代码库

上海交通大学

August 26, 2015

Contents

1 数论

1.1 快速求逆元

```
long long inverse(const long long &x, const long long &mod) {
    if (x == 1) {
        return 1;
    } else {
        return (mod - mod / x) * inverse(mod % x, mod) % mod;
    }
}
```

1.2 扩展欧几里德算法

```
void solve(const long long &a, const long long &b, long long &x, long long &y) {
    if (b == 0) {
        x = 1;
        y = 0;
    } else {
        solve(b, a % b, x, y);
        x -= a / b * y;
        std::swap(x, y);
    }
}
```

1.3 中国剩余定理

```
bool solve(int n, std::pair<long long, long long> input[], pair<long long, long long> &output) {
    output = std::make_pair(1, 1);
    for (int i = 0; i < n; ++i) {
        long long number, useless;
        euclid(output.second, input[i].second, number, useless);
        long long divisor = __gcd(output.second, input[i].second);
        if ((input[i].first - output.first) % divisor) {
            return false;
        }
        number *= (input[i].first - output.first) / divisor;
        fix(number, input[i].second);
        output.first += output.second * number;
        output.second *= input[i].second / divisor;
        fix(output.first, output.second);
    }
    return true;
}
```

1.4 Miller Rabin 素数测试

```
const int BASE[12] = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};

bool check(const long long &prime, const long long &base) {
    long long number = prime - 1;
    for (; ~number & 1; number >>= 1);
    long long result = power_mod(base, number, prime);
    for (; number != prime - 1 && result != 1 && result != prime - 1; number <<= 1) {
        result = multiply_mod(result, result, prime);
    }
    return result == prime - 1 || (number & 1) == 1;
```

```
}

bool miller_rabin(const long long &number) {
    if (number < 2) {
        return false;
    }
    if (number < 4) {
        return true;
    }
    if (number == 3215031751LL) {
        return false;
    }
    for (int i = 0; i < 12 && BASE[i] < number; ++i) {
        if (!check(number, BASE[i])) {
            return false;
        }
    }
    return true;
}
```

1.5 Pollard Rho 大数分解

```
long long pollard_rho(const long long &number, const long long &seed) {
    long long x = rand() % (number - 1) + 1, y = x;
    for (int head = 1, tail = 2; ; ) {
        x = multiply_mod(x, x, number);
        x = add_mod(x, seed, number);
        if (x == y) {
            return number;
        }
        long long answer = __gcd(std::abs(x - y), number);
        if (answer > 1 && answer < number) {
            return answer;
        }
        if (++head == tail) {
            y = x;
            tail <<= 1;
        }
    }
}

void factorize(const long long &number, std::vector<long long> &divisor) {
    if (number > 1) {
        if (miller_rabin(number)) {
            divisor.push_back(number);
        } else {
            long long factor = number;
            for (; factor >= number; factor = pollard_rho(number, rand() % (number - 1) + 1));
            factorize(number / factor, divisor);
            factorize(factor, divisor);
        }
    }
}
```

```
long long solve(const long long &n, const long long &a, const long long &b, const long long &m) {
    if (b == 0) {
        return n * (a / m);
    }
    if (a >= m) {
        return n * (a / m) + solve(n, a % m, b, m);
    }
    if (b >= m) {
        return (n - 1) * n / 2 * (b / m) + solve(n, a, b % m, m);
    }
    return solve((a + b * n) / m, (a + b * n) % m, m, b);
}
```

2 数值


```
void solve(Complex number[], int length, int type) {
    for (int i = 1, j = 0; i < length - 1; ++i) {
        for (int k = length; j ^= k >>= 1, ~j & k; );
        if (i < j) {
            std::swap(number[i], number[j]);
        }
    }
    Complex unit_p0;
    for (int turn = 0; (1 << turn) < length; ++turn) {
        int step = 1 << turn, step2 = step << 1;
        double p0 = PI / step * type;
        sincos(p0, &unit_p0.imag(), &unit_p0.real());
        for (int i = 0; i < length; i += step2) {
            Complex unit = 1;
            for (int j = 0; j < step; ++j) {
                Complex &number1 = number[i + j + step];
                Complex &number2 = number[i + j];
                Complex delta = unit * number1;
                number1 = number2 - delta;
                number2 = number2 + delta;
                unit = unit * unit_p0;
            }
        }
    }
}
```

```
void multiply() {
    for (; lowbit(length) != length; ++length);
    solve(number1, length, 1);
    solve(number2, length, 1);
    for (int i = 0; i < length; ++i) {
        number[i] = number1[i] * number2[i];
    }
    solve(number, length, -1);
    for (int i = 0; i < length; ++i) {
        answer[i] = (int)(number[i].real() / length + 0.5);
    }
}
```

2.3 单纯形法求解线性规划

```
std::vector<double> solve(const std::vector<std::vector<double> > &a,
                          const std::vector<double> &b, const std::vector<double> &c) {
    int n = (int)a.size(), m = (int)a[0].size() + 1;
    std::vector<std::vector<double> > value(n + 2, std::vector<double>(m + 1));
    std::vector<int> index(n + m);
    int r = n, s = m - 1;
    for (int i = 0; i < n + m; ++i) {
        index[i] = i;
    }
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < m - 1; ++j) {
            value[i][j] = -a[i][j];
        }
        value[i][m - 1] = 1;
        value[i][m] = b[i];
        if (value[r][m] > value[i][m]) {
            r = i;
        }
    }
    for (int j = 0; j < m - 1; ++j) {
        value[n][j] = c[j];
    }
    value[n + 1][m - 1] = -1;
    for (double number; ; ) {
        if (r < n) {
            std::swap(index[s], index[r + m]);
            value[r][s] = 1 / value[r][s];
            for (int j = 0; j <= m; ++j) {
                if (j != s) {
                    value[r][j] *= -value[r][s];
                }
            }
            for (int i = 0; i <= n + 1; ++i) {
                if (i != r) {
                    for (int j = 0; j <= m; ++j) {
                        if (j != s) {
                            value[i][j] += value[r][j] * value[i][s];
                        }
                    }
                    value[i][s] *= value[r][s];
                }
            }
        }
```

```
            r = s = -1;
            for (int j = 0; j < m; ++j) {
                if (s < 0 || index[s] > index[j]) {
                    if (value[n + 1][j] > eps || value[n + 1][j] > -eps && value[n][j] > eps) {
                        s = j;
                    }
                }
            }
            if (s < 0) {
                break;
            }
            for (int i = 0; i < n; ++i) {
                if (value[i][s] < -eps) {
                    if (r < 0
                        || (number = value[r][m] / value[r][s] - value[i][m] / value[i][s]) < -eps
                        || number < eps && index[r + m] > index[i + m]) {
                        r = i;
                    }
                }
            }
            if (r < 0) {
                //    Solution is unbounded.
                return std::vector<double>();
            }
        }
        if (value[n + 1][m] < -eps) {
            //    No solution.
            return std::vector<double>();
        }
        std::vector<double> answer(m - 1);
        for (int i = m; i < n + m; ++i) {
            if (index[i] < m - 1) {
                answer[index[i]] = value[i - m][m];
            }
        }
        return answer;
    }
```

2.4 自适应辛普森

```
double area(const double &left, const double &right) {
    double mid = (left + right) / 2;
    return (right - left) * (calc(left) + 4 * calc(mid) + calc(right)) / 6;
}

double simpson(const double &left, const double &right, const double &eps, const double &area_sum) {
    double mid = (left + right) / 2;
    double area_left = area(left, mid);
    double area_right = area(mid, right);
    double area_total = area_left + area_right;
    if (std::abs(area_total - area_sum) < 15 * eps) {
        return area_total + (area_total - area_sum) / 15;
    }
    return simpson(left, mid, eps / 2, area_left) + simpson(mid, right, eps / 2, area_right);
}

double simpson(const double &left, const double &right, const double &eps) {
    return simpson(left, right, eps, area(left, right));
```

```
}
```

2.5 多项式方程求解

2.6 最小二乘法

3 数据结构

3.1 平衡的二叉查找树

3.1.1 Treap

```
class Node {
public:
    Node *child[2];
    int key;
    int size, priority;

    Node(int key, Node *left, Node *right) : key(key), size(1), priority(rand()) {
        child[0] = left;
        child[1] = right;
    }

    void update() {
        size = child[0]->size + 1 + child[1]->size;
    }
};

Node *null;

void rotate(Node *&x, int dir) {
    Node *y = x->child[dir];
    x->child[dir] = y->child[dir ^ 1];
    y->child[dir ^ 1] = x;
    x->update();
    y->update();
    x = y;
}

void insert(Node *&x, int key) {
    if (x == null) {
        x = new Node(null, null, key);
    } else {
        insert(x->child[key > x->key], key);
        if (x->child[key > x->key]->priority < x->priority) {
            rotate(x, key > x->key);
        }
        x->update();
    }
}

void remove(Node *&x, int key) {
    if (x->key != key) {
        remove(x->child[key > x->key], key);
    } else if (x->child[0] == null && x->child[1] == null) {
        x = null;
    } else {
        int dir = x->child[0]->priority > x->child[1]->priority;
```

```
        rotate(x, dir);
        remove(x->child[!dir], index);
    }
    x->update();
}

void build() {
    null = new Node(NULL, NULL, 0);
    null->child[0] = null->child[1] = null;
    null->size = 0;
    null->priority = RAND_MAX;
}
```

3.1.2 Splay

3.2 坚固的数据结构

3.2.1 坚固的线段树

```
class Node {
public:
    Node *left, *right;
    int value;

    Node(Node *left, Node *right, int value) : left(left), right(right), value(value) {}

    Node* modify(int l, int r, int ql, int qr, int value);
    int query(int l, int r, int qx);
};

Node* null;

Node* Node::modify(int l, int r, int ql, int qr, int value) {
    if (qr < l || r < ql) {
        return this;
    }
    if (ql <= l && r <= qr) {
        return new Node(this->left, this->right, this->value + value);
    }
    int mid = l + r >> 1;
    return new Node(this->left->modify(l, mid, ql, qr, value),
                    this->right->modify(mid + 1, r, ql, qr, value),
                    this->value);
}

int Node::query(int l, int r, int qx) {
    if (qx < l || r < qx) {
        return 0;
    }
    if (qx <= l && r <= qx) {
        return this->value;
    }
    int mid = l + r >> 1;
    return this->left->query(l, mid, qx)
         + this->right->query(mid + 1, r, qx)
         + this->value;
}
```

```
void build() {
    null = new Node(NULL, NULL, 0);
    null->left = null->right = null;
}
```

3.2.2 坚固的平衡树

```
class Node {
    Node *left, *right;
    int size;

    Node(Node *left, Node *right) : left(left), right(right) {}

    Node* update() {
        size = left->size + 1 + right->size;
        return this;
    }

    Pair split(int size);
};

bool random(int a, int b) {
    return rand() % (a + b) < a;
}

Node *null;

Node* merge(Node *x, Node *y) {
    if (x == null) {
        return y;
    }
    if (y == null) {
        return x;
    }
    if (random(x->size, y->size)) {
        x->right = merge(x->right, y);
        return x->update();
    } else {
        y->left = merge(x, y->left);
        return y->update();
    }
}

std::pair<Node*, Node*> Node::split(int size) {
    if (this == null) {
        return std::make_pair(null, null);
    }
    if (size <= left->size) {
        std::pair<Node*, Node*> result = left->split(size);
        left = null;
        return std::make_pair(result.first, merge(result.second, this->update()));
    } else {
        std::pair<Node*, Node*> result = right->split(size - left->size);
        right = null;
        return std::make_pair(merge(this->update(), result.first), result.second);
    }
}
```

```
void build() {
    null = new Node(NULL, NULL);
    null->left = null->right = null;
}
```

3.2.3 坚固的字符串

3.2.4 坚固的左偏树

3.3 树上的魔术师

3.3.1 轻重树链剖分

```
int father[N], height[N], size[N], son[N], top[N], pos[N], data[N];

void build(int root) {
    std::vector<int> queue;
    father[root] = -1;
    height[root] = 0;
    queue.push_back(root);
    for (int head = 0; head < (int)queue.size(); ++head) {
        int x = queue[head];
        for (int i = 0; i < (int)edge[x].size(); ++i) {
            int y = edge[x][i];
            if (y != father[x]) {
                father[y] = x;
                height[y] = height[x] + 1;
                queue.push_back(y);
            }
        }
    }
    for (int index = n - 1; index >= 0; --index) {
        int x = queue[index];
        size[x] = 1;
        son[x] = -1;
        for (int i = 0; i < (int)edge[x].size(); ++i) {
            int y = edge[x][i];
            if (y != father[x]) {
                size[x] += size[y];
                if (son[x] == -1 || size[son[x]] < size[y]) {
                    son[x] = y;
                }
            }
        }
    }
    std::fill(top, top + n, 0);
    int counter = 0;
    for (int index = 0; index < n; ++index) {
        int x = queue[index];
        if (top[x] == 0) {
            for (int y = x; y != -1; y = son[y]) {
                top[y] = x;
                pos[y] = ++counter;
                data[counter] = value[y];
            }
        }
    }
    build(1, 1, n);
}
```

```
void solve(int x, int y) {
    while (true) {
        if (top[x] == top[y]) {
            if (x == y) {
                solve(1, 1, n, pos[x], pos[x]);
            } else {
                if (height[x] < height[y]) {
                    solve(1, 1, n, pos[x], pos[y]);
                } else {
                    solve(1, 1, n, pos[y], pos[x]);
                }
            }
            break;
        }
        if (height[top[x]] > height[top[y]]) {
            solve(1, 1, n, pos[top[x]], pos[x]);
            x = father[top[x]];
        } else {
            solve(1, 1, n, pos[top[y]], pos[y]);
            y = father[top[y]];
        }
    }
}
```

3.3.2 Link Cut Tree

3.3.3 AAA Tree

3.4 k-d 树

4 图论

4.1 二分图最大匹配

4.1.1 Hungary 算法

```
int n, m, stamp;
int match[N], visit[N];

bool dfs(int x) {
    for (int i = 0; i < (int)edge[x].size(); ++i) {
        int y = edge[x][i];
        if (visit[y] != stamp) {
            visit[y] = stamp;
            if (match[y] == -1 || dfs(match[y])) {
                match[y] = x;
                return true;
            }
        }
    }
    return false;
}

int solve() {
    std::fill(match, match + m, -1);
    int answer = 0;
    for (int i = 0; i < n; ++i) {
```

```
        stamp++;
        answer += dfs(i);
    }
    return answer;
}
```

4.1.2 Hopcroft Karp 算法

```
int matchx[N], matchy[N], level[N];

bool dfs(int x) {
    for (int i = 0; i < (int)edge[x].size(); ++i) {
        int y = edge[x][i];
        int w = matchy[y];
        if (w == -1 || level[x] + 1 == level[w] && dfs(w)) {
            matchx[x] = y;
            matchy[y] = x;
            return true;
        }
    }
    level[x] = -1;
    return false;
}

int solve() {
    std::fill(matchx, matchx + n, -1);
    std::fill(matchy, matchy + m, -1);
    for (int answer = 0; ; ) {
        std::vector<int> queue;
        for (int i = 0; i < n; ++i) {
            if (matchx[i] == -1) {
                level[i] = 0;
                queue.push_back(i);
            } else {
                level[i] = -1;
            }
        }
        for (int head = 0; head < (int)queue.size(); ++head) {
            int x = queue[head];
            for (int i = 0; i < (int)edge[x].size(); ++i) {
                int y = edge[x][i];
                int w = matchy[y];
                if (w != -1 && level[w] < 0) {
                    level[w] = level[x] + 1;
                    queue.push_back(w);
                }
            }
        }
        int delta = 0;
        for (int i = 0; i < n; ++i) {
            if (matchx[i] == -1 && dfs(i)) {
                delta++;
            }
        }
        if (delta == 0) {
            return answer;
        } else {
            answer += delta;
```

```
        }
    }
}
```

4.2 最小费用最大流

4.2.1 SPFA 费用流

```
struct EdgeList {
    int size;
    int last[N];
    int succ[M], other[M], flow[M], cost[M];
    void clear(int n) {
        size = 0;
        std::fill(last, last + n, -1);
    }
    void add(int x, int y, int c, int w) {
        succ[size] = last[x];
        last[x] = size;
        other[size] = y;
        flow[size] = c;
        cost[size++] = w;
    }
} e;

int n, source, target;
int prev[N];

void add(int x, int y, int c, int w) {
    e.add(x, y, c, w);
    e.add(y, x, 0, -w);
}

bool augment() {
    static int dist[N], occur[N];
    std::vector<int> queue;
    std::fill(dist, dist + n, INT_MAX);
    std::fill(occur, occur + n, 0);
    dist[source] = 0;
    occur[source] = true;
    queue.push_back(source);
    for (int head = 0; head < (int)queue.size(); ++head) {
        int x = queue[head];
        for (int i = e.last[x]; ~i; i = e.succ[i]) {
            int y = e.other[i];
            if (e.flow[i] && dist[y] > dist[x] + e.cost[i]) {
                dist[y] = dist[x] + e.cost[i];
                prev[y] = i;
                if (!occur[y]) {
                    occur[y] = true;
                    queue.push_back(y);
                }
            }
        }
        occur[x] = false;
    }
    return dist[target] < INT_MAX;
}
```

```
std::pair<int, int> solve() {
    std::pair<int, int> answer = std::make_pair(0, 0);
    while (augment()) {
        int number = INT_MAX;
        for (int i = target; i != source; i = e.other[prev[i] ^ 1]) {
            number = std::min(number, e.flow[prev[i]]);
        }
        answer.first += number;
        for (int i = target; i != source; i = e.other[prev[i] ^ 1]) {
            e.flow[prev[i]] -= number;
            e.flow[prev[i] ^ 1] += number;
            answer.second += number * e.cost[prev[i]];
        }
    }
    return answer;
}
```

4.2.2 ZKW 费用流

```
struct EdgeList {
    int size;
    int last[N];
    int succ[M], other[M], flow[M], cost[M];
    void clear(int n) {
        size = 0;
        std::fill(last, last + n, -1);
    }
    void add(int x, int y, int c, int w) {
        succ[size] = last[x];
        last[x] = size;
        other[size] = y;
        flow[size] = c;
        cost[size++] = w;
    }
} e;

int n, source, target, flow, cost;
int slack[N], dist[N];
bool visit[N];

void add(int x, int y, int c, int w) {
    e.add(x, y, c, w);
    e.add(y, x, 0, -w);
}

bool relabel() {
    int delta = INT_MAX;
    for (int i = 0; i < n; ++i) {
        if (!visit[i]) {
            delta = std::min(delta, slack[i]);
        }
        slack[i] = INT_MAX;
    }
    if (delta == INT_MAX) {
        return true;
    }
    for (int i = 0; i < n; ++i) {
```

```
        if (visit[i]) {
            dist[i] += delta;
        }
    }
    return false;
}

int dfs(int x, int answer) {
    if (x == target) {
        flow += answer;
        cost += answer * (dist[source] - dist[target]);
        return answer;
    }
    visit[x] = true;
    int delta = answer;
    for (int i = e.last[x]; ~i; i = e.succ[i]) {
        int y = e.other[i];
        if (e.flow[i] > 0 && !visit[y]) {
            if (dist[y] + e.cost[i] == dist[x]) {
                int number = dfs(y, std::min(e.flow[i], delta));
                e.flow[i] -= number;
                e.flow[i ^ 1] += number;
                delta -= number;
                if (delta == 0) {
                    dist[x] = INT_MIN;
                    return answer;
                }
            } else {
                slack[y] = std::min(slack[y], dist[y] + e.cost[i] - dist[x]);
            }
        }
    }
    return answer - delta;
}

std::pair<int, int> solve() {
    flow = cost = 0;
    std::fill(dist, dist + n, 0);
    do {
        do {
            fill(visit, visit + n, 0);
        } while (dfs(source, INT_MAX));
    } while (!relabel());
    return std::make_pair(flow, cost);
}
```

4.3 有根树的同构

```
const unsigned long long MAGIC = 4423;

unsigned long long magic[N];
std::pair<unsigned long long, int> hash[N];

void solve(int root) {
    magic[0] = 1;
    for (int i = 1; i <= n; ++i) {
        magic[i] = magic[i - 1] * MAGIC;
    }
```

```
    std::vector<int> queue;
    queue.push_back(root);
    for (int head = 0; head < (int)queue.size(); ++head) {
        int x = queue[head];
        for (int i = 0; i < (int)son[x].size(); ++i) {
            int y = son[x][i];
            queue.push_back(y);
        }
    }
    for (int index = n - 1; index >= 0; --index) {
        int x = queue[index];
        hash[x] = std::make_pair(0, 0);

        std::vector<std::pair<unsigned long long, int> > value;
        for (int i = 0; i < (int)son[x].size(); ++i) {
            int y = son[x][i];
            value.push_back(hash[y]);
        }
        std::sort(value.begin(), value.end());

        hash[x].first = hash[x].first * magic[1] + 37;
        hash[x].second++;
        for (int i = 0; i < (int)value.size(); ++i) {
            hash[x].first = hash[x].first * magic[value[i].second] + value[i].first;
            hash[x].second += value[i].second;
        }
        hash[x].first = hash[x].first * magic[1] + 41;
        hash[x].second++;
    }
}
```

5 字符串

5.1 模式匹配

5.1.1 KMP 算法

```
void build(char *pattern) {
    int length = (int)strlen(pattern + 1);
    fail[0] = -1;
    for (int i = 1, j; i <= length; ++i) {
        for (j = fail[i - 1]; j != -1 && pattern[i] != pattern[j + 1]; j = fail[j]);
        fail[i] = j + 1;
    }
}

void solve(char *text, char *pattern) {
    int length = (int)strlen(text + 1);
    for (int i = 1, j; i <= length; ++i) {
        for (j = match[i - 1]; j != -1 && text[i] != pattern[j + 1]; j = fail[j]);
        match[i] = j + 1;
    }
}
```

5.1.2 AC 自动机

```
class Node {
public:
    Node *child[256], *fail;
    int counter;

    Node() : fail(NULL), counter(0) {
        memset(child, NULL, sizeof(child));
    }
};

void insert(Node *x, char *text) {
    int length = (int)strlen(text);
    for (int i = 0; i < length; ++i) {
        int token = (int)text[i];
        if (!x->child[token]) {
            x->child[token] = new Node();
        }
        x = x->child[token];
    }
    x->counter++;
}

void build() {
    std::vector<Node*> queue;
    queue.push_back(root->fail = root);
    for (int head = 0; head < (int)queue.size(); ++head) {
        Node *x = queue[head];
        for (int token = 0; token < 256; ++token) {
            if (x->child[token]) {
                x->child[token]->fail = (x == root) ? root : x->fail->child[token];
                x->child[token]->counter += x->child[token]->fail->counter;
                queue.push_back(x->child[token]);
            } else {
                x->child[token] = (x == root) ? root : x->fail->child[token];
            }
        }
    }
}
```

5.2 后缀三姐妹

5.2.1 后缀数组

```
int array[N], rank[N], height[N];
int counter[N], new_array[N], new_rank[N][2];
int log2[N], value[N][20];

void build(char *text, int n) {
    memset(counter, 0, sizeof(counter));
    for (int i = 0; i < n; ++i) {
        counter[(int)text[i]]++;
    }
    for (int i = 0; i < 256; ++i) {
        counter[i + 1] += counter[i];
    }
    for (int i = 0; i < n; ++i) {
```

```
    rank[i] = counter[(int)text[i]] - 1;
}
for (int length = 1; length < n; length <<= 1) {
    for (int i = 0; i < n; ++i) {
        new_rank[i][0] = rank[i];
        new_rank[i][1] = i + length < n ? rank[i + length] + 1 : 0;
    }
    memset(counter, 0, sizeof(counter));
    for (int i = 0; i < n; ++i) {
        counter[new_rank[i][1]]++;
    }
    for (int i = 0; i < n; ++i) {
        counter[i + 1] += counter[i];
    }
    for (int i = n - 1; i >= 0; --i) {
        new_array[--counter[new_rank[i][1]]] = i;
    }
    memset(counter, 0, sizeof(counter));
    for (int i = 0; i < n; ++i) {
        counter[new_rank[i][0]]++;
    }
    for (int i = 0; i < n; ++i) {
        counter[i + 1] += counter[i];
    }
    for (int i = n - 1; i >= 0; --i) {
        array[--counter[new_rank[new_array[i]][0]]] = new_array[i];
    }
    rank[array[0]] = 0;
    for (int i = 0; i + 1 < n; ++i) {
        rank[array[i + 1]] = rank[array[i]] +
            (new_rank[array[i]][0] != new_rank[array[i + 1]][0]
          || new_rank[array[i]][1] != new_rank[array[i + 1]][1]);
    }
}
for (int i = 0, length = 0; i < n; ++i) {
    if (rank[i]) {
        int j = array[rank[i] - 1];
        while (i + length < n && j + length < n
                && text[i + length] == text[j + length]) {
            length++;
        }
        height[rank[i]] = length;
        if (length) {
            length--;
        }
    }
}
for (int i = 2; i <= n; ++i) {
    log2[i] = log2[i >> 1] + 1;
}
for (int i = 1; i < n; ++i) {
    value[i][0] = height[i];
}
for (int step = 1; (1 << step) <= n; ++step) {
    for (int i = 1; i + (1 << step) <= n; ++i) {
        value[i][step] = std::min(value[i][step - 1], value[i + (1 << step - 1)][step - 1]);
    }
}
```

```
}

int lcp(int left, int right) {
    if (left > right) {
        std::swap(left, right);
    }
    int step = log2[right - left];
    return std::min(value[left + 1][step], value[right - (1 << step) + 1][step]);
}
```

5.2.2 后缀自动机

```
class Node {
public:
    Node *child[256], *parent;
    int length;

    Node(int length = 0) : parent(NULL), length(length) {
        memset(child, NULL, sizeof(child));
    }

    Node* extend(Node *start, int token) {
        Node *p = this;
        Node *np = new Node(length + 1);
        for (; p && !p->child[token]; p = p->parent) {
            p->child[token] = np;
        }
        if (!p) {
            np->parent = start;
        } else {
            Node *q = p->child[token];
            if (p->length + 1 == q->length) {
                np->parent = q;
            } else {
                Node *nq = new Node(p->length + 1);
                memcpy(nq->child, q->child, sizeof(q->child));
                nq->parent = q->parent;
                np->parent = q->parent = nq;
                for (; p && p->child[token] == q; p = p->parent) {
                    p->child[token] = nq;
                }
            }
        }
        return np;
    }
};
```

5.3 回文三兄弟

5.3.1 Manacher 算法

```
void manacher(char *text, int length) {
    palindrome[0] = 1;
    for (int i = 1, j = 0; i < length; ++i) {
        if (j + palindrome[j] <= i) {
            palindrome[i] = 0;
        } else {
            palindrome[i] = std::min(palindrome[(j << 1) - i], j + palindrome[j] - i);
```

```
        }
        while (i - palindrome[i] >= 0 && i + palindrome[i] < length
                && text[i - palindrome[i]] == text[i + palindrome[i]]) {
            palindrome[i]++;
        }
        if (i + palindrome[i] > j + palindrome[j]) {
            j = i;
        }
    }
}
```

5.3.2 回文树

```
class Node {
public:
    Node *child[256], *fail;
    int length;

    Node(int length) : fail(NULL), length(length) {
        memset(child, NULL, sizeof(child));
    }
};

int size;
int text[N];
Node *odd, *even;

Node* match(Node *now) {
    for (; text[size - now->length - 1] != text[size]; now = now->fail);
    return now;
}

bool extend(Node *&last, int token) {
    text[++size] = token;
    Node *now = last;
    now = match(now);
    if (now->child[token]) {
        last = now->child[token];
        return false;
    }
    last = now->child[token] = new Node(now->length + 2);
    if (now == odd) {
        last->fail = even;
    } else {
        now = match(now->fail);
        last->fail = now->child[token];
    }
    return true;
}

void build() {
    text[size = 0] = -1;
    even = new Node(0), odd = new Node(-1);
    even->fail = odd;
}
```

5.4 循环串最小表示

```
int solve(char *text, int length) {
    int i = 0, j = 1, delta = 0;
    while (i < length && j < length && delta < length) {
        char tokeni = text[(i + delta) % length];
        char tokenj = text[(j + delta) % length];
        if (tokeni == tokenj) {
            delta++;
        } else {
            if (tokeni > tokenj) {
                i += delta + 1;
            } else {
                j += delta + 1;
            }
            if (i == j) {
                j++;
            }
            delta = 0;
        }
    }
    return std::min(i, j);
}
```

6 计算几何

7 其他