

# Contents

## 1 Miscellaneous

1.1 Day of Date	1
1.2 Number of Days since 1-1-1	1
1.3 Enumerate Subsets of a Bitmask	1
1.4 Fast IO	1
1.5 Int to Roman	2
1.6 Josephus Problem	2
1.7 Random Primes	2
1.8 RNG	2

## 2 Data Structures

2.1 2D Segment Tree	2
2.2 Fenwick RU-RQ	3
2.3 Heavy-Light Decomposition	3
2.4 Li Chao Tree	4
2.5 Persistent Segment Tree	4
2.6 STL PBDS	4
2.7 Treap	5
2.8 Unordered Map Custom Hash	5
2.9 Mo's on Tree	5

## 3 Dynamic Programming

3.1 DP Convex Hull	5
3.2 DP DNC	5
3.3 DP Knuth-Yao	5

## 4 Geometry

4.1 Geometry Template	6
4.2 Convex Hull	9
4.3 Closest Pair of Points	10
4.4 Smallest Enclosing Circle	11
4.5 Sutherland-Hodgman Algorithm	11
4.6 Centroid of Polygon	12
4.7 Pick Theorem	12

## 5 Graphs

5.1 Articulation Point and Bridge	12
5.2 SCC and Strong Orientation	12
5.3 Centroid Decomposition	13
5.4 Dinic's Maximum Flow	13
5.5 Minimum Cost Maximum Flow	13
5.6 Flows with Demands	14
5.7 Hungarian	14
5.8 Edmonds' Blossom	15
5.9 Eulerian Path or Cycle	16
5.10 Hierholzer's Algorithm	16

## 6 Math

6.1 Extended Euclidean GCD	16
6.2 Generalized CRT	16
6.3 Generalized Lucas Theorem	16
6.4 Linear Diophantine	16
6.5 Modular Linear Equation	17

## 6

6.6 Miller-Rabin and Pollard's Rho	17
6.7 Berlekamp-Massey	18
6.8 Fast Fourier Transform	18
6.9 Number Theoretic Transform	19
6.10 Gauss-Jordan	19
6.11 Fibonacci Check	20
6.12 Derangement	20
6.13 Bernoulli Number	20
6.14 Forbenius Number	20
6.15 Stars and Bars with Upper Bound	20

## 7 Strings

7.1 Aho-Corasick	20
7.2 Eertree	21
7.3 Manacher's Algorithm	21
7.4 Suffix Array	21
7.5 Suffix Automaton	22

## 8 OEIS

8.1 A000108 (Catalan)	23
8.2 A000127	23
8.3 A000668 (Mersene Primes)	23
8.4 A001434	23
8.5 A018819	23
8.6 A092098	24
8.7 A277402	24

## 1 Miscellaneous

### 1.1 Day of Date

```
// 0-based
const vector<int> T = {
    0, 3, 2, 5, 0, 3,
    5, 1, 4, 6, 2, 4
}

int day(int d, int m, int y) {
    y -= (m < 3);
    return (y + y / 4 - y / 100 + y / 400 + T[m - 1] + d) % 7;
}
```

### 1.2 Number of Days since 1-1-1

```
int rdn(int d, int m, int y) {
    if(m < 3)
        --y, m += 12;
    return 365 * y + y / 4 - y / 100 + y / 400
        + (153 * m - 457) / 5 + d - 306;
}
```

### 1.3 Enumerate Subsets of a Bitmask

```
int x = 0;
do {
    // do stuff with the bitmask here
    x = (x + 1 + ~m) & m;
} while(x != 0);
```

### 1.4 Fast IO

```
int read() {
    char c;
    do {
        c = getchar_unlocked();
    } while(c < 33);
    int res = 0;
    int mul = 1;
    if(c == '-') {
        mul = -1;
        c = getchar_unlocked();
    }
    while('0' <= c && c <= '9') {
        res = res * 10 + c - '0';
        c = getchar_unlocked();
    }
    return res * mul;
}

void write(int x) {
    static char wbuf[10];
    if(x < 0) {
        putchar_unlocked('-');
        x = -x;
    }
    int idx = 0;
    while(x) {
        wbuf[idx++] = x % 10;
        x /= 10;
    }
    if(idx == 0)
        putchar_unlocked('0');
    for(int i = idx - 1; i >= 0; --i)
        putchar_unlocked(wbuf[i] + '0');
```

```
}
void write(const char* s) {
    while(*s) {
        putchar_unlocked(*s);
        ++s;
    }
}
```

### 1.5 Int to Roman

```
const string R[] = {
    "M", "CM", "D", "CD", "C", "XC", "L",
    "XL", "X", "IX", "V", "IV", "I"
};

const int N[] = {
    1000, 900, 500, 400, 100, 90,
    50, 40, 10, 9, 5, 4, 1
};

string to_roman(int x) {
    if(x == 0) {
        return "0"; // Not decimal 0!
    }
    string res = "";
    for(int i = 0; i < 13; ++i)
        while(x >= N[i])
            x -= N[i], res += R[i];
    return res;
}
```

### 1.6 Josephus Problem

```
ll josephus(ll n, ll k) { // O(k log n)
    if(n == 1)
        return 0;
    if(k == 1)
        return n - 1;
    if(k > n)
        return (josephus(n - 1, k) + k) % n;
    ll cnt = n / k;
    ll res = josephus(n - cnt, k);
    res -= n % k;
    if(res < 0)
        res += n;
    else
        res += res / (k - 1);
    return res;
}

int josephus(int n, int k) { // O(n)
    int res = 0;
    for(int i = 1; i <= n; ++i)
        res = (res + k) % i;
    return res + 1;
}
```

### 1.7 Random Primes

36671 74101 724729 825827 924997 1500005681 2010408371 2010405347

### 1.8 RNG

```
// RNG - rand_int(min, max), inclusive
mt19937_64 rng(chrono::steady_clock::now().time_since_epoch().count());
```

```
template<class T>
T rand_int(T mn, T mx) {
    return uniform_int_distribution<T>(mn, mx)(rng);
}
```

## 2 Data Structures

### 2.1 2D Segment Tree

```
struct Segtree2D {
    struct Segtree {
        struct node {
            int l, r, val;
            node* lc, *rc;
            node(int _l, int _r, int _val = INF) : l(_l), r(_r), val(_val),
                lc(NULL), rc(NULL) {}
        };
        typedef node* pnode;

        pnode root;

        Segtree(int l, int r) {
            root = new node(l, r);
        }

        void update(pnode& nw, int x, int val) {
            int l = nw->l, r = nw->r, mid = (l + r) / 2;
            if(l == r)
                nw->val = val;
            else {
                assert(l <= x && x <= r);
                pnode& child = x <= mid ? nw->lc : nw->rc;
                if(!child)
                    child = new node(x, x, val);
                else if(child->l <= x && x <= child->r)
                    update(child, x, val);
                else {
                    do {
                        if(x <= mid)
                            r = mid;
                        else
                            l = mid + 1;
                        mid = (l + r) / 2;
                    } while((x <= mid) == (child->l <= mid));
                    pnode nxt = new node(l, r);
                    if(child->l <= mid)
                        nxt->lc = child;
                    else
                        nxt->rc = child;
                    child = nxt;
                    update(nxt, x, val);
                }
                nw->val = min(nw->lc ? nw->lc->val : INF,
                    nw->rc ? nw->rc->val : INF);
            }
        }

        int query(pnode& nw, int x1, int x2) {
            if(!nw)
                return INF;
            int& l = nw->l, &r = nw->r;
            if(r < x1 || x2 < l)
                return INF;
            if(x1 <= l && r <= x2)
                return nw->val;
            int ret = min(query(nw->lc, x1, x2),
                query(nw->rc, x1, x2));
            return ret;
        }
    };
}
```

```

}

void update(int x, int val) {
    assert(root->l <= x && x <= root->r);
    update(root, x, val);
}

int query(int l, int r) {
    return query(root, l, r);
}
};

struct node {
    int l, r;
    Segtree y;
    node* lc, *rc;
    node(int _l, int _r) : l(_l), r(_r), y(0, MAX),
        lc(NULL), rc(NULL) {}
};
typedef node* pnode;

pnode root;

Segtree2D(int l, int r) {
    root = new node(l, r);
}

void update(pnode& nw, int x, int y, int val) {
    int& l = nw->l, &r = nw->r, mid = (l + r) / 2;
    if(l == r)
        nw->y.update(y, val);
    else {
        if(x <= mid) {
            if(!nw->lc)
                nw->lc = new node(l, mid);
            update(nw->lc, x, y, val);
        } else {
            if(!nw->rc)
                nw->rc = new node(mid + 1, r);
            update(nw->rc, x, y, val);
        }
        val = min(nw->lc ? nw->lc->y.query(y, y) : INF,
            nw->rc ? nw->rc->y.query(y, y) : INF);
        nw->y.update(y, val);
    }
}

int query(pnode& nw, int x1, int x2, int y1, int y2) {
    if(!nw)
        return INF;
    int& l = nw->l, &r = nw->r;
    if(r < x1 || x2 < l)
        return INF;
    if(x1 <= l && r <= x2)
        return nw->y.query(y1, y2);
    int ret = min(query(nw->lc, x1, x2, y1, y2),
        query(nw->rc, x1, x2, y1, y2));
    return ret;
}

void update(int x, int y, int val) {
    assert(root->l <= x && x <= root->r);
    update(root, x, y, val);
}

int query(int x1, int x2, int y1, int y2) {
    return query(root, x1, x2, y1, y2);
}
};

```

## 2.2 Fenwick RU-RQ

```

void updtRL(int l, int r, ll val) {
    updt(BIT1, l, val), updt(BIT1, r + 1, -val);
    updt(BIT2, l, val * (l - 1)), updt(BIT2, r + 1, -val * r);
}

ll query(int k) {
    return que(BIT1, k) * k - que(BIT2, k);
}

```

## 2.3 Heavy-Light Decomposition

```

struct HLD {
    int n;
    vector<int> id, size, idx, up, root, st;
    vector<vector<int>> adj, chain;
    SegTree seg;

    HLD(const vector<vector<int>>& edges) :
        n(edges.size()), id(n, -1), size(n, -1), idx(n, -1),
        up(n, -1), adj(edges), seg(n) {
        precompute(0, -1);
        decompose(0, -1);
        int cnt = 0;
        st.resize(chain.size());
        for(int i = 0; i < (int) chain.size(); ++i) {
            st[i] = cnt;
            cnt += chain[i].size();
        }
    }

    void precompute(int pos, int dad) {
        size[pos] = 1;
        up[pos] = dad;
        for(auto& i : adj[pos]) {
            if(i != dad) {
                precompute(i, pos);
                size[pos] += size[i];
            }
        }
    }

    void decompose(int pos, int dad) {
        if(id[pos] == -1) {
            id[pos] = chain.size();
            root.push_back(pos);
            chain.emplace_back();
        }
        idx[pos] = chain[id[pos]].size();
        chain[id[pos]].push_back(pos);
        int mx = 0, heavy = -1;
        for(auto& i : adj[pos]) {
            if(i != dad && size[i] > mx) {
                mx = size[i];
                heavy = i;
            }
        }
        if(heavy != -1)
            id[heavy] = id[pos];
        for(auto& i : adj[pos]) {
            if(i != dad)
                decompose(i, pos);
        }
    }

    void update(int ch, int l, int r, int val) {
        seg.update(st[ch] + l, st[ch] + r, val);
    }

    int query(int ch, int l, int r, int val) {

```

```
};
vector<P> node;
vector<int> root;

int newNode() {
    return ptr++;
}

int copyNode(int idx) {
    node[ptr] = node[idx];
    return ptr++;
}

int build(int l, int r) {
    int idx = newNode();
    if(l == r)
        return idx;
    node[idx].l = build(l, (l + r) / 2);
    node[idx].r = build((l + r) / 2 + 1, r);
    return idx;
}

int update(int idx, int l, int r, int x, int val) {
    idx = copyNode(idx);
    if(l == r) {
        node[idx].val += val;
        return idx;
    }
    int mid = (l + r) / 2;
    if(x <= mid)
        node[idx].l = update(node[idx].l, l, mid, x, val);
    else
        node[idx].r = update(node[idx].r, mid + 1, r, x, val);
    node[idx].val = node[node[idx].l].val + node[node[idx].r].val;
    return idx;
}

int query(int idxl, int idxr, int l, int r, int x, int y) {
    if(y < l || r < x)
        return 0;
    if(x <= l && r <= y)
        return node[idxr].val - node[idxl].val;
    int mid = (l + r) / 2;
    return query(node[idxl].l, node[idxr].l, l, mid, x, y)
        + query(node[idxl].r, node[idxr].r, mid + 1, r, x, y);
}

public:
PersistentSegtree(int _n) : n(_n), ptr(0) {
    sz = 30 * n;
    node.resize(sz);
    root.push_back(build(1, n));
}

void update(int x, int val) {
    root.push_back(update(root.back(), 1, n, x, val));
}

int query(int l, int r, int x, int y) {
    return query(root[l - 1], root[r], 1, n, x, y);
}
};
```

## 2.6 STL PBDS

```
// ost = ordered set
// omp = ordered map
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
```

```
using namespace __gnu_pbds;
```

```
template<class T>
using ost = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;
template<class T, class U>
```

```
return seg.query(st[ch] + l, st[ch] + r, val);
}
};

// how to move from u to v
while(1) {
    if(hld.id[u] == hld.id[v]) {
        if(hld.idx[u] > hld.idx[v])
            swap(u, v);
        hld.update(hld.id[u], hld.idx[u], hld.idx[v], w);
        // or hld.query(hld.id[u], hld.idx[u], hld.idx[v]);
        break;
    }
    if(hld.id[u] < hld.id[v])
        swap(u, v);
    hld.update(hld.id[u], 0, hld.idx[u], w);
    // or hld.query(hld.id[u], 0, hld.idx[v]);
    u = hld.up[hld.root[hld.id[u]]];
}
}
```

## 2.4 Li Chao Tree

```
typedef long long int TD;
const TD INF = 100000000000000;
namespace LICHAO {
struct Node {
    TD m, c;
    Node* l, *r;
};
Node* newNode(Node* x = NULL) {
    Node* ret = (Node*)malloc(sizeof(Node));
    if(x)
        ret->m = x->m, ret->c = x->c;
    ret->l = ret->r = NULL;
    return ret;
}

void update(Node* k, TD l, TD r, TD m, TD c) {
    TD mid = l + r >> 1;
    bool le = m * l + c < k->m * l + k->c;
    bool ri = m * mid + c < k->m * mid + k->c;
    if(ri)
        swap(k->m, m), swap(k->c, c);
    if(r - l <= 1)
        return;
    else if(le != ri)
        update((k->l) ? (k->l) : (k->l = newNode(k)), l, mid, m, c);
    else
        update((k->r) ? (k->r) : (k->r = newNode(k)), mid, r, m, c);
}

TD query(Node* k, TD l, TD r, TD p) {
    if(!k)
        return INF;
    if(r - l <= 1)
        return p * k->m + k->c;
    if(p < (l + r >> 1))
        return min(p * k->m + k->c, query(k->l, l, l + r >> 1, p));
    else
        return min(p * k->m + k->c, query(k->r, l + r >> 1, r, p));
}
}
```

## 2.5 Persistent Segment Tree

```
class PersistentSegtree {
private:
    int n, ptr, sz;
    struct P {
        int val = 0, l, r;
```

```
using omp = tree<T, U, less<T>, rb_tree_tag,  
    tree_order_statistics_node_update>;
```

### 2.7 Treap

```
// Complexity: O(log N) for split and merge  
//  
// empty treap: Treap* tr = nullptr;  
// insert v at x: [l, r] = split(tr, x), m = Treap(v), merge lmr  
// delete at x: [l, r] = split(tr, x), [m, r] = split(r, l), merge lr  
// lazy prop: propagate every time a node is accessed  
  
mt19937_64 rng(chrono::steady_clock::now().time_since_epoch().count());  
  
using Key = int;  
  
struct Treap {  
    Key val;  
    Treap* left;  
    Treap* right;  
    int prio, sz;  
    Treap() {}  
    Treap(int _val);  
};  
  
int size(Treap* tr) {  
    return tr ? tr->sz : 0;  
}  
  
void update(Treap* tr) {  
    tr->sz = 1 + size(tr->left) + size(tr->right);  
}  
  
Treap::Treap(Key _val) :  
    val(_val), left(nullptr), right(nullptr), prio(rng()) {  
    update(this);  
}  
  
pair<Treap*, Treap*> split(Treap* tr, int sz) {  
    if(!tr) return {nullptr, nullptr};  
    int left_sz = size(tr->left);  
    if(sz <= left_sz) {  
        auto [left, mid] = split(tr->left, sz);  
        tr->left = mid;  
        update(tr);  
        return {left, tr};  
    } else {  
        auto [mid, right] = split(tr->right, sz - left_sz - 1);  
        tr->right = mid;  
        update(tr);  
        return {tr, right};  
    }  
}  
  
Treap* merge(Treap* l, Treap* r) {  
    if(!l)  
        return r;  
    if(!r)  
        return l;  
    if(l->prio < r->prio) {  
        l->right = merge(l->right, r);  
        update(l);  
        return l;  
    } else {  
        r->left = merge(l, r->left);  
        update(r);  
        return r;  
    }  
}
```

### 2.8 Unordered Map Custom Hash

```
struct custom_hash {  
    static uint64_t splitmix64(uint64_t x) {  
        x += 0x9e3779b97f4a7c15;  
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;  
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;  
        return x ^ (x >> 31);  
    }  
    size_t operator()(uint64_t x) const {  
        static const uint64_t FIXED_RANDOM =  
            chrono::steady_clock::now().time_since_epoch().count();  
        return splitmix64(x + FIXED_RANDOM);  
    }  
};  
  
unordered_map<int, int, custom_hash> umap;
```

### 2.9 Mo’s on Tree

$ST(u) \leq ST(v)$   
 $P = LCA(u, v)$   
If  $P = u$ , query  $[ST(u), ST(v)]$   
Else query  $[EN(u), ST(v)] + [ST(P), ST(P)]$

## 3 Dynamic Programming

### 3.1 DP Convex Hull

```
/* dp[i] = min k<i {dp[k] + x[i]*m[k]}  
    Make sure gradient (m[i]) is either non-increasing if min,  
    or non-decreasing if max. x[i] must be non-decreasing. just sort */  
int y[N], m[N];  
// while this is true, pop back from dq. a=new line, b=last, c=2nd last  
bool cekx(int a, int b, int c) {  
    // if not enough, change to cross mul  
    // if cross mul, beware of negative denominator, and overflow  
    return (double)(y[b] - y[a]) / (m[a] - m[b]) <= (double)(y[c] - y[b]) /  
        (m[b] - m[c]);  
}
```

### 3.2 DP DNC

```
void f(int rem, int l, int r, int optl, int optr) {  
    if(l > r)  
        return;  
    int mid = l + r >> 1;  
    int opt = MOD, optid = mid;  
    for(int i = optl; i <= mid && i <= optr; ++i) {  
        if(dp[rem - 1][i] + c[i][mid] < opt) {  
            opt = dp[rem - 1][i] + c[i][mid];  
            optid = i;  
        }  
    }  
    dp[rem][mid] = opt;  
    f(rem, l, mid - 1, optl, optid);  
    f(rem, mid + 1, r, optid, optr);  
    return;  
}  
  
rep(i, 1, n)dp[1][i] = c[0][i];  
rep(i, 2, k)f(i, i, n, i, n);
```

### 3.3 DP Knuth-Yao

```
// opt[i+1][j] <= opt[i][j] <= opt[i][j+1]  
// dp[i][j] = min{k} dp[i][k]+dp[k][j]+cost[i][j]
```

```
const double PI = acos(-1.0);
const double INF9 = 1E9;
double between_d(double x, double l, double r) {
    return (min(l, r) <= x + EPS && x <= max(l, r) + EPS);
}
double same_d(double x, double y) {
    return between_d(x, y, y);
}
double dabs(double x) {
    if(x < EPS)
        return -x;
    return x;
}
/*Point*/
struct point {
    double x, y;
    point() {
        x = y = 0.0;
    }
    point(double _x, double _y) {
        x = _x;
        y = _y;
    }
    bool operator< (point other) {
        if(x < other.x + EPS)
            return true;
        if(x + EPS > other.x)
            return false;
        return y < other.y + EPS;
    }
    bool operator== (point other) {
        return same_d(x, other.x) && same_d(y, other.y);
    }
};
double e_dist(point P1, point P2) {
    return hypot(P1.x - P2.x, P1.y - P2.y);
}
double m_dist(point P1, point P2) {
    return dabs(P1.x - P2.x) + dabs(P1.y - P2.y);
}
double pointBetween(point P, point L, point R) {
    return (e_dist(L, P) + e_dist(P, R) == e_dist(L, R));
}
bool collinear(point P, point L,
               point R) { //newly added(luis), cek 3 poin segaris
    return P.x * (L.y - R.y) + L.x * (R.y - P.y) + R.x * (P.y - L.y) ==
           0; // bole gnti "dabs(x)<"EPS
}
/*Vector*/
struct vec {
    double x, y;
    vec() {
        x = y = 0.0;
    }
    vec(double _x, double _y) {
        x = _x;
        y = _y;
    }
    vec(point A) {
        x = A.x;
        y = A.y;
    }
    vec(point A, point B) {
        x = B.x - A.x;
        y = B.y - A.y;
    }
};
vec scale(vec v, double s) {
    return vec(v.x * s, v.y * s);
}
```

```
for(int k = 0; k <= n; k++) {
    for(int i = 0; i + k <= n; i++) {
        if(k < 2)
            dp[i][i + k] = 0, opt[i][i + k] = i;
        else {
            int sta = opt[i][i + k - 1];
            int end = opt[i + 1][i + k];
            for(int j = sta; j <= end; j++) {
                if(dp[i][j] + dp[j][i + k] + cost[i][i + k] < dp[i][i + k]) {
                    dp[i][i + k] = dp[i][j] + dp[j][i + k] + cost[i][i + k];
                    opt[i][i + k] = j;
                }
            }
        }
    }
}
```

## 4 Geometry

### 4.1 Geometry Template

```
/*
TABLE OF CONTENT
0. Basic Rule
    0.1. Everything is in double
    0.2. Every comparison use EPS
    0.3. Every degree in rad
1. General Double Operation
    1.1. const double EPS=1E-9
    1.2. const double PI=acos(-1.0)
    1.3. const double INF9=1E9
    1.3. between_d(double x,double l,double r)
        check whether x is between l and r inclusive with EPS
    1.4. same_d(double x,double y)
        check whether x=y with EPS
    1.5. dabs(double x)
        absolute value of x
2. Point
    2.1. struct point
        2.1.1. double x,y
            cartesian coordinate of the point
        2.1.2. point()
            default constructor
        2.1.3. point(double _x,double _y)
            constructor, set the point to (_x,_y)
        2.1.4. bool operator< (point other)
            regular pair<double,double> operator < with EPS
        2.1.5. bool operator== (point other)
            regular pair<double,double> operator == with EPS
    2.2. hypot(point P)
        length of hypotenuse of point P to (0,0)
    2.3. e_dist(point P1,point P2)
        euclidean distance from P1 to P2
    2.4. m_dist(point P1,point P2)
        manhattan distance from P1 to P2
    2.5. point rotate(point P,point O,double angle)
        rotate point P from the origin O by angle ccw
3. Vector
    3.1. struct vec
        3.1.1. double x,y
            x and y magnitude of the vector
        3.1.2. vec()
            default constructor
        3.1.3. vec(double _x,double _y)
            constructor, set the vector to (_x,_y)
        3.1.4. vec(point A,point B)
            constructor, set the vector to vector AB (A->B)
*/
/*General Double Operation*/
```

```

}
vec flip(vec v) {
    return vec(-v.x, -v.y);
}
double dot(vec u, vec v) {
    return (u.x * v.x + u.y * v.y);
}
double cross(vec u, vec v) {
    return (u.x * v.y - u.y * v.x);
}
double norm_sq(vec v) {
    return (v.x * v.x + v.y * v.y);
}
point translate(point P, vec v) {
    return point(P.x + v.x, P.y + v.y);
}
point rotate(point P, point O, double angle) {
    vec v(O);
    P = translate(P, flip(v));
    return translate(point(P.x * cos(angle) - P.y * sin(angle),
        P.x * sin(angle) + P.y * cos(angle)), v);
}
point mid(point P, point Q) {
    return point((P.x + Q.x) / 2, (P.y + Q.y) / 2);
}
double angle(point A, point O, point B) {
    vec OA(O, A), OB(O, B);
    return acos(dot(OA, OB) / sqrt(norm_sq(OA) * norm_sq(OB)));
}
int orientation(point P, point Q, point R) {
    vec PQ(P, Q), PR(P, R);
    double c = cross(PQ, PR);
    if(c < -EPS)
        return -1;
    if(c > EPS)
        return 1;
    return 0;
}
/*Line*/
struct line {
    double a, b, c;
    line() {
        a = b = c = 0.0;
    }
    line(double _a, double _b, double _c) {
        a = _a;
        b = _b;
        c = _c;
    }
    line(point P1, point P2) {
        if(P1 < P2)
            swap(P1, P2);
        if(same_d(P1.x, P2.x))
            a = 1.0, b = 0.0, c = -P1.x;
        else
            a = -(P1.y - P2.y) / (P1.x - P2.x), b = 1.0, c = -(a * P1.x) - P1.y;
    }
    line(point P, double slope) {
        if(same_d(slope, INFD))
            a = 1.0, b = 0.0, c = -P.x;
        else
            a = -slope, b = 1.0, c = -(a * P.x) - P.y;
    }
    bool operator==(line other) {
        return same_d(a, other.a) && same_d(b, other.b) && same_d(c, other.c);
    }
    double slope() {
        if(same_d(b, 0.0))
            return INFD;
        return -(a / b);
    }
}

```

```

};
bool paralel(line L1, line L2) {
    return same_d(L1.a, L2.a) && same_d(L1.b, L2.b);
}
bool intersection(line L1, line L2, point& P) {
    if(paralel(L1, L2))
        return false;
    P.x = (L2.b * L1.c - L1.b * L2.c) / (L2.a * L1.b - L1.a * L2.b);
    if(same_d(L1.b, 0.0))
        P.y = -(L2.a * P.x + L2.c);
    else
        P.y = -(L1.a * P.x + L1.c);
    return true;
}
double pointToLine(point P, point A, point B, point& C) {
    vec AP(A, P), AB(A, B);
    double u = dot(AP, AB) / norm_sq(AB);
    C = translate(A, scale(AB, u));
    return e_dist(P, C);
}
double lineToLine(line L1, line L2) {
    if(!paralel(L1, L2))
        return 0.0;
    return dabs(L2.c - L1.c) / sqrt(L1.a * L1.a + L1.b * L1.b);
}
/*Line Segment*/
struct segment {
    point P, Q;
    line L;
    segment() {
        point T1;
        P = Q = T1;
        line T2;
        L = T2;
    }
    segment(point _P, point _Q) {
        P = _P;
        Q = _Q;
        if(Q < P)
            swap(P, Q);
        line T(P, Q);
        L = T;
    }
    bool operator==(segment other) {
        return P == other.P && Q == other.Q;
    }
};
bool onSegment(point P, segment S) {
    if(orientation(S.P, S.Q, P) != 0)
        return false;
    return between_d(P.x, S.P.x, S.Q.x) && between_d(P.y, S.P.y, S.Q.y);
}
bool s_intersection(segment S1, segment S2) {
    double o1 = orientation(S1.P, S1.Q, S2.P);
    double o2 = orientation(S1.P, S1.Q, S2.Q);
    double o3 = orientation(S2.P, S2.Q, S1.P);
    double o4 = orientation(S2.P, S2.Q, S1.Q);
    if(o1 != o2 && o3 != o4)
        return true;
    if(o1 == 0 && onSegment(S2.P, S1))
        return true;
    if(o2 == 0 && onSegment(S2.Q, S1))
        return true;
    if(o3 == 0 && onSegment(S1.P, S2))
        return true;
    if(o4 == 0 && onSegment(S1.Q, S2))
        return true;
    return false;
}
double pointToSegment(point P, point A, point B, point& C) {
    vec AP(A, P), AB(A, B);
}

```

```
double u = dot(AP, AB) / norm_sq(AB);
if(u < EPS) {
    C = A;
    return e_dist(P, A);
}
if(u + EPS > 1.0) {
    C = B;
    return e_dist(P, B);
}
return pointToLine(P, A, B, C);
}
double segmentToSegment(segment S1, segment S2) {
    if(s_intersection(S1, S2))
        return 0.0;
    double ret = INFD;
    point dummy;
    ret = min(ret, pointToSegment(S1.P, S2.P, S2.Q, dummy));
    ret = min(ret, pointToSegment(S1.Q, S2.P, S2.Q, dummy));
    ret = min(ret, pointToSegment(S2.P, S1.P, S1.Q, dummy));
    ret = min(ret, pointToSegment(S2.Q, S1.P, S1.Q, dummy));
    return ret;
}
/*Circle*/
struct circle {
    point P;
    double r;
    circle() {
        point P1;
        P = P1;
        r = 0.0;
    }
    circle(point _P, double _r) {
        P = _P;
        r = _r;
    }
    circle(point P1, point P2) {
        P = mid(P1, P2);
        r = e_dist(P, P1);
    }
    circle(point P1, point P2, point P3) {
        vector<point> T;
        T.clear();
        T.pb(P1);
        T.pb(P2);
        T.pb(P3);
        sort(T.begin(), T.end());
        P1 = T[0];
        P2 = T[1];
        P3 = T[2];
        point M1, M2;
        M1 = mid(P1, P2);
        M2 = mid(P2, P3);
        point Q2, Q3;
        Q2 = rotate(P2, P1, PI / 2);
        Q3 = rotate(P3, P2, PI / 2);
        vec P1Q2(P1, Q2), P2Q3(P2, Q3);
        point M3, M4;
        M3 = translate(M1, P1Q2);
        M4 = translate(M2, P2Q3);
        line L1(M1, M3), L2(M2, M4);
        intersection(L1, L2, P);
        r = e_dist(P, P1);
    }
    bool operator==(circle other) {
        return (P == other.P && same_d(r, other.r));
    }
};
bool insideCircle(point P, circle C) {
    return e_dist(P, C.P) <= C.r + EPS;
}
bool c_intersection(circle C1, circle C2, point& P1, point& P2) {
```

```
double d = e_dist(C1.P, C2.P);
if(d > C1.r + C2.r) {
    return false; //d+EPS kalo butuh
}
if(d < dabs(C1.r - C2.r) + EPS)
    return false;
double x1 = C1.P.x, y1 = C1.P.y, r1 = C1.r, x2 = C2.P.x, y2 = C2.P.y, r2 = C2.r;
double a = (r1 * r1 - r2 * r2 + d * d) / (2 * d), h = sqrt(r1 * r1 - a * a);
point T(x1 + a * (x2 - x1) / d, y1 + a * (y2 - y1) / d);
P1 = point(T.x - h * (y2 - y1) / d, T.y + h * (x2 - x1) / d);
P2 = point(T.x + h * (y2 - y1) / d, T.y - h * (x2 - x1) / d);
return true;
}
bool lc_intersection(line L, circle C, point& P1, point& P2) {
    double a = L.a, b = L.b, c = L.c, x = 0.P.x, y = 0.P.y, r = 0.r;
    double A = a * a + b * b, B = 2 * a * b * y - 2 * a * c - 2 * b * b * x,
        C = b * b * x * x + b * b * y * y - 2 * b * c * y + c * c - b * b * r * r;
    double D = B * B - 4 * A * C;
    point T1, T2;
    if(same_d(b, 0.0)) {
        T1.x = c / a;
        if(dabs(x - T1.x) + EPS > r)
            return false;
        if(same_d(T1.x - r - x, 0.0) || same_d(T1.x + r - x, 0.0)) {
            P1 = P2 = point(T1.x, y);
            return true;
        }
        double dx = dabs(T1.x - x), dy = sqrt(r * r - dx * dx);
        P1 = point(T1.x, y - dy);
        P2 = point(T1.x, y + dy);
        return true;
    }
    if(same_d(D, 0.0)) {
        T1.x = -B / (2 * A);
        T1.y = (c - a * T1.x) / b;
        P1 = P2 = T1;
        return true;
    }
    if(D < EPS)
        return false;
    D = sqrt(D);
    T1.x = (-B - D) / (2 * A);
    T1.y = (c - a * T1.x) / b;
    P1 = T1;
    T2.x = (-B + D) / (2 * A);
    T2.y = (c - a * T2.x) / b;
    P2 = T2;
    return true;
}
bool sc_intersection(segment S, circle C, point& P1, point& P2) {
    bool cek = lc_intersection(S.L, C, P1, P2);
    if(!cek)
        return false;
    double x1 = S.P.x, y1 = S.P.y, x2 = S.Q.x, y2 = S.Q.y;
    bool b1 = between_d(P1.x, x1, x2) && between_d(P1.y, y1, y2);
    bool b2 = between_d(P2.x, x1, x2) && between_d(P2.y, y1, y2);
    if(P1 == P2)
        return b1;
    if(b1 || b2) {
        if(!b1)
            P1 = P2;
        if(!b2)
            P2 = P1;
        return true;
    }
    return false;
}
/*Triangle*/
double t_perimeter(point A, point B, point C) {
    return e_dist(A, B) + e_dist(B, C) + e_dist(C, A);
}
```



```
double t_area(point A, point B, point C) {
    double s = t_perimeter(A, B, C) / 2;
    double ab = e_dist(A, B), bc = e_dist(B, C), ac = e_dist(C, A);
    return sqrt(s * (s - ab) * (s - bc) * (s - ac));
}

circle t_inCircle(point A, point B, point C) {
    vector<point> T;
    T.clear();
    T.pb(A);
    T.pb(B);
    T.pb(C);
    sort(T.begin(), T.end());
    A = T[0];
    B = T[1];
    C = T[2];
    double r = t_area(A, B, C) / (t_perimeter(A, B, C) / 2);
    double ratio = e_dist(A, B) / e_dist(A, C);
    vec BC(B, C);
    BC = scale(BC, ratio / (1 + ratio));
    point P;
    P = translate(B, BC);
    line AP1(A, P);
    ratio = e_dist(B, A) / e_dist(B, C);
    vec AC(A, C);
    AC = scale(AC, ratio / (1 + ratio));
    P = translate(A, AC);
    line BP2(B, P);
    intersection(AP1, BP2, P);
    return circle(P, r);
}

circle t_outCircle(point A, point B, point C) {
    return circle(A, B, C);
}

/*Polygon*/
struct polygon {
    vector<point> P;
    polygon() {
        P.clear();
    }
    polygon(vector<point>& _P) {
        P = _P;
    }
};

bool rayCast(point P, polygon& A) {
    point Q(P.x, 10000);
    line cast(P, Q);
    int cnt = 0;
    FOR(i, (int)(A.P.size()) - 1) {
        line temp(A.P[i], A.P[i + 1]);
        point I;
        bool B = intersection(cast, temp, I);
        if(!B)
            continue;
        else if(I == A.P[i] || I == A.P[i + 1])
            continue;
        else if(pointBetween(I, A.P[i], A.P[i + 1]) && pointBetween(I, P, Q))
            cnt++;
    }
    return cnt % 2 == 1;
}

// line segment p-q intersect with line A-B.
point lineIntersectSeg(point p, point q, point A, point B) {
    double a = B.y - A.y;
    double b = A.x - B.x;
    double c = B.x * A.y - A.x * B.y;
    double u = fabs(a * p.x + b * p.y + c);
    double v = fabs(a * q.x + b * q.y + c);
    return point((p.x * v + q.x * u) / (u + v), (p.y * v + q.y * u) / (u + v));
}

// cuts polygon Q along the line formed by point a -> point b
// (note: the last point must be the same as the first point)
```

```
vector<point> cutPolygon(point a, point b, const vector<point>& Q) {
    vector<point> P;
    for(int i = 0; i < (int)Q.size(); i++) {
        double left1 = cross(toVec(a, b), toVec(a, Q[i]));
        double left2 = 0;
        if(i != (int)Q.size() - 1)
            left2 = cross(toVec(a, b), toVec(a, Q[i + 1]));
        if(left1 > -EPS)
            P.push_back(Q[i]);
        if(left1 * left2 < -EPS)
            P.push_back(lineIntersectSeg(Q[i], Q[i + 1], a, b));
    }
    if(!P.empty() && !(P.back() == P.front()))
        P.push_back(P.front());
    return P;
}

circle minCoverCircle(polygon& A) {
    vector<point> p = A.P;
    point c;
    circle ret;
    double cr = 0.0;
    int i, j, k;
    c = p[0];
    for(i = 1; i < p.size(); i++) {
        if(e_dist(p[i], c) >= cr + EPS) {
            c = p[i], cr = 0;
            ret = circle(c, cr);
            for(j = 0; j < i; j++) {
                if(e_dist(p[j], c) >= cr + EPS) {
                    c = mid(p[i], p[j]);
                    cr = e_dist(p[i], c);
                    ret = circle(c, cr);
                    for(k = 0; k < j; k++) {
                        if(e_dist(p[k], c) >= cr + EPS) {
                            ret = circle(p[i], p[j], p[k]);
                            c = ret.P;
                            cr = ret.r;
                        }
                    }
                }
            }
        }
    }
    return ret;
}

/*Geometry Algorithm*/
double DP[110][110];
double minCostPolygonTriangulation(polygon& A) {
    if(A.P.size() < 3)
        return 0;
    FOR(i, A.P.size()) {
        for(int j = 0, k = i; k < A.P.size(); j++, k++) {
            if(k < j + 2)
                DP[j][k] = 0.0;
            else {
                DP[j][k] = INF;
                REP(l, j + 1, k - 1) {
                    double cost = e_dist(A.P[j], A.P[k]) + e_dist(A.P[k], A.P[l]) + e_dist(A.P[l], A.P[j]);
                    DP[j][k] = min(DP[j][k], DP[j][l] + DP[l][k] + cost);
                }
            }
        }
    }
    return DP[0][A.P.size() - 1];
}
```

## 4.2 Convex Hull

```
typedef double TD;           // for precision shifts
namespace GEOM {
    typedef pair<TD, TD> Pt;   // vector and points
    const TD EPS = 1e-9;
    const TD maxD = 1e9;
    TD cross(Pt a, Pt b, Pt c) { // right hand rule
        TD v1 = a.first - c.first; // (a-c) X (b-c)
        TD v2 = a.second - c.second;
        TD u1 = b.first - c.first;
        TD u2 = b.second - c.second;
        return v1 * u2 - v2 * u1;
    }
    TD cross(Pt a, Pt b) { // a X b
        return a.first * b.second - a.second * b.first;
    }
    TD dot(Pt a, Pt b, Pt c) { // (a-c) . (b-c)
        TD v1 = a.first - c.first;
        TD v2 = a.second - c.second;
        TD u1 = b.first - c.first;
        TD u2 = b.second - c.second;
        return v1 * u1 + v2 * u2;
    }
    TD dot(Pt a, Pt b) { // a . b
        return a.first * b.first + a.second * b.second;
    }
    TD dist(Pt a, Pt b) {
        return sqrt((a.first - b.first) * (a.first - b.first) +
            (a.second - b.second) * (a.second - b.second));
    }
    TD shoelaceX2(vector<Pt>& convHull) {
        TD ret = 0;
        for(int i = 0, n = convHull.size(); i < n; i++)
            ret += cross(convHull[i], convHull[(i + 1) % n]);
        return ret;
    }
    vector<Pt> createConvexHull(vector<Pt>& points) {
        sort(points.begin(), points.end());
        vector<Pt> ret;
        for(int i = 0; i < points.size(); i++) {
            while(ret.size() > 1 &&
                cross(points[i], ret[ret.size() - 1], ret[ret.size() - 2]) < -EPS)
                ret.pop_back();
            ret.push_back(points[i]);
        }
        for(int i = points.size() - 2, sz = ret.size(); i >= 0; i--) {
            while(ret.size() > sz &&
                cross(points[i], ret[ret.size() - 1], ret[ret.size() - 2]) < -EPS)
                ret.pop_back();
            if(i == 0)
                break;
            ret.push_back(points[i]);
        }
        return ret;
    }
    bool isInside(Pt pv, vector<Pt>& x) { //using winding number
        int n = x.size(), wn = 0;
        x.push_back(x[0]);
        for(int i = 0; i < n; ++i) {
            if(((x[i + 1].first <= pv.first && x[i].first >= pv.first) ||
                (x[i + 1].first >= pv.first && x[i].first <= pv.first)) &&
                ((x[i + 1].second <= pv.second && x[i].second >= pv.second) ||
                (x[i + 1].second >= pv.second && x[i].second <= pv.second))) {
                if(cross(x[i], x[i + 1], pv) == 0) {
                    x.pop_back();
                    return true;
                }
            }
        }
        for(int i = 0; i < n; ++i) {
            if(x[i].second <= pv.second) {
                if(x[i + 1].second > pv.second && cross(x[i], x[i + 1], pv) > 0)
                    ++wn;
            } else if(x[i + 1].second <= pv.second && cross(x[i], x[i + 1], pv) < 0)
                --wn;
        }
        x.pop_back();
        return wn != 0;
    }
}

vector<Pt> createConvexHull(vector<Pt>& points) {
    sort(points.begin(), points.end());
    vector<Pt> ret;
    for(int i = 0; i < points.size(); i++) {
        while(ret.size() > 1 &&
            cross(points[i], ret[ret.size() - 1], ret[ret.size() - 2]) < -EPS)
            ret.pop_back();
        ret.push_back(points[i]);
    }
    for(int i = points.size() - 2, sz = ret.size(); i >= 0; i--) {
        while(ret.size() > sz &&
            cross(points[i], ret[ret.size() - 1], ret[ret.size() - 2]) < -EPS)
            ret.pop_back();
        if(i == 0)
            break;
        ret.push_back(points[i]);
    }
    return ret;
}
bool isInside(Pt pv, vector<Pt>& x) { //using winding number
    int n = x.size(), wn = 0;
    x.push_back(x[0]);
    for(int i = 0; i < n; ++i) {
        if(((x[i + 1].first <= pv.first && x[i].first >= pv.first) ||
            (x[i + 1].first >= pv.first && x[i].first <= pv.first)) &&
            ((x[i + 1].second <= pv.second && x[i].second >= pv.second) ||
            (x[i + 1].second >= pv.second && x[i].second <= pv.second))) {
            if(cross(x[i], x[i + 1], pv) == 0) {
                x.pop_back();
                return true;
            }
        }
    }
    for(int i = 0; i < n; ++i) {
        if(x[i].second <= pv.second) {
            if(x[i + 1].second > pv.second && cross(x[i], x[i + 1], pv) > 0)
                ++wn;
        } else if(x[i + 1].second <= pv.second && cross(x[i], x[i + 1], pv) < 0)
            --wn;
    }
    x.pop_back();
    return wn != 0;
}
}
```

```
++wn;
    } else if(x[i + 1].second <= pv.second && cross(x[i], x[i + 1], pv) < 0)
        --wn;
    }
    x.pop_back();
    return wn != 0;
}
}
bool isInside(Pt pv, vector<Pt>& x) { //using winding number
    int n = x.size(), wn = 0;
    x.push_back(x[0]);
    for(int i = 0; i < n; ++i) {
        if(((x[i + 1].first <= pv.first && x[i].first >= pv.first) ||
            (x[i + 1].first >= pv.first && x[i].first <= pv.first)) &&
            ((x[i + 1].second <= pv.second && x[i].second >= pv.second) ||
            (x[i + 1].second >= pv.second && x[i].second <= pv.second))) {
            if(cross(x[i], x[i + 1], pv) == 0) {
                x.pop_back();
                return true;
            }
        }
    }
    for(int i = 0; i < n; ++i) {
        if(x[i].second <= pv.second) {
            if(x[i + 1].second > pv.second && cross(x[i], x[i + 1], pv) > 0)
                ++wn;
        } else if(x[i + 1].second <= pv.second && cross(x[i], x[i + 1], pv) < 0)
            --wn;
    }
    x.pop_back();
    return wn != 0;
}
}
```

### 4.3 Closest Pair of Points

```
#define fi first
#define se second
typedef pair<int, int> pii;
struct Point {
    int x, y, id;
};
int compareX(const void* a, const void* b) {
    Point* p1 = (Point*)a, *p2 = (Point*)b;
    return (p1->x - p2->x);
}
int compareY(const void* a, const void* b) {
    Point* p1 = (Point*)a, *p2 = (Point*)b;
    return (p1->y - p2->y);
}
double dist(Point p1, Point p2) {
    return sqrt((double)(p1.x - p2.x) * (p1.x - p2.x) +
        (double)(p1.y - p2.y) * (p1.y - p2.y)
        );
}
pair<pii, double> bruteForce(Point P[], int n) {
    double min = 1e8;
    pii ret = pii(-1, -1);
    for(int i = 0; i < n; ++i)
        for(int j = i + 1; j < n; ++j)
            if(dist(P[i], P[j]) < min) {
                ret = pii(P[i].id, P[j].id);
                min = dist(P[i], P[j]);
            }
    return pair<pii, double> (ret, min);
}
pair<pii, double> getmin(pair<pii, double> x, pair<pii, double> y) {
    if(x.fi.fi == -1 && x.fi.se == -1)
        return y;
    if(y.fi.fi == -1 && y.fi.se == -1)
```

```

    return x;
    return (x.se < y.se) ? x : y;
}
pair<pii, double> stripClosest(Point strip[], int size, double d) {
    double min = d;
    pii ret = pii(-1, -1);
    qsort(strip, size, sizeof(Point), compareY);
    for(int i = 0; i < size; ++i)
        for(int j = i + 1; j < size && (strip[j].y - strip[i].y) < min; ++j)
            if(dist(strip[i], strip[j]) < min) {
                ret = pii(strip[i].id, strip[j].id);
                min = dist(strip[i], strip[j]);
            }
    return pair<pii, double>(ret, min);
}
pair<pii, double> closestUtil(Point P[], int n) {
    if(n <= 3)
        return bruteForce(P, n);
    int mid = n / 2;
    Point midPoint = P[mid];
    pair<pii, double> dl = closestUtil(P, mid);
    pair<pii, double> dr = closestUtil(P + mid, n - mid);
    pair<pii, double> d = getmin(dl, dr);
    Point strip[n];
    int j = 0;
    for(int i = 0; i < n; i++)
        if(abs(P[i].x - midPoint.x) < d.second)
            strip[j] = P[i], j++;
    return getmin(d, stripClosest(strip, j, d.second));
}
pair<pii, double> closest(Point P[], int n) {
    qsort(P, n, sizeof(Point), compareX);
    return closestUtil(P, n);
}
Point P[50005];
int main() {
    int n;
    scanf("%d", &n);
    for(int a = 0; a < n; a++) {
        scanf("%d%d", &P[a].x, &P[a].y);
        P[a].id = a;
    }
    pair<pii, double> hasil = closest(P, n);
    if(hasil.fi.fi > hasil.fi.se)
        swap(hasil.fi.fi, hasil.fi.se);
    printf("%d %d %.6lf\n", hasil.fi.fi, hasil.fi.se, hasil.se);
    return 0;
}

```

#### 4.4 Smallest Enclosing Circle

```

// welzl's algo to find the 2d minimum enclosing circle of a set of points
// expected O(N)
// directions: remove duplicates and shuffle points, then call welzl(points)

struct Point {
    double x;
    double y;
};

struct Circle {
    double x, y, r;
    Circle() {}
    Circle(double _x, double _y, double _r): x(_x), y(_y), r(_r) {}
};

Circle trivial(const vector<Point>& r) {
    if(r.size() == 0)
        return Circle(0, 0, -1);
    else if(r.size() == 1)

```

```

        return Circle(r[0].x, r[0].y, 0);
    else if(r.size() == 2) {
        double cx = (r[0].x + r[1].x) / 2.0, cy = (r[0].y + r[1].y) / 2.0;
        double rad = hypot(r[0].x - r[1].x, r[0].y - r[1].y) / 2.0;
        return Circle(cx, cy, rad);
    } else {
        double x0 = r[0].x, x1 = r[1].x, x2 = r[2].x;
        double y0 = r[0].y, y1 = r[1].y, y2 = r[2].y;
        double d = (x0 - x2) * (y1 - y2) - (x1 - x2) * (y0 - y2);
        double cx = (((x0 - x2) * (x0 + x2) + (y0 - y2) * (y0 + y2)) / 2 *
            (y1 - y2) - ((x1 - x2) * (x1 + x2) + (y1 - y2) * (y1 + y2)) / 2 *
            (y0 - y2)) / d;
        double cy = (((x1 - x2) * (x1 + x2) + (y1 - y2) * (y1 + y2)) / 2 *
            (x0 - x2) - ((x0 - x2) * (x0 + x2) + (y0 - y2) * (y0 + y2)) / 2 *
            (x1 - x2)) / d;
        return Circle(cx, cy, hypot(x0 - cx, y0 - cy));
    }
}

Circle welzl(const vector<Point>& p, int idx = 0, vector<Point> r = {}) {
    if(idx == (int) p.size() || r.size() == 3)
        return trivial(r);
    Circle d = welzl(p, idx + 1, r);
    if(hypot(p[idx].x - d.x, p[idx].y - d.y) > d.r) {
        r.push_back(p[idx]);
        d = welzl(p, idx + 1, r);
    }
    return d;
}

```

#### 4.5 Sutherland-Hodgman Algorithm

```

// Complexity: linear time
// Ada 2 poligon, cari poligon intersectionnya
// poly_point = hasilnya, clipper = pemotongnya
#include<bits/stdc++.h>
using namespace std;

const double EPS = 1e-9;

struct point {
    double x, y;
    point(double _x, double _y): x(_x), y(_y) {}
};

struct vec {
    double x, y;
    vec(double _x, double _y): x(_x), y(_y) {}
};

point pivot(0, 0);
vec toVec(point a, point b) {
    return vec(b.x - a.x, b.y - a.y);
}

double dist(point a, point b) {
    return hypot(a.x - b.x, a.y - b.y);
}

double cross(vec a, vec b) {
    return a.x * b.y - a.y * b.x;
}

bool ccw(point p, point q, point r) {
    return cross(toVec(p, q), toVec(p, r)) > 0;
}

bool collinear(point p, point q, point r) {
    return fabs(cross(toVec(p, q), toVec(p, r))) < EPS;
}

bool lies(point a, point b, point c) {
    if((c.x >= min(a.x, b.x) && c.x <= max(a.x, b.x)) &&
        (c.y >= min(a.y, b.y) && c.y <= max(a.y, b.y)))
        return true;
    else

```

```

        return false;
    }
    bool anglecmp(point a, point b) {
        if(collinear(pivot, a, b))
            return dist(pivot, a) < dist(pivot, b);
        double d1x = a.x - pivot.x, d1y = a.y - pivot.y;
        double d2x = b.x - pivot.x, d2y = b.y - pivot.y;
        return (atan2(d1y, d1x) - atan2(d2y, d2x)) < 0;
    }

    point intersect(point s1, point e1, point s2, point e2) {
        double x1, x2, x3, x4, y1, y2, y3, y4;
        x1 = s1.x;
        y1 = s1.y;
        x2 = e1.x;
        y2 = e1.y;
        x3 = s2.x;
        y3 = s2.y;
        x4 = e2.x;
        y4 = e2.y;
        double num1 = (x1 * y2 - y1 * x2) * (x3 - x4) - (x1 - x2) * (x3 * y4 - y3 * x4);
        double num2 = (x1 * y2 - y1 * x2) * (y3 - y4) - (y1 - y2) * (x3 * y4 - y3 * x4);
        double den = (x1 - x2) * (y3 - y4) - (y1 - y2) * (x3 - x4);
        double new_x = num1 / den;
        double new_y = num2 / den;
        return point(new_x, new_y);
    }

    void clip(vector<point>& poly_points, point point1, point point2) {
        vector<point> new_points;
        new_points.clear();
        for(int i = 0; i < poly_points.size(); i++) {
            int k = (i + 1) % poly_points.size();
            double i_pos = ccw(point1, point2, poly_points[i]);
            double k_pos = ccw(point1, point2, poly_points[k]);
            //in in
            if(i_pos <= 0 && k_pos <= 0)
                new_points.push_back(poly_points[k]);
            //out in
            else if(i_pos > 0 && k_pos <= 0) {
                new_points.push_back(intersect(point1, point2, poly_points[i], poly_points[k]));
                new_points.push_back(poly_points[k]);
            }
            // in out
            else if(i_pos <= 0 && k_pos > 0)
                new_points.push_back(intersect(point1, point2, poly_points[i], poly_points[k]));
            //out out
            else {
            }
        }
        poly_points.clear();
        for(int i = 0; i < new_points.size(); i++)
            poly_points.push_back(new_points[i]);
    }

    double area(const vector<point>& P) {
        double result = 0.0;
        double x1, y1, x2, y2;
        for(int i = 0; i < P.size() - 1; i++) {
            x1 = P[i].x;
            y1 = P[i].y;
            x2 = P[i + 1].x;
            y2 = P[i + 1].y;
            result += (x1 * y2 - x2 * y1);
        }
        return fabs(result) / 2;
    }

    void suthHodgClip(vector<point>& poly_points, vector<point> clipper_points) {
        for(int i = 0; i < clipper_points.size(); i++) {
            int k = (i + 1) % clipper_points.size();
            clip(poly_points, clipper_points[i], clipper_points[k]);
        }
    }

```

```

    }
    vector<point> sortku(vector<point> P) {
        int P0 = 0;
        int i;
        for(i = 1; i < 3; i++) {
            if(P[i].y < P[P0].y || (P[i].y == P[P0].y && P[i].x > P[P0].x))
                P0 = i;
        }
        point temp = P[P0];
        P[P0] = P[P0];
        P[P0] = temp;
        pivot = P[P0];
        sort(++P.begin(), P.end(), anglecmp);
        reverse(++P.begin(), P.end());
        return P;
    }
    int main {
        clipper_points = sortku(clipper_points);
        suthHodgClip(poly_points, clipper_points);
    }

```

## 4.6 Centroid of Polygon

$$C_x = \frac{1}{6A} \sum_{i=0}^{n-1} (x_i + x_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

$$C_y = \frac{1}{6A} \sum_{i=0}^{n-1} (y_i + y_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

## 4.7 Pick Theorem

A: Area of a simply closed lattice polygon  
 B: Number of lattice points on the edges  
 I: Number of points in the interior  
 $A = I + \frac{B}{2} - 1$

## 5 Graphs

### 5.1 Articulation Point and Bridge

```

// gr -> adj list
// vector vis, low -> initialize to -1
// int timer -> initialize to 0
void dfs(int pos, int dad = -1) {
    vis[pos] = low[pos] = timer++;
    int kids = 0;
    for(auto& i : gr[pos]) {
        if(i == dad)
            continue;
        if(vis[i] >= 0)
            low[pos] = min(low[pos], vis[i]);
        else {
            dfs(i, pos);
            low[pos] = min(low[pos], low[i]);
            if(low[i] > vis[pos])
                is_bridge(pos, i)
                if(low[i] >= vis[pos] && dad >= 0)
                    is_articulation_point(pos)
                    ++kids;
        }
    }
    if(dad == -1 && kids > 1)
        is_articulation_point(pos)
}

```

### 5.2 SCC and Strong Orientation

```

#define N 10020
vector<int> adj[N];

```

```
vector<int> idx, lv;

bool has_path(int s, int t) {
    queue< int > q;
    q.push(s);
    lv.assign(n, -1);
    lv[s] = 0;
    while(!q.empty()) {
        int c = q.front();
        q.pop();
        if(c == t)
            break;
        for(auto& i : gr[c]) {
            ll cur_flow = e[i].cap - e[i].flow;
            if(lv[e[i].v] == -1 && cur_flow >= 1) {
                lv[e[i].v] = lv[c] + 1;
                q.push(e[i].v);
            }
        }
    }
    return lv[t] != -1;
}

ll get_flow(int s, int t, ll left) {
    if(!left || s == t)
        return left;
    while(idx[s] < (int) gr[s].size()) {
        int i = gr[s][idx[s]];
        if(lv[e[i].v] == lv[s] + 1) {
            ll add = get_flow(e[i].v, t, min(left, e[i].cap - e[i].flow));
            if(add) {
                e[i].flow += add;
                e[i ^ 1].flow -= add;
                return add;
            }
        }
        ++idx[s];
    }
    return 0;
}

Dinic(int vertices, bool scaling = 1) : // toggle scaling here
    n(vertices), lim(scaling ? 1 << 30 : 1), gr(n) {}

void add_edge(int from, int to, ll cap, bool directed = 1) {
    gr[from].push_back(e.size());
    e.emplace_back(to, cap);
    gr[to].push_back(e.size());
    e.emplace_back(from, directed ? 0 : cap);
}

ll get_max_flow(int s, int t) { // call this
    ll res = 0;
    while(lim) { // scaling
        while(has_path(s, t)) {
            idx.assign(n, 0);
            while(ll add = get_flow(s, t, INF))
                res += add;
        }
        lim >>= 1;
    }
    return res;
}
};
```

## 5.5 Minimum Cost Maximum Flow

```
// 1-based index
template<class T>
using rpq = priority_queue<T, vector<T>, greater<T>>;
```

```
bool vis[N], ins[N];
int disc[N], low[N], gr[N];
stack<int> st;
int id, grid;
void scc(int cur, int par) {
    disc[cur] = low[cur] = ++id;
    vis[cur] = ins[cur] = 1;
    st.push(cur);
    for(int to : adj[cur]) {
        //if (to==par) continue; // ini untuk S0(scc undirected)
        if(!vis[to])
            scc(to, cur);
        if(ins[to])
            low[cur] = min(low[cur], low[to]);
    }
    if(low[cur] == disc[cur]) {
        grid++; // group id
        while(ins[cur]) {
            gr[st.tp] = grid;
            ins[st.tp] = 0;
            st.pop();
        }
    }
}
```

## 5.3 Centroid Decomposition

```
int build_cen(int nw) {
    com_cen(nw, 0); //fungsi untuk itung size subtree
    int siz = sz[nw] / 2;
    bool found = false;
    while(!found) {
        found = true;
        for(int i : v[nw]) {
            if(!rem[i] && sz[i] < sz[nw]) {
                if(sz[i] > siz) {
                    found = false;
                    nw = i;
                    break;
                }
            }
        }
    }
    big
    rem[nw] = true;
    for(int i : v[nw])if(!rem[i])
        par_cen[build_cen(i)] = nw;
    return nw;
}
```

## 5.4 Dinic's Maximum Flow

```
// O(VE log(max_flow)) if scaling == 1
// O((V + E) sqrt(E)) if unit graph (turn scaling off)
// O((V + E) sqrt(V)) if bipartite matching (turn scaling off)
// indices are 0-based
const ll INF = 1e18;

struct Dinic {
    struct Edge {
        int v;
        ll cap, flow;
        Edge(int _v, ll _cap): v(_v), cap(_cap), flow(0) {}
    };

    int n;
    ll lim;
    vector<vector<int>>> gr;
    vector<Edge> e;
```

```
const ll INF = 1e18;

struct MCMF {
    struct Edge {
        int v;
        ll cap, cost;
        int rev;
        Edge(int _v, ll _cap, ll _cost, int _rev) :
            v(_v), cap(_cap), cost(_cost), rev(_rev) {}
    };

    ll flow, cost;
    int st, ed, n;
    vector<ll> dist, H;
    vector<int> pv, pe;
    vector<vector<Edge>> adj;

    bool dijkstra() {
        rpq<pair<ll, int>> pq;
        dist.assign(n + 1, INF);
        dist[st] = 0;
        pq.emplace(0, st);
        while(!pq.empty()) {
            auto [cst, pos] = pq.top();
            pq.pop();
            if(dist[pos] < cst)
                continue;
            for(int i = 0; i < (int) adj[pos].size(); ++i) {
                auto& e = adj[pos][i];
                int nxt = e.v;
                ll nxt_cst = dist[pos] + e.cost + H[pos] - H[nxt];
                if(e.cap > 0 && nxt_cst < dist[nxt]) {
                    dist[nxt] = nxt_cst;
                    pe[nxt] = i;
                    pv[nxt] = pos;
                    pq.emplace(nxt_cst, nxt);
                }
            }
        }
        return dist[ed] != INF;
    }

    MCMF(int _n : n(_n), pv(n + 1), pe(n + 1), adj(n + 1) {}

    void add_edge(int u, int v, ll cap, ll cst) {
        adj[u].emplace_back(v, cap, cst, adj[v].size());
        adj[v].emplace_back(u, 0, -cst, adj[u].size() - 1);
    }

    pair<ll, ll> solve(int _st, int _ed) {
        st = _st, ed = _ed;
        flow = 0, cost = 0;
        H.assign(n + 1, 0);
        while(dijkstra()) {
            for(int i = 0; i <= n; ++i)
                H[i] += dist[i];
            ll f = INF;
            for(int i = ed; i != st; i = pv[i])
                f = min(f, adj[pv[i]][pe[i]].cap);
            flow += f;
            cost += f * H[ed];
            for(int i = ed; i != st; i = pv[i]) {
                auto& e = adj[pv[i]][pe[i]];
                e.cap -= f;
                adj[i][e.rev].cap += f;
            }
        }
        return {flow, cost};
    }
};
```

## 5.6 Flows with Demands

let  $S_0$  be the source and  $T_0$  be the original sink

1. add 2 additional nodes, call them  $S_1$  and  $T_1$
2. connect  $S_0$  to nodes normally
3. connect nodes to  $T_0$  normally
4. for each edge  $(U, V)$ ,  $\text{cap} = \text{original cap} - \text{demand}$
5. for each node  $N$  :
  1. add an edge  $(S_1, N)$ ,  $\text{cap} = \text{sum of inward demand to } N$
  2. add an edge  $(N, T_1)$ ,  $\text{cap} = \text{sum of outward demand from } N$
6. add an edge  $(T_0, S_0)$ ,  $\text{cap} = \text{INF}$
7. the above is not a typo!
8. run max flow normally
9. for each edge  $(S_1, V)$  and  $(U, T_1)$ , check if  $\text{flow} == \text{cap}$

if step #9 fails, then it is not possible to satisfy the given demand

Mathematically, let  $d(e)$  be the demand of edge  $e$ . Let  $V$  be the set of every vertex in the graph.

- $c'(S_1, v) = \sum_{u \in V} d(u, v)$  for each edge  $(s', v)$ .
- $c'(v, T_1) = \sum_{w \in V} d(v, w)$  for each edge  $(v, t')$ .
- $c'(u, v) = c(u, v) - d(u, v)$  for each edge  $(u, v)$  in the old network.
- $c'(T_0, S_0) = \infty$

## 5.7 Hungarian

```
template <typename TD> struct Hungarian {
    TD INF = 1e9; //max_inf
    int n;
    vector<vector<TD> > adj; // cost[left][right]
    vector<TD> hl, hr, slk;
    vector<int> fl, fr, vl, vr, pre;
    deque<int> q;
    Hungarian(int _n) {
        n = _n;
        adj = vector<vector<TD> >(n, vector<TD>(n, 0));
    }
    int check(int i) {
        if(vl[i] = 1, fl[i] != -1)
            return q.push_back(fl[i]), vr[fl[i]] = 1;
        while(i != -1)
            swap(i, fr[fl[i] = pre[i]]);
        return 0;
    }
    void bfs(int s) {
        slk.assign(n, INF);
        vl.assign(n, 0);
        vr = vl;
        q.assign(vr[s] = 1, s);
        for(TD d;;) {
            for(; !q.empty(); q.pop_front()) {
                for(int i = 0, j = q.front(); i < n; i++) {
                    if(d = hl[i] + hr[j] - adj[i][j], !vl[i] && d <= slk[i]) {
                        if(pre[i] = j, d)
                            slk[i] = d;
                        else if(!check(i))
                            return;
                    }
                }
            }
            d = INF;
        }
        for(int i = 0; i < n; i++) if(!vl[i] && d > slk[i])
            d = slk[i];
        for(int i = 0; i < n; i++) {
            if(vl[i])
                hl[i] += d;
```

```

        v = dad[w];
    }
}

bool bfs(int u) {
    fill(vis.begin(), vis.end(), -1);
    iota(orig.begin(), orig.end(), 0);
    Q = queue<int>();
    Q.push(u);
    vis[u] = 0;
    while(!Q.empty()) {
        int v = Q.front();
        Q.pop();
        for(int x : conn[v]) {
            if(vis[x] == -1) {
                dad[x] = v;
                vis[x] = 1;
                if(!match[x]) {
                    augment(u, x);
                    return 1;
                }
                Q.push(match[x]);
                vis[match[x]] = 0;
            } else if(vis[x] == 0 && orig[v] != orig[x]) {
                int a = lca(orig[v], orig[x]);
                blossom(x, v, a);
                blossom(v, x, a);
            }
        }
    }
    return false;
}

Blossom(int n) : // n = vertices
    vis(n + 1), dad(n + 1), orig(n + 1), match(n + 1),
    aux(n + 1), conn(n + 1), t(0), N(n) {
    for(int i = 0; i <= n; ++i) {
        conn[i].clear();
        match[i] = aux[i] = dad[i] = 0;
    }
}

void add_edge(int u, int v) {
    conn[u].push_back(v);
    conn[v].push_back(u);
}

int solve() { // call this for answer
    int ans = 0;
    vector<int> V(N - 1);
    iota(V.begin(), V.end(), 1);
    shuffle(V.begin(), V.end(), mt19937(0x94949));
    for(auto x : V) {
        if(!match[x]) {
            for(auto y : conn[x]) {
                if(!match[y]) {
                    match[x] = y, match[y] = x;
                    ++ans;
                    break;
                }
            }
        }
    }
    for(int i = 1; i <= N; ++i) {
        if(!match[i] && bfs(i))
            ++ans;
    }
    return ans;
}
};

```

```

    else
        slk[i] -= d;
    if(vr[i])
        hr[i] -= d;
}
for(int i = 0; i < n; i++) if(!vl[i] && !slk[i] && !check(i))
    return;
}
}
TD solve() {
    fl.assign(n, -1);
    fr = fl;
    hl.assign(n, 0);
    hr = hl;
    pre.assign(n, 0);
    for(int i = 0; i < n; i++)
        hl[i] = *max_element(adj[i].begin(), adj[i].begin() + n);
    for(int i = 0; i < n; i++)
        bfs(i);
    TD ret = 0;
    for(int i = 0; i < n; i++) if(adj[i][fl[i]])
        ret += adj[i][fl[i]];
    return ret;
}
}; //i will be matched with fl[i]

```

## 5.8 Edmonds' Blossom

```

// Maximum matching on general graphs in  $O(V^2 E)$ 
// Indices are 1-based
// Stolen from ko_osaga's cheatsheet
struct Blossom {
    vector<int> vis, dad, orig, match, aux;
    vector<vector<int>> conn;
    int t, N;
    queue<int> Q;

    void augment(int u, int v) {
        int pv = v;
        do {
            pv = dad[v];
            int nv = match[pv];
            match[v] = pv;
            match[pv] = v;
            v = nv;
        } while(u != pv);
    }

    int lca(int v, int w) {
        ++t;
        while(true) {
            if(v) {
                if(aux[v] == t)
                    return v;
                aux[v] = t;
                v = orig[dad[match[v]]];
            }
            swap(v, w);
        }
    }

    void blossom(int v, int w, int a) {
        while(orig[v] != a) {
            dad[v] = w;
            w = match[v];
            if(vis[w] == 1) {
                Q.push(w);
                vis[w] = 0;
            }
            orig[v] = orig[w] = a;
        }
    }
};

```



## 5.9 Eulerian Path or Cycle

```
// finds a eulerian path / cycle
// visits each edge only once
// properties:
// - cycle: degrees are even
// - path: degrees are even OR degrees are even except for 2 vertices
// how to use: g = adjacency list g[n] = connected to n, undirected
// if there is a vertex u with an odd degree, call dfs(u)
// else call on any vertex
// ans = path result
```

```
vector<set<int>> g;
vector<int> ans;

void dfs(int u) {
    while(g[u].size()) {
        int v = *g[u].begin();
        g[u].erase(v);
        g[v].erase(u);
        dfs(v);
    }
    ans.push_back(u);
}
```

## 5.10 Hierholzer's Algorithm

```
// Eulerian on Directed Graph
stack<int> path;
vector<int> euler;
inline void hierholzer() {
    path.push(0);
    int cur = 0;
    while(!path.empty()) {
        if(!adj[cur].empty()) {
            path.push(cur);
            int next = adj[cur].back();
            adj[cur].pop();
            cur = next;
        } else {
            euler.pb(cur);
            cur = path.top();
            path.pop();
        }
    }
    reverse(euler.begin(), euler.end());
}
```

## 6 Math

### 6.1 Extended Euclidean GCD

```
// computes x and y such that ax + by = gcd(a, b) in O(log (min(a, b)))
// returns {gcd(a, b), x, y}
tuple<int, int, int> gcd(int a, int b) {
    if(b == 0) return {a, 1, 0};
    auto [d, x1, y1] = gcd(b, a % b);
    return {d, y1, x1 - y1 * (a / b)};
}
```

### 6.2 Generalized CRT

```
template<typename T>
T extended_euclid(T a, T b, T& x, T& y) {
    if(b == 0) {
        x = 1;
```

```
y = 0;
    return a;
}
T xx, yy, gcd;
gcd = extended_euclid(b, a % b, xx, yy);
x = yy;
y = xx - (yy * (a / b));
return gcd;
}
template<typename T>
T MOD(T a, T b) {
    return (a % b + b) % b;
}
// return x, lcm. x = a % n && x = b % m
template<typename T>
pair<T, T> CRT(T a, T n, T b, T m) {
    T _n, _m;
    T gcd = extended_euclid(n, m, _n, _m);
    if(n == m) {
        if(a == b)
            return pair<T, T>(a, n);
        else
            return pair<T, T>(-1, -1);
    } else if(abs(a - b) % gcd != 0)
        return pair<T, T>(-1, -1);
    else {
        T lcm = m * n / gcd;
        T x = MOD(a + MOD(n * MOD(_n * ((b - a) / gcd), m / gcd), lcm), lcm);
        return pair<T, T>(x, lcm);
    }
}
```

### 6.3 Generalized Lucas Theorem

```
/*Special Lucas : (n,k) % p^x
fctp[n] = Product of the integers less than or equal
to n that are not divisible by p
Precompute fctp*/
LL p
LL E(LL n, int m) {
    LL tot = 0;
    while(n != 0)
        tot += n / m, n /= m;
    return tot;
}
LL funct(LL n, LL base) {
    LL ans = fast(fctp[base], n / base, base) * fctp[n % base] % base;
    return ans;
}
LL F(LL n, LL base) {
    LL ans = 1;
    while(n != 0) {
        ans = (ans * funct(n, base)) % base;
        n /= p;
    }
    return ans;
}
LL special_lucas(LL n, LL r, LL base) {
    p = fprime(base);
    LL pow = E(n, p) - E(n - r, p) - E(r, p);
    LL TOP = fast(p, pow, base) * F(n, base) % base;
    LL BOT = F(r, base) * F(n - r, base) % base;
    return (TOP * fast(BOT, totien(base) - 1, base)) % base;
}
//End of Special Lucas
```

### 6.4 Linear Diophantine

```
//FOR SOLVING MINIMUM ABS(X) + ABS(Y)
```



```

        return ((__int128) x * powa(x, y - 1, p)) % p;
        ll temp = powa(x, y >> 1, p);
        return ((__int128) temp * temp) % p;
    }
    bool miller_rabin(ll n, ll a, ll d, int s) {
        ll x = powa(a, d, n);
        if(x == 1 || x == n - 1)
            return 0;
        for(int i = 0; i < s; ++i) {
            x = ((__int128) x * x) % n;
            if(x == n - 1)
                return 0;
        }
        return 1;
    }
    bool is_prime(ll x) { // use this
        if(x < 2)
            return 0;
        int r = 0;
        ll d = x - 1;
        while((d & 1) == 0) {
            d >>= 1;
            ++r;
        }
        for(auto& i : primes) {
            if(x == i)
                return 1;
            if(miller_rabin(x, i, d, r))
                return 0;
        }
        return 1;
    }
}

namespace PollardRho {
mt19937_64 generator(chrono::steady_clock::now()
                    .time_since_epoch().count());
uniform_int_distribution<ll> rand_ll(0, LLONG_MAX);
ll f(ll x, ll b, ll n) { // (x^2 + b) % n
    return ((__int128) x * x) % n + b) % n;
}
ll rho(ll n) {
    if(n % 2 == 0)
        return 2;
    ll b = rand_ll(generator);
    ll x = rand_ll(generator);
    ll y = x;
    while(1) {
        x = f(x, b, n);
        y = f(f(y, b, n), b, n);
        ll d = MillerRabin::gcd(abs(x - y), n);
        if(d != 1)
            return d;
    }
}
void pollard_rho(ll n, vector<ll>& res) {
    if(n == 1)
        return;
    if(MillerRabin::is_prime(n)) {
        res.push_back(n);
        return;
    }
    ll d = rho(n);
    pollard_rho(d, res);
    pollard_rho(n / d, res);
}
vector<ll> factorize(ll n, bool sorted = 1) { // use this
    vector<ll> res;
    pollard_rho(n, res);
    if(sorted)
        sort(res.begin(), res.end());
}

```

```

ll x, y, newX, newY, target = 0;
ll extGcd(ll a, ll b) {
    if(b == 0) {
        x = 1, y = 0;
        return a;
    }
    ll ret = extGcd(b, a % b);
    newX = y;
    newY = x - y * (a / b);
    x = newX;
    y = newY;
    return ret;
}
ll fix(ll sol, ll rt) {
    ll ret = 0;
    //CASE SOLUTION(X/Y) < TARGET
    if(sol < target)
        ret = -floor(abs(sol + target) / (double)rt);
    //CASE SOLUTION(X/Y) > TARGET
    if(sol > target)
        ret = ceil(abs(sol - target) / (double)rt);
    return ret;
}
ll work(ll a, ll b, ll c) {
    ll gcd = extGcd(a, b);
    ll solX = x * (c / gcd);
    ll solY = y * (c / gcd);
    a /= gcd;
    b /= gcd;
    ll fi = abs(fix(solX, b));
    ll se = abs(fix(solY, a));
    ll lo = min(fi, se);
    ll hi = max(fi, se);
    ll ans = abs(solX) + abs(solY);
    for(ll i = lo; i <= hi; ++i) {
        ans = min(ans, abs(solX + i * b) + abs(solY - i * a));
        ans = min(ans, abs(solX - i * b) + abs(solY + i * a));
    }
    return ans;
}

```

## 6.5 Modular Linear Equation

```

// finds all solutions to ax = b (mod n)
vi modular_linear_equation_solver(int a, int b, int n) {
    int x, y;
    vi ret;
    int g = extended_euclid(a, n, x, y);
    if(!(b % g)) {
        x = mod(x * (b / g), n);
        for(int i = 0; i < g; i++)
            ret.push_back(mod(x + i * (n / g), n));
    }
    return ret;
}

```

## 6.6 Miller-Rabin and Pollard's Rho

```

namespace MillerRabin {
const vector<ll> primes = { // deterministic up to 2^64 - 1
    2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37
};
ll gcd(ll a, ll b) {
    return b ? gcd(b, a % b) : a;
}
ll powa(ll x, ll y, ll p) { // (x ^ y) % p
    if(!y)
        return 1;
    if(y & 1)

```

```
    return res;
}
```

## 6.7 Berlekamp-Massey

```
#include <bits/stdc++.h>
using namespace std;
#define pb push_back
typedef long long ll;
#define SZ 233333
const int MOD = 1e9 + 7; //or any prime
ll qp(ll a, ll b) {
    ll x = 1;
    a %= MOD;
    while(b) {
        if(b & 1)
            x = x * a % MOD;
        a = a * a % MOD;
        b >>= 1;
    }
    return x;
}
namespace linear_seq {
vector<int> BM(vector<int> x) {
    //ls: (shortest) relation sequence (after filling zeroes) so far
    //cur: current relation sequence
    vector<int> ls, cur;
    //lf: the position of ls (t')
    //ld: delta of ls (v')
    int lf = -1, ld = -1;
    for(int i = 0; i < int(x.size()); ++i) {
        ll t = 0;
        //evaluate at position i
        for(int j = 0; j < int(cur.size()); ++j)
            t = (t + x[i - j - 1] * (ll)cur[j]) % MOD;
        if((t - x[i]) % MOD == 0) {
            continue; //good so far
        }
        //first non-zero position
        if(!cur.size()) {
            cur.resize(i + 1);
            lf = i;
            ld = (t - x[i]) % MOD;
            continue;
        }
        //cur=cur-c/ld*(x[i]-t)
        ll k = -(x[i] - t) * qp(ld, MOD - 2) % MOD /*1/ld*/;
        vector<int> c(i - lf - 1); //add zeroes in front
        c.pb(k);
        for(int j = 0; j < int(ls.size()); ++j)
            c.pb(-ls[j]*k % MOD);
        if(c.size() < cur.size())
            c.resize(cur.size());
        for(int j = 0; j < int(cur.size()); ++j)
            c[j] = (c[j] + cur[j]) % MOD;
        //if cur is better than ls, change ls to cur
        if(i - lf + (int)ls.size() >= (int)cur.size())
            ls = cur, lf = i, ld = (t - x[i]) % MOD;
        cur = c;
    }
    for(int i = 0; i < int(cur.size()); ++i)
        cur[i] = (cur[i] % MOD + MOD) % MOD;
    return cur;
}
int m; //length of recurrence
//a: first terms
//h: relation
ll a[SZ], h[SZ], t_[SZ], s[SZ], t[SZ];
//calculate p*q mod f
```

```
void mull(ll* p, ll* q) {
    for(int i = 0; i < m + m; ++i)
        t_[i] = 0;
    for(int i = 0; i < m; ++i) if(p[i])
        for(int j = 0; j < m; ++j)
            t_[i + j] = (t_[i + j] + p[i] * q[j]) % MOD;
    for(int i = m + m - 1; i >= m; --i) if(t_[i])
        //miuns t_[i]*x^{i-m}(x^m-\sum_{j=0}^{m-1} x^{m-j-1}h_j)
        for(int j = m - 1; ~j; --j)
            t_[i - j - 1] = (t_[i - j - 1] + t_[i] * h[j]) % MOD;
    for(int i = 0; i < m; ++i)
        p[i] = t_[i];
}
ll calc(ll K) {
    for(int i = m; ~i; --i)
        s[i] = t[i] = 0;
    //init
    s[0] = 1;
    if(m != 1)
        t[1] = 1;
    else
        t[0] = h[0];
    //binary-exponentiation
    while(K) {
        if(K & 1)
            mull(s, t);
            mull(t, t);
            K >>= 1;
        }
    ll su = 0;
    for(int i = 0; i < m; ++i)
        su = (su + s[i] * a[i]) % MOD;
    return (su % MOD + MOD) % MOD;
}
int work(vector<int> x, ll n) {
    if(n < int(x.size()))
        return x[n];
    vector<int> v = BM(x);
    m = v.size();
    if(!m)
        return 0;
    for(int i = 0; i < m; ++i)
        h[i] = v[i], a[i] = x[i];
    return calc(n);
}
}
using linear_seq::work;

const vector<int> sequence = {
    0, 2, 2, 28, 60, 836, 2766
};
int main() {
    cout << work(sequence, 7) << '\n';
}
```

## 6.8 Fast Fourier Transform

```
using ld = double; // change to long double if reach 10^18
using cd = complex<ld>;
const ld PI = acos(-(ld)1);

void fft(vector<cd>& a, int sign = 1) {
    int n = a.size();
    ld theta = sign * 2 * PI / n;
    for(int i = 0, j = 1; j < n - 1; j++) {
        for(int k = n >> 1; k > (i ^= k); k >>= 1);
        if(j < i)
            swap(a[i], a[j]);
    }
    for(int m, mh = 1; (m = mh << 1) <= n; mh = m) {
```

```
swap(a[i], a[j]);
}
for(int len = 2; len <= n; len <= 1) {
    LL wlen = (invert ? root[N - N / len] : root[N / len]);
    for(int i = 0; i < n; i += len) {
        LL w = 1;
        for(int j = 0; j < len >> 1; j++) {
            LL u = a[i + j];
            LL v = (__int128) a[i + j + len / 2] * w % MOD;
            a[i + j] = ((__int128) u + v) % MOD;
            a[i + j + len / 2] = ((__int128) u - v + MOD) % MOD;
            w = (__int128) w * wlen % MOD;
        }
    }
}
if(invert) {
    LL inv = power(n, MOD - 2);
    for(int i = 0; i < n; i++)
        a[i] = (__int128) a[i] * inv % MOD;
}
return;
}
inline vector<LL> multiply(vector<LL> a, vector<LL> b) {
    vector<LL> c;
    int len = 1 << 32 - __builtin_clz(a.size() + b.size() - 2);
    a.resize(len, 0);
    b.resize(len, 0);
    fft(len, a, false);
    fft(len, b, false);
    c.resize(len);
    for(int i = 0; i < len; ++i)
        c[i] = (__int128) a[i] * b[i] % MOD;
    fft(len, c, true);
    return c;
}
//FFT::init_fft(); wajib di panggil init di awal
}
```

## 6.10 Gauss-Jordan

```
// Gauss-Jordan elimination with full pivoting.
//
// Uses:
// (1) solving systems of linear equations (AX=B)
// (2) inverting matrices (AX=I)
// (3) computing determinants of square matrices
//
// Running time: O(n^3)
//
// INPUT:    a[][] = an nxn matrix
//           b[][] = an nxm matrix
//
// OUTPUT:   X      = an nxm matrix (stored in b[][])
//           A^{-1} = an nxn matrix (stored in a[][])
//           returns determinant of a[][]
const double EPS = 1e-10;

typedef vector<int> VI;
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
T GaussJordan(VVT& a, VVT& b) {
    const int n = a.size();
    const int m = b[0].size();
    VI irow(n), icol(n), ipiv(n);
    T det = 1;
    for(int i = 0; i < n; i++) {
        int pj = -1, pk = -1;
        for(int j = 0; j < n; j++) if(!ipiv[j])
            for(int k = 0; k < n; k++) if(!ipiv[k])
```

```
int irev = 0;
for(int i = 0; i < n; i += m) {
    cd w = exp(cd(0, theta * irev));
    for(int k = n >> 2; k > (irev ^ k); k >>= 1);
    for(int j = i; j < mh + i; j++) {
        int k = j + mh;
        cd x = a[j] - a[k];
        a[j] += a[k];
        a[k] = w * x;
    }
}
if(sign == -1) for(cd& i : a)
    i /= n;
}

vector<ll> multiply(vector<ll> const& a, vector<ll> const& b) {
    vector<cd> fa(a.begin(), a.end()), fb(b.begin(), b.end());
    int n = 1;
    while(n < a.size() + b.size())
        n <= 1;
    fa.resize(n);
    fb.resize(n);
    fft(fa);
    fft(fb);
    for(int i = 0; i < n; i++)
        fa[i] *= fb[i];
    fft(fa, -1);
    vector<ll> res(n);
    for(int i = 0; i < n; i++)
        res[i] = round(fa[i].real());
    return res;
}
```

## 6.9 Number Theoretic Transform

```
namespace FFT {
/* ----- Adjust the constants here ----- */
const int LN = 24; //23
const int N = 1 << LN;
typedef long long LL; // 2**23 * 119 + 1. 998244353
// `MOD` must be of the form 2**`LN` * k + 1, where k odd.
const LL MOD = 922337203673735297; // 2**24 * 54975513881 + 1.
const LL PRIMITIVE_ROOT = 3; // Primitive root modulo `MOD`.
/* ----- End of constants ----- */
LL root[N];
inline LL power(LL x, LL y) {
    LL ret = 1;
    for(; y; y >>= 1) {
        if(y & 1)
            ret = (__int128) ret * x % MOD;
        x = (__int128) x * x % MOD;
    }
    return ret;
}
inline void init_fft() {
    const LL UNITY = power(PRIMITIVE_ROOT, MOD - 1 >> LN);
    root[0] = 1;
    for(int i = 1; i < N; i++)
        root[i] = (__int128) UNITY * root[i - 1] % MOD;
    return;
}
// n = 2^k is the length of polynom
inline void fft(int n, vector<LL>& a, bool invert) {
    for(int i = 1, j = 0; i < n; ++i) {
        int bit = n >> 1;
        for(; j >= bit; bit >>= 1)
            j -= bit;
        j += bit;
        if(i < j)
            if(i < j)
```

```

        if(pj == -1 || fabs(a[j][k]) > fabs(a[pj][pk])) {
            pj = j;
            pk = k;
        }
        if(fabs(a[pj][pk]) < EPS) {
            cerr << "Matrix is singular." << endl;
            exit(0);
        }
        ipiv[pk]++;
        swap(a[pj], a[pk]);
        swap(b[pj], b[pk]);
        if(pj != pk)
            det *= -1;
        irow[i] = pj;
        icol[i] = pk;
        T c = 1.0 / a[pk][pk];
        det *= a[pk][pk];
        a[pk][pk] = 1.0;
        for(int p = 0; p < n; p++)
            a[pk][p] *= c;
        for(int p = 0; p < m; p++)
            b[pk][p] *= c;
        for(int p = 0; p < n; p++) if(p != pk) {
            c = a[p][pk];
            a[p][pk] = 0;
            for(int q = 0; q < n; q++)
                a[p][q] -= a[pk][q] * c;
            for(int q = 0; q < m; q++)
                b[p][q] -= b[pk][q] * c;
        }
        for(int p = n - 1; p >= 0; p--) if(irow[p] != icol[p]) {
            for(int k = 0; k < n; k++)
                swap(a[k][irow[p]], a[k][icol[p]]);
        }
        return det;
    }
}
int main() {
    const int n = 4;
    const int m = 2;
    double A[n][n] = { {1, 2, 3, 4}, {1, 0, 1, 0}, {5, 3, 2, 4}, {6, 1, 4, 6} };
    double B[n][m] = { {1, 2}, {4, 3}, {5, 6}, {8, 7} };
    VVT a(n), b(n);
    for(int i = 0; i < n; i++) {
        a[i] = VT(A[i], A[i] + n);
        b[i] = VT(B[i], B[i] + m);
    }
    double det = GaussJordan(a, b);
    // expected: 60
    cout << "Determinant: " << det << endl;
    // expected: -0.233333 0.166667 0.133333 0.066667
    //              0.166667 0.166667 0.333333 -0.333333
    //              0.233333 0.833333 -0.133333 -0.066667
    //              0.05 -0.75 -0.1 0.2
    cout << "Inverse: " << endl;
    for(int i = 0; i < n; i++) {
        for(int j = 0; j < n; j++)
            cout << a[i][j] << ' ';
        cout << endl;
    }
    // expected: 1.63333 1.3
    //              -0.166667 0.5
    //              2.36667 1.7
    //              -1.85 -1.35
    cout << "Solution: " << endl;
    for(int i = 0; i < n; i++) {
        for(int j = 0; j < m; j++)
            cout << b[i][j] << ' ';
        cout << endl;
    }
}
}

```

## 6.11 Fibonacci Check

```

bool is_fibonacci(int n) {
    return is_perfect_square(5 * n * n + 4)
        || is_perfect_square(5 * n * n - 4);
}

```

## 6.12 Derangement

```

der[0] = 1;
der[1] = 0;
for(int i = 2; i <= 10; ++i)
    der[i] = (i - 1) * (der[i - 1] + der[i - 2]);

```

## 6.13 Bernoulli Number

$$\sum_{k=1}^n k^p = \frac{1}{p+1} \sum_{i=0}^p (-1)^i \binom{p+1}{i} B_i n^{p+1-i} \quad B_m^+ = 1 - \sum_{k=0}^{m-1} \binom{m}{k} \frac{B_k^+}{m-k+1}$$

## 6.14 Forbenius Number

$(X * Y) - (X + Y)$  and total count is  $(X - 1) * (Y - 1) / 2$

## 6.15 Stars and Bars with Upper Bound

$$P = (1 - X^{r_1+1}) \dots (1 - X^{r_n+1}) = \sum_i c_i X^{e_i}$$

$$Ans = \sum_i c_i \binom{N - e_i + n - 1}{n - 1}$$

# 7 Strings

## 7.1 Aho-Corasick

```

const int K = 26;
struct Vertex {
    int next[K];
    bool leaf = 0;
    int p = -1, ans = 0;
    char pch;
    int link = -1,mlink = -1;
    //magic link, is the link to find the nearest leaf
    int go[K];
    Vertex(int p = -1, char ch = '$') : p(p), pch(ch) {
        fill(begin(next), end(next), -1);
        fill(begin(go), end(go), -1);
    }
};
vector<Vertex> t;
int add_string(string const& s) {
    int v = 0;
    for(char ch : s) {
        int c = ch - 'a';
        if(t[v].next[c] == -1) {
            t[v].next[c] = t.size();
            t.emplace_back(v, ch);
        }
        v = t[v].next[c];
    }
    t[v].leaf = 1;
    return v;
}
int go(int v, char ch);
int get_link(int v) {
    if(t[v].link == -1) {
        if(v == 0 || t[v].p == 0)

```

```

        t[v].link = 0;
    else
        t[v].link = go(get_link(t[v].p), t[v].pch);
    }
    return t[v].link;
}
int get_mlink(int v) {
    if(t[v].mlink == -1) {
        if(v == 0 || t[v].p == 0)
            t[v].mlink = 0;
        else {
            t[v].mlink = go(get_link(t[v].p), t[v].pch);
            if(t[v].mlink && !t[t[v].mlink].leaf) {
                if(t[t[v].mlink].mlink == -1)
                    get_mlink(t[t[v].mlink]);
                t[v].mlink = t[t[v].mlink].mlink;
            }
        }
    }
    return t[v].mlink;
}
int go(int v, char ch) {
    int c = ch - 'a';
    if(t[v].go[c] == -1) {
        if(t[v].next[c] != -1)
            t[v].go[c] = t[v].next[c];
        else
            t[v].go[c] = v == 0 ? 0 : go(get_link(v), ch);
    }
    return t[v].go[c];
}
//t.pb(Vertex());

```

```

        cur = tree[cur].sufflink;
    }
    if(tree[cur].next[nw]) {
        suff = tree[cur].next[nw];
        return 0;
    }
    tree[cur].next[nw] = suff = ++idx;
    tree[idx].len = tree[cur].len + 2;
    ans = max(ans, tree[idx].len);
    if(tree[idx].len == 1) {
        tree[idx].sufflink = 2;
        tree[idx].cnt = 1;
        return 1;
    }
    while(1) {
        cur = tree[cur].sufflink;
        curlen = tree[cur].len;
        if(x - curlen - 1 >= 0 && s[x - curlen - 1] == s[x]) {
            tree[idx].sufflink = tree[cur].next[nw];
            break;
        }
    }
    tree[idx].cnt = tree[tree[idx].sufflink].cnt + 1;
    return 1;
}

int main() {
    ios::sync_with_stdio(0);
    cin.tie(0);
    cin >> n >> s;
    init_eertree();
    for(int i = 0; i < n; i++)
        add_letter(i);
    cout << ans << '\n';
    return 0;
}

```

### 7.3 Manacher's Algorithm

```

// Computes lps array. lps[i] means the longest palindromic substring centered at i (↔
// when i is even, it is between characters. when it is odd, it is on characters)lps←
[0] = 0; lps[1] = 1;
REP(i, 2, 2 * str.size()) {
    int l = i / 2 - lps[i] / 2;
    int r = (i - 1) / 2 + lps[i] / 2;
    while(1) { // widen
        if(l == 0 || r + 1 == str.size())
            break;
        if(str[l - 1] != str[r + 1])
            break;
        l--, r++;
    }
    lps[i] = r - l + 1;
    // jump
    if(lps[i] > 2) {
        int j = i - 1, k = i + 1; // while lps[j] inside lps[i]
        while(lps[j] - j < lps[i] - i)
            lps[k++] = lps[j--];
        lps[k] = lps[i] - (i - j); // set lps[k] to edge of lps[i]
        i = k - 1; // jump to mirror, which is k
    }
}
}

```

### 7.4 Suffix Array

```

// stores result in sa and lcp
// if lcp is needed, call SuffixArray(str, 1)
struct SuffixArray {
    int n;

```

```

        t[v].link = 0;
    else
        t[v].link = go(get_link(t[v].p), t[v].pch);
    }
    return t[v].link;
}
int get_mlink(int v) {
    if(t[v].mlink == -1) {
        if(v == 0 || t[v].p == 0)
            t[v].mlink = 0;
        else {
            t[v].mlink = go(get_link(t[v].p), t[v].pch);
            if(t[v].mlink && !t[t[v].mlink].leaf) {
                if(t[t[v].mlink].mlink == -1)
                    get_mlink(t[t[v].mlink]);
                t[v].mlink = t[t[v].mlink].mlink;
            }
        }
    }
    return t[v].mlink;
}
int go(int v, char ch) {
    int c = ch - 'a';
    if(t[v].go[c] == -1) {
        if(t[v].next[c] != -1)
            t[v].go[c] = t[v].next[c];
        else
            t[v].go[c] = v == 0 ? 0 : go(get_link(v), ch);
    }
    return t[v].go[c];
}
//t.pb(Vertex());

```

### 7.2 Eertree

```

/*
    Eertree - keep track of all palindromes and its occurrences
    This code refers to problem Longest Palindromic Substring
    https://www.spoj.com/problems/LPS/
*/
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;

struct node {
    int next[26];
    int sufflink;
    int len, cnt;
};

const int N = 1e5 + 69;
int n;
string s;
node tree[N];
int idx, suff;
int ans = 0;

void init_eertree() {
    idx = suff = 2;
    tree[1].len = -1, tree[1].sufflink = 1;
    tree[2].len = 0, tree[2].sufflink = 1;
}

bool add_letter(int x) {
    int cur = suff, curlen = 0;
    int nw = s[x] - 'a';
    while(1) {
        curlen = tree[cur].len;
        if(x - curlen - 1 >= 0 && s[x - curlen - 1] == s[x])
            break;

```

```
vector<int> sa, lcp, rnk, cnt;
vector<pair<int, int>> p;
SuffixArray(const string& s, bool calc_lcp = 0) :
    n(s.length()), sa(n), lcp(calc_lcp ? n : 0), rnk(n),
    cnt(max(n, 256)), p(n) {
    for(int i = 0; i < n; ++i)
        rnk[i] = s[i];
    iota(sa.begin(), sa.end(), 0);
    for(int i = 1; i < n; i <= 1)
        update_sa(i);
    if(!calc_lcp)
        return;
    vector<int> phi(n), plcp(n);
    phi[sa[0]] = -1;
    for(int i = 1; i < n; ++i)
        phi[sa[i]] = sa[i - 1];
    int l = 0;
    for(int i = 0; i < n; ++i) {
        if(phi[i] == -1)
            plcp[i] = 0;
        else {
            while((i + l < n) && (phi[i] + l < n)
                && (s[i + l] == s[phi[i] + l]))
                ++l;
            plcp[i] = l;
            l = max(l - 1, 0);
        }
    }
    for(int i = 0; i < n; ++i)
        lcp[i] = plcp[sa[i]];
}
void update_sa(int len) {
    sort_sa(len);
    sort_sa(0);
    for(int i = 0; i < n; ++i) p[i] = {rnk[i], rnk[(i + len) % n]};
    auto lst = p[sa[0]];
    rnk[sa[0]] = 0;
    int cur = 0;
    for(int i = 1; i < n; ++i) {
        if(lst != p[sa[i]]) {
            lst = p[sa[i]];
            ++cur;
        }
        rnk[sa[i]] = cur;
    }
}
void sort_sa(int offset) {
    fill(cnt.begin(), cnt.end(), 0);
    for(int i = 0; i < n; ++i)
        ++cnt[rnk[(i + offset) % n]];
    int sum = 0;
    for(int i = 0; i < (int) cnt.size(); ++i) {
        int temp = cnt[i];
        cnt[i] = sum;
        sum += temp;
    }
    vector<int> temp(n);
    for(int i = 0; i < n; ++i) {
        int cur = cnt[rnk[(sa[i] + offset) % n]]++;
        temp[cur] = sa[i];
    }
    sa = move(temp);
}
};
```

## 7.5 Suffix Automaton

```
struct state {
    int len, link;
    map<char, int>next; //use array if TLE
```

```
};

const int MAXLEN = 100005;
state st[MAXLEN * 2];
int sz, last;

void sa_init() {
    sz = last = 0;
    st[0].len = 0;
    st[0].link = -1;
    st[0].next.clear();
    ++sz;
}

void sa_extend(char c) {
    int cur = sz++;
    st[cur].len = st[last].len + 1;
    st[cur].next.clear();
    int p;
    for(p = last; p != -1 && !st[p].next.count(c); p = st[p].link)
        st[p].next[c] = cur;
    if(p == -1)
        st[cur].link = 0;
    else {
        int q = st[p].next[c];
        if(st[p].len + 1 == st[q].len)
            st[cur].link = q;
        else {
            int clone = sz++;
            st[clone].len = st[p].len + 1;
            st[clone].next = st[q].next;
            st[clone].link = st[q].link;
            for(; p != -1 && st[p].next[c] == q; p = st[p].link)
                st[p].next[c] = clone;
            st[q].link = st[cur].link = clone;
        }
    }
    last = cur;
}

// forwarding
for(int i = 0; i < m; i++) {
    while(cur >= 0 && st[cur].next.count(pa[i]) == 0) {
        cur = st[cur].link;
        if(cur != -1)
            len = st[cur].len;
    }
    if(st[cur].next.count(pa[i])) {
        len++;
        cur = st[cur].next[pa[i]];
    } else
        len = cur = 0;
}

// shortening abc -> bc
if(l == m) {
    l--;
    if(l <= st[st[cur].link].len)
        cur = st[cur].link;
}

// finding lowest and highest length
int lo = st[st[cur].link].len + 1;
int hi = st[cur].len;

//Finding number of distinct substrings
//answer = distsub(0)
LL d[MAXLEN * 2];
LL distsub(int ver) {
    LL tp = 1;
    if(d[ver])
```

```
        return d[ver];
    for(map<char, int>::iterator it = st[ver].next.begin();
        it != st[ver].next.end(); it++)
        tp += distsub(it->second);
    d[ver] = tp;
    return d[ver];
}

//Total Length of all distinct substrings
//call distsub first before call lesub
LL ans[MAXLEN * 2];
LL lesub(int ver) {
    LL tp = 0;
    if(ans[ver])
        return ans[ver];
    for(map<char, int>::iterator it = st[ver].next.begin();
        it != st[ver].next.end(); it++)
        tp += lesub(it->second) + d[it->second];
    ans[ver] = tp;
    return ans[ver];
}

//find the k-th lexicographical substring
void kthsub(int ver, int K, string& ret) {
    for(map<char, int>::iterator it = st[ver].next.begin();
        it != st[ver].next.end(); it++) {
        int v = it->second;
        if(K <= d[v]) {
            K--;
            if(K == 0) {
                ret.push_back(it->first);
                return;
            } else {
                ret.push_back(it->first);
                kthsub(v, K, ret);
                return;
            }
        } else
            K -= d[v];
    }
}

// Smallest Cyclic Shift to obtain lexicographical smallest of All possible
//in int main do this
int main() {
    string S;
    sa_init();
    cin >> S; //input
    tp = 0;
    t = S.length();
    S += S;
    for(int a = 0; a < S.size(); a++)
        sa_extend(S[a]);
    minshift(0);
}

//the function
int tp, t;
void minshift(int ver) {
    for(map<char, int>::iterator it = st[ver].next.begin();
        it != st[ver].next.end(); it++) {
        tp++;
        if(tp == t) {
            cout << st[ver].len - t + 1 << endl;
            break;
        }
        minshift(it->second);
        break;
    }
}

//end of function
```

```
// LONGEST COMMON SUBSTRING OF TWO STRINGS
string lcs(string s, string t) {
    sa_init();
    for(int i = 0; i < (int)s.length(); ++i)
        sa_extend(s[i]);
    int v = 0, l = 0,
        best = 0, bestpos = 0;
    for(int i = 0; i < (int)t.length(); ++i) {
        while(v && ! st[v].next.count(t[i])) {
            v = st[v].link;
            l = st[v].length;
        }
        if(st[v].next.count(t[i])) {
            v = st[v].next[t[i]];
            ++l;
        }
        if(l > best)
            best = l, bestpos = i;
    }
    return t.substr(bestpos - best + 1, best);
}
```

## 8 OEIS

### 8.1 A000108 (Catalan)

Catalan numbers  
 $f(n) = nCk(2n,n) / (n+1) = nCk(2n,n) - nCk(2n,n+1) = f(n-1) * 2*(2*n-1) / (n+1)$   
1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900,  
2674440, 9694845, 35357670, 129644790, 477638700, 1767263190, 6564120420,  
24466267020, 91482563640, 343059613650, 1289904147324, 4861946401452,  
18367353072152, 69533550916004, 263747951750360, 1002242216651368,  
3814986502092304

### 8.2 A000127

Maximal number of regions obtained by joining n points around a circle by straight lines  
 $f(n) = (n^4 - 6*n^3 + 23*n^2 - 18*n + 24) / 24$   
1, 2, 4, 8, 16, 31, 57, 99, 163, 256, 386, 562, 794, 1093, 1471, 1941, 2517,  
3214, 4048, 5036, 6196, 7547, 9109, 10903, 12951, 15276, 17902, 20854, 24158,  
27841, 31931, 36457, 41449, 46938, 52956, 59536, 66712, 74519, 82993, 92171,  
102091, 112792, 124314

### 8.3 A000668 (Mersene Primes)

Mersenne primes (of form  $2^p - 1$  where p is a prime)  
3, 7, 31, 127, 8191, 131071, 524287, 2147483647, 2305843009213693951,  
618970019642690137449562111, 162259276829213363391578010288127,  
170141183460469231731687303715884105727

### 8.4 A001434

Number of graphs with n nodes and n edges.  
0, 0, 1, 2, 6, 21, 65, 221, 771, 2769, 10250, 39243, 154658, 628635, 2632420,  
11353457, 50411413, 230341716, 1082481189, 5228952960, 25945377057,  
132140242356, 690238318754

### 8.5 A018819

Binary partition function: number of partitions of n into powers of 2  
 $f(2m+1) = f(2m); f(2m) = f(2m-1) + f(m)$   
1, 1, 2, 2, 4, 4, 6, 6, 10, 10, 14, 14, 20, 20, 26, 26, 36, 36, 46, 46, 60,  
60, 74, 74, 94, 94, 114, 114, 140, 140, 166, 166, 202, 202, 238, 238, 284,  
284, 330, 330, 390, 390, 450, 450, 524, 524, 598, 598, 692, 692, 786, 786,

900, 900, 1014, 1014, 1154, 1154, 1294, 1294

8.6 A092098

3-Portolan numbers: number of regions formed by n-secting the angles of an equilateral triangle.  
long long solve(long long n) {  
 long long res = (n % 2 == 1 ? 3\*n\*n - 3\*n + 1 : 3\*n\*n - 6\*n + 6);  
 const int bats = n/2 - 1;  
 for (long long i=1; i<=bats; i++) for (long long j=1; j<=bats; j++) {  
 long long num = i \* (n-j) \* n;  
 long long denum = (n-i) \* j + i \* (n-j);  
 res -= 6 \* (num % denum == 0 && num / denum <= bats);  
 } return res;  
}  
1, 6, 19, 30, 61, 78, 127, 150, 217, 246, 331, 366, 469, 510, 625, 678, 817, 870, 1027, 1080, 1261, 1326, 1519, 1566, 1801, 1878, 2107, 2190, 2437, 2520, 2791, 2886, 3169, 3270, 3559, 3678, 3997, 4110, 4447, 4548, 4921, 5034, 5419, 5550, 5899, 6078, 6487

8.7 A277402

3-Portolan numbers: number of regions formed by n-secting the angles of an equilateral triangle.  
a(n) = 6n + 6(n-1 - n%2) + a(n-2); f(n) = a(n) if n % 10 != 0 else a(n) - 12  
1, 6, 19, 30, 61, 78, 127, 150, 217, 234, 331, 366, 469, 510, 631, 678, 817, 870, 1027, 1074, 1261, 1326, 1519, 1590, 1801, 1878, 2107, 2190, 2437, 2514, 2791, 2886, 3169, 3270, 3571, 3678, 3997, 4110, 4447, 4554, 4921, 5046, 5419, 5550, 5941, 6078, 6487, 6630, 7057, 7194