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				}cout<<endl;	
				// Iterate all submasks in decreasing order. Does not list 0.	
				for (int sub=mask;sub;sub=(sub-1)&mask) {	
				cout<<sub<<endl;// Should print 13 12 9 8 5 4 1	
				}cout<<endl;	
				int n=24;	
				cout<<(n&-n)<<endl;// Smallest bit set. Should print 8	

```

cout<<__builtin_popcountll(n)<<endl;// Remember ll when using 64bit
// Compute the next number that has the same number of bits set as n
// Returns -1 for 0
int t=n|(n-1);
int w=(t + 1) | (((~t & ~t) - 1) >> (__builtin_ctz(n) + 1));
cout<<w<<endl;// Should print 33
}

```

2 src/other/flags.txt

```

// TCR
Warnings: -Wall -Wextra -pedantic -Wshadow -Wformat=2 -Wfloat-equal -Wconversion
-Wlogical-op -Wcast-qual -Wcast-align
Runtime checks, these might make the code much slower: -D_GLIBCXX_DEBUG
-D_GLIBCXX_DEBUG_PEDANTIC -D_FORTIFY_SOURCE=2 -fsanitize=address -fsanitize=undefined
-fno-sanitize-recover -fstack-protector
Use these: -std=c++11 -O2 -Wall -Wextra -Wshadow

```

3 src/other/xmodmap.txt

```

// TCR
xmodmap -pke > lol
49 vasen yl
133 windows
less greater less greater bar bar bar
xmodmap lol
xmodmap -pm
xmodmap -e "remove mod4 = Super_L"
(clear mod4)

```

4 src/other/numbers.txt

```

// TCR
Primes
999999937, 999999999999999989, 2013265920268435457 = 2^28*13*223*2587099 + 1
Highly divisible numbers
840, 32 divisors
720720, 240 divisors
735134400, 1344 divisors
963761198400, 6720 divisors
866421317361600, 26880 divisors
897612484786617600, 103680 divisors

```

5 src/string/duval.cpp

```

// TCR
// Finds the Lyndon decomposition of a string in O(n)
// Returns the Lyndon substrings as inclusive intervals
#include <bits/stdc++.h>
using namespace std;
vector<pair<int, int> > duval(vector<int> s) {
    int k=-1;
    vector<pair<int, int> > ret;
    while (k+1<(int)s.size()) {
        int i=k+1;
        for (int j=k+2;;j++){
            if (j>=(int)s.size()||s[i]>s[j]) {
                while (k<i) {
                    ret.push_back({k+1, k+(j-i)});
                    k+=(j-i);
                }
                break;
            }
            else if(s[i]<s[j]) i=k+1;
            else i++;
        }
    }
    return ret;
}

```

6 src/string/suffixarray.cpp

```

// TCR
// Suffix array in O((n+S) log n)
// S is the size of alphabet, meaning that 0<=s[i]<S for all i
// You can change vector<int> s to string s. In that case S is 256
#include <bits/stdc++.h>
using namespace std;
vector<int> suffixArray(vector<int> s, int S) {
    int n=s.size();int N=n+S;
    vector<int> sa(n), ra(n);
    for(int i=0;i<n;i++) {sa[i]=i;ra[i]=s[i];}
    for(int k=0;k<n;k?k*=2:k++) {
        vector<int> nsa(sa), nra(n), cnt(N);
        for(int i=0;i<n;i++) nsa[i]=(nsa[i]-k+n)%n;
        for(int i=0;i<n;i++) cnt[ra[i]]++;
        for(int i=1;i<N;i++) cnt[i]+=cnt[i-1];
        for(int i=n-1;i>=0;i--) sa[--cnt[ra[nsa[i]]]]=nsa[i];
        int r=0;
        for(int i=1;i<n;i++) {
            if(ra[sa[i]]!=ra[sa[i-1]]) r++;
        }
    }
}

```

```

        else if(ra[(sa[i]+k)%n]!=ra[(sa[i-1]+k)%n]) r++;
        nra[sa[i]]=r;
    }
    ra=nra;
}
return sa;
}

```

7 src/string/lcparray.cpp

```

// TCR
// Constructs LCP array from suffix array in O(n) time
// You can change vector<int> s to string s
#include <bits/stdc++.h>
using namespace std;
vector<int> lcpArray(vector<int> s, vector<int> sa) {
    int n=s.size(), k=0;
    vector<int> ra(n), lcp(n);
    for (int i=0;i<n;i++) ra[sa[i]]=i;
    for (int i=0;i<n;i++) {
        if (k) k--;
        if (ra[i]==n-1) {
            k=0;
            continue;
        }
        int j=sa[ra[i]+1];
        while (k<n&&s[(i+k)%n]==s[(j+k)%n]) k++;
        lcp[ra[i]]=k;
        if (ra[(sa[ra[i]]+1)%n]>ra[(sa[ra[j]]+1)%n]) k=0;
    }
    return lcp;
}

```

8 src/string/aho-corasick.cpp

```

// TCR
// Aho-Corasick algorithm
// Building of automaton is O(L) where L is total length of dictionary
// Matching is O(n + number of matches), O(n sqrt(L)) in the worst case
// Add dictionary using addString and then use pushLinks
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
struct AhoCorasick {
    vector<map<char, int> > g;
    vector<int> link, tlink, te;

```

```

// Use 1-indexing in id
void addString(const string& s, int id) {
    int tn=0;
    for (int i=0;i<(int)s.size();i++) {
        if (g[tn][s[i]]==0) {
            g[tn][s[i]]=g.size();
            g.push_back(map<char, int>());
            link.push_back(0);
            tlink.push_back(0);
            te.push_back(0);
        }
        tn=g[tn][s[i]];
    }
    te[tn]=id;
}

void pushLinks() {
    queue<int> bfs;
    bfs.push(0);
    while (!bfs.empty()) {
        int x=bfs.front();
        bfs.pop();
        for (auto nx:g[x]) {
            int l=link[x];
            while (l!=-1&&g[l].count(nx.F)==0) l=link[l];
            if (l!=-1) link[nx.S]=g[l][nx.F];
            bfs.push(nx.S);
            if (te[link[nx.S]]) tlink[nx.S]=link[nx.S];
            else tlink[nx.S]=tlink[link[nx.S]];
        }
    }
}

// Returns matches {id, endpos}
vector<pair<int, int> > match(const string& s) {
    int tn=0;
    vector<pair<int, int> > re;
    for (int i=0;i<(int)s.size();i++) {
        while (tn!=-1&&g[tn].count(s[i])==0) tn=link[tn];
        if (tn!=-1) tn=0;
        tn=g[tn][s[i]];
        int f=tlink[tn];
        if (te[tn]) re.push_back({te[tn], i});
        while (f) {
            re.push_back({te[f], i});
            f=tlink[f];
        }
    }
    return re;
}

```

```

AhoCorasick() {
    g.push_back(map<char, int>());
    link.push_back(-1);
    tlink.push_back(0);
    te.push_back(0);
}
};

```

9 src/string/z.cpp

```

// TCR
// Computes the Z array in linear time
// z[i] is the length of the longest common prefix of substring
// starting at i and the string
// You can use string s instead of vector<int> s
// z[0]=0 by definition
#include <bits/stdc++.h>
using namespace std;
vector<int> zAlgo(vector<int> s) {
    int n=s.size();
    vector<int> z(n);
    int l=0;int r=0;
    for (int i=1;i<n;i++) {
        z[i]=max(0, min(z[i-l], r-i));
        while (i+z[i]<n&& s[z[i]]==s[i+z[i]]) z[i]++;
        if (i+z[i]>r) {
            l=i;r=i+z[i];
        }
    }
    return z;
}

```

10 src/string/suffixautomaton.cpp

```

// TCR
// Online suffix automaton construction algorithm
// Time complexity of adding one character is amortized O(1)
#include <bits/stdc++.h>
using namespace std;
struct SuffixAutomaton {
    vector<map<char, int> > g;
    vector<int> link, len;
    int last;
    void addC(char c) {
        int p=last;int t=link.size();
        link.push_back(0);
        len.push_back(len[last]+1);

```

```

        g.push_back(map<char, int>());
        while (p!=-1&&g[p].count(c)==0) {
            g[p][c]=t;p=link[p];
        }
        if (p!=-1) {
            int q=g[p][c];
            if (len[p]+1==len[q]) {
                link[t]=q;
            }
            else {
                int qq=link.size();
                link.push_back(link[q]);
                len.push_back(len[p]+1);
                g.push_back(g[q]);
                while (p!=-1&&g[p][c]==q) {
                    g[p][c]=qq;p=link[p];
                }
                link[q]=qq;link[t]=qq;
            }
        }
        last=t;
    }
    SuffixAutomaton() : SuffixAutomaton("") {}
    SuffixAutomaton(string s) {
        last=0;
        g.push_back(map<char, int>());
        link.push_back(-1);
        len.push_back(0);
        for (int i=0;i<(int)s.size();i++) addC(s[i]);
    }
    vector<int> terminals() {
        vector<int> t;int p=last;
        while (p>0) {
            t.push_back(p);p=link[p];
        }
        return t;
    }
};

```

11 src/geometry/convexhull.cpp

```

// TCR
// Computes the convex hull of given set of points in O(n log n)
// Uses Andrew's algorithm
// The points on the edges of the hull are not listed
// Change > to >= in ccw function to list the points on the edges
// Returns points in counterclockwise order
#include <bits/stdc++.h>

```

```

#define X real()
#define Y imag()
using namespace std;
typedef long double ld;
typedef long long ll;
// Coordinate type
typedef ll CT;
typedef complex<CT> co;
bool ccw(co a, co b, co c) {
    return ((c-a)*conj(b-a)).Y>0;
}
vector<co> convexHull(vector<co> ps) {
    auto cmp = [](co a, co b) {
        if (a.X==b.X) return a.Y<b.Y;
        else return a.X<b.X;
    };
    sort(ps.begin(), ps.end(), cmp);
    ps.erase(unique(ps.begin(), ps.end()), ps.end());
    int n=ps.size();
    if (n<=2) return ps;
    vector<co> hull;hull.push_back(ps[0]);
    for (int d=0;d<2;d++) {
        if (d) reverse(ps.begin(), ps.end());
        size_t s=hull.size();
        for (int i=1;i<n;i++) {
            while (hull.size()>s&&!ccw(hull[hull.size()-2],hull.back(),ps[i])) {
                hull.pop_back();
            }
            hull.push_back(ps[i]);
        }
    }
    hull.pop_back();
    return hull;
}

```

12 src/geometry/halfplaneintersection.cpp

```

// TCR
// getHPI returns the points of the half place intersection in the ccw order
// The allowed half plane is the left side of the p1 -> p2 vector
// maxD defines the bounding square so that the resulting polygon is never infinite
// May return many points even though the intersection is empty.
// Compute the area to check the emptiness.
// May return duplicate points and is generally kind of numerically unstable.
// coordinates<=1e6: eps in [1e-12, 1e-7] for ld and eps in [1e-9, 1e-7] for double
#include <bits/stdc++.h>
#define X real()
#define Y imag()

```

```

using namespace std;
typedef long double ld;
typedef complex<ld> co;
const ld eps=1e-12;
const ld maxD=1e8;
ld ccw(co a, co b) {
    return (b*conj(a)).Y;
}
int ar(co x) {
    if (x.Y>=0&&x.X<0) return 1;
    if (x.X>=0&&x.Y>0) return 2;
    if (x.Y<=0&&x.X>0) return 3;
    return 4;
}
bool cp(co p1, co p2) {
    if (ar(p1)!=ar(p2)) return ar(p1)>ar(p2);
    return ccw(p2, p1)<0;
}
struct hp_t {
    co a, b;
    hp_t(co p1, co p2) {
        a=p1;
        b=(p2-p1)/abs(p2-p1);
    }
    ld d(co p) const {
        return ccw(b, p-a);
    }
    bool operator==(const hp_t& o) const {
        return abs(b.X-o.b.X)<eps&&abs(b.Y-o.b.Y)<eps;
    }
    bool operator<(const hp_t& o) const {
        if ((*this)==o) {
            return d(o.a)<=-eps;
        }
        return cp(b, o.b);
    }
};
co getI(hp_t a, hp_t b) {
    ld c=ccw(a.b, b.b);
    assert(!(abs(c)<eps));
    return ccw(b.a, b.b)*a.b/c+ccw(a.b, a.a)*b.b/c;
}
vector<co> getHPI(vector<hp_t> hp) {
    hp.push_back({{-maxD, -maxD}, {maxD, -maxD}});
    hp.push_back({{maxD, -maxD}, {maxD, maxD}});
    hp.push_back({{maxD, maxD}, {-maxD, maxD}});
    hp.push_back({{-maxD, maxD}, {-maxD, -maxD}});
    sort(hp.begin(), hp.end());

```

```

hp.erase(unique(hp.begin(), hp.end()), hp.end());
int del=0;
vector<co> p;
for (int i=1;i<(int)hp.size();i++) {
    while ((int)p.size()>del&&hp[i].d(p.back())<eps) p.pop_back();
    while ((int)p.size()>del&&hp[i].d(p[del])<eps) del++;
    if (del==(int)p.size()&&ccw(hp[p.size()-1].b, hp[i].b)<eps) return {};
    co np=getI(hp[i], hp[p.size()-1]);
    if (hp[del].d(np)>-eps) {
        p.push_back(np);
        hp[p.size()-1]=hp[i];
    }
}
rotate(p.begin(), p.begin()+del, p.end());
rotate(hp.begin(), hp.begin()+del, hp.begin()+p.size()+1);
p.resize((int)p.size()-del);
if (p.empty()) return p;
p.push_back(getI(hp[0], hp[p.size()-1]));
return p;
}

```

13 src/geometry/anglesort.cpp

```

// TCR
// Comparasion function for sorting points around origin
// Points are sorted in clockwise order
// Works with integers and doubles
/*122
143
443*/
#include <bits/stdc++.h>
#define X real()
#define Y imag()
using namespace std;
typedef long double ld;
typedef long long ll;
typedef complex<ll> co;
bool ccw(co a, co b, co c) {
    return ((c-a)*conj(b-a)).Y>0;
}
int ar(co x) {
    if (x.Y>=0&&x.X<0) return 1;
    if (x.X>=0&&x.Y>0) return 2;
    if (x.Y<=0&&x.X>0) return 3;
    return 4;
}
bool cp(co p1, co p2) {
    if (ar(p1)!=ar(p2)) {

```

```

        return ar(p1)<ar(p2);
    }
    return ccw({0, 0}, p2, p1)>0;
}

```

14 src/geometry/hullhulltan.cpp

```

// TCR
// O(log n log m)
// poinHullTan
// Finds the common tangents of a convex polygon and a point
// The polygon should be strictly convex and in counterclockwise order
// Pointhulltan returns {-1, -1} if the point is inside the polygon, otherwise
// it returns {maximal, minimal} vertices in terms of visibility from point p
// Remember to implement the special case n<=2
// Points on the boundary are considered to be inside
// hullHullTan
// Finds the common tangents of two convex polygons
// All of the conditions as above and it probably does not work if n<=2 or m<=2
// 1 is maximal and -1 is minimal
#include <bits/stdc++.h>
#define X real()
#define Y imag()
using namespace std;
typedef long long ll;
typedef complex<ll> co;
ll ccw(co a, co b, co c) {
    return ((c-a)*conj(b-a)).Y;
}
bool up(co p, vector<co>& h, int a, int b, int d) {
    int n=h.size();
    return (ll)d*ccw(p, h[(a+n)%n], h[(b+n)%n])<=0;
}
int getTanP(co p, vector<co>& h, int d) {
    int n=h.size();int mi=0;int ma=n;
    while (mi+1<ma) {
        int mid=(mi+ma)/2;
        if (up(p, h, mi, mi+1, d)) {
            if (up(p, h, mid+1, mid, d)) ma=mid;
            else if (up(p, h, mi, mid, d)) mi=mid;
            else ma=mid;
        }
        else {
            if (up(p, h, mid, mid+1, d)) mi=mid;
            else if (up(p, h, mid, mi, d)) mi=mid;
            else ma=mid;
        }
    }
}

```

```

int step=0;
if (d==1) {
    ma%=n;
    while (up(p, h, ma, ma+1, d)) {
        ma=(ma+1)%n; step++;
        assert(step<2);
    }
    return ma;
}
else {
    while (up(p, h, mi, mi+1, d)) {
        mi=(mi+1)%n; step++;
        if (step>=3) return -1;
    }
    if (up(p, h, mi, mi-1, d)) mi=(mi-1+n)%n;
    return mi;
}
}

pair<int, int> pointHullTan(co p, vector<co>& h) {
    if ((int)h.size()<=2) return {0, 0};
    int t1=getTanP(p, h, -1);
    if (t1==-1) return {-1, -1};
    return {getTanP(p, h, 1), t1};
}

bool up2(vector<co>& h1, vector<co>& h, int a, int b, int d1, int d2) {
    int n=h.size(); int k=getTanP(h[(b+n)%n], h1, d1);
    return (ll)d2*ccw(h[(a+n)%n], h[(b+n)%n], h1[k])<=0;
}

pair<int, int> getTanH(vector<co>& h1, vector<co>& h, int d1, int d2) {
    int n=h.size(); int mi=0; int ma=n;
    while (mi+1<ma) {
        int mid=(mi+ma)/2;
        if (up2(h1, h, mi, mi+1, d1, d2)) {
            if (up2(h1, h, mid+1, mid, d1, d2)) ma=mid;
            else if (up2(h1, h, mi, mid, d1, d2)) mi=mid;
            else ma=mid;
        }
        else {
            if (up2(h1, h, mid, mid+1, d1, d2)) mi=mid;
            else if (up2(h1, h, mid, mi, d1, d2)) mi=mid;
            else ma=mid;
        }
    }
}

int step=0;
if (d2==1) {
    ma%=n;
    while (up2(h1, h, ma, ma+1, d1, d2)) {
        ma=(ma+1)%n; step++;
    }
}

```

```

        assert(step<2);
    }
    return {getTanP(h[ma], h1, d1), ma};
}
else {
    while (up2(h1, h, mi, mi+1, d1, d2)) {
        mi=(mi+1)%n; step++;
        assert(step<3);
    }
    if (up2(h1, h, mi, mi-1, d1, d2)) mi=(mi-1+n)%n;
    return {getTanP(h[mi], h1, d1), mi};
}
}

vector<pair<int, int> > hullHullTan(vector<co>& h1, vector<co>& h2) {
    vector<pair<int, int> > ret;
    ret.push_back(getTanH(h1, h2, 1, 1));
    ret.push_back(getTanH(h1, h2, 1, -1));
    ret.push_back(getTanH(h1, h2, -1, 1));
    ret.push_back(getTanH(h1, h2, -1, -1));
    return ret;
}

```

15 src/geometry/minkowskisum.cpp

```

// TCR
// Computes the Minkowski sum of 2 convex polygons in O(n+m log n+m)
// Returns convex polygon in counterclockwise order
// The points on the edges of the hull are listed
// The convex hulls must be in counterclockwise order
#include <bits/stdc++.h>
#define X real()
#define Y imag()
#define F first
#define S second
using namespace std;
typedef long double ld;
typedef long long ll;
typedef complex<ll> co;
ll ccw(co a, co b, co c) {
    return ((c-a)*conj(b-a)).Y;
}

int ar(co x) {
    if (x.Y>0&&x.X<0) return 1;
    if (x.X>0&&x.Y>0) return 2;
    if (x.Y<=0&&x.X>0) return 3;
    return 4;
}

bool cp(pair<co, pair<int, int> > p1, pair<co, pair<int, int> > p2) {

```

```

if (ar(p1.F)!=ar(p2.F)) {
    return ar(p1.F)<ar(p2.F);
}
assert((ccw({0, 0}, p1.F, p2.F)==0)==(ccw({0, 0}, p2.F, p1.F)==0));
if (ccw({0, 0}, p1.F, p2.F)==0) {
    return p1.S>p2.S;
}
return ccw({0, 0}, p2.F, p1.F)>0;
}
vector<co> minkowski(vector<co>& a, vector<co>& b) {
    int n=a.size();
    int m=b.size();
    if (n==0) return b;
    if (m==0) return a;
    if (n==1) {
        vector<co> ret(m);
        for (int i=0;i<m;i++) {
            ret[i]=b[i]+a[0];
        }
        return ret;
    }
    if (m==1) {
        vector<co> ret(n);
        for (int i=0;i<n;i++) {
            ret[i]=a[i]+b[0];
        }
        return ret;
    }
    vector<pair<co, pair<int, int> > > pp;
    int f1=0;
    int f2=0;
    for (int i=0;i<n;i++) {
        if (ccw(a[(i-1+n)%n], a[i], a[(i+1)%n])!=0) {
            f1=i;break;
        }
    }
    for (int i=0;i<n;i++) {
        pp.push_back({a[(i+1+f1)%n]-a[(i+f1)%n], {1, i}});
    }
    for (int i=0;i<m;i++) {
        if (ccw(b[(i-1+m)%m], b[i], b[(i+1)%m])!=0) {
            f2=i;break;
        }
    }
    for (int i=0;i<m;i++) {
        pp.push_back({b[(i+1+f2)%m]-b[(i+f2)%m], {2, i}});
    }
    sort(pp.rbegin(), pp.rend(), cp);
}

```

```

co s={0, 0};
co ad={0, 0};
for (int i=0;i<(int)pp.size();i++) {
    s+=pp[i].F;
    if (pp[i].S.F!=pp[i+1].S.F) {
        if (pp[i].S.F==1) ad=a[(pp[i].S.S+1+f1)%n]+b[(pp[i+1].S.S+f2)%m];
        else ad=b[(pp[i].S.S+1+f2)%m]+a[(pp[i+1].S.S+f1)%n];
        ad-=s;break;
    }
}
s=ad;
vector<co> ret(pp.size());
for (int i=0;i<(int)pp.size();i++) {
    ret[i]=s;s+=pp[i].F;
}
return ret;
}

```

16 src/geometry/basic.cpp

```

// TCR
// Basic geometry functions using complex numbers
// Mostly copied from https://github.com/ttalvitie/libcontest/
/* Useful functions of complex number class
CT abs(co x): Length
CT norm(co x): Square of length
CT arg(co x): Angle
co polar(CT length, CT angle): Complex from polar components*/
#include <bits/stdc++.h>
#define X real()
#define Y imag()
using namespace std;
typedef long double ld;
typedef long long ll;
// Coordinate type
typedef ld CT;
typedef complex<CT> co;
ld eps=1e-12;
// Return true iff points a, b, c are CCW oriented.
bool ccw(co a, co b, co c) {
    return ((c-a)*conj(b-a)).Y>0;
}
// Return true iff points a, b, c are collinear.
// Note: doesn't make much sense with non-integer CT.
bool collinear(co a, co b, co c) {
    return abs(((c-a)*conj(b-a)).Y)<eps;
}
// Rotate x with agle ang

```



```

co rotate(co x, CT ang) {
    return x*polar((CT)1, ang);
}
// Check whether segments [a, b] and [c, d] intersect.
// The segments must not be collinear. Doesn't handle edge cases (endpoint of
// a segment on the other segment) consistently.
bool intersects(co a, co b, co c, co d) {
    return ccw(a, d, b)!=ccw(a, c, b)&&ccw(c, a, d)!=ccw(c, b, d);
}
// Interpolate between points a and b with parameter t.
co interpolate(CT t, co a, co b) {
    return a+t*(b-a);
}
// Return interpolation parameter between a and b of projection of v to the
// line defined by a and b.
// Note: no rounding behavior specified for integers.
CT projectionParam(co v, co a, co b) {
    return ((v-a)/(b-a)).X;
}
// Compute the distance of point v from line a..b.
// Note: Only for non-integers!
CT pointLineDistance(co p, co a, co b) {
    return abs(((p-a)/(b-a)).Y)*abs(b-a);
}
// Compute the distance of point v from segment a..b.
// Note: Only for non-integers!
CT pointSegmentDistance(co p, co a, co b) {
    co z=(p-a)/(b-a);
    if(z.X<0) return abs(p-a);
    if(z.X>1) return abs(p-b);
    return abs(z.Y)*abs(b-a);
}
// Return interpolation parameter between a and b of the point that is also
// on line c..d.
// Note: Only for non-integers!
// x=a*(1-t)+b*t
CT intersectionParam(co a, co b, co c, co d) {
    co u=(c-a)/(b-a);
    co v=(d-a)/(b-a);
    return (u.X*v.Y-u.Y*v.X)/(v.Y-u.Y);
}
// Intersection points of circles with centers p1 and p2 with radiuses r1 and r2
// The first return value is the number of intersection points, 3 for infinite
pair<int, pair<co, co>> circleIntersection(co p1, CT r1, co p2, CT r2) {
    if (norm(p1-p2)>(r1+r2)*(r1+r2)||norm(p1-p2)<(r1-r2)*(r1-r2))
        return {0, {{0, 0}, {0, 0}}};
    if (abs(p1-p2)<eps&&abs(r1-r2)<eps)
        return {3, {{p1.X, p1.Y+r1}, {p1.X+r1, p1.Y}}};

```

```

    CT a=abs(p1-p2);
    CT x=(r1*r1-r2*r2+a*a)/(2*a);
    co v1={x, sqrt(r1*r1-x*x)};
    co v2={x, -sqrt(r1*r1-x*x)};
    v1=v1*(p2-p1)/a+p1;
    v2=v2*(p2-p1)/a+p1;
    if (abs(v1-v2)<eps) return {1, {v1, v1}};
    return {2, {v1, v2}};
}
// Intersection of lines a..b and c..d
// Only for doubles
pair<int, co> lineIntersection(co a, co b, co c, co d) {
    if (collinear(a, b, c)&&collinear(a, b, d)) {
        return {2, a};
    }
    else if(abs(((b-a)/(c-d)).Y)<eps) {
        return {0, {0, 0}};
    }
    else {
        CT t=intersectionParam(a, b, c, d);
        return {1, a*(1-t)+b*t};
    }
}
// Is b between a and c
// Only for doubles
int between(co a, co b, co c) {
    return abs(abs(a-b)+abs(b-c)-abs(a-c))<eps;
}
// Intersection of segments a..b and c..d
// Only for doubles
// The first return value is the number of intersection points, 2 for infinite
// The second values are the endpoints of the intersection segment
pair<int, pair<co, co>> segmentIntersection(co a, co b, co c, co d) {
    if (abs(a-b)<eps) {
        if (between(c, a, d)) return {1, {a, a}};
        else return {0, {0, 0}};
    }
    else if (abs(c-d)<eps) {
        if (between(a, c, b)) return {1, {c, c}};
        else return {0, {0, 0}};
    }
    else if (collinear(a, b, c)&&collinear(a, b, d)) {
        if (((b-a)/(d-c)).X<0) swap(c, d);
        co beg;
        if (between(a,c,b)) beg=c;
        else if (between(c,a,d)) beg=a;
        else return {0, {{0, 0}, {0, 0}}};
        co en=d;

```

```

        if (between(c, b, d)) en=b;
        if (abs(beg-en)<eps) return {1, {beg, beg}};
        return {2, {beg, en}};
    }
    else if(abs(((b-a)/(c-d)).Y)<eps) {
        return {0, {0, 0}};
    }
    else {
        CT u=intersectionParam(a, b, c, d);
        CT v=intersectionParam(c, d, a, b);
        if (u<-eps||u>1+eps||v<-eps||v>1+eps) {
            return {0, {{0, 0}, {0, 0}}};
        }
        else {
            co p=a*(1-u)+b*u;
            return {1, {p, p}};
        }
    }
}
// Returns a point from the ray bisecting the non-reflex angle abc.
// Only for doubles. Returns 0 if the points are collinear.
pair<co,int> angleBisector(co a, co b, co c) {
    if (collinear(a,b,c)) return {{0, 0}, 0};
    co aa=(a-b)/abs(a-b);
    co cc=(c-b)/abs(c-b);
    co bb=sqrt(aa/cc);
    return {b+bb*cc, 1};
}

```

17 src/geometry/closestpoints.cpp

```

// TCR
// Returns square of distance between closest 2 points
// O(n log n)
#include <bits/stdc++.h>
#define X real()
#define Y imag()
#define F first
#define S second
using namespace std;
typedef long long ll;
typedef complex<ll> co;
const ll inf=2e18;
ll csqrt(ll x) {
    ll r=sqrt(x);
    while (r*r<x) r++;
    while (r*r>x) r--;
}

```

```

    return r;
}
ll sq(ll x) {
    return x*x;
}
ll closestPoints(vector<co> points) {
    int n=points.size();
    vector<pair<ll, ll> > ps(n);
    for (int i=0;i<n;i++) ps[i]={points[i].X, points[i].Y};
    sort(ps.begin(), ps.end());
    int i2=0;ll d=inf;
    set<pair<ll, ll> > pss;
    for (int i=0;i<n;i++) {
        while (i2<i&&sq(ps[i].F-ps[i2].F)>d) {
            pss.erase({ps[i2].S, ps[i2].F});i2++;
        }
        auto it=pss.lower_bound({ps[i].S-csqrt(d), -inf});
        for (;it!=pss.end();it++) {
            if (sq(it->F-ps[i].S)>d) break;
            d=min(d, sq(it->F-ps[i].S)+sq(it->S-ps[i].F));
        }
        pss.insert({ps[i].S, ps[i].F});
    }
    return d;
}

```

18 src/datastructure/orderedset.cpp

```

// TCR
// Sample code on how to use g++ ordered set
#include <bits/stdc++.h>
#include <ext/pb_ds/assoc.container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
#include <ext/pb_ds/detail/standard_policies.hpp>
using namespace std;
using namespace __gnu_pbds;
//using namespace pb_ds;
typedef tree<int, null_type, less<int>, rb_tree_tag,
tree_order_statistics_node_update> ordered_set;
int main() {
    ordered_set X;
    X.insert(1);X.insert(4);
    cout<<*X.find_by_order(1)<<endl; // 4
    cout<<X.order_of_key(3)<<endl; // 1
}

```

19 src/datastructure/dynamichull.cpp

```
// TCR
// Data structure that maintains a set of lines in O(log n) query time
// Operations: insert line, find the highest line at x coordinate x
// Works with integers and doubles
// Cast too large integers to doubles when comparing to avoid overflow
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll isQuery=(1LL<<62);
struct Line {
    ll m, b;int id;
    Line(ll m_, ll b_, int id_) : m(m_), b(b_), id(id_) {}
    mutable multiset<Line>::iterator it,e;
    const Line* succ() const {
        return next(it)==e ? 0 : &*next(it);
    }
    bool operator<(const Line& rhs) const {
        if (rhs.b!=isQuery) return m<rhs.m;
        const Line* s=succ();
        if (!s) return 0;
        ll x=rhs.m;
        return b-s->b<(s->m-m)*x;
    }
};
struct DynamicHull : public multiset<Line> {
    bool bad(iterator y) {
        auto z=next(y);
        if (y==begin()) {
            if (z==end()) return 0;
            return y->m==z->m&&y->b<=z->b;
        }
        auto x=prev(y);
        if (z==end()) return y->m==x->m&&y->b<=x->b;
        return (x->b-y->b)*(z->m-y->m)>=(y->b-z->b)*(y->m-x->m);
    }
    void insertLine(ll m, ll b, int id) {
        auto y=insert({m, b, id});
        y->it=y;y->e=end();
        if (bad(y)) {erase(y);return;}
        while (next(y)!=end()&&bad(next(y))) erase(next(y));
        while (y!=begin()&&bad(prev(y))) erase(prev(y));
    }
    pair<ll, int> getMax(ll x) {
        auto l=*lower_bound({x, isQuery, 0});
        return {l.m*x+l.b, l.id};
    }
};
```

};

20 src/datastructure/linkcut.cpp

```
// TCR
// Link/cut tree. All operations are amortized O(log n) time
// Use functions link, cut and rootid for black box forest dynamic connectivity
#include <bits/stdc++.h>
using namespace std;
struct Node {
    Node* c[2], *p;
    int id, rev;
    int isr() {
        return !p||p->c[0]!=this&&p->c[1]!=this;
    }
    int dir() {
        return p->c[1]==this;
    }
    void setc(Node* s, int d) {
        c[d]=s;
        if (s) s->p=this;
    }
    void push() {
        if (rev) {
            swap(c[0], c[1]);
            if (c[0]) c[0]->rev^=1;
            if (c[1]) c[1]->rev^=1;
            rev=0;
        }
    }
    Node(int i) : id(i) {
        c[0]=0;c[1]=0;p=0;rev=0;
    }
};
struct LinkCut {
    void rot(Node* x) {
        Node* p=x->p;int d=x->dir();
        if (!p->isr()) {
            p->p->setc(x, p->dir());
        }
        else {
            x->p=p->p;
        }
        p->setc(x->c[!d], d);x->setc(p, !d);
    }
    void pp(Node* x) {
        if (!x->isr()) pp(x->p);
        x->push();
    }
};
```

```

}
void splay(Node* x) {
    pp(x);
    while (!x->isr()) {
        if (x->p->isr()) rot(x);
        else if (x->dir()==x->p->dir()) {
            rot(x->p);rot(x);
        }
        else {
            rot(x);rot(x);
        }
    }
}
Node* expose(Node* x) {
    Node* q=0;
    for (;x;x=x->p) {
        splay(x);x->c[1]=q;q=x;
    }
    return q;
}
void evert(Node* x) {
    x=expose(x);x->rev^=1;x->push();
}
void link(Node* x, Node* y) {
    evert(x);evert(y);splay(y);x->setc(y, 1);
}
void cut(Node* x, Node* y) {
    evert(x);expose(y);splay(x);x->c[1]=0;y->p=0;
}
int rootid(Node* x) {
    expose(x);splay(x);
    while(x->c[0]) {
        x=x->c[0];x->push();
    }
    splay(x);
    return x->id;
}
};

```

21 src/datastructure/treap.cpp

```

// TCR
// Treap implementation with pointers
// Expected running time of split and merge is O(log n)
#include <bits/stdc++.h>
using namespace std;
typedef struct node* pnode;
struct node {

```

```

    pnode l,r;
    int pr,c;
    node() {
        l=0;r=0;c=1;pr=rand();
    }
};
// Returns the size of the subtree t
int cnt(pnode t) {
    if (t) return t->c;
    return 0;
}
// Updates the size of the subtree t
void upd(pnode t) {
    if (t) t->c=cnt(t->l)+cnt(t->r)+1;
}
// Put lazy updates here
void push(pnode t) {
    if (t) {} // Lazy update
}
// Merges trees l and r into tree t
void merg(pnode& t, pnode l, pnode r) {
    push(l);push(r);
    if (!l) t=r;
    else if (!r) t=l;
    else {
        if (l->pr>r->pr) {
            merg(l->r, l->r, r);t=l;
        }
        else {
            merg(r->l, l, r->l);t=r;
        }
    }
    upd(t);
}
// Splits tree t into trees l and r
// Size of tree l will be k
void split(pnode t, pnode& l, pnode& r, int k) {
    if (!t) {
        l=0;r=0;return;
    }
    else {
        push(t);
        if (cnt(t->l)>=k) {
            split(t->l, l, t->l, k);r=t;
        }
        else {
            split(t->r, t->r, r, k-cnt(t->l)-1);l=t;
        }
    }
}

```

```

    }
    upd(t);
}

```

22 src/datastructure/HLD.cpp

```

// TCR
// Builds Heavy-light decomposition of tree in O(n) time
// getPath returns decomposed path from a to b in a vector which contains
// {{u, v}, {index[u], index[v]}} index[u] <= index[v], depth[u] <= depth[v]
// lca(a, b) is in the last path of the vector
// Uses 1-indexing
#include <bits/stdc++.h>
using namespace std;
struct HLD {
    vector<int> aps, pRoot, pLI, pRI, nPath, nPathId, p;
    int index;
    void dfs1(vector<int>* g, int x) {
        aps[x]=1;
        for (int nx:g[x]) {
            if (nx!=p[x]) {
                p[nx]=x;dfs1(g, nx);
                aps[x]+=aps[nx];
            }
        }
    }
    void dfs2(vector<int>* g, int x, int path, int pi) {
        if (path==-1) {
            path=pRoot.size();
            pRoot.push_back(x);
            pLI.push_back(index);
            pRI.push_back(index);
        }
        nPath[x]=path;
        nPathId[x]=pi;
        pRI[path]=index++;
        int ma=0;
        for (int nx:g[x]){
            if (nx!=p[x]&&aps[nx]>aps[ma]) ma=nx;
        }
        if (ma) dfs2(g, ma, path, pi+1);
        for (int nx:g[x]){
            if (nx!=p[x]&&nx!=ma) dfs2(g, nx, -1, 0);
        }
    }
    HLD(vector<int>* g, int n) : aps(n+1), nPath(n+1), nPathId(n+1), p(n+1) {
        index=0;dfs1(g, 1);
        dfs2(g, 1, -1, 0);
    }
}

```

```

}
vector<pair<pair<int, int>, pair<int, int> > > getPath(int a, int b) {
    vector<pair<pair<int, int>, pair<int, int> > > ret;
    while (nPath[a]!=nPath[b]) {
        int pa=nPath[a];
        int pb=nPath[b];
        if (pa>pb) {
            ret.push_back({{pRoot[pa], a}, {pLI[pa], pLI[pa]+nPathId[a]}});
            a=p[pRoot[pa]];
        }
        else {
            ret.push_back({{pRoot[pb], b}, {pLI[pb], pLI[pb]+nPathId[b]}});
            b=p[pRoot[pb]];
        }
    }
    int pa=nPath[a];
    if (nPathId[a]>nPathId[b]) swap(a, b);
    ret.push_back({{a, b}, {pLI[pa]+nPathId[a], pLI[pa]+nPathId[b]}});
    return ret;
}
};

```

23 src/math/berlekampmassey.cpp

```

// TCR
// Berlekamp massey
// Give a sequence of integers in constructor and query with get(index)
// Use just the solve to get the coefficients of the recursion
// remember to negate the coefficients
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
ll powmod(ll a, ll p, ll modd) {
    if (p==0) return 1;
    if (p%2==0) {
        a=powmod(a, p/2, modd);
        return (a*a)%modd;
    }
    return (a*powmod(a, p-1, modd))%modd;
}
ll invp(ll a, ll p) {
    return powmod(a, p - 2, p);
}
vector<ll> solve(vector<ll> S, ll mod) {
    vector<ll> C = {1};
    vector<ll> B = {1};
    ll L = 0;ll m = 1;ll b = 1;ll N = S.size();
    for (ll i = 0; i < N; i++) {

```

```

    ll d = S[i];
    for (ll j = 1; j <= L; j++) {
        d += C[j]*S[i - j]; d %= mod;
    }
    if (d == 0) {
        m++;
    } else if (2*L <= i) {
        vector<ll> T = C;
        ll a = (invp(b, mod)*d)%mod;
        for (int j=0; j<i+1-2*L; j++) {
            C.push_back(0);
        }
        L=i+1-L;
        for (ll j = m; j <= L; j++) {
            C[j] -= a*B[j - m]; C[j] %= mod;
        }
        B = T; b = d; m = 1;
    } else {
        ll a = (invp(b, mod)*d)%mod;
        for (ll j = m; j < m+(int)B.size(); j++) {
            C[j] -= a*B[j - m]; C[j] %= mod;
        }
        m++;
    }
}
for (ll i = 0; i <= L; i++) {
    C[i] += mod; C[i] %= mod;
}
return C;
}

struct LinearRecurrence {
    vector<vector<ll>> > mat;
    vector<ll> seq;
    ll mod;
    vector<vector<ll>> > mul(vector<vector<ll>> > a, vector<vector<ll>> > b) {
        int n=a.size();
        vector<vector<ll>> > ret(n);
        for (int i=0; i<n; i++){
            ret[i].resize(n);
            for (int j=0; j<n; j++){
                ret[i][j]=0;
                for (int k=0; k<n; k++){
                    ret[i][j] += a[i][k]*b[k][j];
                    ret[i][j] %= mod;
                }
            }
        }
    }
}

return ret;

```

```

}
vector<vector<ll>> > pot(vector<vector<ll>> > m, ll p) {
    if (p==1) return m;
    if (p%2==0) {
        m=pot(m, p/2);
        return mul(m, m);
    }
    else {
        return mul(m, pot(m, p-1));
    }
}

ll get(ll index) {
    if (index<(ll)mat.size()) {
        return seq[index];
    }
    vector<vector<ll>> > a=pot(mat, index-(ll)mat.size()+1);
    ll v=0;
    for (int i=0; i<(int)mat.size(); i++) {
        v+=a[0][i]*seq[(int)mat.size()-i-1];
        v%=mod;
    }
    return v;
}

LinearRecurrence(vector<ll> S, ll mod) {
    seq=S;
    mod=mod_;
    vector<ll> C=solve(S, mod);
    int n=C.size()-1;
    mat.resize(n);
    for (int i=0; i<n; i++) {
        mat[i].resize(n);
    }
    for (int i=0; i<n; i++) {
        mat[0][i]=(mod-C[i+1])%mod;
    }
    for (int i=1; i<n; i++) {
        mat[i][i-1]=1;
    }
}

};

```

24 src/math/crt.cpp

```

// TCR
// (Generalised) Chinese remainder theorem (for arbitrary moduli):
// Solves x from system of equations x == a_i (mod m_i),
// giving answer modulo m = lcm(m_1, ..., m_n)
// Runs in O(log(m)+n) time

```

```

// Overflows only if m overflows
// Returns {1, {x, m}} if solution exists, and {-1, {0,0}} otherwise
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef __int128 lll;
ll ee(ll ca, ll cb, ll xa, ll xb, ll&x) {
    if (cb) return ee(cb, ca%cb, xb, xa-(ca/cb)*xb, x);
    x = xa;
    return ca;
}
pair<int, pair<ll, ll>> crt(vector<ll> as, vector<ll> ms) {
    ll aa = 0, mm = 1, d, a, x;
    for (int i = 0; i < (int) as.size(); i++) {
        d = ee(ms[i], mm, 1, 0, x);
        if ((aa-as[i])%d) return {-1, {0,0}};
        a = ms[i]/d;
        mm *= a;
        aa = (as[i] + (aa-as[i])*(((lll)a*x)%mm))%mm;
    }
    if (aa < 0) aa += mm;
    return {1, {aa, mm}};
}

```

25 src/math/fftmod.cpp

```

// TCR
// Precise FFT modulo mod
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef long long lll;
// Number of form (2^25)*k+1
const lll mod=2113929217; // between 2*10^9 and 2^31
// Number whose order mod mod is 2^25
const lll root=1971140334;
const lll root_pw=1<<25;
// 128 bit
// typedef __int128 lll;
// const lll mod=2013265920268435457; // between 2*10^18 and 2^61
// const lll root=1976010382590097340;
// const lll root_pw=1<<28;
lll pot(lll x, lll p) {
    if (p==0) return 1;
    if (p%2==0) {
        x=pot(x, p/2);
        return (x*x)%mod;
    }
}

```

```

    return (x*pot(x, p-1))%mod;
}
lll inv(lll x) {
    return pot(x, mod-2);
}
vector<lll> fft (vector<lll> a, int d) {
    lll root_1=inv(root);
    int n=(int)a.size();
    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) swap (a[i], a[j]);
    }
    for (int len=2;len<=n;len<<=1) {
        lll wlen=root;
        if (d==1) wlen=root_1;
        for (int i=len;i<root_pw;i<<=1) wlen=(wlen*wlen)%mod;
        for (int i=0;i<n;i+=len) {
            lll w = 1;
            for (int j=0;j<len/2;j++) {
                lll u = a[i+j];
                lll v = (a[i+j+len/2]*w)%mod;
                if (u+v<mod) a[i+j]=u+v;
                else a[i+j]=u+v-mod;
                if (u-v>=0) a[i+j+len/2]=u-v;
                else a[i+j+len/2]=u-v+mod;
                w=(w*wlen)%mod;
            }
        }
    }
    if (d==1) {
        lll nrev=inv(n);
        for (int i=0;i<n;i++) a[i]=(a[i]*nrev)%mod;
    }
    return a;
}
vector<lll> conv(const vector<ll>& a, const vector<ll>& b) {
    int as=a.size(), bs=b.size();
    int n=1;
    while (n<as+bs-1) n*=2;
    vector<lll> aa(n*2), bb(n*2);
    for (int i=0;i<as;i++) aa[i]=a[i];
    for (int i=0;i<bs;i++) bb[i]=b[i];
    aa=fft(aa, 1);bb=fft(bb, 1);
    vector<lll> c(2*n);
    for (int i=0;i<2*n;i++) c[i]=(aa[i]*bb[i])%mod;
    c=fft(c, -1);
}

```

```

    c.resize(as+bs-1);
    return c;
}
int main() {
    // Shoud print 12 11 30 7
    vector<ll> a={3, 2, 7};
    vector<ll> b={4, 1};
    vector<lll> c=conv(a, b);
    for (lll t:c) {
        cout<<(ll)t<<endl;
    }
}

```

26 src/math/gaussjordan.cpp

```

// TCR
// Solves system of linear equations in  $O(n \cdot m^2)$ 
// Using doubles or mod 2
// Using doubles might have large precision errors or overflow
// Returns 0 if no solution exists, 1 if there is one solution
// or 2 if infinite number of solutions exists
// If at least one solution exists, it is returned in ans
// You can modify the general algorithm to work mod p by using modular inverse
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef long double ld;
const ld eps=1e-12;
// Using doubles
int gaussD(vector<vector<ld>> a, vector<ld>& ans) {
    int n=(int)a.size();
    int m=(int)a[0].size()-1;
    vector<int> where(m,-1);
    for (int col=0,row=0;col<m&&row<n;col++) {
        int sel=row;
        for (int i=row;i<n;i++) {
            if (abs(a[i][col])>abs(a[sel][col])) sel=i;
        }
        if (abs(a[sel][col])<eps) continue;
        for (int i=col;i<m;i++) swap (a[sel][i], a[row][i]);
        where[col]=row;
        for (int i=0;i<n;i++) {
            if (i!=row) {
                ld c=a[i][col]/a[row][col];
                for (int j=col;j<m;j++) a[i][j]-=a[row][j]*c;
            }
        }
        row++;
    }
}

```

```

    }
    ans.assign(m, 0);
    for (int i=0;i<m;i++) {
        if (where[i]!=-1) ans[i]=a[where[i]][m]/a[where[i]][i];
    }
    for (int i=0;i<n;i++) {
        ld sum=0;
        for (int j=0;j<m;j++) sum+=ans[j]*a[i][j];
        if (abs(sum-a[i][m])>eps) return 0;
    }
    for (int i=0;i<m;i++) {
        if (where[i]==-1) return 2;
    }
    return 1;
}
// mod 2
// n is number of rows m is number of variables
const int M=4;
int gaussM(vector<bitset<M>> a, int n, int m, bitset<M-1>& ans) {
    vector<int> where (m, -1);
    for (int col=0,row=0;col<m&&row<n;col++) {
        for (int i=row;i<n;i++) {
            if (a[i][col]) {
                swap (a[i], a[row]);
                break;
            }
        }
        if (!a[row][col]) continue;
        where[col]=row;
        for (int i=0;i<n;i++) {
            if (i!=row&&a[i][col]) a[i]^=a[row];
        }
        row++;
    }
    ans=0;
    for (int i=0;i<m;i++) {
        if (where[i]!=-1) ans[i]=a[where[i]][m];
    }
    for (int i=0;i<n;i++) {
        int sum=0;
        for (int j=0;j<m;j++) sum^=ans[j]*a[i][j];
        if (sum!=a[i][m]) return 0;
    }
    for (int i=0;i<m;i++){
        if (where[i]==-1) return 2;
    }
    return 1;
}

```



```
int main() {
    // Should output 2, 1 2 0
    vector<vector<ld> > d(3);
    d[0]={3, 3, -15, 9};
    d[1]={1, 0, -2, 1};
    d[2]={2, -1, -1, 0};
    vector<ld> da;
    cout<<gaussD(d, da)<<endl;
    cout<<da[0]<<" "<<da[1]<<" "<<da[2]<<endl;
    // Should output 1, 110
    // Note that bitsets are printed in reverse order
    bitset<M> r1("0110");
    bitset<M> r2("1101");
    bitset<M> r3("0111");
    vector<bitset<M> > m={r1, r2, r3};
    bitset<M-1> ma;
    cout<<gaussM(m, 3, 3, ma)<<endl;
    cout<<ma<<endl;
}
```

27 src/math/fht.cpp

```
// TCR
// Fast Hadamard Transform for computing xor, and, or, convolutions in O(n log n)
// The length of the input vector must be a power of 2
// Works also in mod arithmetic, just remember to handle negative numbers and
// the division in inverse xor
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
void fht(vector<ll>& a, vector<vector<ll> > m) {
    for (int len=1; 2*len<=(int)a.size(); len*=2) {
        for (int i=0; i<(int)a.size(); i+=2*len) {
            for (int j=0; j<len; j++) {
                ll u=a[i+j];
                ll v=a[i+len+j];
                a[i+j]=m[0][0]*u+m[0][1]*v;
                a[i+len+j]=m[1][0]*u+m[1][1]*v;
            }
        }
    }
    void xorTr(vector<ll>& a) {fht(a, {{1, 1}, {1, -1}});}
    void xorInv(vector<ll>& a) {
        fht(a, {{1, 1}, {1, -1}});
        for (int i=0; i<(int)a.size(); i++) a[i]/=(ll)a.size();
    }
    void andTr(vector<ll>& a) {fht(a, {{0, 1}, {1, 1}});}
    void andInv(vector<ll>& a) {fht(a, {{-1, 1}, {1, 0}});}
    void orTr(vector<ll>& a) {fht(a, {{1, 1}, {1, 0}});}
    void orInv(vector<ll>& a) {fht(a, {{0, 1}, {1, -1}});}
```

```
int main() { // Should print 92 73 78 69
    vector<ll> a={3, 2, 7, 1};
    vector<ll> b={5, 4, 9, 6};
    xorTr(a); xorTr(b);
    vector<ll> c(4);
    for (int i=0; i<4; i++) c[i]=a[i]*b[i];
    xorInv(c);
    for (ll t:c) cout<<t<<endl;
}
```

28 src/math/simplex.cpp

```
// TCR
// Source: https://github.com/jaehyunp/stanfordacm/blob/master/code/Simplex.cc
// Two-phase simplex algorithm for solving linear programs of the form
//      maximize      c^T x
//      subject to    Ax <= b
//                  x >= 0
// INPUT: A -- an m x n matrix
//        b -- an m-dimensional vector
//        c -- an n-dimensional vector
//        x -- a vector where the optimal solution will be stored
// OUTPUT: value of the optimal solution (inf if unbounded
//         above, -inf if infeasible)
// To use this code, create an LPSolver object with A, b, and c as
// arguments. Then, call Solve(x).
#include <bits/stdc++.h>
using namespace std;
typedef long double ld;
struct LPSolver {
    const ld eps=1e-9;
    const ld inf=1e30;
    int m, n;
    vector<int> N, B;
    vector<vector<ld> > D;
    LPSolver(vector<vector<ld> >& A, vector<ld>& b, vector<ld>& c) :
    m(b.size()), n(c.size()), N(n+1), B(m), D(m+2, vector<ld>(n+2)) {
        for (int i = 0; i < m; i++) {
            for (int j = 0; j < n; j++) D[i][j] = A[i][j];
        }
        for (int i = 0; i < m; i++) {
            B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i];
        }
        for (int j = 0; j < n; j++) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }
    void Pivot(int r, int s) {
        ld inv = 1.0 / D[r][s];
        for (int i = 0; i < m+2; i++) if (i != r)
            for (int j = 0; j < n+2; j++) if (j != s)
```

```

        D[i][j] -= D[r][j] * D[i][s] * inv;
    for (int j = 0; j < n + 2; j++) if (j != s) D[r][j] *= inv;
    for (int i = 0; i < m + 2; i++) if (i != r) D[i][s] *= -inv;
    D[r][s] = inv;
    swap(B[r], N[s]);
}

bool Simplex(int phase) {
    int x = phase == 1 ? m + 1 : m;
    while (true) {
        int s = -1;
        for (int j = 0; j <= n; j++) {
            if (phase == 2 && N[j] == -1) continue;
            if (s == -1 || D[x][j] < D[x][s] || (D[x][j] == D[x][s] && N[j] < N[s])) s = j;
        }
        if (D[x][s] > -eps) return true;
        int r = -1;
        for (int i = 0; i < m; i++) {
            if (D[i][s] < eps) continue;
            if (r == -1 || D[i][n + 1] / D[i][s] < D[r][n + 1] / D[r][s] ||
                ((D[i][n + 1] / D[i][s]) == (D[r][n + 1] / D[r][s]) && B[i] < B[r])) r = i;
        }
        if (r == -1) return false;
        Pivot(r, s);
    }
}

ld Solve(vector<ld>& x) {
    int r = 0;
    for (int i = 1; i < m; i++) if (D[i][n + 1] < D[r][n + 1]) r = i;
    if (D[r][n + 1] < -eps) {
        Pivot(r, n);
        if (!Simplex(1) || D[m + 1][n + 1] < -eps) return -inf;
        for (int i = 0; i < m; i++) if (B[i] == -1) {
            int s = -1;
            for (int j = 0; j <= n; j++)
                if (s == -1 || D[i][j] < D[i][s] || (D[i][j] == D[i][s] && N[j] < N[s])) s = j;
            Pivot(i, s);
        }
    }
    if (!Simplex(2)) return inf;
    x = vector<ld>(n);
    for (int i = 0; i < m; i++) if (B[i] < n) x[B[i]] = D[i][n + 1];
    return D[m][n + 1];
}

};

int main() {
    const int m = 4; const int n = 3;
    ld _A[m][n] = {{ 6, -1, 0 }, { -1, -5, 0 }, { 1, 5, 1 }, { -1, -5, -1 }};
    ld _b[m] = { 10, -4, 5, -5 };

```

```

    ld _c[n] = { 1, -1, 0 };
    vector<vector<ld>> A(m); vector<ld> b(_b, _b + m); vector<ld> c(_c, _c + n);
    for (int i = 0; i < m; i++) A[i] = vector<ld>(_A[i], _A[i] + n);
    LPSolver solver(A, b, c);
    vector<ld> x;
    ld value = solver.Solve(x);
    cerr << "VALUE: " << value << endl; // VALUE: 1.29032
    cerr << "SOLUTION: "; // SOLUTION: 1.74194 0.451613 1
    for (size_t i = 0; i < x.size(); i++) cerr << " " << x[i];
}

```

29 src/math/fft.cpp

```

// TCR
// Fast Fourier transform and convolution using it
// O(n log n)
// Is accurate with integers if the numbers of the result array are <= 4e15
// Also accurate if input <= 1e6 and the lengths of input arrays are 2e5
// Can be speed up by a factor of 2 by implementing the complex class
#include <bits/stdc++.h>
using namespace std;
typedef long double ld;
typedef long long ll;
typedef complex<ld> co;
const ld PI = atan2((ld)0, (ld)-1);
void fft(vector<co>& a, int n, int k) {
    vector<co> ww(n);
    ww[1] = co(1, 0);
    for (int t = 0; t < k - 1; t++) {
        co c = polar((ld)1, PI / n * (1 << (k - 1 - t)));
        int p2 = (1 << t), p3 = p2 * 2;
        for (int j = p2; j < p3; j++) ww[j * 2 + 1] = (ww[j * 2] - ww[j]) * c;
    }
    for (int i = 0; i < n; i++) {
        int u = 0;
        for (int j = 1; j < n; j *= 2) {u *= 2; if (i & j) u++;}
        if (i < u) swap(a[i], a[u]);
    }
    for (int l = 1; l < n; l *= 2) {
        for (int i = 0; i < n; i += l) {
            for (int it = 0, j = i + l, w = l; it < l; it++, i++, j++) {
                co t = a[j] * ww[w++];
                a[j] = a[i] - t;
                a[i] = a[i] + t;
            }
        }
    }
}

```

```

vector<ll> conv(const vector<ll>& a, const vector<ll>& b) {
    int as=a.size(), bs=b.size();
    if (as*bs==0) return {};
    int k=0;
    while ((1<<k)<as+bs-1) k++;
    int n=1<<k;
    vector<co> c(n+1);
    for (int i=0;i<n;i++) {
        if (i<as) c[i]=a[i];
        if (i<bs) c[i]={c[i].real(), (ld)b[i]};
    }
    fft(c, n, k);
    c[n]=c[0];
    for (int i=0;i<=n-i;i++) {
        c[i]=conj(c[i]*c[i]-conj(c[n-i]*c[n-i]))*co(0,(ld)1/n/4);
        c[n-i]=conj(c[i]);
    }
    fft(c, n, k);
    vector<ll> r(as+bs-1);
    for (int i=0;i<as+bs-1;i++) r[i]=round(c[i].real());
    return r;
}

int main() { // Shoud print 12 11 30 7
    vector<ll> a={3, 2, 7};
    vector<ll> b={4, 1};
    vector<ll> c=conv(a, b);
    for (ll t:c) cout<<t<<endl;
}

```

30 src/math/pollard-rho.cpp

```

// TCR
// Pollard Rho Integer factorization
// Support of 128 bit integers is required to factor over 32 bit integers
// requires isPrime function
// expected time complexity is  $O(n^{1/4})$ 
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef __int128 lll;
void step(ll& x, ll n, ll c) {x=(lll)((lll)x*(lll)x+(lll)c)%n;}
void rFactor(ll n, map<ll, ll>& r) {
    while (n%2==0) {
        n/=2;r[2]++;
    }
    if (n==1) return;
    if (isPrime(n)) r[n]++;
    else {

```

```

        while (1) {
            ll x=rand()%n;ll y=x;
            ll c=rand()%n;
            for (ll i=0;i*i<=n;i++) {
                step(x, n, c);step(x, n, c);step(y, n, c);
                ll g=__gcd(max(x, y)-min(x, y), n);
                if (g==n) break;
                else if(g>1) {
                    rFactor(n/g, r);
                    rFactor(g, r);
                    return;
                }
            }
        }
    }
}

map<ll, ll> factor(ll n) {
    map<ll, ll> ret;
    if (n>1) rFactor(n, ret);
    return ret;
}

```

31 src/math/miller-rabin.cpp

```

// TCR
// Deterministic Miller-Rabin primality test
// Works for all 64 bit integers
// Support of 128 bit integers is required to test over 32 bit integers
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef __int128 lll;
lll powmod(lll a, lll p, lll mod) {
    if (p==0) return 1;
    if (p%2==0) {
        a=powmod(a, p/2, mod);
        return (a*a)%mod;
    }
    return (a*powmod(a, p-1, mod))%mod;
}

bool is_w(ll a, ll even, ll odd, ll p) {
    lll u = powmod(a, odd, p);
    if (u==1) return 0;
    for (ll j=1;j<even;j*=2) {
        if (u==p-1) return 0;
        u*=u;u%=p;
    }
    return 1;
}

```

```

}
bool isPrime(ll p) {
    if (p==2) return 1;
    if (p<=1||p%2==0) return 0;
    ll odd=p-1; ll even=1;
    while (odd%2==0) {
        even*=2; odd/=2;
    }
    ll b[7]={2, 325, 9375, 28178, 450775, 9780504, 1795265022};
    for (ll i=0; i<7; i++) {
        ll a=b[i]%p;
        if (a==0) return 1;
        if (is_w(a, even, odd, p)) return 0;
    }
    return 1;
}

```

32 src/math/primitiveroot.cpp

```

// TCR
// Computes primitive root
// O(sqrt(n))
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
ll pot(ll x, ll p, ll mod) {
    if (p==0) return 1;
    if (p%2==0) {
        x=pot(x, p/2, mod);
        return (x*x)%mod;
    }
    return (x*pot(x, p-1, mod))%mod;
}
ll primitiveRoot(ll p) {
    vector<ll> fact;
    ll phi=p-1; ll n=phi;
    for (ll i=2; i*i<=n; i++) {
        if (n%i==0) {
            fact.push_back(i);
            while (n%i==0) n/=i;
        }
    }
    if (n>1) fact.push_back(n);
    for (ll res=2; res<=p; res++) {
        bool ok = true;
        for (int i=0; i<(int)fact.size()&&ok; i++) ok&=pot(res, phi/fact[i], p)!=1;
        if (ok) return res;
    }
}

```

```

return -1;
}
int main() {
    cout<<primitiveRoot(1000000007)<<endl; // should print 5
}

```

33 src/math/diophantine.cpp

```

// TCR
// Solves ax+by=c in O(log a+b) time
// Returns {is, {x, y}}, is=0 if there is no solution
// Use __int128 for 64 bit numbers
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
typedef long long ll;
ll ee(ll a, ll b, ll ca, ll cb, ll xa, ll xb, ll&x, ll&y) {
    if (cb==0) {
        x=xa;
        if (b==0) y=0;
        else y=(ca-a*xa)/b;
        return ca;
    }
    else return ee(a, b, cb, ca%cb, xb, xa-(ca/cb)*xb, x, y);
}
pair<int, pair<ll, ll>> solve(ll a, ll b, ll c) {
    if (c==0) return {1, {0, 0}};
    if (a==0&&b==0) return {0, {0, 0}};
    ll x, y;
    ll g=ee(a, b, a, b, 1, 0, x, y);
    if (abs(c)%g>0) return {0, {0, 0}};
    return {1, {x*(c/g), y*(c/g)}};
}

```

34 src/graph/stronglyconnected.cpp

```

// TCR
// Kosaraju's algorithm for strongly connected components O(V+E)
// Components will be returned in topological order
// Uses 1-indexing
// Returns strongly connected components of the graph in vector ret
// n is the size of the graph, g is the adjacency list
#include <bits/stdc++.h>
using namespace std;
struct SCC {
    vector<int> used;
}

```

```

vector<vector<int> > g2;
void dfs1(vector<int>* g, int x, vector<int>& ns) {
    if (used[x]==1) return;
    used[x]=1;
    for (int nx:g[x]) {
        g2[nx].push_back(x);
        dfs1(g, nx, ns);
    }
    ns.push_back(x);
}
void dfs2(int x, vector<int>& co) {
    if (used[x]==2) return;
    used[x]=2;
    co.push_back(x);
    for (int nx:g2[x]) dfs2(nx, co);
}
SCC(vector<int>* g, int n, vector<vector<int> >& ret) : used(n+1), g2(n+1) {
    vector<int> ns;
    for (int i=1;i<=n;i++) dfs1(g, i, ns);
    for (int i=n-1;i>=0;i--) {
        if (used[ns[i]]!=2) {
            ret.push_back(vector<int>());
            dfs2(ns[i], ret.back());
        }
    }
};

```

35 src/graph/circulation.cpp

```

// TCR
// Min cost circulation
// O(VE) on average, probably something like O(ans * E) worst case
// Use by adding edges with addEdge and then calling minCostCirculation
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
template<int V, int E> struct Circulation {
    struct Edge {
        int a, b;
        ll ca, co;
    } es[E*2];
    int eu=0, cookie=1;
    int how[V+1], good[V+1], bio[V+1];
    ll dist[V+1];
    void addEdge(int from, int to, ll ca, ll co) {
        es[eu++]={from, to, ca, co};
    }
};

```

```

        es[eu++]={to, from, 0, -co};
    }
    void reset() {
        for (int i=1;i<=V;i++) {
            dist[i]=0;how[i]=-1;bio[i]=0;
        }
    }
    bool relax() {
        bool ret=false;
        for (int e=0;e<eu;e++) {
            if (es[e].ca) {
                int x=es[e].a;int y=es[e].b;
                if (dist[x]+es[e].co<dist[y]) {
                    dist[y]=dist[x]+es[e].co;
                    how[y]=e;ret=true;
                }
            }
        }
        return ret;
    }
    ll cycle(int s, bool flip = false) {
        int x=s;ll c=es[how[x]].ca;
        do {
            int e=how[x];c=min(c, es[e].ca);x=es[e].a;
        } while (x!=s);
        ll cost=0;
        do {
            int e=how[x];
            if (flip) {
                es[e].ca-=c;es[e^1].ca+=c;
            }
            cost+=es[e].co*c;x=es[e].a;
        } while (x!=s);
        return cost;
    }
    ll push(int x) {
        for (cookie++;bio[x]!=cookie;x=es[how[x]].a) {
            if (!good[x]||how[x]==-1||es[how[x]].ca==0) return 0;
            bio[x]=cookie;good[x]=false;
        }
        return cycle(x)>=0?cycle(x, true);
    }
    ll minCostCirculation() {
        reset();
        ll cost=0;
        for (int step=0;step<2*V;step++) {
            if (step == V) reset();
            if (!relax()) continue;
        }
    }
};

```

36 src/graph/eulertour.cpp

37 src/graph/cutvertices.cpp

```
// TCR
// Finds cutvertices and 2-vertex-connected components of graph
// 2-vertex-connected components are stored in bg
// Uses 1-indexing
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
struct Biconnected {
    vector<int> cut, h, d, used;
    vector<map<int, vector<int> > > > bg;
    vector<pair<int, int> > es;
    int cc;
    void dfs(vector<int>* g, int x, int p) {
        h[x]=d[x];
        int f=0;
        for (int nx:g[x]) {
            if (nx!=p) {
                if (!used[nx]) es.push_back({x, nx});
                if (d[nx]==0) {
                    f++;d[nx]=d[x]+1;
                    int ts=es.size();
                    dfs(g, nx, x);
                    h[x]=min(h[x], h[nx]);
                    if (h[nx]>=d[x]) {
                        cut[x]=1;
                        while ((int)es.size()>=ts) {
                            auto e=es.back();
                            bg[e.F][cc].push_back(e.S);
                        }
                    }
                }
            }
        }
    }
};
```

```

        bg[e.S][cc].push_back(e.F);
        used[e.S]=1;used[e.F]=1;
        es.pop_back();
    }
    used[x]=0;cc++;
}
}
h[x]=min(h[x], d[nx]);
}
}
if (p==0) {
    if (f>1) cut[x]=1;
    else cut[x]=0;
}
}
Biconnected(vector<int>* g, int n):cut(n+1),h(n+1),d(n+1),used(n+1),bg(n+1){
    cc=1;
    for (int i=1;i<=n;i++) {
        if (d[i]==0) {
            d[i]=1;dfs(g, i, 0);
        }
    }
}
};

```

38 src/graph/scalingflow.cpp

```

// TCR
// Scaling flow algorithm for maxflow
//  $O(E^2 \log U)$ , where  $U$  is maximum possible flow
// In practice  $O(E^2)$ 
// Uses 1-indexing
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
typedef long long ll;
struct MaxFlow {
    struct e {
        int to,r;
        ll f;
    };
    vector<vector<e> > g;
    vector<int> used;
    int cc;
    ll flow(int x, int t, ll fl, ll miv) {
        if (x==t) return fl;
        used[x]=cc;

```

```

        for (auto& nx:g[x]) {
            if (used[nx.to]!=cc&&nx.f>=miv) {
                ll r=flow(nx.to, t, min(fl, nx.f), miv);
                if (r>0) {
                    nx.f-=r;g[nx.to][nx.r].f+=r;
                    return r;
                }
            }
        }
        return 0;
    }
    // maxv is maximum expected maxflow
    ll getMaxFlow(int source, int sink, ll maxv) {
        cc=1;ll r=0;ll k=1;
        while (k*2<=maxv) k*=2;
        for (;k>0;k/=2) {
            while (ll t=flow(source, sink, maxv, k)) {
                r+=t;cc++;
            }
            cc++;
        }
        return r;
    }
    void addEdge(int a, int b, ll c) {
        g[a].push_back({b, (int)g[b].size(), c});
        g[b].push_back({a, (int)g[a].size()-1, 0});
    }
    MaxFlow(int n) : g(n+1), used(n+1) {}
};

```

39 src/graph/bridges.cpp

```

// TCR
// Finds bridges and 2-edge connected components of graph
// Component of vertex x is c[x]
// Edge is a bridge iff its endpoints are in different components
// Graph in form {adjacent vertex, edge id}
// Uses 1-indexing
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
struct Bridges {
    vector<int> c, h;
    void dfs(vector<pair<int, int> >* g, int x, int pe, int d, vector<int>& ns){
        if (h[x]) return;
        h[x]=d;ns.push_back(x);
        for (auto nx:g[x]) {

```

```

        if (nx.S!=pe) {
            dfs(g, nx.F, nx.S, d+1, ns);
            h[x]=min(h[x], h[nx.F]);
        }
    }
    if (h[x]==d) {
        while (ns.size()>0) {
            int t=ns.back();c[t]=x;
            ns.pop_back();
            if (t==x) break;
        }
    }
}
Bridges(vector<pair<int, int> >* g, int n) : c(n+1), h(n+1) {
    vector<int> ns;
    for (int i=1;i<=n;i++) dfs(g, i, -1, 1, ns);
};

```

40 src/graph/mincostflow.cpp

```

// TCR
// Find minimum-cost k-flow
// O(VE) normalizing and O(E log V) for each augmenting path
// getKFlow augments at most k flow and returns {flow, cost}
// Uses 1-indexing
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
typedef long long ll;
const ll inf=1e18;
template<int V, int E> struct MinCostFlow {
    struct Edge {
        int a, b;
        ll ca, co;
    } es[E*2];
    int eu=0,nmz=0;
    vector<int> g[V+1];
    ll p[V+1],d[V+1];
    int fr[V+1],u[V+1];
    void addEdge(int a, int b, ll ca, ll co) {
        nmz++;
        es[eu++]={a, b, ca, co};
        es[eu++]={b, a, 0, -co};
        g[a].push_back(eu-2);
        g[b].push_back(eu-1);
    }
};

```

```

void normalize(int source) {
    if (nmz) return;nmz=1;
    for (int i=1;i<=V;i++) {
        p[i]=inf;u[i]=0;
    }
    p[source]=0;
    queue<int> q;q.push(source);
    while (!q.empty()){
        int x=q.front();
        u[x]=0;q.pop();
        for (int e:g[x]) {
            if (es[e].ca>0&&p[x]+es[e].co<p[es[e].b]) {
                p[es[e].b]=p[x]+es[e].co;
                if (!u[es[e].b]) {
                    u[es[e].b]=1;
                    q.push(es[e].b);
                }
            }
        }
    }
}

ll augment(int x, ll fl) {
    if (fr[x]==-1) return fl;
    ll r=augment(es[fr[x]].a, min(fl, es[fr[x]].ca));
    es[fr[x]].ca-=r;
    es[fr[x]^1].ca+=r;
    return r;
}

pair<ll, ll> flow(int source, int sink, ll mf) {
    priority_queue<pair<ll, int> > dij;
    for (int i=1;i<=V;i++) {
        u[i]=0;fr[i]=-1;d[i]=inf;
    }
    d[source]=0;
    dij.push({0, source});
    while (!dij.empty()) {
        auto x=dij.top();dij.pop();
        if (u[x.S]) continue;
        u[x.S]=1;
        for (int e:g[x.S]) {
            ll nd=d[x.S]+es[e].co+p[x.S]-p[es[e].b];
            if (es[e].ca>0&&nd<d[es[e].b]) {
                d[es[e].b]=nd;
                fr[es[e].b]=e;
                dij.push({-nd, es[e].b});
            }
        }
    }
}

```



```

    ll co=d[sink]+p[sink];
    for (int i=1;i<=V;i++) {
        if (fr[i]!=-1) p[i]+=d[i];
    }
    if (u[sink]) {
        ll fl=augment(sink, mf);
        return {fl, fl*co};
    }
    else return {0, 0};
}
pair<ll, ll> getKFlow(int source, int sink, ll k) {
    ll fl=0;ll co=0;
    normalize(source);
    while (1) {
        pair<ll, ll> t=flow(source, sink, k);
        fl+=t.F;k-=t.F;co+=t.S;
        if (k==0||t.F==0) break;
    }
    return {fl, co};
}
};

```

41 src/graph/dynamicconnectivity.cpp

```

// TCR
// O(n log^2 n) offline solution for the dynamic connectivity problem.
// The purpose of this code is not to be a black box but rather a template
// Optimize memory by using vector<int>& es instead of vector<Edge>& es
// Uses 1-indexing
#include <bits/stdc++.h>
#define F first
#define S second
using namespace std;
struct Edge {
    int a, b, l, r;
};
struct DynamicConnectivity {
    vector<int> u, us;
    vector<pair<int, int> > st;
    int getu(int a) {
        if (u[a]==a) return a;
        else return getu(u[a]);
    }
    int uni(int a, int b) {
        a=getu(a);
        b=getu(b);
        if (a==b) return 0;
        if (us[a]>us[b]) swap(a, b);
    }
};

```

```

    st.push_back({a, b});
    u[a]=b;
    us[b]+=us[a];
    return 1;
}
void undo() {
    us[st.back().S]-=us[st.back().F];
    u[st.back().F]=st.back().F;
    st.pop_back();
}
void go(int l, int r, vector<Edge>& es) {
    int use=0;
    vector<Edge> nes;
    for (auto e:es) {
        if (e.l>r||e.r<l) continue;
        if (e.l<=l&&r<=e.r) use+=uni(e.a, e.b);
        else nes.push_back(e);
    }
    if (l<r) {
        go(l, (l+r)/2, nes);
        go((l+r)/2+1, r, nes);
    }
    for (int i=0;i<use;i++) undo();
}
DynamicConnectivity(int n) : u(n+1), us(n+1) {
    for (int i=1;i<=n;i++) {
        u[i]=i;
        us[i]=1;
    }
}
};

```