

Contents

1 Basic	1
1.1 .vimrc	1
1.2 Increase Stack Size	1
2 flow	1
2.1 Dinic	1
2.2 DMST	2
2.3 ISAP	2
2.4 MinCostFlow	3
2.5 SW min-cut	3
2.6 HLPPA	3
2.7 Hungarian	4
2.8 Hungarian Unbalanced	4
2.9 Gusfield	5
2.10 Relabel to Front	6
2.11 Flow Method	6
3 Math	6
3.1 FFT	6
3.2 NTT	7
3.3 BigInt	7
3.4 Linear Recurrence	8
3.5 Miller Rabin	9
3.6 Simplex	9
3.7 Faulhaber	10
3.8 Chinese Remainder	10
3.9 Pollard Rho	10
3.10 Poly Generator	11
3.11 ax+by=gcd	11
3.12 Mod	11
3.13 Result	11
4 Geometry	11
4.1 halfPlaneIntersection	11
4.2 Convex Hull	12
4.3 Intersection of 2 lines	12
4.4 Intersection of 2 circles	12
4.5 KD Tree	12
4.6 Poly Union	13
4.7 Lower Concave Hull	13
4.8 MCC	14
4.9 Minkowski sum	14
4.10 Min Enclosing Circle	15
4.11 Min/Max Enclosing Rectangle	15
5 Graph	16
5.1 HeavyLightDecomp	16
5.2 DominatorTree	17
5.3 generalWeightedGraphMaxmatching	18
5.4 MaxClique	18
5.5 Strongly Connected Component	19
5.6 Minimum General Weighted Matching	19
6 String	20
6.1 PalTree	20
6.2 SuffixArray	20
6.3 SAIS	20
6.4 SuffixAutomata	21
6.5 Aho-Corasick	21
6.6 Z Value	22
6.7 ZValue Palindrome	22
6.8 Smallest Rotation	22
6.9 Baker Bird	22
6.10 Cyclic LCS	23
7 Data Structure	23
7.1 Treap	23
7.2 Link-Cut Tree	24
7.3 Disjoint Set	25
7.4 Black Magic	25
8 Others	25
8.1 Find max tangent(x,y is increasing)	25

1 Basic

1.1 .vimrc

```
syn on
se ai nu ru cul mouse=a
se cin et ts=2 sw=2 sts=2
so $VIMRUNTIME/mswin.vim
colo desert
se gfn=Monospace\ 14
```

1.2 Increase Stack Size

```
//stack resize
asm( "mov %0,%esp\n" ::"g"(mem+10000000) );
//change esp to rsp if 64-bit system
```

```
//stack resize (linux)
#include <sys/resource.h>
void increase_stack_size() {
    const rlim_t ks = 64*1024*1024;
    struct rlimit rl;
    int res=getrlimit(RLIMIT_STACK, &rl);
    if(res==0){
        if(rl.rlim_cur<ks){
            rl.rlim_cur=ks;
            res=setrlimit(RLIMIT_STACK, &rl);
        }
    }
}
```

2 flow

2.1 Dinic

```
#define N 5010
#define M 60010
#define ll long long
#define inf 1ll<<62
ll to[ M ], next[ M ], head[ M ];
ll cnt , ceng[ M ], que[ M ], w[ M ];
ll n , m , start , end;
void add( ll a , ll b , ll flow ){
    to[ cnt ] = b , next[ cnt ] = head[ a ] , w[ cnt ] =
        flow , head[ a ] = cnt ++;
    to[ cnt ] = a , next[ cnt ] = head[ b ] , w[ cnt ] =
        flow , head[ b ] = cnt ++;
}
void read(){
    memset(head,-1,sizeof head);
    //memset(next,-1,sizeof next);
    scanf( "%lld%lld" , &n , &m );
    ll a , b , flow;
    for( ll i = 1 ; i <= m ; i ++ ){
        scanf( "%lld%lld%lld" , &a , &b , &flow );
        add( a , b , flow );
    }
    end = n , start = 1;
}
bool bfs(){
    memset( ceng , -1 , sizeof(ceng) );
    ll h = 1 , t = 2;
    ceng[ start ] = 0;
    que[ 1 ] = start;
    while( h < t ){
        ll sta = que[ h ++ ];
        for( ll i = head[ sta ] ; ~i ; i = next[ i ] ){
            if( w[ i ] > 0 && ceng[ to[ i ] ] < 0 ){
                ceng[ to[ i ] ] = ceng[ sta ] + 1;
                que[ t ++ ] = to[ i ];
            }
        }
    }
    return ceng[ end ] != -1;
}
```

```

ll find( ll x , ll low ){
    ll tmp = 0 , result = 0;
    if( x == end ) return low;
    for( ll i = head[ x ] ; ~i && result < low ; i = next
        [ i ] ){
        if( w[ i ] > 0 && ceng[ to[ i ] ] == ceng[ x ] + 1
            ){
            tmp = find( to[ i ] , min( w[ i ] , low - result
                ) );
            w[ i ] -= tmp;
            w[ i^1 ] += tmp;
            result += tmp;
        }
    }
    if( !result ) ceng[ x ] = -1;
    return result;
}

ll dinic(){
    ll ans = 0 , tmp;
    while( bfs() ) ans += find( start , inf );
    return ans;
}

int main(){
    read();
    cout << dinic() << endl;
}

```

2.2 DMST

```

/*
 * Edmond's algoirthm for Minimum Directed Spanning
 * Tree
 * runs in O(VE)
 */
const int MAXV = 10010;
const int MAXE = 10010;
const int INF = 2147483647;
struct Edge{
    int u, v, c;
    Edge(){
    }
    Edge(int x, int y, int z) :
        u(x), v(y), c(z){
    }
};
int V, E, root;
Edge edges[MAXE];
inline int newV(){
    V++;
    return V;
}
inline void addEdge(int u, int v, int c){
    E++;
    edges[E] = Edge(u, v, c);
}
bool con[MAXV];
int mnInW[MAXV], prv[MAXV], cyc[MAXV], vis[MAXV];
inline int DMST(){
    fill(con, con+V+1, 0);
    int r1 = 0, r2 = 0;
    while(1){
        fill(mnInW, mnInW+V+1, INF);
        fill(prv, prv+V+1, -1);
        REP(i, 1, E){
            int u = edges[i].u, v = edges[i].v, c = edges[i].
                c;
            if( u != v && v != root && c < mnInW[v] )
                mnInW[v] = c, prv[v] = u;
        }
        fill(vis, vis+V+1, -1);
        fill(cyc, cyc+V+1, -1);
        r1 = 0;
        bool jf = 0;
        REP(i, 1, V){
            if(con[i]) continue;
            if(prv[i] == -1 && i != root) return -1;
            if(prv[i] > 0) r1 += mnInW[i];
            int s;
            for(s = i; s != -1 && vis[s] == -1; s = prv[s])
                vis[s] = i;
            if(s > 0 && vis[s] == i){
                // get a cycle
                jf = 1;
            }
        }
    }
}

```

```

int v = s;
do{
    cyc[v] = s, con[v] = 1;
    r2 += mnInW[v];
    v = prv[v];
}while(v != s);
con[s] = 0;
}
}
if(!jf) break;
REP(i, 1, E){
    int &u = edges[i].u;
    int &v = edges[i].v;
    if(cyc[v] > 0) edges[i].c -= mnInW[edges[i].v];
    if(cyc[u] > 0) edges[i].u = cyc[edges[i].u];
    if(cyc[v] > 0) edges[i].v = cyc[edges[i].v];
    if(u == v) edges[i--] = edges[E--];
}
}
return r1+r2;
}

```

2.3 ISAP

```

#define SZ(c) ((int)(c).size())
struct Maxflow {
    static const int MAXV = 20010;
    static const int INF = 1000000;
    struct Edge {
        int v, c, r;
        Edge(int _v, int _c, int _r) : v(_v), c(_c), r(_r)
        {}
    };
    int s, t;
    vector<Edge> G[MAXV*2];
    int iter[MAXV*2], d[MAXV*2], gap[MAXV*2], tot;
    void flowinit(int x) {
        tot = x+2;
        s = x+1, t = x+2;
        for(int i = 0; i <= tot; i++) {
            G[i].clear();
            iter[i] = d[i] = gap[i] = 0;
        }
    }
    void addEdge(int u, int v, int c) {
        G[u].push_back(Edge(v, c, SZ(G[v])));
        G[v].push_back(Edge(u, 0, SZ(G[u]) - 1));
    }
    int dfs(int p, int flow) {
        if(p == t) return flow;
        for(int &i = iter[p]; i < SZ(G[p]); i++) {
            Edge &e = G[p][i];
            if(e.c > 0 && d[p] == d[e.v]+1) {
                int f = dfs(e.v, min(flow, e.c));
                if(f) {
                    e.c -= f;
                    G[e.v][e.r].c += f;
                    return f;
                }
            }
        }
        if( (--gap[d[p]]) == 0 ) d[s] = tot;
        else {
            d[p]++;
            iter[p] = 0;
            ++gap[d[p]];
        }
        return 0;
    }
    int maxflow() {
        //puts("MF");
        int res = 0;
        gap[0] = tot;
        for(res = 0; d[s] < tot; res += dfs(s, INF));
        return res;
    }
} flow;
Maxflow::Edge e(1, 1, 1);

```

2.4 MinCostFlow

```

/*
  A template for Min Cost Max Flow
  tested with TIOJ 1724
*/
struct MinCostMaxFlow{
    static const int MAXV = 20010;
    static const int INF = 1000000000;
    struct Edge{
        int v, cap, w, rev;
        Edge(){}
        Edge(int t2, int t3, int t4, int t5)
            : v(t2), cap(t3), w(t4), rev(t5) {}
    };
    int V, s, t;
    vector<Edge> g[MAXV];
    void init(int n){
        V = n+2;
        s = n+1, t = n+2;
        for(int i = 1; i <= V; i++) g[i].clear();
    }
    void addEdge(int a, int b, int cap, int w){
        //printf("addEdge %d %d %d %d\n", a, b, cap, w);
        g[a].push_back(Edge(b, cap, w, (int) g[b].size()));
        g[b].push_back(Edge(a, 0, -w, ((int) g[a].size()) - 1));
    }
    int d[MAXV], id[MAXV], mom[MAXV];
    bool inqu[MAXV];
    int qu[2000000], ql, qr; //the size of qu should be
        much large than MAXV
    int mncmxf(){
        int mxf = 0, mnc = 0;
        while(1){
            fill(d+1, d+1+V, -INF);
            fill(inqu+1, inqu+1+V, 0);
            fill(mom+1, mom+1+V, -1);
            mom[s] = s;
            d[s] = 0;
            ql = 1, qr = 0;
            qu[++qr] = s;
            inqu[s] = 1;
            while(ql <= qr){
                int u = qu[ql++];
                inqu[u] = 0;
                for(int i = 0; i < (int) g[u].size(); i++){
                    Edge &e = g[u][i];
                    int v = e.v;
                    if(e.cap > 0 && d[v] < d[u]+e.w){
                        // for min cost : d[v] > d[u]+e.w
                        d[v] = d[u]+e.w;
                        mom[v] = u;
                        id[v] = i;
                        if(!inqu[v]) qu[++qr] = v, inqu[v] = 1;
                    }
                }
            }
            if(mom[t] == -1) break;
            int df = INF;
            for(int u = t; u != s; u = mom[u])
                df = min(df, g[mom[u]][id[u]].cap);
            for(int u = t; u != s; u = mom[u]){
                Edge &e = g[mom[u]][id[u]];
                e.cap -= df;
                g[e.v][e.rev].cap += df;
            }
            //printf("mxf %d mnc %d\n", mxf, mnc);
            mxf += df;
            mnc += df*d[t];
            //printf("mxf %d mnc %d\n", mxf, mnc);
        }
        return mnc;
    }
} flow;

```

2.5 SW min-cut

```

struct SW{ // O(V^3)
    static const int MXN = 514;
    int n, vst[MXN], del[MXN];
    int edge[MXN][MXN], wei[MXN];
    void init(int _n){
        n = _n;
        FZ(edge);
        FZ(del);
    }
    void add_edge(int u, int v, int w){
        edge[u][v] += w;
        edge[v][u] += w;
    }
    void search(int &s, int &t){
        FZ(vst); FZ(wei);
        s = t = -1;
        while (true){
            int mx=-1, cur=0;
            for (int i=0; i<n; i++){
                if (!del[i] && !vst[i] && mx<wei[i])
                    cur = i, mx = wei[i];
                if (mx == -1) break;
            }
            vst[cur] = 1;
            s = t;
            t = cur;
            for (int i=0; i<n; i++){
                if (!vst[i] && !del[i]) wei[i] += edge[cur][i];
            }
        }
    }
    int solve(){
        int res = 2147483647;
        for (int i=0,x,y; i<n-1; i++){
            search(x,y);
            res = min(res,wei[y]);
            del[y] = 1;
            for (int j=0; j<n; j++){
                edge[x][j] = (edge[j][x] += edge[y][j]);
            }
        }
        return res;
    }
}graph;

```

2.6 HLPPA

```

/* Highest-Label Preflow Push Algorithm */
// tested with sgu-212 (more testing suggested)
int n,m,src,sink;
int deg[MAXN],adj[MAXN][MAXN],res[MAXN][MAXN]; //
    residual capacity
// graph (i.e. all things above) should be constructed
    beforehand
int ef[MAXN],ht[MAXN]; // excess flow, height
int apt[MAXN]; // the next adj index to try push
int htodo; // highest label to check with
int hcnt[MAXN*2]; // number of nodes with height h
queue<int> ovque[MAXN*2]; // used to implement highest-
    label selection
bool inque[MAXN];
inline void push(int v,int u) {
    int a=min(ef[v],res[v][u]);
    ef[v]-=a; ef[u]+=a;
    res[v][u]-=a; res[u][v]+=a;
    if(!inque[u]) {
        inque[u]=1;
        ovque[ht[u]].push(u);
    }
}
inline void relabel(int v) {
    int i,u,oldh;
    oldh=ht[v]; ht[v]=2*n;
    for(i=0;i<deg[v];i++){
        u=adj[v][i];
        if(res[v][u]) ht[v]=min(ht[u]+1,ht[v]);
    }
    // gap speedup
    hcnt[oldh]--; hcnt[ht[v]]++;
    if(0<oldh&&oldh<n&&hcnt[oldh]==0) {

```

```

    for(i=0;i<n;i++) {
        if(ht[i]>oldh&&ht[i]<n) {
            hcnt[ht[i]]--;
            hcnt[n]++;
            ht[i]=n;
        }
    }
    // update queue
    htodo=ht[v]; ovque[ht[v]].push(v); inque[v]=1;
}
inline void initPreflow() {
    int i,u;
    for(i=0;i<n;i++) {
        ht[i]=ef[i]=0;
        apt[i]=0; inque[i]=0;
    }
    ht[src]=n;
    for(i=0;i<deg[src];i++) {
        u=adj[src][i];
        ef[u]=res[src][u];
        ef[src]-=ef[u];
        res[u][src]=ef[u];
        res[src][u]=0;
    }
    htodo=n-1;
    for(i=0;i<2*n;i++) {
        hcnt[i]=0;
        while(!ovque[i].empty()) ovque[i].pop();
    }
    for(i=0;i<n;i++) {
        if(i==src||i==sink) continue;
        if(ef[i]) {
            inque[i]=1;
            ovque[ht[i]].push(i);
        }
        hcnt[ht[i]]++;
    }
    // to ensure src & sink is never added to queue
    inque[src]=inque[sink]=1;
}
inline void discharge(int v) {
    int u;
    while(ef[v]) {
        if(apt[v]==deg[v]) {
            relabel(v);
            apt[v]=0;
            continue;
        }
        u=adj[v][apt[v]];
        if(res[v][u]&&ht[v]==ht[u]+1) push(v,u);
        else apt[v]++;
    }
}
inline void hlppa() {
    int v;
    list<int>::iterator it;
    initPreflow();
    while(htodo>=0) {
        if(!ovque[htodo].size()) {
            htodo--;
            continue;
        }
        v=ovque[htodo].front();
        ovque[htodo].pop();
        inque[v]=0;
        discharge(v);
    }
}

```

2.7 Hungarian

```

#define NIL -1
#define INF 1000000000
int n,matched;
int cost[MAXNUM][MAXNUM];
bool sets[MAXNUM]; // whether x is in set S
bool sett[MAXNUM]; // whether y is in set T
int xlabel[MAXNUM],ylabel[MAXNUM];
int xy[MAXNUM],yx[MAXNUM]; // matched with whom

```

```

int slack[MAXNUM]; // given y: min{xlabel[x]+ylabel[y]-
cost[x][y]} | x not in S
int prev[MAXNUM]; // for augmenting matching
inline void relabel() {
    int i,delta=INF;
    for(i=0;i<n;i++) if(!sett[i]) delta=min(slack[i],
delta);
    for(i=0;i<n;i++) if(sets[i]) xlabel[i]-=delta;
    for(i=0;i<n;i++) {
        if(sett[i]) ylabel[i]+=delta;
        else slack[i]-=delta;
    }
}
inline void add_sets(int x) {
    int i;
    sets[x]=1;
    for(i=0;i<n;i++) {
        if(xlabel[x]+ylabel[i]-cost[x][i]<slack[i]) {
            slack[i]=xlabel[x]+ylabel[i]-cost[x][i];
            prev[i]=x;
        }
    }
}
inline void augment(int final) {
    int x=prev[final],y=final,tmp;
    matched++;
    while(1) {
        tmp=xy[x]; xy[x]=y; yx[y]=x; y=tmp;
        if(y==NIL) return;
        x=prev[y];
    }
}
inline void phase() {
    int i,y,root;
    for(i=0;i<n;i++) { sets[i]=sett[i]=0; slack[i]=INF; }
    for(root=0;root<n&&xy[root]!=NIL;root++);
    add_sets(root);
    while(1) {
        relabel();
        for(y=0;y<n;y++) if(!sett[y]&&slack[y]==0) break;
        if(yx[y]==NIL) { augment(y); return; }
        else { add_sets(yx[y]); sett[y]=1; }
    }
}
inline int hungarian() {
    int i,j,c=0;
    for(i=0;i<n;i++) {
        xy[i]=yx[i]=NIL;
        xlabel[i]=ylabel[i]=0;
        for(j=0;j<n;j++) xlabel[i]=max(cost[i][j],xlabel[i]
j);
    }
    for(i=0;i<n;i++) phase();
    for(i=0;i<n;i++) c+=cost[i][xy[i]];
    return c;
}

```

2.8 Hungarian Unbalanced

```

const int nil = -1;
const int inf = 1000000000;
int xn,yn,matched;
int cost[MAXN][MAXN];
bool sets[MAXN]; // whether x is in set S
bool sett[MAXN]; // whether y is in set T
int xlabel[MAXN],ylabel[MAXN];
int xy[MAXN],yx[MAXN]; // matched with whom
int slack[MAXN]; // given y: min{xlabel[x]+ylabel[y]-
cost[x][y]} | x not in S
int prev[MAXN]; // for augmenting matching
inline void relabel() {
    int i,delta=inf;
    for(i=0;i<yn;i++) if(!sett[i]) delta=min(slack[i],
delta);
    for(i=0;i<xn;i++) if(sets[i]) xlabel[i]-=delta;
    for(i=0;i<yn;i++) {
        if(sett[i]) ylabel[i]+=delta;
        else slack[i]-=delta;
    }
}

```

```

inline void add_sets(int x) {
    int i;
    sets[x]=1;
    for(i=0;i<yn;i++) {
        if(xlabel[x]+ylabel[i]-cost[x][i]<slack[i]) {
            slack[i]=xlabel[x]+ylabel[i]-cost[x][i];
            prev[i]=x;
        }
    }
}
inline void augment(int final) {
    int x=prev[final],y=final,tmp;
    matched++;
    while(1) {
        tmp=xy[x]; xy[x]=y; yx[y]=x; y=tmp;
        if(y==nil) return;
        x=prev[y];
    }
}
inline void phase() {
    int i,y,root;
    for(i=0;i<xn;i++) sets[i]=0;
    for(i=0;i<yn;i++) { sett[i]=0; slack[i]=inf; }
    for(root=0;root<xn&&xy[root]!=nil;root++);
    add_sets(root);
    while(1) {
        relabel();
        for(y=0;y<yn;y++) if(!sett[y]&&slack[y]==0) break;
        if(yx[y]==nil) { augment(y); return; }
        else { add_sets(yx[y]); sett[y]=1; }
    }
}
inline int hungarian() {
    int i,j,c=0;
    matched=0;
    // we must have "xn<yn"
    bool swapxy=0;
    if(xn>yn) {
        swapxy=1;
        int mn=max(xn,yn);
        swap(xn,yn);
        for(int i=0;i<mn;i++)
            for(int j=0;j<i;j++)
                swap(cost[i][j],cost[j][i]);
    }
    for(i=0;i<xn;i++) {
        xy[i]=nil;
        xlabel[i]=0;
        for(j=0;j<yn;j++) xlabel[i]=max(cost[i][j],xlabel[i]);
    }
    for(i=0;i<yn;i++) {
        yx[i]=nil;
        ylabel[i]=0;
    }
    for(i=0;i<xn;i++) phase();
    for(i=0;i<xn;i++) c+=cost[i][xy[i]];
    // recover cost matrix (if necessary)
    if(swapxy) {
        int mn=max(xn,yn);
        swap(xn,yn);
        for(int i=0;i<mn;i++)
            for(int j=0;j<i;j++)
                swap(cost[i][j],cost[j][i]);
    }
    // need special recovery if we want more info than
    // matching value
    return c;
}

```

2.9 Gusfield

```

#define SOURCE 0
#define SINK 1
const unsigned int inf=4000000000u;
int n,m,deg[MAXNUM],adj[MAXNUM][MAXNUM];
unsigned int res[MAXNUM][MAXNUM],cap[MAXNUM][MAXNUM];
int nei[MAXNUM],gdeg[MAXNUM],gadj[MAXNUM][MAXNUM];
unsigned int gres[MAXNUM][MAXNUM];
unsigned int cut[MAXNUM][MAXNUM];

```

```

unsigned int cutarr[MAXNUM*MAXNUM];
int cutn,ql,q,que[MAXNUM],pred[MAXNUM];
unsigned int aug[MAXNUM];
bool cutset[MAXNUM];
int visited[MAXNUM],visid=0;
inline void augment(int src,int sink) {
    int v=sink; unsigned a=aug[sink];
    while(v!=src) {
        res[pred[v]][v]-=a;
        res[v][pred[v]]+=a;
        v=pred[v];
    }
}
inline bool bfs(int src,int sink) {
    int i,v,u; ++visid;
    ql=qr=0; que[qr++]=src;
    visited[src]=visid; aug[src]=inf;
    while(ql<qr) {
        v=que[ql++];
        for(i=0;i<deg[v];i++) {
            u=adj[v][i];
            if(visited[u]==visid||res[v][u]==0) continue;
            visited[u]=visid; pred[u]=v;
            aug[u]=min(aug[v],res[v][u]);
            que[qr++]=u;
            if(u==sink) return 1;
        }
    }
    return 0;
}
void dfs_src(int v) {
    int i,u;
    visited[v]=visid;
    cutset[v]=SOURCE;
    for(i=0;i<deg[v];i++) {
        u=adj[v][i];
        if(visited[u]<visid&&res[v][u]) dfs_src(u);
    }
}
inline unsigned int maxflow(int src,int sink) {
    int i,j;
    unsigned int f=0;
    for(i=0;i<xn;i++) {
        for(j=0;j<deg[i];j++) res[i][adj[i][j]]=cap[i][adj[i][j]];
        cutset[i]=SINK;
    }
    while(bfs(src,sink)) {
        augment(src,sink);
        f+=aug[sink];
    }
    ++visid;
    dfs_src(src);
    return f;
}
inline void gusfield() {
    int i,j;
    unsigned int f;
    for(i=0;i<n;i++) { nei[i]=0; gdeg[i]=0; }
    for(i=1;i<n;i++) {
        f=maxflow(i,nei[i]);
        gres[i][nei[i]]=gres[nei[i]][i]=f;
        gadj[i][gdeg[i]++]=nei[i];
        gadj[nei[i]][gdeg[nei[i]]++]=i;
        for(j=i+1;j<n;j++)
            if(nei[j]==nei[i]&&cutset[j]==SOURCE) nei[j]=i;
    }
}
void dfs(int v,int pred,int src,unsigned int cur) {
    int i,u;
    cut[src][v]=cur;
    for(i=0;i<gdeg[v];i++) {
        u=gadj[v][i];
        if(u==pred) continue;
        dfs(u,v,src,min(cur,gres[v][u]));
    }
}
inline void find_all_cuts() {
    int i;
    cutn=0; gusfield();
    for(i=0;i<n;i++) dfs(i,-1,i,inf);
}

```

2.10 Relabel to Front

```

/* Relabel-to-Front */
// tested with sgu-212 (more testing suggested)
int n,m,layer,src,sink,lv1[MAXN];
Edge ed[MAXM];
int deg[MAXN],adj[MAXN][MAXN];
int res[MAXN][MAXN]; // residual capacity
// graph (i.e. all things above) should be constructed
// beforehand
list<int> lst; // discharge list
int ef[MAXN],ht[MAXN];
// excess flow, height
int apt[MAXN]; // the next adj index to try push
inline void push(int v,int u) {
    int a=min(ef[v],res[v][u]);
    ef[v]-=a; ef[u]+=a;
    res[v][u]-=a; res[u][v]+=a;
}
inline void relabel(int v) {
    int i,u;
    ht[v]=2*n;
    for(i=0;i<deg[v];i++) {
        u=adj[v][i];
        if(res[v][u]) ht[v]=min(ht[u]+1,ht[v]);
    }
}
inline void initPreflow() {
    int i,u;
    lst.clear();
    for(i=0;i<n;i++) {
        ht[i]=ef[i]=0; apt[i]=0;
        if(i!=src&&i!=sink) lst.push_back(i);
    }
    ht[src]=n;
    for(i=0;i<deg[src];i++) {
        u=adj[src][i];
        ef[u]=res[src][u];
        ef[src]-=ef[u];
        res[u][src]=ef[u];
        res[src][u]=0;
    }
}
inline void discharge(int v) {
    int u;
    while(ef[v]) {
        if(apt[v]==deg[v]) {
            relabel(v);
            apt[v]=0;
            continue;
        }
        u=adj[v][apt[v]];
        if(res[v][u]&&ht[v]==ht[u]+1) push(v,u);
        else apt[v]++;
    }
}
inline void relabelToFront() {
    int oldh,v;
    list<int>::iterator it;
    initPreflow();
    for(it=lst.begin();it!=lst.end();it++) {
        v=*it; oldh=ht[v]; discharge(v);
        if(ht[v]>oldh) {
            lst.push_front(v);
            lst.erase(it);
            it=lst.begin();
        }
    }
}

```

2.11 Flow Method

Maximize $c^T x$ subject to $Ax \leq b$, $x \geq 0$;
 with the corresponding symmetric dual problem,
 Minimize $b^T y$ subject to $A^T y \geq c$, $y \geq 0$.

Maximize $c^T x$ subject to $Ax \leq b$;
 with the corresponding asymmetric dual problem,
 Minimize $b^T y$ subject to $A^T y = c$, $y \geq 0$.

有源匯，有下界，最大流，無費用。

先從 t 連向 s ，容量設為無限大。這樣就變成了無源匯的情況。將每條有下界的邊先滿上下界的流量，然後更新盈餘量（入的流量-出的流量）。新建超級源 ss 和超級匯 tt ，若某個點 u 的盈餘量 >0 則 $ss \rightarrow u$ ，容量為 u 的盈餘量。否則 $u \rightarrow tt$ ，容量為 u 的盈餘量的相反數。如果一個點的盈餘量 >0 ，則它是一定要流出去的，所以要從 ss 連向它，使它去找這些流量的出路。建完了圖以後求一遍最大流，如果從 ss 連出的所有邊都滿流，則有解。在得到的殘留網路（原圖）上再求一次最大流即可。

3 Math

3.1 FFT

```

typedef long long ll;
typedef unsigned int uint;
#define maxn 310010
#define nmaxn 141073
struct comp{
    double a, b;
    comp( double a_ = 0.0 , double b_ = 0.0 ) : a( a_ )
    , b( b_ ){}
} null ;
comp operator+ ( const comp &a , const comp &b ) {
    return comp(a.a+b.a,a.b+b.b);
}
comp operator- ( const comp &a , const comp &b ) {
    return comp(a.a-b.a,a.b-b.b);
}
comp operator* ( const comp &a , const comp &b ) {
    return comp(a.a*b.a-a.b*b.b,a.a*b.b+a.b*b.a);
}
char s[ maxn ];
int n ;
comp A[ nmaxn ] , B[ nmaxn ] , C[ nmaxn ] ;
const double pi = acos( -1 );
int L = 6 ;
ll base[ 10 ] , M = 1000000 ;
int get( comp *A ){
    if ( scanf( "%s" , s ) == EOF ) return 0 ;
    int a = 0 , p = 0 , l = 0 ;
    for ( register int i = strlen( s ) - 1 ; i >= 0 ; i -- ) {
        a += ( s[ i ] - '0' ) * base[ p ++ ] ;
        if( p == L ) A[ l ++ ] = comp( a , 0 ) , a = p = 0 ;
    }
    if ( a ) A[ l ++ ] = comp( a , 0 ) ;
    return l;
}
bool init(){
    base[ 0 ] = 1 ;
    for ( register int i = 1 ; i <= L ; i ++ ) base[ i ]
    = base[ i - 1 ] * 10 ;
    int l = get( A ) + get( B );
    if ( l == 0 ) return false ;
    for ( n = 1 ; n < l ; n <= 1 );
    //printf( "%d\n" , n );
    return true ;
}
comp p[ 2 ][ nmaxn ]; int typ;
uint rev( uint a ){
    a = ( ( a & 0x55555555U ) << 1 ) | ( ( a & 0
    xAAAAAAAU ) >> 1 );
    a = ( ( a & 0x33333333U ) << 2 ) | ( ( a & 0
    xCCCCCCCCU ) >> 2 );
    a = ( ( a & 0x0F0F0F0FU ) << 4 ) | ( ( a & 0
    xF0F0F0F0U ) >> 4 );
    a = ( ( a & 0x00FF00FFU ) << 8 ) | ( ( a & 0
    xFF00FF00U ) >> 8 );
    a = ( ( a & 0x0000FFFFU ) << 16 ) | ( ( a & 0
    xFFFF0000U ) >> 16 );
    return a;
}
void FFT( comp *s , comp *bac , int n ){
    register int d = log2( n );

```



```

for ( register int i = 0 ; i < n ; i ++ ) s[ rev( i )
    >> ( 32 - d ) ] = bac[ i ];
for ( register int i = 1 ; i <= d ; i ++ ) {
    int step = 1 << i , v = step >> 1 , rstep = n /
        step ;
    for ( register int j = 0 ; j <= n - 1 ; j += step )
    {
        comp *t = p[ typ ];
        for ( register int k = 0 ; k < v ; k ++ , t +=
            rstep ) {
            comp d = ( *t ) * s[ k + j + v ];
            s[ k + j + v ] = s[ k + j ] - d ;
            s[ k + j ] = s[ k + j ] + d ;
        }
    }
}
ll ans[ 4 * maxn ];
bool work(){
    if ( !init() ) return false ;
    p[ 0 ][ 0 ] = comp( 1 , 0 ) , p[ 1 ][ 0 ] = comp( 1 ,
        0 );
    for ( register int i = 1 ; i < n ; i ++ ) {
        p[ 0 ][ i ] = comp( cos( 2 * i * pi / n ) , sin( 2
            * i * pi / n ) );
        p[ 1 ][ i ] = comp( cos( 2 * i * pi / n ) , -sin( 2
            * i * pi / n ) );
    }
    typ = 0 ; FFT( C , A , n ) , FFT( A , B , n ) ;
    for ( register int i = 0 ; i < n ; i ++ ) A[ i ] = A[
        i ] * C[ i ] ;
    typ = 1 ; FFT( C , A , n ) ;
    for ( register int i = 0 ; i < n ; i ++ )
        ans[ i ] = C[ i ].a / n + 0.1 , A[ i ] = null , B[
            i ] = null ;
    for ( register int i = 0 ; i < n ; i ++ )
        if ( ans[ i ] >= M ) ans[ i + 1 ] += ans[ i ] / M ,
            ans[ i ] %= M ;
    while ( n > 1 && ans[ n - 1 ] <= 0 ) n -- ;
    printf( "%lld" , ans[ n - 1 ] ) ;
    for( register int i = n - 2 ; i >= 0 ; i -- ) printf(
        "%06lld" , ans[ i ] );
    puts( "" ) ;
    return true ;
}

```

3.2 NTT

```

ll P=2013265921,root=31;
int MAXNUM=4194304;
// Remember coefficient are mod P
/*
p=a*2^n+1
n  2^n      p      a      root
5   32      97      3      5
6   64     193      3      5
7  128     257      2      3
8  256     257      1      3
9  512     7681     15     17
10 1024    12289     12     11
11 2048    12289      6     11
12 4096    12289      3     11
13 8192    40961      5      3
14 16384   65537      4      3
15 32768   65537      2      3
16 65536   65537      1      3
17 131072  786433      6     10
18 262144  786433      3     10 (605028353,
    2308, 3)
19 524288  5767169     11      3
20 1048576 7340033      7      3
21 2097152 23068673     11      3
22 4194304 104857601     25      3
23 8388608 167772161     20      3
24 16777216 167772161     10      3
25 33554432 167772161      5      3 (1107296257, 33,
    10)
26 67108864 469762049      7      3
27 134217728 2013265921    15     31
*/

```

```

ll bigmod(ll a,ll b){
    if(b==0)return 1;
    return (bigmod((a*a)%P,b/2)*(b%2?a:1ll))%P;
}
ll inv(ll a,ll b){
    if(a==1)return 1;
    return (((long long)(a-inv(b*a,a))*b+1)/a)%b;
}
std::vector<ll> ps(MAXNUM);
std::vector<ll> rev(MAXNUM);
struct poly{
    std::vector<ll> co;
    int n;//polynomial degree = n
    poly(int d){n=d;co.resize(n+1,0);}
    void trans2(int NN){
        int r=0,st,N;
        unsigned int a,b;
        while((1<r)<(NN>>1))++r;
        for(N=2;N<=NN;N<=1,--r){
            for(st=0;st<NN;st+=N){
                int i,ss=st+(N>>1);
                for(i=(N>>1)-1;i>=0;--i){
                    a=co[st+i]; b=(ps[i<r]*co[ss+i])%P;
                    co[st+i]=a+b; if(co[st+i]>=P)co[st+i]-=P;
                    co[ss+i]=a-P-b; if(co[ss+i]>=P)co[ss+i]-=P;
                }
            }
        }
    }
    void trans1(int NN){
        int r=0,st,N;
        unsigned int a,b;
        for(N=NN;N>1;N>=1,++r){
            for(st=0;st<NN;st+=N){
                int i,ss=st+(N>>1);
                for(i=(N>>1)-1;i>=0;--i){
                    a=co[st+i]; b=co[ss+i];
                    co[st+i]=a+b; if(co[st+i]>=P)co[st+i]-=P;
                    co[ss+i]=(a-P-b)*ps[i<r]%P;
                }
            }
        }
    }
    poly operator*(const poly& _b)const{
        poly a=*this,b=_b;
        int k=n+b.n,i,N=1;
        while(N<=k)N*=2;
        a.co.resize(N,0); b.co.resize(N,0);
        int r=bigmod(root,(P-1)/N,Ni=inv(N,P);
        ps[0]=1;
        for(i=1;i<N;++i)ps[i]=(ps[i-1]*r)%P;
        a.trans1(N);b.trans1(N);
        for(i=0;i<N;++i)a.co[i]=((long long)a.co[i]*b.co[i]
            )%P;
        r=inv(r,P);
        for(i=1;i<N/2;++i)std::swap(ps[i],ps[N-i]);
        a.trans2(N);
        for(i=0;i<N;++i)a.co[i]=((long long)a.co[i]*Ni)%P;
        a.n=n+_b.n; return a;
    }
};

```

3.3 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];
        snprintf(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;
}
};

```

3.4 Linear Recurrence

```

ll n, m;
ll dp[ N + N ];
void pre_dp() {
    dp[ 0 ] = 1;
    ll bdr = min( m + m , n );
    for( ll i = 1 ; i <= bdr ; i ++ )
        for( ll j = i - 1 ; j >= max( 0ll , i - m ) ; j -- )
            dp[ i ] = add( dp[ i ] , dp[ j ] );
}
vector<ll> Mul( const vector<ll>& v1, const vector<ll>&
    v2 ) {
    int _sz1 = (int)v1.size();
    int _sz2 = (int)v2.size();
    assert( _sz1 == m );
}

```



```

assert( _sz2 == m );
vector<ll> _v( m + m );
for( int i = 0 ; i < m + m ; i ++ ) _v[ i ] = 0;
// expand
for( int i = 0 ; i < _sz1 ; i ++ )
    for( int j = 0 ; j < _sz2 ; j ++ )
        _v[ i + j + 1 ] = add( _v[ i + j + 1 ] , mul( v1[
            i ] , v2[ j ] ) );
// shrink
for( int i = 0 ; i < m ; i ++ )
    for( int j = 1 ; j <= m ; j ++ )
        _v[ i + j ] = add( _v[ i + j ] , _v[ i ] );
for( int i = 0 ; i < m ; i ++ )
    _v[ i ] = _v[ i + m ];
_v.resize( m );
return _v;
}
vector<ll> I, A;
void solve(){
    pre_dp();
    if( n <= m + m ){
        printf( "%lld\n" , dp[ n ] );
        exit( 0 );
    }
    I.resize( m );
    A.resize( m );
    for( int i = 0 ; i < m ; i ++ ) I[ i ] = A[ i ] = 1;
    // dp[ n ] = /Sum_{i=0}^{m-1} A_i * dp[ n - i - 1 ]
    ll dlt = ( n - m ) / m;
    ll rdl = dlt * m;
    while( dlt ){
        if( dlt & 1ll ) I = Mul( I , A );
        A = Mul( A , A );
        dlt >>= 1;
    }
    ll ans = 0;
    for( int i = 0 ; i < m ; i ++ )
        ans = add( ans , mul( I[ i ] , dp[ n - i - 1 - rdl ] ) );
    printf( "%lld\n" , ans );
}

```

3.5 Miller Rabin

```

// n < 4,759,123,141      3 : 2, 7, 61
// n < 1,122,004,669,633  4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383  6 : pimes <= 13
// n < 2^64               7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022
ll power(ll x, ll p, ll mod){
    ll s=1, m=x;
    while(p) {
        if(p&1) s=mult(s,m,mod);
        p>>=1;
        m=mult(m,m,mod);
    }
    return s;
}
bool witness(ll a, ll n, ll u, int t){
    ll x=power(a,u,n);
    for(int i=0;i<t;i++){
        ll nx=mult(x,x,n);
        if(nx==1&&x!=1&&x!=n-1) return 1;
        x=nx;
    }
    return x!=1;
}
bool miller_rabin(ll n, int s=100) {
    // iterate s times of witness on n
    // return 1 if prime, 0 otherwise
    if(n<2) return 0;
    if(!(n&1)) return n==2;
    ll u=n-1;
    int t=0;
    // n-1 = u*2^t
    while(u&1) {
        u>>=1;
        t++;
    }
    while(s--){

```

```

        ll a=randll()%(n-1)+1;
        if(witness(a,n,u,t)) return 0;
    }
    return 1;
}

```

3.6 Simplex

```

const int maxn = 111;
const int maxm = 111;
const double eps = 1E-10;
double a[maxn][maxm], b[maxn], c[maxn], d[maxn][maxm];
double x[maxn];
int ix[maxn + maxm]; // !!! array all indexed from 0
// max{cx} subject to {Ax<=b, x>=0}
// n: constraints, m: vars !!!
// x[] is the optimal solution vector
//
// usage :
// value = simplex(a, b, c, N, M);
double simplex(double a[maxn][maxm], double b[maxn],
    double c[maxn], int n, int m) {
    ++m;
    int r = n, s = m - 1;
    memset(d, 0, sizeof(d));
    for( int i = 0; i < n + m; ++i) ix[i] = i;
    for( int i = 0; i < n; ++i) {
        for( int j = 0; j < m - 1; ++j) d[i][j] = -a[i][j];
        d[i][m - 1] = 1;
        d[i][m] = b[i];
        if( d[r][m] > d[i][m] ) r = i;
    }
    for( int j = 0; j < m - 1; ++j) d[n][j] = c[j];
    d[n + 1][m - 1] = -1;
    for( double dd; ) {
        if( r < n ) {
            int t = ix[s]; ix[s] = ix[r + m]; ix[r + m] = t;
            d[r][s] = 1.0 / d[r][s];
            for( int j = 0; j <= m; ++j) if( j != s ) d[r][j]
                *= -d[r][s];
            for( int i = 0; i <= n + 1; ++i) if( i != r ) {
                for( int j = 0; j <= m; ++j) if( j != s ) d[i][j]
                    += d[r][j] * d[i][s];
                d[i][s] *= d[r][s];
            }
        }
        r = -1; s = -1;
        for( int j = 0; j < m; ++j) if( s < 0 || ix[s] > ix[j] ) {
            if( d[n + 1][j] > eps || (d[n + 1][j] > -eps && d[n][j] > eps) ) s = j;
        }
        if( s < 0 ) break;
        for( int i = 0; i < n; ++i) if( d[i][s] < -eps ) {
            if( r < 0 || (dd = d[r][m] / d[r][s] - d[i][m] / d[i][s]) < -eps || (dd < eps && ix[r + m] > ix[i + m]) ) r = i;
        }
        if( r < 0 ) return -1; // not bounded
    }
    if( d[n + 1][m] < -eps ) return -1; // not executable
    double ans = 0;
    for( int i = 0; i < m; i++) x[i] = 0;
    for( int i = m; i < n + m; ++i) { // the missing
        enumerated x[i] = 0
        if( ix[i] < m - 1 )
        {
            ans += d[i - m][m] * c[ix[i]];
            x[ix[i]] = d[i - m][m];
        }
    }
    return ans;
}

```

3.7 Faulhaber

```

/* faulhaber 's formula -
 * calculate power sum formula of all p=1~k in O(k^2)
 */
#define MAXK 2500
const int mod = 1000000007;
int b[MAXK];
// bernoulli number
int inv[MAXK+1];
// inverse
int cm[MAXK+1][MAXK+1]; // combinatorics
int co[MAXK][MAXK+2];
// coeeficient of x^j when p=i
inline int add(int a,int b) { return a+b<mod?a+b:a+b-mod; }
inline int sub(int a,int b) { return a<b?a-b+mod:a-b; }
inline int getinv(int x) {
    int a=x,b=mod,a0=1,a1=0,b0=0,b1=1;
    while(b) {
        int q,t;
        q=a/b; t=b; b=a-b*q; a=t;
        t=b0; b0=a0-b0*q; a0=t;
        t=b1; b1=a1-b1*q; a1=t;
    }
    return a0<0?a0+mod:a0;
}
inline void pre() {
    /* combinational */
    for(int i=0;i<=MAXK;i++) {
        cm[i][0]=cm[i][i]=1;
        for(int j=1;j<i;j++) cm[i][j]=add(cm[i-1][j-1],cm[i-1][j]);
    }
    /* inverse */
    for(int i=1;i<=MAXK;i++) inv[i]=getinv(i);
    /* bernoulli */
    b[0]=1; b[1]=getinv(2); // with b[1] = 1/2
    for(int i=2;i<=MAXK;i++) {
        if(i&1) { b[i]=0; continue; }
        b[i]=1;
        for(int j=0;j<i;j++)
            b[i]=sub(b[i],(long long)cm[i][j]*b[j]%mod*inv[i-j+1]%mod);
    }
    /* faulhaber */
    // sigma_x=1~n {x^p} = 1/(p+1) * sigma_j=0~p { C(p+1,j) * B_j * n^(p-j+1) }
    for(int i=1;i<=MAXK;i++) {
        co[i][0]=0;
        for(int j=0;j<i;j++)
            co[i][i-j+1]=(long long)inv[i+1]%mod*cm[i+1][j]%mod*b[j]%mod;
    }
}
inline int power(int x,int p) {
    int s=1,m=x;
    while(p) {
        if(p&1) s=(long long)s*m%mod;
        p>>=1; m=(long long)m*m%mod;
    }
    return s;
}
/* sample usage: return f(n,p) = sigma_x=1~n (x^p) */
inline int solve(int n,int p) {
    int sol=0,m=n;
    for(int i=1;i<=p+1;i++) {
        sol=add(sol,(long long)co[p][i]*m%mod);
        m=(long long)m*n%mod;
    }
    return sol;
}

```

3.8 Chinese Remainder

```

int pfn;
// number of distinct prime factors
int pf[MAXNUM]; // prime factor powers
int rem[MAXNUM]; // corresponding remainder
int pm[MAXNUM];
inline void generate_primes() {
    int i,j;
    pnum=1;
    prime[0]=2;
    for(i=3;i<MAXVAL;i+=2) {
        if(!nprime[i]) continue;
        prime[pnum++]=i;
        for(j=i*i;j<MAXVAL;j+=i) nprime[j]=1;
    }
}
inline int inverse(int x,int p) {
    int q,tmp,a=x,b=p;
    int a0=1,a1=0,b0=0,b1=1;
    while(b) {
        q=a/b; tmp=b; b=a-b*q; a=tmp;
        tmp=b0; b0=a0-b0*q; a0=tmp;
        tmp=b1; b1=a1-b1*q; a1=tmp;
    }
    return a0;
}
inline void decompose_mod() {
    int i,p,t=mod;
    pfn=0;
    for(i=0;i<pnum&&prime[i]<=t;i++) {
        p=prime[i];
        if(t%p==0) {
            pf[pfn]=1;
            while(t%p==0) {
                t/=p;
                pf[pfn]*=p;
            }
            pfn++;
        }
        if(t>1) pf[pfn++]=t;
    }
}
inline int chinese_remainder() {
    int i,m,s=0;
    for(i=0;i<pfn;i++) {
        m=mod/pf[i];
        pm[i]=(long long)m*inverse(m,pf[i])%mod;
        s=(s+(long long)pm[i]*rem[i])%mod;
    }
    return s;
}

```

3.9 Pollard Rho

```

// does not work when n is prime
ll modit(ll x,ll mod) {
    if(x>=mod) x-=mod;
    //if(x<0) x+=mod;
    return x;
}
ll mult(ll x,ll y,ll mod) {
    ll s=0,m=x%mod;
    while(y) {
        if(y&1) s=modit(s+m,mod);
        y>>=1;
        m=modit(m+m,mod);
    }
    return s;
}
ll f(ll x,ll mod) {
    return modit(mult(x,x,mod)+1,mod);
}
ll pollard_rho(ll n) {
    if(!(n&1)) return 2;
    while(true) {
        ll 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;
}
}

```

3.10 Poly Generator

```

class PolynomialGenerator {
/* for a nth-order polynomial f(x), *
 * given f(0), f(1), ..., f(n) *
 * express f(x) as sigma_i{c_i*C(x,i)} */
public:
    int n;
    vector<ll> coef;
    // initialize and calculate f(x), vector _fx should
    // be
    // filled with f(0) to f(n)
    PolynomialGenerator(int _n,vector<ll> _fx):n(_n),coef
    (_fx){
        for(int i=0;i<n;i++){
            for(int j=n;j>i;j--){
                coef[j]-=coef[j-1];
            }
        }
        // evaluate f(x), runs in O(n)
        ll eval(int x) {
            ll m=1,ret=0;
            for(int i=0;i<=n;i++){
                ret+=coef[i]*m;
                m=m*(x-i)/(i+1);
            }
            return ret;
        }
    };
};

```

3.11 ax+by=gcd

```

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

```

3.12 Mod

```

/// _fd(a,b) floor(a/b).
/// _rd(a,m) a-floor(a/m)*m.
/// _pv(a,m,r) largest x s.t x<=a && x%m == r.
/// _nx(a,m,r) smallest x s.t x>=a && x%m == r.
/// _ct(a,b,m,r) |A| , A = { x : a<=x<=b && x%m == r }.
int _fd(int a,int b){ return a<0?(-~a/b-1):a/b; }
int _rd(int a,int m){ return a-_fd(a,m)*m; }
int _pv(int a,int m,int r){
    r=(r%m+m)%m;
    return _fd(a-r,m)*m+r;
}
int _nt(int a,int m,int r){
    m=abs(m);
    r=(r%m+m)%m;
    return _fd(a-r-1,m)*m+r+m;
}
int _ct(int a,int b,int m,int r){
    m=abs(m);
    a=_nt(a,m,r);
    b=_pv(b,m,r);
    return (a>b)?0:((b-a+m)/m);
}

```

3.13 Result

```

/*
Lucas ' 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.
--
Sum of Two Squares Thm (Legendre)
For a given positive integer N, let
D1 = (# of positive integers d dividing N that d=1(
mod 4))
D3 = (# of positive integers d dividing N that d=3(
mod 4))
then N can be written as a sum of two squares in
exactly
R(N) = 4(D1-D3) ways.
--
Difference of D1-D3 Thm
let N = 2^t * [p1^e1 * ... * pr^er] * [q1^f1 * ... *
qs^fs]
<- mod 4 = 1 prime -> <- mod 4 = 3
prime ->
then D1 - D3 = (e1+1)(e2+1)...(er+1) ... if (fi)s all
even
0 ... if any fi is odd
*/

/*
* primes list
* 1097774749
* 1076767633
* 100102021
* 999997771
* 1001010013
* 1000512343
* 987654361
* 999991231
* 999888733
* 98789101
* 987777733
* 999991921
* 1010101333
* 1010102101
*/

Pick ' s Theorem
A = i + b/2 - 1

```

4 Geometry

4.1 halfPlaneIntersection

```

#define N 100010
#define EPS 1e-8
#define SIDE 10000000
struct PO{ double x , y ; } p[ N ], o ;
struct LI{
    PO a, b;
    double angle;
    void in( double x1 , double y1 , double x2 , double
    y2 ){
        a.x = x1 ; a.y = y1 ; b.x = x2 ; b.y = y2;
    }
}li[ N ], deq[ N ];
int n , m , cnt;
inline int dc( double x ){
    if ( x > EPS ) return 1;
    else if ( x < -EPS ) return -1;
    return 0;
}
inline PO operator-( PO a, PO b ){
    PO c;
    c.x = a.x - b.x ; c.y = a.y - b.y;
    return c;
}
inline double cross( PO a , PO b , PO c ){

```

```

return ( b.x - a.x ) * ( c.y - a.y ) - ( b.y - a.y )
    * ( c.x - a.x );
}
inline bool cmp( const LI &a , const LI &b ){
    if( dc( a.angle - b.angle ) == 0 ) return dc( cross(
        a.a , a.b , b.a ) ) < 0;
    return a.angle > b.angle;
}
inline PO getpoint( LI &a , LI &b ){
    double k1 = cross( a.a , b.b , b.a );
    double k2 = cross( a.b , b.a , b.b );
    PO tmp = a.b - a.a , ans;
    ans.x = a.a.x + tmp.x * k1 / ( k1 + k2 );
    ans.y = a.a.y + tmp.y * k1 / ( k1 + k2 );
    return ans;
}
inline void getcut(){
    sort( li + 1 , li + 1 + n , cmp ); m = 1;
    for( int i = 2 ; i <= n ; i ++ )
        if( dc( li[ i ].angle - li[ m ].angle ) != 0 )
            li[ ++ m ] = li[ i ];
    deq[ 1 ] = li[ 1 ]; deq[ 2 ] = li[ 2 ];
    int bot = 1 , top = 2;
    for( int i = 3 ; i <= m ; i ++ ){
        while( bot < top && dc( cross( li[ i ].a , li[ i ].
            b , getpoint( deq[ top ] , deq[ top - 1 ] ) ) )
            < 0 ) top -- ;
        while( bot < top && dc( cross( li[ i ].a , li[ i ].
            b , getpoint( deq[ bot ] , deq[ bot + 1 ] ) ) )
            < 0 ) bot ++ ;
        deq[ ++ top ] = li[ i ];
    }
    while( bot < top && dc( cross( deq[ bot ].a , deq[
        bot ].b , getpoint( deq[ top ] , deq[ top - 1 ] ) )
        ) < 0 ) top -- ;
    while( bot < top && dc( cross( deq[ top ].a , deq[
        top ].b , getpoint( deq[ bot ] , deq[ bot + 1 ] ) )
        ) < 0 ) bot ++ ;
    cnt = 0;
    if( bot == top ) return;
    for( int i = bot ; i < top ; i ++ ) p[ ++ cnt ] =
        getpoint( deq[ i ] , deq[ i + 1 ] );
    if( top - 1 > bot ) p[ ++ cnt ] = getpoint( deq[ bot
        ] , deq[ top ] );
}
double px[ N ] , py[ N ];
void read( int rm ) {
    for( int i = 1 ; i <= n ; i ++ ) px[ i + n ] = px[ i
        ] , py[ i + n ] = py[ i ];
    for( int i = 1 ; i <= n ; i ++ ){
        // half-plane from li[ i ].a -> li[ i ].b
        li[ i ].a.x = px[ i + rm + 1 ]; li[ i ].a.y = py[ i
            + rm + 1 ];
        li[ i ].b.x = px[ i ]; li[ i ].b.y = py[ i ];
        li[ i ].angle = atan2( li[ i ].b.y - li[ i ].a.y ,
            li[ i ].b.x - li[ i ].a.x );
    }
}
inline double getarea( int rm ){
    read( rm ); getcut();
    double res = 0.0;
    p[ cnt + 1 ] = p[ 1 ];
    for( int i = 1 ; i <= cnt ; i ++ ) res += cross( o ,
        p[ i ] , p[ i + 1 ] );
    if( res < 0.0 ) res *= -1.0;
    return res;
}

```

4.2 Convex Hull

```

double cross( Point o , Point a , Point b ){
    return ( a-o ) % ( b-o );
}
vector<Point> convex_hull( vector<Point> pt ){
    sort( pt.begin() , pt.end() );
    int top=0;
    vector<Point> stk( 2*pt.size() );
    for( int i=0; i<(int)pt.size(); i++){
        while ( top >= 2 && cross( stk[ top-2 ] , stk[ top-1 ] , pt[ i
            ] ) <= 0 )

```

```

        top--;
        stk[ top++ ] = pt[ i ];
    }
    for( int i=pt.size()-2, t=top+1; i>=0; i-- ){
        while ( top >= t && cross( stk[ top-2 ] , stk[ top-1 ] , pt[ i
            ] ) <= 0 )
            top--;
        stk[ top++ ] = pt[ i ];
    }
    stk.resize( top-1 );
    return stk;
}

```

4.3 Intersection of 2 lines

```

const double EPS = 1e-9;
pdd interPnt( pdd p1 , pdd p2 , pdd q1 , pdd q2 ){
    double f1 = ( p2 - p1 ) ^ ( q1 - p1 ); // cross
    double f2 = ( p2 - p1 ) ^ ( p1 - q2 ); // cross
    double f = ( f1 + f2 );
    if( fabs( f ) < EPS ) return pdd( nan( "" ) , nan( "" ) );
    return ( f2 / f ) * q1 + ( f1 / f ) * q2;
}

```

4.4 Intersection of 2 circles

```

vector<pdd> interCircle( pdd o1 , double r1 , pdd o2 ,
    double r2 ) {
    ld d2 = ( o1 - o2 ) * ( o1 - o2 );
    ld d = sqrt( d2 );
    if( d > r1+r2 ) return {};
    pdd u = 0.5*( o1+o2 ) + (( r2*r2-r1*r1 ) / ( 2*d2 )) * ( o1-o2 );
    double A = sqrt( ( r1+r2+d ) * ( r1-r2+d ) * ( r1+r2-d ) *
        ( -r1+r2+d ) );
    pdd v = A / ( 2*d2 ) * pdd( o1.S-o2.S , -o1.F+o2.F );
    return { u+v , u-v };
}

```

4.5 KD Tree

```

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;
        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;

```

4.6 Poly Union

```

#define EPS 1E-8
class PT{ public: double x,y; };
class PY{ public:
    int n;
    PT pt[5];
    PT& operator[](const int x){ return pt[x]; };
    void input(){
        int i; n=4;
        for(i=0;i<n;i++) scanf("%lf %lf",&pt[i].x,&pt[i].y)
            ;
    }
    double getArea(){
        int i; double s=pt[n-1]^pt[0];
        for(i=0;i<n-1;i++) s+=pt[i]^pt[i+1];
        return s/2;
    }
};
PY py[500];
pair<double,int> c[5000];
inline double segP(PT &p,PT &p1,PT &p2){
    if(SG(p1.x-p2.x)==0) return (p.y-p1.y)/(p2.y-p1.y);
    return (p.x-p1.x)/(p2.x-p1.x);
}

double polyUnion(int n){
    int i,j,ii,jj,ta,tb,r,d;
    double z,w,s,sum,tc,td;
    for(i=0;i<n;i++) py[i][py[i].n]=py[i][0];
    sum=0;
    for(i=0;i<n;i++){

```

```

        for(ii=0;ii<py[i].n;ii++){
            r=0;
            c[r++]=make_pair(0.0,0);
            c[r++]=make_pair(1.0,0);
            for(j=0;j<n;j++){
                if(i==j) continue;
                for(jj=0;jj<py[j].n;jj++){
                    ta=SG(tri(py[i][ii],py[i][ii+1],py[j][jj]
                        ));
                    tb=SG(tri(py[i][ii],py[i][ii+1],py[j][jj]
                        +1));
                    if(ta==0 && tb==0){
                        if((py[j][jj+1]-py[j][jj])*(py[i][ii
                            +1]-py[i][ii])>0 && j<i){
                            c[r++]=make_pair(segP(py[j][jj],
                                py[i][ii],py[i][ii+1]),1);
                            c[r++]=make_pair(segP(py[j][jj]
                                +1,py[i][ii],py[i][ii+1])
                                ,-1);
                        }
                    }else if(ta>0 && tb<0){
                        tc=tri(py[j][jj],py[j][jj+1],py[i][
                            ii]);
                        td=tri(py[j][jj],py[j][jj+1],py[i][
                            ii+1]);
                        c[r++]=make_pair(tc/(tc-td),1);
                    }else if(ta<0 && tb>0){
                        tc=tri(py[j][jj],py[j][jj+1],py[i][
                            ii]);
                        td=tri(py[j][jj],py[j][jj+1],py[i][
                            ii+1]);
                        c[r++]=make_pair(tc/(tc-td),-1);
                    }
                }
            }
            sort(c,c+r);
            z=min(max(c[0].first,0.0),1.0);
            d=c[0].second; s=0;
            for(j=1;j<r;j++){
                w=min(max(c[j].first,0.0),1.0);
                if(!d) s+=w-z;
                d+=c[j].second; z=w;
            }
            sum+=(py[i][ii]^py[i][ii+1])*s;
        }
    }
    return sum/2;
}

int main(){
    int n,i,j,k;
    double sum,ds;
    scanf("%d",&n); sum=0;
    for(i=0;i<n;i++){
        py[i].input();
        ds=py[i].getArea();
        if(ds<0){
            for(j=0,k=py[i].n-1;j<k;j++,k--) swap(py[i][j],
                py[i][k]);
            ds=-ds;
        }
        sum+=ds;
    }
    printf("%.9f\n",sum/polyUnion(n));
}

```

4.7 Lower Concave Hull

```

/****
    maintain a "concave hull" that support the following
    1. insertion of a line
    2. query of height(y) on specific x on the hull
****/
/* set as needed */
const long double eps=1e-9;
const long double inf=1e19;
class Segment {
public:
    long double m,c,x1,x2; // y=mx+c
    bool flag;
    Segment(long double _m,long double _c,long double _x1
        =-inf,long double _x2=inf,bool _flag=0)
        :m(_m),c(_c),x1(_x1),x2(_x2),flag(_flag) {}

```

```

long double evaly(long double x) const {
    return m*x+c;
}
const bool operator<(long double x) const {
    return x2-eps<x;
}
const bool operator<(const Segment &b) const {
    if(flag||b.flag) return *this<b.x1;
    return m+eps<b.m;
}
};
class LowerConcaveHull { // maintain a hull like: \_/_/
public:
    set<Segment> hull;
    /* functions */
    long double xintersection(Segment a,Segment b) {
        return (a.c-b.c)/(b.m-a.m);
    }
    inline set<Segment>::iterator replace(set<Segment> &
        hull,set<Segment>::iterator it,Segment s) {
        hull.erase(it);
        return hull.insert(s).first;
    }
    void insert(Segment s) { // insert a line and update
        hull
        set<Segment>::iterator it=hull.find(s);
        // check for same slope
        if(it!=hull.end()) {
            if(it->c+eps>=s.c) return;
            hull.erase(it);
        }
        // check if below whole hull
        it=hull.lower_bound(s);
        if(it!=hull.end()&&s.evaly(it->x1)<=it->evaly(it->
            x1)+eps) return;
        // update right hull
        while(it!=hull.end()) {
            long double x=xintersection(s,*it);
            if(x>=it->x2-eps) hull.erase(it++);
            else {
                s.x2=x;
                it=replace(hull,it,Segment(it->m,it->c,x,it->x2
                    ));
                break;
            }
        }
        // update left hull
        while(it!=hull.begin()) {
            long double x=xintersection(s,*(--it));
            if(x<=it->x1+eps) hull.erase(it++);
            else {
                s.x1=x;
                it=replace(hull,it,Segment(it->m,it->c,it->x1,x
                    ));
                break;
            }
        }
        // insert s
        hull.insert(s);
    }
    void insert(long double m,long double c) { insert(
        Segment(m,c)); }
    long double query(long double x) { // return y @
        given x
        set<Segment>::iterator it=hull.lower_bound(
            Segment(0.0,0.0,x,x,1));
        return it->evaly(x);
    }
};

```

4.8 MCC

```

struct Mcc{
    // return pair of center and r^2
    static const int MAXN = 1000100;
    int n;
    Point p[MAXN],cen;
    double r2;
    void init(int _n, Point _p[]){
        n = _n;

```

```

        memcpy(p,_p,sizeof(Point)*n);
    }
    double sqr(double a){ return a*a; }
    Point center(Point p0, Point p1, Point p2) {
        Point a = p1-p0;
        Point b = p2-p0;
        double c1=a.len2()*0.5;
        double c2=b.len2()*0.5;
        double d = a % b;
        double x = p0.x + (c1 * b.y - c2 * a.y) / d;
        double y = p0.y + (a.x * c2 - b.x * c1) / d;
        return Point(x,y);
    }
    pair<Point,double> solve(){
        random_shuffle(p,p+n);
        r2=0;
        for (int i=0; i<n; i++){
            if ((cen-p[i]).len2() <= r2) continue;
            cen = p[i];
            r2 = 0;
            for (int j=0; j<i; j++){
                if ((cen-p[j]).len2() <= r2) continue;
                cen = Point((p[i].x+p[j].x)*0.5, (p[i].y+p[j].y)
                    )*0.5);
                r2 = (cen-p[j]).len2();
                for (int k=0; k<j; k++){
                    if ((cen-p[k]).len2() <= r2) continue;
                    cen = center(p[i],p[j],p[k]);
                    r2 = (cen-p[k]).len2();
                }
            }
            return {cen,r2};
        }
    }
}mcc;

```

4.9 Minkowski sum

```

/* convex hull Minkowski Sum*/
#define INF 100000000000000LL
class PT{ public:
    long long x,y;
    int POS(){
        if(y==0) return x>0?0:1;
        return y>0?0:1;
    }
};
PT pt[300000],qt[300000],rt[300000];
long long Lx,Rx;
int dn,un;
inline bool cmp(PT a,PT b){
    int pa=a.POS(),pb=b.POS();
    if(pa==pb) return (a^b)>0;
    return pa<pb;
}
int minkowskiSum(int n,int m){
    int i,j,r,p,q,fi,fj;
    for(i=1,p=0;i<n;i++){
        if(pt[i].y<pt[p].y || (pt[i].y==pt[p].y && pt[i].x<
            pt[p].x)) p=i; }
    for(i=1,q=0;i<m;i++){
        if(qt[i].y<qt[q].y || (qt[i].y==qt[q].y && qt[i].x<
            qt[q].x)) q=i; }
    rt[0]=pt[p]+qt[q];
    r=1; i=p; j=q; fi=fj=0;
    while(1){
        if((fj&&j==q) || ((!fi||i==p) && cmp(pt[(p+1)%n]-pt
            [p],qt[(q+1)%m]-qt[q]))){
            rt[r]=rt[r-1]+pt[(p+1)%n]-pt[p];
            p=(p+1)%n;
            fi=1;
        }else{
            rt[r]=rt[r-1]+qt[(q+1)%m]-qt[q];
            q=(q+1)%m;
            fj=1;
        }
        if(r<=1 || ((rt[r]-rt[r-1])^(rt[r-1]-rt[r-2]))!=0)
            r
            ++;

```



```

        else rt[r-1]=rt[r];
        if(i==p && j==q) break;
    }
    return r-1;
}
void initInConvex(int n){
    int i,p,q;
    long long Ly,Ry;
    Lx=INF; Rx=-INF;
    for(i=0;i<n;i++){
        if(pt[i].x<Lx) Lx=pt[i].x;
        if(pt[i].x>Rx) Rx=pt[i].x;
    }
    Ly=Ry=INF;
    for(i=0;i<n;i++){
        if(pt[i].x==Lx && pt[i].y<Ly){ Ly=pt[i].y; p=i; }
        if(pt[i].x==Rx && pt[i].y>Ry){ Ry=pt[i].y; q=i; }
    }
    for(dn=0,i=p;i!=q;i=(i+1)%n){ qt[dn++]=pt[i]; }
    qt[dn]=pt[q]; Ly=Ry=-INF;
    for(i=0;i<n;i++){
        if(pt[i].x==Lx && pt[i].y>Ly){ Ly=pt[i].y; p=i; }
        if(pt[i].x==Rx && pt[i].y<Ry){ Ry=pt[i].y; q=i; }
    }
    for(un=0,i=p;i!=q;i=(i+n-1)%n){ rt[un++]=pt[i]; }
    rt[un]=pt[q];
}
inline int inConvex(PT p){
    int L,R,M;
    if(p.x<Lx || p.x>Rx) return 0;
    L=0;R=dn;
    while(L<R-1){ M=(L+R)/2;
        if(p.x<qt[M].x) R=M; else L=M; }
    if(tri(qt[L],qt[R],p)<0) return 0;
    L=0;R=un;
    while(L<R-1){ M=(L+R)/2;
        if(p.x<rt[M].x) R=M; else L=M; }
    if(tri(rt[L],rt[R],p)>0) return 0;
    return 1;
}
int main(){
    int n,m,i;
    PT p;
    scanf("%d",&n);
    for(i=0;i<n;i++) scanf("%I64d %I64d",&pt[i].x,&pt[i].y);
    scanf("%d",&m);
    for(i=0;i<m;i++) scanf("%I64d %I64d",&qt[i].x,&qt[i].y);
    n=minkowskiSum(n,m);
    for(i=0;i<n;i++) pt[i]=rt[i];
    scanf("%d",&m);
    for(i=0;i<m;i++) scanf("%I64d %I64d",&qt[i].x,&qt[i].y);
    n=minkowskiSum(n,m);
    for(i=0;i<n;i++) pt[i]=rt[i];
    initInConvex(n);
    scanf("%d",&m);
    for(i=0;i<m;i++){
        scanf("%I64d %I64d",&p.x,&p.y);
        p.x*=3; p.y*=3;
        puts(inConvex(p)?"YES":"NO");
    }
}

```

4.10 Min Enclosing Circle

```

/* minimum enclosing circle */
int n;
Coor p[MAXNUM];
const Circle circumcircle(Coor a,Coor b,Coor c){
    Circle cir;
    double fa,fb,fc,fd,fe,ff,dx,dy,dd;
    if(iszero(cross(a,b,c))) {
        if(dot(a,b,c)<=0) return Circle((b+c)/2,(b-c).len()/2);
        ;
        if(dot(b,c,a)<=0) return Circle((c+a)/2,(c-a).len()/2);
        ;
    }

```

```

        if(dot(c,a,b)<=0) return Circle((a+b)/2,(a-b).len()/2);
        ;
    } else {
        fa=2*(a.x-b.x);
        fb=2*(a.y-b.y);
        fc=a.len2()-b.len2();
        fd=2*(a.x-c.x);
        fe=2*(a.y-c.y);
        ff=a.len2()-c.len2();
        dx=fc*fe-ff*fb;
        dy=fa*ff-fd*fc;
        dd=fa*fe-fd*fb;
        cir.o=Coor(dx/dd,dy/dd);
        cir.r=(a-cir.o).len();
        return cir;
    }
}
inline Circle mec(int fixed,int num){
    int i;
    Circle cir;
    if(fixed==3) return circumcircle(p[0],p[1],p[2]);
    cir=circumcircle(p[0],p[1]);
    for(i=fixed;i<num;i++) {
        if(cir.inside(p[i])) continue;
        swap(p[i],p[fixed]);
        cir=mec(fixed+1,i+1);
    }
    return cir;
}
inline double min_radius() {
    if(n<=1) return 0.0;
    if(n==2) return (p[0]-p[1]).len()/2;
    scramble();
    return mec(0,n).r;
}

```

4.11 Min/Max Enclosing Rectangle

```

/***** NEED REVISION *****/
/* uva819 - gifts large and small */
#define MAXNUM 100005
const double eps=1e-8;
const double inf=1e15;
class Coor {
public:
    double x,y;
    Coor() {}
    Coor(double xi,double yi) { x=xi; y=yi; }
    Coor& operator+=(const Coor &b) { x+=b.x; y+=b.y; return *this; }
    const Coor operator+(const Coor &b) const { return (Coor)*this+=b; }
    Coor& operator-=(const Coor &b) { x-=b.x; y-=b.y; return *this; }
    const Coor operator-(const Coor &b) const { return (Coor)*this-=b; }
    Coor& operator*=(const double b) { x*=b; y*=b; return *this; }
    const Coor operator*(const double b) const { return (Coor)*this*=b; }
    Coor& operator/=(const double b) { x/=b; y/=b; return *this; }
    const Coor operator/(const double b) const { return (Coor)*this/=b; }
    const bool operator<(const Coor& b) const { return y<b.y-eps || fabs(y-b.y)<eps&&x<b.x; }
    const double len2() const { return x*x+y*y; }
    const double len() const { return sqrt(len2()); }
    const Coor perp() const { return Coor(y,-x); }
    Coor& standardize() {
        if(y<0 || y==0&&x<0) {
            x=-x;
            y=-y;
        }
        return *this;
    }
}
const Coor standardize() const { return ((Coor)*this).standardize(); }
};

```

```

double dot(const Coor &a,const Coor &b) { return a.x*b.
x+a.y*b.y; }
double dot(const Coor &o,const Coor &a,const Coor &b) {
return dot(a-o,b-o); }
double cross(const Coor &a,const Coor &b) { return a.x*
b.y-a.y*b.x; }
double cross(const Coor &o,const Coor &a,const Coor &b)
{ return cross(a-o,b-o); }
Coor cmpo;
const bool cmpf(const Coor &a,const Coor &b) {
return cross(cmpo,a,b)>eps||fabs(cross(cmpo,a,b))<eps
&&
dot(a,cmpo,b)<-eps;
}
class Polygon {
public:
int pn;
Coor p[MAXNUM];
void convex_hull() {
int i,tn=pn;
for(i=1;i<pn;++i) if(p[i]<p[0]) swap(p[0],p[i]);
cmpo=p[0];
std::sort(p+1,p+pn,cmpf);
for(i=pn-1;i<tn;++i) {
while(pn>2&&cross(p[pn-2],p[pn-1],p[i])<=eps) --
pn;
p[pn++]=p[i];
}
p[pn]=p[0];
}
};
Polygon pol;
double minarea,maxarea;
int slpn;
Coor slope[MAXNUM*2];
Coor lrec[MAXNUM*2],rrec[MAXNUM*2],trec[MAXNUM*2],brec[
MAXNUM*2];
inline double xproject(Coor p,Coor slp) { return dot(p,
slp)/slp.len(); }
inline double yproject(Coor p,Coor slp) { return cross(
p,slp)/slp.len(); }
inline double calcarea(Coor lp,Coor rp,Coor bp,Coor tp,
Coor slp) {
return (xproject(rp,slp)-xproject(lp,slp))*(yproject(
tp,slp)-yproject(bp,slp)); }
inline void solve(){
int i,lind,rind,tind,bind,tn;
double pro,area1,area2,l,r,m1,m2;
Coor s1,s2;
pol.convex_hull();
slpn=0; /* generate all critical slope */
slope[slpn++]=Coor(1.0,0.0);
slope[slpn++]=Coor(0.0,1.0);
for(i=0;i<pol.pn;i++) {
slope[slpn]=(pol.p[i+1]-pol.p[i]).standardize();
if(slope[slpn].x>0) slpn++;
slope[slpn]=(pol.p[i+1]-pol.p[i]).perp().
standardize();
if(slope[slpn].x>0) slpn++;
}
cmpo=Coor(0,0);
std::sort(slope,slope+slpn,cmpf);
tn=slpn;
for(i=slpn-1;i<tn;i++)
if(cross(cmpo,slope[i-1],slope[i])>0) slope[slpn
++]=slope[i];
lind=rind=0; /* find critical touchpoints */
for(i=0;i<pol.pn;i++) {
pro=xproject(pol.p[i],slope[0]);
if(pro<xproject(pol.p[lind],slope[0])) lind=i;
if(pro>xproject(pol.p[rind],slope[0])) rind=i;
}
tind=bind=0;
for(i=0;i<pol.pn;i++) {
pro=yproject(pol.p[i],slope[0]);
if(pro<yproject(pol.p[bind],slope[0])) bind=i;
if(pro>yproject(pol.p[tind],slope[0])) tind=i;
}
for(i=0;i<slpn;i++) {
while(xproject(pol.p[lind+1],slope[i])<=xproject(
pol.p[lind],slope[i])+eps)
lind=(lind==pol.pn-1?0:lind+1);

```

```

while(xproject(pol.p[rind+1],slope[i])>=xproject(
pol.p[rind],slope[i])-eps)
rind=(rind==pol.pn-1?0:rind+1);
while(yproject(pol.p[bind+1],slope[i])<=yproject(
pol.p[bind],slope[i])+eps)
bind=(bind==pol.pn-1?0:bind+1);
while(yproject(pol.p[tind+1],slope[i])>=yproject(
pol.p[tind],slope[i])-eps)
tind=(tind==pol.pn-1?0:tind+1);
lrec[i]=pol.p[lind];
rrec[i]=pol.p[rind];
brec[i]=pol.p[bind];
trec[i]=pol.p[tind];
}
minarea=inf; /* find minimum area */
for(i=0;i<slpn;i++) {
area1=calcarea(lrec[i],rrec[i],brec[i],trec[i],
slope[i]);
if(area1<minarea) minarea=area1;
}
maxarea=minarea; /* find maximum area */
for(i=0;i<slpn-1;i++) {
l=0.0; r=1.0;
while(l<r-eps) {
m1=l+(r-l)/3;
m2=l+(r-l)*2/3;
s1=slope[i]*(1.0-m1)+slope[i+1]*m1;
area1=calcarea(lrec[i],rrec[i],brec[i],trec[i],
s1);
s2=slope[i]*(1.0-m2)+slope[i+1]*m2;
area2=calcarea(lrec[i],rrec[i],brec[i],trec[i],
s2);
if(area1<area2) l=m1;
else r=m2;
}
s1=slope[i]*(1.0-l)+slope[i+1]*l;
area1=calcarea(lrec[i],rrec[i],brec[i],trec[i],s1
);
if(area1>maxarea) maxarea=area1;
}
}
int main(){
int i,casenum=1;
while(scanf("%d",&pol.pn)==1&&pol.pn) {
for(i=0;i<pol.pn;i++)
scanf("%lf %lf",&pol.p[i].x,&pol.p[i].y);
solve();
//minarea, maxarea
}
}

```

5 Graph

5.1 HeavyLightDecomp

```

#define SZ(c) ((int)(c).size())
#define ALL(c) (c).begin(), (c).end()
#define REP(i, s, e) for(int i = (s); i <= (e); i++)
#define REPD(i, s, e) for(int i = (s); i >= (e); i--)
typedef tuple< int , int > tii;
const int MAXN = 100010;
const int LOG = 19;
struct HLD{
int n;
vector<int> g[MAXN];
int sz[MAXN], dep[MAXN];
int ts, tid[MAXN], tdi[MAXN], tl[MAXN], tr[MAXN];
// ts : timestamp , useless after yutruLi
// tid[ u ] : pos. of node u in the seq.
// tdi[ i ] : node at pos i of the seq.
// tl , tr[ u ] : subtree interval in the seq. of
node u
int mom[MAXN][LOG], head[MAXN];
// head[ u ] : head of the chain contains u
void dfsz(int u, int p){
dep[u] = dep[p] + 1;
mom[u][0] = p;
sz[u] = 1;

```

```

    head[u] = u;
    for(int& v:g[u]) if(v != p){
        dep[v] = dep[u] + 1;
        dfssz(v, u);
        sz[u] += sz[v];
    }
}
void dfshl(int u){
    //printf("dfshl %d\n", u);
    ts++;
    tid[u] = tl[u] = tr[u] = ts;
    tdi[tid[u]] = u;
    sort(ALL(g[u]), [&](int a, int b){return sz[a] > sz[b]});
    bool flag = 1;
    for(int& v:g[u]) if(v != mom[u][0]){
        if(flag) head[v] = head[u], flag = 0;
        dfshl(v);
        tr[u] = tr[v];
    }
}
inline int lca(int a, int b){
    if(dep[a] > dep[b]) swap(a, b);
    //printf("lca %d %d\n", a, b);
    int diff = dep[b] - dep[a];
    REPD(k, LOG-1, 0) if(diff & (1<<k)){
        //printf("b %d\n", mom[b][k]);
        b = mom[b][k];
    }
    if(a == b) return a;
    REPD(k, LOG-1, 0) if(mom[a][k] != mom[b][k]){
        a = mom[a][k];
        b = mom[b][k];
    }
    return mom[a][0];
}
void init( int _n ){
    n = _n;
    REP( i , 1 , n ) g[ i ].clear();
}
void addEdge( int u , int v ){
    g[ u ].push_back( v );
    g[ v ].push_back( u );
}
void yutruli(){
    dfssz(1, 0);
    ts = 0;
    dfshl(1);
    REP(k, 1, LOG-1) REP(i, 1, n)
        mom[i][k] = mom[mom[i][k-1]][k-1];
}
vector< tii > getPath( int u , int v ){
    vector< tii > res;
    while( tid[ u ] < tid[ head[ v ] ] ){
        res.push_back( tii( tid[ head[ v ] ] , tid[ v ] ) );
        v = mom[ head[ v ] ][ 0 ];
    }
    res.push_back( tii( tid[ u ] , tid[ v ] ) );
    reverse( ALL( res ) );
    return res;
}
/*
 * res : list of intervals from u to v
 * u must be ancestor of v
 * usage :
 * vector< tii >& path = tree.getPath( u , v )
 * for( tii tp : path ) {
 *     int l , r; tie( l , r ) = tp;
 *     upd( l , r );
 *     uu = tree.tdi[ l ] , vv = tree.tdi[ r ];
 *     uu ~> vv is a heavy path on tree
 * }
 */
}
} tree;

```

5.2 DominatorTree

```

const int MAXN = 100010;
struct DominatorTree{
#define REP(i,s,e) for(int i=(s);i<=(e);i++)
#define REPD(i,s,e) for(int i=(s);i>=(e);i--)
    int n , m , 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 _m , int _s ){
        ts = 0; n = _n; m = _m; s = _s;
        REP( i , 1 , n ) g[ i ].clear() , pred[ i ].clear();
    }

    void addEdge( 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(){
        REP( i , 1 , n ){
            dfn[ i ] = nfd[ i ] = 0;
            cov[ i ].clear();
            mom[ i ] = mn[ i ] = sdom[ i ] = i;
        }
        dfs( s );
        REPD( i , n , 2 ){
            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[ u ] = mn[ w ];
                else idom[ w ] = par[ u ];
            }
            cov[ par[ u ] ].clear();
        }
        REP( i , 2 , n ){
            int u = nfd[ i ];
            if( u == 0 ) continue;
            if( idom[ u ] != sdom[ u ] ) idom[ u ] = idom[ idom[ u ] ];
        }
    }
} domT;

```

5.3 generalWeightedGraphMaxmatching

```

#define N 110
#define inf 0x3f3f3f3f
int G[ N ][ N ], ID[ N ];
int match[ N ], stk[ N ];
int vis[ N ], dis[ N ];
int n, m, k, top;
bool SPFA( int u ){
    stk[ top ++ ] = u;
    if( vis[ u ] ) return true;
    vis[ u ] = true;
    for( int i = 1 ; i <= k ; i ++ ){
        if( i != u && i != match[ u ] && !vis[ i ] ){
            int v = match[ i ];
            if( dis[ v ] < dis[ u ] + G[ u ][ i ] - G[ i ][ v ] ){
                dis[ v ] = dis[ u ] + G[ u ][ i ] - G[ i ][ v ];
                if( SPFA( v ) ) return true;
            }
        }
    }
    top --; vis[ u ] = false;
    return false;
}
int MaxWeightMatch() {
    for( int i = 1 ; i <= k ; i ++ ) ID[ i ] = i;
    for( int i = 1 ; i <= k ; i += 2 ) match[ i ] = i + 1, match[ i + 1 ] = i;
    for( int times = 0 , flag = times < 3 ; ){
        memset( dis , 0 , sizeof( dis ) );
        memset( vis , 0 , sizeof( vis ) );
        top = 0; flag = 0;
        for( int i = 1 ; i <= k ; i ++ ){
            if( SPFA( ID[ i ] ) ){
                flag = 1;
                int t = match[ stk[ top - 1 ] ], j = top - 2;
                while( stk[ j ] != stk[ top - 1 ] ){
                    match[ t ] = stk[ j ];
                    swap( t , match[ stk[ j ] ] );
                    j --;
                }
                match[ t ] = stk[ j ]; match[ stk[ j ] ] = t;
                break;
            }
        }
        if( !flag ) times ++;
        if( !flag ) random_shuffle( ID + 1 , ID + k + 1 );
    }
    int ret = 0;
    for( int i = 1 ; i <= k ; i ++ )
        if( i < match[ i ] ) ret += G[ i ][ match[ i ] ];
    return ret;
}
int main(){
    int T; scanf( "%d" , &T );
    for ( int cs = 1 ; cs <= T ; cs ++ ){
        scanf( "%d%d%d" , &n , &m , &k );
        memset( G , 0x3f , sizeof( G ) );
        for( int i = 1 ; i <= n ; i ++ ) G[ i ][ i ] = 0;
        for( int i = 0 ; i < m ; i ++ ){
            int u, v, w;
            scanf( "%d%d%d" , &u , &v , &w );
            G[ u ][ v ] = G[ v ][ u ] = w;
        }
        if( k & 1 ){ puts( "Impossible" ); continue; }
        for( int tk = 1; tk <= n ; tk ++ )
            for( int i = 1 ; i <= n ; i ++ )
                for( int j = 1 ; j <= n ; j ++ )
                    G[ i ][ j ] = min( G[ i ][ j ] , G[ i ][ tk ] + G[ tk ][ j ] );
        for( int i = 1 ; i <= k ; i ++ ){
            for( int j = 1 ; j <= k ; j ++ )
                G[ i ][ j ] = -G[ i ][ j ];
            G[ i ][ i ] = -inf;
        }
        printf( "%d\n" , -MaxWeightMatch() );
    }
}

```

5.4 MaxClique

```

// max N = 64
typedef unsigned long long ll;
struct MaxClique{
    ll nb[ N ] , n , ans;
    void init( ll _n ){
        n = _n;
        for( int i = 0 ; i < n ; i ++ ) nb[ i ] = 0LLU;
    }
    void add_edge( ll _u , ll _v ){
        nb[ _u ] |= ( 1LLU << _v );
        nb[ _v ] |= ( 1LLU << _u );
    }
    void B( ll r , ll p , ll x , ll cnt , ll res ){
        if( cnt + res < ans ) return;
        if( p == 0LLU && x == 0LLU ){
            if( cnt > ans ) ans = cnt;
            return;
        }
        ll y = p | x; y &= -y;
        ll q = p & ( ~nb[ int( log2( y ) ) ] );
        while( q ){
            ll i = int( log2( q & (-q) ) );
            B( r | ( 1LLU << i ) , p & nb[ i ] , x & nb[ i ] , cnt + 1LLU , __builtin_popcountll( p & nb[ i ] ) );
            q &= ~( 1LLU << i );
            p &= ~( 1LLU << i );
            x |= ( 1LLU << i );
        }
    }
    int solve(){
        ans = 0;
        ll _set = 0;
        if( n < 64 ) _set = ( 1LLU << n ) - 1;
        else{
            for( ll i = 0 ; i < n ; i ++ ) _set |= ( 1LLU << i );
        }
        B( 0LLU , _set , 0LLU , 0LLU , n );
        return ans;
    }
}maxClique;

class MaxClique {
public:
    static const int MV = 210;
    int V , ans;
    int el[MV][MV/30+1];
    int dp[MV];
    int s[MV][MV/30+1];
    vector<int> sol;
    void init(int v) {
        V = v; ans = 0;
        FZ(el); FZ(dp);
    }
    /* Zero Base */
    void addEdge(int u, int v) {
        if(u > v) swap(u, v);
        if(u == v) return;
        el[u][v/32] |= (1<<(v%32));
    }
    bool dfs(int v, int k) {
        int c = 0, d = 0;
        for(int i=0; i<(V+31)/32; i++) {
            s[k][i] = el[v][i];
            if(k != 1) s[k][i] &= s[k-1][i];
            c += __builtin_popcount(s[k][i]);
        }
        if(c == 0) {
            if(k > ans) {
                ans = k;
                sol.clear();
                sol.push_back(v);
                return 1;
            }
            return 0;
        }
        for(int i=0; i<(V+31)/32; i++) {
            for(int a = s[k][i]; a ; d++) {

```

```

    if(k + (c-d) <= ans) return 0;
    int lb = a&(-a), lg = 0;
    a ^= lb;
    while(lb!=1) {
        lb = (unsigned int)(lb) >> 1;
        lg ++;
    }
    int u = i*32 + lg;
    if(k + dp[u] <= ans) return 0;
    if(dfs(u, k+1)) {
        sol.push_back(v);
        return 1;
    }
}
return 0;
}
int solve() {
    for(int i=V-1; i>=0; i--) {
        dfs(i, 1);
        dp[i] = ans;
    }
    return ans;
}
};

```

5.5 Strongly Connected Component

```

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++;
            }
        }
    }
};

```

5.6 Minimum General Weighted Matching

```

struct Graph {
    // Minimum General Weighted Matching (Perfect Match)
    static const int MXN = 105;
    int n, edge[MXN][MXN];
    int match[MXN], dis[MXN], onstk[MXN];
    vector<int> stk;
    void init(int _n) {
        n = _n;
        FZ(edge);
    }
    void add_edge(int u, int v, int w) {
        edge[u][v] = edge[v][u] = w;
    }
    bool SPFA(int u){
        if (onstk[u]) return true;
        stk.PB(u);
        onstk[u] = 1;
        for (int v=0; v<n; v++){
            if (u != v && match[u] != v && !onstk[v]){
                int m = match[v];
                if (dis[m] > dis[u] - edge[v][m] + edge[u][v]){
                    dis[m] = dis[u] - edge[v][m] + edge[u][v];
                    onstk[v] = 1;
                    stk.PB(v);
                    if (SPFA(m)) return true;
                    stk.pop_back();
                    onstk[v] = 0;
                }
            }
        }
        onstk[u] = 0;
        stk.pop_back();
        return false;
    }
    int solve() {
        // find a match
        for (int i=0; i<n; i+=2){
            match[i] = i+1;
            match[i+1] = i;
        }
        while (true){
            int found = 0;
            FZ(dis); FZ(onstk);
            for (int i=0; i<n; i++){
                stk.clear();
                if (!onstk[i] && SPFA(i)){
                    found = 1;
                    while (SZ(stk)>=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 += edge[i][match[i]];
        ret /= 2;
        return ret;
    }
}graph;

```

6 String

6.1 PalTree

```

const int MAXN = 200010;
struct PalT{
    struct Node{
        int nxt[ 33 ], len , fail;
        ll cnt;
    };
    int tot , lst;
    Node nd[ MAXN * 2 ];
    char* s;
    int newNode( int l , int _fail ){
        int res = ++tot;
        memset( nd[ res ].nxt , 0 , sizeof nd[ res ].nxt );
        nd[ res ].len = l;
        nd[ res ].cnt = 0;
        nd[ res ].fail = _fail;
        return res;
    }
    void push( int p ){
        int np = lst;
        int c = s[ p ] - 'a';
        while( p - nd[ np ].len - 1 < 0
            || s[ p ] != s[ p - nd[ np ].len - 1 ] )
            np = nd[ np ].fail;

        if( nd[ np ].nxt[ c ] ){
            nd[ nd[ np ].nxt[ c ] ].cnt++;
            lst = nd[ np ].nxt[ c ];
            return ;
        }
        int nq = newNode( nd[ np ].len + 2 , 0 );
        nd[ nq ].cnt++;
        nd[ np ].nxt[ c ] = nq;
        lst = nq;
        if( nd[ nq ].len == 1 ){
            nd[ nq ].fail = 2;
            return ;
        }
        int tf = nd[ np ].fail;
        while( p - nd[ tf ].len - 1 < 0
            || s[ p ] != s[ p - nd[ tf ].len - 1 ] )
            tf = nd[ tf ].fail;

        nd[ nq ].fail = nd[ tf ].nxt[ c ];
        return ;
    }
    void init( char* _s ){
        s = _s;
        tot = 0;
        newNode( -1 , 1 );
        newNode( 0 , 1 );
        lst = 2;
        for( int i = 0 ; s[ i ] ; i++ )
            push( i );
    }
    void yutruLi(){
#define REPD(i, s, e) for(int i = (s); i >= (e); i--)
        REPD( i , tot , 1 )
            nd[ nd[ i ].fail ].cnt += nd[ i ].cnt;
            nd[ 1 ].cnt = nd[ 2 ].cnt = 0ll;
    }
} pA;
int main(){
    pA.init( sa );
}

```

6.2 SuffixArray

```

const int MAX = 1020304;
int ct[MAX], he[MAX], rk[MAX], 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[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;
    }
}

```

6.3 SAIS

```

struct SA{
#define REP(i,n) for ( int i=0; i<int(n); i++ )
#define REP1(i,a,b) for ( int i=(a); i<=int(b); i++ )
    static const int MXN = 300010;
    bool _t[MXN*2];
    int _s[MXN*2], _sa[MXN*2], _c[MXN*2], x[MXN], _p[MXN],
        _q[MXN*2], hei[MXN], r[MXN];
    int operator [] (int i){ return _sa[i]; }
    void build(int *s, int n, int m){
        memcpy(_s, s, sizeof(int) * n);
        sais(_s, _sa, _p, _q, _t, _c, n, m);
        mkhei(n);
    }
    void mkhei(int n){
        REP(i,n) r[_sa[i]] = i;
        hei[0] = 0;
        REP(i,n) if(r[i]) {
            int ans = i>0 ? max(hei[r[i-1]] - 1, 0) : 0;
            while(_s[i+ans] == _s[_sa[r[i]-1]+ans]) ans++;
            hei[r[i]] = ans;
        }
    }
    void sais(int *s, int *sa, int *p, int *q, bool *t,
        int *c, int n, int z){
        bool uniq = t[n-1] = true, neq;

```



```

    int nn = 0, nmzx = -1, *nsa = sa + n, *ns = s + n,
        lst = -1;
#define MS0(x,n) memset((x),0,n*sizeof(*(x)))
#define MAGIC(XD) MS0(sa, n); \
    memcpy(x, c, sizeof(int) * z); \
    XD; \
    memcpy(x + 1, c, sizeof(int) * (z - 1)); \
    REP(i,n) if(sa[i] && !t[sa[i]-1]) sa[x[s[sa[i]
        ]-1]]++ = sa[i]-1; \
    memcpy(x, c, sizeof(int) * z); \
    for(int i = n - 1; i >= 0; i--) if(sa[i] && t[sa[i]
        ]-1)) sa[--x[s[sa[i]-1]]] = sa[i]-1;
    MS0(c, z);
    REP(i,n) uniq &= ++c[s[i]] < 2;
    REP(i,z-1) c[i+1] += c[i];
    if (uniq) { REP(i,n) sa[--c[s[i]]] = i; return; }
    for(int i = n - 2; i >= 0; i--) t[i] = (s[i]==s[i
        +1] ? t[i+1] : s[i]<s[i+1]);
    MAGIC(REP1(i,1,n-1) if(t[i] && !t[i-1]) sa[--x[s[i]
        ]]=p[q[i]=nn++]=i);
    REP(i, n) if (sa[i] && t[sa[i]] && !t[sa[i]-1]) {
        neq=lst<0?1:memcmp(s+sa[i],s+lst,(p[q[sa[i]]+1]-sa
            [i])*sizeof(int));
        ns[q[lst=sa[i]]]=nmzx+=neq;
    }
    sais(ns, nsa, p + nn, q + n, t + n, c + z, nn, nmzx
        + 1);
    MAGIC(for(int i = nn - 1; i >= 0; i--) sa[--x[s[p[
        nsa[i]]]] = p[nsa[i]]);
}
}sa;
void suffix_array(int* ip, int len) {
    // should padding a zero in the back
    // s is int array, n is array length
    // s[0..n-1] != 0, and s[n] = 0
    // resulting SA will be length n+1
    ip[len++] = 0;
    sa.build(ip, len, 128);
    // original 1-base
    for (int i=0; i<l; i++) {
        hei[i] = sa.hei[i + 1];
        sa[i] = sa._sa[i + 1];
    }
}

```

6.4 SuffixAutomata

```

const int MAXM = 1000010;
struct SAM{
    int tot, root, lst, mom[MAXM], mx[MAXM];
    int acc[MAXM], nxt[MAXM][33];
    int newNode(){
        int res = ++tot;
        fill(nxt[res], nxt[res]+33, 0);
        mom[res] = mx[res] = acc[res] = 0;
        return res;
    }
    void init(){
        tot = 0;
        root = newNode();
        mom[root] = 0, mx[root] = 0;
        lst = root;
    }
    void push(int c){
        int p = lst;
        int np = newNode();
        mx[np] = mx[p]+1;
        for(; p && nxt[p][c] == 0; p = mom[p])
            nxt[p][c] = np;
        if(p == 0) mom[np] = root;
        else{
            int q = nxt[p][c];
            if(mx[p]+1 == mx[q]) mom[np] = q;
            else{
                int nq = newNode();
                mx[nq] = mx[p]+1;
                for(int i = 0; i < 33; i++)
                    nxt[nq][i] = nxt[q][i];
                mom[nq] = mom[q];
                mom[q] = nq;
            }
        }
    }
}

```

```

        mom[np] = nq;
        for(; p && nxt[p][c] == q; p = mom[p])
            nxt[p][c] = nq;
    }
    lst = np;
}
void print(){
    REP(i, 1, tot){
        printf("node %d :\n", i);
        printf("mx %d, mom %d\n", mx[i], mom[i]);
        REP(j, 1, 26) if(nxt[i][j])
            printf("nxt %c %d\n", 'a'+j-1, nxt[i][j]);
        puts("-----");
    }
}
void push(char *str){
    for(int i = 0; str[i]; i++)
        push(str[i]-'a'+1);
}
}
SAM sam;

```

6.5 Aho-Corasick

```

struct AAutomata{
    struct Node{
        int cnt,dp;
        Node *go[26], *fail;
        Node (){
            cnt = 0;
            dp = -1;
            memset(go,0,sizeof(go));
            fail = 0;
        }
    };
    Node *root, pool[1048576];
    int nMem;
    Node* new_Node(){
        pool[nMem] = Node();
        return &pool[nMem++];
    }
    void init(){
        nMem = 0;
        root = new_Node();
    }
    void add(const string &str){
        insert(root,str,0);
    }
    void insert(Node *cur, const string &str, int pos){
        if (pos >= (int)str.size()){
            cur->cnt++;
            return;
        }
        int c = str[pos]-'a';
        if (cur->go[c] == 0){
            cur->go[c] = new_Node();
        }
        insert(cur->go[c],str,pos+1);
    }
    void make_fail(){
        queue<Node*> que;
        que.push(root);
        while (!que.empty()){
            Node* fr=que.front();
            que.pop();
            for (int i=0; i<26; i++){
                if (fr->go[i]){
                    Node *ptr = fr->fail;
                    while (ptr && !ptr->go[i]) ptr = ptr->fail;
                    if (!ptr) fr->go[i]->fail = root;
                    else fr->go[i]->fail = ptr->go[i];
                    que.push(fr->go[i]);
                }
            }
        }
    }
}

```

6.6 Z Value

```
char s[MAXLEN];
int len, z[MAXLEN];
void Z_value() {
    int i, j, left, right;
    left = right = 0; z[0] = len;
    for(i = 1; i < len; i++) {
        j = max(min(z[i - left], right - i), 0);
        for(; i + j < len && s[i + j] == s[j]; j++);
        z[i] = j;
        if(i + z[i] > right) {
            right = i + z[i];
            left = i;
        }
    }
}
```

6.7 ZValue Palindrome

```
const int MAX = 1000;
int len, zv[MAX*2];
char ip[MAX], op[MAX*2];
int main() {
    cin >> ip; len = strlen(ip);
    int l2 = len*2 - 1;
    for(int i = 0; i < l2; i++) {
        if(i & 1) op[i] = '@';
        else op[i] = ip[i/2];
    }
    int l = 0, r = 0; zv[0] = 1;
    for(int i = 1; i < l2; i++) {
        if(i > r) {
            l = r = i;
            while(l > 0 && r < l2 - 1 && op[l - 1] == op[r + 1]) {
                l--; r++;
            }
            zv[i] = (r - l + 1);
        } else {
            int md = (l + r) / 2;
            int j = md + md - i;
            zv[i] = zv[j];
            int q = zv[i] / 2;
            int nr = i + q;
            if(nr == r) {
                l = i + i - r;
                while(l > 0 && r < l2 - 1 && op[l - 1] == op[r + 1]) {
                    l--; r++;
                }
                zv[i] = r - l + 1;
            } else if(nr > r) {
                zv[i] = (r - i) * 2 + 1;
            }
        }
    }
}
```

6.8 Smallest Rotation

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

6.9 Baker Bird

```
class Node { public:
    Node *fail;
    map<char, Node*> _next;
    int out;
    Node() { fail = NULL; out = -1; }
    ~Node() {
        for(map<char, Node*>::iterator it = _next.begin(); it !=
            _next.end(); it++)
            delete it->second;
    }
    Node* build(char ch) {
        if(_next.find(ch) == _next.end()) _next[ch] = new Node;
        return _next[ch];
    }
    Node* next(char ch) {
        if(_next.find(ch) == _next.end()) return NULL;
        return _next[ch];
    }
};

int srn, scn, prn, pcn, mrn, mcn;
char s[MAXLEN][MAXLEN], p[MAXLEN][MAXLEN];
int rm[MAXLEN][MAXLEN]; // rank matrix
int maxrank;
int seq[MAXLEN]; // index of patterns for radix sort
int rank[MAXLEN]; // rank of pattern on row r
int cnt[SIGMA + 1], tmp[MAXLEN];
int pre[MAXLEN]; // pre-matrix for kmp
int ql, qr;
Node* que[MAXLEN * MAXLEN];
inline void radix_pass(int j, int *from, int *to) {
    int i;
    for(i = 0; i < SIGMA; i++) cnt[i] = 0;
    for(i = 0; i < prn; i++) cnt[p[from[i]][j] + 1]++;
    for(i = 0; i < SIGMA; i++) cnt[i + 1] += cnt[i];
    for(i = 0; i < prn; i++) to[cnt[p[from[i]][j]] + 1] = from[i];
}
inline void radix_sort_patterns() {
    int i, j;
    for(i = 0; i < prn; i++) ((pcn & 1) ? tmp[i] : seq[i]) = i;
    for(j = pcn - 1; j >= 0; j--) {
        if(j & 1) radix_pass(j, seq, tmp);
        else radix_pass(j, tmp, seq);
    }
    maxrank = 0;
    for(i = 0; i < prn; i++) {
        if(i && strcmp(p[seq[i - 1]], p[seq[i]]) > 0) ++maxrank;
        rank[seq[i]] = maxrank;
    }
}
inline void construct(Node *v, char *p, int ind) {
    while(*p) { v = v->build(*p); p++; }
    v->out = ind;
}
inline void construct_all(Node *ac) {
    for(int i = 0; i < prn; i++) construct(ac, p[i], rank[i]);
}
inline void find_fail(Node *ac) {
    Node *v, *u, *f;
    map<char, Node*>::iterator it;
    char ch;
    ql = qr = 0; ac->fail = ac;
    for(it = ac->_next.begin(); it != ac->_next.end(); it++) {
        u = it->second;
        u->fail = ac;
        que[qr++] = u;
    }
    while(ql < qr) {
        v = que[ql++];
        for(it = v->_next.begin(); it != v->_next.end(); it++) {
            ch = it->first; u = it->second;
            f = v->fail;
            while(f != ac && f->next(ch) == NULL) f = f->fail;
            if(f->next(ch)) u->fail = f->next(ch);
            else u->fail = ac;
            que[qr++] = u;
        }
    }
}
inline void ac_match(Node *ac, char *s, int *arr) {
```

```

int i;
Node *v=ac;
for(i=0;i<scn;i++) {
    while(v!=ac&&v->next(s[i])==NULL) v=v->fail;
    if(v->next(s[i])) v=v->next(s[i]);
    if(i>=pcn-1) arr[i-pcn+1]=v->out;
}
}
inline void find_rank_matrix() {
    Node ac;
    radix_sort_patterns();
    construct_all(&ac);
    find_fail(&ac);
    mrn=srcn; mcn=scn-pcn+1;
    for(int i=0;i<srcn;i++) ac_match(&ac,s[i],rm[i]);
}
inline void find_pre(int *p,int plen) {
    int i,x;
    x=pre[0]=-1;
    for(i=1;i<plen;i++) {
        while(x>=0&&p[x+1]!=p[i]) x=pre[x];
        if(p[x+1]==p[i]) x++;
        pre[i]=x;
    }
}
inline int kmp_match(int col,int *p,int plen) {
    int i,x=-1,occ=0;
    for(i=0;i<mrn;i++) {
        while(x>=0&&p[x+1]!=rm[i][col]) x=pre[x];
        if(p[x+1]==rm[i][col]) x++;
        if(x==plen-1) { occ++; x=pre[x]; }
    }
    return occ;
}
inline int baker_bird() {
    int i,occ=0;
    find_rank_matrix();
    find_pre(rank,prn);
    for(i=0;i<mcn;i++) occ+=kmp_match(i,rank,prn);
    return occ;
}
}

```

```

int cyclic_lcs() {
    // a, b, al, bl should be properly filled
    // note: a WILL be altered in process -- concatenated
    // after itself
    char tmp[MAXL];
    if(al>bl) {
        swap(al,bl);
        strcpy(tmp,a);
        strcpy(a,b);
        strcpy(b,tmp);
    }
    strcpy(tmp,a);
    strcat(a,tmp);
    // basic lcs
    for(int i=0;i<=2*al;i++) {
        dp[i][0]=0;
        pred[i][0]=U;
    }
    for(int j=0;j<=bl;j++) {
        dp[0][j]=0;
        pred[0][j]=L;
    }
    for(int i=1;i<=2*al;i++) {
        for(int j=1;j<=bl;j++) {
            if(a[i-1]==b[j-1]) dp[i][j]=dp[i-1][j-1]+1;
            else dp[i][j]=max(dp[i-1][j],dp[i][j-1]);
            if(dp[i][j-1]==dp[i][j]) pred[i][j]=L;
            else if(a[i-1]==b[j-1]) pred[i][j]=LU;
            else pred[i][j]=U;
        }
    }
    // do cyclic lcs
    int clcs=0;
    for(int i=0;i<al;i++) {
        clcs=max(clcs,lcs_length(i));
        reroot(i+1);
    }
    // recover a
    a[al]='\0';
    return clcs;
}
}

```

6.10 Cyclic LCS

```

#define L 0
#define LU 1
#define U 2
const int mov[3][2]={0,-1,-1,-1,-1,0};
int al,bl;
char a[MAXL*2],b[MAXL*2]; // 0-indexed
int dp[MAXL*2][MAXL];
char pred[MAXL*2][MAXL];
inline int lcs_length(int r) {
    int i=r+al,j=bl,l=0;
    while(i>r) {
        char dir=pred[i][j];
        if(dir==LU) l++;
        i+=mov[dir][0];
        j+=mov[dir][1];
    }
    return l;
}
inline void reroot(int r) { // r = new base row
    int i=r,j=1;
    while(j<=bl&&pred[i][j]!=LU) j++;
    if(j>bl) return;
    pred[i][j]=L;
    while(i<2*al&&j<=bl) {
        if(pred[i+1][j]==U) {
            i++;
            pred[i][j]=L;
        } else if(j<bl&&pred[i+1][j+1]==LU) {
            i++;
            j++;
            pred[i][j]=L;
        } else {
            j++;
        }
    }
}
}

```

7 Data Structure

7.1 Treap

```

struct Treap{
    int sz , val , pri , tag;
    Treap *l , *r;
    Treap( int _val ){
        val = _val; sz = 1;
        pri = rand(); l = r = NULL; tag = 0;
    }
};
void push( Treap * a ){
    if( a->tag ){
        Treap *swp = a->l; a->l = a->r; a->r = swp;
        int swp2;
        if( a->l ) a->l->tag ^= 1;
        if( a->r ) a->r->tag ^= 1;
        a->tag = 0;
    }
}
int Size( Treap * a ){ return a ? a->sz : 0; }
void pull( Treap * a ){
    a->sz = Size( a->l ) + Size( a->r ) + 1;
}
Treap* merge( Treap *a , Treap *b ){
    if( !a || !b ) return a ? a : b;
    if( a->pri > b->pri ){
        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 *t, int k, Treap*&a, Treap*&b){
    if(!t){ a = b = NULL; return; }
    push(t);
    if(Size(t->l) + 1 <= k){
        a = t;
        split(t->r, k - Size(t->l) - 1, a->r, b);
        pull(a);
    }else{
        b = t;
        split(t->l, k, a, b->l);
        pull(b);
    }
}
}

```

7.2 Link-Cut Tree

```

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 evert(Splay *x){
    access(x);
    splay(x);
    x->rev ^= 1;
    x->push(); x->pull();
}
void link(Splay *x, Splay *y){
    // evert(x);
    access(x);
    splay(x);
    evert(y);
    x->setCh(y, 1);
}
void cut(Splay *x, Splay *y){
    // evert(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);
        }
    }
}

```

7.3 Disjoint Set

```
struct DisjointSet {
    // save() is like recursive
    // undo() is like return
    int n, fa[MAXN], sz[MAXN];
    vector<pair<int*,int>> h;
    vector<int> sp;
    void init(int tn) {
        n=tn;
        for (int i=0; i<n; i++) {
            fa[i]=i;
            sz[i]=1;
        }
        sp.clear(); h.clear();
    }
    void assign(int *k, int v) {
        h.PB({k, *k});
        *k=v;
    }
    void save() { sp.PB(SZ(h)); }
    void undo() {
        assert(!sp.empty());
        int last=sp.back(); sp.pop_back();
        while (SZ(h)!=last) {
            auto x=h.back(); h.pop_back();
            *x.F=x.S;
        }
    }
    int f(int x) {
        while (fa[x]!=x) x=fa[x];
        return x;
    }
    void uni(int x, int y) {
        x=f(x); y=f(y);
        if (x==y) return;
        if (sz[x]<sz[y]) swap(x, y);
        assign(&sz[x], sz[x]+sz[y]);
        assign(&fa[y], x);
    }
}djs;
```

7.4 Black Magic

```
#include <bits/extc++.h>
using namespace __gnu_pbds;
typedef tree<int,null_type,less<int>,rb_tree_tag,
    tree_order_statistics_node_update> set_t;

int main(){
    // Insert some entries into s.
    set_t s;
    s.insert(12);
    s.insert(505);
    // The order of the keys should be: 12, 505.
    assert(*s.find_by_order(0) == 12);
    assert(*s.find_by_order(3) == 505);
    // The order of the keys should be: 12, 505.
    assert(s.order_of_key(12) == 0);
    assert(s.order_of_key(505) == 1);
    // Erase an entry.
    s.erase(12);
    // The order of the keys should be: 505.
    assert(*s.find_by_order(0) == 505);
    // The order of the keys should be: 505.
    assert(s.order_of_key(505) == 0);
}
```

8 Others

8.1 Find max tangent(x,y is increasing)

```
typedef long long LL;
const int MAXN = 100010;
struct Coord{
    LL x, y;
```

```
Coord operator - (Coord ag) const{
    Coord res;
    res.x = x - ag.x;
    res.y = y - ag.y;
    return res;
}sum[MAXN], pnt[MAXN], ans, calc;

inline bool cross(Coord a, Coord b, Coord c){
    return (c.y - a.y) * (c.x - b.x) > (c.x - a.x) * (c.y - b.y);
}

int main(){
    int n, l, np, st, ed, now;
    scanf("%d %d\n", &n, &l);
    sum[0].x = sum[0].y = np = st = ed = 0;
    for (int i = 1, v; i <= n; i++){
        scanf("%d", &v);
        sum[i].y = sum[i - 1].y + v;
        sum[i].x = i;
    }
    ans.x = now = 1;
    ans.y = -1;
    for (int i = 0; i <= n - l; i++){
        while (np > 1 && cross(pnt[np - 2], pnt[np - 1], sum[i]))
            np--;
        if (np < now && np != 0) now = np;
        pnt[np++] = sum[i];
        while (now < np && !cross(pnt[now - 1], pnt[now], sum[i + l]))
            now++;
        calc = sum[i + l] - pnt[now - 1];
        if (ans.y * calc.x < ans.x * calc.y){
            ans = calc;
            st = pnt[now - 1].x;
            ed = i + l;
        }
    }
    double res = (sum[ed].y-sum[st].y)/(sum[ed].x-sum[st].x);
    printf("%f\n", res);
    return 0;
}
```