

ICPC Templates For HKing

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1 Graph

1.1 Dinic

```
1  const int inf = 0x3f3f3f3f;
2  const int N = 205;
3  const int M = 1205;
4  struct Edge{
5      int v,f,nxt;
6  };
7  struct Dinic{
8      int src,sink;
9      int g[N],en;
10     Edge e[M*2];
11     int level[N];
12     void _addEdge(int u,int v,int f){
13         e[en].v=v;
14         e[en].f=f;
15         e[en].nxt=g[u];
16         g[u]=en++;
17     }
18     void addEdge(int u,int v,int f){
19         _addEdge(u,v,f);
20         _addEdge(v,u,0);
21     }
22     void init(){
23         en=0;
24         memset(g,-1,sizeof(g));
25     }
26     int q[N],front,rear;
27     bool bfs(){
28         memset(level,0,sizeof(level));
29         level[src]=1;
30         front=0; rear=1;
31         q[0]=src;
32         while(front<rear){
33             int u=q[front++];
34             if(u==sink)return 1;
35             for(int i=g[u];i!=-1;i=e[i].nxt){
36                 int v=e[i].v,f=e[i].f;
37                 if(!level[v]&&f){
38                     level[v]=level[u]+1;
39                     q[rear++]=v;
40                 }
41             }
42         }
43         return 0;
44     }
45     int dfs(int u,int delta){
46         if(u==sink || delta==0)return delta;
47         int ret=0;
48         for(int i=g[u];i!=-1;i=e[i].nxt){
```

```

49     int v=e[i].v, f=e[i].f;
50     if(level[v]==level[u]+1&&f){
51         int minf=min(delta-ret,f);
52         f=dfs(v,minf);
53         e[i].f-=f;
54         e[i^1].f+=f;
55         delta-=f;
56         ret+=f;
57         if(ret==delta)return ret;
58     }
59 }
60 return ret;
61 }
62 int maxflow(int _src,int _sink){
63     src=_src;
64     sink=_sink;
65     int ret=0;
66     while(bfs())ret+=dfs(src,inf);
67     return ret;
68 }
69 }dicnic_solver;

```

1.2 KM

```

1  // eg: soj 1013
2  const int N = 105;
3  const int inf = 1000000000;
4  struct KM{
5      int w[N][N],x[N],y[N];
6      int px[N],py[N],sy[N],sk[N],pr[N];
7      int lx,ly,n;
8      void adjust(int v){
9          sy[v]=py[v];
10         if(px[sy[v]]!=-2)adjust(px[sy[v]]);
11     }
12     int solve(int _n,int _w[][N]){
13         n=_n;
14         memcpy(w,_w,sizeof(w));
15         return km();
16     }
17     bool find(int v){
18         for(int i=0;i<n;++i)if(py[i]==-1){
19             if(sk[i]>x[v]+y[i]-w[v][i]){
20                 sk[i]=x[v]+y[i]-w[v][i];
21                 pr[i]=v;
22             }
23             if(x[v]+y[i]==w[v][i]){
24                 py[i]=v;
25                 if(sy[i]==-1){
26                     adjust(i);
27                     return 1;

```

```

28         }
29         if(px[sy[i]]!=-1)continue;
30         px[sy[i]]=i;
31         if(find(sy[i]))return 1;
32     }
33 }
34 return 0;
35 }
36 int km(){
37     int i,j,m;
38     for(i=0;i<n;++i){
39         sy[i]=-1;
40         y[i]=0;
41     }
42     for(i=0;i<n;++i){
43         x[i]=0;
44         for(j=0;j<n;++j){
45             x[i]=max(x[i],w[i][j]);
46         }
47     }
48     bool f;
49     for(i=0;i<n;++i){
50         for(j=0;j<n;++j){
51             px[j]=py[j]=-1;
52             sk[j]=inf;
53         }
54         px[i]=-2;
55         if(find(i))continue;
56         f=0;
57         while(!f){
58             m=inf;
59             for(j=0;j<n;++j)if(py[j]==-1)m=min(m,sk[j]);
60             for(j=0;j<n;++j){
61                 if(px[j]!=-1)x[j]-=m;
62                 if(py[j]!=-1)y[j]+=m;else sk[j]-=m;
63             }
64             for(j=0;j<n;++j)if(py[j]==-1&&!sk[j]){
65                 py[j]=pr[j];
66                 if(sy[j]==-1){
67                     adjust(j);
68                     f=1;
69                     break;
70                 }
71                 px[sy[j]]=j;
72                 if(find(sy[j])){
73                     f=1;
74                     break;
75                 }
76             }
77         }
78     }
79     int ans=0;
80     for(i=0;i<n;++i)ans+=w[sy[i]][i];

```

```
81     return ans;
82 }
83 }km_solver;
```

1.3 Mixed Euler Circuit

```
1  // eg: soj 1066
2  const int N = 205;
3  int degree[N],n;
4  void init(){
5      dicnic_solver.init();
6      int m,a,b,c;
7      scanf("%d",&n,&m);
8      memset(degree,0,sizeof(degree));
9      while(m--){
10         // c=0,a<->b; c=1,a->b
11         scanf("%d%d%d",&a,&b,&c);
12         a--; b--;
13         degree[a]--;
14         degree[b]++;
15         if(!c)dicnic_solver.addEdge(a,b,1);
16     }
17 }
18 bool work(){
19     int ans=0;
20     for(int i=0;i<n;++i)if(degree[i]&1)return 0;
21     for(int i=0;i<n;++i){
22         if(degree[i]<0){
23             dicnic_solver.addEdge(n,i,-degree[i]/2);
24             ans-=degree[i]/2;
25         }else if(degree[i]>0){
26             dicnic_solver.addEdge(i,n+1,degree[i]/2);
27         }
28     }
29     return dicnic_solver.maxflow(n,n+1)>=ans;
30 }
31 void solve(){
32     puts(work()?"possible":"impossible");
33 }
34 int main(){
35     int t;
36     scanf("%d",&t);
37     while(t--){
38         init();
39         solve();
40     }
41     return 0;
42 }
```

2 Tree

2.1 Divide And Conquer Tree

```
1 //hdu 4812 D Tree
2 #include <iostream>
3 #include <cstdio>
4 #include <cstring>
5 #include <vector>
6 #pragma comment(linker, "/STACK:102400000,102400000")
7 using namespace std;
8 const int maxn = 1e5 + 10;
9 const int md = 1e6 + 3;
10 int N,K;
11 vector<int > edge[maxn];
12 void add_edge(int from,int to) {
13     edge[from].push_back(to);
14 }
15 void init() {
16     for(int i = 1;i <= N;i ++) edge[i].clear();
17 }
18 int vi[maxn];
19 int vis[maxn];
20 int root;
21 int mi;
22 int son[maxn];
23 int hash[md + 10];
24 int vers[md + 10];
25 int verc;
26 pair<int , int > ans;
27 int fastpow(int x,int y) {
28     int ret = 1 ,mul = x;
29     while(y) {
30         if(y & 1 ) ret = 1LL * mul * ret % md;
31         mul = 1LL * mul * mul % md;
32         y >>= 1;
33     }
34     return ret;
35 }
36 int comm[md + 10];
37 void inv1() {
38     for(int i = 0;i < md;i ++) {
39         comm[i] = fastpow(i,md - 2);
40     }
41 }
42 int inv(int t) {
43     return comm[t];
44 }
45 void getroot(int t,int sz) {
46     vis[t] = true;
47     son[t] = 1;
48     int mx = 0;
```

```

49  for(int i = 0;i < edge[t].size();i ++) {
50      int nxt = edge[t][i];
51      if(!vis[nxt]) {
52          getroot(nxt,sz);
53          son[t] += son[nxt];
54          mx = max(mx,son[nxt]);
55      }
56  }
57  mx = max(mx,sz - son[t]);
58  if(mx <= mi) {
59      root = t;
60      mi = mx;
61  }
62  vis[t] = false;
63 }
64 void dfs(int t,int mul,int ri) {
65     vis[t] = true;
66     //query
67     mul =1LL * mul * vi[t] % md;
68     if(1LL * mul * ri % md == K) {
69         pair<int ,int > tmp = pair<int ,int > (min(root,t),max(root,t));
70         if(tmp < ans) ans = tmp;
71     }
72     int q = 1LL* inv(1LL * mul * ri % md) * K % md;
73     if(vers[q] == verc && hash[q]!= 0 ) {
74         pair<int ,int > tmp = pair<int ,int > (min(t,hash[q]),max(t,hash[q]));
75         if(tmp < ans) ans = tmp;
76     }
77     son[t] = 1;
78     for(int i = 0;i < edge[t].size();i ++) {
79         int nxt = edge[t][i];
80         if(!vis[nxt]) {
81             dfs(nxt,mul,ri);
82             son[t] += son[nxt];
83         }
84     }
85     //set
86     if(vers[mul] != verc ) {
87         vers[mul] = verc;
88         hash[mul] = t;
89     }
90     hash[mul] = min(hash[mul],t);
91     vis[t] = false;
92 }
93 void work(int t,int sz) {
94     mi = sz;
95     getroot(t,sz);
96     // dfs
97     int rt = root;
98     vis[rt] =true;
99     verc ++;
100    for(int i = 0;i < edge[root].size();i ++) {
101        int nxt = edge[rt][i];

```



```

102     if(!vis[nxt]) {
103         dfs(nxt,1,vi[rt] % md);
104     }
105 }
106 for(int i = 0;i < edge[rt].size();i ++) {
107     int nxt = edge[rt][i];
108     if(!vis[nxt]) {
109         work(nxt,son[rt]);
110     }
111 }
112 }
113 int main() {
114     inv1();
115     verc = 0;
116     while(scanf("%d%d",&N,&K) != EOF) {
117         init();
118         for(int i = 1;i <= N;i ++){
119             scanf("%d",&vi[i]);
120         }
121         for(int i = 0;i < N - 1;i ++){
122             int u,v;
123             scanf("%d%d",&u,&v);
124             add_edge(u,v);
125             add_edge(v,u);
126         }
127         memset(vis,0,sizeof(vis));
128         ans = pair<int ,int > (N+1,N+1);
129         work(1,N);
130         if(ans.first == N+1 && ans.second == N + 1) {
131             puts("No solution");
132         } else {
133             printf("%d %d\n",ans.first,ans.second);
134         }
135     }
136 }

```

2.2 Link Tree

```

1  //HDU 3966
2  //operation1 path c1 to c2 plus k
3  //operation2 path c1 to c2 minus k
4  #include <iostream>
5  #include <cstdio>
6  #include <algorithm>
7  #include <vector>
8  #include <cstring>
9  #pragma comment(linker, "/STACK:1024000000,1024000000")
10 using namespace std;
11 #define lc (o<<1)
12 #define rc (o<<1|1)
13 int N,M,P;

```

```
14 const int maxn = 100010;
15 vector<int > edge[maxn];
16 int ai[maxn];
17 void add_edge(int from,int to) {
18     edge[from].push_back(to);
19 }
20 void init() {
21     for(int i = 1;i <= N;i ++) edge[i].clear();
22 }
23 int son[maxn]; // size of children
24 int fa[maxn];
25 int wn[maxn]; //index in segment
26 int wcnt;
27 int vis[maxn];
28 int dep[maxn]; // depth
29 int top[maxn]; // link fa
30 //Tree link
31 void dfs1(int t,int d) {
32     vis[t] = true;
33     dep[t] = d;
34     son[t] = 1;
35     for(int i = 0;i < edge[t].size();i ++) {
36         int nxt = edge[t][i];
37         if(!vis[nxt]) {
38             fa[nxt] = t;
39             dfs1(nxt,d + 1);
40             son[t] += son[nxt];
41         }
42     }
43     vis[t] = false;
44 }
45 void dfs2(int t) {
46     vis[t] = true;
47     wn[t] = wcnt ++;
48     bool first = true;
49     int index = -1;
50     for(int i = 0;i < edge[t].size();i ++) {
51         int nxt = edge[t][i];
52         if(!vis[nxt]) {
53             if(first) {
54                 first =false;
55                 index = nxt;
56             }
57             if(son[nxt] > son[index]) {
58                 index= nxt;
59             }
60         }
61     }
62     if(!first ) {
63         top[index] = top[t];
64         dfs2(index);
65     }
66     for(int i = 0;i < edge[t].size();i ++) {
67         int nxt = edge[t][i];
```

```

67     if(!vis[nxt] && nxt != index) {
68         top[nxt] = nxt;
69         dfs2(nxt);
70     }
71 }
72 }
73 vis[t] = false;
74 }
75 //segment tree
76 int addv[maxn << 2];
77 void add(int o,int l,int r,int y1,int y2,int v) {
78     if(y1 <= l && r <= y2) {
79         addv[o] += v;
80     } else {
81         int m = (l + r) >> 1;
82         if(y1 <= m) add(lc,l,m,y1,y2,v);
83         if(m < y2) add(rc,m+1,r,y1,y2,v);
84     }
85 }
86 void query(int o,int l,int r,int x,int & ans) {
87     if(l == r && r == x) {
88         ans += addv[o];
89     } else {
90         int m = (l + r ) >> 1;
91         ans += addv[o];
92         if(x <= m ) {
93             query(lc,l,m,x,ans);
94         } else {
95             query(rc,m+1,r,x,ans);
96         }
97     }
98 }
99 void init_seg() {
100     memset(addv,0,sizeof(addv));
101 }
102 char buff[5];
103 int main() {
104     while(~scanf("%d%d%d",&N,&M,&P) ) {
105         init();
106         for(int i = 1;i <= N;i ++){
107             scanf("%d",&ai[i]);
108         }
109         for(int i = 0;i < M;i ++){
110             int u,v;
111             scanf("%d%d",&u,&v);
112             add_edge(u,v);
113             add_edge(v,u);
114         }
115         dfs1(1,1);
116         wcnt = 0;
117         top[1] = 1;
118         dfs2(1);
119         init_seg();

```

```

120 while(P --) {
121     scanf("%s",buff);
122     if(buff[0] == 'I' || buff[0] == 'D') {
123         int c1,c2,k;
124         scanf("%d%d%d",&c1,&c2,&k);
125         if(buff[0] == 'D') k = - k;
126         /// query path
127         while(top[c1] != top[c2]) {
128             int f1 = top[c1];
129             int f2 = top[c2];
130             if(dep[f1] < dep[f2]) {
131                 swap(f1,f2);
132                 swap(c1,c2);
133             }
134             add(1,0,N - 1,wn[f1],wn[c1],k);
135             c1 = fa[f1];
136         }
137         if(dep[c1] < dep[c2]) {
138             swap(c1,c2);
139         }
140         add(1,0,N - 1,wn[c2],wn[c1],k);
141     } else if(buff[0] == 'Q') {
142         int d;
143         scanf("%d",&d);
144         int ans = 0;
145         query(1,0,N-1,wn[d],ans);
146         ans += ai[d];
147         printf("%d\n",ans);
148     }
149 }
150 }
151 }

```

2.3 Segment Tree

```

1 //HDU 4578
2 //segment plus mul power sum
3 #include <cstdio>
4 #include <algorithm>
5 using namespace std;
6 #define lc (o<<1)
7 #define rc (o<<1|1)
8 const int maxn = 100010;
9 const int md = 10007;
10 int sumv1[maxn<<2], sumv2[maxn<<2], sumv3[maxn<<2];
11 int addv[maxn<<2], setv[maxn<<2], timv[maxn<<2];
12 void pushdown(int o) {
13     if (setv[o] >= 0) {
14         setv[lc] = setv[rc] = setv[o];
15         addv[lc] = addv[rc] = 0;
16         timv[lc] = timv[rc] = 1;

```

```
17     setv[o] = -1;
18 }
19 if (timv[o] != 1) {
20     addv[lc] *= timv[o];
21     addv[lc] %= md;
22     addv[rc] *= timv[o];
23     addv[rc] %= md;
24     timv[lc] *= timv[o];
25     timv[lc] %= md;
26     timv[rc] *= timv[o];
27     timv[rc] %= md;
28     timv[o] = 1;
29 }
30 if (addv[o] > 0) {
31     addv[lc] += addv[o];
32     addv[lc] %= md;
33     addv[rc] += addv[o];
34     addv[rc] %= md;
35     addv[o] = 0;
36 }
37 }
38 void maintain(int o,int l,int r) {
39     if (l == r) {
40         if (setv[o] != -1) {
41             sumv1[o] = setv[o];
42             setv[o] = -1;
43         }
44         if (timv[o] != 1) {
45             sumv1[o] *= timv[o];
46             timv[o] = 1;
47             sumv1[o] %= md;
48         }
49         if (addv[o] > 0) {
50             sumv1[o] += addv[o];
51             sumv1[o] %= md;
52             addv[o] = 0;
53         }
54         sumv2[o] = sumv1[o] * sumv1[o] % md;
55         sumv3[o] = sumv1[o] * sumv2[o] % md;
56     } else {
57         sumv1[o] = (sumv1[lc] + sumv1[rc]) % md;
58         sumv2[o] = (sumv2[lc] + sumv2[rc]) % md;
59         sumv3[o] = (sumv3[lc] + sumv3[rc]) % md;
60         if (setv[o] != -1) {
61             sumv1[o] = setv[o] * (r - l + 1) % md;
62             sumv2[o] = setv[o] * setv[o] % md * (r - l + 1) % md;
63             sumv3[o] = setv[o] * setv[o] % md * setv[o] % md * (r - l + 1) % md;
64         }
65         if (timv[o] != 1) {
66             sumv1[o] *= timv[o];
67             sumv1[o] %= md;
68             sumv2[o] *= timv[o] * timv[o] % md;
69             sumv2[o] %= md;
```

```

70     sumv3[o] *= timv[o] * timv[o] % md * timv[o] % md;
71     sumv3[o] %= md;
72 }
73 if (addv[o] > 0) {
74     int tmp1 = sumv1[o];
75     sumv1[o] += addv[o] * (r - 1 + 1) % md;
76     sumv1[o] %= md;
77     int tmp2 = sumv2[o];
78     int tmp3 = sumv3[o];
79     sumv2[o] = (tmp2 + 2*tmp1%md * addv[o]%md + addv[o] * addv[o] %md* (r - 1
      +1)%md) % md;
80     sumv3[o] = tmp3 + 3 * tmp2%md * addv[o] % md + 3 * tmp1 % md * addv[o]%md *
      addv[o] % md + addv[o] * addv[o] % md * addv[o] % md * (r - 1 + 1) %md;
81     sumv3[o] %= md;
82 }
83 }
84 }
85 void setq(int o,int l,int r,int y1,int y2,int v) {
86     if (y1 <= 1 && r <= y2) {
87         setv[o] = v;
88         addv[o] = 0;
89         timv[o] = 1;
90     } else {
91         pushdown(o);
92         int m = (l + r) >> 1;
93         if (y1 <= m) setq(lc,l,m,y1,y2,v);
94         else maintain(lc,l,m);
95         if (m < y2) setq(rc,m+1,r,y1,y2,v);
96         else maintain(rc,m+1,r);
97     }
98     maintain(o,l,r);
99 }
100 void addq(int o,int l,int r,int y1,int y2,int v) {
101     if (y1 <= 1 && r <= y2) {
102         addv[o] += v;
103         addv[o] %= md;
104     } else {
105         pushdown(o);
106         int m = (l + r) >> 1;
107         if (y1 <= m ) addq(lc,l,m,y1,y2,v);
108         else maintain(lc,l,m);
109         if (m < y2) addq(rc,m+1,r,y1,y2,v);
110         else maintain(rc,m+1,r);
111     }
112     maintain(o,l,r);
113 }
114 void timq(int o,int l,int r,int y1,int y2,int v) {
115     if (y1 <= 1 && r <= y2) {
116         timv[o] *= v;
117         timv[o] %= md;
118         addv[o] *= v;
119         addv[o] %= md;
120     } else {

```

```

121     pushdown(o);
122     int m = (l + r) >> 1;
123     if (y1 <= m) timq(lc,l,m,y1,y2,v);
124     else maintain(lc,l,m);
125     if (m < y2) timq(rc,m+1,r,y1,y2,v);
126     else maintain(rc,m+1,r);
127 }
128 maintain(o,l,r);
129 }
130 int ans1, ans2, ans3;
131 void query(int o,int l,int r,int y1,int y2,int add,int ti) {
132     if (setv[o] > 0) {
133         add = ti * addv[o] % md + add;
134         ti = ti * timv[o] % md;
135         int len = min(r,y2) - max(y1,l) + 1;
136         int tmp1 = setv[o] * len % md * ti % md;
137         int tmp2 = setv[o] * setv[o] % md * len % md * ti % md * ti % md;
138         int tmp3 = setv[o] * setv[o] % md * setv[o] % md * len % md * ti % md * ti % md *
            ti % md;
139         int _sum1 = tmp1 + add * len % md;
140         _sum1 %= md;
141         int _sum2 = (tmp2 + 2* tmp1 * add % md + add * add % md * len % md) % md;
142         int _sum3 = (tmp3 + 3 * tmp2 * add % md + 3 * tmp1 * add % md * add % md + len
            * add % md * add % md * add % md) % md;
143         ans1 = (ans1 + _sum1) % md;
144         ans2 = (ans2 + _sum2) % md;
145         ans3 = (ans3 + _sum3) % md;
146         return ;
147     }
148     if (y1 <= l && r <= y2) {
149         int tmp1 = sumv1[o] * ti % md;
150         int tmp2 = sumv2[o] * ti % md * ti % md;
151         int tmp3 = sumv3[o] * ti % md * ti % md * ti % md;
152         int _sum = tmp1 + add * (r - l + 1) % md;
153         int _sum2 = tmp2 + 2* tmp1 * add % md + add * add % md * (r - l + 1) % md;
154         int _sum3 = tmp3 + 3 * tmp2 * add % md + 3 * tmp1 * add % md * add % md * add %
            md + add * add % md * add % md * (r - l + 1) % md;
155         _sum %= md;
156         _sum2 %= md;
157         _sum3 %= md;
158         ans1 = (ans1 + _sum) % md;
159         ans2 = (ans2 + _sum2) % md;
160         ans3 = (ans3 + _sum3) % md;
161     }
162     else {
163         int m = (l + r) >> 1;
164         if (y1 <= m) query(lc,l,m,y1,y2,(ti * addv[o] % md + add) % md,ti * timv[o] %
            md);
165         if (m < y2) query(rc,m+1,r,y1,y2,(ti * addv[o] % md + add) % md,ti * timv[o] %
            md);
166     }
167 }
168 void init(int o,int l,int r) {

```

```

169   setv[o] = -1;
170   timv[o] = 1;
171   addv[o] = 0;
172   sumv1[o] = sumv2[o] = sumv3[o] = 0;
173   if (l == r) {
174   } else {
175       int m = (l + r) >> 1;
176       init(lc,l,m);
177       init(rc,m+1,r);
178   }
179 }
180 int main() {
181     int N,M;
182     while (scanf("%d%d",&N,&M)==2 && N && M) {
183         init(1,1,N);
184         while (M --) {
185             int cmd,x,y,c;
186             scanf("%d%d%d",&cmd,&x,&y,&c);
187             if(cmd == 1) {
188                 c %= md;
189                 addq(1,1,N,x,y,c);
190             } else if(cmd == 2) {
191                 c %= md;
192                 timq(1,1,N,x,y,c);
193             } else if(cmd == 3) {
194                 c %= md;
195                 setq(1,1,N,x,y,c);
196             } else if(cmd == 4) {
197                 ans1 = ans2 = ans3 = 0;
198                 query(1,1,N,x,y,0,1);
199                 if(c == 1) {
200                     printf("%d\n",ans1);
201                 } else if(c == 2){
202                     printf("%d\n",ans2);
203                 } else if(c == 3) {
204                     printf("%d\n",ans3);
205                 }
206             }
207         }
208     }
209 }

```

2.4 Splay Tree

```

1  #include <cstdio>
2  #include <iostream>
3  using namespace std;
4  struct Node {
5      Node* ch[2];
6      int v, s, flip;
7      void maintain() {

```



```

8     s = 1 + ch[0]->s + ch[1]->s;
9 }
10 void pushdown() {
11     if (flip) {
12         flip = 0;
13         swap(ch[0], ch[1]);
14         ch[0]->flip ^= 1;
15         ch[1]->flip ^= 1;
16     }
17 }
18 int cmp(int k) const {
19     int d = k - ch[0]->s;
20     if (d == 1) return -1;
21     return d <= 0 ? 0 : 1;
22 }
23 };
24 Node* null = new Node();
25 void rotate(Node* &o, int d) {
26     Node* k = o->ch[d^1];
27     o->ch[d^1] = k->ch[d];
28     k->ch[d] = o;
29     o->maintain();
30     k->maintain();
31     o = k;
32 }
33 void splay(Node* &o, int k) {
34     o->pushdown();
35     int d = o->cmp(k);
36     if (d == 1) k -= o->ch[0]->s + 1;
37     if (d != -1) {
38         Node* p = o->ch[d];
39         p->pushdown();
40         int d2 = p->cmp(k);
41         int k2 = (d2 == 0) ? k : k - p->ch[0]->s - 1;
42         if (d2 != -1) {
43             splay(p->ch[d2], k2);
44             if (d == d2) {
45                 rotate(o, d^1);
46             } else {
47                 rotate(o->ch[d], d);
48             }
49         }
50         rotate(o, d^1);
51     }
52 }
53 Node* merge(Node* left, Node* right) { // make sure left != null
54     splay(left, left->s);
55     left->ch[1] = right;
56     left->maintain();
57     return left;
58 }
59 void split(Node* o, int k, Node* &left, Node* &right) { // make sure 1 <= k <= o->s
60     splay(o, k);

```

```
61     left = o;
62     right = o->ch[1];
63     o->ch[1] = null;
64     left->maintain();
65 }
66 const int maxn = 300000 + 10;
67 struct SS {
68     int n;
69     Node seq[maxn];
70     Node* root;
71     Node* build(int sz) {
72         if (!sz) return null;
73         Node* L = build(sz/2);
74         Node* o = &seq[++n];
75         o->v = n-1;
76         o->flip = 0;
77         o->ch[0] = L;
78         o->ch[1] = build(sz - sz/2 - 1);
79         o->maintain();
80         return o;
81     }
82     void init(int sz) {
83         n = 0;
84         null->s = null->flip = 0;
85         root = build(sz);
86     }
87     void print(Node *o) {
88         if (o != null) {
89             o->pushdown();
90             print(o->ch[0]);
91             if (o->v) {
92                 if (o->v != 1) putchar(' ');
93                 printf("%d", o->v);
94             }
95             print(o->ch[1]);
96         }
97     }
98 } ss;
99 int n, m, a, b, c;
100 char op[10];
101 int main() {
102     while (scanf("%d%d", &n, &m) == 2 && n != -1 && m != -1) {
103         ss.init(n+1);
104         Node *t1, *t2, *t3;
105         while(m--){
106             scanf("%s", op);
107             if(op[0]=='C'){ // split [a,b], put it after c
108                 scanf("%d%d%d", &a, &b, &c);
109                 split(ss.root, b+1, t1, t2);
110                 split(t1, a, t1, t3);
111                 ss.root = merge(t1, t2);
112                 split(ss.root, c+1, t1, t2);
113                 ss.root = merge(merge(t1, t3), t2);
```

```

114     } else { // flip [a,b]
115         scanf("%d%d",&a,&b);
116         split(ss.root, b+1, t1, t3);
117         split(t1, a, t1, t2);
118         t2->flip ^= 1;
119         ss.root = merge(merge(t1, t2), t3);
120     }
121 }
122 ss.print(ss.root);
123 puts("\n");
124 }
125 }

```

2.5 Treap

```

1 struct Node {
2     Node *ch[2]; // 0-left 1-right
3     int r, v, s; // rank, val, #node
4     Node(int v): v(v) {
5         ch[0] = ch[1] = NULL;
6         r = rand();
7         s = 1;
8     }
9     int cmp(int x) const {
10         if (x == v) return -1;
11         return x < v ? 0 : 1;
12     }
13     void maintain() { // maintain #node
14         s = 1;
15         if (ch[0] != NULL) s += ch[0]->s;
16         if (ch[1] != NULL) s += ch[1]->s;
17     }
18 };
19 void rotate(Node* &o, int d) {
20     Node* k = o->ch[d^1];
21     o->ch[d^1] = k->ch[d];
22     k->ch[d] = o;
23     o->maintain();
24     k->maintain();
25     o = k;
26 }
27 void insert(Node* &o, int x) {
28     if (o == NULL) {
29         o = new Node(x);
30     } else {
31         int d = o->cmp(x);
32         if (d != -1) { // same ele won't be inserted
33             insert(o->ch[d], x);
34             if (o->ch[d]->r > o->r) rotate(o, d^1);
35         }
36     }

```

```
37     o->maintain();
38 }
39 void remove(Node* &o, int x) {
40     if (o == NULL) return ; // ele to be removed not exist
41     int d = o->cmp(x);
42     if (d == -1) {
43         Node* ret = o;
44         if (o->ch[0] != NULL && o->ch[1] != NULL) {
45             int d2 = (o->ch[0]->r > o->ch[1]->r ? 1 : 0);
46             rotate(o, d2);
47             remove(o->ch[d2], x);
48         } else {
49             if (o->ch[0] == NULL) o = o->ch[1];
50             else o = o->ch[0];
51             delete ret;
52         }
53     } else {
54         remove(o->ch[d], x);
55     }
56     if (o) o->maintain();
57 }
58 int find(Node* o, int x) {
59     while (o != NULL) {
60         int d = o->cmp(x);
61         if (d == -1) return 1;
62         else o = o->ch[d];
63     }
64     return 0;
65 }
66 int kth_big(Node* o, int k) {
67     if (o == NULL || k <= 0 || k > o->s) return 0;
68     int s = o->ch[1] == NULL ? 0 : o->ch[1]->s;
69     if (k == s+1) return o->v;
70     else if (k <= s) return kth_big(o->ch[1], k);
71     else return kth_big(o->ch[0], k-s-1);
72 }
73 int kth_small(Node* o, int k) {
74     if (o == NULL || k <= 0 || k > o->s) return 0;
75     int s = o->ch[0] == NULL ? 0 : o->ch[0]->s;
76     if (k == s) return o->v;
77     else if (k < s) return kth_small(o->ch[0], k);
78     else return kth_small(o->ch[1], k-s-1);
79 }
80 void merge(Node* &src, Node* &dest) {
81     if (src == NULL) return ;
82     merge(src->ch[0], dest);
83     merge(src->ch[1], dest);
84     insert(dest, src->v);
85     delete src;
86     src = NULL;
87 }
88 void clear(Node* &o) {
89     if (o == NULL) return ;
```

```

90 clear(o->ch[0]);
91 clear(o->ch[1]);
92 delete o;
93 o = NULL;
94 }

```

3 Geometry

3.1 Basic Struct and Algorithm

```

1 struct Point {
2     double x, y;
3     Point(double x=0, double y=0):x(x),y(y){}
4 };
5
6 typedef Point Vector;
7
8 Vector operator + (const Vector &A, const Vector &B) { return Vector(A.x+B.x,
9     A.y+B.y); }
9 Vector operator - (const Point &A, const Point &B) { return Vector(A.x-B.x,
10     A.y-B.y); }
10 Vector operator * (const Vector &A, double p) { return Vector(A.x*p, A.y*p); }
11 double Dot(const Vector &A, const Vector &B) { return A.x*B.x + A.y*B.y; }
12 double Cross(const Vector &A, const Vector &B) { return A.x*B.y - A.y*B.x; }
13 double Length(const Vector &A) { return sqrt(Dot(A, A)); }
14 Vector Normal(const Vector &A) { double L = Length(A); return Vector(-A.y/L,
15     A.x/L); }
16
16 struct Line {
17     Point P;
18     Vector v;
19     double ang;
20     Line() {}
21     Line(Point P, Vector v):P(P),v(v){ ang = atan2(v.y, v.x); }
22     bool operator < (const Line &L) const {
23         return ang < L.ang;
24     }
25 };
26
27 // if $p$ is on the left side of $L$
28 bool OnLeft(const Line &L, const Point &p) {
29     return Cross(L.v, p-L.P) > 0;
30 }
31
32 // intersection of line $a$ and $b$
33 Point GetLineIntersection(const Line &a, const Line &b) {
34     Vector u = a.P-b.P;
35     double t = Cross(b.v, u) / Cross(a.v, b.v);
36     return a.P+a.v*t;
37 }

```

3.2 Polygon Area

```

1 double PolygonArea(vector<Point> p) {
2     int n = p.size();
3     double area = 0;
4     for(int i = 1; i < n-1; i++)
5         area += Cross(p[i]-p[0], p[i+1]-p[0]);
6     return area/2;
7 }

```

3.3 Half Plane Intersection

```

1 const double eps = 1e-6;
2 // intersection of areas (leftside of lines)
3 vector<Point> HalfplaneIntersection(vector<Line> L) {
4     int n = L.size();
5     sort(L.begin(), L.end());
6     int first, last;
7     vector<Point> p(n);
8     vector<Line> q(n);
9     vector<Point> ans;
10    q[first=last=0] = L[0];
11    for(int i = 1; i < n; i++) {
12        while(first < last && !OnLeft(L[i], p[last-1])) last--;
13        while(first < last && !OnLeft(L[i], p[first])) first++;
14        q[++last] = L[i];
15        if(fabs(Cross(q[last].v, q[last-1].v)) < eps) {
16            last--;
17            if(OnLeft(q[last], L[i].P)) q[last] = L[i];
18        }
19        if(first < last) p[last-1] = GetLineIntersection(q[last-1], q[last]);
20    }
21    while(first < last && !OnLeft(q[first], p[last-1])) last--;
22    if(last - first <= 1) return ans;
23    p[last] = GetLineIntersection(q[last], q[first]);
24    for(int i = first; i <= last; i++) ans.push_back(p[i]);
25    return ans;
26 }

```

4 Math

4.1 China Remainder Theory

```

1 // china remainder theory, no matter whether gcd(m[i],m[j])=1
2 LL CRT(const vector<LL>&m, const vector<LL> &b){
3     bool flag = false;
4     LL x, y, i, d, result, a1, m1, a2, m2, Size = m.size();
5     m1 = m[0], a1 = b[0];
6     for(int i = 1; i < Size; i++){

```

```

7   m2 = m[i], a2 = b[i];
8   d = exgcd(m1, m2, x, y);
9   if ((a2 - a1) % d != 0) flag = true;
10  result = (mul_mod(x, (a2 - a1) / d, m2) % m2 + m2) % m2;
11  LL tmp = m1;
12  m1 = m1 / d * m2;
13  a1 = (a1 + mul_mod(tmp, result, m1)) % m1;
14  a1 = (a1 % m1 + m1) % m1;
15  }
16  if (flag) return -1;
17  else return a1;
18  }

```

4.2 Decompose

```

1  // eg: poj 3471
2  const int maxn = 10000000;
3  const int maxp = 700000; // about maxn/log(maxn)
4  struct Factor{ // factor as p^num
5      int p, num;
6  };
7  struct DeComposer {
8      DeComposer() { gen_primes(); }
9      bool vis[maxn+5];
10     int pn, prime[maxp];
11     void sieve() {
12         int m = (int)sqrt(maxn+0.5);
13         memset(vis,0,sizeof(vis));
14         for(int i=2;i<=m;++i)if(!vis[i])
15             for(int j=i*i;j<=maxn;j+=i)vis[j]=1;
16     }
17     void gen_primes() {
18         sieve();
19         pn = 0;
20         for (int i = 2; i <= maxn; ++ i) {
21             if (!vis[i]) prime[pn++] = i;
22         }
23     }
24     int fcn;
25     Factor fc[64]; // x = p1^a1 * p2^a2 * ...
26     int fn, factor[maxp]; // all y satisfy y|x
27     void decompose2(int x,int d){
28         if(d==fcn){
29             factor[fn++] = x;
30         } else {
31             for(int i = 0; i <= fc[d].num; ++ i) {
32                 decompose2(x, d+1);
33                 x /= fc[d].p;
34             }
35         }
36     }

```

```

37 void decompose1(int x) {
38     fcn = 0;
39     for(int i = 0; i < pn && prime[i] * prime[i] <= x; ++ i) if (x % prime[i] == 0)
40     {
41         fc[fcn].p = prime[i];
42         fc[fcn].num = 0;
43         while(x % prime[i] == 0) {
44             fc[fcn].num ++;
45             x /= prime[i];
46         }
47         fcn ++;
48     }
49     if (x > 1) {
50         fc[fcn].p = x;
51         fc[fcn].num = 1;
52         fcn ++;
53     }
54 void decompose(int x){
55     decompose1(x);
56     fn = 0;
57     decompose2(1,0);
58 }
59 } dc_solver;

```

4.3 Euler Phi

```

1 // #x that x<=n && gcd(x,n)==1
2 int euler_phi(int n) {
3     int m = (int)sqrt(n+0.5);
4     int ans = n;
5     for (int i = 2; i <= m; ++ i) if (n % i == 0) {
6         ans = ans / i * (i-1);
7         while (n%i == 0) n /= i;
8     }
9     if (n > 1) ans = ans / n * (n-1);
10    return ans;
11 }
12 int phi[maxn];
13 void phi_table(int n) {
14     for (int i = 2; i <= n; ++ i) phi[i] = 0;
15     phi[1] = 1;
16     for (int i = 2; i <= n; ++ i) {
17         if (!phi[i]) {
18             for (int j = i; j <= n; j += i) {
19                 if (!phi[j]) phi[j] = j;
20                 phi[j] = phi[j] / i * (i-1);
21             }
22         }
23         phi[i] += phi[i-1];
24     }

```


25 }

4.4 Extend GCD

```

1 // a * x + b * y = d, |x| + |y| get the minimum
2 LL exgcd(LL a, LL b, LL &d, LL &x, LL &y){
3     if (a) { x = 0; y = 1; return a; }
4     else { exgcd(b, a%b, d, y, x); y -= x*(a/b); }
5 }

```

4.5 Integer Inverse

```

1 LL inv1(LL a, LL n) { // a^-1 under n
2     LL d, x, y;
3     gcd(a,n,d,x,y);
4     return d == 1 ? (x+n)%n : -1;
5 }
6 LL inv2(LL a, LL p) { // in case that p is a prime
7     return pow_mod(a, p-2, p);
8 }

```

4.6 Line Mod

```

1 // ax = b (mod n)
2 // let d = gcd(a,n), use exgcd to solve ax + ny = d
3 // if b|d, then there are #ans=d, otherwise, no solution
4 vector<LL> line_mod(LL a, LL b, LL n) {
5     LL x, y;
6     exgcd(a,n,x,y);
7     vector<LL>ans;
8     ans.clear();
9     if(b%d==0){
10         x%=n; x+=n; x%=n;
11         ans.push_back(x*(b/d)%(n/d));
12         for(LL i=1;i<d;++i){
13             ans.push_back((ans[0]+i*n/d)%n);
14         }
15     }
16     return ans;
17 }

```

4.7 Log Mod

```

1 // eg: hdu 2815
2 // d*a^(x-c) = b (mod n), make sure that (a,n) = 1 and (d,n) = 1
3 map<LL,LL>f;
4 LL log_mod(LL a, LL b, LL n, LL c, LL d) {

```

```

5  LL m, v, e=1, i, x, y, dd;
6  m = ceil( sqrt(n + 0.5) );
7  f.clear();
8  f[1] = m;
9  for(i = 1; i < m; ++ i) {
10     e = e*a%n;
11     if (!f[e]) f[e] = i;
12 }
13 e = (e*a)%n;
14 for (i = 0; i < m; ++ i) {
15     exgcd(d,n,dd,x,y);
16     x = (x*b%n + n) % n;
17     if (f[x]) {
18         LL num = f[x];
19         return c + i*m + (num==m ? 0 : num);
20     }
21     d = (d*e) % n;
22 }
23 return -1;
24 }
25 // a^x = b (mod n), no restriction
26 LL log_mod(LL a, LL b, LL n) {
27     b%=n;
28     LL c = 0, d = 1, t;
29     while((t=__gcd(a,n))!=1){
30         if(b%t) return -1;
31         c++;
32         n/=t;
33         b/=t;
34         d=d*a/t%n;
35         if(d==b)return c;
36     }
37     return log_mod(a,b,n,c,d);
38 }

```

4.8 Lucas

```

1  // C(n,m) % p, make sure p is prime, p <= 10^5
2  // n = n[k] * p^k + n[k-1] * p^(k-1) + .. + n[0]
3  // m = m[k] * p^k + m[k-1] * p^(k-1) + .. + m[0]
4  // then, C(n,m) = C(n[k],m[k])*C(n[k-1],m[k-1])*...*C(n[0],m[0]) (mod p)
5  // C(n,m) = C(n%p, m%p) * C(n/p, m/p) (mod p)
6  // eg: hdu3037
7  LL Lucas(LL n, LL m, LL p) {
8      LL ret = 1;
9      while(n && m) {
10         LL np = n%p, mp = m%p;
11         if(np < mp) return 0;
12         ret = ret * factorial(np) % p * reverse(factorial(mp), p) % p *
            reverse(factorial(np-mp), p) % p;
13         n /= p;

```

```

14     m /= p;
15 }
16 return ret;
17 }

```

4.9 Miller Rabin

```

1 // prime test
2 bool Witness(LL n, LL a) {
3     LL m = n-1, j = 0;
4     while(!(m&1)) m >>= 1, j ++;
5     LL ans = pow_mod(a, m, n);
6     while (j --) {
7         LL tmp = mul_mod(ans, ans, n);
8         if (tmp == 1 && ans != 1 && ans != n-1) return 1;
9         ans = tmp;
10    }
11    return ans != 1;
12 }
13 bool Miller_Rabin(LL n) {
14     if (n < 2) return 0;
15     if (n == 2) return 1;
16     if (!(n&1)) return 0;
17     for (int i = 0; i < max_test; ++ i) {
18         ll a = rand() % (n-2) + 2;
19         if (Witness(n,a)) return 0;
20     }
21     return 1;
22 }

```

4.10 Mul Mod

```

1 // x*y % n
2 LL mul_mod(LL x, LL y, LL n) {
3     LL T = floor(sqrt(n) + 0.5);
4     LL t = T * T - n;
5     LL a = x / T, b = x % T;
6     LL c = y / T, d = y % T;
7     LL e = a * c / T, f = a * c % T;
8     LL v = ((a*d + b*c) % n + e*t) % n;
9     LL g = v / T, h = v % T;
10    LL ret = (((f+g)*t % n + b*d) % n + h*T) % n;
11    return (ret % n + n) % n;
12 }

```

4.11 Pollard Rho

```

1 // get a factor of n in log(n)
2 LL Pollard_Rho(LL n, LL c=1) {

```

```

3  LL i=1, k=2, x=rand()%(n-1)+1, y=x, d;
4  while(1) {
5      i++;
6      x = (mul_mod(x,x,n)+c)%n;
7      d=__gcd(n,y-x);
8      if(d>1 && d<n) return d;
9      if(y==x) return n;
10     if(i==k){
11         k<<=1;
12         y=x;
13     }
14 }
15 }

```

4.12 Pow Mod

```

1  // a^x % n
2  LL pow_mod(LL a, LL x, LL n) {
3      LL ret = 1, mul = a;
4      while (x) {
5          if (x&1) ret = mul_mod(ret, mul, n);
6          mul = mul_mod(mul, mul, n);
7          x >>= 1;
8      }
9      return ret;
10 }

```

4.13 Power Mod

```

1  //  $x^n = a \pmod{p}$ , make sure that  $p$  is prime
2  // let  $g$  be a primitive root of  $p$ ,  $x = g^y$ ,  $a = g^m$ 
3  // use  $\log_{\text{mod}}$  to get  $m$ ,  $g^{(yn)} = g^m \pmod{p}$ 
4  // thus  $yn = m \pmod{p-1}$ , use  $\text{exgcd}$  to solve and get back
5  vector<int> power_mod(int a, int n, int p) {
6      int g = primitive_root(p);
7      LL m = log_mod(g, a, p);
8      vector<int> ret;
9      if(a==0){
10         ret.push_back(0);
11         return ;
12     }
13     if(m==-1)return ret;
14     LL A=n,B=p-1,C=m,x,y;
15     LL d = exgcd(A,B,x,y);
16     if(C%d!=0)return ret;
17     x=x*(C/d)%B;
18     LL delta=B/d;
19     for(int i=0;i<d;++i){
20         x=((x+delta)%B+B)%B;
21         ret.push_back((int)pow_mod(g,x,p));

```

```

22 }
23 sort(ret.begin(),ret.end());
24 ret.erase(unique(ret.begin(),ret.end()), ret.end());
25 return ret;
26 }

```

4.14 Primitive Root

```

1 // eg: SGU 511
2 struct PR {
3     // make sure that p is prime
4     // if p = 2, solve the prob. without PR
5     int divs[N+5];
6     int primitive_root(const int p) {
7         if (p == 2) return 1;
8         int cnt = 0, m = p-1;
9         for (int i = 2; i*i <= m; ++ i) if (m%i == 0) {
10             divs[cnt++] = i;
11             if (i*i < m) divs[cnt++] = m/i;
12         }
13         int r = 2, j = 0;
14         while (1) {
15             for (j = 0; j < cnt; ++ j) {
16                 if (fastpow(r, divs[j], p) == 1) break;
17             }
18             if (j >= cnt) return r;
19             r ++;
20         }
21         return -1;
22     }
23 } pr_solver;

```

4.15 Square Mod

```

1 // x*x = a (mod n), make sure that n is prime
2 // be careful there is a single sol. when n = 2
3 // otherwise, x and n-x are both okay
4 // eg: ural 1132
5 LL modsqr(LL a, LL n) {
6     LL b, k, i, x;
7     if (n == 2) return a % n;
8     if (pow_mod(a, (n-1)/2, n) == 1) {
9         if (n%4 == 3) {
10             x = pow_mod(a, (n+1)/4, n);
11         }else{
12             for(b=1; pow_mod(b, (n-1)/2, n) == 1; b ++);
13             i = (n-1)/2;
14             k = 0;
15             do {
16                 i/=2;

```

```

17     k/=2;
18     if((pow_mod(a,i,n) * pow_mod(b,k,n)+1) %n == 0) {
19         k += (n-1)/2;
20     }
21     } while(i%2 == 0);
22     x = (pow_mod(a,(i+1)/2,n) * pow_mod(b,k/2,n)) %n;
23     }
24     if(x*2 > n) x = n-x;
25     return x;
26 }
27 return -1;
28 }

```

5 Others

5.1 Exact Cover

```

1  // la 2659
2  #include <cstdio>
3  #include <vector>
4  using namespace std;
5  const int MROW = 16*16*16 + 5;
6  const int MCOL = 16*16*4 + 5;
7  const int NODE = 16*16*16*4 + 5;
8  struct DLX {
9      int n, sz;
10     int S[MCOL];
11     int row[NODE], col[NODE];
12     int ansd, ans[MROW];
13     int L[NODE], R[NODE], U[NODE], D[NODE];
14     void init(int n) {
15         this->n = n;
16         for (int i = 0; i <= n; ++ i) {
17             U[i] = D[i] = i;
18             L[i] = i-1; R[i] = i+1;
19             S[i] = 0;
20         }
21         R[n] = 0; L[0] = n;
22         sz = n+1;
23     }
24     void addRow(int r, const vector<int> &columns) {
25         int first = sz;
26         for (int i = 0; i < columns.size(); ++ i) {
27             int c = columns[i];
28             L[sz] = sz-1; R[sz] = sz+1;
29             D[sz] = c; U[sz] = U[c];
30             D[U[c]] = sz; U[c] = sz;
31             row[sz] = r; col[sz] = c;
32             S[c] ++; sz ++;
33         }
34         R[sz-1] = first; L[first] = sz-1;

```

```

35 }
36 #define FOR(i,A,s) for(int i=A[s];i!=s;i=A[i])
37 void remove(int c) {
38     L[R[c]] = L[c]; R[L[c]] = R[c];
39     FOR(i,D,c)
40         FOR(j,R,i) { U[D[j]] = U[j]; D[U[j]] = D[j]; -- S[col[j]]; }
41 }
42 void restore(int c) {
43     FOR(i,U,c)
44         FOR(j,L,i) { ++S[col[j]]; U[D[j]]=j; D[U[j]]=j; }
45     L[R[c]] = c; R[L[c]] = c;
46 }
47 bool dfs(int d) {
48     if (R[0] == 0) {
49         ansd = d;
50         return 1;
51     }
52     int c = R[0];
53     FOR(i,R,0) if(S[i]<S[c]) c=i;
54     remove(c);
55     FOR(i,D,c) {
56         ans[d] = row[i];
57         FOR(j,R,i) remove(col[j]);
58         if(dfs(d+1)) return 1;
59         FOR(j,L,i) restore(col[j]);
60     }
61     restore(c);
62     return 0;
63 }
64 bool solve(vector<int>&v) {
65     v.clear();
66     if (!dfs(0)) return 0;
67     for (int i = 0; i < ansd; ++ i) v.push_back(ans[i]);
68     return 1;
69 }
70 } dlx;
71 char data[18][18];
72 bool input() {
73     for (int i = 0; i < 16; ++ i) {
74         if (scanf("%s",data[i]) == EOF) return 0;
75     }
76     return 1;
77 }
78 enum { SLOT=0, ROW, COL, BLOK };
79 int encode(int i, int j, int k) {
80     return i*256 + j*16 + k + 1;
81 }
82 int block(int i, int j) {
83     return 4*(i/4) + (j/4);
84 }
85 void decode(int x, int &a, int &b, int &c) {
86     x --;
87     c = x % 16; x /= 16;

```

```

88     b = x % 16; x /= 16;
89     a = x;
90 }
91 vector<int>columns;
92 void solve() {
93     dlx.init(16*16*4);
94     for (int i = 0; i < 16; ++ i) {
95         for (int j = 0; j < 16; ++ j) {
96             for (int k = 0; k < 16; ++ k) {
97                 if (data[i][j] == '-' || data[i][j] == k+'A') {
98                     columns.clear();
99                     columns.push_back(encode(SLOT, i, j));
100                     columns.push_back(encode(ROW, i, k));
101                     columns.push_back(encode(COL, j, k));
102                     columns.push_back(encode(BLOK, block(i,j), k));
103                     dlx.addRow(encode(i,j,k), columns);
104                 }
105             }
106         }
107     }
108     columns.clear();
109     dlx.solve(columns);
110     for (int i = 0; i < columns.size(); ++ i) {
111         int r, c, v;
112         decode(columns[i], r, c, v);
113         data[r][c] = char('A' + v);
114     }
115     for (int i = 0; i < 16; ++ i) {
116         printf("%s\n", data[i]);
117     }
118 }
119 int main() {
120     int kcase = 0;
121     while (input()) {
122         if (kcase) puts("");
123         kcase ++;
124         solve();
125     }
126 }

```

5.2 Matrix Fast Power

```

1 struct Matrix {
2     int n, a[N][N];
3     Matrix operator * (const Matrix &b) const {
4         Matrix ret; ret.clear();
5         ret.n = n;
6         for (int i = 0; i < n; ++ i) {
7             for (int k = 0; k < n; ++ k) if (a[i][k]) {
8                 for (int j = 0; j < n; ++ j) {
9                     ret.a[i][j] += a[i][k] * b.a[k][j];

```



```

10     ret.a[i][j] %= mod;
11 }
12 }
13 }
14 return ret;
15 }
16 void clear() {
17     memset(a,0,sizeof(a));
18 }
19 };
20 Matrix matrix_one(int n) {
21     Matrix ret; ret.clear();
22     ret.n = n;
23     for (int i = 0; i < n; ++ i) {
24         ret.a[i][i] = 1;
25     }
26     return ret;
27 }
28 Matrix matrix_pow(Matrix x, int n) {
29     Matrix ret = matrix_one(x.n), mul = x;
30     while (n) {
31         if (n&1) ret = ret * mul;
32         mul = mul * mul;
33         n >>= 1;
34     }
35     return ret;
36 }

```

5.3 Polynomial

```

1 // eg: UVALive 4305
2 const int MAXN = 500;
3 const double EPS = 1e-10;
4 inline int sgn(const double &a) { return a > EPS ? 1 : (a < -EPS ? -1 : 0); }
5 struct Polynomial {
6     double data[MAXN];
7     int n;
8     Polynomial() {}
9     Polynomial(int _n) : n(_n) {
10         memset(data, 0, sizeof(data));
11     }
12     Polynomial(double *_data, int _n) {
13         memset(data, 0, sizeof(data));
14         n = _n;
15         for (int i = n; i >= 0; i--) data[i] = _data[i];
16     }
17     Polynomial operator + (const Polynomial &a) {
18         Polynomial c(max(n, a.n));
19         for (int i = c.n; i >= 0; i--) c.data[i] = data[i] + a.data[i];
20         while (sgn(c.data[c.n]) == 0 && c.n) c.n--;
21         return c;

```

```

22     }
23     Polynomial operator - (const Polynomial &a) {
24         Polynomial c(max(n, a.n));
25         for (int i = c.n; i >= 0; i--) c.data[i] = data[i] - a.data[i];
26         while (sgn(c.data[c.n]) == 0 && c.n) c.n--;
27         return c;
28     }
29     Polynomial operator * (const Polynomial &a) {
30         Polynomial c(n + a.n);
31         for (int i = n; i >= 0; i--) for (int j = a.n; j >= 0; j--) c.data[i + j] +=
            data[i] * a.data[j];
32         return c;
33     }
34     Polynomial operator / (const Polynomial &a) {
35         if (n < a.n) return *this;
36         else {
37             Polynomial c(n - a.n);
38             for (int i = c.n; i >= 0; i--) c.data[i] = data[i + a.n];
39             for (int i = c.n; i >= 0; i--) {
40                 c.data[i] /= a.data[a.n];
41                 for (int j = i - 1; a.n - i + j >= 0 && j >= 0; j--) c.data[j] -= c.data[i]
                    * a.data[a.n - i + j];
42             }
43             return c;
44         }
45     }
46     Polynomial operator % (const Polynomial &a) {
47         Polynomial c = *this - *this / a * a;
48         while (sgn(c.data[c.n]) == 0 && c.n) c.n--;
49         return c;
50     }
51     bool iszero() {
52         return n == 0 && sgn(data[0]) == 0;
53     }
54     bool isconst() {
55         return n > 0;
56     }
57     Polynomial derivative() {
58         Polynomial a(n - 1);
59         for (int i = n - 1; i >= 0; i--) a.data[i] = data[i + 1] * (double)(i + 1);
60         return a;
61     }
62     Polynomial integral() {
63         Polynomial a(n + 1);
64         for (int i = n + 1; i >= 1; i--) a.data[i] = data[i - 1] / (double)i;
65         return a;
66     }
67     void show() {
68         for (int i = n; i >= 0; i--) {
69             printf("%.6f", data[i], i);
70             if (i != 0) printf(" x");
71             if (i != 1 && i != 0) printf(" ^ %d", i);
72             if (i != 0) printf(" + ");

```

```

73     else printf("\n");
74 }
75 }
76 };
77 Polynomial gcd(Polynomial a , Polynomial b) {
78     if (b.iszero()) return a;
79     else return gcd(b, a % b);
80 }

```

6 测试

6.1 测试

```

1  /*****
2  > File Name: test.cpp
3  > Author: HKing
4  > Mail: 1470042308@qq.com
5  > Created Time: 2021年05月23日 星期日 20时13分14秒
6  *****/
7
8  #include <algorithm>
9  #include <cmath>
10 #include <cstring>
11 #include <iostream>
12 #include <map>
13 #include <queue>
14 #include <set>
15 #include <stack>
16 #include <string>
17 #include <vector>
18 #define IOS ios::sync_with_stdio(0), cin.tie(0), cout.tie(0)
19 #define endl '\n'
20 #define out(n) cout << n << ' '
21 #define outl(n) cout << n << endl
22 #define sd(n) scanf("%d", &n)
23 #define sdd(n, m) scanf("%d%d", &n, &m)
24 #define sddd(n, m, k) scanf("%d%d%d", &n, &m, &k)
25 #define pd(n) printf("%d\n", (n))
26 #define pdd(n, m) printf("%d %d\n", n, m)
27 #define pddd(n, m, k) printf("%d %d %d\n", n, m, k)
28 #define sld(n) scanf("%lld", &n)
29 #define sldd(n, m) scanf("%lld%lld", &n, &m)
30 #define slddd(n, m, k) scanf("%lld%lld%lld", &n, &m, &k)
31 #define pld(n) printf("%lld\n", n)
32 #define pldd(n, m) printf("%lld %lld\n", n, m)
33 #define plddd(n, m, k) printf("%lld %lld %lld\n", n, m, k)
34 #define sf(n) scanf("%lf", &n)
35 #define sff(n, m) scanf("%lf%lf", &n, &m)
36 #define sfff(n, m, k) scanf("%lf%lf%lf", &n, &m, &k)
37 #define ss(str) scanf("%s", str)
38 #define ps(str) printf("%s", str)

```

```
39 #define x first
40 #define y second
41 #define pi acos(-1)
42 #define de(c, n) \
43     for (int i = 0; i < n; ++i) \
44         cout << c; \
45         cout << endl
46 #define debug(a) cout << #a << '=' << a << endl
47 #define INF_INT 0x3f3f3f3f;
48 #define INF_LONG 4557430888798830399
49 #define mem(ar, num) memset(ar, num, sizeof(ar))
50 #define me(ar) memset(ar, 0, sizeof(ar))
51 #define all(v) v.begin(), v.end()
52 #define max(a, b, c) max(a, max(b, c))
53 #define lowbit(x) (x & (-x))
54 #define gcd(a, b) __gcd(a, b)
55 #define lcm(a, b) a / gcd(a, b) * b
56 #define qpow(a, k, p) \
57     ({ \
58         LL s = 1; \
59         while (k > 0) { \
60             if (k & 1) \
61                 s = s * a % p; \
62             a = a * a % p; \
63             k >>= 1; \
64         } \
65         s; \
66     })
67 #define inv(a, p) \
68     ({ \
69         LL q = p - 2; \
70         qpow(a, q, p); \
71     })
72 #define W(t) \
73     cin >> t; \
74     while (t--)
75 using namespace std;
76 typedef long long LL;
77 typedef unsigned long long ULL;
78 typedef pair<int, int> PII;
79 typedef pair<int, PII> PIII;
80 typedef pair<LL, LL> PLL;
81 typedef pair<LL, PLL> PLLL;
82
83 int main() {
84     IOS;
85
86     return 0;
87 }
```