(), b.v.size()) + 1);
68     for (int i = 0, carry = 0; i < (int)b.v.size() || carry; i++) {
69         carry += v[i] + b.get_pos(i);
70         v[i] = carry % 10000, carry /= 10000;
71     }
72     return setsign(sign, 0);
73 }
74 BigIntTiny operator+(const BigIntTiny &b) const {
75     BigIntTiny c = *this;
76     return c += b;
77 }
78 void add_mul(const BigIntTiny &b, int mul) {
79     v.resize(std::max(v.size(), b.v.size()) + 2);
80     for (int i = 0, carry = 0; i < (int)b.v.size() || carry; i++) {
81         carry += v[i] + b.get_pos(i) * mul;
82         v[i] = carry % 10000, carry /= 10000;
83     }
84 }
85 BigIntTiny operator-(const BigIntTiny &b) const {
86     if (b.v.empty() || b.v.size() == 1 && b.v[0] == 0) return *this;
87     if (sign != b.sign) return (*this) + -b;

```

```

88     if (absless(b)) return -(b - *this);
89     BigIntTiny c;
90     for (int i = 0, borrow = 0; i < (int)v.size(); i++) {
91         borrow += v[i] - b.get_pos(i);
92         c.v.push_back(borrow);
93         c.v.back() -= 10000 * (borrow >= 31);
94     }
95     return c.setsign(sign, 0);
96 }
97 BigIntTiny operator*(const BigIntTiny &b) const {
98     if (b < *this) return b * *this;
99     BigIntTiny c, d = b;
100    for (int i = 0; i < (int)v.size(); i++, d.v.insert(d.v.begin(), 0))
101        c.add_mul(d, v[i]);
102    return c.setsign(sign * b.sign, 0);
103 }
104 BigIntTiny operator/(const BigIntTiny &b) const {
105     BigIntTiny c, d;
106     BigIntTiny e=b;
107     e.sign=1;
108
109     d.v.resize(v.size());
110     double db = 1.0 / (b.v.back() + (b.get_pos((unsigned)b.v.size() - 2) / 1e4) +
111         (b.get_pos((unsigned)b.v.size() - 3) + 1) / 1e8);
112     for (int i = (int)v.size() - 1; i >= 0; i--) {
113         c.v.insert(c.v.begin(), v[i]);
114         int m = (int)((c.get_pos((int)e.v.size()) * 10000 + c.get_pos((int)e.v.size() - 1)) * db);
115         c = c - e * m, c.setsign(c.sign, 0), d.v[i] += m;
116         while (!(c < e))
117             c = c - e, d.v[i] += 1;
118     }
119     return d.setsign(sign * b.sign, 0);
120 }
121 BigIntTiny operator%(const BigIntTiny &b) const { return *this - *this / b * b; }
122 bool operator>(const BigIntTiny &b) const { return b < *this; }
123 bool operator<=(const BigIntTiny &b) const { return !(b < *this); }
124 bool operator>=(const BigIntTiny &b) const { return !(*this < b); }
125 bool operator!=(const BigIntTiny &b) const { return !(*this == b); }
126 };

```

矩阵运算

```

1  #define MOD 998244353
2  #define M 10
3
4  struct Mat {
5      LL m;
6      LL v[M][M];
7      Mat(int siz=2) {
8          m = siz;
9          for(int i=0; i<=m; i++){
10             for(int j=0; j<=m; j++){
11                 v[i][j] = 0;
12             }
13         }
14     }
15     void eye() { FOR (i, 0, m) v[i][i] = 1; }
16     LL* operator [] (LL x) { return v[x]; }
17     const LL* operator [] (LL x) const { return v[x]; }
18     Mat operator * (const Mat& B) {
19         const Mat& A = *this;
20         Mat ret;
21         FOR (k, 0, m)
22             FOR (i, 0, m) if (A[i][k])
23                 FOR (j, 0, m)
24                     ret[i][j] = (ret[i][j] + A[i][k] * B[k][j]) % MOD;
25         return ret;
26     }
27     Mat pow(LL n) const {
28         Mat A = *this, ret; ret.eye();
29         for (; n >= 1, A = A * A)

```

```

30         if (n & 1) ret = ret * A;
31         return ret;
32     }
33     Mat operator + (const Mat& B) {
34         const Mat& A = *this;
35         Mat ret;
36         FOR (i, 0, m)
37             FOR (j, 0, m)
38                 ret[i][j] = (A[i][j] + B[i][j]) % MOD;
39         return ret;
40     }
41     void pprint() const {
42         FOR (i, 0, m)
43             FOR (j, 0, m)
44                 printf("%lld%c", (*this)[i][j], j == m - 1 ? '\n' : ' ');
45     }
46 };
47 // -----
48 void solve(){
49     Mat mat1, mat2;
50     mat1.eye();
51     mat1[1][0] = 2; // 0-based
52     mat2.eye();
53     mat2[1][1] = 4;
54     Mat mat3 = mat1 * mat2;
55     mat3.pprint();
56 }

```

质数筛

- $\mathcal{O}(n)$

```

1  const LL p_max = 1E6 + 100;
2  LL pr[p_max], p_sz;
3  void get_prime() {
4      static bool vis[p_max];
5      FOR (i, 2, p_max) {
6          if (!vis[i]) pr[p_sz++] = i;
7          FOR (j, 0, p_sz) {
8              if (pr[j] * i >= p_max) break;
9              vis[pr[j] * i] = 1;
10             if (i % pr[j] == 0) break;
11         }
12     }
13 }

```

欧拉函数

朴素

```

1  int phi(int x)
2  {
3      int res = x;
4      for (int i = 2; i <= x / i; i++)
5          if (x % i == 0)
6              {
7                  res = res / i * (i - 1);
8                  while (x % i == 0) x /= i;
9              }
10     if (x > 1) res = res / x * (x - 1);
11
12     return res;
13 }

```

筛法求欧拉函数

- 前置模板：质数筛

```

1  const LL p_max = 1E5 + 100;
2  LL phi[p_max];

```

```

3 void get_phi() {
4     phi[1] = 1;
5     static bool vis[p_max];
6     static LL prime[p_max], p_sz, d;
7     FOR (i, 2, p_max) {
8         if (!vis[i]) {
9             prime[p_sz++] = i;
10            phi[i] = i - 1;
11        }
12        for (LL j = 0; j < p_sz && (d = i * prime[j]) < p_max; ++j) {
13            vis[d] = 1;
14            if (i % prime[j] == 0) {
15                phi[d] = phi[i] * prime[j];
16                break;
17            }
18            else phi[d] = phi[i] * (prime[j] - 1);
19        }
20    }
21 }

```

素性测试

试除法

- $\mathcal{O}(\sqrt{n})$

```

1 bool is_prime(int x)
2 {
3     if (x < 2) return false;
4     for (int i = 2; i <= x / i; i++)
5         if (x % i == 0)
6             return false;
7     return true;
8 }

```

Miller-Rabin

- 前置：快速幂
- $\mathcal{O}(k \times \log^3 n)$

```

1 bool miller_rabin(LL n) {
2     static vector<LL> tester = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};
3     if (n < 3 || n % 2 == 0) return n == 2;
4     if (n % 3 == 0) return n == 3;
5     LL u = n - 1, t = 0;
6     while (u % 2 == 0) u /= 2, ++t;
7     for (auto nt: tester) {
8         if (nt >= n) continue;
9         LL v = bin(nt, u, n);
10        if (v == 1) continue;
11        LL s;
12        for (s = 0; s < t; ++s) {
13            if (v == n - 1) break;
14            v = v * v % n;
15        }
16        if (s == t) return false;
17    }
18    return true;
19 }

```

质因数分解

朴素质因数分解

- 前置模板：素数筛
- 带指数
- $\mathcal{O}(\frac{\sqrt{N}}{\ln N})$

```

1 LL factor[30], f_sz, factor_exp[30];
2 void get_factor(LL x) {
3     f_sz = 0;
4     LL t = sqrt(x + 0.5);
5     for (LL i = 0; pr[i] <= t; ++i)
6         if (x % pr[i] == 0) {
7             factor_exp[f_sz] = 0;
8             while (x % pr[i] == 0) {
9                 x /= pr[i];
10                ++factor_exp[f_sz];
11            }
12            factor[f_sz++] = pr[i];
13        }
14     if (x > 1) {
15         factor_exp[f_sz] = 1;
16         factor[f_sz++] = x;
17     }
18 }

```

- 不带指数

```

1 LL factor[30], f_sz;
2 void get_factor(LL x) {
3     f_sz = 0;
4     LL t = sqrt(x + 0.5);
5     for (LL i = 0; pr[i] <= t; ++i)
6         if (x % pr[i] == 0) {
7             factor[f_sz++] = pr[i];
8             while (x % pr[i] == 0) x /= pr[i];
9         }
10     if (x > 1) factor[f_sz++] = x;
11 }

```

Pollard-Rho

- 前置：素数测试

```

1 mt19937 mt(time(0));
2 LL pollard_rho(LL n, LL c) {
3     LL x = uniform_int_distribution<LL>(1, n - 1)(mt), y = x;
4     auto f = [&](LL v) { LL t = mul(v, v, n) + c; return t < n ? t : t - n; };
5     while (1) {
6         x = f(x); y = f(f(y));
7         if (x == y) return n;
8         LL d = gcd(abs(x - y), n);
9         if (d != 1) return d;
10    }
11 }
12
13 LL fac[100], fcnt;
14 void get_fac(LL n, LL cc = 19260817) {
15     if (n == 4) { fac[fcnt++] = 2; fac[fcnt++] = 2; return; }
16     if (miller_rabin(n)) { fac[fcnt++] = n; return; }
17     LL p = n;
18     while (p == n) p = pollard_rho(n, --cc);
19     get_fac(p); get_fac(n / p);
20 }
21
22 void go_fac(LL n) { fcnt = 0; if (n > 1) get_fac(n); }

```

原根

- 前置模板：质因数分解、快速幂
- 要求 p 为质数
- 别忘了调用质因数分解的函数

```

1 LL find_smallest_primitive_root(LL p) {
2     get_factor(p - 1);
3     FOR (i, 2, p) {
4         bool flag = true;

```

```

5         FOR (j, 0, f_sz)
6             if (bin(i, (p - 1) / factor[j], p) == 1) {
7                 flag = false;
8                 break;
9             }
10            if (flag) return i;
11        }
12    // assert(0);
13    return -1;
14 }

```

欧几里得

- 朴素

```

1 int gcd(int a, int b)
2 {
3     return b ? gcd(b, a % b) : a;
4 }

```

- 卡常

```

1 inline int ctz(LL x) { return __builtin_ctzll(x); }
2 LL gcd(LL a, LL b) {
3     if (!a) return b; if (!b) return a;
4     int t = ctz(a | b);
5     a >>= ctz(a);
6     do {
7         b >>= ctz(b);
8         if (a > b) swap(a, b);
9         b -= a;
10    } while (b);
11    return a << t;
12 }

```

扩展欧几里得

- 求 $ax + by = \gcd(a, b)$ 的一组解
- 如果 a 和 b 互素, 那么 x 是 a 在模 b 下的逆元
- 注意 x 和 y 可能是负数

```

1 LL ex_gcd(LL a, LL b, LL &x, LL &y) {
2     if (b == 0) { x = 1; y = 0; return a; }
3     LL ret = ex_gcd(b, a % b, y, x);
4     y -= a / b * x;
5     return ret;
6 }

```

中国剩余定理

- 求解线性同余方程

-

$$\begin{cases} x \equiv r_1 \pmod{m_1} \\ x \equiv r_2 \pmod{m_2} \\ \vdots \\ x \equiv r_k \pmod{m_k} \end{cases}$$

- 无解返回 -1
- 前置模板: 扩展欧几里得

```

1 LL CRT(LL *m, LL *r, LL n) {
2     if (!n) return 0;
3     LL M = m[0], R = r[0], x, y, d;
4     FOR (i, 1, n) {
5         d = ex_gcd(M, m[i], x, y);
6         if ((r[i] - R) % d) return -1;

```



```

7         x = (r[i] - R) / d * x % (m[i] / d);
8         // 防爆 LL
9         // x = mul((r[i] - R) / d, x, m[i] / d);
10        R += x * M;
11        M = M / d * m[i];
12        R %= M;
13    }
14    return R >= 0 ? R : R + M;
15 }

```

逆元

- 如果 p 是素数, 使用快速幂 (费马小定理)
- 前置模板: 快速幂

```

1 inline LL get_inv(LL x, LL p) { return bin(x, p - 2, p); }

```

- 如果 p 不是素数, 使用拓展欧几里得
- 前置模板: 拓展欧几里得

```

1 LL get_inv(LL a, LL M) {
2     static LL x, y;
3     assert(exgcd(a, M, x, y) == 1);
4     return (x % M + M) % M;
5 }

```

- 预处理 $1 \sim n$ 的逆元

```

1 LL inv[N];
2 void inv_init(LL n, LL p) {
3     inv[1] = 1;
4     FOR (i, 2, n)
5         inv[i] = (p - p / i) * inv[p % i] % p;
6 }

```

- 预处理阶乘及其逆元

```

1 LL invf[M], fac[M] = {1};
2 void fac_inv_init(LL n, LL p) {
3     FOR (i, 1, n)
4         fac[i] = i * fac[i - 1] % p;
5     invf[n - 1] = bin(fac[n - 1], p - 2, p);
6     FORD (i, n - 2, -1)
7         invf[i] = invf[i + 1] * (i + 1) % p;
8 }

```

组合数

组合数预处理 (递推法)

```

1 LL C[M][M];
2 void init_C(int n) {
3     FOR (i, 0, n) {
4         C[i][0] = C[i][i] = 1;
5         FOR (j, 1, i)
6             C[i][j] = (C[i - 1][j] + C[i - 1][j - 1]) % MOD;
7     }
8 }

```

预处理逆元法

- 如果数较小, 模较大时使用逆元
- 前置模板: 逆元-预处理阶乘及其逆元

```

1 inline LL C(LL n, LL m) { // n >= m >= 0
2     return n < m || m < 0 ? 0 : fac[n] * invf[m] % MOD * invf[n - m] % MOD;
3 }

```

Lucas 定理

- 如果模数较小，数字较大，使用 Lucas 定理
- 前置模板可选 1：求组合数（如果使用阶乘逆元，需 `fac_inv_init(MOD, MOD);`）

```
1 LL C(LL n, LL m) { // m >= n >= 0
2     if (m - n < n) n = m - n;
3     if (n < 0) return 0;
4     LL ret = 1;
5     FOR (i, 1, n + 1)
6         ret = ret * (m - n + i) % MOD * bin(i, MOD - 2, MOD) % MOD;
7     return ret;
8 }
```

- 前置模板可选 2：模数不固定下使用，无法单独使用。

```
1 LL Lucas(LL n, LL m) { // m >= n >= 0
2     return m ? C(n % MOD, m % MOD) * Lucas(n / MOD, m / MOD) % MOD : 1;
3 }
```

求具体值

- 分解质因数法

```
1 int primes[N], cnt; // 存储所有质数
2 int sum[N]; // 存储每个质数的次数
3 bool st[N]; // 存储每个数是否已被筛掉
4
5 void get_primes(int n) // 线性筛法求素数
6 {
7     for (int i = 2; i <= n; i++)
8     {
9         if (!st[i]) primes[cnt++] = i;
10        for (int j = 0; primes[j] <= n / i; j++)
11        {
12            st[primes[j] * i] = true;
13            if (i % primes[j] == 0) break;
14        }
15    }
16 }
17
18 int get(int n, int p) // 求 n! 中的次数
19 {
20     int res = 0;
21     while (n)
22     {
23         res += n / p;
24         n /= p;
25     }
26     return res;
27 }
28
29
30
31 vector<int> mul(vector<int> a, int b) // 高精度乘低精度模板
32 {
33     vector<int> c;
34     int t = 0;
35     for (int i = 0; i < a.size(); i++)
36     {
37         t += a[i] * b;
38         c.push_back(t % 10);
39         t /= 10;
40     }
41
42     while (t)
43     {
44         c.push_back(t % 10);
45         t /= 10;
46     }
47
48     return c;
49 }
```

```

49 }
50
51 get_primes(a); // 预处理范围内的所有质数
52
53 for (int i = 0; i < cnt; i++) // 求每个质因数的次数
54 {
55     int p = primes[i];
56     sum[i] = get(a, p) - get(b, p) - get(a - b, p);
57 }
58
59 vector<int> res;
60 res.push_back(1);
61
62 for (int i = 0; i < cnt; i++) // 用高精度乘法将所有质因子相乘
63     for (int j = 0; j < sum[i]; j++)
64         res = mul(res, primes[i]);

```

FFT & NTT & FWT

FFT

- 计算多项式乘法，可用于高精度乘法
- $\mathcal{O}(n \log n)$

```

1  typedef double LD;
2  const LD PI = acos(-1.0);
3
4  struct Complex {
5      LD r, i;
6      Complex(LD r = 0, LD i = 0) : r(r), i(i) {}
7      Complex operator + (const Complex& other) const {
8          return Complex(r + other.r, i + other.i);
9      }
10     Complex operator - (const Complex& other) const {
11         return Complex(r - other.r, i - other.i);
12     }
13     Complex operator * (const Complex& other) const {
14         return Complex(r * other.r - i * other.i, r * other.i + i * other.r);
15     }
16 };
17
18 // 快速傅里叶变换, p=1 为正向, p=-1 为反向
19 void FFT(vector<Complex>& x, int p) {
20     int n = x.size();
21     for (int i = 0, t = 0; i < n; ++i) {
22         if (i > t) swap(x[i], x[t]);
23         for (int j = n >> 1; (t ^= j) < j; j >>= 1);
24     }
25     for (int h = 2; h <= n; h <<= 1) {
26         Complex wn(cos(p * 2 * PI / h), sin(p * 2 * PI / h));
27         for (int i = 0; i < n; i += h) {
28             Complex w(1, 0);
29             for (int j = 0; j < h / 2; ++j) {
30                 Complex u = x[i + j];
31                 Complex v = x[i + j + h / 2] * w;
32                 x[i + j] = u + v;
33                 x[i + j + h / 2] = u - v;
34                 w = w * wn;
35             }
36         }
37     }
38     if (p == -1) {
39         for (int i = 0; i < n; ++i) {
40             x[i].r /= n;
41         }
42     }
43 }
44
45 // 计算两个多项式的卷积，返回结果多项式的系数向量
46 vector<LD> convolution(const vector<LD>& a, const vector<LD>& b) {
47     int len = 1;

```

```

48     int n = a.size(), m = b.size();
49     while (len < n + m - 1) len <= 1;
50     vector<Complex> fa(len), fb(len);
51     for (int i = 0; i < n; ++i) fa[i] = Complex(a[i], 0);
52     for (int i = 0; i < m; ++i) fb[i] = Complex(b[i], 0);
53     FFT(fa, 1);
54     FFT(fb, 1);
55     for (int i = 0; i < len; ++i) {
56         fa[i] = fa[i] * fb[i];
57     }
58     FFT(fa, -1);
59     vector<LD> res(n + m - 1);
60     for (int i = 0; i < n + m - 1; ++i) {
61         res[i] = fa[i].r;
62     }
63     return res;
64 }

```

NTT

- 用于大整数乘法时，位数不宜过高（在 $\text{MOD}=998244353$ 的情况下，总位数不超过 $12324004(3510^2)$ ）
- 前置模板：快速幂、逆元

```

1  const int N = 1e5+10;
2  const int MOD = 998244353; // 模数
3  const int G = 3; // 原根
4
5  LL wn[N << 2], rev[N << 2];
6  int NTT_init(int n_) {
7      int step = 0; int n = 1;
8      for (; n < n_; n <= 1) ++step;
9      FOR (i, 1, n)
10         rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (step - 1));
11     int g = bin(G, (MOD - 1) / n, MOD);
12     wn[0] = 1;
13     for (int i = 1; i <= n; ++i)
14         wn[i] = wn[i - 1] * g % MOD;
15     return n;
16 }
17
18 void NTT(vector<LL> &a, int n, int f) {
19     FOR (i, 0, n) if (i < rev[i])
20         std::swap(a[i], a[rev[i]]);
21     for (int k = 1; k < n; k <= 1) {
22         for (int i = 0; i < n; i += (k < 1)) {
23             int t = n / (k < 1);
24             FOR (j, 0, k) {
25                 LL w = f == 1 ? wn[t * j] : wn[n - t * j];
26                 LL x = a[i + j];
27                 LL y = a[i + j + k] * w % MOD;
28                 a[i + j] = (x + y) % MOD;
29                 a[i + j + k] = (x - y + MOD) % MOD;
30             }
31         }
32     }
33     if (f == -1) {
34         LL ninv = get_inv(n, MOD);
35         FOR (i, 0, n)
36             a[i] = a[i] * ninv % MOD;
37     }
38 }
39
40 vector<LL> conv(vector<LL> a, vector<LL> b){
41     int len_a = a.size(), len_b = b.size();
42     int len = len_a + len_b - 1;
43     int n = NTT_init(len);
44     a.resize(n);
45     b.resize(n);
46     NTT(a, n, 1);
47     NTT(b, n, 1);
48     vector<LL> c(n);

```

```

49     for (int i = 0; i < n; ++i) {
50         c[i] = a[i] * b[i] % MOD;
51     }
52     NTT(c, n, -1);
53     vector<LL> res(len);
54     for (int i = 0; i < len; ++i) {
55         res[i] = c[i];
56     }
57     return res;
58 }

```

FWT

```

1  const LL MOD = 998244353;
2
3  template<typename T>
4  void fwt(vector<LL> &a, int n, T f) {
5      for (int d = 1; d < n; d *= 2)
6          for (int i = 0, t = d * 2; i < n; i += t)
7              FOR (j, 0, d)
8                  f(a[i + j], a[i + j + d]);
9  }
10
11 void AND(LL& a, LL& b) { a += b; }
12 void OR(LL& a, LL& b) { b += a; }
13 void XOR (LL& a, LL& b) {
14     LL x = a, y = b;
15     a = (x + y) % MOD;
16     b = (x - y + MOD) % MOD;
17 }
18 void rAND(LL& a, LL& b) { a -= b; }
19 void rOR(LL& a, LL& b) { b -= a; }
20 void rXOR(LL& a, LL& b) {
21     static LL INV2 = (MOD + 1) / 2;
22     LL x = a, y = b;
23     a = (x + y) * INV2 % MOD;
24     b = (x - y + MOD) * INV2 % MOD;
25 }
26
27 int next_power_of_two(int n) {
28     if (n <= 0) return 1;
29     // __lg(n-1) 返回 n-1 的最高位所在位置 (0-based)
30     return 1 << (__lg(n - 1) + 1);
31 }
32
33 template<typename T, typename F>
34 vector<LL> conv(vector<LL> a, vector<LL> b, T f, F inv_f){
35     LL len_a = a.size(), len_b = b.size(), len = max(len_a, len_b), n = next_power_of_two(len);
36     a.resize(n), b.resize(n);
37     fwt(a, n, f), fwt(b, n, f);
38     vector<LL> c(n);
39     for (int i = 0; i < n; i++) {
40         c[i] = a[i] * b[i] % MOD;
41     }
42     fwt(c, n, inv_f);
43     // 提取结果 (可选)
44     c.resize(len);
45     return c;
46 }

```

线性基

贪心法

可查询最大异或和

```

1  struct BasisGreedy{
2      ULL p[64];
3      BasisGreedy(){memset(p, 0, sizeof p);}
4      void insert(ULL x) {

```

```

5         for (int i = 63; ~i; --i) {
6             if (!(x >> i)) // x 的第 i 位是 0
7                 continue;
8             if (!p[i]) {
9                 p[i] = x;
10                break;
11            }
12            x ^= p[i];
13        }
14    }
15    ULL query_max(){
16        ULL ans = 0;
17        for (int i = 63; ~i; --i) {
18            ans = std::max(ans, ans ^ p[i]);
19        }
20        return ans;
21    }
22 };

```

高斯消元法

可查询任意大异或和

```

1  struct BasisGauss{
2      vector<ULL> a;
3      LL n, tmp, cnt;
4
5      BasisGauss(){a = {0}};
6
7      void insert(ULL x){
8          a.push_back(x);
9      }
10
11     void init(){
12         n = (LL)a.size() - 1;
13         LL k=1;
14         for(int i=63;i>=0;i--){
15             int t=0;
16             for(LL j=k;j<=n;j++){
17                 if((a[j]>>i)&1){
18                     t=j;
19                     break;
20                 }
21             }
22             if(t){
23                 swap(a[k],a[t]);
24                 for(LL j=1;j<=n;j++){
25                     if(j!=k&&(a[j]>>i)&1) a[j]^=a[k];
26                 }
27                 k++;
28             }
29         }
30         cnt = k-1;
31         tmp = 1LL << cnt;
32         if(cnt==n) tmp--;
33     }
34
35     LL query_xth(LL x){ // 从小到大, 若 x 为负数, 则查询倒数第几个
36         if(x<0) x = tmp + x + 1;
37         if(x>tmp) return -1;
38         else{
39             if(n>cnt) x--;
40             LL ans=0;
41             for(LL i=0; i<cnt; i++){
42                 if((x>>i)&1) ans^=a[cnt-i];
43             }
44             return ans;
45         }
46     }
47 };

```

公式

求和公式

- $\sum_{i=1}^n i = \frac{n(n+1)}{2}$
- $\sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}$

图论

计算几何

字符串

杂项

日期

```
1 string day_of_week[] = {"Mo", "Tu", "We", "Th", "Fr", "Sa", "Su"};
2
3 // 格里高利历 (yyyy-mm-dd) 转儒略历 (整型/天)
4 int date_to_int(int y, int m, int d){
5     return
6         1461 * (y + 4800 + (m - 14) / 12) / 4 +
7         367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
8         3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
9         d - 32075;
10 }
11
12 // 儒略历转格里高利历
13 void int_to_date(int jd, int &y, int &m, int &d){
14     int x, n, i, j;
15     x = jd + 68569;
16     n = 4 * x / 146097;
17     x -= (146097 * n + 3) / 4;
18     i = (4000 * (x + 1)) / 1461001;
19     x -= 1461 * i / 4 - 31;
20     j = 80 * x / 2447;
21     d = x - 2447 * j / 80;
22     x = j / 11;
23     m = j + 2 - 12 * x;
24     y = 100 * (n - 49) + i + x;
25 }
```