

# CP Snippets

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## About

A collection of CPP Snippets to aid in competitive programming.

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## DSU

- DSU
- <https://thesobersobber.github.io/CP-Snippets/DSU>
- [github-snip-file](#)

```
class DSU {
private:
    vector<int> parent, size;
public:
    DSU(int n) {
        parent = vector<int>(n);
        size = vector<int>(n, 1);
        iota(begin(parent), end(parent), 0);
    }

    int getParent(int x) {
        if (parent[x] == x) return x;
        return parent[x] = getParent(parent[x]);
    }
};
```

```
}
```

```
void join(int x, int y) {  
    x = getParent(x);  
    y = getParent(y);  
    if (size[x] > size[y])  
        swap(x, y);  
    if (x == y) return;  
    parent[x] = y;  
    size[y] += size[x];  
}
```

```
int getSize(int x) {  
    return size[x] = size[getParent(x)];  
}
```

```
};
```

## arr-inp

- arr-inp
- <https://thesobersobber.github.io/CP-Snippets/arr-inp>
- [github-snip-file](#)

```
vector<int> a(n, 0);  
for(int i=0;i<n;i++) cin>>a[i];
```

## arr-pref

- arr-pref
- <https://thesobersobber.github.io/CP-Snippets/arr-pref>

- [github-snip-file](#)

```
vector<int> pre(n, 0);  
for(int i=1;i<n;i++) pre[i]=a[i]+pref[i-1];
```

## binpow

- binpow
- <https://thesobersobber.github.io/CP-Snippets/binpow>
- [github-snip-file](#)

```
ll binpow(ll x, ll y){  
    ll res = 1;  
    while (y>0){  
        if (y&1) res = (ll)(res*x);  
        y = y>>1;  
        x = (ll)(x*x);  
    }  
    return res;  
}
```

## binsearch

- binsearch
- <https://thesobersobber.github.io/CP-Snippets/binsearch>
- [github-snip-file](#)

```
int lo = 0, hi = n-1;  
while(hi-lo>1) {  
    int mid = lo + ((hi-lo) >> 1);  
    // if condition true toh bas right segment mai search hoga,
```

```

    auto check = [&](ll mid) {
        return (/*condition here*/);
    };
    if(check(mid)){
        // do stuff here
        lo = mid;
    }
    else {
        hi = mid;
    }
}

```

## bp

- bp
- <https://thesobersobber.github.io/CP-Snippets/bp>
- [github-snip-file](#)

```

#include <bits/stdc++.h>
#ifdef ONLINE_JUDGE
#include "debug.h"
#pragma GCC optimize("O3,unroll-loops")
#pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt")
#else
#define dbg(x...) "11-111"
#endif

using namespace std;

#define ll long long
#define int long long // because mai bevakoof hu

```

```

#define logCont(arr,f,l)    { auto start=arr.begin(), end=arr.be
"; }
#define uniq(x) x.erase(unique(all(x)),x.end());
#define tr(s, args...) transform(s.begin(), s.end(), args)
#define sz(x) (ll)x.size()

// variadic lambda
#define f(u, args...)      [&](auto &&u) { return args; }
#define g(u, v, args...)  [&](auto &&u, auto &&v) { return args

// precesion
#define precise(n)         cout<<fixed<<setprecision((n))
// bits
#define bpc(n)             std::popcount((unsigned long long)(n)
#define hsb(n)             std::has_single_bit((unsigned long lc
#define MSB(n)             std::bit_floor((unsigned long long)(r
#define ctz(n)             ((n) ? __builtin_ctzll((unsigned long
#define clz(n)             ((n) ? __builtin_clzll((unsigned long
#define LSB(n)             ((n)&(-(n)))

// general amax, amin for any ds, to be able to use swap in gra
template<typename T,typename T1> inline bool amax(T &a,T1 b){ i
template<typename T,typename T1> inline bool amin(T &a,T1 b){ i

// comparison struct for maps (or use decltype)
template<typename T> struct Comp { bool operator()(const T& l,

constexpr ll Inf = 4e18;
constexpr int mod = 1e9+7;
// constexpr int mod = 998244353;
constexpr int maxn = 1e6+5;

```

```

// sasta mint
ll inv(ll i) {if (i == 1) return 1; return (mod - ((mod / i) *
ll mod_mul(ll a, ll b) {a = a % mod; b = b % mod; return ((a *
ll mod_add(ll a, ll b) {a = a % mod; b = b % mod; return ((a +
ll gcd(ll a, ll b) { if (b == 0) return a; return gcd(b, a % b)
ll ceil_div(ll a, ll b) {return a % b == 0 ? a / b : a / b + 1;
ll pwr(ll a, ll b) {a %= mod; ll res = 1; while (b > 0) {if (b

// pows
inline ll po(ll a, ll b) { ll res = 1; for (; b; b >>= 1) { if
inline ll modpow(ll a, ll b, ll mod) { ll res = 1; for (; b; b

void pre_process(){

}

int solve(){
    int n; cin>>n;
    dbg(n);
    return 2*n;
}

int32_t main(){
    ios_base::sync_with_stdio(0);
    cin.tie(0); cout.tie(0);
    pre_process();
    int t; cin>>t;
    while(t-->0) cout<<solve()<<'
';
}

```

**clock\_for\_TL**

- clock
- [https://thesobersobber.github.io/CP-Snippets/clock\\_for\\_TL](https://thesobersobber.github.io/CP-Snippets/clock_for_TL)
- [github-snip-file](#)

```
auto start = chrono::high_resolution_clock::now();
// code goes here
auto stop = chrono::high_resolution_clock::now();
auto duration = chrono::duration_cast<chrono::milliseconds>(stop - start);
cout << duration.count() << " ms\n";
```

## combination-non-mod

- combination-non-mod
- <https://thesobersobber.github.io/CP-Snippets/combination-non-mod>
- [github-snip-file](#)

```
vector<vector<int>> dp(n+1, vector<int> (k+1));
int binomialCoeff(int n, int k){
    for (int i=0; i<=n; i++){
        for (int j=0; j<=k; j++){
            if (!j || j == i) dp[i][j] = 1;
            // binomial coefficient approach
            else dp[i][j] = dp[i - 1][j - 1] + dp[i - 1][j];
        }
    }
    return dp[n][k];
}
```

## combination-small

- combination-small
- <https://thesobersobber.github.io/CP-Snippets/combination-sm>
- [github-snip-file](#)

```
int C(int n,int r){
    r = min(r,n-r);
    int ans = 1;
    for(int i=1;i<=r;i++,n--){
        ans *=n;
        ans/=i;
    }
    return ans;
}
```

## combination

- combination
- <https://thesobersobber.github.io/CP-Snippets/combination>
- [github-snip-file](#)

```
int C(int n, int r){
    int v = (fac[n] * inv[r])%mod;
    v = (v * inv[n-r])%mod;

    return v;
}
```

## crt

- crt



- <https://thesobersobber.github.io/CP-Snippets/crt>
- [github-snip-file](#)

```
/**
 * Chinese remainder theorem.
 * Find z such that  z % x[i] = a[i] for all i.
 * */
long long crt(vector<long long> &a, vector<long long> &x) {
    long long z = 0;
    long long n = 1;
    for (int i = 0; i < x.size(); ++i)
        n *= x[i];

    for (int i = 0; i < a.size(); ++i) {
        long long tmp = (a[i] * (n / x[i])) % n;
        tmp = (tmp * mod_inv(n / x[i], x[i])) % n;
        z = (z + tmp) % n;
    }

    return (z + n) % n;
}
```

## cute-lcm

- $[a,b,c]=abc(a,b,c)/(a,b)(b,c)(c,a)$ , where  $[]$ =lcm and  $()$ =gcd or  $[a,b,c]=abc/\gcd(ab,bc,ca)$
- <https://thesobersobber.github.io/CP-Snippets/cute-lcm>
- [github-snip-file](#)

"<https://math.stackexchange.com/questions/1579/n-ary-version-of>  
"N-ary versions of gcd and lcm"

"proof is heavy lattice ordered smthing based or use inclusion

## derangments

- derangments
- <https://thesobersobber.github.io/CP-Snippets/derangments>
- [github-snip-file](#)

```
int countDerangements(int n){
    int dp[n + 1];
    if (n < 3) return (dp[n]=(n % 2)?1:0);
    dp[0] = 1, dp[1] = 0, dp[2] = 1;
    for (int i=3; i< n; i++) dp[i] = (i-1)*(dp[i-1]+dp[i-2]);
    return dp[n];
}
```

## dfs

- weird ass dfs
- <https://thesobersobber.github.io/CP-Snippets/dfs>
- [github-snip-file](#)

```
map<int,int> dfs(int cur,int par,vi&a){
    // stuff
    for(auto child:adj[cur]){
        if(child==par)continue;
        // stuff
        dfs(child,cur,a);
        // or return smthing and use it
        auto smthing = dfs(child,cur,a);
    }
}
```

```

        // stuff
    }
    // stuff and then return smthing or not, meh
    return cur_prime;
}

```

## diophantine

- linear diophantine
- <https://thesobersobber.github.io/CP-Snippets/diophantine>
- [github-snip-file](#)

```

long long gcd(long long a, long long b, long long &x, long long &y) {
    if (a == 0) {
        x = 0;
        y = 1;
        return b;
    }
    long long x1, y1;
    long long d = gcd(b % a, a, x1, y1);
    x = y1 - (b / a) * x1;
    y = x1;
    return d;
}

```

```

bool find_any_solution(long long a, long long b, long long c, long long &x0,
    long long &y0, long long &g) {
    g = gcd(abs(a), abs(b), x0, y0);
    if (c % g) {
        return false;
    }
}

```

```

    x0 *= c / g;
    y0 *= c / g;
    if (a < 0) x0 = -x0;
    if (b < 0) y0 = -y0;
    return true;
}

void shift_solution(long long &x, long long &y, long long a, long long b, long long cnt) {
    x += cnt * b;
    y -= cnt * a;
}

long long find_all_solutions(long long a, long long b, long long c, long long minx, long long maxx, long long miny, long long maxy) {
    long long x, y, g;
    if (!find_any_solution(a, b, c, x, y, g)) return 0;
    a /= g;
    b /= g;

    long long sign_a = a > 0 ? +1 : -1;
    long long sign_b = b > 0 ? +1 : -1;

    shift_solution(x, y, a, b, (minx - x) / b);
    if (x < minx) shift_solution(x, y, a, b, sign_b);
    if (x > maxx) return 0;
    long long lx1 = x;

    shift_solution(x, y, a, b, (maxx - x) / b);
    if (x > maxx) shift_solution(x, y, a, b, -sign_b);

```

```

long long rx1 = x;

shift_solution(x, y, a, b, -(miny - y) / a);
if (y < miny) shift_solution(x, y, a, b, -sign_a);
if (y > maxy) return 0;
long long lx2 = x;

shift_solution(x, y, a, b, -(maxy - y) / a);
if (y > maxy) shift_solution(x, y, a, b, sign_a);
long long rx2 = x;

if (lx2 > rx2) swap(lx2, rx2);
long long lx = max(lx1, lx2);
long long rx = min(rx1, rx2);

if (lx > rx) return 0;
return (rx - lx) / abs(b) + 1;
}

```

## dsu-rr

- dsu-rr
- <https://thesobersobber.github.io/CP-Snippets/dsu-rr>
- [github-snip-file](#)

```

class Solution {
    struct DSU
    {
        vector<int> siz,parent;
        void init()
        {

```

```

        siz.resize(26);
        parent.resize(26);
        for(int i=0;i<26;i++)
        {
            siz[i]=1;
            parent[i]=i;
        }
    }
    int leader(int ex)
    {
        if(ex==parent[ex])
            return ex;
        return parent[ex]=leader(parent[ex]);
    }
    void merge(int a,int b)
    {
        a=leader(a);
        b=leader(b);
        if(a==b)
            return;
        if(siz[a]<siz[b])
            swap(a,b);
        siz[a]+=siz[b];
        parent[b]=parent[a];
    }
};

```

## easy\_seive

- easy\_seive
- [https://thesobersobber.github.io/CP-Snippets/easy\\_seive](https://thesobersobber.github.io/CP-Snippets/easy_seive)

- [github-snip-file](#)

```
void ez_seive(int n){
    vector<bool> prime(n,1);
    for (int p = 2; p*p <= n; p++){
        if (prime[p]){
            for (int i = p * p; i <= n; i += p) prime[i] = false;
        }
    }
}

for (int p = 2; p <= n; p++){
    // do whatever you want with those primes${1}
    if (prime[p]) cout << p << " ";
}
}
```

## euclid

- euclid
- <https://thesobersobber.github.io/CP-Snippets/euclid>
- [github-snip-file](#)

```
int euclid_gcd(int a, int b){
    if (b==0) return a;
    return gcd(b, a % b);
}
```

```
int euclid_gcdExtended(int a, int b, int *x, int *y){
    if (a == 0){
        *x = 0;
        *y = 1;
        return b;
    }
}
```

```

    }
    int x1, y1;
    int gcd = gcdExtended(b % a, a, &x1, &y1);
    *x = y1 - (b / a) * x1;
    *y = x1;
    return gcd;
}

```

## explanation\_binsearch

- explanation\_binsearch
- [https://thesobersobber.github.io/CP-Snippets/explanation\\_binsearch.html](https://thesobersobber.github.io/CP-Snippets/explanation_binsearch.html)
- [github-snip-file](#)

```

int lo = 0, hi = n-1; // see constraints for lo and hi, nahi mi
while(hi-lo>1) {
    int mid = lo + ((hi-lo) >> 1); // to avoid overflows
    // lo will become the last index that satisfies X condition
    // hi is the first element that doesn't satisfy X condition
    // lower_bound = <
    // upper_bound = <=
    // upper using lower = lo, < + ek for loop to traverse the

    // essence ->
    // remember, lo ke left mai condition always true, lo last
    // hi ke right mai condition always false, hi first one jis
    // hi will probably be the answer in most cases
    // hi+1, lo, lo-1 are also potential answers (maybe, mujhe

    // always make condition such that when it's true, left seg

```



```

// if condition true toh bas right segment mai search hoga,
auto check = [&](ll mid) {
    // this is where majority is what you wanna write happens
    return (/*condition here*/);
};
if(check(mid)){
    // do stuff here
    lo = mid;
}
else {
    hi = mid;
}
}

```

## fac

- fac
- <https://thesobersobber.github.io/CP-Snippets/fac>
- [github-snip-file](#)

```

int fac[maxn];
int inv[maxn];
fac[1] = inv[1] = 1;
for (int i=2; i<maxn; i++){
    fac[i] = (fac[i-1] * i)%mod;
    inv[i] = power(fac[i], mod - 2);
}

```

## factorization

- factorization

- <https://thesobersobber.github.io/CP-Snippets/factorization>
- [github-snip-file](#)

```
void printFactors(int n) {
    for (int i=1; i * i<=n; i++){
        if (n%i == 0) {
            if (n/i == i) cout << i << " ";
            else cout << i << " " << n/i << " ";
        }
    }
    cout << "
";
}
```

```
void printPrimeFactors(int n){
    set<int> f;
    for (int i = 2; i*i <= n; i++){
        while (n % i == 0){
            f.insert(i);
            n /= i;
        }
    }
    for (auto &i : f){
        cout << i << " ";
    }
    cout << "
";
}
```

## fenwick

- binary indexed tree

- <https://thesobersobber.github.io/CP-Snippets/fenwick>
- [github-snip-file](#)

```
// 0-indexed BIT (binary indexed tree / Fenwick tree) (i : [0,
template <class T>
struct BIT{
    int n;
    vector<T> data;
    BIT(int len = 0) : n(len), data(len) {}
    void reset() { fill(data.begin(), data.end(), T(0)); }
    void add(int pos, T v){
        // a[pos] += v
        pos++;
        while (pos > 0 and pos <= n)
            data[pos - 1] += v, pos += pos & -pos;
    }
    T sum(int k) const{
        // a[0] + ... + a[k - 1]
        T res = 0;
        while (k > 0)
            res += data[k - 1], k -= k & -k;
        return res;
    }

    T sum(int l, int r) const { return sum(r) - sum(l); } // a[
// dbg functions
template <class OStream>
friend OStream &operator<<(OStream &os, const BIT &bit){
    T prv = 0;
    os << '[';
    for (int i = 1; i <= bit.n; i++){
```

```

        T now = bit.sum(i);
        os << now - prv << ', ', prv = now;
    }
    return os << ']';
}
};

```

## file\_io

- for coding competetions
- [https://thesobersobber.github.io/CP-Snippets/file\\_io](https://thesobersobber.github.io/CP-Snippets/file_io)
- [github-snip-file](#)

```

void file_i_o(){
    freopen("./tests/test01.txt", "r", stdin);
    freopen("./tests/output01.txt", "w", stdout);
}

```

## freq-map

- freq-map
- <https://thesobersobber.github.io/CP-Snippets/freq-map>
- [github-snip-file](#)

```

map<int, int> m;
for(int i=0; i<n;i++){
    if(m.find(a[i])==m.end()) m[a[i]]=1;
    else m[a[i]]++;
}

```

## gr-inp-Fwt

- graph input weight
- <https://thesobersobber.github.io/CP-Snippets/gr-inp-Fwt>
- [github-snip-file](#)

```
int e=f(n);
vector<vector<pair<int,int>>> g(n+1);
for(int i=1;i<=e;i++){
    int u,v,wt; cin>>u>>v>>wt;
    g[u].push_back({v,wt});
    g[v].push_back({u,wt});
}
```

## gr-inp

- graph input
- <https://thesobersobber.github.io/CP-Snippets/gr-inp>
- [github-snip-file](#)

```
int e=f(n);
vector<vector<int>> g(n+1);
for(int i=1;i<=e;i++){
    int u,v; cin>>u>>v;
    g[u].push_back(v);
    g[v].push_back(u);
}
```

## highest\_exponent

- power\_in\_fac
- [https://thesobersobber.github.io/CP-Snippets/highest\\_exponent/](https://thesobersobber.github.io/CP-Snippets/highest_exponent/)
- [github-snip-file](#)

```
int highest_exponent(int p, const int &n){
    int ans = 0;
    int t = p;
    while(t <= n){
        ans += n/t;
        t*=p;
    }
    return ans;
}
```

## interactive

- essential measures for interactive problems
- <https://thesobersobber.github.io/CP-Snippets/interactive/>
- [github-snip-file](#)

```
void solve(){
    int n; cin>>n;

    auto querySystem = [&](int l, int r) {
        // print your query
        cout<<r-l+1<<endl;
        cout<<endl;
        // receive and return reply from system
        int wt; cin>>wt;
        return wt;
    };
}
```

```
};
```

```
// write your logic here and use querySystem to receive ans  
// do a cout<<endl after each cout
```

```
cout<<endl;
```

```
}
```

## ip-overloads

- I/O Overloads that I don't use
- <https://thesobersobber.github.io/CP-Snippets/ip-overloads>
- [github-snip-file](#)

```
template<typename T1, typename T2> inline istream& operator >>  
template<typename T1, typename T2> inline ostream& operator <<  
template<typename T> istream& operator >> (istream& in, vector<
```

```
void read(auto&... args) { ((cin>>args), ...); }  
void put(auto&&... args) { ((cout<<args<<" "), ...);} 
```

```
#define get(T,args...)    T args; read(args);  
#define putn(args...)    { put(args); cout<<"  
"; }  
#define pute(args...)    { put(args); cout<<endl; }  
#define putr(args...)    { putn(args) return ;}
```

## kadane

- max subarray sum  $O(n)$

- <https://thesobersobber.github.io/CP-Snippets/kadane>
- [github-snip-file](#)

```
int maxSubArraySum(vector<int> &v, int size){
    int max_so_far=INT_MIN, max_ending_here = 0;
    for (int i=0; i<v.size(); i++){
        max_ending_here += a[i];
        if (max_so_far<max_ending_here) max_so_far=max_ending_h
        if (max_ending_here < 0) max_ending_here = 0;
    }
    return max_so_far;
}
```

## kosaraju

- kosaraju
- <https://thesobersobber.github.io/CP-Snippets/kosaraju>
- [github-snip-file](#)

```
class Graph {
    int V;
    vector<int> *adj;

    void fillOrder(int v, bool visited[], stack<int> &s);

    void dfsUtil(int v, bool visited[]);

public:
    Graph(int V) : V(V)
    {
        adj = new vector<int>[V];
```



```

}
~Graph()
{
    delete[] adj;
}

void addEdge(int v, int w);

void printSCCs();

Graph getTranspose();
};

void Graph::dfsUtil(int v, bool visited[]) {
    visited[v] = true;
    cout << v << " ";
    for (auto &it : adj[v])
        if (!visited[it])
            dfsUtil(it, visited);
}

Graph Graph::getTranspose() {
    Graph g(V);
    for (int i = 0; i < V; i++) {
        for (auto &it : adj[i])
            g.adj[it].push_back(i);
    }
    return g;
}

void Graph::addEdge(int v, int w) {
    adj[v].push_back(w);
}

```

```

}

void Graph::fillOrder(int v, bool visited[], stack<int> &s) {
    visited[v] = true;
    for (auto &it : adj[v])
        if (!visited[it])
            fillOrder(it, visited, s);
    s.push(v);
}

void Graph::printSCCs() {
    stack<int> s;
    bool visited[V] = {0};
    for (int i = 0; i < V; i++)
        if (!visited[i])
            fillOrder(i, visited, s);

    Graph gr = getTranspose();
    for (int i = 0; i < V; i++)
        visited[i] = false;

    while (!s.empty()) {
        int v = s.top();
        s.pop();
        if (!visited[v]){
            gr.dfsUtil(v, visited);
            cout << "
";
        }
    }
}

```

## kruskal

- kruskal
- <https://thesobersobber.github.io/CP-Snippets/kruskal>
- [github-snip-file](#)

```
auto kruskalMST(vector<Edge> &edges, int V){
    int cost = 0;
    DSU dsu(V);
    sort(begin(edges), end(edges));
    vector<Edge> tree;
    for (const auto &[u, v, w] : edges){
        if (dsu.getParent(u) != dsu.getParent(v)) {
            cost += w;
            tree.emplace_back(u, v, w);
            dsu.join(u, v);
        }
    }
    return make_pair(tree, cost);
}
```

## lambda\_function

- lambda\_function
- [https://thesobersobber.github.io/CP-Snippets/lambda\\_function](https://thesobersobber.github.io/CP-Snippets/lambda_function)
- [github-snip-file](#)

```
auto check = [&](ll mid) {
    return mid - (mid / n) >= k;
};
```

# lca

- LCA path satisfying some condition
- <https://thesobersobber.github.io/CP-Snippets/lca>
- [github-snip-file](#)

```
constexpr int N = 5; // No. of vertices
constexpr int L = 4; // ceil(logN / log2) + 1

// Vertices from 1 to N.
vector<int> adj[N + 1];
int up[N + 1][L];
int level[N + 1];

void dfs(int u, int prev = 0){
    up[u][0] = prev;
    for (auto &v : adj[u]){
        if (v == prev) continue;

        level[v] = level[u] + 1;
        dfs(v, u);
    }
}

void binaryLift(){
    dfs(1);
    for (int i = 1; i < L; i++)
        for (int j = 1; j <= N; j++)
            up[j][i] = up[up[j][i - 1]][i - 1];
}
```

```

int LCA(int a, int b){
    if (level[a] > level[b])
        swap(a, b);

    int diff = level[b] - level[a];
    for (int i = 0; i < L; i++){
        if ((diff & (1 << i)))
            b = up[b][i];
    }

    if (a == b) return a;

    for (int i = L - 1; i >= 0; i--){
        if (up[a][i] != up[b][i]){
            a = up[a][i];
            b = up[b][i];
        }
    }
    return up[a][0];
}

void addEdge(int u, int v){
    adj[u].push_back(v);
    adj[v].push_back(u);
}

int dist(int a, int b){
    return level[a] + level[b] - 2 * level[LCA(a, b)];
}

```

**log**

- log
- <https://thesobersobber.github.io/CP-Snippets/log>
- [github-snip-file](#)

```
// Computes x which  $a^x = b \pmod n$ .
```

```
long long d_log(long long a, long long b, long long n) {
    long long m = ceil(sqrt(n));
    long long aj = 1;
    map<long long, long long> M;
    for (int i = 0; i < m; ++i) {
        if (!M.count(aj))
            M[aj] = i;
        aj = (aj * a) % n;
    }

    long long coef = mod_pow(a, n - 2, n);
    coef = mod_pow(coef, m, n);
    // coef =  $a^{-m}$ 
    long long gamma = b;
    for (int i = 0; i < m; ++i) {
        if (M.count(gamma)) {
            return i * m + M[gamma];
        } else {
            gamma = (gamma * coef) % n;
        }
    }
    return -1;
}
```

**matrix**

- matrix
- <https://thesobersobber.github.io/CP-Snippets/matrix>
- [github-snip-file](#)

```
const int MN  = 111;
const int mod = 10000;

struct matrix {
    int r, c;
    int m[MN][MN];

    matrix(int _r, int _c) : r(_r), c(_c) {
        memset(m, 0, sizeof m);
    }

    void print() {
        for (int i = 0; i < r; ++i) {
            for (int j = 0; j < c; ++j)
                cout << m[i][j] << " ";
            cout << endl;
        }
    }

    int x[MN][MN];
    matrix & operator *= (const matrix &o) {
        memset(x, 0, sizeof x);
        for (int i = 0; i < r; ++i)
            for (int k = 0; k < c; ++k)
                if (m[i][k] != 0)
                    for (int j = 0; j < c; ++j) {
                        x[i][j] = (x[i][j] + ((m[i][k] * o.m[k][j]) % mod))
                    }
    }
};
```

```

        }
        memcpy(m, x, sizeof(m));
        return *this;
    }
};

void matrix_pow(matrix b, long long e, matrix &res) {
    memset(res.m, 0, sizeof res.m);
    for (int i = 0; i < b.r; ++i)
        res.m[i][i] = 1;

    if (e == 0) return;
    while (true) {
        if (e & 1) res *= b;
        if ((e >>= 1) == 0) break;
        b *= b;
    }
}

```

## mint

- modular integer
- <https://thesobersobber.github.io/CP-Snippets/mint>
- [github-snip-file](#)

```

struct mi {
    int64_t v; explicit operator int64_t() const { return v % n
    mi() { v = 0; }
    mi(int64_t _v) {
        v = (-mod < _v && _v < mod) ? _v : _v % mod;
        if (v < 0) v += mod;
    }
};

```



```

}
friend bool operator==(const mi& a, const mi& b) {
    return a.v == b.v; }
friend bool operator!=(const mi& a, const mi& b) {
    return !(a == b); }
friend bool operator<(const mi& a, const mi& b) {
    return a.v < b.v; }

mi& operator+=(const mi& m) {
    if ((v += m.v) >= mod) v -= mod;
    return *this; }
mi& operator-=(const mi& m) {
    if ((v -= m.v) < 0) v += mod;
    return *this; }
mi& operator*=(const mi& m) {
    v = v*m.v%mod; return *this; }
mi& operator/=(const mi& m) { return (*this) *= inv(m); }
friend mi pow(mi a, int64_t p) {
    mi ans = 1; assert(p >= 0);
    for (; p; p /= 2, a *= a) if (p&1) ans *= a;
    return ans;
}
friend mi inv(const mi& a) { assert(a.v != 0);
    return pow(a, mod-2); }

mi operator-() const { return mi(-v); }
mi& operator++() { return *this += 1; }
mi& operator--() { return *this -= 1; }
mi operator++(int32_t) { mi temp; temp.v = v++; return temp; }
mi operator--(int32_t) { mi temp; temp.v = v--; return temp; }
friend mi operator+(mi a, const mi& b) { return a += b; }
friend mi operator-(mi a, const mi& b) { return a -= b; }

```

```

friend mi operator*(mi a, const mi& b) { return a *= b; }
friend mi operator/(mi a, const mi& b) { return a /= b; }
friend ostream& operator<<(ostream& os, const mi& m) {
    os << m.v; return os;
}
friend istream& operator>>(istream& is, mi& m) {
    int64_t x; is >> x;
    m.v = x;
    return is;
}
friend void __print(const mi &x) {
    cerr << x.v;
}
};

```

## modpow

- modpow
- <https://thesobersobber.github.io/CP-Snippets/modpow>
- [github-snip-file](#)

```

ll modpow(ll a, ll b){
    a %= m;
    ll res = 1;
    while (b > 0) {
        if (b & 1) res = res * a % m;
        a=a*a%m;
        b>>=1;
    }
    return res;
}

```

## pbds

- pbds
- <https://thesobersobber.github.io/CP-Snippets/pbds>
- [github-snip-file](#)

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
// pbds = find_by_value(), order_of_key()
// find_by_order(k) returns iterator to kth element starting f
// order_of_key(k) returns count of elements strictly smaller t
template<class T> using minheap = priority_queue<T, vector<T>, gr
template<class T> using ordered_set = tree<T, null_type, less<T>
template<class key, class value, class cmp = std::less<key>> us
```

## pq

- pq
- <https://thesobersobber.github.io/CP-Snippets/pq>
- [github-snip-file](#)

```
priority_queue<int> pq;
priority_queue<int, vector<int>, greater<>> pq;
```

## prime-related-stuff

- implements prime fac, fac list and is\_prime in both space optimized and time optimized ways
- <https://thesobersobber.github.io/CP-Snippets/prime-related->

- [github-snip-file](#)

```
vector<int> smallest_factor;
vector<bool> prime;
vector<int> primes;
void sieve(int maximum)
{
    maximum = max(maximum, 1);
    smallest_factor.assign(maximum + 1, 0);
    prime.assign(maximum + 1, true);
    prime[0] = prime[1] = false;
    primes = {};
    for (int p = 2; p <= maximum; p++)
        if (prime[p])
        {
            smallest_factor[p] = p;
            primes.push_back(p);
            for (int64_t i = int64_t(p) * p; i <= maximum; i += p)
                if (prime[i])
                {
                    prime[i] = false;
                    smallest_factor[i] = p;
                }
        }
}

// Determines whether n is prime in worst case  $O(\sqrt{n} / \log n)$ 
// If we've run `sieve` up to at least n, takes  $O(1)$  time.
bool is_prime(int64_t n)
{
    int64_t sieve_max = int64_t(smallest_factor.size()) - 1;
```

```

    assert(1 <= n && n <= sieve_max * sieve_max);
    if (n <= sieve_max)
        return prime[n];
    for (int64_t p : primes)
    {
        if (p * p > n)
            break;
        if (n % p == 0)
            return false;
    }
    return true;
}

```

// Prime factorizes n in worst case  $O(\sqrt{n} / \log n)$ . Requires  
 // If we've run `sieve` up to at least n, takes  $O(\log n)$  time.

```

template <typename T>
vector<pair<T, int>> prime_factorize(T n)
{
    int64_t sieve_max = int64_t(smallest_factor.size()) - 1;
    assert(1 <= n && n <= sieve_max * sieve_max);
    vector<pair<T, int>> result;
    if (n <= sieve_max)
    {
        while (n != 1)
        {
            int p = smallest_factor[n];
            int exponent = 0;
            do
            {

```

```

        n /= p;
        exponent++;
    } while (n % p == 0);
    result.emplace_back(p, exponent);
}
return result;
}
for (int p : primes)
{
    if (int64_t(p) * p > n)
        break;
    if (n % p == 0)
    {
        result.emplace_back(p, 0);
        do
        {
            n /= p;
            result.back().second++;
        } while (n % p == 0);
    }
}
if (n > 1)
    result.emplace_back(n, 1);
return result;
}

```

```

template <typename T>
vector<T> generate_factors(const vector<pair<T, int>> &prime_fa
{
    // See http://oeis.org/A066150 and http://oeis.org/A036451

```

```

static vector<T> buffer;
int product = 1;
for (auto &pf : prime_factors)
    product *= pf.second + 1;
vector<T> factors = {1};
factors.reserve(product);
if (sorted)
    buffer.resize(product);
for (auto &pf : prime_factors)
{
    T p = pf.first;
    int exponent = pf.second;
    int before_size = int(factors.size());
    for (int i = 0; i < exponent * before_size; i++)
        factors.push_back(factors[factors.size() - before_size]);
    if (sorted && factors[before_size - 1] > p)
        for (int section = before_size; section < int(factors.size()); section++)
            for (int i = 0; i + section < int(factors.size()); i++)
            {
                int length = min(2 * section, int(factors.size() - i - section));
                merge(factors.begin() + i, factors.begin() + i + section, factors.begin() + i + section, factors.begin(), buffer.begin());
                copy(buffer.begin(), buffer.begin() + length, factors.begin() + i + section);
            }
}
assert(int(factors.size()) == product);
return factors;
}

```

```

void pre_process() {

```

```

    sieve(1e6+5);
}

// mint

struct mi {
    int64_t v; explicit operator int64_t() const { return v % m; }
    mi() { v = 0; }
    mi(int64_t _v) {
        v = (-mod < _v && _v < mod) ? _v : _v % mod;
        if (v < 0) v += mod;
    }
    friend bool operator==(const mi& a, const mi& b) {
        return a.v == b.v; }
    friend bool operator!=(const mi& a, const mi& b) {
        return !(a == b); }
    friend bool operator<(const mi& a, const mi& b) {
        return a.v < b.v; }

    mi& operator+=(const mi& m) {
        if ((v += m.v) >= mod) v -= mod;
        return *this; }
    mi& operator-=(const mi& m) {
        if ((v -= m.v) < 0) v += mod;
        return *this; }
    mi& operator*=(const mi& m) {
        v = v*m.v%mod; return *this; }
    mi& operator/=(const mi& m) { return (*this) *= inv(m); }
    friend mi pow(mi a, int64_t p) {
        mi ans = 1; assert(p >= 0);
        for (; p; p /= 2, a *= a) if (p&1) ans *= a;
    }
};

```



```

        return ans;
    }
    friend mi inv(const mi& a) { assert(a.v != 0);
        return pow(a,mod-2); }

    mi operator-() const { return mi(-v); }
    mi& operator++() { return *this += 1; }
    mi& operator--() { return *this -= 1; }
    mi operator++(int32_t) { mi temp; temp.v = v++; return temp; }
    mi operator--(int32_t) { mi temp; temp.v = v--; return temp; }
    friend mi operator+(mi a, const mi& b) { return a += b; }
    friend mi operator-(mi a, const mi& b) { return a -= b; }
    friend mi operator*(mi a, const mi& b) { return a *= b; }
    friend mi operator/(mi a, const mi& b) { return a /= b; }
    friend ostream& operator<<(ostream& os, const mi& m) {
        os << m.v; return os;
    }
    friend istream& operator>>(istream& is, mi& m) {
        int64_t x; is >> x;
        m.v = x;
        return is;
    }
    friend void __print(const mi &x) {
        cerr << x.v;
    }
};

```

## re-write

- a bunch of re and write functions based on template meta programming  
helpful in cp.

- <https://thesobersobber.github.io/CP-Snippets/read-write-fn->
- [github-snip-file](#)

```
template <class T1, class T2> void re(pair<T1, T2> &p);
template <class T> void re(vector<T> &a);
template <class T, size_t SZ> void re(array<T, SZ> &a);
template <class T> void re(T &x) { cin >> x; }
void re(double &x) { string t;re(t); x = stod(t);}
template <class Arg, class... Args> void re(Arg &first, Args &
template <class T1, class T2> void re(pair<T1, T2> &p) { re(p.f
template <class T> void re(vector<T> &a) {for (int i = 0; i < s
template <class T, size_t SZ>void re(array<T, SZ> &a) { for (ir
template <class T>
void write(T x) { cout << x << " "; }
template <class T> void writen(T x) { cout << x << nl; }
template<class T> using minheap = priority_queue<T,vector<T>,gr
template<class T> using ordered_set = tree<T, null_type,less<T>
template<class key, class value, class cmp = std::less<key>> us
```

## recur-binsearch

- recursive binary search implementation to make intuition easier ig
- <https://thesobersobber.github.io/CP-Snippets/recur-binsearch>
- [github-snip-file](#)

```
auto check = [&](int mid) {
    // smthing here
    return bool ();
};
function<int(int,int)> recur_binsearch = [&](int lo, int hi) {
    if(hi<=lo) return lo;
```

```

int mid=(lo+hi)/2;
if(check(mid)) return recur_binsearch(lo, mid-1);
return recur_binsearch(mid+1, hi);
}

```

## recur-modpow

- recur-modpow
- <https://thesobersobber.github.io/CP-Snippets/recur-modpow>
- [github-snip-file](#)

```

int power(int x, int y){
    if (y==0) return 1;

    int v = power(x, y/2);
    v *= v;
    v %= mod;
    if (y&1) return (v*x)%mod;
    else return v;
}

```

## rng

- rng
- <https://thesobersobber.github.io/CP-Snippets/rng>
- [github-snip-file](#)

```

//random generator
mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
ll rnd(ll a,ll b){if(a > b){return -1;}return a + (ll)rng() % (

```

## rr-segtree

- best segtree
- <https://thesobersobber.github.io/CP-Snippets/rr-segtree>
- [github-snip-file](#)

```
int phi[N+1];

struct node
{
    long long sum,max,lca,size;
    node()
    {
        lca=-1;
        max=-1;
        sum=-1;
        size=0;
    };
};

struct Segment_Tree
{
    vector<node> segtree;
    int n;
    node identity;

    void init(int _n)
    {
        identity.lca=-1;
        identity.sum=0;
        identity.max=-1;
```

```

        identity.size=0;

        n=1;
        while(n<_n)
            n=n*2;
        segtree.resize(2*n);
    }

    node merge(node a,node b)
    {
        if(a.lca<1)
            return b;
        if(b.lca<1)
            return a;

        node ans;
        ans.max=std::max(a.max,b.max);
        ans.sum=a.sum+b.sum;
        ans.size=a.size+b.size;

        int ex=50;
        int A=a.lca;
        int B=b.lca;

        while(true)
        {
            if(A==B)
                break;
            if(A>B)
            {
                ans.sum=ans.sum+a.size;
                A=phi[A];
            }
        }
    }

```

```

        }
        else
        {
            ans.sum=ans.sum+b.size;
            B=phi[B];
        }
    }
    ans.lca=A;

    return ans;
}

void build(int curr,int left,int right,vector<int>&ar)
{
    if(right-left==1)
    {
        if(left<ar.size())
        {
            segtree[curr].sum=0;
            segtree[curr].max=ar[left];
            segtree[curr].lca=ar[left];
            segtree[curr].size=1;
        }
        else
        {
            segtree[curr].sum=0;
            segtree[curr].max=-1;
            segtree[curr].lca=-1;
            segtree[curr].size=0;
        }
        return;
    }

```

```

    }

    int mid=(left+right)/2;
    build(2*curr+1,left,mid,ar);
    build(2*curr+2,mid,right,ar);

    segtree[curr]=merge(segtree[2*curr+1],segtree[2*curr+2],left,right);
}

node sum(int lq,int rq,int node,int left,int right)
{
    if(lq>=right || rq<=left)
        return identity;
    if(left>=lq && rq>=right)
        return segtree[node];

    int mid=(left+right)/2;
    return merge(sum(lq,rq,2*node+1,left,mid),sum(lq,rq,2*node+2,mid,right),left,right);
}

void operate(int lq,int rq,int curr,int left,int right)
{
    if(lq>=right || rq<=left)
        return;

    if(right-left==1)
    {
        int val=segtree[curr].lca;
        val=phi[val];
        segtree[curr].lca=val;
        segtree[curr].max=val;
    }
}

```

```

        segtree[curr].sum=0;
        segtree[curr].size=1;
        return;
    }

    if(segtree[curr].max<=1)
        return;

    int mid=(left+right)/2;
    operate(lq,rq,2*curr+1,left,mid);
    operate(lq,rq,2*curr+2,mid,right);

    segtree[curr]=merge(segtree[2*curr+1],segtree[2*curr+2],mid);
}

};

```

## segtree

- sextree
- <https://thesobersobber.github.io/CP-Snippets/segtree>
- [github-snip-file](#)

```

template<class T, class U>
// T -> node, U->update.
struct Lsegtree{
    vector<T>st;
    vector<U>lazy;
    ll n;
    T identity_element;
    U identity_update;

```



```

/*
    Definition of identity_element: the element I such that
    for all x

    Definition of identity_update: the element I such that
    for all x
*/

Lsegtree(ll n, T identity_element, U identity_update){
    this->n = n;
    this->identity_element = identity_element;
    this->identity_update = identity_update;
    st.assign(4*n, identity_element);
    lazy.assign(4*n, identity_update);
}

T combine(T l, T r){
    // change this function as required.
    T ans = (l + r);
    return ans;
}

void buildUtil(ll v, ll tl, ll tr, vector<T>&a){
    if(tl == tr){
        st[v] = a[tl];
        return;
    }
    ll tm = (tl + tr)>>1;
    buildUtil(2*v + 1, tl, tm, a);
    buildUtil(2*v + 2, tm+1, tr, a);
    st[v] = combine(st[2*v + 1], st[2*v + 2]);
}

```

```
}
```

```
// change the following 2 functions, and you're more or less
```

```
T apply(T curr, U upd, ll tl, ll tr){
```

```
    T ans = (tr-tl+1)*upd;
```

```
    // increment range by upd:
```

```
    // T ans = curr + (tr - tl + 1)*upd
```

```
    return ans;
```

```
}
```

```
U combineUpdate(U old_upd, U new_upd, ll tl, ll tr){
```

```
    U ans = old_upd;
```

```
    ans=new_upd;
```

```
    return ans;
```

```
}
```

```
void push_down(ll v, ll tl, ll tr){
```

```
    //for the below line to work, make sure the "==" operat
```

```
    if(lazy[v] == identity_update)return;
```

```
    st[v] = apply(st[v], lazy[v], tl, tr);
```

```
    if(2*v + 1 <= 4*n){
```

```
        ll tm = (tl + tr)>>1;
```

```
        lazy[2*v + 1] = combineUpdate(lazy[2*v+1], lazy[v],
```

```
        lazy[2*v + 2] = combineUpdate(lazy[2*v+2], lazy[v],
```

```
    }
```

```
    lazy[v] = identity_update;
```

```
}
```

```
T queryUtil(ll v, ll tl, ll tr, ll l, ll r){
```

```
    push_down(v,tl,tr);
```

```
    if(l > r)return identity_element;
```

```
    if(tr < l or tl > r){
```

```

        return identity_element;
    }
    if(l <= tl and r >= tr){
        return st[v];
    }
    ll tm = (tl + tr)>>1;
    return combine(queryUtil(2*v+1,tl,tm,l,r), queryUtil(2*
}

void updateUtil(ll v, ll tl, ll tr, ll l, ll r, U upd){
    push_down(v,tl,tr);
    if(tr < l or tl > r)return;
    if(tl >=l and tr <=r){
        lazy[v] = combineUpdate(lazy[v],upd,tl,tr);
        push_down(v,tl,tr);
    } else{
        ll tm = (tl + tr)>>1;
        updateUtil(2*v+1,tl,tm,l,r,upd);
        updateUtil(2*v+2,tm+1,tr,l,r,upd);
        st[v] = combine(st[2*v + 1], st[2*v+2]);
    }
}

void build(vector<T>a){
    assert( (ll)a.size() == n);
    buildUtil(0,0,n-1,a);
}

T query(ll l, ll r){
    return queryUtil(0,0,n-1,l,r);
}

```

```

    void update(ll l,ll r, U upd){
        updateUtil(0,0,n-1,l,r,upd);
    }
};

```

## seive

- seive
- <https://thesobersobber.github.io/CP-Snippets/seive>
- [github-snip-file](#)

```

vector<bool> Prime;
vector<int> spf;
void sieve(int s = maxn) {
    Prime.resize(s + 1, 1);
    spf.resize(s + 1, s + 1);
    for(int i = 2 ; i <= s ; i++)    if(Prime[i]) {
        spf[i] = min(spf[i], i);
        for(int j = i ; (ll)j * i <= s ; j++)
            Prime[j * i] = 0, spf[j * i] = min(i, spf[j * i]);
    }
}

```

## tokenizer

- tokenizer that has no use
- <https://thesobersobber.github.io/CP-Snippets/tokenizer>
- [github-snip-file](#)

```

vec(string) tokenizer(string str,char ch) {std::istringstream v

```

## totient-seive

- totient-seive
- <https://thesobersobber.github.io/CP-Snippets/totient-seive>
- [github-snip-file](#)

```
for (int i = 1; i < MN; i++)
    phi[i] = i;

for (int i = 1; i < MN; i++)
    if (!sieve[i]) // is prime
        for (int j = i; j < MN; j += i)
            phi[j] -= phi[j] / i;
```

## totient

- totient
- <https://thesobersobber.github.io/CP-Snippets/totient>
- [github-snip-file](#)

```
long long totient(long long n) {
    if (n == 1) return 0;
    long long ans = n;
    for (int i = 0; primes[i] * primes[i] <= n; ++i) {
        if ((n % primes[i]) == 0) {
            while ((n % primes[i]) == 0) n /= primes[i];
            ans -= ans / primes[i];
        }
    }
    if (n > 1) {
```

```

        ans -= ans / n;
    }
    return ans;
}

```

## trie

- trie
- <https://thesobersobber.github.io/CP-Snippets/trie>
- [github-snip-file](#)

```

struct Trie{
    struct node{
        node* next[10];
        node(){
            for(int i=0;i<10;i++) next[i]=NULL;
        }
    };

    node root;

    void add(vector<int>&val){
        node* temp=&root;
        for(auto ele : val){
            if(temp->next[ele]==NULL) temp->next[ele]=new node(
                temp=temp->next[ele];
            }
        }

        int query(vector<int>&val){
            node* temp=&root;

```

```

        int ans=0;
        for(auto ele : val){
            if(temp->next[ele]==NULL) break;
            ans++;
            temp=temp->next[ele];
        }
        return ans;
    }
};

```

## troll

- troll
- <https://thesobersobber.github.io/CP-Snippets/troll>
- [github-snip-file](#)

```

// Assembly Generator: gcc -S -o temp.s fileName.cpp
// Executable: gcc -o temp.exe fileName.cpp
#define assembler(x) __asm__(R"(x)");
// real source -

```

## two-sat (kosaraju)

- two-sat (kosaraju)
- [https://thesobersobber.github.io/CP-Snippets/two-sat \(kosar](https://thesobersobber.github.io/CP-Snippets/two-sat%20(kosaraju))
- [github-snip-file](#)

```

/**
 * Given a set of clauses (a1 v a2)^(a2 v ¬a3)....
 * this algorithm find a solution to it set of clauses.

```

```

*   test: http://lightoj.com/volume\_showproblem.php?problem=125
**/

#include<bits/stdc++.h>
using namespace std;
#define MAX 100000
#define endl '
'

vector<int> G[MAX];
vector<int> GT[MAX];
vector<int> Ftime;
vector<vector<int> > SCC;
bool visited[MAX];
int n;

void dfs1(int n){
    visited[n] = 1;

    for (int i = 0; i < G[n].size(); ++i) {
        int curr = G[n][i];
        if (visited[curr]) continue;
        dfs1(curr);
    }

    Ftime.push_back(n);
}

void dfs2(int n, vector<int> &scc) {
    visited[n] = 1;
    scc.push_back(n);
}

```



```

    for (int i = 0; i < GT[n].size(); ++i) {
        int curr = GT[n][i];
        if (visited[curr]) continue;
        dfs2(curr, scc);
    }
}

void kosaraju() {
    memset(visited, 0, sizeof visited);

    for (int i = 0; i < 2 * n ; ++i) {
        if (!visited[i]) dfs1(i);
    }

    memset(visited, 0, sizeof visited);
    for (int i = Ftime.size() - 1; i >= 0; i--) {
        if (visited[Ftime[i]]) continue;
        vector<int> _scc;
        dfs2(Ftime[i], _scc);
        SCC.push_back(_scc);
    }
}

/**
 * After having the SCC, we must traverse each scc, if in one
 * Otherwise we build a solution, making the first "node" that
 */

bool two_sat(vector<int> &val) {

```

```

kosaraju();
for (int i = 0; i < SCC.size(); ++i) {
    vector<bool> tmpvisited(2 * n, false);
    for (int j = 0; j < SCC[i].size(); ++j) {
        if (tmpvisited[SCC[i][j] ^ 1]) return 0;
        if (val[SCC[i][j]] != -1) continue;
        else {
            val[SCC[i][j]] = 0;
            val[SCC[i][j] ^ 1] = 1;
        }
        tmpvisited[SCC[i][j]] = 1;
    }
}
return 1;
}

```

// Example of use

```

int main() {

    int m, u, v, nc = 0, t; cin >> t;
    // n = "nodes" number, m = clauses number

    while (t--) {
        cin >> m >> n;
        Ftime.clear();
        SCC.clear();
        for (int i = 0; i < 2 * n; ++i) {
            G[i].clear();
            GT[i].clear();
        }
    }
}

```

```

// (a1 v a2) = ( $\neg$ a1  $\rightarrow$  a2) = ( $\neg$ a2  $\rightarrow$  a1)
for (int i = 0; i < m ; ++i) {
    cin >> u >> v;
    int t1 = abs(u) - 1;
    int t2 = abs(v) - 1;
    int p = t1 * 2 + ((u < 0)? 1 : 0);
    int q = t2 * 2 + ((v < 0)? 1 : 0);
    G[p ^ 1].push_back(q);
    G[q ^ 1].push_back(p);
    GT[p].push_back(q ^ 1);
    GT[q].push_back(p ^ 1);
}

vector<int> val(2 * n, -1);
cout << "Case " << ++nc << ": ";
if (two_sat(val)) {
    cout << "Yes" << endl;
    vector<int> sol;
    for (int i = 0; i < 2 * n; ++i)
        if (i % 2 == 0 and val[i] == 1)
            sol.push_back(i / 2 + 1);
    cout << sol.size() ;

    for (int i = 0; i < sol.size(); ++i) {
        cout << " " << sol[i];
    }
    cout << endl;
} else {
    cout << "No" << endl;
}
}

```

```
    return 0;
}
```

## xor-basis

- xor-basis
- <https://thesobersobber.github.io/CP-Snippets/xor-basis>
- [github-snip-file](#)

```
struct XorBasis{
    private:
    vector<ll> basis;
    int lg;
    int sz = 0;

    public:
    XorBasis(int lg) : lg(lg){
        basis.resize(lg);
    }
    void add(ll x){
        if(x >= (1ll<<lg)) return;
        for(int i=0;i<lg;i++){
            if(~x&(1ll<<i)) continue;
            if(!basis[i]){
                basis[i] = x;
                ++sz;
            }
            x^=basis[i];
        }
    }
    bool contains(ll x){
```

```
        for(int i=0;i<lg;i++){
            if(~x&(1ll<<i)) continue;
            if(!basis[i]){
                return false;
            }
            x^=basis[i];
        }
        return true;
    }
    int size(){
        return sz;
    }
    const vector<ll>::iterator begin(){
        return basis.begin();
    }
    const vector<ll>::iterator end(){
        return basis.end();
    }
};
```