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1 Basic

1.1 compile

```
# presetting before coding
echo "cd ~/Desktop" >> ~/.bashrc
gedit -> preference -> tab width: 4

# Editor
gedit a.cpp

# Compile
g++ a.cpp -std=c++11

**All file will be compiled to a.out unless you use -o(
    not recommended, just use a.out)**

# Run
./a.out

# Run with file input
./a.out < input.txt

# Run with file input and output
./a.out < input.txt > output.txt

# Python Run
python3 a.py < input.txt > output.txt

# Copy Paste In Ubuntu
* copy: ctrl+insert
* paste: shift+insert
```

1.2 default code

```
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
typedef pair<int,int> pii;
#ifdef ONLINE_JUDGE
#define cerr if(false) cerr
#endif

int main(){
#ifdef ONLINE_JUDGE
    //freopen("input.txt", "r", stdin);
    freopen("output.txt", "w", stdout);
    freopen("debug.txt", "w", stderr);
#else
    ios_base::sync_with_stdio(0);
    cin.tie(false);
#endif
}
```

1.3 debug list

```
模板要記得 init
priority_queue 要清空
把邊界條件都加入測資
邊界條件 (過程溢位, 題目數據範圍), 會不會爆 long long
是否讀錯題目, 想不到時可以自己讀一次題目
環狀 or 凸包問題一定要每種都算 n 次
比較容易有問題的地方換人寫
注意公式有沒有推錯或抄錯
精度誤差 sqrt(大大的東西) + EPS
測試 %lld or %I64d
喇分 random_shuffle 隨機演算法
```

2 Dark Code

2.1 IO optimization

```

*if output to much, consider put all output in array
  first, then output the array.
getchar() -> getchar_unlocked()
fread() -> fread_unlocked()
-----
inline char readchar() {
    const int S = 1<<20; // buffer size
    static char buf[S], *p = buf, *q = buf;
    if(p == q && (q = (p=buf)+fread(buf,1,S,stdin)) ==
        buf) return EOF;
    return *p++;
}

inline int nxtint() {
    // if readchar can't use, change readchar() to
    // getchar()
    int x = 0;
    int c = readchar(), neg = false;
    if (c == EOF) return -1;
    while (('0' > c || c > '9') && c != '-' && c != EOF)
        c = readchar();
    if (c == '-') neg = true, c = readchar();
    while ('0' <= c && c <= '9') x = x * 10 + (c ^ '0'),
        c = readchar();
    if (neg) x = -x;
    return x;
}

```

3 Flow

3.1 Dinic

```

(a) Bounded Maxflow Construction:
1. add two node ss, tt
2. add_edge(ss, tt, INF)
3. for each edge u -> v with capacity [l, r]:
    add_edge(u, tt, l)
    add_edge(ss, v, l)
    add_edge(u, v, r-l)
4. see (b), check if it is possible.
5. answer is maxflow(ss, tt) + maxflow(s, t)
-----
(b) Bounded Possible Flow:
1. same construction method as (a)
2. run maxflow(ss, tt)
3. for every edge connected with ss or tt:
    rule: check if their rest flow is exactly 0
4. answer is possible if every edge do satisfy the rule
    ;
5. otherwise, it is NOT possible.
-----
(c) Bounded Minimum Flow:
1. same construction method as (a)
2. answer is maxflow(ss, tt)
-----
(d) Bounded Minimum Cost Flow:
* the concept is somewhat like bounded possible flow.
1. same construction method as (a)
2. answer is maxflow(ss, tt) + (Σ l * cost for every
    edge)
-----
(e) Minimum Cut:
1. run maxflow(s, t)
2. run cut(s)
3. ss[i] = 1: node i is at the same side with s.
-----
const long long INF = 1LL<<60;
struct Dinic { //O(VVE), with minimum cut

```

```

static const int MAXN = 5003;
struct Edge{
    int u, v;
    long long cap, rest;
};

int n, m, s, t, d[MAXN], cur[MAXN];
vector<Edge> edges;
vector<int> G[MAXN];

void init(){
    edges.clear();
    for ( int i = 0 ; i < MAXN ; i++ ) G[i].clear()
        ;
}

// min cut start
bool side[MAXN];
void cut(int u) {
    side[u] = 1;
    for ( int i : G[u] ) {
        if ( !side[ edges[i].v ] && edges[i].rest )
            cut(edges[i].v);
    }
}
// min cut end

void add_edge(int u, int v, long long cap){
    edges.push_back( {u, v, cap, cap} );
    edges.push_back( {v, u, 0, 0LL} );
    m = edges.size();
    G[u].push_back(m-2);
    G[v].push_back(m-1);
}

bool bfs(){
    memset(d, -1, sizeof(d));
    queue<int> que;
    que.push(s); d[s]=0;
    while (!que.empty()){
        int u = que.front(); que.pop();
        for (int ei : G[u]){
            Edge &e = edges[ei];
            if (d[e.v] < 0 && e.rest > 0){
                d[e.v] = d[u] + 1;
                que.push(e.v);
            }
        }
    }
    return d[t] >= 0;
}

long long dfs(int u, long long a){
    if ( u == t || a == 0 ) return a;
    long long flow = 0, f;
    for ( int &i=cur[u]; i < (int)G[u].size() ; i++ ) {
        Edge &e = edges[ G[u][i] ];
        if ( d[u] + 1 != d[e.v] ) continue;
        f = dfs(e.v, min(a, e.rest) );
        if ( f > 0 ) {
            e.rest -= f;
            edges[ G[u][i]^1 ].rest += f;
            flow += f;
            a -= f;
            if ( a == 0 ) break;
        }
    }
    return flow;
}

long long maxflow(int s, int t){
    this->s = s, this->t = t;
    long long flow = 0, mf;
    while ( bfs() ){
        memset(cur, 0, sizeof(cur));
        while ( (mf = dfs(s, INF)) ) flow += mf;
    }
}

```

```

    }
    return flow;
}
} dinic;

```

3.2 Gomory Hu

Construct of Gomory Hu Tree

1. make sure the whole graph is clear
2. set node 0 as root, also be the parent of other nodes.
3. **for** every node $i > 0$, we run maxflow from i to $\text{parent}[i]$
4. hence we know the weight between i **and** $\text{parent}[i]$
5. **for** each node $j > i$, **if** j is at the same side with i , make the parent of j as i

```

int e[MAXN][MAXN];
int p[MAXN];

```

Dinic D; // original graph

```

void gomory_hu() {
    fill(p, p+n, 0);
    fill(e[0], e[n], INF);
    for (int s = 1; s < n; s++) {
        int t = p[s];
        Dinic F = D;
        int tmp = F.max_flow(s, t);

        for (int i = 1; i < s; i++)
            e[s][i] = e[i][s] = min(tmp, e[t][i]);

        for (int i = s+1; i <= n; i++)
            if (p[i] == t && F.side[i]) p[i] = s;
    }
}

```

3.3 min cost flow

```

// Long Long version
typedef pair<long long, long long> pll;
struct CostFlow {
    static const int MAXN = 350;
    static const long long INF = 1LL<<60;
    struct Edge {
        int to, r;
        long long rest, c;
    };
    int n, pre[MAXN], preL[MAXN]; bool inq[MAXN];
    long long dis[MAXN], fl, cost;
    vector<Edge> G[MAXN];
    void init() {
        for (int i = 0; i < MAXN; i++) G[i].clear();
    }
    void add_edge(int u, int v, long long rest, long long c) {
        G[u].push_back({v, (int)G[v].size(), rest, c});
        G[v].push_back({u, (int)G[u].size()-1, 0, -c});
    }
    pll flow(int s, int t) {
        fl = cost = 0;
        while (true) {
            fill(dis, dis+MAXN, INF);
            fill(inq, inq+MAXN, 0);
            dis[s] = 0;
            queue<int> que;
            que.push(s);

```

```

while (!que.empty()) {
    int u = que.front(); que.pop();
    inq[u] = 0;
    for (int i = 0; i < (int)G[u].size(); i++) {
        int v = G[u][i].to;
        long long w = G[u][i].c;
        if (G[u][i].rest > 0 && dis[v] > dis[u] + w) {
            pre[v] = u; preL[v] = i;
            dis[v] = dis[u] + w;
            if (!inq[v]) {
                inq[v] = 1;
                que.push(v);
            }
        }
    }
}

if (dis[t] == INF) break;
long long tf = INF;
for (int v = t, u, l; v != s; v = u) {
    u = pre[v]; l = preL[v];
    tf = min(tf, G[u][l].rest);
}
for (int v = t, u, l; v != s; v = u) {
    u = pre[v]; l = preL[v];
    G[u][l].rest -= tf;
    G[v][G[u][l].r].rest += tf;
}
cost += tf * dis[t];
fl += tf;
}
return {fl, cost};
}
} flow;

```

4 Geometry

4.1 2D Point Template

```

typedef double Double;
struct Point {
    Double x, y;

    bool operator < (const Point &b) const {
        //return tie(x,y) < tie(b.x,b.y);
        //return atan2(y,x) < atan2(b.y,b.x);
        assert(0 && "choose compare");
    }
    Point operator + (const Point &b) const {
        return (Point){x+b.x, y+b.y};
    }
    Point operator - (const Point &b) const {
        return (Point){x-b.x, y-b.y};
    }
    Point operator * (const Double &d) const {
        return Point(d*x, d*y);
    }
    Double operator * (const Point &b) const {
        return x*b.x + y*b.y;
    }
    Double operator % (const Point &b) const {
        return x*b.y - y*b.x;
    }
    friend Double abs2(const Point &p) {
        return p.x*p.x + p.y*p.y;
    }
    friend Double abs(const Point &p) {
        return sqrt(abs2(p));
    }
};
typedef Point Vector;

```

```
struct Line{
    Point P; Vector v;
    bool operator < (const Line &b)const{
        return atan2(v.y,v.x) < atan2(b.v.y,b.v.x);
    }
};
```

4.2 外心 Circumcentre

```
#include "2Dpoint.cpp"
```

```
Point circumcentre(Point &p0, Point &p1, Point &p2){
    Point a = p1-p0;
    Point b = p2-p0;
    Double c1 = abs2(a)*0.5;
    Double c2 = abs2(b)*0.5;
    Double d = a % b;
    Double x = p0.x + ( c1*b.y - c2*a.y ) / d;
    Double y = p0.y + ( c2*a.x - c1*b.x ) / d;
    return {x,y};
}
```

4.3 Convex Hull

```
#include "2Dpoint.cpp"
```

```
// return H, 第一個點會在 H 出現兩次
```

```
void ConvexHull(vector<Point> &P, vector<Point> &H){
    int n = P.size(), m=0;
    sort(P.begin(),P.end());
    H.clear();

    for (int i=0; i<n; i++){
        while (m>=2 && (P[i]-H[m-2]) % (H[m-1]-H[m-2])
            <0)H.pop_back(), m--;
        H.push_back(P[i]), m++;
    }

    for (int i=n-2; i>=0; i--){
        while (m>=2 && (P[i]-H[m-2]) % (H[m-1]-H[m-2])
            <0)H.pop_back(), m--;
        H.push_back(P[i]), m++;
    }
}
```

4.4 半平面交

```
bool OnLeft(const Line& L,const Point& p){
    return Cross(L.v,p-L.P)>0;
}

Point GetIntersection(Line a,Line b){
    Vector u = a.P-b.P;
    Double t = Cross(b.v,u)/Cross(a.v,b.v);
    return a.P + a.v*t;
}

int HalfplaneIntersection(Line* L,int n,Point* poly){
    sort(L,L+n);

    int first,last;
    Point *p = new Point[n];
    Line *q = new Line[n];
    q[first=last=0] = L[0];
    for(int i=1;i<n;i++){
        while(first < last && !OnLeft(L[i],p[last-1])) last--;
        while(first < last && !OnLeft(L[i],p[first])) first++;
        q[++last]=L[i];
        if(fabs(Cross(q[last].v,q[last-1].v))<EPS){
            last--;
            if(OnLeft(q[last],L[i].P)) q[last]=L[i];
        }
    }
}
```

```

    }
    if(first < last) p[last-1]=GetIntersection(q[last-1],q[last]);
}
while(first<last && !OnLeft(q[first],p[last-1])) last--;
if(last-first<=1) return 0;
p[last]=GetIntersection(q[last],q[first]);

int m=0;
for(int i=first;i<=last;i++) poly[m++]=p[i];
return m;
}
```

4.5 圓交

```
vector<Double> interCircle(Double o1, Double r1, Double
    o2, Double r2) {
    Double d2 = abs2(o1 - o2);
    Double d = sqrt(d2);
    if (d < fabs(r1-r2) || r1+r2 < d) return {};
    Double u = 0.5*(o1+o2) + ((r2*r2-r1*r1)/(2.0*d2))*(o1
        -o2);
    Double A = sqrt((r1+r2+d) * (r1-r2+d) * (r1+r2-d) *
        (-r1+r2+d));
    Double v = A / (2.0*d2) * Double(o1.S-o2.S, -o1.F+o2.
        F);
    return {u+v, u-v};
}
```

4.6 線段交

```
Point interPnt(Point p1, Point p2, Point q1, Point q2,
    bool &res){
    Double f1 = cross(p2, q1, p1);
    Double f2 = -cross(p2, q2, p1);
    Double f = (f1 + f2);

    if(fabs(f) < EPS) {
        res = false;
        return {};
    }

    res = true;
    return (f2 / f) * q1 + (f1 / f) * q2;
}
```

4.7 Smallest Covering Circle

```
#include "circumcentre.cpp"
pair<Point,Double> SmallestCircle(int n, Point _p[]){
    Point *p = new Point[n];
    memcpy(p,_p,sizeof(Point)*n);
    random_shuffle(p,p+n);

    Double r2=0;
    Point cen;
    for (int i=0; i<n; i++){
        if ( abs2(cen-p[i]) <= r2)continue;
        cen = p[i], r2=0;
        for (int j=0; j<i; j++){
            if ( abs2(cen-p[j]) <= r2)continue;
            cen = (p[i]+p[j])*0.5;
            r2 = abs2(cen-p[i]);
            for (int k=0; k<j; k++){
                if ( abs2(cen-p[k]) <= r2)continue;
                cen = circumcentre(p[i],p[j],p[k]);
                r2 = abs2(cen-p[k]);
            }
        }
    }
}
```

```

delete[] p;
return {cen,r2};
}
// auto res = SmallestCircle(,);

```

5 Mathematics

5.1 $ax+by=\gcd(a,b)$

```

typedef pair<int, int> pii;
pii extgcd(int a, int b){
    if(b == 0) return make_pair(1, 0);
    else{
        int p = a / b;
        pii q = extgcd(b, a % b);
        return make_pair(q.second, q.first - q.second * p);
    }
}

```

5.2 BigInt

```

struct BigInt{
    static const int LEN = 60;
    static const int BIGMOD = 10000;
    int s;
    int vl, v[LEN];
    // vector<int> v;
    BigInt() : s(1) { vl = 0; }
    BigInt(long long a) {
        s = 1; vl = 0;
        if (a < 0) { s = -1; a = -a; }
        while (a) {
            push_back(a % BIGMOD);
            a /= BIGMOD;
        }
    }
    BigInt(string str) {
        s = 1; vl = 0;
        int stPos = 0, num = 0;
        if (!str.empty() && str[0] == '-') {
            stPos = 1;
            s = -1;
        }
        for (int i=SZ(str)-1, q=1; i>=stPos; i--) {
            num += (str[i] - '0') * q;
            if ((q *= 10) >= BIGMOD) {
                push_back(num);
                num = 0; q = 1;
            }
        }
        if (num) push_back(num);
    }
    int len() const { return vl; /* return SZ(v); */ }
    bool empty() const { return len() == 0; }
    void push_back(int x) { v[vl++] = x; /* v.PB(x); */ }
    void pop_back() { vl--; /* v.pop_back(); */ }
    int back() const { return v[vl-1]; /* return v.back(); */ }
    void n() { while (!empty() && !back()) pop_back(); }
    void resize(int nl) {
        vl = nl; fill(v, v+vl, 0);
        // v.resize(nl); // fill(ALL(v), 0);
    }
    void print() const {
        if (empty()) { putchar('0'); return; }
        if (s == -1) putchar('-');
        printf("%d", back());
        for (int i=len()-2; i>=0; i--) printf("%.4d", v[i]);
    }
    friend std::ostream& operator << (std::ostream& out,
        const BigInt &a) {

```

```

        if (a.empty()) { out << "0"; return out; }
        if (a.s == -1) out << "-";
        out << a.back();
        for (int i=a.len()-2; i>=0; i--) {
            char str[10];
            sprintf(str, 5, "%.4d", a.v[i]);
            out << str;
        }
        return out;
    }
    int cp3(const BigInt &b) const {
        if (s != b.s) return s > b.s ? 1 : -1;
        if (s == -1) return -(*this).cp3(-b);
        if (len() != b.len()) return len()>b.len()?1:-1;
        for (int i=len()-1; i>=0; i--)
            if (v[i]!=b.v[i]) return v[i]>b.v[i]?1:-1;
        return 0;
    }
    bool operator < (const BigInt &b) const { return cp3(b) == -1; }
    bool operator <= (const BigInt &b) const { return cp3(b) <= 0; }
    bool operator >= (const BigInt &b) const { return cp3(b) >= 0; }
    bool operator == (const BigInt &b) const { return cp3(b) == 0; }
    bool operator != (const BigInt &b) const { return cp3(b) != 0; }
    bool operator > (const BigInt &b) const { return cp3(b) == 1; }
    BigInt operator - () const {
        BigInt r = (*this);
        r.s = -r.s;
        return r;
    }
    BigInt operator + (const BigInt &b) const {
        if (s == -1) return -(*this)+(-b);
        if (b.s == -1) return (*this)-(-b);
        BigInt r;
        int nl = max(len(), b.len());
        r.resize(nl + 1);
        for (int i=0; i<nl; i++) {
            if (i < len()) r.v[i] += v[i];
            if (i < b.len()) r.v[i] += b.v[i];
            if (r.v[i] >= BIGMOD) {
                r.v[i+1] += r.v[i] / BIGMOD;
                r.v[i] %= BIGMOD;
            }
        }
        r.n();
        return r;
    }
    BigInt operator - (const BigInt &b) const {
        if (s == -1) return -(*this)-(-b);
        if (b.s == -1) return (*this)+(-b);
        if ((*this) < b) return -(b-(*this));
        BigInt r;
        r.resize(len());
        for (int i=0; i<len(); i++) {
            r.v[i] += v[i];
            if (i < b.len()) r.v[i] -= b.v[i];
            if (r.v[i] < 0) {
                r.v[i] += BIGMOD;
                r.v[i+1]--;
            }
        }
        r.n();
        return r;
    }
    BigInt operator * (const BigInt &b) {
        BigInt r;
        r.resize(len() + b.len() + 1);
        r.s = s * b.s;
        for (int i=0; i<len(); i++) {
            for (int j=0; j<b.len(); j++) {
                r.v[i+j] += v[i] * b.v[j];
                if (r.v[i+j] >= BIGMOD) {

```

```

        r.v[i+j+1] += r.v[i+j] / BIGMOD;
        r.v[i+j] %= BIGMOD;
    }
}
r.n();
return r;
}
Bigint operator / (const Bigint &b) {
    Bigint r;
    r.resize(max(1, len()-b.len()+1));
    int oriS = s;
    Bigint b2 = b; // b2 = abs(b)
    s = b2.s = r.s = 1;
    for (int i=r.len()-1; i>=0; i--) {
        int d=0, u=BIGMOD-1;
        while(d<u) {
            int m = (d+u+1)>>1;
            r.v[i] = m;
            if((r*b2) > (*this)) u = m-1;
            else d = m;
        }
        r.v[i] = d;
    }
    s = oriS;
    r.s = s * b.s;
    r.n();
    return r;
}
Bigint operator % (const Bigint &b) {
    return (*this)-(*this)/b*b;
}
};

```

5.3 FFT

```

const double pi = atan(1.0)*4;
struct Complex {
    double x,y;
    Complex(double _x=0,double _y=0)
        :x(_x),y(_y) {}
    Complex operator + (Complex &tt) { return Complex(x
        +tt.x,y+tt.y); }
    Complex operator - (Complex &tt) { return Complex(x
        -tt.x,y-tt.y); }
    Complex operator * (Complex &tt) { return Complex(x
        *tt.x-y*tt.y,x*tt.y+y*tt.x); }
};
void fft(Complex *a, int n, int rev) {
    // n是大于等于相乘的两个数组长度的2的幂次
    // 从0开始表示长度，对a进行操作
    // rev==1进行DFT，== -1进行IDFT
    for (int i = 1, j = 0; i < n; ++ i) {
        for (int k = n>>1; k > (j^=k); k >>= 1);
        if (i<j) std::swap(a[i],a[j]);
    }
    for (int m = 2; m <= n; m <= 1) {
        Complex wm(cos(2*pi*rev/m),sin(2*pi*rev/m));
        for (int i = 0; i < n; i += m) {
            Complex w(1.0,0.0);
            for (int j = i; j < i+m/2; ++ j) {
                Complex t = w*a[j+m/2];
                a[j+m/2] = a[j] - t;
                a[j] = a[j] + t;
                w = w * wm;
            }
        }
    }
    if (rev== -1) {
        for (int i = 0; i < n; ++ i) a[i].x /= n,a[i].y
            /= n;
    }
}

```

5.4 FWHT

```

// FWHT template
const int MAXN = 1<<20;

void FWHT(int a[], int l=0, int r=MAXN-1){
    if (l==r)return;

    int mid = (l+r)>>1+1, n = r-l+1;
    FWHT(a,l,mid-1);
    FWHT(a,mid,r);

    for (int i=0; i<(n>>1); i++){
        int a1=a[l+i], a2=a[mid+i];
        a[l+i] = a1+a2;
        a[mid+i] = a1-a2;
    }
}

```

5.5 GaussElimination

```

// by bcw_codebook
const int MAXN = 300;
const double EPS = 1e-8;

int n;
double A[MAXN][MAXN];

void Gauss() {
    for(int i = 0; i < n; i++) {
        bool ok = 0;
        for(int j = i; j < n; j++) {
            if(fabs(A[j][i]) > EPS) {
                swap(A[j], A[i]);
                ok = 1;
                break;
            }
        }
        if(!ok) continue;

        double fs = A[i][i];
        for(int j = i+1; j < n; j++) {
            double r = A[j][i] / fs;
            for(int k = i; k < n; k++) {
                A[j][k] -= A[i][k] * r;
            }
        }
    }
}

```

5.6 Inverse

```

int inverse[100000];
void invTable(int b, int p) {
    inverse[1] = 1;
    for( int i = 2; i <= b; i++ ) {
        inverse[i] = (long long)inverse[p%i] * (p-p/i) % p;
    }
}

int inv(int b, int p) {
    return b == 1 ? 1 : ((long long)inv(p % b, p) * (p-p/
        b) % p);
}

```

5.7 LinearPrime

```

const int MAXP = 100; //max prime
vector<int> P; // primes
void build_prime(){
    static bitset<MAXP> ok;
    int np=0;
    for (int i=2; i<MAXP; i++){
        if (ok[i]==0)P.push_back(i), np++;
        for (int j=0; j<np && i*P[j]<MAXP; j++){
            ok[ i*P[j] ] = 1;
            if ( i%P[j]==0 )break;
        }
    }
}

```

5.8 Miller Rabin

```

typedef long long LL;

inline LL bin_mul(LL a, LL n,const LL& MOD){
    LL re=0;
    while (n>0){
        if (n&1) re += a;
        a += a; if (a>=MOD) a-=MOD;
        n>>=1;
    }
    return re%MOD;
}

inline LL bin_pow(LL a, LL n,const LL& MOD){
    LL re=1;
    while (n>0){
        if (n&1) re = bin_mul(re,a,MOD);
        a = bin_mul(a,a,MOD);
        n>>=1;
    }
    return re;
}

bool is_prime(LL n){
    //static LL sprp[3] = { 2LL, 7LL, 61LL};
    static LL sprp[7] = { 2LL, 325LL, 9375LL,
        28178LL, 450775LL, 9780504LL,
        1795265022LL };
    if (n==1 || (n&1)==0 ) return n==2;
    int u=n-1, t=0;
    while ( (u&1)==0 ) u>>=1, t++;
    for (int i=0; i<t; i++){
        LL x = bin_pow( sprp[i]%n, u, n);
        if (x==0 || x==1 || x==n-1)continue;

        for (int j=1; j<t; j++){
            x=x*x%n;
            if (x==1 || x==n-1)break;
        }
        if (x==n-1)continue;
        return 0;
    }
    return 1;
}

```

5.9 Pollard's rho

```

// from PEC
// does not work when n is prime
Int f(Int x, Int mod){
    return add(mul(x, x, mod), 1, mod);
}

Int pollard_rho(Int n) {
    if ( !(n & 1) ) return 2;
    while (true) {
        Int y = 2, x = rand()%n-1 + 1, res = 1;
        for ( int sz = 2 ; res == 1 ; sz *= 2 ) {
            for ( int i = 0 ; i < sz && res <= 1 ; i++) {

```

```

                x = f(x, n);
                res = __gcd(abs(x-y), n);
            }
            y = x;
        }
        if ( res != 0 && res != n ) return res;
    }
}

```

5.10 數論基本工具

```

Int POW(Int a, Int n, Int mod){
    Int re=1;
    while (n>0){
        if (n&1LL) re = re*a%mod;
        a = a*a%mod;
        n>>=1;
    }
    return re;
}

Int C(Int n, Int m){
    if (m<0 || m>n)return 0;
    return J[n] * inv(J[m]*J[n-m]%MOD) %MOD;
}

```

5.11 Mobius

```

void mobius() {
    fill(isPrime, isPrime + MAXN, 1);
    mu[1] = 1, num = 0;
    for (int i = 2; i < MAXN; ++i) {
        if (isPrime[i]) primes[num++] = i, mu[i] = -1;
        static int d;
        for (int j = 0; j < num && (d = i * primes[j])
            < MAXN; ++j) {
            isPrime[d] = false;
            if (i % primes[j] == 0) {
                mu[d] = 0; break;
            } else mu[d] = -mu[i];
        }
    }
}

```

5.12 Simplex

```

// 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 (infinity if
//         unbounded
//         above, nan if infeasible)
//
// To use this code, create an LPSolver object with A,
// b, and c as
// arguments. Then, call Solve(x).

#include <iostream>
#include <iomanip>
#include <vector>

```



```

#include <cmath>
#include <limits>

using namespace std;

typedef long double DOUBLE;
typedef vector<DOUBLE> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;

const DOUBLE EPS = 1e-9;

struct LPSolver {
    int m, n;
    VI B, N;
    VVD D;

    LPSolver(const VVD &A, const VD &b, const VD &c) :
        m(b.size()), n(c.size()), N(n + 1), B(m), D(m + 2,
            VD(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) {
        double 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);
        }
    }

    DOUBLE Solve(VD &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
                numeric_limits<DOUBLE>::infinity();
            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 numeric_limits<DOUBLE>::
                infinity();
            x = VD(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;
        DOUBLE _A[m][n] = {
            { 6, -1, 0 },
            { -1, -5, 0 },
            { 1, 5, 1 },
            { -1, -5, -1 }
        };
        DOUBLE _b[m] = { 10, -4, 5, -5 };
        DOUBLE _c[n] = { 1, -1, 0 };

        VVD A(m);
        VD b(_b, _b + m);
        VD c(_c, _c + n);
        for (int i = 0; i < m; i++) A[i] = VD(_A[i], _A[i] +
            n);

        LPSolver solver(A, b, c);
        VD x;
        DOUBLE 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];
        cerr << endl;
        return 0;
    }
}

```

5.13 SG

Anti Nim (取走最後一個石子者敗)

先手必勝 **if and only if**

1. 「所有」堆的石子數都為 1 且遊戲的 SG 值為 0。
2. 「有些」堆的石子數大於 1 且遊戲的 SG 值不為 0。

Anti-SG (決策集合為空的遊戲者贏)

定義 SG 值為 0 時，遊戲結束，

則先手必勝 **if and only if**

1. 遊戲中沒有單一遊戲的 SG 函數大於 1 且遊戲的 SG 函數為 0。
2. 遊戲中某個單一遊戲的 SG 函數大於 1 且遊戲的 SG 函數不為 0。

Sprague-Grundy

1. 雙人、回合制
2. 資訊完全公開
3. 無隨機因素
4. 可在有限步內結束
5. 沒有和局
6. 雙方可採取的行動相同

SG(S) 的值為 0：後手(P)必勝

不為 0：先手(N)必勝

```
int mex(set S) {
    // find the min number >= 0 that not in the S
    // e.g. S = {0, 1, 3, 4} mex(S) = 2
}

state = []
int SG(A) {
    if (A not in state) {
        S = sub_states(A)
        if( len(S) > 1 ) state[A] = reduce(operator.xor, [
            SG(B) for B in S])
        else state[A] = mex(set(SG(B) for B in next_states(
            A)))
    }
    return state[A]
}
```

5.14 Theorem

```
/*
Lucas's Theorem
For non-negative integer n,m and prime P,
C(m,n) mod P = C(m/M,n/M) * C(m%M,n%M) mod P
= mult_i ( C(m_i,n_i) )
where m_i is the i-th digit of m in base P.
-----
Pick's Theorem
A = i + b/2 - 1
-----
Kirchhoff's theorem
A_{ii} = deg(i), A_{ij} = (i,j) \in E ? -1 : 0
Deleting any one row, one column, and cal the det(A)
-----
Nth Catalan recursive function:
C_0 = 1, C_{n+1} = C_n * 2(2n + 1)/(n+2)
-----
Mobius Formula
u(n) = 1, if n = 1
      (-1)^m, 若 n 無平方數因數, 且 n = p1*p2*p3*...*pk
      0, 若 n 有大於 1 的平方數因數
- Property
1. (積性函數) u(a)u(b) = u(ab)
2. \sum_{d|n} u(d) = [n == 1]
-----
Mobius Inversion Formula
if f(n) = \sum_{d|n} g(d)
then g(n) = \sum_{d|n} u(n/d)f(d)
      = \sum_{d|n} u(d)f(n/d)
- Application
the number/power of gcd(i, j) = k
- Trick
分塊, O(sqrt(n))
-----
Chinese Remainder Theorem (m_i 兩兩互質)

x = a_1 (mod m_1)
x = a_2 (mod m_2)
...
x = a_i (mod m_i)

construct a solution:

Let M = m_1 * m_2 * m_3 * ... * m_n
Let M_i = M / m_i

t_i = 1 / M_i
t_i * M_i = 1 (mod m_i)

solution x = a_1 * t_1 * M_1 + a_2 * t_2 * M_2 + ...
            + a_n * t_n * M_n + k * M
            = k*M + \sum a_i * t_i * M_i, k is positive integer.
```

under mod M, there is one solution $x = \sum a_i * t_i * M_i$

Burnside's Lemma
 $|G| * |X/G| = \sum (|X^g|)$ where g in G
 總方法數：每一種旋轉下不動點的個數總和 除以 旋轉的方法數
 */

6 Graph

6.1 BCC

邊雙連通

任意兩點間至少有兩條不重疊的路徑連接，找法：

1. 標記出所有的橋
2. 對全圖進行 DFS，不走橋，每一次 DFS 就是一個新的邊雙連通

```
// from BCW

struct BccEdge {
    static const int MXN = 100005;
    struct Edge { int v, eid; };
    int n, m, step, par[MXN], dfn[MXN], low[MXN];
    vector<Edge> E[MXN];
    DisjointSet djs;
    void init(int _n) {
        n = _n; m = 0;
        for (int i=0; i<n; i++) E[i].clear();
        djs.init(n);
    }
    void add_edge(int u, int v) {
        E[u].PB({v, m});
        E[v].PB({u, m});
        m++;
    }
    void DFS(int u, int f, int f_eid) {
        par[u] = f;
        dfn[u] = low[u] = step++;
        for (auto it:E[u]) {
            if (it.eid == f_eid) continue;
            int v = it.v;
            if (dfn[v] == -1) {
                DFS(v, u, it.eid);
                low[u] = min(low[u], low[v]);
            } else {
                low[u] = min(low[u], dfn[v]);
            }
        }
    }
    void solve() {
        step = 0;
        memset(dfn, -1, sizeof(int)*n);
        for (int i=0; i<n; i++) {
            if (dfn[i] == -1) DFS(i, i, -1);
        }
        djs.init(n);
        for (int i=0; i<n; i++) {
            if (low[i] < dfn[i]) djs.uni(i, par[i]);
        }
    }
}graph;
```

6.2 Dijkstra

```
typedef struct Edge{
    int v; long long len;
    bool operator > (const Edge &b) const { return len>b
        .len; }
```

```

} State;

const long long INF = 1LL<<60;

void Dijkstra(int n, vector<Edge> G[], long long d[],
    int s, int t=-1){
    static priority_queue<State, vector<State>, greater
        <State> > pq;
    while ( pq.size() )pq.pop();
    for (int i=1; i<=n; i++)d[i]=INF;
    d[s]=0; pq.push( (State){s,d[s]} );
    while ( pq.size() ){
        auto x = pq.top(); pq.pop();
        int u = x.v;
        if (d[u]<x.len)continue;
        if (u==t)return;
        for (auto &e:G[u]){
            if (d[e.v] > d[u]+e.len){
                d[e.v] = d[u]+e.len;
                pq.push( (State) {e.v,d[e.v]} );
            }
        }
    }
}

```

6.3 Theorm - Domination

Maximum Independent Set

General: [NPC] maximum clique of complement of G

Tree: [P] Greedy

Bipartite Graph: [P] Maximum Cardinality Bipartite Matching

Minimum Dominating Set

General: [NPC]

Tree: [P] DP

Bipartite Graph: [NPC]

Minimum Vertex Cover

General: [NPC] (?)maximum clique of complement of G

Tree: [P] Greedy, from leaf to root

Bipartite Graph: [P] Maximum Cardinality Bipartite Matching

Minimum Edge Cover

General: [P] V - Maximum Matching

Bipartite Graph: [P] Greedy, strategy: cover small degree node first.

(Min/Max)Weighted: [P]: Minimum/Minimum Weight Matching

6.4 Strongly Connected Component(SCC)

6.5 DominatorTree

// PEC VER

// idom[n] is the unique node that strictly dominates n but does

// not strictly dominate any other node that strictly dominates n.

// idom[n] = 0 if n is entry or the entry cannot reach n.

struct DominatorTree{
 static const int MAXN = 200010;

int n,s;

vector<int> g[MAXN],pred[MAXN];

vector<int> cov[MAXN];

int dfn[MAXN],nfd[MAXN],ts;

int par[MAXN];

int sdom[MAXN],idom[MAXN];

int mom[MAXN],mn[MAXN];

inline bool cmp(int u,int v) { return dfn[u] < dfn[v]; }

```

int eval(int u) {
    if(mom[u] == u) return u;
    int res = eval(mom[u]);
    if(cmp(sdom[mn[mom[u]]],sdom[mn[u]]))
        mn[u] = mn[mom[u]];
    return mom[u] = res;
}

```

```

void init(int _n, int _s) {
    n = _n;
    s = _s;
    REP1(i,1,n) {
        g[i].clear();
        pred[i].clear();
        idom[i] = 0;
    }
}

```

```

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

```

```

void DFS(int u) {
    ts++;
    dfn[u] = ts;
    nfd[ts] = u;
    for(int v:g[u]) if(dfn[v] == 0) {
        par[v] = u;
        DFS(v);
    }
}

void build() {
    ts = 0;
    REP1(i,1,n) {
        dfn[i] = nfd[i] = 0;
        cov[i].clear();
        mom[i] = mn[i] = sdom[i] = i;
    }
    DFS(s);
    for (int i=ts; i>=2; i--) {
        int u = nfd[i];
        if(u == 0) continue;
        for(int v:pred[u]) if(dfn[v]) {
            eval(v);
            if(cmp(sdom[mn[v]],sdom[u])) sdom[u] = sdom[mn[v]];
        }
        cov[sdom[u]].push_back(u);
        mom[u] = par[u];
        for(int w:cov[par[u]]) {
            eval(w);
            if(cmp(sdom[mn[w]],par[u])) idom[w] = mn[w];
            else idom[w] = par[u];
        }
        cov[par[u]].clear();
    }
    REP1(i,2,ts) {
        int u = nfd[i];
        if(u == 0) continue;
        if(idom[u] != sdom[u]) idom[u] = idom[idom[u]];
    }
}dom;

```

#define MXN 100005

#define PB push_back

#define FZ(s) memset(s,0,sizeof(s))

struct Scc{

int n, nScc, vst[MXN], bln[MXN];

vector<int> E[MXN], rE[MXN], vec;

void init(int _n){

n = _n;

for (int i=0; i<MXN; i++){

E[i].clear();

rE[i].clear();

}

}

```

void add_edge(int u, int v){
    E[u].PB(v);
    rE[v].PB(u);
}
void DFS(int u){
    vst[u]=1;
    for (auto v : E[u])
        if (!vst[v]) DFS(v);
    vec.PB(u);
}
void rDFS(int u){
    vst[u] = 1;
    bln[u] = nScc;
    for (auto v : rE[u])
        if (!vst[v]) rDFS(v);
}
void solve(){
    nScc = 0;
    vec.clear();
    FZ(vst);
    for (int i=0; i<n; i++)
        if (!vst[i]) DFS(i);
    reverse(vec.begin(),vec.end());
    FZ(vst);
    for (auto v : vec){
        if (!vst[v]){
            rDFS(v);
            nScc++;
        }
    }
}
};

```

6.6 Manhattan MST

```

#include <bits/stdc++.h>
using namespace std;

const int MAXN = 100005;
const int OFFSET = 2000; // y-x may < 0, offset it, if
// y-x too large, please write a unique function
const int INF = 0xFFFFFFFF;
int n;
int x[MAXN], y[MAXN], p[MAXN];

typedef pair<int, int> pii;
pii bit[MAXN]; // [ val, pos ]

struct P {
    int x, y, id;
    bool operator<(const P&b) const {
        if ( x == b.x ) return y > b.y;
        else return x > b.x;
    }
};
vector<P> op;

struct E {
    int x, y, cost;
    bool operator<(const E&b) const {
        return cost < b.cost;
    }
};
vector<E> edges;

int find(int x) {
    return p[x] == x ? x : p[x] = find(p[x]);
}

void update(int i, int v, int p) {
    while ( i ) {
        if ( bit[i].first > v ) bit[i] = {v, p};
        i -= i & (-i);
    }
}

```

```

pii query(int i) {
    pii res = {INF, INF};
    while ( i < MAXN ) {
        if ( bit[i].first < res.first ) res = {bit[i].
            first, bit[i].second};
        i += i & (-i);
    }
    return res;
}

void input() {
    cin >> n;
    for ( int i = 0 ; i < n ; i++ ) cin >> x[i] >> y[i]
        ], op.push_back((P) {x[i], y[i], i});
}

void mst() {
    for ( int i = 0 ; i < MAXN ; i++ ) p[i] = i;
    int res = 0;
    sort(edges.begin(), edges.end());
    for ( auto e : edges ) {
        int x = find(e.x), y = find(e.y);
        if ( x != y ) {
            p[x] = y;
            res += e.cost;
        }
    }
    cout << res << endl;
}

void construct() {
    sort(op.begin(), op.end());
    for ( int i = 0 ; i < n ; i++ ) {
        pii q = query(op[i].y - op[i].x + OFFSET);
        update(op[i].y - op[i].x + OFFSET, op[i].x + op
            [i].y, op[i].id);
        if ( q.first == INF ) continue;
        edges.push_back((E) {op[i].id, q.second, abs(x[
            op[i].id]-x[q.second]) + abs(y[op[i].id]-y[
            q.second]) });
    }
}

void solve() {
    // [45 ~ 90 deg]
    for ( int i = 0 ; i < MAXN ; i++ ) bit[i] = {INF,
        INF};
    construct();

    // [0 ~ 45 deg]
    for ( int i = 0 ; i < MAXN ; i++ ) bit[i] = {INF,
        INF};
    for ( int i = 0 ; i < n ; i++ ) swap(op[i].x, op[i
        ].y);
    construct();
    for ( int i = 0 ; i < n ; i++ ) swap(op[i].x, op[i
        ].y);

    // [-90 ~ -45 deg]
    for ( int i = 0 ; i < MAXN ; i++ ) bit[i] = {INF,
        INF};
    for ( int i = 0 ; i < n ; i++ ) op[i].y *= -1;
    construct();

    // [-45 ~ 0 deg]
    for ( int i = 0 ; i < MAXN ; i++ ) bit[i] = {INF,
        INF};
    for ( int i = 0 ; i < n ; i++ ) swap(op[i].x, op[i
        ].y);
    construct();

    // mst
    mst();
}

```

```
int main () {
    input();
    solve();
    return 0;
}
```

6.7 Hungarian

// Maximum Cardinality Bipartite Matching

```
struct Graph {
    static const int MAXN = 5005;
    vector<int> G[MAXN];
    int n;
    int match[MAXN]; // Matching Result
    int vis[MAXN];

    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; i++) G[i].clear();
    }

    bool dfs(int u) {
        for (auto v:G[u]) {
            if (!vis[v]) {
                vis[v] = true;
                if (match[v] == -1 || dfs(match[v])) {
                    match[v] = u;
                    match[u] = v;
                    return true;
                }
            }
        }
        return false;
    }

    int solve() {
        int res = 0;
        memset(match, -1, sizeof(match));
        for (int i = 0; i < n; i++) {
            if (match[i] == -1) {
                memset(vis, 0, sizeof(vis));
                if (dfs(i)) res += 1;
            }
        }
        return res;
    }
} graph;
```

6.8 KM

Detect non-perfect-matching:

1. set all `edge[i][j]` as INF
2. if `solve() >= INF`, it is **not** perfectmatching.

 // Maximum Weight Perfect Bipartite Matching
 // allow negative weight!

```
typedef long long Int;
struct KM {
    static const int MAXN = 1050;
    static const int INF = 1LL<<60;
    int n, match[MAXN], vx[MAXN], vy[MAXN];
    Int edge[MAXN][MAXN], lx[MAXN], ly[MAXN], slack[
        MAXN];
    void init(int _n){
        n = _n;
        for (int i = 0; i < n; i++)
            for (int j = 0; j < n; j++)
                edge[i][j] = 0;
    }
    void add_edge(int x, int y, Int w){
        edge[x][y] = w;
    }
}
```

```
bool DFS(int x){
    vx[x] = 1;
    for (int y = 0; y < n; y++) {
        if (vy[y]) continue;
        if (lx[x] + ly[y] > edge[x][y]) {
            slack[y] = min(slack[y], lx[x] + ly[y]
                - edge[x][y]);
        } else {
            vy[y] = 1;
            if (match[y] == -1 || DFS(match[y])) {
                match[y] = x;
                return true;
            }
        }
    }
    return false;
}

Int solve() {
    fill(match, match + n, -1);
    fill(lx, lx + n, -INF);
    fill(ly, ly + n, 0);
    for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++)
            lx[i] = max(lx[i], edge[i][j]);
    for (int i = 0; i < n; i++) {
        fill(slack, slack + n, INF);
        while (true){
            fill(vx, vx + n, 0);
            fill(vy, vy + n, 0);
            if (DFS(i)) break;
            Int d = INF;
            for (int j = 0; j < n; j++)
                if (!vy[j]) d = min(d, slack[j]);
            for (int j = 0; j < n; j++) {
                if (vx[j]) lx[j] -= d;
                if (vy[j]) ly[j] += d;
                else slack[j] -= d;
            }
        }
    }
    Int res = 0;
    for (int i = 0; i < n; i++) {
        res += edge[match[i]][i];
    }
    return res;
}

} graph;
```

6.9 Theorm - Matching

最大匹配 + 最小邊覆蓋 = V
 最大獨立集 + 最小點覆蓋 = V
 最大匹配 = 最小點覆蓋
 最小路徑覆蓋數 = V - 最大匹配數

6.10 Maximum General Matching

// Maximum Cardinality Matching

```
struct Graph {
    vector<int> G[MAXN];
    int pa[MAXN], match[MAXN], st[MAXN], S[MAXN], vis[
        MAXN];
    int t, n;

    void init(int _n) {
        n = _n;
        for (int i = 1; i <= n; i++) G[i].clear();
    }
    void add_edge(int u, int v) {
        G[u].push_back(v);
        G[v].push_back(u);
    }
}
```

```

}
int lca(int u, int v){
    for ( ++t ; ; swap(u, v) ) {
        if ( u == 0 ) continue;
        if ( vis[u] == t ) return u;
        vis[u] = t;
        u = st[ pa[ match[u] ] ];
    }
}
void flower(int u, int v, int l, queue<int> &q) {
    while ( st[u] != 1 ) {
        pa[u] = v;
        if ( S[ v = match[u] ] == 1 ) {
            q.push(v);
            S[v] = 0;
        }
        st[u] = st[v] = 1;
        u = pa[v];
    }
}
bool bfs(int u){
    for ( int i = 1 ; i <= n ; i++ ) st[i] = i;
    memset(S, -1, sizeof(S));
    queue<int>q;
    q.push(u);
    S[u] = 0;
    while ( !q.empty() ) {
        u = q.front(); q.pop();
        for ( int i = 0 ; i < (int)G[u].size(); i++ ) {
            int v = G[u][i];
            if ( S[v] == -1 ) {
                pa[v] = u;
                S[v] = 1;
                if ( !match[v] ) {
                    for ( int lst ; u ; v = lst, u = pa[v] ) {
                        lst = match[u];
                        match[u] = v;
                        match[v] = u;
                    }
                    return 1;
                }
                q.push(match[v]);
                S[ match[v] ] = 0;
            } else if ( !S[v] && st[v] != st[u] ) {
                int l = lca(st[v], st[u]);
                flower(v, u, l, q);
                flower(u, v, l, q);
            }
        }
    }
    return 0;
}
int solve(){
    memset(pa, 0, sizeof(pa));
    memset(match, 0, sizeof(match));
    int ans = 0;
    for ( int i = 1 ; i <= n ; i++ )
        if ( !match[i] && bfs(i) ) ans++;
    return ans;
}
} graph;

```

6.11 Minimum General Weighted Matching

// Minimum Weight Perfect Matching (Perfect Match)

```

struct Graph {
    static const int MAXN = 105;
    int n, e[MAXN][MAXN];
    int match[MAXN], d[MAXN], onstk[MAXN];
    vector<int> stk;
    void init(int _n) {
        n = _n;
        for( int i = 0 ; i < n ; i++ )
            for( int j = 0 ; j < n ; j++ )
                e[i][j] = 0;
    }

```

```

}
void add_edge(int u, int v, int w) {
    e[u][v] = e[v][u] = w;
}
bool SPFA(int u){
    if (onstk[u]) return true;
    stk.push_back(u);
    onstk[u] = 1;
    for ( int v = 0 ; v < n ; v++ ) {
        if (u != v && match[u] != v && !onstk[v] )
        {
            int m = match[v];
            if ( d[m] > d[u] - e[v][m] + e[u][v] )
            {
                d[m] = d[u] - e[v][m] + e[u][v];
                onstk[v] = 1;
                stk.push_back(v);
                if (SPFA(m)) return true;
                stk.pop_back();
                onstk[v] = 0;
            }
        }
    }
    onstk[u] = 0;
    stk.pop_back();
    return false;
}
int solve() {
    for ( int i = 0 ; i < n ; i += 2 ) {
        match[i] = i+1;
        match[i+1] = i;
    }
    while (true){
        int found = 0;
        for ( int i = 0 ; i < n ; i++ )
            onstk[i] = d[i] = 0;
        for ( int i = 0 ; i < n ; i++ ) {
            stk.clear();
            if ( !onstk[i] && SPFA(i) ) {
                found = 1;
                while ( stk.size() >= 2 ) {
                    int u = stk.back(); stk.
                        pop_back();
                    int v = stk.back(); stk.
                        pop_back();
                    match[u] = v;
                    match[v] = u;
                }
            }
        }
        if (!found) break;
    }
    int ret = 0;
    for ( int i = 0 ; i < n ; i++ )
        ret += e[i][match[i]];
    ret /= 2;
    return ret;
}
} graph;

```

6.12 Maximum Clique

```

const int MAXN = 105;
int best;
int m, n;
int num[MAXN];
// int x[MAXN];
int path[MAXN];
int g[MAXN][MAXN];

bool dfs( int *adj, int total, int cnt ){
    int i, j, k;
    int t[MAXN];
    if( total == 0 ){
        if( best < cnt ){

```

```

        // for( i = 0; i < cnt; i++) path[i] = x[i];
        best = cnt; return true;
    }
    return false;
}
for( i = 0; i < total; i++){
    if( cnt+(total-i) <= best ) return false;
    if( cnt+num[adj[i]] <= best ) return false;
    // x[cnt] = adj[i];
    for( k = 0, j = i+1; j < total; j++ )
        if( g[ adj[i] ][ adj[j] ] )
            t[ k++ ] = adj[j];
    if( dfs( t, k, cnt+1 ) ) return true;
} return false;
}
int MaximumClique(){
    int i, j, k;
    int adj[MAXN];
    if( n <= 0 ) return 0;
    best = 0;
    for( i = n-1; i >= 0; i-- ){
        // x[0] = i;
        for( k = 0, j = i+1; j < n; j++ )
            if( g[i][j] ) adj[k++] = j;
        dfs( adj, k, 1 );
        num[i] = best;
    }
    return best;
}
}

```

6.13 Steiner Tree

```

// Minimum Steiner Tree
// O(V 3^T + V^2 2^T)
struct SteinerTree{
#define V 33
#define T 8
#define INF 1023456789
    int n, dst[V][V], dp[1 << T][V], tdst[V];
    void init( int _n ){
        n = _n;
        for( int i = 0; i < n; i++ ){
            for( int j = 0; j < n; j++ )
                dst[ i ][ j ] = INF;
            dst[ i ][ i ] = 0;
        }
    }
    void add_edge( int ui, int vi, int wi ){
        dst[ ui ][ vi ] = min( dst[ ui ][ vi ], wi );
        dst[ vi ][ ui ] = min( dst[ vi ][ ui ], wi );
    }
    void shortest_path(){
        for( int k = 0; k < n; k++ )
            for( int i = 0; i < n; i++ )
                for( int j = 0; j < n; j++ )
                    dst[ i ][ j ] = min( dst[ i ][ j ],
                        dst[ i ][ k ] + dst[ k ][ j ] );
    }
    int solve( const vector<int>& ter ){
        int t = (int)ter.size();
        for( int i = 0; i < ( 1 << t ); i++ )
            for( int j = 0; j < n; j++ )
                dp[ i ][ j ] = INF;
        for( int i = 0; i < n; i++ )
            dp[ 0 ][ i ] = 0;
        for( int msk = 1; msk < ( 1 << t ); msk++ ){
            if( msk == ( msk & (-msk) ) ){
                int who = __lg( msk );
                for( int i = 0; i < n; i++ )
                    dp[ msk ][ i ] = dst[ ter[ who ] ][ i ];
                continue;
            }
            for( int i = 0; i < n; i++ )
                for( int submsk = ( msk - 1 ) & msk; submsk;
                    submsk = ( submsk - 1 ) & msk )

```

```

        dp[ msk ][ i ] = min( dp[ msk ][ i ],
            dp[ submsk ][ i ] +
            dp[ msk ^ submsk ][ i ] );
        for( int i = 0; i < n; i++ ){
            tdst[ i ] = INF;
            for( int j = 0; j < n; j++ )
                tdst[ i ] = min( tdst[ i ],
                    dp[ msk ][ j ] + dst[ j ][ i ] );
        }
        for( int i = 0; i < n; i++ )
            dp[ msk ][ i ] = tdst[ i ];
    }
    int ans = INF;
    for( int i = 0; i < n; i++ )
        ans = min( ans, dp[ ( 1 << t ) - 1 ][ i ] );
    return ans;
}
} solver;

```

6.14 最小平均環

```

// from BCW

/* minimum mean cycle */
const int MAXE = 1805;
const int MAXN = 35;
const double inf = 1029384756;
const double eps = 1e-6;
struct Edge {
    int v, u;
    double c;
};
int n, m, prv[MAXN][MAXN], prve[MAXN][MAXN], vst[MAXN];
Edge e[MAXE];
vector<int> edgeID, cycle, rho;
double d[MAXN][MAXN];
inline void bellman_ford() {
    for( int i=0; i<n; i++ ) d[0][i]=0;
    for( int i=0; i<n; i++ ) {
        fill( d[i+1], d[i+1]+n, inf );
        for( int j=0; j<m; j++ ) {
            int v = e[j].v, u = e[j].u;
            if( d[i][v]<inf && d[i+1][u]>d[i][v]+e[j].c ) {
                d[i+1][u] = d[i][v]+e[j].c;
                prv[i+1][u] = v;
                prve[i+1][u] = j;
            }
        }
    }
}
double karp_mmc() {
    // returns inf if no cycle, mmc otherwise
    double mmc=inf;
    int st = -1;
    bellman_ford();
    for( int i=0; i<n; i++ ) {
        double avg=-inf;
        for( int k=0; k<n; k++ ) {
            if( d[n][i]<inf-eps ) avg=max( avg, (d[n][i]-d[k][i])
                /(n-k));
            else avg=max( avg, inf );
        }
        if ( avg < mmc ) tie( mmc, st ) = tie( avg, i );
    }
    for( int i=0; i<n; i++ ) vst[i] = 0;
    edgeID.clear(); cycle.clear(); rho.clear();
    for( int i=n; !vst[st]; st=prv[i--][st] ) {
        vst[st]++;
        edgeID.PB( prve[i][st] );
        rho.PB( st );
    }
    while ( vst[st] != 2 ) {
        int v = rho.back(); rho.pop_back();
        cycle.PB( v );
        vst[v]++;
    }
}

```

```
reverse(ALL(edgeID));
edgeID.resize(SZ(cycle));
return mmc;
}
```

6.15 偵測負環

```
#include <bits/stdc++.h>
using namespace std;

const int INF = 1000000;
const int MAXN = 200;
int n, m, q;
int d[MAXN][MAXN];

int main () {
    while ( cin >> n >> m >> q && n ) {
        for ( int i = 0 ; i <= n ; i++ ) {
            for ( int j = 0 ; j <= n ; j++ ) d[i][j] =
                (i==j ? 0 : INF);
        }
        for ( int i = 0 ; i < m ; i++ ) {
            int a, b, c;
            cin >> a >> b >> c;
            d[a][b] = min(d[a][b], c);
        }
        for ( int k = 0 ; k < n ; k++ ) {
            for ( int i = 0 ; i < n ; i++ ) {
                for ( int j = 0 ; j < n ; j++ ) {
                    if ( d[i][j] > d[i][k] + d[k][j] &&
                        d[i][k] < INF && d[k][j] < INF ) {
                        //printf("%d > %d + %d\n", d[i]
                        //j, d[i][k], d[k][j]);
                        //if ( d[i][k] >= INF || d[k][j]
                        //>= INF ) cout << "NO : "
                        << i << " " << j << " " <<
                        k << "--";
                        d[i][j] = min(d[i][j], d[i][k]
                        + d[k][j]);
                    }
                }
            }
        }
        for ( int i = 0 ; i < n ; i++ ) {
            for ( int j = 0 ; j < n ; j++ ) {
                for ( int k = 0 ; k < n && d[i][j] != -
                INF ; k++ ) {
                    if ( d[k][k] < 0 && d[i][k] != INF
                        && d[k][j] != INF )
                        d[i][j] = -INF;
                }
            }
        }
        int u, v;
        for (int i=0;i<q;i++){
            scanf ("%d%d",&u,&v);

            if (d[u][v] == INF) printf("Impossible\n");
            else if (d[u][v] == -INF) printf("-Infinity
            \n");
            else printf("%d\n",d[u][v]);
        }
        puts("");
    }
    return 0;
}
```

6.16 Tarjan

割點

點 u 為割點 **if and only if** 滿足 1. **or** 2.

1. u 為樹根，且 u 有多於一個子樹。
2. u 不為樹根，且滿足存在 (u, v) 為樹枝邊（或稱父子邊，即 u 為 v 在搜索樹中的父親），使得 $DFN(u) \leq Low(v)$ 。

橋

一條無向邊 (u, v) 是橋 **if and only if** (u, v) 為樹枝邊，且滿足 $DFN(u) < Low(v)$ 。

// 0 base

```
struct TarjanSCC{
    static const int MAXN = 1000006;
    int n, dfn[MAXN], low[MAXN], scc[MAXN], scn, count;
    vector<int> G[MAXN];
    stack<int> stk;
    bool ins[MAXN];

    void tarjan(int u){
        dfn[u] = low[u] = ++count;
        stk.push(u);
        ins[u] = true;

        for(auto v:G[u]){
            if(!dfn[v]){
                tarjan(v);
                low[u] = min(low[u], low[v]);
            }else if(ins[v]){
                low[u] = min(low[u], dfn[v]);
            }
        }

        if(dfn[u] == low[u]){
            int v;
            do {
                v = stk.top();
                stk.pop();
                scc[v] = scn;
                ins[v] = false;
            } while(v != u);
            scn++;
        }
    }

    void getSCC(){
        memset(dfn,0,sizeof(dfn));
        memset(low,0,sizeof(low));
        memset(ins,0,sizeof(ins));
        memset(scc,0,sizeof(scc));
        count = scn = 0;
        for(int i = 0 ; i < n ; i++ ){
            if(!dfn[i]) tarjan(i);
        }
    }
};SCC;
```

7 Data Structure

7.1 2D Range Tree

```
// remember sort x !!!!!
typedef int T;
const int LGN = 20;
const int MAXN = 100005;

struct Point{
    T x, y;
    friend bool operator < (Point a, Point b){
```



```

        return tie(a.x,a.y) < tie(b.x,b.y);
    }
};
struct TREE{
    Point pt;
    int toleft;
}tree[LGN][MAXN];
struct SEG{
    T mx, Mx;
    int sz;
    TREE *st;
}seg[MAXN*4];

vector<Point> P;

void build(int l, int r, int o, int deep){
    seg[o].mx = P[l].x;
    seg[o].Mx = P[r].x;
    seg[o].sz = r-l+1;

    if(l == r){
        tree[deep][r].pt = P[r];
        tree[deep][r].topleft = 0;
        seg[o].st = &tree[deep][r];
        return;
    }
    int mid = (l+r)>>1;
    build(l,mid,o+o,deep+1);
    build(mid+1,r,o+o+1,deep+1);

    TREE *ptr = &tree[deep][l];
    TREE *pl = &tree[deep+1][l], *nl = &tree[deep+1][
        mid+1];
    TREE *pr = &tree[deep+1][mid+1], *nr = &tree[deep
        +1][r+1];

    int cnt = 0;
    while(pl != nl && pr != nr) {
        *(ptr) = pl->pt.y <= pr->pt.y ? cnt++, *(pl++):
            *(pr++);
        ptr -> toleft = cnt; ptr++;
    }
    while(pl != nl) *(ptr) = *(pl++), ptr -> toleft =
        ++cnt, ptr++;
    while(pr != nr) *(ptr) = *(pr++), ptr -> toleft =
        cnt, ptr++;
}

int main(){
    int n; cin >> n;
    for(int i = 0 ; i < n; i++){
        T x,y; cin >> x >> y;
        P.push_back((Point){x,y});
    }
    sort(P.begin(),P.end());
    build(0,n-1,1,0);
}

```

7.2 ext heap

```

#include <bits/extc++.h>
typedef __gnu_pbds::priority_queue<int> heap_t;
heap_t a,b;

int main() {
    a.clear();
    b.clear();
    a.push(1);
    a.push(3);
    b.push(2);
    b.push(4);
    assert(a.top() == 3);
    assert(b.top() == 4);
    // merge two heap
    a.join(b);
    assert(a.top() == 4);
}

```

```
assert(b.empty());
```

```
return 0;
}
```

7.3 KD tree

// from BCW

```

const int MXN = 100005;

struct KDTree {
    struct Node {
        int x,y,x1,y1,x2,y2;
        int id,f;
        Node *L, *R;
    }tree[MXN];
    int n;
    Node *root;

    long long dis2(int x1, int y1, int x2, int y2) {
        long long dx = x1-x2;
        long long dy = y1-y2;
        return dx*dx+dy*dy;
    }

    static bool cmpx(Node& a, Node& b){ return a.x<b.x; }
    static bool cmpy(Node& a, Node& b){ return a.y<b.y; }
    void init(vector<pair<int,int>> ip) {
        n = ip.size();
        for (int i=0; i<n; i++) {
            tree[i].id = i;
            tree[i].x = ip[i].first;
            tree[i].y = ip[i].second;
        }
        root = build_tree(0, n-1, 0);
    }

    Node* build_tree(int L, int R, int dep) {
        if (L>R) return nullptr;
        int M = (L+R)/2;
        tree[M].f = dep%2;
        nth_element(tree+L, tree+M, tree+R+1, tree[M].f ?
            cmpy : cmpx);
        tree[M].x1 = tree[M].x2 = tree[M].x;
        tree[M].y1 = tree[M].y2 = tree[M].y;

        tree[M].L = build_tree(L, M-1, dep+1);
        if (tree[M].L) {
            tree[M].x1 = min(tree[M].x1, tree[M].L->x1);
            tree[M].x2 = max(tree[M].x2, tree[M].L->x2);
            tree[M].y1 = min(tree[M].y1, tree[M].L->y1);
            tree[M].y2 = max(tree[M].y2, tree[M].L->y2);
        }

        tree[M].R = build_tree(M+1, R, dep+1);
        if (tree[M].R) {
            tree[M].x1 = min(tree[M].x1, tree[M].R->x1);
            tree[M].x2 = max(tree[M].x2, tree[M].R->x2);
            tree[M].y1 = min(tree[M].y1, tree[M].R->y1);
            tree[M].y2 = max(tree[M].y2, tree[M].R->y2);
        }

        return tree+M;
    }

    int touch(Node* r, int x, int y, long long d2){
        long long dis = sqrt(d2)+1;
        if (x<r->x1-dis || x>r->x2+dis || y<r->y1-dis || y>
            r->y2+dis)
            return 0;
        return 1;
    }

    void nearest(Node* r, int x, int y, int &mID, long
        long &md2) {
        if (!r || !touch(r, x, y, md2)) return;
        long long d2 = dis2(r->x, r->y, x, y);
        if (d2 < md2 || (d2 == md2 && mID < r->id)) {
            mID = r->id;

```

```

    md2 = d2;
}
// search order depends on split dim
if ((r->f == 0 && x < r->x) ||
    (r->f == 1 && y < r->y)) {
    nearest(r->L, x, y, mID, md2);
    nearest(r->R, x, y, mID, md2);
} else {
    nearest(r->R, x, y, mID, md2);
    nearest(r->L, x, y, mID, md2);
}
}
int query(int x, int y) {
    int id = 1029384756;
    long long d2 = 102938475612345678LL;
    nearest(root, x, y, id, d2);
    return id;
}
}tree;

```

7.4 Link Cut tree

```

// from bcw codebook

const int MXN = 100005;
const int MEM = 100005;

struct Splay {
    static Splay nil, mem[MEM], *pmem;
    Splay *ch[2], *f;
    int val, rev, size;
    Splay () : val(-1), rev(0), size(0) {
        f = ch[0] = ch[1] = &nil;
    }
    Splay (int _val) : val(_val), rev(0), size(1) {
        f = ch[0] = ch[1] = &nil;
    }
    bool isr() {
        return f->ch[0] != this && f->ch[1] != this;
    }
    int dir() {
        return f->ch[0] == this ? 0 : 1;
    }
    void setCh(Splay *c, int d) {
        ch[d] = c;
        if (c != &nil) c->f = this;
        pull();
    }
    void push() {
        if (rev) {
            swap(ch[0], ch[1]);
            if (ch[0] != &nil) ch[0]->rev ^= 1;
            if (ch[1] != &nil) ch[1]->rev ^= 1;
            rev = 0;
        }
    }
    void pull() {
        size = ch[0]->size + ch[1]->size + 1;
        if (ch[0] != &nil) ch[0]->f = this;
        if (ch[1] != &nil) ch[1]->f = this;
    }
} Splay::nil, Splay::mem[MEM], *Splay::pmem = Splay::mem;
Splay *nil = &Splay::nil;

void rotate(Splay *x) {
    Splay *p = x->f;
    int d = x->dir();
    if (!p->isr()) p->f->setCh(x, p->dir());
    else x->f = p->f;
    p->setCh(x->ch[!d], d);
    x->setCh(p, !d);
    p->pull(); x->pull();
}

vector<Splay*> splayVec;

```

```

void splay(Splay *x) {
    splayVec.clear();
    for (Splay *q=x;; q=q->f) {
        splayVec.push_back(q);
        if (q->isr()) break;
    }
    reverse(begin(splayVec), end(splayVec));
    for (auto it : splayVec) it->push();
    while (!x->isr()) {
        if (x->f->isr()) rotate(x);
        else if (x->dir()==x->f->dir()) rotate(x->f), rotate(x);
        else rotate(x), rotate(x);
    }
}

Splay* access(Splay *x) {
    Splay *q = nil;
    for (;x!=nil;x=x->f) {
        splay(x);
        x->setCh(q, 1);
        q = x;
    }
    return q;
}

void event(Splay *x) {
    access(x);
    splay(x);
    x->rev ^= 1;
    x->push(); x->pull();
}

void link(Splay *x, Splay *y) {
    // event(x);
    access(x);
    splay(x);
    event(y);
    x->setCh(y, 1);
}

void cut(Splay *x, Splay *y) {
    // event(x);
    access(y);
    splay(y);
    y->push();
    y->ch[0] = y->ch[0]->f = nil;
}

int N, Q;
Splay *vt[MXN];

int ask(Splay *x, Splay *y) {
    access(x);
    access(y);
    splay(x);
    int res = x->f->val;
    if (res == -1) res=x->val;
    return res;
}

int main(int argc, char** argv) {
    scanf("%d%d", &N, &Q);
    for (int i=1; i<=N; i++)
        vt[i] = new (Splay::pmem++) Splay(i);
    while (Q--) {
        char cmd[105];
        int u, v;
        scanf("%s", cmd);
        if (cmd[1] == 'i') {
            scanf("%d%d", &u, &v);
            link(vt[u], vt[v]);
        } else if (cmd[0] == 'c') {
            scanf("%d", &v);
            cut(vt[1], vt[v]);
        } else {
            scanf("%d%d", &u, &v);
            int res=ask(vt[u], vt[v]);
            printf("%d\n", res);
        }
    }
}

```

```
    return 0;
}
```

7.5 Sparse Table

```
const int MAXN = 200005;
const int lgN = 20;

struct SP{ //sparse table
    int Sp[MAXN][lgN];
    function<int(int,int)> opt;
    void build(int n, int *a){ // 0 base
        for (int i=0 ; i<n; i++) Sp[i][0]=a[i];

        for (int h=1; h<lgN; h++){
            int len = 1<<(h-1), i=0;
            for (; i+len<n; i++)
                Sp[i][h] = opt( Sp[i][h-1] , Sp[i+len][h-1] );
            for (; i<n; i++)
                Sp[i][h] = Sp[i][h-1];
        }
    }
    int query(int l, int r){
        int h = __lg(r-l+1);
        int len = 1<<h;
        return opt( Sp[l][h] , Sp[r-len+1][h] );
    }
};
```

7.6 Treap Lin

```
#include <cstdio>
#include <cstdlib>
#include <algorithm>
#include <string.h>
using namespace std;
const int INF = 999999999;
int ran(){
    static unsigned x = 20170928;
    return x = 0xdefaced*x+1;
}
struct Treap{
    Treap *l,*r;
    int num,m,sz,tag,ra,ad;
    Treap(int a){
        l=r=NULL;
        num=m=a;
        sz=1;
        tag=ad=0;
        ra = ran();
    }
}*head,*tp;

int size(Treap *a){
    return a ? a->sz : 0;
}

int min(Treap *a){
    return a ? a->m+a->ad : INF;
}

int add(Treap *a){
    return a ? a->ad : 0;
}

void push(Treap *a){
    if(!a) return;
    if(a->tag){
        swap(a->l,a->r);
        if(a->l)a->l->tag ^= 1;
        if(a->r)a->r->tag ^= 1;
        a->tag=0;
    }
    if(a->l)a->l->ad += a->ad;
    if(a->r)a->r->ad += a->ad;
```

```
    a->num += a->ad;
    a->m += a->ad;
    a->ad = 0;
}

void pull(Treap *a){
    if(!a) return;
    a->sz=1+size(a->l)+size(a->r);
    a->m = min( a->num, min( min(a->l), min(a->r) ) );
}

Treap* merge(Treap *a, Treap *b){
    if(!a || !b) return a ? a : b;
    if(a->ra > b->ra){
        push(a);
        a->r = merge(a->r,b);
        pull(a);
        return a;
    }else{
        push(b);
        b->l = merge(a,b->l);
        pull(b);
        return b;
    }
}

void split (Treap *o, Treap *&a, Treap *&b,int k){
    if(!k) a=NULL, b=o;
    else if(size(o)==k) a=o, b=NULL;
    else{
        push(o);
        if(k <= size(o->l)){
            b = o;
            split(o->l, a, b->l,k);
            pull(b);
        }else{
            a = o;
            split(o->r, a->r, b, k-size(o->l)-1);
            pull(a);
        }
    }
}

int main(){
    int n,tmp;
    scanf("%d",&n);
    for(int i = 0 ; i < n ; i++){
        scanf("%d",&tmp);
        tp = new Treap(tmp);
        head = merge(head,tp);
    }
    int Q;
    scanf("%d\n",&Q);
    char ss[50];
    int a, b, c;
    Treap *ta, *tb, *tc, *td;
    while(Q--){
        scanf("%s",ss);
        if(strcmp(ss,"ADD")==0){
            scanf("%d %d %d",&a,&b,&c);
            split(head,tb,tc,b);
            split(tb,ta,tb,a-1);
            tb->ad += c;
            head = merge(ta, merge(tb, tc));
        }else if(strcmp(ss,"REVERSE")==0){
            scanf("%d %d",&a,&b);
            split(head,tb,tc,b);
            split(tb,ta,tb,a-1);
            tb->tag ^= 1;
            head = merge(ta, merge(tb, tc));
        }else if(strcmp(ss,"REVOLVE")==0){
            scanf("%d %d %d",&a,&b,&c);
            split(head,tb,tc,b);
            split(tb,ta,tb,a-1);
            int szz = size(tb);
            c %= szz;
            split(tb,tb,td,szz-c);
            tb=merge(td,tb);
            head = merge(ta, merge(tb, tc));
        }else if(strcmp(ss,"INSERT")==0){
```

```

        scanf("%d %d",&a,&b);
        split(head,ta,tc,a);
        tb = new Treap(b);
        head = merge(ta, merge(tb, tc));
    }else if(strcmp(ss,"DELETE")==0){
        scanf("%d",&a);
        split(head,ta,tc,a-1);
        split(tc,tb,tc,1);
        delete tb;
        head = merge(ta,tc);
    }else if(strcmp(ss,"MIN")==0){
        scanf("%d %d",&a,&b);
        split(head,tb,tc,b);
        split(tb,ta,tb,a-1);
        printf("%d\n",min(tb));
        head = merge(ta, merge(tb, tc));
    }
}
}
}

```

8 String

8.1 AC 自動機

```

// remember make_fail() !!!
// notice MLE

const int sigma = 62;
const int MAXC = 200005;

inline int idx(char c){
    if ('A'<= c && c <= 'Z')return c-'A';
    if ('a'<= c && c <= 'z')return c-'a' + 26;
    if ('0'<= c && c <= '9')return c-'0' + 52;
}

struct ACautomaton{
    struct Node{
        Node *next[sigma], *fail;
        int cnt; // dp
        Node(){
            memset(next,0,sizeof(next));
            fail=0;
            cnt=0;
        }
    } buf[MAXC], *bufp, *ori, *root;

    void init(){
        bufp = buf;
        ori = new (bufp++) Node();
        root = new (bufp++) Node();
    }

    void insert(int n, char *s){
        Node *ptr = root;
        for (int i=0; s[i]; i++){
            int c = idx(s[i]);
            if (ptr->next[c]==NULL)
                ptr->next[c] = new (bufp++) Node();
            ptr = ptr->next[c];
        }
        ptr->cnt=1;
    }

    Node* trans(Node *o, int c){
        while (o->next[c]==NULL) o = o->fail;
        return o->next[c];
    }

    void make_fail(){
        static queue<Node*> que;

        for (int i=0; i<sigma; i++)
            ori->next[i] = root;
    }
}

```

```

        root->fail = ori;

        que.push(root);
        while ( que.size() ){
            Node *u = que.front(); que.pop();
            for (int i=0; i<sigma; i++){
                if (u->next[i]==NULL)continue;
                u->next[i]->fail = trans(u->fail,i);
                que.push(u->next[i]);
            }
            u->cnt += u->fail->cnt;
        }
    } ac;
}

```

8.2 KMP

```

template<typename T>
void build_KMP(int n, T *s, int *f){ // 1 base
    f[0]=-1, f[1]=0;
    for (int i=2; i<=n; i++){
        int w = f[i-1];
        while (w>=0 && s[w+1]!=s[i])w = f[w];
        f[i]=w+1;
    }
}

template<typename T>
int KMP(int n, T *a, int m, T *b){
    build_KMP(m,b,f);
    int ans=0;

    for (int i=1, w=0; i<=n; i++){
        while ( w>=0 && b[w+1]!=a[i] )w = f[w];
        w++;
        if (w==m){
            ans++;
            w=f[w];
        }
    }
    return ans;
}

```

8.3 迴文字動機

```

// remember init() !!!
// remember make_fail() !!!
// insert s need 1 base !!!
// notice MLE

const int sigma = 62;
const int MAXC = 1000006;
inline int idx(char c){
    if ('a'<= c && c <= 'z')return c-'a';
    if ('A'<= c && c <= 'Z')return c-'A'+26;
    if ('0'<= c && c <= '9')return c-'0'+52;
}

struct PalindromicTree{
    struct Node{
        Node *next[sigma], *fail;
        int len, cnt; // for dp
        Node(){
            memset(next,0,sizeof(next));
            fail=0;
            len = cnt = 0;
        }
    } buf[MAXC], *bufp, *even, *odd;

    void init(){
        bufp = buf;
        even = new (bufp++) Node();
        odd = new (bufp++) Node();
        even->fail = odd;
        odd->len = -1;
    }
}

```

```

}

void insert(char *s){
    Node* ptr = even;
    for (int i=1; s[i]; i++){
        ptr = extend(ptr,s+i);
    }
}

Node* extend(Node *o, char *ptr){
    int c = idx(*ptr);
    while ( *ptr != *(ptr-1-o->len) )o=o->fail;
    Node *&np = o->next[c];
    if (!np){
        np = new (bufp++) Node();
        np->len = o->len+2;
        Node *f = o->fail;
        if (f){
            while ( *ptr != *(ptr-1-f->len) )f=f->fail;
            np->fail = f->next[c];
        }
        else {
            np->fail = even;
        }
        np->cnt = np->fail->cnt;
    }
    np->cnt++;
    return np;
}
} PAM;

```

8.4 Suffix Automaton

```

// par : fail link
// val : a topological order ( useful for DP )
// go[x] : automata edge ( x is integer in [0,26) )

struct SAM{
    struct State{
        int par, go[26], val;
        State () : par(0), val(0){ FZ(go); }
        State (int _val) : par(0), val(_val){ FZ(go); }
    };
    vector<State> vec;
    int root, tail;

    void init(int arr[], int len){
        vec.resize(2);
        vec[0] = vec[1] = State(0);
        root = tail = 1;
        for (int i=0; i<len; i++)
            extend(arr[i]);
    }
    void extend(int w){
        int p = tail, np = vec.size();
        vec.PB(State(vec[p].val+1));
        for ( ; p && vec[p].go[w]==0; p=vec[p].par)
            vec[p].go[w] = np;
        if (p == 0){
            vec[np].par = root;
        } else {
            if (vec[vec[p].go[w]].val == vec[p].val+1){
                vec[np].par = vec[p].go[w];
            } else {
                int q = vec[p].go[w], r = vec.size();
                vec.PB(vec[q]);
                vec[r].val = vec[p].val+1;
                vec[q].par = vec[np].par = r;
                for ( ; p && vec[p].go[w] == q; p=vec[p].par)
                    vec[p].go[w] = r;
            }
        }
        tail = np;
    }
};

```

8.5 smallest rotation

```

string mcp(string s){
    int n = s.length();
    s += s;
    int i=0, j=1;
    while (i<n && j<n){
        int k = 0;
        while (k < n && s[i+k] == s[j+k]) k++;
        if (s[i+k] <= s[j+k]) j += k+1;
        else i += k+1;
        if (i == j) j++;
    }
    int ans = i < n ? i : j;
    return s.substr(ans, n);
}

```

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8.6 Suffix Array

```

/*he[i]保存了在後綴數組中相鄰兩個後綴的最長公共前綴長度
*sa[i]表示的是字典序排名為i的後綴是誰 (字典序越小的排名越靠前)
*rk[i]表示的是後綴我所對應的排名是多少 */

const int MAX = 1020304;
int ct[MAX], he[MAX], rk[MAX];
int sa[MAX], tsa[MAX], tp[MAX][2];
void suffix_array(char *ip){
    int len = strlen(ip);
    int alp = 256;
    memset(ct, 0, sizeof(ct));
    for(int i=0;i<len;i++) ct[ip[i]+1]++;
    for(int i=1;i<alp;i++) ct[i]+=ct[i-1];
    for(int i=0;i<len;i++) rk[i]=ct[ip[i]];
    for(int i=1;i<len;i*=2){
        for(int j=0;j<len;j++){
            if(j+i>len) tp[j][1]=0;
            else tp[j][1]=rk[j+i]+1;
            tp[j][0]=rk[j];
        }
        memset(ct, 0, sizeof(ct));
        for(int j=0;j<len;j++) ct[tp[j][1]+1]++;
        for(int j=1;j<len+2;j++) ct[j]+=ct[j-1];
        for(int j=0;j<len;j++) tsa[ct[tp[j][1]]+1]=j;
        memset(ct, 0, sizeof(ct));
        for(int j=0;j<len;j++) ct[tp[j][0]+1]++;
        for(int j=1;j<len+1;j++) ct[j]+=ct[j-1];
        for(int j=0;j<len;j++){
            sa[ct[tp[tsa[j]][0]]+1]=tsa[j];
            rk[sa[0]]=0;
            for(int j=1;j<len;j++){
                if ( tp[sa[j]][0] == tp[sa[j-1]][0] &&
                    tp[sa[j]][1] == tp[sa[j-1]][1] )
                    rk[sa[j]] = rk[sa[j-1]];
                else
                    rk[sa[j]] = j;
            }
        }
        for(int i=0,h=0;i<len;i++){
            if(rk[i]==0) h=0;
            else{
                int j=sa[rk[i]-1];
                h=max(0,h-1);
                for(;ip[i+h]==ip[j+h];h++);
            }
            he[rk[i]]=h;
        }
    }
}

```

8.7 Z-value

```

z[0] = 0;
for ( int bst = 0, i = 1; i < len ; i++ ) {
    if ( z[bst] + bst <= i ) z[i] = 0;
    else z[i] = min(z[i - bst], z[bst] + bst - i);
    while ( str[i + z[i]] == str[z[i]] ) z[i]++;
    if ( i + z[i] > bst + z[bst] ) bst = i;
}

// 回文版

void Zpal(const char *s, int len, int *z) {
    // Only odd palindrome len is considered
    // z[i] means that the longest odd palindrom
    // centered at
    // i is [i-z[i] .. i+z[i]]
    z[0] = 0;
    for (int b=0, i=1; i<len; i++) {
        if (z[b] + b >= i) z[i] = min(z[2*b-i], b+z[b]-i);
        else z[i] = 0;
        while (i+z[i]+1 < len and i-z[i]-1 >= 0 and
            s[i+z[i]+1] == s[i-z[i]-1]) z[i] ++;
        if (z[i] + i > z[b] + b) b = i;
    }
}

```

9 Others

9.1 矩陣數定理

新的方法介绍

下面我们介绍一种新的方法——Matrix-Tree定理(Kirchhoff矩阵-树定理)。

Matrix-Tree定理是解决生成树计数问题最有力的武器之一。它首先于1847年被Kirchhoff证明。在介绍定理之前，我们首先明确几个概念：

- 1、G的度数矩阵D[G]是一个n*n的矩阵，并且满足：当i≠j时， $d_{ij}=0$ ；当i=j时， d_{ij} 等于 v_i 的度数。
- 2、G的邻接矩阵A[G]也是一个n*n的矩阵，并且满足：如果 v_i 、 v_j 之间有边直接相连，则 $a_{ij}=1$ ，否则为0。

我们定义G的Kirchhoff矩阵(也称为拉普拉斯算子) $C[G]$ 为 $C[G]=D[G]-A[G]$ ，

则Matrix-Tree定理可以描述为：G的所有不同的生成树的个数等于其Kirchhoff矩阵 $C[G]$ 任何一个n-1阶主子式的行列式的绝对值。

所谓n-1阶主子式，就是对于 $r(1 \leq r \leq n)$ ，将 $C[G]$ 的第r行、第r列同时去掉后得到的新矩阵，用 $Cr[G]$ 表示。

生成树计数

算法步骤：

- 1、构建拉普拉斯矩阵
 $Matrix[i][j] = \begin{cases} degree(i), & i=j \\ -1, & i-j \text{ 有边} \\ 0, & \text{其他情况} \end{cases}$
- 2、去掉第r行，第r列 (r任意)
- 3、计算矩阵的行列式

```

/* *****
MYID    : Chen Fan
LANG    : G++
PROG    : Count_Spaning_Tree_From_Kuangbin
***** */

#include <stdio.h>
#include <string.h>
#include <algorithm>
#include <iostream>
#include <math.h>
using namespace std;

```

```

const double eps = 1e-8;
const int MAXN = 110;
int sgn(double x)
{
    if(fabs(x) < eps) return 0;
    if(x < 0) return -1;
    else return 1;
}

double b[MAXN][MAXN];
double det(double a[][MAXN], int n)
{
    int i, j, k, sign = 0;
    double ret = 1;
    for(i = 0; i < n; i++)
        for(j = 0; j < n; j++) b[i][j] = a[i][j];
    for(i = 0; i < n; i++)
    {
        if(sgn(b[i][i]) == 0)
        {
            for(j = i + 1; j < n; j++)
                if(sgn(b[j][i]) != 0) break;
            if(j == n) return 0;
            for(k = i; k < n; k++) swap(b[i][k], b[j][k]);
            sign++;
        }
        ret *= b[i][i];
        for(k = i + 1; k < n; k++) b[i][k] /= b[i][i];
        for(j = i + 1; j < n; j++)
            for(k = i + 1; k < n; k++) b[j][k] -= b[j][i] * b[i][k];
    }
    if(sign & 1) ret = -ret;
    return ret;
}

double a[MAXN][MAXN];
int g[MAXN][MAXN];
int main()
{
    int T;
    int n, m;
    int u, v;
    scanf("%d", &T);
    while(T--)
    {
        scanf("%d%d", &n, &m);
        memset(g, 0, sizeof(g));
        while(m--)
        {
            scanf("%d%d", &u, &v);
            u--; v--;
            g[u][v] = g[v][u] = 1;
        }
        memset(a, 0, sizeof(a));
        for(int i = 0; i < n; i++)
            for(int j = 0; j < n; j++)
                if(i != j && g[i][j])
                {
                    a[i][i]++;
                    a[i][j] = -1;
                }
        double ans = det(a, n-1);
        printf("%.0Lf\n", ans);
    }
    return 0;
}

```

9.2 CYK

```

// 2016 NCPC from sunmoon

// 轉換

#define MAXN 55
struct CNF{
    int s, x, y; // s->xy | s->x, if y== -1

```

```

int cost;
CNF(){}
CNF(int s,int x,int y,int c):s(s),x(x),y(y),cost(c){}
};
int state;//規則數量
map<char,int> rule;//每個字元對應到的規則，小寫字母為終端字符
vector<CNF> cnf;
inline void init(){
    state=0;
    rule.clear();
    cnf.clear();
}
inline void add_to_cnf(char s,const string &p,int cost)
{
    if(rule.find(s)==rule.end())rule[s]=state++;
    for(auto c:p)if(rule.find(c)==rule.end())rule[c]=state++;
    if(p.size()==1){
        cnf.push_back(CNF(rule[s],rule[p[0]],-1,cost));
    }else{
        int left=rule[s];
        int sz=p.size();
        for(int i=0;i<sz-2;++i){
            cnf.push_back(CNF(left,rule[p[i]],state,0));
            left=state++;
        }
        cnf.push_back(CNF(left,rule[p[sz-2]],rule[p[sz-1]],cost));
    }
}

// 計算
vector<long long> dp[MAXN][MAXN];
vector<bool> neg_INF[MAXN][MAXN];//如果花費是負的可能會有無限小的情形
inline void relax(int l,int r,const CNF &c,long long cost,bool neg_c=0){
    if(!neg_INF[l][r][c.s]&&(neg_INF[l][r][c.x]||cost<dp[l][r][c.s])){
        if(neg_c||neg_INF[l][r][c.x]){
            dp[l][r][c.s]=0;
            neg_INF[l][r][c.s]=true;
        }else dp[l][r][c.s]=cost;
    }
}
inline void bellman(int l,int r,int n){
    for(int k=1;k<=state;++k)
        for(auto c:cnf)
            if(c.y==-1)relax(l,r,c,dp[l][r][c.x]+c.cost,k==n);
}
inline void cyk(const vector<int> &tok){
    for(int i=0;i<(int)tok.size();++i){
        for(int j=0;j<(int)tok.size();++j){
            dp[i][j]=vector<long long>(state+1,INT_MAX);
            neg_INF[i][j]=vector<bool>(state+1,false);
        }
        dp[i][i][tok[i]]=0;
        bellman(i,i,tok.size());
    }
    for(int r=1;r<(int)tok.size();++r){
        for(int l=r-1;l>=0;--l){
            for(int k=1;k<=r;++k)
                for(auto c:cnf)
                    if(~c.y)relax(l,r,c,dp[l][k][c.x]+dp[k+1][r][c.y]+c.cost);
            bellman(l,r,tok.size());
        }
    }
}

```

9.3 數位統計

```

int dfs(int pos, int state1, int state2 ....., bool limit, bool zero) {
    if ( pos == -1 ) return 是否符合條件;
    int &ret = dp[pos][state1][state2][...];
    if ( ret != -1 && !limit ) return ret;
    int ans = 0;
    int upper = limit ? digit[pos] : 9;
    for ( int i = 0 ; i <= upper ; i++ ) {
        ans += dfs(pos - 1, new_state1, new_state2, limit & ( i == upper ), ( i == 0 ) && zero);
    }
    if ( !limit ) ret = ans;
    return ans;
}

int solve(int n) {
    int it = 0;
    for ( ; n ; n /= 10 ) digit[it++] = n % 10;
    return dfs(it - 1, 0, 0, 1, 1);
}

```

9.4 1D/1D dp 優化

```

#include<bits/stdc++.h>

int t, n, L;
int p;
char s[MAXN][35];
ll sum[MAXN] = {0};
long double dp[MAXN] = {0};
int prevd[MAXN] = {0};

long double pw(long double a, int n) {
    if ( n == 1 ) return a;
    long double b = pw(a, n/2);
    if ( n & 1 ) return b*b*a;
    else return b*b;
}

long double f(int i, int j) {
    // cout << (sum[i] - sum[j]+i-j-1-L) << endl;
    return pw(abs(sum[i] - sum[j]+i-j-1-L), p) + dp[j];
}

struct INV {
    int L, R, pos;
};
INV stk[MAXN*10];
int top = 1, bot = 1;
void update(int i) {
    while ( top > bot && i < stk[top].L && f(stk[top].L, i) < f(stk[top].L, stk[top].pos) ) {
        stk[top-1].R = stk[top].R;
        top--;
    }
    int lo = stk[top].L, hi = stk[top].R, mid, pos = stk[top].pos;
    //if ( i >= lo ) lo = i + 1;
    while ( lo != hi ) {
        mid = lo + (hi - lo) / 2;
        if ( f(mid, i) < f(mid, pos) ) hi = mid;
        else lo = mid + 1;
    }
    if ( hi < stk[top].R ) {
        stk[top+1] = (INV) { hi, stk[top].R, i };
        stk[top++].R = hi;
    }
}

int main() {
    cin >> t;
    while ( t-- ) {
        cin >> n >> L >> p;
        dp[0] = sum[0] = 0;
        for ( int i = 1 ; i <= n ; i++ ) {
            cin >> s[i];
            sum[i] = sum[i-1] + strlen(s[i]);
        }
    }
}

```



```

        dp[i] = numeric_limits<long double>::max();
    }
    stk[top] = (INV) {1, n + 1, 0};
    for ( int i = 1 ; i <= n ; i++ ) {
        if ( i >= stk[bot].R ) bot++;
        dp[i] = f(i, stk[bot].pos);
        update(i);
        //      cout << (ll) f(i, stk[bot].pos) << endl;
    }
    if ( dp[n] > 1e18 ) {
        cout << "Too hard to arrange" << endl;
    } else {
        vector<PI> as;
        cout << (ll)dp[n] << endl;
    }
}
return 0;
}

```

9.5 Theorm - DP optimization

Monotonicity & 1D/1D DP & 2D/1D DP

Definition xD/yD

1D/1D DP[j] = min($0 \leq i < j$) { DP[i] + w(i, j) }; DP[0] = k
 2D/1D DP[i][j] = min($i < k \leq j$) { DP[i][k - 1] + DP[k][j] }
 + w(i, j); DP[i][i] = 0

Monotonicity

	c	d
a	w(a, c)	w(a, d)
b	w(b, c)	w(b, d)

Monge Condition

Concave (凹四邊形不等式): $w(a, c) + w(b, d) \geq w(a, d) + w(b, c)$

Convex (凸四邊形不等式): $w(a, c) + w(b, d) \leq w(a, d) + w(b, c)$

Totally Monotone

Concave (凹單調): $w(a, c) \leq w(b, d) \rightarrow w(a, d) \leq w(b, c)$

Convex (凸單調): $w(a, c) \geq w(b, d) \rightarrow w(a, d) \geq w(b, c)$

1D/1D DP $O(n^2) \rightarrow O(n \lg n)$

****CONSIDER THE TRANSITION POINT****

Solve 1D/1D Concave by Stack

Solve 1D/1D Convex by Deque

2D/1D Convex DP (Totally Monotone) $O(n^3) \rightarrow O(n^2)$

$h(i, j - 1) \leq h(i, j) \leq h(i + 1, j)$

9.6 Stable Marriage

// normal stable marriage problem

// input:

//3

//Albert Laura Nancy Marcy

//Brad Marcy Nancy Laura

//Chuck Laura Marcy Nancy

//Laura Chuck Albert Brad

//Marcy Albert Chuck Brad

//Nancy Brad Albert Chuck

#include<bits/stdc++.h>

using namespace std;

const int MAXN = 505;

int n;

int favor[MAXN][MAXN]; // favor[boy_id][rank] = girl_id

```

int order[MAXN][MAXN]; // order[girl_id][boy_id] = rank
;
int current[MAXN]; // current[boy_id] = rank; boy_id
will pursue current[boy_id] girl.
int girl_current[MAXN]; // girl[girl_id] = boy_id;

```

void initialize() {

```

    for ( int i = 0 ; i < n ; i++ ) {
        current[i] = 0;
        girl_current[i] = n;
        order[i][n] = n;
    }
}

```

map<string, int> male, female;
 string bname[MAXN], gname[MAXN];

int fit = 0;

void stable_marriage() {

queue<int> que;

for (int i = 0 ; i < n ; i++) que.push(i);

```

while ( !que.empty() ) {
    int boy_id = que.front();
    que.pop();
}

```

```

int girl_id = favor[boy_id][current[boy_id]];
current[boy_id] ++;

```

```

if ( order[girl_id][boy_id] < order[girl_id][
    girl_current[girl_id]] ) {
    if ( girl_current[girl_id] < n ) que.push(
        girl_current[girl_id]); // if not the first
        time
    girl_current[girl_id] = boy_id;
} else {
    que.push(boy_id);
}
}
}

```

int main() {

cin >> n;

```

for ( int i = 0 ; i < n ; i++ ) {
    string p, t;
    cin >> p;
    male[p] = i;
    bname[i] = p;
    for ( int j = 0 ; j < n ; j++ ) {
        cin >> t;
        if ( !female.count(t) ) {
            gname[fit] = t;
            female[t] = fit++;
        }
        favor[i][j] = female[t];
    }
}
}

```

```

for ( int i = 0 ; i < n ; i++ ) {
    string p, t;
    cin >> p;
    for ( int j = 0 ; j < n ; j++ ) {
        cin >> t;
        order[female[p]][male[t]] = j;
    }
}

```

initialize();

stable_marriage();

```

for ( int i = 0 ; i < n ; i++ ) {
    cout << bname[i] << " " << gname[favor[i][current[i]
        ] - 1]] << endl;
}

```

```
}

```

9.7 Mo's algorithm

```
int l = 0, r = 0, nowAns = 0, BLOCK_SIZE, n, m;
int ans[];
struct QUE{
    int l, r, id;
    friend bool operator < (QUE a, QUE b){
        if(a.l / BLOCK_SIZE != b.l / BLOCK_SIZE)
            return a.l / BLOCK_SIZE < b.l / BLOCK_SIZE;
        return a.r < b.r;
    }
}querys[];

inline void move(int pos, int sign) {
    // update nowAns
}

void solve() {
    BLOCK_SIZE = int(ceil(pow(n, 0.5)));
    sort(querys, querys + m);
    for (int i = 0; i < m; ++i) {
        const QUE &q = querys[i];
        while (l > q.l) move(--l, 1);
        while (r < q.r) move(r++, 1);
        while (l < q.l) move(l++, -1);
        while (r > q.r) move(--r, -1);
        ans[q.id] = nowAns;
    }
}
```

9.8 parser

```
#include <bits/stdc++.h>
using namespace std;

typedef long long T;
bool GG;

T Eval2(char *&end) {
    T Eval0(char *&);
    T res=0;
    if (*end=='('){
        res = Eval0(++end);
        if (*(end++)==')') return res;
        else { GG = true; return -1; }
    }
    else if( isdigit(*end) ){
        return strtol(end, &end, 10);
    } // 可改成 {strtol, strtoll strtod}
    else { GG = true; return -1; }
}

T Evalx(char *&end){
    if(GG) return -1;
    T res = Eval2(end); if(GG) return -1;
    while (*end == '%'){
        end++;
        res = ( res % Eval2(end) );
        if(GG) return -1;
    }
    return res;
}

T Eval1(char *&end) {
    if(GG) return -1;
    T res = Evalx(end); if(GG) return -1;
    while (*end=='*' || *end == '/'){
        end++;
        if(*(end-1) == '*')res = ( res * Evalx(end) );
        else if(*(end-1) == '/')res = ( res / Evalx(end) );
    }
}
```

```
        if(GG) return -1;
    }
    return res;
}

T Eval12(char *&end){
    if(GG) return -1;
    T res=1;
    if(*end == '-'){
        end++;
        res = -1;
    }
    res *= Evalx(end);
    while (*end=='*' || *end == '/'){
        end++;
        if(*(end-1) == '*')res = ( res * Evalx(end) );
        else if(*(end-1) == '/')res = ( res / Evalx(end) );
        if(GG) return -1;
    }
    return res;
}

T Eval0(char *&end) {
    if(GG) return -1;
    T res;
    res = Eval12(end); if(GG) return -1;
    while (*end=='+' || *end == '-'){
        end++;
        if(*(end-1) == '+')res = ( res + Eval1(end) );
        else res = ( res - Eval1(end) );
        if(GG) return -1;
    }
    return res;
}

T parse(char *s){
    GG = false;
    T res = Eval0(s);
    while(*s != '\0'){
        if(*s != ' ')GG = true;
        s++;
    }
    return res;
}

int main() {
    char expr[3003];
    string str;
    int cnt = 0;
    while (getline (cin,str)){
        printf("case %d:\n",++cnt);
        strcpy(expr,str.c_str());
        T ans = parse(expr);
        if(GG) puts("syntactically incorrect\n");
        else printf("%lld\n\n", ans);
    }

    /*
    E0 = E1' (+-E1)*
    E1 = Ex (/Ex)*
    Ex = E2 (%E2)*
    E2 = (E0) or R+
    E1' = Ex (/Ex)* or -Ex (/Ex)*
    */
}
```

9.9 python 小抄

```
#!/usr/bin/env python3

# 帕斯卡三角形
n = 10
dp = [ [1 for j in range(n)] for i in range(n) ]
for i in range(1,n):
```

```

    for j in range(1,n):
        dp[i][j] = dp[i][j-1] + dp[i-1][j]

for i in range(n):
    print( ' '.join( '{:5d}'.format(x) for x in dp[i] )
          )

# EOF
while True:
    try:
        n, m = map(int, input().split())
    except:
        break
    print( min(n,m), max(n,m) )

# input a sequence of number
a = [ int(x) for x in input().split() ]
a.sort()
print( ' '.join( str(x)+' ' for x in a ) )

# LCS
ncase = int( input() )
for _ in range(ncase):
    n, m = [int(x) for x in input().split()]
    a, b = "$"+input(), "$"+input()

    dp = [ [int(0) for j in range(m+1)] for i in range(
        n+1) ]

    for i in range(1,n+1):
        for j in range(1,m+1):
            dp[i][j] = max(dp[i-1][j],dp[i][j-1])
            if a[i]==b[j]:
                dp[i][j] = max(dp[i][j],dp[i-1][j-1]+1)

    for i in range(1,n+1):
        print(dp[i][1:])

    print('a={:s}, b={:s}, /LCS(a,b)/={:d}'.format(a
        [1:],b[1:],dp[n][m]))

# Basic operator
a, b = 10, 20
a/b # 0.5
a//b # 0
a%b # 10
a**b # 10^20

# if, else if, else
if a==0:
    print('zero')
elif a>0:
    print('positive')
else:
    print('negative')

# stack # C++
stack = [3,4,5]
stack.append(6) # push()
stack.pop() # pop()
stack[-1] # top()
len(stack) # size() 0(1)

# queue # C++
from collections import deque
queue = deque([3,4,5])
queue.append(6) # push()
queue.popleft() # pop()
queue[0] # front()
len(queue) # size() 0(1)

```

10 Persistence