

ACM-ICPC Template



GuessEver

Last Modify at January 31, 2015

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1 Dynamic Programming

1.1 LCS - Longest Common Subsequence

```

1  int LCS() //  $O(N*N)$ 
2  { // 字符串纠正到以 1 为下标
3      int f[N][N];
4      int res = 0;
5      for(int i = 1; i < lena; i++)
6          for(int j = 1; j < lenb; j++)
7              {
8                  if(a[i] == a[j]) f[i][j] = f[i-1][j-1] + 1;
9                  else f[i][j] = max(f[i-1][j], f[i][j-1]);
10                 res = max(res, f[i][j]);
11             }
12     return res;
13 }
14
15 int LCS() //  $O(N\log N)$ 
16 { // 把 LCM 转化为 LIS 来做
17     // 1 2 5 9 3 --> 1 2 3 4 5
18     // 1 5 3 9 2 --> 1 3 5 4 2 --> 对这个序列跑 LIS()
19     //——change——
20     // 这里就要针对数据自己想尽办法转化了
21     for(int i = 1; i <= n; i++) h[a[i]] = i;
22     for(int i = 1; i <= n; i++) b[i] = h[b[i]];
23     //——end——
24     return LIS();
25 }

```

1.2 LIS - Longest Increasing Subsequence

```

1  int f[N];
2  int LIS() //  $O(N*N)$ 
3  {
4      for(int i = 1; i <= n; i++)
5          for(int j = i-1; j >= 1; j--)
6              if(a[i] > a[j]) f[i] = max(f[i], f[j] + 1);
7      int res = 0;
8      for(int i = 1; i <= n; i++) res = max(res, f[i]);
9      return res;
10 }
11
12 int c[N], len = 0;
13 int LIS() //  $(N\log N)$ 
14 {
15     for(int i = 1; i <= n; i++)
16     {
17         //——find——
18         int l = 1, r = len, mid;
19         while(l <= r)
20         {

```

```

21         mid = (l + r) / 2;
22         if(a[i] > c[mid]) l = mid + 1;
23         else r = mid - 1;
24     }
25     //-----end-----
26     c[l] = a[i];
27     len = max(len, l);
28 }
29 return len;
30 }

```

1.3 Maximum Continuous Subsequence Sum

```

1 int MaxSubSum()
2 {
3     int f[N], res;
4     for(int i = 1; i <= n; i++)
5     {
6         f[i] = max(a[i], f[i-1] + a[i]);
7         res = max(res, f[i]);
8     }
9     return res;
10 }
11
12 int MaxSubSum()
13 {
14     int res = 0, now = 0;
15     for(int i = 1; i <= n; i++)
16     {
17         now += a[i];
18         res = max(res, now);
19         if(now < 0) now = 0;
20     }
21     return res;
22 }

```

1.4 数位 dp

```

1 int predoing(LL a, int *num)
2 {
3     int le = 0;
4     while(a)
5     {
6         num[++le] = a % 10;
7         a /= 10;
8     }
9     return le;
10 }
11 int calc(int pos, int d, int u, int last)
12 {
13     if(pos == 0) return 1;

```

```

14     int &res = f[pos][d][u][last];
15     if(res != -1) return res;
16     res = 0;
17     int st = d ? L[pos] : 0;
18     int ed = u ? R[pos] : 9;
19     for(int i = st; i <= ed; i++)
20         if(合法) res += calc(pos - 1, d && i == L[pos], u && i == R[pos], i);
21     return res;
22 }

```

2 Math

2.1 GCD && LCM

2.1.1 GCD - Greatest Common Divisor

```

1 | int gcd(int a, int b) { return b ? gcd(b, a % b) : a; }

```

2.1.2 LCM - Least Common Multiple

```

1 | inline int lcm(int a, int b) { return a / gcd(a, b) * b; }

```

2.1.3 E_GCD - Extended Greatest Common Divisor

```

1 | ax + by = 1
2 | bx1 + (a%b)y1 = 1    ==>    bx + (a-a/b*b)y = 1
3 | ==> ay1 + b(x1-a/b*y1) = 1
4 | 对应  ax  + by          = 1
5 |
6 | int egcd(int a, int b, int &x, int &y)
7 | {
8 |     if(b == 0)
9 |     {
10 |         x = 1; y = 0;
11 |         return a;
12 |     }
13 |     int x1, y1;
14 |     int e = egcd(b, a%b, x1, y1);
15 |     x = y1;
16 |     y = x1 - a / b * y1;
17 |     return e;
18 | }

```

2.2 Prime

2.2.1 Make Prime List

```

1 void make_prime_list(int maxp) //  $O(2*N)$ 
2 {
3     for(int i = 2; i <= maxp; i++)
4     {
5         if(!h[i]) pri[l++] = i;
6         for(int j = 0; j < l && pri[j] <= maxp / i; j++)
7         {
8             h[i * pri[j]] = true;
9             if(i % pri[j] == 0) break;
10        }
11    }
12 }

```

2.2.2 Prime Factor

```

1 void factor()
2 {
3     make_prime_list();
4     for(int j = 0; j < Cnt && pri[j]*pri[j] <= n; j++)
5     {
6         if(n % pri[j] == 0)
7         {
8             printf("%d_", pri[j]);
9             while(n % pri[j] == 0) n /= pri[j];
10        }
11    }
12    if(n!=1) printf("%d",n);
13 }

```

2.2.3 Fast Power

```

1 //  $x^y \pmod{mod}$ 
2 int mul(int x, LL y, int mod) //  $\mu \boxtimes$ 
3 {
4     if(y == 1) return x;
5     if(y & 1) return (mul((x * (LL)x) % mod, y / 2, mod) * (LL)x) % mod;
6     else return mul((x * (LL)x) % mod, y / 2, mod) % mod;
7 }
8 int mul(int x, int y, int mod) //  $\cdot \acute{g} \boxtimes$ 
9 {
10    int s = 1;
11    int ss = x;
12    while(y)
13    {
14        if(y & 1) s = s * ss;
15        y /= 2;
16        ss *= ss;
17    }
18    return s;
19 }

```

3 Datastructure

3.1 Leftist Tree

```

1 //很多时候需要配合并查集一起使用
2 int getroot(int x){return f[x]==x ? x : f[x]=getroot(f[x]);}
3
4 //把x和y合并在一起，其实就是把y插入x
5 int merge(int x,int y)//返回合并后子树的根
6 {
7     if(!x || !y) return x|y;
8     if(A[x] < A[y]) swap(x,y);//大根堆，如果y比x大，与其让y插入x，
        不如让x插入y
9     R[x]=merge(R[x],y);//始终往右子树合并
10    f[R[x]] = x;//更新并查集
11    if(D[R[x]] > D[L[x]]) swap(L[x],R[x]);//保持左偏树性质
12    D[x] = D[R[x]] + 1;
13    若还有其他维护信息也需要更新；
14    return x;//返回根
15 }
16
17 int del(int x)
18 {
19     int t = merge(L[x],R[x]);
20     f[L[x]] = L[x]; f[R[x]] = R[x];//更新并查集
21     L[x] = R[x] = D[x] = 0;
22     return t;
23 }

```

3.2 Partition Tree

```

1 struct Parti{int val, left;} val[30][N];
2 void build_tree(int d, int l, int r)
3 {
4     if(l == r) return;
5     int m = (l + r) >> 1, same = m - l + 1;
6     int lcnt = l, rcnt = m + 1;
7     for(int i = l; i <= r; i++)
8         if(val[d][i].val < sorted[m]) same--;
9     for(int i = l; i <= r; i++)
10    {
11        int flag = 0;
12        if((val[d][i].val < sorted[m]) || (val[d][i].val == sorted[m] &&
            same))
13        {
14            flag = 1;
15            val[d + 1][lcnt++] = val[d][i];
16            if(val[d][i].val == sorted[m]) same--;
17        }
18        else val[d][rcnt++] = val[d][i];
19        val[d][i].left = val[d][i - 1].left + flag;
20    }

```



```

21     build_tree(d + 1, l, m);
22     build_tree(d + 1, m + 1, r);
23 }
24 int query(int d, int l, int r, int x, int y, int k)
25 {
26     if(l == r) return val[d][l].val;
27     int m = (l + r) >> 1;
28     int lx = val[d][x - 1].left - val[d][l - 1].left; //[l,x-1] to left
29     int ly = val[d][y].left - val[d][x - 1].left; //[x,y] to left
30     int rx = (x - 1 - l + 1) - lx; //[l,x-1] to right
31     int ry = (y - x + 1) - ly; //[x,y] to right
32     if(ly >= k) return query(d+1, l, m, l-1+lx+1, l-1+lx+ly, k);
33     else return query(d+1, m+1, r, m+1-1+rx+1, m+1-1+rx+ry, k-ly);
34 }

```

3.3 Size Balanced Tree

```

1  int A[N], S[N], L[N], R[N], root, total;
2  void rotate_left(int &x)
3  {
4      int y = R[x];
5      R[x] = L[y];
6      L[y] = x;
7      S[y] = S[x];
8      S[x] = S[L[x]] + S[R[x]] + 1;
9      x = y;
10 }
11 void rotate_right(int &x)
12 {
13     int y = L[x];
14     L[x] = R[y];
15     R[y] = x;
16     S[y] = S[x];
17     S[x] = S[L[x]] + S[R[x]] + 1;
18     x = y;
19 }
20
21 void maintain(int &p, bool flag)
22 {
23     if(flag)//调整右边
24     {
25         if(S[R[R[p]]] > S[L[p]] rotate_left(p);
26         else if(S[R[L[p]]] > S[L[p]])
27         {
28             rotate_right(R[p]);
29             rotate_left(p);
30         }
31         else return;
32     }
33     else
34     {
35         if(S[L[L[p]]] > S[R[p]]) rotate_right(p);

```

```

36         else if(S[L[R[p]]] > S[R[p]])
37         {
38             rotate_left(L[p]);
39             rotate_right(p);
40         }
41         else return;
42     }
43     maintain(L[p], 0);
44     maintain(R[p], 1);
45     maintain(p, 0);
46     maintain(p, 1);
47 }
48
49 void insert(int &p, int e)
50 {
51     if(!p)
52     {
53         p = ++total;
54         L[p] = R[p] = 0;
55         A[p] = e; S[p] = 1;
56         return;
57     }
58     S[p]++;
59     if(e < A[p]) insert(L[p], e);
60     else insert(R[p], e);
61     maintain(p, k >= A[p]);
62 }
63
64 int getmin()
65 {
66     for(int x = root; L[x]; x = L[x]);
67     return A[x];
68 }
69 int getmax()
70 {
71     for(int x = root; R[x]; x = R[x]);
72     return A[x];
73 }
74 int kth(int &p, int k)
75 {
76     int tmp = S[L[p]] + 1;
77     if(k == tmp) return A[p];
78     else if(k < tmp) return kth(L[p], k);
79     else return kth(R[p], k - tmp);
80 }

```

4 Graph

4.1 Shortest path

4.1.1 Dijkstra

```

1 void dijkstra()
2 {
3     memset(dist, 0, sizeof(dist));
4     while(!Q.empty())
5     {
6         int x = Q.top().second; Q.pop();
7         if(done[x]) continue;
8         done[x] = 1;
9         for(Link p = head[x]; p; p = p->next)
10             if(dist[p->y] > dist[x] + p->z)
11             {
12                 dist[p->y] = dist[x] + p->z;
13                 Q.push(make_pair(dist[p->y], p->y));
14             }
15     }
16 }

```

4.1.2 Spfa

```

1 void spfa()
2 {
3     memset(dist, 0x3f, sizeof(dist));
4     Q.push(S); // S为源点
5     while(!Q.empty())
6     {
7         int x = Q.front();
8         Q.pop(); inQ[x] = 0;
9         for(Link p = head[x]; p; p = p->next)
10             if(dist[p->y] > dist[x] + p->z)
11             {
12                 dist[p->y] = dist[x] + p->z;
13                 if(!inQ[p->y])
14                 {
15                     Q.push(p->y);
16                     inQ[p->y] = 1;
17                 }
18             }
19     }
20 }

```

4.1.3 Floyd

```

1 void floyd()
2 {
3     for(int k = 1; k <= n; k++) // 这里可以看作是一个加边的过程
4         for(int i = 1; i <= n; i++)
5             for(int j = 1; j <= n; j++)
6                 map[i][j] = min(map[i][j], map[i][k] + map[k][j]);
7 }
8
9 // 最小环

```

```

10 void MinCircle()
11 {
12     cap[] = map[];
13     int circle = 0x3f3f3f3f;
14     for(int k = 1; k <= n; k++)
15     {
16         for(int i = 1; i < k; i++)
17             for(int j = i+1; j < k; j++)
18                 circle = min(circle, map[i][j] + cap[j][k]+cap[k][i]);
19         for(int i = 1; i <= n; i++)
20             for(int j = 1; j <= n; j++)
21                 map[i][j] = min(map[i][j], map[i][k] + map[k][j]);
22     }
23     return circle == 0x3f3f3f3f ? -1 : circle;
24 }
25
26 // floyd判圈法 ( 大白书 p44 )
27 void Circle()
28 {
29     int ans = k;
30     int k1 = k, k2 = k;
31     do{
32         k1 = next(k1);
33         k2 = next(k2); ans = max(ans, k2);
34         k2 = next(k2); ans = max(ans, k2);
35     }while(k1 != k2);
36     return ans;
37 }

```

4.2 Minimum Spanning Tree

4.2.1 Prim

```

1 void prime()
2 {
3     memset(dist, 0, sizeof(dist));
4     int res = 0;
5     while(!Q.empty())
6     {
7         int x = Q.top().second;
8         if(done[x]) {Q.pop(); continue;}
9         res += Q.top().first;
10        Q.pop();
11        for(Link p = head[x]; p; p = p->next)
12            if(dist[p->y] > p->z)
13            {
14                dist[p->y] = p->z;
15                Q.push(make_pair(dist[p->y], p->y));
16            }
17    }
18 }

```

4.2.2 Kruskal

```

1 void prime()
2 {
3     sort(edge, edge+Cnt, cmp);
4     int res = 0;
5     for(int i = 0; i < Cnt; i++)
6     {
7         if(getroot(edge[i].x) == getroot(edge[i].y)) continue;
8         merge(edge[i].x, edge[i].y);
9         res += edge[i].z;
10    }
11 }

```

4.3 Tarjan - Strong Union

```

1 void dfs(int x)
2 {
3     now[x] = low[x] = ++dfstime;
4     hash[x] = 1;
5     st.push(x); inst[x] = 1;
6     for(int i = 1; i <= n; i++)
7         if(map[x][i])
8         {
9             if(!hash[i])
10            {
11                dfs(i);
12                low[x] = min(low[x], low[i]);
13            }
14            else if(inst[i]) low[x] = min(low[x], now[i]);
15        }
16    if(low[x] == now[x])
17    {
18        while(!st.empty())
19        {
20            int u = st.top();
21            st.pop(); inst[u] = 0;
22            belong[u] = number;
23            if(u == x) break;
24        }
25        number++;
26    }
27 }
28 void tarjan()
29 {
30     for(int i = 1; i <= n; i++)
31         if(!hash[i]) dfs(i);
32     if(!st.empty()) // 这是一个未知 bug    栈中还会剩下一个强连通分量
33     {
34         while!st.empty()
35         {
36             int u = st.top();

```

```

37         st.pop();
38         belong[u] = number;
39     }
40     number++;
41 }
42 }

```

4.4 LCA

4.4.1 Tarjan

```

1 // poj 1330 (changed something)
2 // LCA tarjan
3 #include <cstdio>
4 #include <cstring>
5
6 const int N = 10000 + 10;
7
8 int n;
9 struct Link{int y, idx; Link *next;}*head[N], *ask[N];
10 int tx, ty;
11 bool in[N], vis[N];
12 int f[N];
13 int ans[N]; // Query Answer
14
15 void inLink(int x, int y)
16 {
17     Link *p = new Link;
18     p -> y = y;
19     p -> next = head[x];
20     head[x] = p;
21 }
22 void inAsk(int x, int y, int idx)
23 {
24     Link *p = new Link;
25     p -> y = y;
26     p -> idx = idx;
27     p -> next = ask[x];
28     ask[x] = p;
29 }
30
31 int getroot(int x)
32 {
33     return f[x] == x ? x : f[x] = getroot(f[x]);
34 }
35
36 void LCA(int x)
37 {
38     vis[x] = 1;
39     f[x] = x;
40     for(Link *p = ask[x]; p; p = p -> next)
41         if(vis[p->y]) ans[p->idx] = getroot(p->y);

```

```

42     for(Link *p = head[x]; p; p = p -> next)
43         if(!vis[p->y])
44         {
45             LCA(p->y);
46             f[p->y] = x;
47         }
48     }
49
50 int main()
51 {
52     int T; scanf("%d", &T);
53     while(T--)
54     {
55         memset(head, 0, sizeof(head));
56         memset(ask, 0, sizeof(ask));
57         memset(in, 0, sizeof(in));
58         memset(vis, 0, sizeof(vis));
59         scanf("%d", &n);
60         for(int i = 1; i <= n; i++) f[i] = i;
61         for(int i = 1; i < n; i++)
62         {
63             int x, y;
64             scanf("%d%d", &x, &y);
65             inLink(x, y);
66             in[y] = 1;
67         }
68         int q = 1; // the number of query
69         for(int i = 1; i <= q; i++)
70         {
71             int x, y; scanf("%d%d", &x, &y);
72             inAsk(x, y, i); inAsk(y, x, i);
73         }
74         int root = -1;
75         for(int i = 1; i <= n; i++)
76             if(!in[i]) {root = i; break;}
77         LCA(root);
78         for(int i = 1; i <= q; i++)
79             printf("%d\n", ans[i]);
80     }
81     return 0;
82 }

```

4.4.2 Doubling Algorithm

还不会...

4.5 Bipartite Graph

4.5.1 Maximal Matching - The Hungarian algorithm

```

1 int ttt = 0; // 全局时间戳变量
2

```

```

3 bool search(int x)
4 {
5     for(int i = 1; i <= m; i++)
6         if(map[x][i] && vis[i] != ttt)
7         {
8             vis[i] = ttt;
9             if(pre[i] == -1 || search(pre[i]))
10            {
11                pre[i] = x;
12                return 1;
13            }
14        }
15    return 0;
16 }
17
18 int match()
19 {
20     int res = 0;
21     for(int i = 1; i <= n; i++)
22     {
23         ++ttt; // 这里不用 memset 节省时间
24         res += search(i);
25     }
26     return res;
27 }

```

4.5.2 Optimal Matching - KM

不会... 用费用流解决

4.6 Network flow

4.6.1 Maximum Flow - isap

```

1 // h[x] : 点 x 在第 h[x] 层
2 // v[k] : 第 k 层有 v[k] 个点
3 int sap(int x, int flow)
4 {
5     if(x == n) return flow;
6     int res = 0;
7     for(int i = S; i <= T; i++)
8         if(g[x][i] && h[x] == h[i] + 1)
9         {
10            int t = sap(i, min(g[x][i], flow - res));
11            res += t; g[x][i] -= t; g[i][x] += t;
12            if(res == flow) return res;
13            if(h[S] >= T) return res;
14        }
15    //if(h[S] >= T) return res;
16    if((--v[h[x]]) == 0) h[S] = T;
17    ++v[++h[x]];
18    return res;

```



```

19 }
20 int main()
21 {
22     v[0] = T;
23     int maxflow = 0;
24     while(h[S] < T) maxflow += sap(1, inf);
25     reutrn 0;
26 }

```

4.6.2 Minimum Cost Maximum Flow - spfa

```

1 struct EG{int from,to,flow,cost,next;}edge[M];
2
3 void add_edge(int a,int b,int c,int d)
4 {
5     edge[L]=(EG){a,b,c,+d,head[a]};
6     head[a]=L++;
7     edge[L]=(EG){b,a,0,-d,head[b]};
8     head[b]=L++;
9 }
10
11 bool spfa()
12 {
13     memset(inQ, 0, sizeof(inQ));
14     memset(dist, 0x3f, sizeof(dist));
15     dist[S] = 0;
16     q.push(S);
17     while(!q.empty())
18     {
19         int x = q.front();
20         q.pop();
21         inQ[x] = 0;
22         for(int i = head[x]; i != -1; i = edge[i].next)
23             if(edge[i].flow && dist[edge[i].to] > dist[x] + edge[i].
                cost)
24             {
25                 pre[edge[i].to] = i;
26                 dist[edge[i].to] = dist[x] + edge[i].cost;
27                 if(!inQ[edge[i].to])
28                 {
29                     inQ[edge[i].to] = 1;
30                     q.push(edge[i].to);
31                 }
32             }
33     }
34     return dist[T] != inf;
35 }
36 void MFMC()
37 {
38     memset(head, -1, sizeof(head));
39     建图调用 add_edge();
40 }

```

```

41     int mincost = 0, maxflow = 0;
42     while(spfa())
43     {
44         int res = inf;
45         for(int i = T; i != S; i = edge[pre[i]].from)
46         {
47             res = min(res, edge[pre[i]].flow);
48         }
49         for(int i = T; i != S; i = edge[pre[i]].from)
50         {
51             edge[pre[i]].flow -= res;
52             edge[pre[i] ^ 1].flow += res;
53         }
54         maxflow += res;
55         mincost += res * dist[T];
56     }
57 }

```

5 Geometry

5.1 Convex Hull

```

1 //点集 μlist[0~n-1]
2 //点集 stack[0~top-1]
3 Point list[Maxn];
4 int Stack[Maxn],top;
5 bool _cmp (Point p1,Point p2)
6 {
7     double tmp=(p1-list[0])^(p2-list[0]);
8     if (fuhao(tmp)>0) return true;
9     else if (fuhao(tmp)==0&&fuhao(dist(p1,list[0])-dist(p2,list[0]))
10         <=0)
11         return true;
12     else return false;
13 }
14 void Graham(int n)
15 {
16     Point p0;
17     int k=0;
18     p0=list[0];
19     for (int i=1;i<n;++i)
20     {
21         if ((p0.y>list[i].y)||((p0.y==list[i].y&&p0.x>list[i].x))
22         {
23             p0=list[i];
24             k=i;
25         }
26     }
27     swap(list[k],list[0]);
28     sort(list+1,list+n,_cmp);
29     if (n==1)

```

```

29     {
30         top=1;
31         stack[0]=0;
32         return;
33     }
34     if (n==2)
35     {
36         top=2;
37         stack[0]=0;
38         stack[1]=1;
39         return;
40     }
41     stack[0]=0;
42     stack[1]=1;
43     top=2;
44     for (int i=2;i<n;++i)
45     {
46         while (top>1 && fuhao((list[stack[top-1]]-list[stack[top-2]])^(
            list[i]-list[stack[top-2]]))<=0)
47             top--;
48         stack[top++]=i;
49     }
50 }

```

5.2 All

```

1  #include <cstdio>
2  #include <cstdlib>
3  #include <cstring>
4  #include <cmath>
5  #include <algorithm>
6  #include <utility>
7  using std::max;
8  using std::min;
9  using std::sort;
10 using std::swap;
11 using std::pair;
12 using std::make_pair;
13 const double eps = 1e-8, inf = 1e20;
14 const double pi = 4.0 * atan(1.0);
15 #define Degree(_rad) (180.0 / pi * (_rad))
16
17 int fuhao(double x)
18 {
19     if (fabs(x)<eps) return 0;
20     if (x<0) return -1;
21     else return 1;
22 }
23
24 ////////////////////////////////////// Point && Vector
25 //////////////////////////////////////
26 struct Point{

```

```

26     double x, y;
27     Point (){}
28     Point (double _x, double _y):x(_x),y(_y){}
29     void init(double a, double b) { x = a; y = b; }
30
31     // basic calc
32     bool operator == (const Point &b) const
33     {
34         return !fuhao(x - b.x) && !fuhao(y - b.y);
35     }
36     Point operator + (const Point &b) const
37     {
38         return Point(x + b.x, y + b.y);
39     }
40     Point operator - (const Point &b) const
41     {
42         return Point(x - b.x, y - b.y);
43     }
44     Point operator * (const double &b) const
45     {
46         return Point(x * b, y * b);
47     }
48
49     Point Rotate(Point p, double alpha) // alpha ∈ [0, +∞) 逆时针
50     {
51         double x0 = p.x, y0 = p.y;
52         double tx = x - x0, ty = y - y0;
53         double nx = tx * cos(alpha) - ty * sin(alpha);
54         double ny = tx * sin(alpha) + ty * cos(alpha);
55         nx += x0; ny += y0;
56         return Point(nx, ny);
57     }
58
59     // Vector
60     double operator *(const Point &b) const
61     { // Dot
62         return x * b.x + y * b.y;
63     }
64     double operator ^ (const Point &b) const
65     { // Cross
66         return x * b.y - y * b.x;
67     }
68     double Abs() { return sqrt(x * x + y * y); }
69 };
70 double Dist(const Point &a, const Point &b) { return (a - b).Abs(); }
71 typedef Point Vector;
72
73 double Angle(Vector a, Vector b)
74 {
75     return acos(a * b / a.Abs() / b.Abs());
76 }
77 Vector Get_H(Vector A)
78 { // 求与向量垂直的单位向量    使用前确保不为 0 向量

```

```

79 // A != Vector(0.0, 0.0);
80 double L = A.Abs();
81 return Vector(-A.y / L, A.x / L);
82 }
83
84 ////////////////////////////////////// E - N - D
85 //////////////////////////////////////
86
87 ////////////////////////////////////// Line
88 //////////////////////////////////////
89 struct Line{
90     Point s,e;
91     Line() {}
92     Line(Point ss, Point ee)
93     {
94         s = ss; e = ee;
95     }
96
97 // 两直线的关系：重合0， 平行1， 相交2 并返回交点
98 pair<int,Point> operator &(const Line &b) const
99 {
100     Point ans = s;
101     if(fuhao((s-e)^(b.s-b.e))==0)
102     {
103         if (fuhao((s-b.e)^(b.s-b.e))==0)
104             return make_pair(0,ans); //重合
105         else return make_pair(1,ans); //平行
106     }
107     double t = ((s-b.s)^(b.s-b.e)) / ((s-e)^(b.s-b.e));
108     ans.x += (e.x-s.x) * t;
109     ans.y += (e.y-s.y) * t;
110     return make_pair(2,ans); //相交
111 };
112 ////////////////////////////////////// E - N - D
113 //////////////////////////////////////
114 //判断线段相交
115 bool inter(Line l1,Line l2)
116 {
117     return
118     max(l1.s.x,l1.e.x) >= min(l2.s.x,l2.e.x) &&
119     max(l1.s.y,l1.e.y) >= min(l2.s.y,l2.e.y) &&
120     max(l2.s.x,l2.e.x) >= min(l1.s.x,l1.e.x) &&
121     max(l2.s.y,l2.e.y) >= min(l1.s.y,l1.e.y) &&
122     fuhao((l2.s-l1.e)^(l1.s-l1.e)) * fuhao((l2.e-l1.e)^(l1.s-l1.e))<=0
123     &&
124     fuhao((l1.s-l2.e)^(l2.s-l2.e)) * fuhao((l1.e-l2.e)^(l2.s-l2.e))<=0;
125 }
126 //判断直线与线段相交
127 bool Seg_inter_line(Line l1,Line l2)//l1为直线 l2为线段
128 {

```

```

128     return fuhao((l2.s-l1.e)^(l1.s-l1.e))*fuhao((l2.e-l1.e)^(l1.s-l1.e)
129         )<=0;
130 }
131 //点到直线距离
132 //返回点到直线最近的点
133 Point PointToLine(Point P,Line L)
134 {
135     Point ans;
136     double t=((P-L.s)*(L.e-L.s))/((L.e-L.s)*(L.e-L.s));
137     ans.x=L.s.x+(L.e.x-L.s.x)*t;
138     ans.y=L.s.y+(L.e.y-L.s.y)*t;
139     return ans;
140 }
141 //点到线段距离
142 //返回点到线段最近的点
143 Point NearestPointToLineSeg(Point P,Line L)
144 {
145     Point ans;
146     double t = ((P-L.s)*(L.e-L.s)) / ((L.e-L.s)*(L.e-L.s));
147     if (t>=0&&t<=1)
148     {
149         ans.x = L.s.x + (L.e.x-L.s.x)*t;
150         ans.y = L.s.y + (L.e.y-L.s.y)*t;
151     }
152     else {
153         if (Dist(P,L.s)<Dist(P,L.e))
154             ans = L.s;
155         else ans = L.e;
156     }
157     return ans;
158 }
159 //多边形面积
160 double CalcArea(Point p[],int n)
161 {
162     double ans=0;
163     for (int i=0;i<n;++i)
164         ans+=(p[i]^p[(i+1)%n])/2;
165     return fabs(ans);
166 }
167 //判断点在线段上
168 bool OnSeg(Point P,Line L)
169 {
170     return
171         fuhao((L.s-P)^(L.e-P))==0 &&
172         fuhao((P.x-L.s.x)*(P.x-L.e.x))<=0 &&
173         fuhao((P.y-L.s.y)*(P.y-L.e.y))<=0;
174 }
175 //三点求圆心坐标
176 Point waixin(Point a,Point b,Point c)
177 {
178     double a1=b.x-a.x,b1=b.y-a.y,c1=(a1*a1+b1*b1)/2;
179     double a2=c.x-a.x,b2=c.y-a.y,c2=(a2*a2+b2*b2)/2;
180     double d=a1*b2-a2*b1;

```

```

180     return Point(a.x+(c1*b2-c2*b1)/d,a.y+(a1*c2-a2*c1)/d);
181 }
182
183
184 ///////////////////////////////////////////////////          Graham
185 ///////////////////////////////////////////////////
186 //求凸包 点list[0~n-1]
187 //凸包结果Stack[0~top-1]
188 const int Maxn = 100;/////////////////////////////////here!!
189 Point list[Maxn];          ///////////////?!?!?!?! 补全 Maxn
190 //?!?!?!?!?!?!?!?!?!?!
191 int Stack[Maxn],top;
192 bool _cmp (Point p1,Point p2)
193 {
194     double tmp=(p1-list[0])^(p2-list[0]);
195     if (fuhao(tmp)>0) return true;
196     else if (fuhao(tmp)==0&&fuhao(Dist(p1,list[0])-Dist(p2,list[0]))
197         <=0)
198         return true;
199     else    return false;
200 }
201 void Graham(int n)
202 {
203     Point p0;
204     int k=0;
205     p0=list[0];
206     for (int i=1;i<n;++i)
207     {
208         if ((p0.y>list[i].y)||((p0.y==list[i].y&&p0.x>list[i].x))
209         {
210             p0=list[i];
211             k=i;
212         }
213     }
214     swap(list[k],list[0]);
215     sort(list+1,list+n,_cmp);
216     if (n==1)
217     {
218         top=1;
219         Stack[0]=0;
220         return;
221     }
222     if (n==2)
223     {
224         top=2;
225         Stack[0]=0;
226         Stack[1]=1;
227         return;
228     }
229     Stack[0]=0;
230     Stack[1]=1;
231     top=2;
232     for (int i=2;i<n;++i)

```

```

230     {
231         while (top>1 && fuhao((list[Stack[top-1]]-list[Stack[top-2]])^(
            list[i]-list[Stack[top-2]]))<=0)
232             top--;
233         Stack[top++]=i;
234     }
235 }
236 ////////////////////////////////////////      E - N - D
237 ////////////////////////////////////////
238
239 ////////////////////////////////////////      Area
240 ////////////////////////////////////////
241 double PolygonArea(Point *pp, int nn) // pp[0, n-1]
242 {
243     double ans_area = 0.0;
244     for(int i = 1; i < nn-1; i++)
245     {
246         ans_area += (pp[i] - pp[0]) ^ (pp[i+1] - pp[0]);
247     }
248     return fabs(ans_area / 2);
249 }
250 ////////////////////////////////////////      E - N - D
251 ////////////////////////////////////////
252 ////////////////////////////////////////      点在多边形内
253 ////////////////////////////////////////
254 int isPointInPolygon(Point p, Point *poly, int nn)
255 {
256     int w = 0;
257     for(int i = 0; i < n; i++)
258     {
259         if(OnSeg(p, Line(poly[i], poly[(i+1)%n]))) return -1; // 边界上
260         int k = fuhao((poly[(i+1)%n] - poly[i]) ^ (p - poly[i]));
261         int d1 = fuhao(poly[i].y - p.y);
262         int d2 = fuhao(poly[(i+1)%n].y - p.y);
263         if(k > 0 && d1 <= 0 && d2 > 0) wn++;
264         if(k < 0 && d1 > 0 && d2 <= 0) wn--;
265     }
266     if(wn != 0) return 1; //内部
267     return 0; // 外部
268 }
269 ////////////////////////////////////////      E - N - D
270 ////////////////////////////////////////
271
272 int main()
273 {
274 }

```


6 String Tools

6.1 KMP

```

1 void getnext(char *t)
2 {
3     memset(next, 0, sizeof(next));
4     next[0] = -1;
5     int j = 0, k = -1;
6     int len = strlen(t);
7     while(j < len)
8     {
9         if(k == -1 || t[j] == t[k]) next[++j] = ++k;
10        else k = next[k];
11    }
12 }
13 void kmp()
14 {
15     getnext();
16     int lens = strlen(s), lent = strlen(t);
17     int i = 0, j = 0;
18     while(i < lens)
19     {
20         if(j == -1 || s[i] == t[j]) i++, j++;
21         else j = next[j];
22         if(j == lent) return j - lent;
23     }
24     return -1;
25 }

```

6.2 Suffix Array

```

1 int sa[N], rank[N];
2 int c[N], tmp[N];
3 int height[N];
4 bool cmp(int *r, int a, int b, int l)
5 {
6     return r[a] == r[b] && r[a + l] == r[b + l];
7 }
8 void DA(int n, int m) //n为长度, m为字串的最大值。均为开区间
9 {
10    int i, j, p, *x = rank, *y = tmp;
11    memset(c, 0, sizeof(c));
12    for(i = 0; i < n; i++) c[ x[i] = s[i] ] ++;
13    for(i = 1; i < m; i++) c[i] += c[i - 1];
14    for(i = n - 1; i >= 0; i--) sa[ --c[x[i]] ] = i;
15    for(j = 1, p = 0; p < n; j *= 2, m = p)
16    {
17        for(p = 0, i = n - j; i < n; i++) y[p++] = i;
18        for(i = 0; i < n; i++) if(sa[i] >= j) y[p++] = sa[i] - j;
19        memset(c, 0, sizeof(c));
20        for(i = 0; i < n; i++) c[ x[y[i]] ] ++;

```

```

21     for(i = 1; i < m; i++) c[i] += c[i - 1];
22     for(i = n - 1; i >= 0; i--) sa[ —c[x[y[i]]] ] = y[i];
23     swap(x, y); x[sa[0]] = 0;
24     for(i = 1, p = 1; i < n; i++)
25         if(x[i]) x[sa[i]] = cmp(y, sa[i - 1], sa[i], j) ? p - 1 : p
                ++;
26 }
27 for(i = 0; i < n; i++) rank[sa[i]] = i;
28 int k = 0;
29 for(i = 0; i < n; height[x[i++]] = k)
30     for(k ? k— : 0, j = sa[x[i] - 1]; s[i + k] == s[j + k]; k++);
31 }
32 int main()
33 {
34     读入字符串s, n=s的长度
35     s[n++]=' $' ;//最后加入一个不存在的值, 排除超界情况
36     DA(n,m);
37 }

```

7 Tools

7.1 BigInteger - C++

```

1 //程序中全部为正整数之间的操作
2 #include <cstdio>
3 #include <cstring>
4 #include <algorithm>
5 using std::max;
6
7 const int base = 10000; // 压4位
8
9 struct BigInt{
10     int c[1000], len, sign;
11     BigInt() { memset(c, 0, sizeof(c)); len = 1; sign = 0; }
12     void Zero()
13     {
14         while(len > 1 && c[len] == 0) len--;
15         if(len == 1 && c[len] == 0) sign = 0;
16     }
17     void writein(char *s)
18     {
19         int k = 1, L = strlen(s);
20         for(int i = L-1; i >= 0; i--)
21         {
22             c[len] += (s[i] - '0') * k;
23             k *= 10;
24             if(k == base)
25             {
26                 k = 1;
27                 len++;
28             }

```

```

29     }
30 }
31 void Read()
32 {
33     char s[5000] = {0};
34     scanf("%s", s);
35     writein(s);
36 }
37 void Print()
38 {
39     if(sign) printf("-");
40     printf("%d", c[len]);
41     for(int i = len-1; i >= 1; i--) printf("%04d", c[i]);
42     printf("\n");
43 }
44 BigInt operator = (int a)
45 {
46     char s[100] = {0};
47     sprintf(s, "%d", a);
48     writein(s);
49     return *this;
50 }
51 bool operator > (const BigInt &b)
52 {
53     if(len != b.len) return len > b.len;
54     for(int i = len; i >= 1; i--)
55     {
56         if(c[i] != b.c[i]) return c[i] > b.c[i];
57     }
58     return 0;
59 }
60 bool operator < (const BigInt &b)
61 {
62     if(len != b.len) return len < b.len;
63     for(int i = len; i >= 1; i--)
64     {
65         if(c[i] != b.c[i]) return c[i] < b.c[i];
66     }
67     return 0;
68 }
69 bool operator == (const BigInt &b)
70 {
71     if(len != b.len) return 0;
72     for(int i = 1; i <= len; i++)
73         if(c[i] != b.c[i]) return 0;
74     return 1;
75 }
76 bool operator == (const int &a)
77 {
78     BigInt b; b = a;
79     return *this == b;
80 }
81 BigInt operator + (const BigInt &b)

```

```

82     {
83         BigInt r; r.len = max(len, b.len) + 1;
84         for(int i = 1; i <= r.len; i++)
85         {
86             r.c[i] += c[i] + b.c[i];
87             r.c[i+1] += r.c[i] / base;
88             r.c[i] %= base;
89         }
90         r.Zero();
91         return r;
92     }
93     BigInt operator + (const int &a)
94     {
95         BigInt b; b = a;
96         return *this + b;
97     }
98     BigInt operator - (const BigInt &b)
99     {
100         BigInt a, c; // a - c
101         a = *this; c = b;
102         if(a < c)
103         {
104             std::swap(a, c);
105             a.sign = 1;
106         }
107         for(int i = 1; i <= len; i++)
108         {
109             a.c[i] -= c.c[i];
110             if(a.c[i] < 0)
111             {
112                 a.c[i] += base;
113                 a.c[i+1]--;
114             }
115         }
116         a.Zero();
117         return a;
118     }
119     BigInt operator - (const int &a)
120     {
121         BigInt b; b = a;
122         return *this - b;
123     }
124     BigInt operator * (const BigInt &b)
125     {
126         BigInt r; r.len = len + b.len + 2;
127         for(int i = 1; i <= len; i++)
128         {
129             for(int j = 1; j <= b.len; j++)
130             {
131                 r.c[j+i-1] += c[i] * b.c[j];
132             }
133         }
134         for(int i = 1; i <= r.len; i++)

```

```

135     {
136         r.c[i+1] += r.c[i] / base;
137         r.c[i] %= base;
138     }
139     r.Zero();
140     return r;
141 }
142 BigInt operator * (const int &a)
143 {
144     BigInt b; b = a;
145     return *this * b;
146 }
147 BigInt operator / (BigInt b)//整除
148 {
149     BigInt t, r;
150     if(b == 0) return r;
151     r.len = len;
152     for(int i = len; i >= 1; i--)
153     {
154         t = t * base + c[i];
155         int div;
156         //-----try-----
157         int up = 10000, down = 0;
158         while(up >= down)
159         {
160             int mid = (up + down) / 2;
161             BigInt ccc ; ccc = b * mid;
162             if(ccc > t) up = mid - 1;
163             else {
164                 down = mid + 1;
165                 div = mid;
166             }
167         }
168         //-----end-----
169         r.c[i] = div;
170         t = t - b * div;
171     }
172     //最后的t为余数，要用的自己想办法传出去
173     r.Zero();
174     return r;
175 }
176 BigInt operator / (const int &a)
177 {
178     BigInt b; b = a;
179     return *this / b;
180 }
181 BigInt operator % (const BigInt &b)
182 { //其实可以复制上面除法的，这里换一种写法
183     return *this - *this / b * b;
184 }
185 BigInt operator % (const int &a)
186 {
187     BigInt b; b = a;

```

```

188         return *this % b;
189     }
190 };
191
192 int main()
193 {
194     return 0;
195 }

```

7.2 C char*

```

1 头文件 cstring
2 strlen(s); // 获取长度  $O(N)$ 
3 strcpy(a+2, b+1) // 从  $b+1$  开始全部赋值给  $a+2$  开始的字符串
4 strncpy(a+2, b+1, 2) // 从  $b+1$  开始赋值 2 个给  $a+2$  开始的字符串
5 strcmp(a, b) // 比较  $a$  和  $b$  的大小, 相等返回 0,  $a > b$  返回正整数
6 strcat(a, b) // 相当于 string 类的  $a += b$ ;
7 strstr(a, b) - a; // 返回  $b$  在  $a$  中第一次出现的位置, 不存在返回 NULL (即 0), 由于  $-a$ 
    , 所以最后应该是  $-a$ 

```

7.3 C++ std::string

```

1 //==== 初始化 ====
2 头文件 string 并加上 std::
3 string s(str); // 相当于 string s=str;
4 string s(cstr); // 把 char 数组类型的字符串 cstr 作为  $s$  的初值
5 s.clear(); // 清空, 相当于  $s=""$ ;
6
7 //==== 长度 ====
8 s.length(); // 获取  $s$  的长度,  $O(1)$ 
9 s.size(); // 一样
10
11 //==== 插入删除 ====
12 s.insert(2, "a"); // 在  $s$  的位置 2 插入 string 类字符串 "a"
13 s.erase(2, 3); // 从  $s$  的位置 2 开始删除 3 个字符
14
15 //==== 查找 ====
16 s.find("abc"); // 查找字符串 "abc" 在  $s$  中第一次出现的位置 (据说是 KMP 实现的)
17 //  $s="aabcc"$ ; printf("%d %d\n", (int)s.find("abc"), (int)s.find("aabb"));
18 // 上一行程序应输出 1 -1 (若没找到必须强行转换为 int 才为 -1 )

```

7.4 Batch test

7.4.1 @Linux

```

1 mkdata=mk
2 filea=a
3 fileb=b
4
5 g++ $mkdata.cpp -o $mkdata

```

```

6  g++ $filea.cpp -o $filea
7  g++ $fileb.cpp -o $fileb
8  cas=0
9  while true; do
10     ./$mkdata > $filea.in
11     ./$filea < $filea.in > $filea.out
12     ./$fileb < $filea.in > $fileb.out
13     if ! diff $filea.out $fileb.out
14     then
15         echo "␣Wrong␣Answer"
16         break
17     fi
18     echo $((cas=cas+1)) "␣Accepted"
19 done

```

7.4.2 @Windows

```

1  :loop
2      mk > A.in
3      A < A.in > A.out
4      p < A.in > p.out
5      fc A.out p.out
6      if errorlevel 1 goto end
7      goto loop
8  :end
9      pause

```

7.5 Vimrc Config For Linux

```

1  set nobackup
2  set cin
3  set nu
4  set st=4
5  set ts=4
6  set sw=4
7
8  map <F7> <Esc>:w<CR>:!javac %:r.java<CR>:!java %:r<CR>
9  imap <F7> <Esc>:w<CR>:!javac %:r.java<CR>:!java %:r<CR>
10 map <F8> <Esc>:w<CR>:!g++ -g %:r.cpp -o %:r<CR>:!gdb %:r<CR>
11 imap <F8> <Esc>:w<CR>:!g++ -g %:r.cpp -o %:r<CR>:!gdb %:r<CR>
12 map <F9> <Esc>:w<CR>:!g++ -g %:r.cpp -o %:r<CR>:!./%:r<CR>
13 imap <F9> <Esc>:w<CR>:!g++ -g %:r.cpp -o %:r<CR>:!./%:r<CR>

```