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1 Foundations

1.1 PyMath

```
import math

math.ceil(x) #上高斯
math.floor(x) #下高斯
math.factorial(x) #階乘
math.fabs(x) #絕對值
math.fsum(arr) #求和
math.gcd(x, y)
math.exp(x) # e^x
math.log(x, base)
math.log2(x)
math.log10(x)
math.sqrt(x)
math.pow(x, y, mod)
math.sin(x) # cos, tan, asin, acos, atan,
            atan2, sinh ...
math.hypot(x, y) #歐幾里德範數
math.degrees(x) #x從弧度轉角度
math.radians(x) #x從角度轉弧度
math.gamma(x) #x的gamma函數
math.pi #const
math.e #const
math.inf
```

1.2 Java Integer

```
1 // 常量
2 MAX_VALUE, MIN_VALUE, BYTES, SIZE, TYPE
3
4 // 轉換/解析
5 static int parseInt(String s)
6 static int parseInt(String s, int radix)
7 static int parseUnsignedInt(String s)
8 static int parseUnsignedInt(String s, int
   radix)
9 static Integer valueOf(int i)
10 static Integer valueOf(String s)
11 static Integer valueOf(String s, int radix)
12 static String toString(int i)
13 static String toString(int i, int radix)
14 static String toUnsignedString(int i)
15 static String toUnsignedString(int i, int
   radix)
16 static long toUnsignedLong(int x)
17 static Integer decode(String nm)
   // 支援 0x/0/# 前綴
18 static Integer getInteger(String nm[, int
   val]) // 從系統屬性讀取整數
19
20 // 比較/雜湊/聚合
21 static int compare(int x, int y)
22 static int compareUnsigned(int x, int y)
23 static int hashCode(int value)
24 static int min(int a, int b)
25 static int max(int a, int b)
26 static int sum(int a, int b)
27
28 // 位元操作
29 static int bitCount(int i) // 設定位數
30 static int highestOneBit(int i)
31 static int lowestOneBit(int i)
32 static int numberOfLeadingZeros(int i)
33 static int numberOfTrailingZeros(int i)
34 static int rotateLeft(int i, int distance)
35 static int rotateRight(int i, int distance)
36 static int reverse(int i)
37 static int reverseBytes(int i)
38
39 // 無號運算
40 static int divideUnsigned(int dividend, int
   divisor)
```

```
41 static int remainderUnsigned(int dividend,
   int divisor)
```

1.3 Java String

```
1 // 查詢
2 int length()
3 boolean isEmpty()
4 boolean isBlank() // (since 11)
5 char charAt(int index)
6 int codePointAt(int index)
7 int codePointBefore(int index)
8 int codePointCount(int beginIndex, int
   endIndex)
9 boolean contains(CharSequence s)
10 boolean startsWith(String prefix[, int
   toffset])
11 boolean endsWith(String suffix)
12 int indexOf(String str[, int fromIndex])
13 int lastIndexOf(String str[, int
   fromIndex])
14
15 // 取子字串/子序列
16 String substring(int beginIndex)
17 String substring(int beginIndex, int
   endIndex)
18 CharSequence subSequence(int beginIndex, int
   endIndex)
19
20 // 比較/等價
21 boolean equals(Object obj)
22 boolean equalsIgnoreCase(String
   anotherString)
23 int compareTo(String anotherString)
24 int compareToIgnoreCase(String str)
25 boolean matches(String regex)
26 boolean regionMatches(int toffset, String
   other, int ooffset, int len)
27 boolean regionMatches(boolean ignoreCase,
   int toffset, String other, int ooffset,
   int len)
28
29 // 建構/轉換/連接
30 String concat(String str)
31 String replace(char oldChar, char newChar)
32 String replace(CharSequence target,
   CharSequence replacement)
33 String replaceAll(String regex, String
   replacement)
34 String replaceFirst(String regex, String
   replacement)
35 String[] split(String regex[, int limit])
36 String toLowerCase()
37 String toUpperCase()
38 String trim()
39 String strip() // (since 11)
40 String stripLeading() // (since 11)
41 String stripTrailing() // (since 11)
42 String repeat(int count) // (since 11)
43 InputStream chars()
44 Stream<String> lines() // (since 11)
45 String intern()
46
47 // 靜態工具
48 static String format(String format,
   Object... args)
49 static String join(CharSequence delimiter,
   CharSequence... elements)
50 static String join(CharSequence delimiter,
   Iterable<? extends CharSequence>
   elements)
51 static String
   valueOf(primitive/char[]/Object)
52 static String copyValueOf(char[] data[, int
   offset, int count])
```

1.4 Java String builder

```

1 // 長度/容量
2 int length()
3 int capacity()
4 void ensureCapacity(int minimumCapacity)
5 void trimToSize()
6 void setLength(int newLength)
7
8 // 存取/修改
9 char charAt(int index)
10 void setCharAt(int index, char ch)
11 StringBuilder append(... 各種型別 ...)
12 StringBuilder insert(int offset, ... 各種型別 ...)
13 StringBuilder delete(int start, int end)
14 StringBuilder deleteCharAt(int index)
15 StringBuilder replace(int start, int end, String str)
16 StringBuilder reverse()
17
18 // 子字串/查找
19 String substring(int start)
20 String substring(int start, int end)
21 CharSequence subSequence(int start, int end)
22 int indexOf(String str[, int fromIndex])
23 int lastIndexOf(String str[, int fromIndex])
24
25 // 轉換
26 String toString()

```

1.5 Java Math

```

1 // 常量
2 static final double E, PI
3
4 // 絕對值/比較
5 static int/long/float/double abs(x)
6 static T max(a, b)
7 static T min(a, b)
8
9 // 取整/四捨五入
10 static double floor(double a)
11 static double ceil(double a)
12 static double rint(double a) // 最接近整數(偶數優先)
13 static long round(double a) / int round(float a)
14 static int floorDiv(int x, int y)
15 static int floorMod(int x, int y)
16
17 // 溢位保護 (exact 系列, Java 8+)
18 static int/long addExact(a, b)
19 static int/long subtractExact(a, b)
20 static int/long multiplyExact(a, b)
21 static int/long incrementExact(a)
22 static int/long decrementExact(a)
23 static int toIntExact(long value)
24 static int/long negateExact(a)
25
26 // 指對數/冪根
27 static double pow(double a, double b)
28 static double sqrt(double a)
29 static double cbrt(double a)
30 static double exp(double a)
31 static double expm1(double x)
32 static double log(double a)
33 static double log10(double a)
34 static double log1p(double x)
35
36 // 三角/雙曲
37 static double sin/cos/tan(double a)
38 static double asin/acos/atan(double a)
39 static double atan2(double y, double x)

```

```

40 static double sinh/cosh/tanh(double a)
41
42 // 其他實用
43 static double hypot(double x, double y)
44 static double toDegrees(double angrad)
45 static double toRadians(double angdeg)
46 static double copySign(double magnitude, double sign)
47 static double nextUp/nextDown(double a)
48 static double nextAfter(double start, double direction)
49 static double ulp(double d)
50 static double random()
51 static double scalb(double d, int scaleFactor)
52 static double fma(double a, double b, double c) // (since 8)
53 static long multiplyHigh(long x, long y) // (since 9)
54 static long multiplyFull(int x, int y) // (since 9, 回傳 long)

```

2 Math

2.1 formula

1. Catalan Number

$$C_n = \frac{1}{n} \binom{2n}{n}, C_{n+1} = \frac{2(2n+1)}{n+2} C_n$$

$$C = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, \dots$$

2. Euler's Formula

對於 v 個點, e 條邊, f 個面, c 個連通分量

$$V + F = E + 2$$

$$V + F = E + C + 1$$

3. Pick's Theorem

點座標均是整數或是正方形格子點的簡單多邊形, 其面積 A 和內部點數量 i , 邊上格點數量 b 的關係為

$$A = i + \frac{b}{2} - 1$$

2.2 extended gcd

給定 a, b, c , 求 $ax + by = c$ 的解

```

1 ll extgcd(ll a, ll b, ll c, ll &x, ll &y){
2     if(b == 0){
3         x = c/a ;
4         y = 0 ;
5         return a ;
6     }
7     ll d = extgcd(b, a%b, c, x, y), tmp =
8         x ;
9     x = y ;
10    y = tmp - (a/b)*y ;
11    return d ;

```

3 Data Structure

3.1 SegmentTree

```

1 #define lc (id << 1)
2 #define rc ((id << 1) | 1)
3
4 struct LazyTag{
5     // type 0 : increase val
6     // type 1 : set to val

```

```

7     // type 1 can overwrite type 0
8     int type ;
9     ll val ;
10 } ;
11
12 struct Node{
13     LazyTag tag ;
14     ll sum ;
15     int sz ;
16 }seg[Maxn << 2] ;
17
18 class SegmentTree{
19 private:
20     void pull(int id){
21         seg[id].sum = seg[lc].sum + seg[rc].sum ;
22     }
23
24     void AddTag(int id, LazyTag &tag){
25         if(tag.type == 0){
26             seg[id].sum += tag.val * seg[id].sz ;
27             seg[id].tag.val += tag.val ;
28         }
29         else{
30             seg[id].sum = tag.val * seg[id].sz ;
31             seg[id].tag = {1, tag.val} ;
32         }
33     }
34
35     void push(int id){
36         AddTag(lc, seg[id].tag) ;
37         AddTag(rc, seg[id].tag) ;
38         seg[id].tag = {0, 0} ;
39     }
40
41 public:
42     void build(int L=1, int R=n, int id=1){
43         seg[id].sum = 0 ;
44         seg[id].tag = {0, 0} ;
45         seg[id].sz = 1 ;
46
47         if(L == R){
48             seg[id].sum = arr[L] ;
49             return ;
50         }
51
52         int M = (L + R) >> 1 ;
53         build(L, M, lc) ;
54         build(M+1, R, rc) ;
55
56         pull(id) ;
57         seg[id].sz = seg[lc].sz + seg[rc].sz ;
58     }
59
60     void modify(int l, int r, LazyTag &tag, int L=1, int R=n, int id=1){
61         if(l <= L && R <= r){
62             AddTag(id, tag) ;
63             return ;
64         }
65
66         push(id) ;
67         int M = (L + R) >> 1 ;
68         if(r <= M) modify(l, r, tag, L, M, lc) ;
69         else if(l > M) modify(l, r, tag, M+1, R, rc) ;
70         else{
71             modify(l, r, tag, L, M, lc) ;
72             modify(l, r, tag, M+1, R, rc) ;
73         }
74         pull(id) ;
75     }
76
77     ll query(int l, int r, int L=1, int R=n, int id=1){

```

```

78     if(l <= L && R <= r) return
        seg[id].sum ;
79
80     push(id) ;
81     int M = (L + R) >> 1 ;
82     if(r <= M) return query(l, r, L, M,
        lc) ;
83     else if(l > M) return query(l, r,
        M+1, R, rc) ;
84     else return query(l, r, L, M, lc) +
        query(l, r, M+1, R, rc) ;
85 }
86 }tree ;

```

3.2 HLD

```

1  /* HLD */
2  int fa[Maxn], top[Maxn], son[Maxn],
    sz[Maxn], dep[Maxn] = {0}, dfn[Maxn],
    rn timer, dfsct = 0 ;
3
4  void dfs1(int u, int from){
5      fa[u] = from ;
6      dep[u] = dep[from] + 1 ;
7      sz[u] = 1 ;
8
9      for ( auto v : g[u] ) if(v != from){
10         dfs1(v, u) ;
11         sz[u] += sz[v] ;
12         if(son[u] == -1 || sz[v] > sz[son[u]])
            son[u] = v ;
13     }
14 }
15
16 void dfs2(int u, int t){
17     top[u] = t ;
18     dfn[u] = ++dfsct ;
19     rn[dfsct] = u ;
20
21     if(son[u] == -1) return ;
22     dfs2(son[u], t) ;
23
24     for ( auto v : g[u] ) if(v != fa[u] && v
        != son[u]){
25         dfs2(v, v) ;
26     }
27 }
28
29 /* Segment Tree */
30 #define lc (id << 1)
31 #define rc ((id << 1) | 1)
32
33 struct ColorSeg{
34     int left, right, tot ;
35
36     ColorSeg operator+(const ColorSeg &o)
        const {
37         if(tot == 0) return o ;
38         if(o.tot == 0) return *this ;
39
40         ColorSeg tmp ;
41         tmp.left = left ;
42         tmp.right = o.right ;
43         tmp.tot = tot + o.tot - (right ==
            o.left) ;
44
45         return tmp ;
46     }
47 } ;
48
49 struct Node{
50     ColorSeg color ;
51     int tag ;
52 }seg[Maxn << 2] ;
53
54 class SegmentTree{

```

```

56 private:
57     void pull(int id){
58         // normal pull
59     }
60
61     void AddTag(int id, int tag){
62         // normal AddTag
63     }
64
65     void push(int id){
66         // normal push
67     }
68
69     void modify(int l, int r, int tag, int
        L=1, int R=n, int id=1){
70         // normal modify
71     }
72
73     ColorSeg query(int l, int r, int L=1, int
        R=n, int id=1){
74         // normal query
75     }
76 public:
77     void build(int L=1, int R=n, int id=1){
78         // normal build
79     }
80
81     // update val from u to v (simple path)
82     void update(int u, int v, int val){
83         while(top[u] != top[v]){
84             if(dep[top[u]] < dep[top[v]]) swap(u,
                v) ;
85             modify(dfn[top[u]], dfn[u], val) ;
86             u = fa[top[u]] ;
87         }
88
89         if(dep[u] < dep[v]) swap(u, v) ;
90         modify(dfn[v], dfn[u], val) ;
91     }
92
93     // get sum from u to v (simple path)
94     int get(int u, int v){
95         pair<int, ColorSeg> U, V ;
96         ColorSeg M ;
97         U = {u, {0, 0, 0}} ;
98         V = {v, {0, 0, 0}} ;
99
100         while(top[U.first] != top[V.first]){
101             if(dep[top[U.first]] <
                dep[top[V.first]]) swap(U, V) ;
102             U.second = query(dfn[top[U.first]],
                dfn[U.first]) + U.second ;
103             U.first = fa[top[U.first]] ;
104         }
105
106         if(dep[U.first] < dep[V.first]) swap(U,
            V) ;
107
108         M = query(dfn[V.first], dfn[U.first]) ;
109
110         return (U.second.tot + V.second.tot +
            M.tot) - (U.second.left == M.right)
            - (V.second.left == M.left) ;
111     }
112 }tree ;
113
114 void init(){
115     memset(son, -1, sizeof(son)) ;
116 }

```

3.3 PST

```

1  // Find range k-th largest number
2  struct Node{
3      int sum, left, right ;
4  }seg[Maxn + 20 * Maxn] ;
5

```

```

6  class PersistentSegmentTree{
7  private:
8      int n ;
9      int cnt ;
10     vector<int> version ;
11
12     int build(int L, int R){
13         int cur_cnt = cnt++ ;
14         if(L == R){
15             seg[cur_cnt] = {0, 0, 0} ;
16             return cur_cnt ;
17         }
18
19         int M = (L + R) >> 1 ;
20         int lc = build(L, M) ;
21         int rc = build(M+1, R) ;
22
23         seg[cur_cnt] = {0, lc, rc} ;
24         return cur_cnt ;
25     }
26 public:
27     PersistentSegmentTree(int _n){
28         n = _n ;
29         cnt = 0 ;
30
31         int root = build(1, n) ;
32         version.push_back(root) ;
33     }
34
35     void update(int ver, int idx){
36         auto upd = [&](auto &&self, const int
            cur, int L, int R){
37             int cur_cnt = cnt++ ;
38
39             if(L == R){
40                 seg[cur_cnt] = {seg[cur].sum + 1, 0,
                    0} ;
41                 return cur_cnt ;
42             }
43
44             int M = (L + R) >> 1 ;
45             int lc = seg[cur].left ;
46             int rc = seg[cur].right ;
47
48             if(idx <= M) lc = self(self,
                seg[cur].left, L, M) ;
49             else rc = self(self, seg[cur].right,
                M+1, R) ;
50
51             seg[cur_cnt] = {seg[lc].sum +
                seg[rc].sum, lc, rc} ;
52
53             return cur_cnt ;
54         };
55
56         int root = upd(upd, version[ver], 1, n) ;
57         version.push_back(root) ;
58     }
59
60     int query(int verL, int verR, int k){
61         auto qry = [&](auto &&self, const int
            cur_old, const int cur_new, int L,
            int R){
62             if(L == R) return L ;
63
64             int old_l = seg[cur_old].left, old_r =
                seg[cur_old].right ;
65             int new_l = seg[cur_new].left, new_r =
                seg[cur_new].right ;
66
67             int dl = seg[new_l].sum -
                seg[old_l].sum ;
68             int dr = seg[new_r].sum -
                seg[old_r].sum ;
69
70             int M = (L + R) >> 1 ;
71

```

```

72     if(dl >= k) return self(self, old_l,
73         new_l, L, M) ;
74     k -= dl ;
75     return self(self, old_r, new_r, M+1,
76         R) ;
77 };
78
79 int idx = qry(qry, version[verL-1],
80     version[verR], 1, n) ;
81 return idx ;
82 }
83 };

```

3.4 Trie

```

1 class TrieNode{
2 public:
3     set<int> end ;
4     TrieNode *next[26] ;
5
6     TrieNode(){
7         for ( int i=0 ; i<26 ; i++ ) next[i]
8             = nullptr ;
9     }
10 };
11
12 class Trie{
13 private:
14     int cnt ;
15     TrieNode *root ;
16 public:
17     Trie() : cnt(0) {
18         root = new TrieNode() ;
19     }
20
21     void insert(string &str, int n){
22         TrieNode* node = root ;
23         for ( auto s : str ){
24             int path = s - 'a' ;
25
26             if(node->next[path] == nullptr)
27                 node->next[path] = new
28                     TrieNode() ;
29             node = node->next[path] ;
30         }
31
32         void search(string &str){
33             TrieNode* node = root ;
34             for ( auto s : str ){
35                 int path = s - 'a' ;
36                 if(node->next[path] == nullptr)
37                     return ;
38                 node = node->next[path] ;
39             }
40
41             int flg = 0 ;
42             for ( auto n : node->end ){
43                 if(flg) cout << " " ;
44                 else flg = 1 ;
45
46                 cout << n ;
47             }
48
49             void clear(TrieNode* node) {
50                 if (!node) return ;
51                 for (int i = 0; i < 26; i++) {
52                     if (node->next[i]) {
53                         clear(node->next[i]) ;
54                     }
55                 }
56                 delete node ;
57             }
58
59             ~Trie(){

```

```

59         clear(root) ;
60     }
61 };

```

4 Graph

4.1 cut vertex AND bridges

```

1 int dfn[Maxn] = {-1}, low[Maxn] = {-1},
2     dfsCnt ;
3
4 void dfs(int u, int fa){
5     dfn[u] = low[u] = ++dfsCnt ;
6     int child = 0 ;
7
8     for ( auto v : g[u] ) if(v != fa){
9         if(dfn[v] == -1){
10             child++ ;
11             dfs(v, u) ;
12             low[u] = min(low[u], low[v]) ;
13
14             if(low[v] >= dfn[u]){
15                 // this edge is a bridge
16             }
17
18             if(u != fa && low[v] >= dfn[u]){
19                 // this node v is a articulation point
20             }
21         }
22         else low[u] = min(low[u], dfn[v]) ;
23     }
24
25     if(u == fa && child > 1){
26         // this node u is a articulation point
27     }
28 }

```

4.2 SCC - Tarjan

```

1 vector<int> scc[Maxn] ;
2 int dfn[Maxn], low[Maxn], sccId[Maxn],
3     dfsCnt = 0, cnt_scc = 0 ;
4 stack<int> st ;
5 bitset<Maxn> inSt, vis ;
6
7 void dfs(int u, int from){
8     dfn[u] = low[u] = ++dfsCnt ;
9     st.push(u) ;
10    inSt[u] = 1 ;
11
12    for ( auto v : g[u] ){
13        if(!inSt[v] && dfn[v] != -1) continue ;
14        if(dfn[v] == -1) dfs(v, u) ;
15        low[u] = min(low[u], low[v]) ;
16    }
17
18    if(dfn[u] == low[u]){
19        cnt_scc++ ;
20        int x ;
21
22        do{
23            x = st.top() ;
24            st.pop() ;
25
26            inSt[x] = 0 ;
27            sccId[x] = cnt_scc ;
28            scc[cnt_scc].push_back(x) ;
29        } while(x != u) ;
30    }
31 }
32
33 // SCC to DAG (after dfs)
34 vector<int> dag[Maxn] ;

```

```

35
36 void scc_to_dag(){
37     vector<int> dag[Maxn] ;
38     for ( int u=1 ; u<=n ; u++ ){
39         for ( auto v : g[u] ){
40             if(sccId[u] != sccId[v]){
41                 dag[sccId[u]].push_back(sccId[v]) ;
42             }
43         }
44     }
45 }
46
47 void init(){
48     memset(dfn, -1, sizeof(dfn)) ;
49     memset(low, -1, sizeof(low)) ;
50 }
51
52 int main(){
53     init() ;
54     input() ;
55     for ( int i=1 ; i<=n ; i++ ) if(dfn[i]
56         == -1){
57         dfs(i, i) ;
58     }
59 }

```

4.3 BCC - Tarjan

```

1 struct Edge{
2     int v, next ;
3 }e[Maxm << 1] ;
4 int head[Maxm], tot = 1 ;
5
6 void add(int u, int v){
7     e[++tot] = {v, head[u]} ;
8     head[u] = tot ;
9     e[++tot] = {u, head[v]} ;
10    head[v] = tot ;
11 }
12
13 bitset<Maxm << 1> > bz ;
14 vector<vector<int> > bcc ;
15 int dfn_cnt = 0, dfn[Maxn], low[Maxn],
16     vis_bcc[Maxn], bcc_cnt = 0 ;
17
18 void dfs1(int u, int from){
19     dfn[u] = low[u] = ++dfn_cnt ;
20
21     for ( int i=head[u] ; i!=-1 ; i=e[i].next
22         ){
23         int v = e[i].v ;
24
25         if(dfn[v] == -1){
26             dfs1(v, i) ;
27             if(dfn[u] < low[v]) bz[i] = bz[i^1] =
28                 1 ;
29             low[u] = min(low[u], low[v]) ;
30         }
31         else if(i != (from ^ 1)) low[u] =
32             min(low[u], dfn[v]) ;
33     }
34 }
35
36 void dfs2(int u, int id){
37     vis_bcc[u] = id ;
38     bcc[id].push_back(u) ;
39
40     for ( int i=head[u] ; i!=-1 ; i=e[i].next
41         ){
42         int v = e[i].v ;
43
44         if(vis_bcc[v] != -1 || bz[i]) continue ;
45         dfs2(v, id) ;
46     }
47 }
48
49 void init(){

```

```

45 memset(dfn, -1, sizeof(dfn)) ;
46 memset(head, -1, sizeof(head)) ;
47 memset(vis_bcc, -1, sizeof(vis_bcc)) ;
48 }
49
50 int main(){
51     init() ;
52     input() ;
53     for ( int i=1 ; i<=n ; i++ ) if(dfn[i]
54         == -1){
55         dfs1(i, 0) ;
56     }
57     for ( int i=1 ; i<=n ; i++ ) if(vis_bcc[i]
58         == -1){
59         bcc.push_back(vector<int>()) ;
60         dfs2(i, bcc_cnt++) ;
61     }

```

4.4 Convex

```

1 struct Coordinate{
2     long long x, y ;
3
4     friend bool operator<(const Coordinate&a,
5         const Coordinate& b){
6         if(a.x == b.x) return a.y < b.y ;
7         return a.x < b.x ;
8     }
9
10    friend bool operator==(const Coordinate&
11        a, const Coordinate& b){
12        return a.x == b.x && a.y == b.y ;
13    } ;
14
15    vector<Coordinate> nodes ;
16
17    long long cross(const Coordinate& o, const
18        Coordinate& a, const Coordinate& b){
19        return (a.x - o.x) * (b.y - o.y) - (a.y -
20            o.y) * (b.x - o.x) ;
21    }
22
23    void input(){
24        nodes.clear() ;
25
26        int n, x, y ;
27        char c ;
28        cin >> n ;
29
30        for ( int i=0 ; i<n ; i++ ){
31            cin >> x >> y >> c ;
32            if(c == 'Y') nodes.push_back({x, y}) ;
33        }
34
35        void monotone(){
36            sort(nodes.begin(), nodes.end()) ;
37
38            int n = unique(nodes.begin(), nodes.end())
39                - nodes.begin() ;
40
41            vector<Coordinate> ch(n+1) ;
42
43            int m = 0 ;
44
45            for ( int i=0 ; i<n ; i++ ){
46                while(m > 1 && cross(ch[m-2], ch[m-1],
47                    nodes[i]) < 0) m-- ;
48                ch[m++] = nodes[i] ;
49            }
50
51            for ( int i=n-2, t=m ; i>=0 ; i-- ){
52                while(m > t && cross(ch[m-2], ch[m-1],
53                    nodes[i]) < 0) m-- ;
54                ch[m++] = nodes[i] ;

```

```

49 }
50
51 if(n > 1) m-- ;
52 cout << m << endl ;
53
54 for ( int i=0 ; i<m ; i++ ) cout <<
55     ch[i].x << " " << ch[i].y << endl ;

```

5 String

5.1 KMP

```

1 int Next[N] ;
2 void kmp(string &str){
3     Next[0] = -1 ;
4     if(str.size() <= 1) return ;
5     Next[1] = 0 ;
6
7     int cur = 2, check = 0 ;
8
9     while(cur < str.size()){
10         if(str[cur - 1] == str[check])
11             Next[cur++] = ++check ;
12         else if(check > 0) check =
13             Next[check] ;
14         else Next[cur++] = 0 ;
15     }
16
17     int main(){
18         ios::sync_with_stdio(false) ;
19         cin.tie(nullptr) ;
20         cout.tie(nullptr) ;
21
22         string s1, s2 ;
23         while(cin >> s1){
24             s2 = s1 ;
25             reverse(s2.begin(), s2.end()) ;
26             kmp(s2) ;
27
28             int x=0, y=0 ;
29             while(x < s1.size() && y < s2.size()){
30                 if(s1[x] == s2[y]){
31                     x++ ;
32                     y++ ;
33                 }
34                 else if(y > 0) y = Next[y] ;
35                 else x++ ;
36             }
37
38             cout << s1 << s2.substr(y) << endl ;
39
40             return 0 ;
41 }

```

5.2 ACAM

```

1 class ACAutomation{
2 private:
3     vector<int> fail, end, order ;
4     vector<vector<int>> tree ;
5
6     int base, alpha ;
7
8     int new_node(){
9         tree.emplace_back(alpha, 0) ;
10        fail.push_back(0) ;
11
12        return tree.size() - 1 ;
13    }
14 public:
15     ACAutomation(int _base='a', int _alpha=26)

```

```

16     : base(_base), alpha(_alpha) {
17         clear() ;
18     }
19
20     void clear(){
21         fail.assign(1, 0) ;
22         order.clear() ;
23         end.clear() ;
24         tree.assign(1, vector<int>(alpha, 0)) ;
25     }
26
27     void add_pattern(const string &pattern){
28         int u = 0 ;
29         for ( auto ch : pattern ){
30             int v = ch - base ;
31
32             if(tree[u][v] == 0) tree[u][v] =
33                 new_node() ;
34             u = tree[u][v] ;
35
36             end.push_back(u) ;
37         }
38
39         void build(){
40             queue<int> q ;
41             order.clear() ;
42             order.push_back(0) ;
43
44             for ( int i=0 ; i<alpha ; i++ )
45                 if(tree[0][i] > 0){
46                     q.push(tree[0][i]) ;
47                 }
48
49             while(!q.empty()){
50                 int u = q.front() ; q.pop() ;
51                 order.push_back(u) ;
52
53                 for ( int i=0 ; i<alpha ; i++ ){
54                     if(tree[u][i] == 0) tree[u][i] =
55                         tree[fail[u]][i] ;
56                     else{
57                         fail[tree[u][i]] = tree[fail[u]][i] ;
58                         q.push(tree[u][i]) ;
59                     }
60                 }
61             }
62
63             vector<int> count_per_pattern(const string
64                 &text) const {
65                 int u = 0 ;
66                 vector<int> vis(tree.size(), 0) ;
67
68                 for ( char ch : text ){
69                     u = tree[u][ch - base] ;
70                     vis[u]++ ;
71                 }
72
73                 for ( int i=order.size()-1 ; i>=1 ; i--
74                     ){
75                     int x = order[i] ;
76                     vis[fail[x]] += vis[x] ;
77                 }
78
79                 vector<int> ans(end.size(), 0) ;
80                 for ( int id=0 ; id<end.size() ; id++ ){
81                     ans[id] = vis[end[id]] ;
82                 }
83                 return ans ;
84             }
85         };

```