

## Содержание

<b>1 Настройка CLion</b>	<b>1</b>
<b>2 Теория чисел</b>	<b>1</b>
2.1 КТО	1
2.2 Алгоритм Миллера — Рабина	2
2.3 Алгоритм Берлекэмпа — Мессис	2
2.4 Линейное решето	2
2.5 Алгоритм Шенкса	2
<b>3 Графы</b>	<b>3</b>
3.1 SCC и 2-SAT	3
3.2 Эйлеров цикл	3
3.3 Компоненты рёберной двусвязности	4
3.4 DCP offline	4
3.5 Взвешенное паросочетание	5
3.6 Дерево доминаторов	6
<b>4 Свёртки</b>	<b>6</b>
4.1 AND, OR, XOR свёртки	6
4.2 FFT & co	7
4.3 Быстрое FFT	8
4.4 FFT в double'ax	9
<b>5 Структуры данных</b>	<b>10</b>
5.1 Дерево Фенвика	10
5.2 Дерево отрезков в точке	10
5.3 Массовое дерево отрезков	10
5.4 Битовый бор	12
5.5 Ordered set	12
5.6 Convex hull trick	12
5.7 Центроиды	13
5.8 Дерево Ли Чао	13
5.9 Min-Kinetic Segment Tree	13
5.10 Декартово дерево	14
5.10.1 Декартово дерево по явному ключу. Multiset	14
<b>6 Строковые алгоритмы</b>	<b>15</b>
6.1 Префикс-функция	15
6.2 Z-функция	15
6.3 Алгоритм Манакера	15
6.4 Суфмассив	15
6.5 Алгоритм Ахо — Корасик	16
6.6 Дерево палиндромов	16
<b>7 Потoki</b>	<b>17</b>
7.1 Алгоритм Диница	17
7.2 Mincost k-flow	17
<b>8 Алгоритм Гаусса</b>	<b>19</b>
8.1 Решение $Av = b$	19
8.2 Базис $Av = 0$	19
<b>9 Гамильтоновы путь и цикл</b>	<b>20</b>
9.1 Link-cut tree	20
9.2 Undirected case	20
9.3 Directed case	21
<b>10 Геометрия</b>	<b>22</b>
10.1 Примитивы	22
10.2 Выпуклая оболочка	22
10.3 Точка внутри многоугольника	22
10.4 Касательные	22
<b>11 Цепные дроби</b>	<b>23</b>
11.1 Поиск нижней огибающей, сумма и минимум по модулю	23
11.2 Простая рекурсия	24
<b>12 Разное</b>	<b>24</b>
12.1 Компараторы	24
12.2 Трюки от Сергея Копелиовича	24
12.2.1 Быстрый ввод	24
12.2.2 Быстрый аллокатор	24
12.3 Флаги компиляции	24
12.3.1 Сетка в vim	24
12.4 Что сделать на пробном туре	24
12.5 Хеш файла без комментариев	24

## 1 Настройка CLion

- В файле CMakeLists.txt дописать строчку  
add\_compile\_definitions(LCAL). Нажать появившуюся  
опцию в правом верхнем углу enable auto-reload.

- Вбить шаблон в main.cpp:

```
#ifndef LOCAL
#define _GLIBCXX_DEBUG
#endif
#include<bits/stdc++.h>

using namespace std;

#define int long long
#define app push_back
#define all(x) x.begin(), x.end()
#ifdef LOCAL
#define debug(...) [](auto...a){ ((cout << a << ' '
), ...) << endl; }(#__VA_ARGS__, ":",
__VA_ARGS__)
#define debugv(v) do { cout << #v << ": "; for (
auto x : v) cout << x << ' '; cout << endl; }
while(0)
#else
#define debug(...)
#define debugv(v)
#endif

int32_t main() {
    cin.tie(0); ios_base::sync_with_stdio(0);
    int n = 2; vector<int> a(n, n);
    debug(n); debugv(a);
}

//59124c
```

Скомпилировать, чтобы проверить отсутствие опечаток.

- Запустить терминал (ctrl + alt + T)

```
$ cd workspace/CLionProjects
$ for c in {A..Z}; do cp main.cpp $c.cpp && echo "
add_executable($c $c.cpp)" >> CMakeLists.txt;
done
```

Далее отключаем подсветку и форматирование в настройках (ctrl+alt+S)

- Editor → Code Style → Formatter → Do not format прописать \*
- Editor → Inspections → C/C++ → static analysis tools → CLang-Tidy отключить
- Editor → Inlay Hints → отключаем всё (достаточно первых трёх — code vision, parameter names, types).

Тёмная тема отключается в Appearance & Behavior → Appearance.

Чтобы добавить санитайзеры, надо дописать в CMakeLists.txt set(CMAKE\_CXX\_FLAGS "-fsanitize=address -fsanitize=undefined")

## 2 Теория чисел

### 2.1 КТО

```
int gcd(int a, int b, int &x, int &y) {
    if (b==0) { x = 1; y = 0; return a; }
    int d = gcd(b, a%b, y, x);
    y-=a/b*x;
    return d;
}

int inv(int r, int m) {
    int x, y;
    gcd(r, m, x, y);
    return (x+m)%m;
}

int crt(int r, int n, int c, int m) { return r + ((c -
r) % m + m) * inv(n, m) % m * n; }

//8ed8ed
```

## 2.2 Алгоритм Миллера — Рабина

```
__int128 one=1;
int po(int a,int b,int p)
{
    int res=1;
    while(b) {if(b & 1) {res=(res*one*a)%p;--b;} else {a
        =(a*one*a)%p;b>>=1;}} return res;
}
bool chprime(int n) ///miller-rabin
{
    if(n==2) return true;
    if(n<=1 || n%2==0) return false;
    int h=n-1;int d=0;while(h%2==0) {h/=2;++d;}
    for(int a:{2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31,
        37})
    {
        if(a==n) return true;
        int u=po(a,h,n);bool ok=0;
        if(u%h==1) continue;
        for(int c=0;c<d;++c)
        {
            if((u+1)%n==0) {ok=1;break;}
            u=(u*one*u)%n;
        }
        if(!ok) return false;
    }
    return true;
}
//86b2ed
```

## 2.3 Алгоритм Берлекэмп — Мессе

<https://mzhang2021.github.io/cp-blog/berlekamp-massey/>

```
template<typename T>
vector<T> berlekampMassey(const vector<T> &s) {
    int n = s.size(), l = 0, m = 1;
    vector<T> b(n), c(n);
    T ld = b[0] = c[0] = 1;
    for (int i=0; i<n; i++, m++) {
        T d = s[i];
        for (int j=1; j<=l; j++)
            d += c[j] * s[i-j];
        if (d == 0) continue;
        vector<T> temp = c;
        T coef = d / ld;
        for (int j=m; j<n; j++) c[j] -= coef * b[j-m];
        if (2 * l <= i) {
            l = i + 1 - l;
            b = temp;
            ld = d;
            m = 0;
        }
    }
    c.resize(l + 1);
    c.erase(c.begin());
    for (T &x : c)
        x = -x;
    return c;
}
//ff47ae
```

## 2.4 Линейное решето

```
const int C = 1e7+7;
vi pr, lp(C);
for (int i = 2; i < C; ++i) {
    if (lp[i] == 0) {
        lp[i] = i;
        pr.push(i);
    }
    for (int j = 0; j < (int)pr.size() && pr[j] <= lp[i]
        && pr[j] * i < C; ++j) {
        lp[pr[j] * i] = pr[j];
    }
}
//36b3d1
```

## 2.5 Алгоритм Шенкса

```
#define T int
int mod;
int gcd(int a, int b, int &x, int &y) {
    if (b==0) { x = 1; y = 0; return a; }
    int d = gcd(b,a%b,y,x);
    y-=a/b*x;
    return d;
}
int inv(int r, int m) {
    int x, y;
    gcd(r,m,x,y);
    return (x+m)%m;
}
int crt(int r, int n, int c, int m) { return r + ((c -
    r) % m + m) * inv(n, m) % m * n; }
T inv(T a)
{
    return inv(a,mod);
}
T mul(T a,T b)
{
    return (a*b)%mod;
}
vector<int> rasl(int x)
{
    vector<int> v;
    if(x==1) {return v;}
    for(int i=2;i*i<=x;++i)
    {
        if(x%i==0)
        {
            v=rasl(x/i);v.push(i);return v;
        }
    }
    v.push(x);return v;
}
T po(T a,int b) ///b>=1
{
    if(b==1) {return a;}
    if(b%2==0)
    {
        T u=po(a,b/2);
        return mul(u,u);
    }
    else
    {
        T u=po(a,b-1);
        return mul(a,u);
    }
}
T getper(T a,T one,int per,vector<int> v)
{
    for(int p:v)
    {
        if(po(a,per/p)==one)
        {
            per/=p;
        }
    }
    return per;
}
vector<pair<int,int>> shanks(T a,vector<T> b,T one,
    int per) ///a^per=1 and b[i]^per=1 /// all right
    numbers in output are equal
{
    if(b.empty()) {return {};}
    int n=b.size();
    vector<int> vp=rasl(per);
    int pera=getper(a,one,per,vp);per=pera;
    vp=rasl(pera);
    vector<int> have(n,0);
    int cur2=per;T cura=a;T invcura=inv(a);
    int curad=1;
    vector<pair<T,int>> v;
    vector<bool> ok(n,true);
    vector<T> poinvzx;
    for(int p:vp)
    {
```

```

T ca=po(cura,cur2/p);
if(ca==one) {continue;}
T invca=po(invcura,cur2/p);
int step=sqrt(b.size()*p)+2;
int wee=p/step+2;
v.clear();poinvzx.clear();
T zx=one;T invzx=one;T buba=one;
vector<T> zhe;
T lu=one;
for(int i=0;i<step;++i)
{
    v.app({zx,i});zhe.app(lu);
    zx=mul(zx,ca);invzx=mul(invzx,invca);buba=mul(
    buba,cura);lu=mul(lu,invcura);
}
poinvzx.app(one);
for(int j=0;j<wee;++j)
{
    poinvzx.app(mul(poinvzx.back(),buba));
}
sort(all(v));
for(int i=0;i<n;++i)
{
    if(!ok[i]) {continue;}
    T uu=po(b[i],cur2/p);
    bool okkk=false;
    for(int j=0;j<wee;++j)
    {
        auto it=lower_bound(all(v),make_pair(uu,0LL));
        if(it!=v.end() && (*it).first==uu)
        {
            okkk=true;
            have[i]=curad*step*j;
            have[i]=curad*(it).second;
            have[i]=pera;if(have[i]<0) {have[i]=pera;}
            b[i]=mul(b[i],poinvzx[j]);b[i]=mul(b[i],zhe
            [(it).second]);
            assert(po(b[i],cur2/p)==one);
            break;
        }
        uu=mul(uu,zx);
    }
    if(!okkk) {ok[i]=false;}
}
cur2=p;cura=po(cura,p);invcura=po(invcura,p);
curad*=p;
vector<pair<int,int> > res;
for(int i=0;i<n;++i)
{
    if(ok[i] && b[i]==one)
    {
        res.app(({have[i]*pera+pera}%pera,pera));
    }
    else
    {
        res.app({-1,pera});
    }
}
return res;
}
int shanks2(int x,int y,int mod1) ///only for T=long
long, 0^0 = 1 by default
{
    mod=mod1;
    vector<int> v=rasl(mod);sort(all(v));
    int per=1;for(int i=0;i<v.size();++i) {if(i==0 || v[
    i]!=v[i-1]) {per*=(v[i]-1);} else {per*=v[i];}}
    if(y==1 || mod==1) {return 0;}
    int C=61;
    for(int i=1;i<C;++i)
    {
        if(po(x,i)==y) {return i;}
    }
    if(y==0) {return (-1);}
    T h=po(x,C);
    int lc1=gcd(h,mod);int lc2=gcd(y,mod);
    if(lc1!=lc2) {return (-1);}
    mod/=lc2;T h1=h/lc2;T y1=y/lc2;
    vector<pair<int,int> > s=shanks(x%mod,{mul(y1,inv(h1

```

```

    ))},1,per);
    if(s[0].first!=(-1))
    {
        return s[0].first+C;
    }
    else
    {
        return (-1);
    }
}
}
//a75596

```

### 3 Графы

#### 3.1 SCC и 2-SAT

Алгоритм ищет сильносвязные компоненты в графе  $g$ , если есть путь  $i \rightarrow j$ , то  $scc[i] \leq scc[j]$

```

vector<int> find_scc(vector<vector<int>> g) {
    int n = g.size();
    vector<vector<int>> r(n);
    for (int i = 0; i < n; ++i) {
        for (int j : g[i]) r[j].push_back(i);
    }
    vector<int> used(n), tout(n);
    int time = 0;
    auto dfs = [&](auto dfs, int cur) -> void {
        used[cur] = 1;
        for (int nxt : g[cur]) {
            if (!used[nxt]) dfs(dfs, nxt);
        }
        tout[cur] = time++;
    };
    for (int i = 0; i < n; ++i) if (!used[i]) dfs(dfs, i);
    vector<int> ind(n);
    iota(ind.begin(), ind.end(), 0);
    sort(all(ind), [&](int i, int j){return tout[i] >
    tout[j];});
    vector<int> scc(n, -1);
    auto go = [&](auto go, int cur, int color) -> void {
        scc[cur] = color;
        for (int nxt : r[cur]) {
            if (scc[nxt] == -1) go(go, nxt, color);
        }
    };
    int color = 0;
    for (int i : ind) {
        if (scc[i] == -1) go(go, i, color++);
    }
    return scc;
}
//221ed6

```

Чтобы решать 2-SAT, надо создать граф на  $2n$  вершинах, рёбра  $i \Rightarrow j$  и  $(j \oplus 1) \Rightarrow (i \oplus 1)$  должны быть добавлены одновременно. После этого если  $scc[2 * i] = scc[2 * i + 1]$ , то решения нет; если  $scc[2 * i + 0] < scc[2 * i + 1]$ , то присутствует импликация  $\neg i \Rightarrow i$ , надо назначить  $i = \text{true}$ .

#### 3.2 Эйлеров цикл

```

vector<int> euler(vector<vector<pair<int, int>>> g,
    int m, int src) { // g[cur][i] = pair{nxt, idx}
    int n = g.size();
    vector<int> used(m), it(n), cycle;
    auto dfs = [&](auto dfs, int cur) -> void {
        while (true) {
            while (it[cur] < g[cur].size() && used[g[cur][it
            [cur]].second]) it[cur]++;
            if (it[cur] == g[cur].size()) return;
            auto [nxt, idx] = g[cur][it[cur]];
            used[idx] = true;
            dfs(dfs, nxt);
            cycle.push_back(idx); // or {cur, nxt}
        }
    };
    dfs(dfs, src);
    reverse(cycle.begin(), cycle.end());
}

```

```

    if (cycle.size() != m) return {}; // check that all
        edges are present in the cycle, fail otherwise
    return cycle;
}
//f6b9d4

```

### 3.3 Компоненты рёберной двусвязности

```

int n, m;
cin >> n >> m;
vector<vector<int>> g(n + 1);
map<pair<int, int>, int> comp, col;
for (int i = 0; i < m; ++i) {
    int u, v, c; cin >> u >> v >> c; c--;
    col[{u,v}]=col[{v,u}]=c;
    g[u].push_back(v);
    g[v].push_back(u);
}
vector<int> used(n + 1);
vector<int> newCompWithoutParent(n + 1), h(n + 1), up
    (n + 1);
auto findCutPoints = [&] (auto self, int u, int p) ->
    void {
    used[u] = 1;
    up[u] = h[u];
    for (int v : g[u]) {
        if (!used[v]) {
            h[v] = h[u] + 1;
            self(self, v, u);
            up[u] = min(up[u], up[v]);
            if (up[v] >= h[u]) {
                newCompWithoutParent[v] = 1;
            }
        }
        else {
            up[u] = min(up[u], h[v]);
        }
    }
};
for (int u = 1; u <= n; ++u) {
    if (!used[u]) {
        findCutPoints(findCutPoints, u, u);
    }
}
int ptr = 0;
vector<map<int, int>> colors(m);
auto markComponents = [&] (auto self, int u, int cur)
    -> void {
    used[u] = 1;
    for (int v : g[u]) {
        if (!used[v]) {
            if (newCompWithoutParent[v]) {
                ptr++;
                self(self, v, ptr - 1);
            }
            else {
                self(self, v, cur);
            }
        }
        else if (h[v] < h[u]) {
            comp[{u,v}]=comp[{v,u}]=cur;
            int c = col[{u,v}];
            colors[cur][u] |= 1 << c;
            colors[cur][v] |= 1 << c;
        }
    }
};
used.assign(n + 1, 0);
for (int u = 1; u <= n; ++u) {
    if (!used[u]) {
        markComponents(markComponents, u, -1);
    }
}
for (int comp = 0; comp < m; ++comp) {
    vector<int> cnt(4);
    int tot = 0;
    for (auto [u, mask] : colors[comp]) {
        tot |= mask;
        cnt[bp(mask)]++;
    }
    if (bp(tot)<3) {

```

```

        continue;
    }
    if (cnt[2] || cnt[3]>2) {
        cout << "Yes" << endl;
        return;
    }
}
cout << "No" << endl;
//01817d

```

### 3.4 DCP offline

```

struct Dsu {
    int n;
    vector<pair<int, int>> s;
    vector<int> p, sz;
    // other info

    Dsu(int n) : n(n), p(n), sz(n, 1) {
        iota(all(p), 0);
    }

    int get(int u) {
        while (u != p[u]) u = p[u];
        return u;
    }

    bool merge(int u, int v) {
        u = get(u), v = get(v);
        if (u == v) return false;
        if (sz[v] < sz[u]) swap(u, v);
        s.append({p[u], p[u]});
        s.append({sz[v], sz[v]});
        // app other info like s.append({comp, comp});
        p[u] = v;
        sz[v] += sz[u];
        return true;
    }

    void rollback(int sz) {
        while (s.size() != sz) {
            s.back().first = s.back().second;
            s.pop_back();
        }
    }
};

struct DcpOffline {
    int n;
    vector<vector<pair<int, int>>> d;

    void addEdgeOnSegment(int l, int r, int a, int b) {
        for (l += n, r += n; l < r; l /= 2, r /= 2) {
            if (l & 1) d[l++].append({a, b});
            if (r & 1) d[--r].append({a, b});
        }
    }

    template<typename T>
    void dfs(Dsu &dsu, T act) {
        dfs(1, 0, n, dsu, act);
    }

    template<typename T>
    void dfs(int v, int l, int r, Dsu &dsu, T act) {
        int sz = dsu.s.size();
        for (auto [u, v] : d[v]) {
            dsu.merge(u, v);
        }
        if (l + 1 == r) {
            act(l, dsu);
        }
        else {
            int m = (l + r) / 2;
            dfs(v * 2, l, m, dsu, act);
            dfs(v * 2 + 1, m, r, dsu, act);
        }
        dsu.rollback(sz);
    }

    DcpOffline(int maxt) : n(2 << __lg(maxt + 1)), d(2 *
        n) {}

```

```
};
//3c4e2d
```

### 3.5 Взвешенное паросочетание

<https://judge.yosupo.jp/submission/201334>

```
#define d(x) (lab[x.u] + lab[x.v] - 2 * e[x.u][x.v].w)
const int N = 403*2;
const int inf = 1e18;
struct Q{ int u, v, w; } e[N][N];
vector<int> p[N];
int n, m = 0, id, h, t, lk[N], sl[N], st[N], f[N], b[N]
    ][N], s[N], ed[N], q[N], lab[N];
void upd(int u, int v) { if (!sl[v] || d(e[u][v]) < d(
    e[sl[v]][v])) sl[v] = u; }
void ss(int v) {
    sl[v] = 0;
    for (int u = 1; u <= n; ++u) if (e[u][v].w > 0 && st
        [u] != v && !s[st[u]]) upd(u, v);
}
void ins(int u){ if (u <= n) q[++t] = u; else for (int
    v : p[u]) ins(v); }
void ch(int u, int w) { st[u] = w; if (u > n) for (int
    v : p[u]) ch(v, w); }
int gr(int u, int v) {
    if ((v = find(all(p[u]), v) - p[u].begin()) & 1) {
        reverse(1 + all(p[u]));
        return (int)p[u].size() - v;
    }
    return v;
}
void stm(int u, int v) {
    lk[u] = e[u][v].v;
    if (u <= n) return; Q w = e[u][v];
    int x = b[u][w.u], y = gr(u, x);
    for (int i = 0; i < y; ++i) stm(p[u][i], p[u][i^1]);
    stm(x, v); rotate(p[u].begin(), y+all(p[u]));
}
void aug(int u, int v) {
    int w = st[lk[u]];stm(u, v);if (!w) return;
    stm(w, st[f[w]]);
    aug(st[f[w]], w);
}
int lca(int u, int v) {
    for (id++; u|v; swap(u, v)) {
        if (!u) continue;if(ed[u] == id) return u;
        ed[u] = id; if (u = st[lk[u]]) u = st[f[u]]; // =,
        not ==
    }
    return 0;
}
//cf1d55

void add(int u, int a, int v) {
    int x = n + 1; while (x <= m && st[x]) ++x;
    if (x > m) ++m;
    lab[x] = s[x] = st[x] = 0;
    lk[x] = lk[a];
    p[x].clear();
    p[x].push_back(a);
#define op(q) for (int i = q, j = 0; i != a; i=st[f[j]
    ]) p[x].push_back(i), p[x].push_back(j=st[lk[i]])
    , ins(j) // also not ==
    op(u); reverse(1+all(p[x]));op(v);
    ch(x, x); for (int i = 1; i <= m; ++i) e[x][i].w = e
        [i][x].w = 0;
    fill(b[x]+1, b[x]+n+1, 0);
    for (int u : p[x]) {
        for (int v = 1; v <= m; ++v) if (!e[x][v].w || d(e
            [u][v]) < d(e[x][v])) e[x][v] = e[u][v], e[v][x] = e
                [v][u];
        for (int v = 1; v <= n; ++v) if (b[u][v]) b[x][v]
            = u;
    }
    ss(x);
}
void ex(int u) {
    for (int x : p[u]) ch(x, x);
    int a = b[u][e[u][f[u]].u], r = gr(u, a);
```

```
for (int i = 0; i < r; i += 2) {
    int x = p[u][i], y = p[u][i + 1];
    f[x] = e[y][x].u; s[x] = 1; s[y] = 0; sl[x] = 0;
    ss(y); ins(y);
}
s[a] = 1; f[a] = f[u];
for (int i = r + 1; i < p[u].size(); ++i) s[p[u][i]]
    = -1, ss(p[u][i]);
st[u] = 0;
}
bool on(const Q &e) {
    int u = st[e.u], v = st[e.v], a;
    if (s[v] == -1) {
        f[v] = e.u, s[v] = 1, a = st[lk[v]], sl[v] = sl[a]
            = s[a] = 0, ins(a);
    } else if (!s[v]) {
        a = lca(u, v); if (!a) return aug(u, v), aug(v, u)
            , 1; else add(u, a, v);
    }
    return 0;
}
//3f0f1d

bool bfs() {
    fill(s+1, s+m+1, -1);fill(sl+1, sl+m+1, 0); // s is
        filled with -1
    h = 1, t = 0; for (int i = 1; i <= m; ++i) if (st[i]
        == i && !lk[i]) f[i] = s[i] = 0, ins(i);
    if (h > t) return 0;
    while (1) {
        while (h <= t) {
            int u = q[h++];
            if (s[st[u]] != 1) {
                for (int v = 1; v <= n; ++v) if (e[u][v].w > 0
                    && st[u] != st[v]) {
                    if (d(e[u][v])) upd(u, st[v]); else if (on(e
                        [u][v])) return 1;
                }
            }
            int x = inf;
            for (int i = n+1; i <= m; ++i) if (st[i] == i && s
                [i] == 1) x = min(x, lab[i]/2);
            for (int i = 1; i <= m; ++i) if (st[i] == i && sl[
                i] && s[i] != 1) x = min(x, d(e[sl[i]][i])>>s[i
                    ]+1);
            for (int i = 1; i <= n; ++i) if (~s[st[i]]) if ((
                lab[i] += (s[st[i]] * 2 - 1) * x) <= 0) return 0;
            for (int i = n + 1; i <= m; ++i) if (st[i] == i &&
                ~s[st[i]]) lab[i] += (2 - 4 * s[st[i]]) * x;
            h = 1, t = 0;
            for (int i = 1; i <= m; ++i) if (st[i] == i && sl[
                i] && st[sl[i]] != i && !d(e[sl[i]][i]) && on(e[sl
                    ][i])) return 1;
            for (int i = n+1; i <= m; ++i) if (st[i] == i && s
                [i] == 1 && !lab[i]) ex(i);
        }
    }
}

pair<int, vector<array<int, 2>>> run(int N, vector<
    array<int, 3>> edges) {
    for (auto &[u, v, w] : edges) ++u, ++v;
    fill(ed+1, ed+m+1, 0);
    fill(lk+1, lk+m+1, 0);
    n = m = N;
    id = 0;
    iota(st + 1, st + n + 1, 1);
    int wm = 0, weight = 0;
    for (int i = 1; i <= n; ++i) for (int j = 1; j <= n;
        ++j) e[i][j] = {i,j,0};
    for (auto [u, v, w] : edges) wm = max(wm, e[v][u].w
        = e[u][v].w = max(e[u][v].w, w));
    for (int i = 1; i <= n; ++i) p[i].clear();
    for (int i = 1; i <= n; ++i) for (int j = 1; j <= n;
        ++j) b[i][j] = i==j?i:0;
    fill_n(lab+1, n, wm); while (bfs());
    vector<array<int, 2>> matching;
    for (int i = 1; i <= n; ++i) if (i < lk[i]) weight
        += e[i][lk[i]].w, matching.push_back({i - 1, lk[i]}
```

```

    - 1));
    return {weight, matching};
}

//be682f

```

### 3.6 Дерево доминаторов

```

struct DominatorTree{
    struct DSU{
        struct Vert{
            int p;
            pair<int, int> val;
        };

        vector<Vert> t;
        vector<int> ord;

        DSU(vector<int> &ord): ord(ord) { t.resize(ord.
            size()); for (int i = 0; i < ord.size(); i++) t[i
            ].p = i; }

        int get(int v){
            if (t[v].p == v) return v;
            int new_p = get(t[v].p);
            if (ord[t[v].val.first] > ord[t[t[v].p].val.
            first]) t[v].val = t[t[v].p].val;
            t[v].p = new_p;
            return t[v].p;
        }

        void merge(int a, int b){
            a = get(a); b = get(b);
            if (a != b){
                t[b].p = a;
            }
        }

        void setVal(int v, pair<int, int> val){
            t[v].val = val;
        }

        auto getVal(int v){
            get(v);
            return t[v].val;
        }
    };

    vector<vector<int>> g, gr, lg;
    vector<int> idom, sdом, was, tin;

    int timer;
    void dfs(int v){
        tin[v] = timer++;
        was[v] = 1;
        for (int to : g[v]) if (!was[to]) dfs(to);
    }

    vector<vector<int>> req;

    DominatorTree(int n, vector<pair<int, int>> &edges,
        int root){
        g.resize(n); gr.resize(n); lg.resize(n);
        idom.resize(n, -1); sdом.resize(n);
        was.resize(n, 0), tin.resize(n);
        req.resize(n);
        for (auto &e : edges){
            g[e.first].push_back(e.second);
            gr[e.second].push_back(e.first);
        }
        timer = 0; dfs(root);
        vector<int> ord;
        for (int i = 0; i < n; i++) ord.push_back(i);
        sort(ord.begin(), ord.end(), [this](int w1, int w2
        ){ return tin[w1] > tin[w2]; });
        DSU dsu(tin);
        for (int v : ord){
            sdом[v] = v;
            for (int to : gr[v]){

```

```

                if (v == to) continue;
                int val = tin[to] < tin[v] ? to : dsu.getVal(
                to).first;
                if (tin[val] < tin[sdom[v]]) sdом[v] = val;
            }

            req[sdom[v]].push_back(v);
            for (auto &r : req[v]){
                auto val = dsu.getVal(r);
                if (tin[val.first] < tin[sdom[r]]){
                    lg[val.second].push_back(r);
                } else {
                    idom[r] = sdом[r];
                }
            }

            dsu.setVal(v, make_pair(sdom[v], v));
            for (int to : g[v]){
                if (tin[to] > tin[v] && dsu.t[to].p == to){
                    dsu.merge(v, to);
                }
            }
        }

        for (int i = 0; i < n; i++) was[i] = 0;

        for (int i = 0; i < n; i++) if (!was[i] && idom[i]
            != -1){
            vector<int> st;
            st.push_back(i);
            was[i] = 1;
            while(st.size()){
                int v = st.back(); st.pop_back();
                idом[v] = idом[i];
                for (int to : lg[v]) if (!was[to]) was[to] =
                1, st.push_back(to);
            }
        }
    };

    /*
    vector <pair <int, int> > e;
    DominatorTree d(n,e,0);
    auto par = d.idom;
    */

```

```
//839464
```

## 4 Свёртки

### 4.1 AND, OR, XOR свёртки

```

vector<int> band(vector<int> a, vector<int> b)
{
    int n=0; while((1<<n)<a.size()) ++n;
    a.resize(1<<n); b.resize(1<<n);
    for(int i=0; i<n; ++i) for(int mask=0; mask<(1<<n); ++
        mask) if(mask & (1<<i)) {a[mask-(1<<i)]+=a[mask]; a
        [mask-(1<<i)]%=p;}
    for(int i=0; i<n; ++i) for(int mask=0; mask<(1<<n); ++
        mask) if(mask & (1<<i)) {b[mask-(1<<i)]+=b[mask]; b
        [mask-(1<<i)]%=p;}
    vector<int> c(1<<n, 0);
    for(int mask=0; mask<(1<<n); ++mask) {c[mask]=a[mask]*
        b[mask]; c[mask]%=p;}
    for(int i=0; i<n; ++i) for(int mask=0; mask<(1<<n); ++
        mask) if(!(mask & (1<<i))) {c[mask]-=c[mask+(1<<i)
        ]; c[mask]%=p;}
    return c;
}

//807ee0

vector<int> bor(vector<int> a, vector<int> b)
{
    int n=0; while((1<<n)<a.size()) ++n;
    a.resize(1<<n); b.resize(1<<n);
    for(int i=0; i<n; ++i) for(int mask=0; mask<(1<<n); ++
        mask) if(!(mask & (1<<i))) {a[mask+(1<<i)]+=a[mask
        ]; a[mask+(1<<i)]%=p;}

```



```

for(int i=0;i<n;++i) for(int mask=0;mask<(1<<n);++
    mask) if(!(mask & (1<<i))) {b[mask+(1<<i)]+=b[mask
    ];b[mask+(1<<i)]%=p;}
vector<int> c(1<<n,0);
for(int mask=0;mask<(1<<n);++mask) {c[mask]=a[mask]*
    b[mask];c[mask]%=p;}
for(int i=0;i<n;++i) for(int mask=0;mask<(1<<n);++
    mask) if(mask & (1<<i)) {c[mask]-=c[mask-(1<<i)];c
    [mask]%=p;}
return c;
}
//07707e

vector<int> bxor(vector<int> a,vector<int> b)
{
    assert(p%2==1);int inv2=(p+1)/2;
    int n=0;while((1<<n)<a.size()) ++n;
    a.resize(1<<n);b.resize(1<<n);
    for(int i=0;i<n;++i) for(int mask=0;mask<(1<<n);++
        mask) if(!(mask & (1<<i))) {int u=a[mask],v=a[mask
        +(1<<i)];a[mask+(1<<i)]=(u+v)%p;a[mask]=(u-v)%p;}
    for(int i=0;i<n;++i) for(int mask=0;mask<(1<<n);++
        mask) if(!(mask & (1<<i))) {int u=b[mask],v=b[mask
        +(1<<i)];b[mask+(1<<i)]=(u+v)%p;b[mask]=(u-v)%p;}
    vector<int> c(1<<n,0);
    for(int mask=0;mask<(1<<n);++mask) {c[mask]=a[mask]*
        b[mask];c[mask]%=p;}
    for(int i=0;i<n;++i) for(int mask=0;mask<(1<<n);++
        mask) if(!(mask & (1<<i))) {int u=c[mask],v=c[mask
        +(1<<i)];c[mask+(1<<i)]=(v-u)*inv2%p;c[mask]=(u
        +v)*inv2%p;}
    return c;
}

//20cc50

```

## 4.2 FFT & co

```

typedef long long ll;
const int p=998244353;
int po(int a,int b) {if(b==0) return 1; if(b==1)
    return a; if(b%2==0) {int u=po(a,b/2);return (u*1
    LL*u)%p;} else {int u=po(a,b-1);return (a*1LL*u)%p
    ;}}
int inv(int x) {return po(x,p-2);}
template<int M, int K, int G> struct Fft {
    // 1, 1/4, 1/8, 3/8, 1/16, 5/16, 3/16, 7/16, ...
    int g[1 << (K - 1)];
    Fft() : g() { //if t1 constexpr...
        // static_assert(K >= 2, "Fft: K >= 2 must hold");
        g[0] = 1;
        g[1 << (K - 2)] = G;
        for (int l = 1 << (K - 2); l >= 2; l >= 1) {
            g[l >> 1] = (g[l] * 1LL * g[l]) % M;
        }
        assert((g[1]*1LL * g[1]) % M == M - 1);
        for (int l = 2; l <= 1 << (K - 2); l <= 1) {
            for (int i = 1; i < l; ++i) {
                g[l + i] = (g[l] * 1LL * g[i]) % M;
            }
        }
    }
    void fft(vector<int> &x) const {
        const int n = x.size();
        assert(n <= 1 << K);
        for (int h = __builtin_ctz(n); h--; ) {
            const int l = (1 << h);
            for (int i = 0; i < n >> (h+1); ++i) {
                for (int j = i << (h+1); j < (((i << 1) + 1)
                << h); ++j) {
                    const int t = (g[i] * 1LL * x[j | l]) % M;
                    x[j | l] = x[j] - t;
                    if (x[j|l] < 0) x[j | l] += M;
                    x[j]+=t;
                    if (x[j] >= M) x[j] -= M;
                }
            }
        }
        for (int i = 0, j = 0; i < n; ++i) {
            if (i < j) std::swap(x[i], x[j]);

```

```

        for (int l = n; (l >= 1) && !((j ^= 1) & 1); )
            {}
        }
    }
    vector<int> convolution(vector<int> a, vector<int> b)
    { const {
        if(a.empty() || b.empty()) return {};
        for(int& x:a) {x%=p;if(x>=p) x-=p; if(x<0) x+=p;}
        for(int& x:b) {x%=p;if(x>=p) x-=p; if(x<0) x+=p;}
        const int na = a.size(), nb = b.size();
        int n, invN = 1;
        for (n = 1; n < na + nb - 1; n <= 1) invN = ((
            invN & 1) ? (invN + M) : invN) >> 1;
        vector<int> x(n, 0), y(n, 0);
        std::copy(a.begin(), a.end(), x.begin());
        std::copy(b.begin(), b.end(), y.begin());
        fft(x);
        fft(y);
        for (int i = 0; i < n; ++i) x[i] = (((static_cast<
            long long>(x[i]) * y[i]) % M) * invN) % M;
        std::reverse(x.begin() + 1, x.end());
        fft(x);
        x.resize(na + nb - 1);
        return x;
    }
};
Fft<998244353,23,31> muls;

//alb591

vector<int> form(vector<int> v,int n)
{
    while(v.size()<n) v.push_back(0);
    while(v.size()>n) v.pop_back();
    return v;
}
vector<int> operator *(vector<int> v1,vector<int> v2)
{
    return muls.convolution(v1,v2);
}
vector<int> operator +(vector<int> v1,vector<int> v2)
{
    while(v2.size()<v1.size()) v2.push_back(0); while(v1
    .size()<v2.size()) v1.push_back(0);
    for(int i=0;i<v1.size();++i) {v1[i]+=v2[i];if(v1[i]
    ]>=p) v1[i]-=p; else if(v1[i]<0) v1[i]+=p;}
    return v1;
}
vector<int> operator -(vector<int> v1,vector<int> v2)
{
    int sz=max(v1.size(),v2.size());while(v1.size()<sz)
    v1.push_back(0); while(v2.size()<sz) v2.push_back
    (0);
    for(int i=0;i<sz;++i) {v1[i]-=v2[i];if(v1[i]<0) v1[i]
    ]+=p; else if(v1[i]>=p) v1[i]-=p;} return v1;
}
vector<int> trmi(vector<int> v)
{
    for(int i=1;i<v.size();i+=2) {if(v[i]>0) v[i]=p-v[i]
    ]; else v[i]=(-v[i]);}
    return v;
}
vector<int> deriv(vector<int> v)
{
    if(v.empty()) return{};
    vector<int> ans(v.size()-1);
    for(int i=1;i<v.size();++i) ans[i-1]=(v[i]*1LL*i)%p;
    return ans;
}
vector<int> integ(vector<int> v)
{
    vector<int> ans(v.size()+1);ans[0]=0;
    for(int i=1;i<v.size();++i) ans[i-1]=(v[i]*1LL*i)%p;
    return ans;
}
vector<int> mul(vector<vector<int>> v)
{
    if(v.size()==1) return v[0];
    vector<vector<int>> v1,v2;for(int i=0;i<v.size()

```

```

    /2; ++i) v1.push_back(v[i]); for(int i=v.size()/2; i
    <v.size(); ++i) v2.push_back(v[i]);
    return muls.convolution(mul(v1), mul(v2));
}
vector<int> inv1(vector<int> v, int n)
{
    assert(v[0] != 0);
    int sz=1; v=form(v, n); vector<int> a={inv(v[0])};
    while(sz<n)
    {
        vector<int> vsz; for(int i=0; i<min(n, 2*sz); ++i) vsz
        .push_back(v[i]);
        vector<int> b=((vector<int>) {1})-muls.convolution
        (a, vsz);
        for(int i=0; i<sz; ++i) assert(b[i]==0);
        b.erase(b.begin(), b.begin()+sz);
        vector<int> c=muls.convolution(b, a);
        for(int i=0; i<sz; ++i) a.push_back(c[i]);
        sz*=2;
    }
    return form(a, n);
}

//12aa4e

```

### 4.3 Быстрое FFT

- Solution based on <https://codeforces.com/blog/entry/117947>
- Iterative and in-place version.
- Uses signed montgomery
- Optimized to minimize memory usage

```

const int MOD = 998244353;
const long long MOD2 = (long long) MOD * MOD;
const int root = 3;
const int alim = 64; // Bound for using O(n^2)
                        polynomial mult

int modpow(int b, int e) {
    int ans = 1;
    for (; e; b = (long long) b * b % MOD, e /= 2)
        if (e & 1) ans = (long long) ans * b % MOD;
    return ans;
}

const int MODinv = 2 - MOD; // pow(-MOD, -1, 2**32)
inline int m_reduce(long long x) {
    int m = x * MODinv;
    return (x >> 32) - (((long long) m * MOD) >> 32);
}

const int r2 = modpow(2, 64);
inline int m_transform(int x) {
    return m_reduce((long long)x * r2);
}

inline int m_add(int x, int y) {
    int z = x + y;
    return z < 0 ? z + MOD : z - MOD;
}

inline int m_sub(int x, int y) {
    int z = x - y;
    return z < 0 ? z + MOD : z - MOD;
}

inline int m_mult(int x, int y) {
    return m_reduce((long long) x * y);
}

vector<int> rt = {1};
vector<int> transformed_rt;
vector<int> transformed_rt2;

template<int a>
void transform(vector<int> &P) {
    int m = P.size();
    int n = m / a;

```

```

    int size = rt.size();
    while (2 * size < n) {
        rt.resize(n / 2);
        int r = modpow(root, MOD / (4 * size));
        for (int i = 0; i < size; ++i)
            rt[i + size] = (long long) r * rt[i] % MOD;
        size *= 2;
    }

    // For montgomery
    for (int i = transformed_rt.size(); i < rt.size();
        ++i) {
        transformed_rt.resize(rt.size());
        transformed_rt[i] = m_transform(rt[i]);
        transformed_rt2.resize(rt.size());
        transformed_rt2[i] = (unsigned int) MODinv *
            transformed_rt[i];
    }

    int k = n;
    while (k >= 4) k /= 4;

    if (k == 2) {
        int step = n * a;
        int half_step = step / 2;
        for (int j1 = 0; j1 < half_step; ++j1) {
            int j2 = j1 + half_step;

            int diff = m_sub(P[j1], P[j2]);
            P[j1] = m_add(P[j1], P[j2]);
            P[j2] = diff;
        }
        k = n/2;
    } else {
        k = n;
    }

    for (; k > 1; k /= 4) {
        for (int i = 0; i < n/k; ++i) {
            int step = k * a;
            int half_step = step / 2;
            int quarter_step = half_step / 2;

            int R20 = transformed_rt2[2 * i];
            int RR0 = transformed_rt[2 * i];

            int R21 = transformed_rt2[2 * i + 1];
            int RR1 = transformed_rt[2 * i + 1];

            int R2 = transformed_rt2[i];
            int RR = transformed_rt[i];

            int j1 = i * step;
            int j2 = j1 + quarter_step;
            int j3 = j2 + quarter_step;
            int j4 = j3 + quarter_step;

            for (int j = 0; j < quarter_step; ++j, ++j1, ++
                j2, ++j3, ++j4) {
                int z0;
                {
                    int z = P[j3];
                    int m = (unsigned int) R2 * z;
                    z0 = ((long long) z * RR - (long long) m *
                        MOD) >> 32;
                }

                int z1;
                {
                    int z = P[j4];
                    int m = (unsigned int) R2 * z;
                    z1 = ((long long) z * RR - (long long) m *
                        MOD) >> 32;
                }

                int sum0 = m_add(P[j1], z0);
                int diff0 = m_sub(P[j1], z0);
                int sum1 = P[j2] + z1;
                int diff1 = P[j2] - z1;
            }

```



```

    // [sum0, sum1, diff0, diff1]

    int zz0;
    {
        int z = sum1;
        int m = (unsigned int) R20 * z;
        zz0 = ((long long) z * RR0 - (long long) m *
MOD) >> 32;
    }

    int zz1;
    {
        int z = diff1;
        int m = (unsigned int) R21 * z;
        zz1 = ((long long) z * RR1 - (long long) m *
MOD) >> 32;
    }

    P[j1] = m_add(sum0, zz0);
    P[j2] = m_sub(sum0, zz0);
    P[j3] = m_add(diff0, zz1);
    P[j4] = m_sub(diff0, zz1);
}
}

for (int i = 0; i < m; ++i)
    if (P[i] < 0) P[i] += MOD;
}

template<int a>
void inverse_transform(vector<int> &P) {
    int m = P.size();
    int n = m / a;
    int n_inv = m_transform(modpow(n, MOD - 2));

    vector<int> rev(n);
    for (int i = 1; i < n; ++i) {
        rev[i] = rev[i / 2] / 2 + (i & 1) * n / 2;
    }

    // P = [p * n_inv for p in P]
    for (int i = 0; i < m; ++i)
        P[i] = m_mult(n_inv, P[i]);

    // P = [P[a * rev[i // a] + (i % a)] for i in range(
m)]
    for (int i = 1; i < n; ++i)
        if (i < rev[i])
            swap_ranges(P.begin() + a * i, P.begin() + a * i
+ a, P.begin() + a * rev[i]);

    // P = [P[-a * (i // a) + (i % a)] for i in range(m)
]
    for (int i = 1; i < n/2; ++i)
        swap_ranges(P.begin() + a * i, P.begin() + a * i +
a, P.begin() + a * (n - i));

    transform<a>(P);

    // P = [P[a * rev[i // a] + (i % a)] for i in range(
m)]
    for (int i = 1; i < n; ++i)
        if (i < rev[i])
            swap_ranges(P.begin() + a * i, P.begin() + a * i
+ a, P.begin() + a * rev[i]);
}

template<int a>
void fast_polymult_mod(vector<int> &P, vector<int> &Q)
{
    int m = P.size();
    int n = m / a;

    transform<a>(P);
    transform<a>(Q);

    vector<int> &PQ = P;
    for (int i = 0; i < n; ++i) {

```

```

        vector<unsigned long long> res(2 * a);
        for (int j = 0; j < a; ++j) {
            if (j >= 10 && j % 9 == 8)
                for (int k = j; k < j + a - 10; ++k)
                    res[k] -= (res[k] >> 63) * 9 * MOD2;
            for (int k = 0; k < a; ++k)
                res[j + k] += (long long) P[i * a + j] * Q[i *
a + k];
        }

        int c = rt[i/2];
        if (i & 1) c = MOD - c;
        for (int j = 0; j < a; ++j)
            PQ[i * a + j] = (res[j] + c * (res[j + a] % MOD)
) % MOD;
    }

    inverse_transform<a>(PQ);
}

template <size_t... N>
void work(std::index_sequence<N...>, int x, std:::
vector<int>& a, std:::vector<int>& b) {
    static void (*ptrs[])(std:::vector<int>&, std:::vector
<int>&) = {&fast_polymult_mod<N+1>...};
    ptrs[x - 1](a, b);
}

void fast_polymult(vector<int> &P, vector<int> &Q) {
    int m1 = P.size();
    int m2 = Q.size();
    int res_len = m1 + m2 - 1;

    int b = 1;
    while ((alim << b) < res_len) ++b;
    int a = ((res_len - 1) >> b) + 1;
    int m = a << b;

    P.resize(m);
    Q.resize(m);

    // Call fast_polymult_mod<a>(P, Q);
    work(std::make_index_sequence<alim>{}, a, P, Q);

    P.resize(res_len);
}
//239b3e

```

#### 4.4 FFT в double'ax

```

using cd = complex<double>;
const double PI = acos(-1);

void fft(vector<cd> &a, bool invert) {
    int n = a.size();

    for (int i = 1, j = 0; i < n; i++) {
        int bit = n >> 1;
        for (; j & bit; bit >>= 1)
            j ^= bit;

        if (i < j)
            swap(a[i], a[j]);
    }

    for (int len = 2; len <= n; len <= 1) {
        double ang = 2 * PI / len * (invert ? -1 : 1);
        cd wlen(cos(ang), sin(ang));
        for (int i = 0; i < n; i += len) {
            cd w(1);
            for (int j = 0; j < len / 2; ++j) {
                cd u = a[i+j], v = a[i+j+len/2] * w;
                a[i+j] = u + v;
                a[i+j+len/2] = u - v;
                w *= wlen;
            }
        }
    }
}

```

```

    if (invert) {
        for (cd & x : a)
            x /= n;
    }
}
vector<int> multiply(vector<int> const& a, vector<int>
    const& b) {
    vector<cd> fa(a.begin(), a.end()), fb(b.begin(), b.
        end());
    int n = 1;
    while (n < a.size() + b.size())
        n <<= 1;
    fa.resize(n);
    fb.resize(n);

    fft(fa, false);
    fft(fb, false);
    for (int i = 0; i < n; i++)
        fa[i] *= fb[i];
    fft(fa, true);

    vector<int> result(n);
    for (int i = 0; i < n; i++)
        result[i] = round(fa[i].real());
    while(!result.empty() && !result.back()) result.
        pop_back();
    return result;
}
//35d9d0

```

## 5 Структуры данных

### 5.1 Дерево Фенвика

```

int fe[maxn];
void pl(int pos,int val) {while(pos<maxn) {fe[pos]+=
    val;pos+=(pos+1);}}
int get(int pos) {int ans=0;while(pos>=0) {ans+=fe[pos
    ];pos&=(pos+1);--pos;} return ans;} /// [0,pos] -
    vkluchitelno!!!
int get(int l,int r) {return get(r-1)-get(l-1);} ///
    sum of [l,r)

//2991a1

```

### 5.2 Дерево отрезков в точке

```

template<typename T, typename U>
struct SegmentTree {
    int h, n;
    T neutral;
    U unite;
    vector<T> data;

    template<typename I>
    SegmentTree(int sz, T neutral, U unite, I init) : h(
        __lg(sz) + 1), n(1 << h), neutral(neutral), unite(
            unite), data(2 * n) {
        for (int i = 0; i < sz; ++i) data[i + n] = init(i)
            ;
        for (int i = n - 1; i > 0; --i) data[i] = unite(
            data[2 * i], data[2 * i + 1]);
    }

    SegmentTree(int sz, T neutral, U unite) : h(__lg(sz)
        + 1), n(1 << h), neutral(neutral), unite(unite),
        data(2 * n, neutral) {}

    void set(int i, T x) {
        data[i += n] = x;
        for (i /= 2; i > 0; i /= 2) data[i] = unite(data[2
            * i], data[2 * i + 1]);
    }

    T get(int l, int r) {
        T leftRes = neutral, rightRes = neutral;
        for (l += n, r += n; l < r; l /= 2, r /= 2) {
            if (l & 1) leftRes = unite(leftRes, data[l++]);
            if (r & 1) rightRes = unite(data[--r], rightRes)
                ;
        }
    }
}

```

```

    }
    return unite(leftRes, rightRes);
}
int left(int i) {
    int lvl = __lg(i);
    return (i & ((1 << lvl) - 1)) * (1 << (h - lvl));
}
int right(int i) {
    int lvl = __lg(i);
    return ((i & ((1 << lvl) - 1)) + 1) * (1 << (h -
        lvl));
}

// l \in [0; n) && ok(get(l, l), l);
// returns last r: ok(get(l, r), r)
template<typename C>
int lastTrue(int l, C ok) {
    T cur = neutral;
    l += n;
    do {
        l >>= __builtin_ctz(l);
        T with1 = unite(cur, data[l]);
        if (ok(with1, right(l))) {
            cur = with1;
            ++l;
        } else {
            while (l < n) {
                T with2 = unite(cur, data[2 * l]);
                if (ok(with2, right(2 * l))) {
                    cur = with2;
                    l = 2 * l + 1;
                } else {
                    l = 2 * l;
                }
            }
            return l - n;
        }
    } while (l & (1 - 1));
    return n;
}

// r \in [0; n) && ok(get(r, r), r);
// returns first l: ok(get(l, r), l)
template<typename C>
int firstTrue(int r, C ok) {
    T cur = neutral;
    r += n;
    while (r & (r - 1)) {
        r >>= __builtin_ctz(r);
        T with1 = unite(data[--r], cur);
        if (ok(with1, left(r))) {
            cur = with1;
        } else {
            while (r < n) {
                T with2 = unite(data[2 * r + 1], cur);
                if (ok(with2, left(2 * r + 1))) {
                    cur = with2;
                    r = 2 * r;
                } else {
                    r = 2 * r + 1;
                }
            }
            return r - n + 1;
        }
    }
    return 0;
}
};
//64190d

```

### 5.3 Массовое дерево отрезков

```

#ifdef LOCAL
int __lg(int x) { return 63 - __builtin_clzll(x); }
#endif

template<typename Data, typename Mod, typename
    UniteData, typename UniteMod, typename Apply>
struct MassSegmentTree {

```

```

int h, n;
Data zd;
Mod zm;
vector<Data> data;
vector<Mod> mod;

UniteData ud; // Data (Data, Data)
UniteMod um; // Mod (Mod, Mod);
Apply a; // Data (Data, Mod, int); last argument is
the length of current segment (could be used for
range += and sum counting, for instance)

template<typename I>
MassSegmentTree(int sz, Data zd, Mod zm, UniteData
ud, UniteMod um, Apply a, I init) : h(__lg(sz) +
1), n(1 << h), zm(zm), zd(zd), data(2 * n, zd),
mod(n, zm), ud(ud), um(um), a(a) {
    for (int i = 0; i < sz; ++i) data[i + n] = init(i);
    for (int i = n - 1; i > 0; --i) data[i] = ud(data
[2 * i], data[2 * i + 1]);
}

MassSegmentTree(int sz, Data zd, Mod zm, UniteData
ud, UniteMod um, Apply a) : h(__lg(sz) + 1), n(1
<< h), zm(zm), zd(zd), data(2 * n, zd), mod(n, zm)
, ud(ud), um(um), a(a) {}

void push(int i) {
    if (mod[i] == zm) return;
    apply(2 * i, mod[i]);
    apply(2 * i + 1, mod[i]);
    mod[i] = zm;
}

// is used only for apply
int length(int i) { return 1 << (h - __lg(i)); }

// used only for descent
int left(int i) {
    int lvl = __lg(i);
    return (i & ((1 << lvl) - 1)) * (1 << (h - lvl));
}

// used only for descent
int right(int i) {
    int lvl = __lg(i);
    return ((i & ((1 << lvl) - 1)) + 1) * (1 << (h -
lvl));
}

template<typename S>
void apply(int i, S x) {
    data[i] = a(data[i], x, length(i));
    if (i < n) mod[i] = um(mod[i], x);
}

void update(int i) {
    if (mod[i] != zm) return;
    data[i] = ud(data[2 * i], data[2 * i + 1]);
}

template<typename S>
void update(int l, int r, S x) { // [l; r)
    l += n, r += n;
    for (int shift = h; shift > 0; --shift) {
        push(l >> shift);
        push((r - 1) >> shift);
    }
    for (int lf = l, rg = r; lf < rg; lf /= 2, rg /=
2) {
        if (lf & 1) apply(lf++, x);
        if (rg & 1) apply(--rg, x);
    }
    for (int shift = 1; shift <= h; ++shift) {
        update(l >> shift);
        update((r - 1) >> shift);
    }
}

```

```

Data get(int l, int r) { // [l; r)
    l += n, r += n;
    for (int shift = h; shift > 0; --shift) {
        push(l >> shift);
        push((r - 1) >> shift);
    }
    Data leftRes = zd, rightRes = zd;
    for (; l < r; l /= 2, r /= 2) {
        if (l & 1) leftRes = ud(leftRes, data[l++]);
        if (r & 1) rightRes = ud(data[--r], rightRes);
    }
    return ud(leftRes, rightRes);
}

// l \in [0; n) && ok(get(l, l), l);
// returns last r: ok(get(l, r), r)
template<typename C>
int lastTrue(int l, C ok) {
    l += n;
    for (int shift = h; shift > 0; --shift) push(l >>
shift);
    Data cur = zd;
    do {
        l >>= __builtin_ctz(l);
        Data withl;
        withl = ud(cur, data[l]);
        if (ok(withl, right(l))) {
            cur = withl;
            ++l;
        } else {
            while (l < n) {
                push(l);
                Data with2;
                with2 = ud(cur, data[2 * l]);
                if (ok(with2, right(2 * l))) {
                    cur = with2;
                    l = 2 * l + 1;
                } else {
                    l = 2 * l;
                }
            }
            return l - n;
        }
    } while (l & (l - 1));
    return n;
}

// r \in [0; n) && ok(get(r, r), r);
// returns first l: ok(get(l, r), l)
template<typename C>
int firstTrue(int r, C ok) {
    r += n;
    for (int shift = h; shift > 0; --shift) push((r -
1) >> shift);
    Data cur = zd;
    while (r & (r - 1)) {
        r >>= __builtin_ctz(r);
        Data withl;
        withl = ud(data[--r], cur);
        if (ok(withl, left(r))) {
            cur = withl;
        } else {
            while (r < n) {
                push(r);
                Data with2;
                with2 = ud(data[2 * r + 1], cur);
                if (ok(with2, left(2 * r + 1))) {
                    cur = with2;
                    r = 2 * r;
                } else {
                    r = 2 * r + 1;
                }
            }
            return r - n + 1;
        }
    }
    return 0;
}
};

```

//7a7099

## 5.4 Битовый бор

```

template<unsigned int sz, typename T=int>
struct binarytrie{
    using Bit=typename conditional<sz<=32, unsigned int,
        unsigned long long>::type;
    struct node{
        T cnt;
        array<int, 2>nxt;
        node():cnt(0),nxt({-1,-1}){}
    };
    vector<node>v;
    binarytrie(){v.emplace_back();}
    void insert(Bit x){add(x,1);}
    void erase(Bit x){add(x,-1);}
    void add(Bit x,T k)
    {
        assert(0<=x&&(x>>sz)==0);
        int p=0;
        v[p].cnt+=k;
        for(int i=sz;i--;)
        {
            int j=x>>i&1;
            if(v[p].nxt[j]==-1)
            {
                v[p].nxt[j]=v.size();
                v.emplace_back();
            }
            p=v[p].nxt[j];
            v[p].cnt+=k;
        }
    }
    T count(Bit x, Bit xor_val=0) const // [0, x)
    {
        assert(0<=xor_val&&(xor_val>>sz)==0);
        if(x<0) return 0;
        else if(x>>sz) return v[0].cnt;
        T ret=0;
        int p=0;
        for(int i=sz;i--;)
        {
            int j=x>>i&1, k=xor_val>>i&1;
            if(j==0) p=v[p].nxt[k];
            else
            {
                if(v[p].nxt[k]>=0) ret+=v[v[p].nxt[k]].cnt;
                p=v[p].nxt[!k];
            }
            if(p==-1) break;
        }
        return ret;
    }
    Bit max(Bit xor_val=0) const
    {
        assert(0<=xor_val&&(xor_val>>sz)==0);
        int p=0;
        Bit ret=0;
        if(v[p].cnt==0) return ret;
        for(int i=sz;i--;)
        {
            ret<=1;
            int k=xor_val>>i&1;
            if(v[p].nxt[!k]>=0&&v[v[p].nxt[!k]].cnt>0)
            {
                p=v[p].nxt[!k];
                ret|=1;
            }
            else p=v[p].nxt[k];
        }
        return ret;
    }
    Bit min(Bit xor_val=0) const
    {
        assert(0<=xor_val&&(xor_val>>sz)==0);
        int p=0;
        Bit ret=0;
        for(int i=sz;i--;)
        {
            ret<=1;

```

```

        int k=xor_val>>i&1;
        if(v[p].nxt[k]>=0&&v[v[p].nxt[k]].cnt>0) p=v[p].nxt[k];
        else
        {
            p=v[p].nxt[!k];
            ret|=1;
        }
    }
    return ret;
}
Bit find_by_order(T ord, Bit xor_val=0) const
{
    assert(0<=xor_val&&(xor_val>>sz)==0);
    assert(0<=ord&&ord<v[0].cnt);
    int p=0;
    Bit ret=0;
    for(int i=sz;i--;)
    {
        ret<=1;
        int k=xor_val>>i&1;
        if(v[p].nxt[k]>=0)
        {
            if(ord>=v[v[p].nxt[k]].cnt)
            {
                ord-=v[v[p].nxt[k]].cnt;
                p=v[p].nxt[k];
                ret|=1;
            }
            else p=v[p].nxt[!k];
        }
        else
        {
            p=v[p].nxt[!k];
            ret|=1;
        }
    }
    return ret;
}
T order_of_key(Bit x, Bit xor_val=0) const { return
    count(x, xor_val); }
};
binarytrie<32>bt;
//0b3855

```

## 5.5 Ordered set

```

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>

using namespace __gnu_pbds;
using namespace std;

using ordered_set = tree<int, null_type, less<>,
    rb_tree_tag, tree_order_statistics_node_update>;
//f589b9

```

## 5.6 Convex hull trick

```

int div_up(int a, int b) { return a/b+((a^b)>0&&a%b); } // divide a by b rounded up
const int LQ = ..., RQ = ...; //leftmost query, rightmost query
int in(ii L, int x) { return L.x * x + L.y; }
struct Hull {
    vector <pair <int, int> > lines;
    vector <int> borders;
    void push(ii L) {
        while (lines.size() && in(L, borders.back()) < in(
            lines.back(), borders.back())) {
            lines.pop_back();
            borders.pop_back();
        }
        if (lines.empty()) {
            lines = {L};
            borders = {LQ};
        }
    }
}

```

```

else if (lines.back().x > L.x) {
    int x = div_up(L.y - lines.back().y, lines.back().
        x - L.x);
    if (x <= RQ) {
        lines.app(L);
        borders.app(x);
    }
}
}
Hull (){}
Hull (vector <ii> a) {
    auto comp = [&] (ii u, ii v) {
        return u.x > v.x || (u.x == v.x && u.y < v.y);
    };
    sort(all(a), comp);
    for (auto L : a) {
        push(L);
    }
}
int get(int x) {
    int pos = upper_bound(all(borders), x) - borders.
        begin();
    assert(pos>0);
    pos--;
    return in(lines[pos],x);
}
};

```

//04555a

## 5.7 Центроиды

```

vector<int> sz(n), lvl(n, -1);
auto dfs = [&](auto dfs, int cur, int prev) -> int {
    if (lvl[cur] != -1) return 0;
    sz[cur] = 1;
    for (auto [nxt, w] : g[cur]) {
        if (nxt != prev) sz[cur] += dfs(dfs, nxt, cur);
    }
    return sz[cur];
};
auto find = [&](auto find, int cur, int prev, int tot)
    -> int {
    int bch = -1, bsz = 0;
    for (auto [nxt, w] : g[cur]) {
        if (nxt == prev || lvl[nxt] != -1) continue;
        if (sz[nxt] > bsz) {
            bch = nxt;
            bsz = sz[nxt];
        }
    }
    if (bsz + bsz <= tot) return cur;
    return find(find, bch, cur, tot);
};
dfs(dfs, 0, 0);
auto c = find(find, 0, 0, sz[0]);
vector<pair<int, int>> stack{{c, 0}};
while (!stack.empty()) {
    auto [centroid, l] = stack.back();
    stack.pop_back();
    lvl[centroid] = l;
    for (auto [nxt, w] : g[centroid]) {
        if (lvl[nxt] != -1) continue;
        dfs(dfs, nxt, centroid);
        int new_centroid = find(find, nxt, centroid, sz[
            nxt]);
        stack.push_back({new_centroid, lvl[centroid] + 1})
    }
}

```

//0e1e52

## 5.8 Дерево Ли Чао

```

struct Line{
    int a, b;
    Line(){}
    Line (int a, int b) : a(a), b(b) {}
    int get(int x) { return a + b * x; }
};

```

```

struct Lichao {
    int n;
    vector <int> x;
    vector <Line> t;
    Lichao(){}
    Lichao (int n, vector<int> x) : n(n), t(n << 2, Line
        (inf, 0)), x(x) {}

```

```

void put(int v, int l, int r, Line L) {
    if (l + 1 == r) {
        if (L.get(x[l]) < t[v].get(x[l])) {
            t[v] = L;
        }
        return;
    }
    int m = (l + r) / 2;
    if (L.get(x[m]) < t[v].get(x[m])) {
        swap(L, t[v]);
    }
    if (L.b > t[v].b) {
        put(2 * v + 1, l, m, L);
    }
    else {
        put(2 * v + 2, m, r, L);
    }
}

```

```

int get(int v, int l, int r, int i) {
    if (l + 1 == r) {
        return t[v].get(x[l]);
    }
    int m = (l + r) / 2;
    int ans = t[v].get(x[i]);
    if (i < m) {
        ans = min(ans, get(2 * v + 1, l, m, i));
    } else {
        ans = min(ans, get(2 * v + 2, m, r, i));
    }
    return ans;
}

```

```

void put(Line L) {
    put(0, 0, n, L);
}

```

```

int get(int i) {
    return get(0, 0, n, i);
}
};

```

//99f5fa

## 5.9 Min-Kinetic Segment Tree

I guess the source is <https://koosaga.com/307>

```

using lint = long long;
const lint inf = 4e18;
const int MAXT = 4100000;
using pi = array<lint, 2>;

struct line {
    lint A, B;
    int idx;

    lint eval(lint x) { return A * x + B; }

    // returns the x-intercept of intersection "strictly
    // larger than T
    lint cross_after(line &x, lint T) {
        if (x.A == A) {
            return inf;
        }
        lint up = x.B - B;
        lint dn = A - x.A;
        if (dn < 0) {
            dn *= -1;
            up *= -1;
        }
        lint incep = (up <= 0 ? -((-up) / dn) : (up + dn -
            1) / dn);
    }
}

```

```

    if (incep > T)
        return incep;
    return inf;
}
};

struct kst { // min kinetic segment tree
    line tree[MAXT];
    lint melt[MAXT], T;
    pi lazy[MAXT];
    int n;

    bool cmp(line &a, line &b) {
        lint l = a.eval(T), r = b.eval(T);
        if (l != r)
            return l > r;
        return a.A > b.A;
    }

    void pull(int p) {
        tree[p] = cmp(tree[2 * p], tree[2 * p + 1]) ? tree[2 * p + 1] : tree[2 * p];
        melt[p] = min({melt[2 * p], melt[2 * p + 1], tree[2 * p].cross_after(tree[2 * p + 1], 0)});
    }

    void init(int s, int e, int p, vector<line> &l) {
        if (s == e) {
            tree[p] = l[s];
            melt[p] = inf;
            lazy[p] = {0, 0};
            return;
        }
        lazy[p] = {0, 0};
        int m = (s + e) / 2;
        init(s, m, 2 * p, l);
        init(m + 1, e, 2 * p + 1, l);
        pull(p);
    }

    void lazydown(int p) {
        for (int i = 2 * p; i < 2 * p + 2; i++) {
            lazy[i][0] += lazy[p][0];
            lazy[i][1] += lazy[p][1];
            tree[i].B += lazy[p][0] * tree[i].A + lazy[p][1];
            melt[i] -= lazy[p][0];
        }
        lazy[p][0] = lazy[p][1] = 0;
    }

    void propagate(int p) {
        if (melt[p] > 0)
            return;
        lazydown(p);
        propagate(2 * p);
        propagate(2 * p + 1);
        pull(p);
    }

    lint query(int s, int e, int ps, int pe, int p = 1)
    {
        if (e < ps || pe < s)
            return inf;
        if (s <= ps && pe <= e)
            return tree[p].eval(0);
        int pm = (ps + pe) / 2;
        lazydown(p);
        return min(query(s, e, ps, pm, 2 * p), query(s, e, pm + 1, pe, 2 * p + 1));
    }

    void heaten(int s, int e, int ps, int pe, int p, lint v) {
        if (e < ps || pe < s)
            return;
        if (s <= ps && pe <= e) {
            lazy[p][0] += v;
            tree[p].B += v * tree[p].A;
            melt[p] -= v;

```

```

        propagate(p);
        return;
    }
    lazydown(p);
    int pm = (ps + pe) / 2;
    heaten(s, e, ps, pm, 2 * p, v);
    heaten(s, e, pm + 1, pe, 2 * p + 1, v);
    pull(p);
}

void add(int s, int e, int ps, int pe, int p, lint v)
{
    if (e < ps || pe < s)
        return;
    if (s <= ps && pe <= e) {
        lazy[p][1] += v;
        tree[p].B += v;
        return;
    }
    lazydown(p);
    int pm = (ps + pe) / 2;
    add(s, e, ps, pm, 2 * p, v);
    add(s, e, pm + 1, pe, 2 * p + 1, v);
    pull(p);
}

void init(vector<line> &l, lint _T) {
    n = l.size();
    T = _T;
    init(0, n - 1, 1, l);
}
};
//66f9a9

```

## 5.10 Декартово дерево

### 5.10.1 Декартово дерево по явному ключу. Multiset

```

mt19937 rng(0);

struct vertex {
    int heap = rng(), val;
    int sz = 1, cnt = 1;
    vertex *lf = nullptr, *rg = nullptr;

    vertex(int x, int cnt) : val(x), cnt(cnt), sz(cnt)
    {}

    friend int get_sz(vertex *v) {
        return v ? v->sz : 0;
    }

    vertex *update() {
        sz = get_sz(lf) + cnt + get_sz(rg);
        return this;
    }
};

vertex *merge(vertex *l, vertex *r) {
    if (!l) return r;
    if (!r) return l;
    if (l->heap < r->heap) {
        r->lf = merge(l, r->lf);
        return r->update();
    } else {
        l->rg = merge(l->rg, r);
        return l->update();
    }
}

pair<vertex *, vertex *> split(vertex *v, int x) {
    if (!v) return {v, v};
    if (v->val < x) {
        auto [lf, rg] = split(v->rg, x);
        v->rg = lf;
        return {v->update(), rg};
    } else {
        auto [lf, rg] = split(v->lf, x);
        v->lf = rg;
        return {lf, v->update()};
    }
}

```



```

    }
}

vertex *add(vertex *v, int x, int cnt) {
    auto [l, mr] = split(v, x);
    auto [m, r] = split(mr, x + 1);
    if (m == nullptr) {
        m = new vertex(x, cnt);
    } else {
        m->cnt += cnt;
        if (m->cnt == 0) m = nullptr; else m->update();
    }
    return merge(l, merge(m, r));
}

//91cc3a

```

## 6 Строковые алгоритмы

### 6.1 Префикс-функция

```

vector<int> prefix_function(string s) {
    vector<int> p(s.size());
    for (int i = 1; i < s.size(); ++i) {
        p[i] = p[i - 1];
        while (p[i] && s[p[i]] != s[i]) p[i] = p[p[i] - 1];
        p[i] += s[i] == s[p[i]];
    }
    return p;
}

//c33adc

```

### 6.2 Z-функция

```

vector<int> z_function (string s) { // z[i] - lcp of s
    and s[i:]
    int n = (int) s.length();
    vector<int> z (n);
    for (int i=1, l=0, r=0; i<n; ++i) {
        if (i <= r)
            z[i] = min (r-i+1, z[i-l]);
        while (i+z[i] < n && s[z[i]] == s[i+z[i]])
            ++z[i];
        if (i+z[i]-1 > r)
            l = i, r = i+z[i]-1;
    }
    return z;
}

//85d656

```

### 6.3 Алгоритм Манакера

```

vector<int> manacher_odd(const string &s) {
    vector<int> man(s.size(), 0);
    int l = 0, r = 0;
    int n = s.size();
    for (int i = 1; i < n; i++) {
        if (i <= r) {
            man[i] = min(r - i, man[l + r - i]);
        }
        while (i + man[i] + 1 < n && i - man[i] - 1 >= 0
            && s[i + man[i] + 1] == s[i - man[i] - 1]) {
            man[i]++;
        }
        if (i + man[i] > r) {
            l = i - man[i];
            r = i + man[i];
        }
    }
    return man;
}

// abacaba : (0 1 0 3 0 1 0)
// abbaa : (0 0 0 0 0)

vector<int> manacher_even(const string &s) {
    assert(s.size());
    string t;
    for (int i = 0; i + 1 < s.size(); ++i) {
        t += s[i];

```

```

        t += '#';
    }
    t += s.back();
    auto odd = manacher_odd(t);
    vector<int> ans;
    for (int i = 1; i < odd.size(); i += 2) {
        ans.push_back((odd[i]+1)/2);
    }
    return ans;
}

// abacaba : (0 0 0 0 0 0)
// abbaa : (0 2 0 1)

```

```

auto pal = [&] (int i, int from, int len) {
    if (len == 0) {
        return true;
    }
    int m = len/2;
    if (len & 1) {
        return o[i][from + m] >= m;
    }
    else {
        return e[i][from + m - 1] >= m;
    }
};

//d74301

```

### 6.4 Суфмассив

Переработанный китайский суфмассив

```

const int inf = 1e9;
struct rmq {
    int n;
    vector<int> a;
    void build(const vector<int> &x) {
        assert(x.size() == n);
        for (int i = 0; i < n; ++i) a[n + i] = x[i];
        for (int i = n - 1; i > 0; --i) a[i] = min(a[2 * i
            ], a[2 * i + 1]);
    }
    rmq(int n) : n(n), a(2 * n, inf) {}
    void put(int i, int x) {
        a[i + n] = min(a[i + n], x);
        for (i = (i + n) / 2; i > 0; i /= 2) {
            a[i] = min(a[i * 2], a[i * 2 + 1]);
        }
    }
    int getMin(int l, int r) { //[l;r)
        assert(l < r);
        int res = inf;
        for (l += n, r += n; l < r; l /= 2, r /= 2) {
            if (l & 1) res = min(res, a[l++]);
            if (r & 1) res = min(res, a[--r]);
        }
        return res;
    }
};

template <typename T>
vector<int> SA(const T &a) {
    int m = *max_element(all(a)) + 1, n = a.size();
    vector<int> sa(n), nsa(n), pre(max(n, m)), x(a.
        begin(), a.end()), y(n);
    for (int e : x) pre[e]++;
    for (int i = 1; i < m; ++i) pre[i] += pre[i - 1];
    for (int i = 0; i < n; ++i) sa[--pre[x[i]]]=i;
    int dif = 1;
    y[sa.front()]=0;
    for (int i = 1; i < n; ++i) {
        dif += x[sa[i]]!=x[sa[i-1]];
        y[sa[i]] = dif - 1;
    }
    x = y;
    for (int h = 1; dif < n; h *= 2) {
        fill(all(pre), 0);
        for (int e : x) pre[e]++;
        for (int i = 1; i < dif; ++i) pre[i] += pre[i - 1];
        for (int t = n; t--> 0) {

```

```

    int i = sa[t];
    if (i>=h) {
        nsa[--pre[x[i-h]]]=i-h;
    }
    else if (i + 1 != h) {
        nsa[--pre[x[i-h+n+1]]]=i-h+n+1;
    }
}
nsa[--pre[x[n - h]]]=n-h;
sa = nsa;
auto getr = [&] (int i) {
    if (i + h < n) {
        return x[i + h];
    }
    else {
        return x[i + h - n - 1];
    }
};
dif = 1;
y[sa.front()]=0;
for (int i = 1; i < n; ++i) {
    if (x[sa[i]]!=x[sa[i-1]] || sa[i-1]+h==n) {
        dif++;
    }
    else {
        dif += getr(sa[i]) != getr(sa[i-1]);
    }
    y[sa[i]]=dif-1;
}
x = y;
return sa;
}

template <typename T>
struct suar {
    vector<int> sa, lcp, pos; rmq t;
    suar (const T &a) : t((int)a.size() - 1) {
        sa = SA(a);
        int n = (int)a.size(), k = 0;
        lcp.resize(n - 1);
        pos.resize(n);
        for (int i = 0; i < n; ++i) pos[sa[i]] = i;
        for (int i = 0; i < n; ++i) {
            if (pos[i]+1<n) {
                int j = sa[pos[i]+1];
                while (i+k<n&&j+k<n&&a[i+k]==a[j+k])k++;
                lcp[pos[i]]=k;
            }
            if (k) {
                k--;
            }
        }
        t.build(lcp);
    }
    int getLcp(int i, int j) {
        i = pos[i]; j = pos[j];
        if (j < i) {
            swap(i, j);
        }
        if (i == j) {
            return inf;
        }
        else {
            return t.getMin(i, j);
        }
    }
};

//6327c9

```

## 6.5 Алгоритм Ахо — Корасик

```

const int alpha = 26;
const char a = 'a';

struct node{
    int next[alpha] = {}, link[alpha] = {};
    int suf = 0;

```

```

    int visited = 0, ans = 0;
    int bad = 0; // any term is reachable by suf links
    vector<int> term;
    node() {
        fill(next, next + alpha, -1);
    }
};

vector<node> mem;

int get_next_or_create(int nd, char c) {
    if (mem[nd].next[c - a] == -1) { mem[nd].next[c - a] = mem.size(); mem.emplace_back(); }
    return mem[nd].next[c - a];
}

void build(vector<string> t) {
    mem.reserve(1e6 + 100); mem.clear();
    mem.emplace_back();
    // 0th element is nullptr, 1st is the root
    for (int j = 0; j < t.size(); ++j) {
        int cur = 0;
        for (char c : t[j]) cur = get_next_or_create(
            cur, c);
        mem[cur].term.push_back(j);
    }
    vector<int> bfs_order;
    queue<int> bfs;
    {
        node &root = mem[0];
        root.suf = 0;
        for (char c = a; c < a + alpha; ++c) {
            root.link[c - a] = (root.next[c - a] == -1
                ? 0 : root.next[c - a]);
        }
        bfs.push(0);
    }
    while (!bfs.empty()) {
        int cur_idx = bfs.front();
        bfs.pop();
        node &cur = mem[cur_idx];
        cur.bad = cur.term.size() > 0 || mem[cur.suf].bad;
        bfs_order.push_back(cur_idx);
        for (char c = a; c < a + alpha; ++c) {
            int nxt_idx = cur.next[c - a];
            if (nxt_idx == -1) continue;
            node &nxt = mem[nxt_idx];
            nxt.suf = (cur_idx ? mem[cur.suf].link[c - a] : 0);
            for (char c = a; c < a + alpha; ++c) {
                nxt.link[c - a] = (nxt.next[c - a] == -1
                    ? mem[nxt.suf].link[c - a] : nxt.next[c - a]);
            }
            bfs.push(nxt_idx);
        }
    }
    // do something
}

//be16ed

```

## 6.6 Дерево палиндромов

```

int n; cin >> n; string s; cin >> s;
const int alpha = 26;
const char a = 'a';
vector<int> suf{0, 0}, len{-1, 0};
vector<array<int, alpha>> to{{}, {}};
vector<int> p(n + 1);
int sz = 2;
for (int i = 0; i < n; ++i) {
    auto check = [&] (int l) {
        return i > l && s[i] == s[i - l - 1];
    };
    int par = p[i];
    while (!check(len[par])) {
        par = suf[par];
    }
    if (to[par][s[i]-a] == 0) {
        p[i+1]=to[par][s[i]-a]=sz++;
    }
}

```

```

to.emplace_back();
len.emplace_back(len[par]+2);
if (par == 0) {
    suf.emplace_back(1);
}
else {
    do {
        par = suf[par];
    } while (!check(len[par]));
    suf.emplace_back(to[par][s[i]-a]);
}
}
else {
    p[i+1]=to[par][s[i]-a];
}
}
}
vector<int> d(sz), up(sz, 1); //d[1] = 0 sic
for (int i = 2; i < sz; ++i) {
    d[i] = len[i] - len[suf[i]];
    if (d[i] == d[suf[i]]) {
        up[i] = up[suf[i]];
    }
    else {
        up[i] = suf[i];
    }
}
vector<int> dp(n + 1, n), last(sz);
dp[0] = 0;
for (int i = 1; i <= n; ++i) {
    int u = p[i];
    while (u != 1) {
        if (suf[u] == up[u]) {
            last[u] = dp[i - len[u]];
        }
        else {
            last[u] = min(last[suf[u]], dp[i - len[up[u]]] - d[u]);
        }
        dp[i] = min(dp[i], last[u] + 1);
        u = up[u];
    }
}
cout << dp.back() << '\n';
//c38bf9

```

## 7 Потоки

### 7.1 Алгоритм Диница

```

#define pb push_back
struct Dinic{
    struct edge{
        int to, flow, cap;
    };

    const static int N = 555; //count of vertices

    vector<edge> e;
    vector<int> g[N + 7];
    int dp[N + 7];
    int ptr[N + 7];

    void clear(){
        for (int i = 0; i < N + 7; i++) g[i].clear();
        e.clear();
    }

    void addEdge(int a, int b, int cap){
        g[a].pb(e.size());
        e.pb({b, 0, cap});
        g[b].pb(e.size());
        e.pb({a, 0, 0});
    }

    int minFlow, start, finish;

    bool bfs(){
        for (int i = 0; i < N; i++) dp[i] = -1;
        dp[start] = 0;

```

```

vector<int> st;
int uk = 0;
st.pb(start);
while(uk < st.size()){
    int v = st[uk++];
    for (int to : g[v]){
        auto ed = e[to];
        if (ed.cap - ed.flow >= minFlow && dp[ed.to] == -1){
            dp[ed.to] = dp[v] + 1;
            st.pb(ed.to);
        }
    }
}
return dp[finish] != -1;
}

int dfs(int v, int flow){
    if (v == finish) return flow;
    for (; ptr[v] < g[v].size(); ptr[v]++){
        int to = g[v][ptr[v]];
        edge ed = e[to];
        if (ed.cap - ed.flow >= minFlow && dp[ed.to] == dp[v] + 1){
            int add = dfs(ed.to, min(flow, ed.cap - ed.flow));
            if (add){
                e[to].flow += add;
                e[to ^ 1].flow -= add;
                return add;
            }
        }
    }
    return 0;
}

int dinic(int start, int finish){
    Dinic::start = start;
    Dinic::finish = finish;
    int flow = 0;
    for (minFlow = (1 << 30); minFlow; minFlow >>= 1){
        while(bfs()){
            for (int i = 0; i < N; i++) ptr[i] = 0;
            while(int now = dfs(start, (int)2e9 + 7)) flow += now;
        }
        return flow;
    }
} dinic;
//15c079

7.2 Mincost k-flow

struct edge {
    int next, capacity, cost, flow = 0;

    edge() = default;

    edge(int next, int capacity, int cost) : next(next),
        capacity(capacity), cost(cost) {}

    int rem() const { return capacity - flow; }

    int operator+=(int f) { return flow += f; }

    int operator-=(int f) { return flow -= f; }
};

auto addEdge = [&](auto from, auto next, auto capacity, int cost) {
    g[from].push_back(e.size());
    e.emplace_back(next, capacity, cost);
    g[next].push_back(e.size());
    e.emplace_back(from, 0, -cost);
};

/* in case of undirected graph use this:
addEdge(u, v, capacity, cost);
addEdge(v, u, capacity, cost);
*/

vector<ll> phi(n, 0);
auto fordBellman = [&](int s, int t) {

```

```

phi.assign(n, 0);
for (int iter = 0; iter < n; ++iter) {
    bool changed = false;
    for (int u = 0; u < n; ++u) {
        for (auto index : g[u]) {
            auto edge = e[index];
            if (edge.rem() > 0 && phi[edge.next] > phi[u]
+ edge.cost) {
                phi[edge.next] = phi[u] + edge.cost;
                changed = true;
            }
        }
    }
    if (!changed) break;
}
};
fordBellman(s, t);
// now shortest path using dijkstra with potentials
vector<ll> dist;
vector<int> from;
vector<bool> cnt;
auto dijkstra = [&](int s, int t) {
    dist.assign(n, 1e18);
    from.assign(n, -1);
    cnt.assign(n, false);
    dist[s] = 0;
    set<pair<int, int>> se;
    se.insert({0, s});
    while ((int)(se.size())) {
        int cur = se.begin()->y;
        se.erase(se.begin());
        cnt[cur] = true;
        for (int index : g[cur]) {
            auto &edge = e[index];
            if (edge.rem() == 0) continue;
            ll weight = edge.cost + phi[cur] - phi[edge.next];
            if (dist[edge.next] > dist[cur] + weight) {
                se.erase({dist[edge.next], edge.next});
                dist[edge.next] = dist[cur] + weight;
                se.insert({dist[edge.next], edge.next});
                from[edge.next] = cur;
            }
        }
    }
    if (dist[t] == (ll) 1e18) return -1LL;
    ll cost = 0;
    for (int p = t; p != s; p = from[p]) {
        for (auto index : g[from[p]]) {
            auto &edge = e[index];
            ll weight = edge.cost + phi[from[p]] - phi[edge.next];
            if (edge.rem() > 0 && edge.next == p && dist[
edge.next] == dist[from[p]] + weight) {
                edge += 1;
                e[index ^ 1] -= 1;
                cost += edge.cost;
                break;
            }
        }
    }
    for (int i = 0; i < n; ++i) {
        phi[i] += dist[i];
    }
    return cost;
};
ll cost = 0;
for (int flow = 0; flow < k; ++flow) {
    ll a = dijkstra(s, t);
    if (a == -1) {
        cout << "-1\n";
        return;
    }
    cost += a;
}
// now recover answer
auto findPath = [&](int s, int t) {
    vector<int> ans;
    int cur = s;
    while (cur != t) {

```

```

        for (auto index : g[cur]) {
            auto &edge = e[index];
            if (edge.flow <= 0) continue;
            edge -= 1;
            e[index ^ 1] += 1;
            ans.push_back(index / 4);
            // index / 4 because each edge has 4 copies
            cur = edge.next;
            break;
        }
    }
    return ans;
};
for (int flow = 0; flow < k; ++flow) {
    auto p = findPath(s, t);
    cout << p.size() << ' ';
    for (int x : p) cout << x + 1 << ' ';
    cout << '\n';
}
//94b9cb

template <typename T, typename C>
class mcmf {
public:
    static constexpr T eps = (T) 1e-9;

    struct edge {
        int from;
        int to;
        T c;
        T f;
        C cost;
    };

    vector<vector<int>> g;
    vector<edge> edges;
    vector<C> d;
    vector<int> q;
    vector<bool> in_queue;
    vector<int> pe;
    int n;
    int st, fin;
    T flow;
    C cost;

    mcmf(int _n, int _st, int _fin) : n(_n), st(_st),
        fin(_fin) {
        assert(0 <= st && st < n && 0 <= fin && fin < n &&
            st != fin);
        g.resize(n);
        d.resize(n);
        in_queue.resize(n);
        pe.resize(n);
        flow = 0;
        cost = 0;
    }

    void clear_flow() {
        for (const edge &e : edges) {
            e.f = 0;
        }
        flow = 0;
    }

    void add(int from, int to, T forward_cap, T
        backward_cap, C cost) {
        assert(0 <= from && from < n && 0 <= to && to < n)
            ;
        g[from].push_back((int) edges.size());
        edges.push_back({from, to, forward_cap, 0, cost});
        g[to].push_back((int) edges.size());
        edges.push_back({to, from, backward_cap, 0, -cost});
    }

    bool expath() {
        fill(d.begin(), d.end(), numeric_limits<C>::max());
        ;
        q.clear();
        q.push_back(st);

```

```

d[st] = 0;
in_queue[st] = true;
int beg = 0;
bool found = false;
while (beg < (int) q.size()) {
    int i = q[beg++];
    if (i == fin) {
        found = true;
    }
    in_queue[i] = false;
    for (int id : g[i]) {
        const edge &e = edges[id];
        if (e.c - e.f > eps && d[i] + e.cost < d[e.to]) {
            d[e.to] = d[i] + e.cost;
            pe[e.to] = id;
            if (!in_queue[e.to]) {
                q.push_back(e.to);
                in_queue[e.to] = true;
            }
        }
    }
}
if (found) {
    T push = numeric_limits<T>::max();
    int v = fin;
    while (v != st) {
        const edge &e = edges[pe[v]];
        push = min(push, e.c - e.f);
        v = e.from;
    }
    v = fin;
    while (v != st) {
        edge &e = edges[pe[v]];
        e.f += push;
        edge &back = edges[pe[v] ^ 1];
        back.f -= push;
        v = e.from;
    }
    flow += push;
    cost += push * d[fin];
}
return found;
}

pair<T, C> max_flow_min_cost() {
    while (expath()) {
    }
    return make_pair(flow, cost);
}
};

```

//b7bbb2

## 8 Алгоритм Гаусса

### 8.1 Решение $Av = b$

```

optional<vector<int>> gauss(vector<vector<int>> > A,
    vector<int> b) ///returns v such that Av=b
{
    int n=A.size();assert(b.size()==n);int m=A[0].size();
    for(int &x:b) {x%=p;x+=p;x%=p;}
    for(int i=0;i<n;++i) {for(int &x:A[i]) {x%=p;x+=p;x%=p;}}
    int bi=0;
    for(int i=0;i<n;++i)
    {
        if(bi==m) break;
        for(int j=i;j<n;++j)
        {
            if(A[j][bi])
            {
                if(j!=i) {swap(A[i],A[j]);swap(b[i],b[j]);}
                break;
            }
        }
        if(A[i][bi])
    }
}

```

```

{
    int o=inv(A[i][bi]);
    for(int j=i+1;j<n;++j)
    {
        int we=(A[j][bi]*o)%p;
        b[j]-=we*b[i];b[j]%=p;if(b[j]<0) b[j]
    ]+=p;
        for(int k=bi;k<m;++k)
        {
            A[j][k]-=we*A[i][k];A[j][k]%=p;if(
A[j][k]<0) A[j][k]+=p;
        }
    }
    else
    {
        ++bi;--i;continue;
    }
}
vector<int> v(m);
for(int i=n-1;i>=0;--i)
{
    int bi=0;
    while(bi<m && !A[i][bi]) {++bi;}
    if(bi==m)
    {
        if(b[i]) {return nullopt;}
        else {continue;}
    }
    {
        int cur=b[i];
        for(int j=bi+1;j<m;++j)
        {
            cur-=A[i][j]*v[j];cur%=p;
        }
        v[bi]=cur*inv(A[i][bi]);v[bi]%=p;if(v[bi]<0) v
[bi]+=p;
    }
}
return v;
}

```

//bcc622

### 8.2 Базис $Av = 0$

```

vector<vector<int>> > gaussbasis(vector<vector<int>> > A
) ///returns basis of Av=0
{
    int n=A.size();int m=A[0].size();
    for(int i=0;i<n;++i) {for(int &x:A[i]) {x%=p;x+=p;x%=p;}}
    int bi=0;
    for(int i=0;i<n;++i)
    {
        if(bi==m) break;
        for(int j=i;j<n;++j)
        {
            if(A[j][bi])
            {
                if(j!=i) {swap(A[i],A[j]);}
                break;
            }
        }
        if(A[i][bi])
        {
            int o=inv(A[i][bi]);
            for(int j=i+1;j<n;++j)
            {
                int we=(A[j][bi]*o)%p;
                for(int k=bi;k<m;++k)
                {
                    A[j][k]-=we*A[i][k];A[j][k]%=p;if(
A[j][k]<0) A[j][k]+=p;
                }
            }
        }
        else
        {
            ++bi;--i;continue;
        }
    }
}

```

```

}
vector<int> indices(m);iota(all(indices),0);
for(int i=n-1;i>=0;--i)
{
    int bi=0;
    while(bi<m && !A[i][bi]) {++bi;}
    if(bi<m)
    {
        indices.erase(find(all(indices),bi));
    }
}
vector<vector<int> > v(indices.size(),vector<int>(
m,0));
for(int i=0;i<indices.size();++i)
{
    v[i][indices[i]]=1;
}
for(int i=n-1;i>=0;--i)
{
    int bi=0;
    while(bi<m && !A[i][bi]) {++bi;}
    if(bi==m) continue;
    for(int k=0;k<indices.size();++k) {
        int cur=0;
        for(int j=bi+1;j<m;++j)
        {
            cur-=A[i][j]*v[k][j];cur%=p;
        }
        v[k][bi]=cur*inv(A[i][bi]);v[k][bi]%=p;if(v[k]
[bi]<0) v[k][bi]+=p;
    }
}
return v;
}

//ad90a1

```

## 9 Гамильтоновы путь и цикл

<https://codeforces.com/blog/entry/90513>,  
<https://codeforces.com/blog/entry/90743>.

### 9.1 Link-cut tree

```

namespace LCT {
vector<vi> ch;
vi fa, rev;
void init(int n) {
    ch.resize(n + 1);
    fa.resize(n + 1);
    rev.resize(n + 1);
    for (int i = 0; i <= n; i++)
        ch[i].resize(2),
        ch[i][0] = ch[i][1] = fa[i] = rev[i] = 0;
}
bool isr(int a)
{
    return !(ch[fa[a]][0] == a || ch[fa[a]][1] == a);
}
void pushdown(int a)
{
    if(rev[a])
    {
        rev[ch[a][0]] ^= 1, rev[ch[a][1]] ^= 1;
        swap(ch[a][0], ch[a][1]);
        rev[a] = 0;
    }
}
void push(int a)
{
    if(!isr(a)) push(fa[a]);
    pushdown(a);
}
void rotate(int a)
{
    int f = fa[a], gf = fa[f];
    int tp = ch[f][1] == a;
    int son = ch[a][tp ^ 1];
    if(!isr(f))
        ch[gf][ch[gf][1] == f] = a;
}
}

```

```

fa[a] = gf;
ch[f][tp] = son;
if(son) fa[son] = f;

ch[a][tp ^ 1] = f, fa[f] = a;
}
void splay(int a)
{
    push(a);
    while(!isr(a))
    {
        int f = fa[a], gf = fa[f];
        if(isr(f)) rotate(a);
        else
        {
            int t1 = ch[gf][1] == f, t2 = ch[f][1] == a;
            if(t1 == t2) rotate(f), rotate(a);
            else rotate(a), rotate(a);
        }
    }
}
void access(int a)
{
    int pr = a;
    splay(a);
    ch[a][1] = 0;
    while(1)
    {
        if(!fa[a]) break;
        int u = fa[a];
        splay(u);
        ch[u][1] = a;
        a = u;
    }
    splay(pr);
}
void makeroot(int a)
{
    access(a);
    rev[a] ^= 1;
}
void link(int a, int b)
{
    makeroot(a);
    fa[a] = b;
}
void cut(int a, int b)
{
    makeroot(a);
    access(b);
    fa[a] = 0, ch[b][0] = 0;
}
int fdr(int a)
{
    access(a);
    while(1)
    {
        pushdown(a);
        if (ch[a][0]) a = ch[a][0];
        else {
            splay(a);
            return a;
        }
    }
}

//647cca

```

### 9.2 Undirected case

```

#include <bits/stdc++.h>
using namespace std;
namespace hamil {
    template <typename T> bool chkmax(T &x,T y){return x
    <y?x=y,true:false;}
    template <typename T> bool chkmin(T &x,T y){return x
    >y?x=y,true:false;}
    #define vi vector<int>
    #define pb push_back
    #define mp make_pair
}

```



```

#define pi pair<int, int>
#define fi first
#define se second
#define ll long long
using namespace LCT;
vector<vi> used;
unordered_set<int> caneg;
void cut(int a, int b) {
    LCT::cut(a, b);
    for (int s = 0; s < 2; s++) {
        for (int i = 0; i < used[a].size(); i++)
            if (used[a][i] == b) {
                used[a].erase(used[a].begin() + i);
                break;
            }
        if (used[a].size() == 1) caneg.insert(a);
        swap(a, b);
    }
}
void link(int a, int b) {
    LCT::link(a, b);
    for (int s = 0; s < 2; s++) {
        used[a].pb(b);
        if (used[a].size() == 2) caneg.erase(a);
        swap(a, b);
    }
}
vi work(int n, vector<pi> eg, ll mx_ch = -1) {
    // mx_ch : max number of adding/replacing default
    // is (n + 100) * (n + 50)
    // n : number of vertices. 1-indexed.
    // eg: vector<pair<int, int> > storing all the
    // edges.
    // return a vector<int> consists of all indices of
    // vertices on the path. return empty list if failed
    // to find one.

    LCT::init(n);
    if (mx_ch == -1) mx_ch = 111 * (n + 100) * (n +
    50); //default
    used.resize(n + 1);
    caneg.clear();
    for (int i = 1; i <= n; i++) used[i].clear();

    vector<vi> edges(n + 1);
    for (auto v : eg)
        edges[v.fi].pb(v.se),
        edges[v.se].pb(v.fi);

    for (int i = 1; i <= n; i++)
        caneg.insert(i);

    mt19937 x(chrono::steady_clock::now().
    time_since_epoch().count());
    int tot = 0;
    while (mx_ch >= 0) {
        // cout << tot << ' ' << mx_ch << endl;
        vector<pi> eg;
        for (auto v : caneg)
            for (auto s : edges[v])
                eg.pb(mp(v, s));

        shuffle(eg.begin(), eg.end(), x);
        if (eg.size() == 0) break;
        for (auto v : eg) {
            mx_ch--;
            int a = v.fi, b = v.se;
            if (used[a].size() < used[b].size()) swap(a, b
        );
            if (used[b].size() >= 2) continue;
            if (x() & 1) continue;
            if (LCT::fdr(a) == LCT::fdr(b)) continue;
            if (used[a].size() < 2 && used[b].size() < 2)
                tot++;
            if (used[a].size() == 2) {
                int p = used[a][x() % 2];
                cut(a, p);
            }
            link(a, b);
        }
    }
}

```

```

    if (tot == n - 1) {
        vi cur;
        for (int i = 1; i <= n; i++)
            if (used[i].size() <= 1) {
                int pl = i, ls = 0;
                while (pl) {
                    cur.pb(pl);
                    int flag = 0;
                    for (auto v : used[pl])
                        if (v != ls) {
                            ls = pl;
                            pl = v;
                            flag = 1;
                            break;
                        }
                    if (!flag) break;
                }
                break;
            }
        return cur;
    }
    //failed to find a path
    return vi();
}
}
//c35638

```

### 9.3 Directed case

```

namespace hamil {
    template <typename T> bool chkmax(T &x, T y){return x
    <y?x=y,true:false;}
    template <typename T> bool chkmin(T &x, T y){return x
    >y?x=y,true:false;}
    #define vi vector<int>
    #define pb push_back
    #define mp make_pair
    #define pi pair<int, int>
    #define fi first
    #define se second
    #define ll long long
    using namespace LCT;
    vi out, in;
    vi work(int n, vector<pi> eg, ll mx_ch = -1) {
        // mx_ch : max number of adding/replacing default
        // is (n + 100) * (n + 50)
        // n : number of vertices. 1-indexed.
        // eg: vector<pair<int, int> > storing all the
        // edges.
        // return a vector<int> consists of all indices of
        // vertices on the path. return empty list if failed
        // to find one.

        out.resize(n + 1), in.resize(n + 1);
        LCT::init(n);
        for (int i = 0; i <= n; i++) in[i] = out[i] = 0;
        if (mx_ch == -1) mx_ch = 111 * (n + 100) * (n +
        50); //default
        vector<vi> from(n + 1), to(n + 1);
        for (auto v : eg)
            from[v.fi].pb(v.se),
            to[v.se].pb(v.fi);
        unordered_set<int> canin, canout;
        for (int i = 1; i <= n; i++)
            canin.insert(i),
            canout.insert(i);
        mt19937 x(chrono::steady_clock::now().
        time_since_epoch().count());
        int tot = 0;
        while (mx_ch >= 0) {
            // cout << tot << ' ' << mx_ch << endl;
            vector<pi> eg;
            for (auto v : canout)
                for (auto s : from[v])
                    if (in[s] == 0) {
                        assert(canin.count(s));
                        continue;
                    }
                else eg.pb(mp(v, s));
            for (auto v : canin)
                for (auto s : to[v])

```

```

    eg.pb(mp(s, v));
    shuffle(eg.begin(), eg.end(), x);
    if (eg.size() == 0) break;
    for (auto v : eg) {
        mx_ch--;
        if (in[v.se] && out[v.fi]) continue;
        if (LCT::fdr(v.fi) == LCT::fdr(v.se)) continue
;
        if (in[v.se] || out[v.fi])
            if (x() & 1) continue;
        if (!in[v.se] && !out[v.fi])
            tot++;
        if (in[v.se]) {
            LCT::cut(in[v.se], v.se);
            canin.insert(v.se);
            canout.insert(in[v.se]);
            out[in[v.se]] = 0;
            in[v.se] = 0;
        }
        if (out[v.fi]) {
            LCT::cut(v.fi, out[v.fi]);
            canin.insert(out[v.fi]);
            canout.insert(v.fi);
            in[out[v.fi]] = 0;
            out[v.fi] = 0;
        }
        LCT::link(v.fi, v.se);
        canin.erase(v.se);
        canout.erase(v.fi);
        in[v.se] = v.fi;
        out[v.fi] = v.se;
    }
    if (tot == n - 1) {
        vi cur;
        for (int i = 1; i <= n; i++)
            if (!in[i]) {
                int pl = i;
                while (pl) {
                    cur.pb(pl),
                    pl = out[pl];
                }
                break;
            }
        return cur;
    }
    //failed to find a path
    return vi();
}
//43ae60

```

## 10 Геометрия

### 10.1 Примитивы

```

struct Point {
    int x, y;
    Point(){}
    Point (int x_, int y_) {
        x = x_; y = y_;
    }
    Point operator + (Point p) {
        return Point(x+p.x,y+p.y);
    }
    Point operator - (Point p) {
        return Point(x - p.x, y - p.y);
    }
    int operator * (Point p) {
        return x * p.y - y * p.x;
    }
    int operator % (Point p) {
        return x * p.x + y * p.y;
    }
    bool operator < (Point v) {
        return (*this) * v > 0;
    }
    bool operator > (Point v) {
        return v < (*this);
    }
};

```

```

bool operator <= (Point v) {
    return (*this) * v >= 0;
}
};
bool line(Point a, Point b, Point c) {
    return (b-a)*(c-b)==0;
}
bool ord(Point a, Point p, Point b) {
    return (p - a)%(p - b)<0;
}
int hp(Point a) {
    if (a.y == 0) return a.x >= 0;
    return a.y > 0;
}
bool comp(Point a, Point b) {
    if (hp(a) != hp(b)) return hp(a) < hp(b);
    return a.x * b.y - a.y * b.x > 0;
}
//a48b68

```

### 10.2 Выпуклая оболочка

```

using pt = pair<int, int>;
#define x first
#define y second

int cross(pt p, pt q) {
    return p.x * q.y - p.y * q.x;
}
int scalar(pt p, pt q) {
    return p.x * q.x + p.y * q.y;
}
pt operator-(pt a, pt b) { return {a.x - b.x, a.y - b.y}; }
vector<pt> convex(vector<pt> a) {
    sort(all(a));
    if (a.size() == 2 && a[0] == a[1]) return {a[0]};
    if (a.size() <= 1) return a;
    vector<pt> h;
    for (int t = 0; t < 2; ++t) {
        int sz = h.size() - t;
        for (auto p: a) {
            while (h.size() >= sz + 2 && cross(p - h.end()
[-1], h.end()[-2] - h.end()[-1]) <= 0) h.pop_back
();
            h.push_back(p);
        }
        reverse(all(a));
    }
    return h; // h is circular: h.front() == h.back()
}
//110bb5

```

### 10.3 Точка внутри многоугольника

```

auto inT = [&] (Point a, Point b, Point c, Point p) {
    a = a-p; b = b-p; c = c-p;
    return abs(a*b)+abs(b*c)+abs(c*a) == abs(a*b+b*c+c*a
);
};
auto inP = [&] (Point p) { //a must be in
    counterclockwise order!
    int l = 1, r = n - 1;
    while (l < r - 1) {
        int m = (l + r) / 2;
        if ((a[m] - a[0]) < (p - a[0])) {
            l = m;
        }
        else {
            r = m;
        }
    }
    return inT(a[l], a[0], a[r], p);
};
//1cd0cf

```

### 10.4 Касательные

```

auto max = [&] (auto cmp) {
    int k = 0;
    for (int lg = 18; lg >= 0; --lg) {
        int i = k + (1 << lg), j = k - (1 << lg);
        i = (i % n + n) % n;
        j = (j % n + n) % n;
        array<int, 3> ind{i, j, k};
        sort(all(ind), cmp);
        k = ind[2];
    }
    return k;
};
auto uppert = [&](Point p) { //last vertex in
    counterclockwise order about p
    auto cmp = [&] (int i, int j) {return (a[i] - p) < (
        a[j] - p); };
    return max(cmp);
};
auto lowert = [&](Point p) { //first vertex in
    counterclockwise order about p
    auto cmp = [&] (int i, int j) {return (a[i] - p) > (
        a[j] - p); };
    return max(cmp);
};
auto uppertinf = [&](Point p) { //upper tangent line
    parallel to vector p
    swap(p.x, p.y);
    p.x = -p.x;
    auto cmp = [&] (int i, int j) { return a[i] % p < a[
        j] % p; };
    return max(cmp);
};
auto lowertinf = [&](Point p) { //lower tangent line
    parallel to vector p
    swap(p.x, p.y);
    p.x = -p.x;
    auto cmp = [&] (int i, int j) { return a[i] % p > a[
        j] % p; };
    return max(cmp);
};

//90f89d

```

## 11 Цепные дроби

<https://cp-algorithms.com/algebra/continued-fractions.html>

### 11.1 Поиск нижней огибающей, сумма и минимум по модулю

```

int floor(int a, int b) {
    return a / b - ((a ^ b) < 0 && a % b);
}
vector<int> decompose(int p, int q) {
    vector<int> f;
    while (q != 0) {
        f.push_back(floor(p, q));
        p -= q * f.back();
        swap(p, q);
    }
    return f;
}

using matrix = array<int, 4>;

matrix operator*(matrix a, matrix b) {
    matrix c{0,0,0,0};
    for (int i = 0; i < 2; ++i) {
        for (int j = 0; j < 2; ++j) {
            for (int k = 0; k < 2; ++k) {
                c[2 * i + k] += a[2 * i + j] * b[2 * j + k];
            }
        }
    }
    return c;
}

#define x first
#define y second

```

```

// computes lower convex hull for 0 <= x <= N, 0 <= y
<= (ax + b) / c
vector<pair<int, int>> lower_convex_hull(int a, int b,
    int c, int n) {
    matrix m = {1, 0, 0, 1};
    auto f = decompose(a, c);
    vector<pair<int, int>> conv{{1, 0}, {0, 1}};
    for (int x : f) {
        m = m * matrix{x, 1, 1, 0};
        conv.emplace_back(m[2], m[0]);
        if (m[2] > n) break; // there should be one (if
            any) with .x > n
    }
    auto diff = [&](int x, int y) {
        return c * y - a * x;
    };
    int x = 0, y = b / c;
    vector<pair<int, int>> res{{x, y}};
    int i;
    for (i = 2; i + 1 < conv.size(); i += 2) {
        while (diff(x + conv[i + 1].x, y + conv[i + 1].y)
            <= b) {
            int t = 1 + (diff(x + conv[i - 1].x, y + conv[i
                - 1].y) - b - 1) / abs(diff(conv[i].x, conv[i].y));
            ;
            auto [dx, dy] = tuple{conv[i - 1].x + t * conv[i
                ].x, conv[i - 1].y + t * conv[i].y};
            int k = (n - x) / dx;
            if (k == 0) break;
            if (diff(dx, dy)) k = min(k, (b - diff(x, y)) /
                diff(dx, dy));
            x += k * dx, y += k * dy;
            res.push_back({x, y});
        }
    }
    if (i >= conv.size()) i -= 2;
    for (; i > 0; i -= 2) {
        auto [dx1, dy1] = conv[i];
        if (x + dx1 > n) continue;
        x += dx1, y += dy1;
        if (i + 1 < conv.size()) {
            auto [dx2, dy2] = conv[i + 1];
            int k = (n - x) / dx2;
            x += k * dx2;
            y += k * dy2;
        }
        res.emplace_back(x, y);
        int k = (n - x) / dx1;
        if (k == 0) continue;
        x += k * dx1;
        y += k * dy1;
        res.emplace_back(x, y);
    }
    return res;
}

// number of (x, y) under pq line such that p.x <= x <
q.x && 0 < y
int area(auto p, auto q) {
    int integers = gcd(q.x - p.x, q.y - p.y);
    return ((p.y + q.y - 1) * (q.x - p.x + 1) + integers
        + 1) / 2 - q.y;
}

// sum of (ax + b) / c for 0 <= x < n
int get_area(int a, int b, int c, int n) { // SUM (ax
    + b) / c for 0 <= x <= n
    auto ch = lower_convex_hull(a, b, c, n + 1);
    int sum = 0;
    for (int i = 0; i + 1 < ch.size(); ++i) {
        sum += area(ch[i], ch[i + 1]);
    }
    return sum;
}

// min of (ax + b) % c for 0 <= x <= n
int get_min(int a, int b, int c, int n) {
    auto ch = lower_convex_hull(a, b, c, n);
    // in fact, here we need only the last point of the
    first half of the algo (that is going up)

```

```

int mn = c;
for (auto [x, y] : ch) mn = min(mn, (a * x + b) % c);
return mn;
}
//87941e

```

## 11.2 Простая рекурсия

Число точек  $(x, y) : 0 \leq x < n, 0 < y \leq (kx + b)/d$ . То есть  $\sum_{x=0}^{n-1} \lfloor \frac{kx+b}{d} \rfloor$ .

```

int cnt (int n, int k, int b, int d)
{
    if (k == 0) return (b / d) * n;
    if (k >= d || b >= d) {
        return (k / d) * n * (n - 1) / 2 + (b / d) * n +
            cnt(n, k % d, b % d, d);
    }
    return cnt((k * n + b) / d, d, (k * n + b) % d, k);
}
//11a6a0

```

## 12 Разное

### 12.1 Компараторы

```

bool cmp1(int x, int y) { return x > y; }

struct cmp2{
    bool operator()(int x, int y) const { return x > y; }
};

int32_t main() {
    set<int, decltype(cmp1)> s1({1, 2, 3}, cmp1);
    for (int x : s1) cout << x << ' '; cout << '\n';
    set<int, cmp2> s2({4, 5, 6});
    for (int x : s2) cout << x << ' '; cout << '\n';
    auto cmp3 = [&](int x, int y) { return x > y; };
    set<int, decltype(cmp3)> s3({7, 8, 9}, cmp3); //
    second cmp3 could be omitted if cmp3 = [](...) {
        ... }
    for (int x : s3) cout << x << ' '; cout << '\n';

    vector<int> v{3, 2, 1};
    cout << lower_bound(all(v), 2, cmp1) - v.begin();
    cout << lower_bound(all(v), 2, cmp2()) - v.begin();
    cout << lower_bound(all(v), 2, cmp3) - v.begin();
}
//adea08

```

## 12.2 Трюки от Сергея Копелиовича

### 12.2.1 Быстрый ввод

<https://acm.math.spbu.ru/~sk1/algo/input-output>

```

const int buf_size = 4096;

int getChar() {
    static char buf[buf_size];
    static int len = 0, pos = 0;
    if (pos == len)
        pos = 0, len = fread(buf, 1, buf_size, stdin);
    if (pos == len)
        return -1;
    return buf[pos++];
}

int readChar() {
    while (1) {
        int c = getChar();
        if (c > 32) return c;
    }
}

int readInt() {
    int s = 1, c = readChar(), x = 0;
    if (c == '-')

```

```

s = -1, c = getChar();
while (isdigit(c))
    x = x * 10 + c - '0', c = getChar();
return s * x;
}

```

//dc0a77

<https://acm.math.spbu.ru/~sk1/algo/memory.cpp.html>

### 12.2.2 Быстрый аллокатор

```

const int MAX_MEM = 1e8;
int mpos = 0;
char mem[MAX_MEM];
inline void * operator new (size_t n) {
    assert((mpos += n) <= MAX_MEM);
    return (void *) (mem + mpos - n);
}
void operator delete (void *) noexcept { } // must
have!
void operator delete (void *, size_t) noexcept { } //
must have!

```

//8726b1

## 12.3 Флаги компиляции

```

-DLOCAL -Wall -Wextra -pedantic -Wshadow -Wformat=2
-Wfloat-equal -Wconversion -Wlogical-op -Wshift-
overflow=2 -Wduplicated-cond -Wcast-qual -Wcast-
align -D_GLIBCXX_DEBUG -D_GLIBCXX_DEBUG_PEDANTIC
-D_FORTIFY_SOURCE=2 -fsanitize=address -
fsanitize=undefined -fno-sanitize-recover -fstack-
protector -std=c++2a

```

### 12.3.1 Сеточка в vim

<https://codeforces.com/blog/entry/122540>

```

i|<esc>25A |<esc>
o+<esc>25A----<esc>
Vky35Pdd

```

## 12.4 Что сделать на пробном туре

- Послать клар
- Распечатать что-то
- Получить ML (stack & heap)
- Максимальный размер отправляемого файла?
- Убедиться, что чекер регистронезависимый (yes/YES)
- Позапустить Флойда — Варшалла
- Посмотреть, насколько быстр быстрый ввод
- Перебить что-то, проверить хеш
- Проверить санитайзеры

## 12.5 Хеш файла без комментариев

Хеш файла, игнорирующий переводы строк и комментарии:

```

$ cpp -dD -P -fpreprocessed "$filename" | tr -d '[:
space:]' | md5sum | cut -c-6

```