

# Gungnir's Standard Code Library<sup>\*</sup>

*Shanghai Jiao Tong University*

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<sup>\*</sup> <https://github.com/footoredo/Gungnir>



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# Chapter 1

## 计算几何

### 1.1 二维

#### 1.1.1 基础

```
1 int sign(DB x) {
2     return (x > eps) - (x < -eps);
3 }
4 DB msqrt(DB x) {
5     return sign(x) > 0 ? sqrt(x) : 0;
6 }
7
8 struct Point {
9     DB x, y;
10    Point rotate(DB ang) const { // 逆时针旋转 ang 弧度
11        return Point(cos(ang) * x - sin(ang) * y,
12                     cos(ang) * y + sin(ang) * x);
13    }
14    Point turn90() const { // 逆时针旋转 90 度
15        return Point(-y, x);
16    }
17    Point unit() const {
18        return *this / len();
19    }
20 };
21 DB dot(const Point& a, const Point& b) {
22     return a.x * b.x + a.y * b.y;
23 }
24 DB det(const Point& a, const Point& b) {
25     return a.x * b.y - a.y * b.x;
26 }
27 #define cross(p1,p2,p3) ((p2.x-p1.x)*(p3.y-p1.y)-(p3.x-p1.x)*(p2.y-p1.y))
28 #define cross0p(p1,p2,p3) sign(cross(p1,p2,p3))
29 bool isLL(const Line& l1, const Line& l2, Point& p) { // 直线与直线交点
30     DB s1 = det(l2.b - l2.a, l1.a - l2.a),
31         s2 = -det(l2.b - l2.a, l1.b - l2.a);
```

```

32     if (!sign(s1 + s2)) return false;
33     p = (l1.a * s2 + l1.b * s1) / (s1 + s2);
34     return true;
35 }
36 bool onSeg(const Line& l, const Point& p) { // 点在线段上
37     return sign(det(p - l.a, l.b - l.a)) == 0 && sign(dot(p - l.a, p - l.b)) <= 0;
38 }
39 Point projection(const Line & l, const Point& p) {
40     return l.a + (l.b - l.a) * (dot(p - l.a, l.b - l.a) / (l.b - l.a).len2());
41 }
42 DB disToLine(const Line& l, const Point& p) { // 点到 * 直线 * 距离
43     return fabs(det(p - l.a, l.b - l.a) / (l.b - l.a).len());
44 }
45 DB disToSeg(const Line& l, const Point& p) { // 点到线段距离
46     return sign(dot(p - l.a, l.b - l.a)) * sign(dot(p - l.b, l.a - l.b)) == 1 ?
47     ↪ disToLine(l, p) : std::min((p - l.a).len(), (p - l.b).len());
48 }
49 // 圆与直线交点
50 bool isCL(Circle a, Line l, Point& p1, Point& p2) {
51     DB x = dot(l.a - a.o, l.b - l.a),
52         y = (l.b - l.a).len2(),
53         d = x * x - y * ((l.a - a.o).len2() - a.r * a.r);
54     if (sign(d) < 0) return false;
55     Point p = l.a - ((l.b - l.a) * (x / y)), delta = (l.b - l.a) * (msqrt(d) / y);
56     p1 = p + delta; p2 = p - delta;
57     return true;
58 }
59 // 圆与圆的交面积
60 DB areaCC(const Circle& c1, const Circle& c2) {
61     DB d = (c1.o - c2.o).len();
62     if (sign(d - (c1.r + c2.r)) >= 0) return 0;
63     if (sign(d - std::abs(c1.r - c2.r)) <= 0) {
64         DB r = std::min(c1.r, c2.r);
65         return r * r * PI;
66     }
67     DB x = (d * d + c1.r * c1.r - c2.r * c2.r) / (2 * d),
68         t1 = acos(x / c1.r), t2 = acos((d - x) / c2.r);
69     return c1.r * c1.r * t1 + c2.r * c2.r * t2 - d * c1.r * sin(t1);
70 }
71 // 圆与圆交点
72 bool isCC(Circle a, Circle b, P& p1, P& p2) {
73     DB s1 = (a.o - b.o).len();
74     if (sign(s1 - a.r - b.r) > 0 || sign(s1 - std::abs(a.r - b.r)) < 0) return
75     ↪ false;
76     DB s2 = (a.r * a.r - b.r * b.r) / s1;
77     DB aa = (s1 + s2) * 0.5, bb = (s1 - s2) * 0.5;
78     P o = (b.o - a.o) * (aa / (aa + bb)) + a.o;
79     P delta = (b.o - a.o).unit().turn90() * msqrt(a.r * a.r - aa * aa);
80     p1 = o + delta, p2 = o - delta;

```

```

79     return true;
80 }
81 // 求点到圆的切点, 按关于点的顺时针方向返回两个点
82 bool tanCP(const Circle &c, const Point &p0, Point &p1, Point &p2) {
83     double x = (p0 - c.o).len2(), d = x - c.r * c.r;
84     if (d < eps) return false; // 点在圆上认为没有切点
85     Point p = (p0 - c.o) * (c.r * c.r / x);
86     Point delta = ((p0 - c.o) * (-c.r * sqrt(d) / x)).turn90();
87     p1 = c.o + p + delta;
88     p2 = c.o + p - delta;
89     return true;
90 }
91 // 求圆到圆的外共切线, 按关于 c1.o 的顺时针方向返回两条线
92 vector<Line> extanCC(const Circle &c1, const Circle &c2) {
93     vector<Line> ret;
94     if (sign(c1.r - c2.r) == 0) {
95         Point dir = c2.o - c1.o;
96         dir = (dir * (c1.r / dir.len())).turn90();
97         ret.push_back(Line(c1.o + dir, c2.o + dir));
98         ret.push_back(Line(c1.o - dir, c2.o - dir));
99     } else {
100         Point p = (c1.o * -c2.r + c2.o * c1.r) / (c1.r - c2.r);
101         Point p1, p2, q1, q2;
102         if (tanCP(c1, p, p1, p2) && tanCP(c2, p, q1, q2)) {
103             if (c1.r < c2.r) swap(p1, p2), swap(q1, q2);
104             ret.push_back(Line(p1, q1));
105             ret.push_back(Line(p2, q2));
106         }
107     }
108     return ret;
109 }
110 // 求圆到圆的内共切线, 按关于 c1.o 的顺时针方向返回两条线
111 std::vector<Line> intanCC(const Circle &c1, const Circle &c2) {
112     std::vector<Line> ret;
113     Point p = (c1.o * c2.r + c2.o * c1.r) / (c1.r + c2.r);
114     Point p1, p2, q1, q2;
115     if (tanCP(c1, p, p1, p2) && tanCP(c2, p, q1, q2)) { // 两圆相切认为没有切线
116         ret.push_back(Line(p1, q1));
117         ret.push_back(Line(p2, q2));
118     }
119     return ret;
120 }
121 bool contain(vector<Point> polygon, Point p) { // 判断点 p 是否被多边形包含, 包括落在边界
122     ↪ 上
123     int ret = 0, n = polygon.size();
124     for(int i = 0; i < n; ++ i) {
125         Point u = polygon[i], v = polygon[(i + 1) % n];
126         if (onSeg(Line(u, v), p)) return true; // Here I guess.
127         if (sign(u.y - v.y) <= 0) swap(u, v);

```

```

127         if (sign(p.y - u.y) > 0 || sign(p.y - v.y) <= 0) continue;
128         ret += sign(det(p, v, u)) > 0;
129     }
130     return ret & 1;
131 }
132 // 用半平面 (q1,q2) 的逆时针方向去切凸多边形
133 std::vector<Point> convexCut(const std::vector<Point>&ps, Point q1, Point q2) {
134     std::vector<Point> qs; int n = ps.size();
135     for (int i = 0; i < n; ++i) {
136         Point p1 = ps[i], p2 = ps[(i + 1) % n];
137         int d1 = crossOp(q1,q2,p1), d2 = crossOp(q1,q2,p2);
138         if (d1 >= 0) qs.push_back(p1);
139         if (d1 * d2 < 0) qs.push_back(isSS(p1, p2, q1, q2));
140     }
141     return qs;
142 }
143 // 求凸包
144 std::vector<Point> convexHull(std::vector<Point> ps) {
145     int n = ps.size(); if (n <= 1) return ps;
146     std::sort(ps.begin(), ps.end());
147     std::vector<Point> qs;
148     for (int i = 0; i < n; qs.push_back(ps[i ++]))
149         while (qs.size() > 1 && sign(det(qs[qs.size() - 2], qs.back(), ps[i])) <= 0)
150             qs.pop_back();
151     for (int i = n - 2, t = qs.size(); i >= 0; qs.push_back(ps[i --]))
152         while ((int)qs.size() > t && sign(det(qs[qs.size() - 2], qs.back(), ps[i]))
153             <= 0)
154             qs.pop_back();
155     return qs;

```

### 1.1.2 凸包

```

1 // 凸包中的点按逆时针方向
2 struct Convex {
3     int n;
4     std::vector<Point> a, upper, lower;
5     void make_shell(const std::vector<Point>& p,
6         std::vector<Point>& shell) { // p needs to be sorted.
7         clear(shell); int n = p.size();
8         for (int i = 0, j = 0; i < n; i++, j++) {
9             for (; j >= 2 && sign(det(shell[j-1] - shell[j-2],
10                 p[i] - shell[j-2])) <= 0; --j) shell.pop_back();
11             shell.push_back(p[i]);
12         }
13     }
14     void make_convex() {
15         std::sort(a.begin(), a.end());
16         make_shell(a, lower);
17         std::reverse(a.begin(), a.end());

```



```

18     make_shell(a, upper);
19     a = lower; a.pop_back();
20     a.insert(a.end(), upper.begin(), upper.end());
21     if ((int)a.size() >= 2) a.pop_back();
22     n = a.size();
23 }
24 void init(const std::vector<Point>& _a) {
25     clear(a); a = _a; n = a.size();
26     make_convex();
27 }
28 void read(int _n) { // Won't make convex.
29     clear(a); n = _n; a.resize(n);
30     for (int i = 0; i < n; i++)
31         a[i].read();
32 }
33 std::pair<DB, int> get_tangent(
34     const std::vector<Point>& convex, const Point& vec) {
35     int l = 0, r = (int)convex.size() - 2;
36     assert(r >= 0);
37     for (; l + 1 < r; ) {
38         int mid = (l + r) / 2;
39         if (sign(det(convex[mid + 1] - convex[mid], vec)) > 0)
40             r = mid;
41         else l = mid;
42     }
43     return std::max(std::make_pair(det(vec, convex[r]), r),
44         std::make_pair(det(vec, convex[0]), 0));
45 }
46 int binary_search(Point u, Point v, int l, int r) {
47     int s1 = sign(det(v - u, a[l % n] - u));
48     for (; l + 1 < r; ) {
49         int mid = (l + r) / 2;
50         int smid = sign(det(v - u, a[mid % n] - u));
51         if (smid == s1) l = mid;
52         else r = mid;
53     }
54     return l % n;
55 }
56 // 求凸包上和向量 vec 叉积最大的点, 返回编号, 共线的多个切点返回任意一个
57 int get_tangent(Point vec) {
58     std::pair<DB, int> ret = get_tangent(upper, vec);
59     ret.second = (ret.second + (int)lower.size() - 1) % n;
60     ret = std::max(ret, get_tangent(lower, vec));
61     return ret.second;
62 }
63 // 求凸包和直线 u, v 的交点, 如果不相交返回 false, 如果有则是和 (i, next(i)) 的交点, 交在
64 // 点上不确定返回前后两条边其中之一
65 bool get_intersection(Point u, Point v, int &i0, int &i1) {
66     int p0 = get_tangent(u - v), p1 = get_tangent(v - u);

```

```

66         if (sign(det(v - u, a[p0] - u)) * sign(det(v - u, a[p1] - u)) <= 0) {
67             if (p0 > p1) std::swap(p0, p1);
68             i0 = binary_search(u, v, p0, p1);
69             i1 = binary_search(u, v, p1, p0 + n);
70             return true;
71         }
72         else return false;
73     }
74 };

```

### 1.1.3 三角形的心

```

1 Point inCenter(const Point &A, const Point &B, const Point &C) { // 内心
2     double a = (B - C).len(), b = (C - A).len(), c = (A - B).len(),
3         s = fabs(det(B - A, C - A)),
4         r = s / p;
5     return (A * a + B * b + C * c) / (a + b + c);
6 }
7 Point circumCenter(const Point &a, const Point &b, const Point &c) { // 外心
8     Point bb = b - a, cc = c - a;
9     double db = bb.len2(), dc = cc.len2(), d = 2 * det(bb, cc);
10    return a - Point(bb.y * dc - cc.y * db, cc.x * db - bb.x * dc) / d;
11 }
12 Point othroCenter(const Point &a, const Point &b, const Point &c) { // 垂心
13     Point ba = b - a, ca = c - a, bc = b - c;
14     double Y = ba.y * ca.y * bc.y,
15         A = ca.x * ba.y - ba.x * ca.y,
16         x0 = (Y + ca.x * ba.y * b.x - ba.x * ca.y * c.x) / A,
17         y0 = -ba.x * (x0 - c.x) / ba.y + ca.y;
18     return Point(x0, y0);
19 }

```

### 1.1.4 半平面交

```

1 struct Point {
2     int quad() const { return sign(y) == 1 || (sign(y) == 0 && sign(x) >= 0); }
3 };
4 struct Line {
5     bool include(const Point &p) const { return sign(det(b - a, p - a)) > 0; }
6     Line push() const { // 将半平面向外推 eps
7         const double eps = 1e-6;
8         Point delta = (b - a).turn90().norm() * eps;
9         return Line(a - delta, b - delta);
10    }
11 };
12 bool sameDir(const Line &l0, const Line &l1) { return parallel(l0, l1) &&
13     ↪ sign(dot(l0.b - l0.a, l1.b - l1.a)) == 1; }
13 bool operator < (const Point &a, const Point &b) {

```

```

14     if (a.quad() != b.quad()) {
15         return a.quad() < b.quad();
16     } else {
17         return sign(det(a, b)) > 0;
18     }
19 }
20 bool operator < (const Line &l0, const Line &l1) {
21     if (sameDir(l0, l1)) {
22         return l1.include(l0.a);
23     } else {
24         return (l0.b - l0.a) < (l1.b - l1.a);
25     }
26 }
27 bool check(const Line &u, const Line &v, const Line &w) { return
    ↪ w.include(intersect(u, v)); }
28 vector<Point> intersection(vector<Line> &l) {
29     sort(l.begin(), l.end());
30     deque<Line> q;
31     for (int i = 0; i < (int)l.size(); ++i) {
32         if (i && sameDir(l[i], l[i - 1])) {
33             continue;
34         }
35         while (q.size() > 1 && !check(q[q.size() - 2], q[q.size() - 1], l[i]))
    ↪ q.pop_back();
36         while (q.size() > 1 && !check(q[1], q[0], l[i])) q.pop_front();
37         q.push_back(l[i]);
38     }
39     while (q.size() > 2 && !check(q[q.size() - 2], q[q.size() - 1], q[0]))
    ↪ q.pop_back();
40     while (q.size() > 2 && !check(q[1], q[0], q[q.size() - 1])) q.pop_front();
41     vector<Point> ret;
42     for (int i = 0; i < (int)q.size(); ++i) ret.push_back(intersect(q[i], q[(i + 1)
    ↪ % q.size()]));
43     return ret;
44 }

```

### 1.1.5 圆交面积及重心

```

1 struct Event {
2     Point p;
3     double ang;
4     int delta;
5     Event (Point p = Point(0, 0), double ang = 0, double delta = 0) : p(p),
    ↪ ang(ang), delta(delta) {}
6 };
7 bool operator < (const Event &a, const Event &b) {
8     return a.ang < b.ang;
9 }
10 void addEvent(const Circle &a, const Circle &b, vector<Event> &evt, int &cnt) {

```

```

11     double d2 = (a.o - b.o).len2(),
12           dRatio = ((a.r - b.r) * (a.r + b.r) / d2 + 1) / 2,
13           pRatio = sqrt(-(d2 - sqr(a.r - b.r)) * (d2 - sqr(a.r + b.r))) / (d2 * d2 *
→ 4));
14     Point d = b.o - a.o, p = d.rotate(PI / 2),
15           q0 = a.o + d * dRatio + p * pRatio,
16           q1 = a.o + d * dRatio - p * pRatio;
17     double ang0 = (q0 - a.o).ang(),
18           ang1 = (q1 - a.o).ang();
19     evt.push_back(Event(q1, ang1, 1));
20     evt.push_back(Event(q0, ang0, -1));
21     cnt += ang1 > ang0;
22 }
23 bool issame(const Circle &a, const Circle &b) { return sign((a.o - b.o).len()) == 0
→ && sign(a.r - b.r) == 0; }
24 bool overlap(const Circle &a, const Circle &b) { return sign(a.r - b.r - (a.o -
→ b.o).len()) >= 0; }
25 bool intersect(const Circle &a, const Circle &b) { return sign((a.o - b.o).len() -
→ a.r - b.r) < 0; }
26 Circle c[N];
27 double area[N]; // area[k] -> area of intersections >= k.
28 Point centroid[N];
29 bool keep[N];
30 void add(int cnt, DB a, Point c) {
31     area[cnt] += a;
32     centroid[cnt] = centroid[cnt] + c * a;
33 }
34 void solve(int C) {
35     for (int i = 1; i <= C; ++i) {
36         area[i] = 0;
37         centroid[i] = Point(0, 0);
38     }
39     for (int i = 0; i < C; ++i) {
40         int cnt = 1;
41         vector<Event> evt;
42         for (int j = 0; j < i; ++j) if (issame(c[i], c[j])) ++cnt;
43         for (int j = 0; j < C; ++j) {
44             if (j != i && !issame(c[i], c[j]) && overlap(c[j], c[i])) {
45                 ++cnt;
46             }
47         }
48         for (int j = 0; j < C; ++j) {
49             if (j != i && !overlap(c[j], c[i]) && !overlap(c[i], c[j]) &&
→ intersect(c[i], c[j])) {
50                 addEvent(c[i], c[j], evt, cnt);
51             }
52         }
53         if (evt.size() == 0u) {
54             add(cnt, PI * c[i].r * c[i].r, c[i].o);

```

```

55     } else {
56         sort(evt.begin(), evt.end());
57         evt.push_back(evt.front());
58         for (int j = 0; j + 1 < (int)evt.size(); ++j) {
59             cnt += evt[j].delta;
60             add(cnt, det(evt[j].p, evt[j + 1].p) / 2, (evt[j].p + evt[j + 1].p)
↪ / 3);
61             double ang = evt[j + 1].ang - evt[j].ang;
62             if (ang < 0) {
63                 ang += PI * 2;
64             }
65             if (sign(ang) == 0) continue;
66             add(cnt, ang * c[i].r * c[i].r / 2, c[i].o +
67                 Point(sin(ang1) - sin(ang0), -cos(ang1) + cos(ang0)) * (2 / (3 *
↪ ang) * c[i].r));
68             add(cnt, -sin(ang) * c[i].r * c[i].r / 2, (c[i].o + evt[j].p + evt[j
↪ + 1].p) / 3);
69         }
70     }
71 }
72 for (int i = 1; i <= C; ++ i)
73     if (sign(area[i])) {
74         centroid[i] = centroid[i] / area[i];
75     }
76 }

```

## 1.2 三维

### 1.2.1 基础

```

1 // 三维绕轴旋转, 大拇指指向 axis 向量方向, 四指弯曲方向转 w 弧度
2 Point rotate(const Point& s, const Point& axis, DB w) {
3     DB x = axis.x, y = axis.y, z = axis.z;
4     DB s1 = x * x + y * y + z * z, ss1 = msqrt(s1),
5         cosw = cos(w), sinw = sin(w);
6     DB a[4][4];
7     memset(a, 0, sizeof a);
8     a[3][3] = 1;
9     a[0][0] = ((y * y + z * z) * cosw + x * x) / s1;
10    a[0][1] = x * y * (1 - cosw) / s1 + z * sinw / ss1;
11    a[0][2] = x * z * (1 - cosw) / s1 - y * sinw / ss1;
12    a[1][0] = x * y * (1 - cosw) / s1 - z * sinw / ss1;
13    a[1][1] = ((x * x + z * z) * cosw + y * y) / s1;
14    a[1][2] = y * z * (1 - cosw) / s1 + x * sinw / ss1;
15    a[2][0] = x * z * (1 - cosw) / s1 + y * sinw / ss1;
16    a[2][1] = y * z * (1 - cosw) / s1 - x * sinw / ss1;
17    a[2][2] = ((x * x + y * y) * cos(w) + z * z) / s1;
18    DB ans[4] = {0, 0, 0, 0}, c[4] = {s.x, s.y, s.z, 1};

```

```

19     for (int i = 0; i < 4; ++ i)
20         for (int j = 0; j < 4; ++ j)
21             ans[i] += a[j][i] * c[j];
22     return Point(ans[0], ans[1], ans[2]);
23 }

```

### 1.2.2 凸包

```

1  __inline P cross(const P& a, const P& b) {
2      return P(
3          a.y * b.z - a.z * b.y,
4          a.z * b.x - a.x * b.z,
5          a.x * b.y - a.y * b.x
6      );
7  }
8
9  __inline DB mix(const P& a, const P& b, const P& c) {
10     return dot(cross(a, b), c);
11 }
12
13 __inline DB volume(const P& a, const P& b, const P& c, const P& d) {
14     return mix(b - a, c - a, d - a);
15 }
16
17 struct Face {
18     int a, b, c;
19     __inline Face() {}
20     __inline Face(int _a, int _b, int _c):
21         a(_a), b(_b), c(_c) {}
22     __inline DB area() const {
23         return 0.5 * cross(p[b] - p[a], p[c] - p[a]).len();
24     }
25     __inline P normal() const {
26         return cross(p[b] - p[a], p[c] - p[a]).unit();
27     }
28     __inline DB dis(const P& p0) const {
29         return dot(normal(), p0 - p[a]);
30     }
31 };
32
33 std::vector<Face> face, tmp; // Should be O(n).
34 int mark[N][N], Time, n;
35
36 __inline void add(int v) {
37     ++ Time;
38     clear(tmp);
39     for (int i = 0; i < (int)face.size(); ++ i) {
40         int a = face[i].a, b = face[i].b, c = face[i].c;
41         if (sign(volume(p[v], p[a], p[b], p[c])) > 0) {

```

```

42         mark[a][b] = mark[b][a] = mark[a][c] =
43             mark[c][a] = mark[b][c] = mark[c][b] = Time;
44     }
45     else {
46         tmp.push_back(face[i]);
47     }
48 }
49 clear(face); face = tmp;
50 for (int i = 0; i < (int)tmp.size(); ++ i) {
51     int a = face[i].a, b = face[i].b, c = face[i].c;
52     if (mark[a][b] == Time) face.emplace_back(v, b, a);
53     if (mark[b][c] == Time) face.emplace_back(v, c, b);
54     if (mark[c][a] == Time) face.emplace_back(v, a, c);
55     assert(face.size() < 500u);
56 }
57 }
58
59 void reorder() {
60     for (int i = 2; i < n; ++ i) {
61         P tmp = cross(p[i] - p[0], p[i] - p[1]);
62         if (sign(tmp.len())) {
63             std::swap(p[i], p[2]);
64             for (int j = 3; j < n; ++ j)
65                 if (sign(volume(p[0], p[1], p[2], p[j]))) {
66                     std::swap(p[j], p[3]);
67                     return;
68                 }
69         }
70     }
71 }
72
73 void build_convex() {
74     reorder();
75     clear(face);
76     face.emplace_back(0, 1, 2);
77     face.emplace_back(0, 2, 1);
78     for (int i = 3; i < n; ++ i)
79         add(i);
80 }

```





## Chapter 2

# 数论

### 2.1 $O(m^2 \log n)$ 求线性递推数列第 $n$ 项

Given  $a_0, a_1, \dots, a_{m-1}$

$$a_n = c_0 \times a_{n-m} + \dots + c_{m-1} \times a_{n-1}$$

Solve for  $a_n = v_0 \times a_0 + v_1 \times a_1 + \dots + v_{m-1} \times a_{m-1}$

```
1 void linear_recurrence(long long n, int m, int a[], int c[], int p) {
2     long long v[M] = {1 % p}, u[M << 1], msk = !!n;
3     for(long long i(n); i > 1; i >>= 1) {
4         msk <=& 1;
5     }
6     for(long long x(0); msk; msk >>= 1, x <=& 1) {
7         fill_n(u, m << 1, 0);
8         int b(!!(n & msk));
9         x |= b;
10        if(x < m) {
11            u[x] = 1 % p;
12        } else {
13            for(int i(0); i < m; i++) {
14                for(int j(0), t(i + b); j < m; j++, t++) {
15                    u[t] = (u[t] + v[i] * v[j]) % p;
16                }
17            }
18            for(int i((m << 1) - 1); i >= m; i--) {
19                for(int j(0), t(i - m); j < m; j++, t++) {
20                    u[t] = (u[t] + c[j] * u[i]) % p;
21                }
22            }
23        }
24        copy(u, u + m, v);
25    }
26    //a[n] = v[0] * a[0] + v[1] * a[1] + ... + v[m - 1] * a[m - 1].
27    for(int i(m); i < 2 * m; i++) {
28        a[i] = 0;
29        for(int j(0); j < m; j++) {
```

```

30     a[i] = (a[i] + (long long)c[j] * a[i + j - m]) % p;
31 }
32 }
33 for(int j(0); j < m; j++) {
34     b[j] = 0;
35     for(int i(0); i < m; i++) {
36         b[j] = (b[j] + v[i] * a[i + j]) % p;
37     }
38 }
39 for(int j(0); j < m; j++) {
40     a[j] = b[j];
41 }
42 }

```

## 2.2 求逆元

```

1 void ex_gcd(long long a, long long b, long long &x, long long &y) {
2     if (b == 0) {
3         x = 1;
4         y = 0;
5         return;
6     }
7     long long xx, yy;
8     ex_gcd(b, a % b, xx, yy);
9     y = xx - a / b * yy;
10    x = yy;
11 }
12
13 long long inv(long long x, long long MODN) {
14     long long inv_x, y;
15     ex_gcd(x, MODN, inv_x, y);
16     return (inv_x % MODN + MODN) % MODN;
17 }

```

## 2.3 中国剩余定理

```

1 // 返回 (ans, M), 其中 ans 是模 M 意义下的解
2 std::pair<long long, long long> CRT(const std::vector<long long>& m, const
   ↳ std::vector<long long>& a) {
3     long long M = 1, ans = 0;
4     int n = m.size();
5     for (int i = 0; i < n; i++) M *= m[i];
6     for (int i = 0; i < n; i++) {
7         ans = (ans + (M / m[i]) * a[i] % M * inv(M / m[i], m[i])) % M; // 可能需要大
   ↳ 整数相乘取模
8     }

```

```

9     return std::make_pair(ans, M);
10 }

```

## 2.4 素性测试

```

1 int strong_pseudo_primetest(long long n,int base) {
2     long long n2=n-1,res;
3     int s=0;
4     while(n2%2==0) n2>>=1,s++;
5     res=powmod(base,n2,n);
6     if((res==1)|| (res==n-1)) return 1;
7     s--;
8     while(s>=0) {
9         res=mulmod(res,res,n);
10        if(res==n-1) return 1;
11        s--;
12    }
13    return 0; // n is not a strong pseudo prime
14 }
15 int isprime(long long n) {
16     static LL testNum[]={2,3,5,7,11,13,17,19,23,29,31,37};
17     static LL lim[]={4,0,1373653LL,25326001LL,25000000000LL,2152302898747LL,
18     ↪ 3474749660383LL,341550071728321LL,0,0,0,0};
19     if(n<2||n==3215031751LL) return 0;
20     for(int i=0;i<12;++i){
21         if(n<lim[i]) return 1;
22         if(strong_pseudo_primetest(n,testNum[i])==0) return 0;
23     }
24     return 1;
25 }

```

## 2.5 质因数分解

```

1 int ansn; LL ans[1000];
2 LL func(LL x,LL n){ return(mod_mul(x,x,n)+1)%n; }
3 LL Pollard(LL n){
4     LL i,x,y,p;
5     if(Rabin_Miller(n)) return n;
6     if(!(n&1)) return 2;
7     for(i=1;i<20;i++){
8         x=i; y=func(x,n); p=gcd(y-x,n);
9         while(p==1) {x=func(x,n); y=func(func(y,n),n); p=gcd((y-x+n)%n,n)%n;}
10        if(p==0||p==n) continue;
11        return p;
12    }
13 }
14 void factor(LL n){

```

```
15 LL x;  
16 x=Pollard(n);  
17 if(x==n){ ans[ansn++]=x; return; }  
18 factor(x), factor(n/x);  
19 }
```

## 2.6 线下整点

```
1 //  $\sum_{i=0}^{n-1} \lfloor \frac{a+bi}{m} \rfloor, n, m, a, b > 0$   
2 LL solve(LL n, LL a, LL b, LL m){  
3     if(b==0) return n*(a/m);  
4     if(a>=m) return n*(a/m)+solve(n, a%m, b, m);  
5     if(b>=m) return (n-1)*n/2*(b/m)+solve(n, a, b%m, m);  
6     return solve((a+b*n)/m, (a+b*n)%m, m, b);  
7 }
```

## Chapter 3

# 代数

### 3.1 快速傅里叶变换

```
1 // n 必须是 2 的次幂
2 void fft(Complex a[], int n, int f) {
3     for (int i = 0; i < n; ++i)
4         if (R[i] < i) swap(a[i], a[R[i]]);
5     for (int i = 1, h = 0; i < n; i <= 1, h++) {
6         Complex wn = Complex(cos(pi / i), f * sin(pi / i));
7         Complex w = Complex(1, 0);
8         for (int k = 0; k < i; ++k, w = w * wn) tmp[k] = w;
9         for (int p = i < 1, j = 0; j < n; j += p) {
10             for (int k = 0; k < i; ++k) {
11                 Complex x = a[j + k], y = a[j + k + i] * tmp[k];
12                 a[j + k] = x + y; a[j + k + i] = x - y;
13             }
14         }
15     }
16 }
```

### 3.2 自适应辛普森积分

```
1 namespace adaptive_simpson {
2     template<typename function>
3     inline double area(function f, const double &left, const double &right) {
4         double mid = (left + right) / 2;
5         return (right - left) * (f(left) + 4 * f(mid) + f(right)) / 6;
6     }
7
8     template<typename function>
9     inline double simpson(function f, const double &left, const double &right, const
10     ↪ double &eps, const double &area_sum) {
11         double mid = (left + right) / 2;
12         double area_left = area(f, left, mid);
```

```

12     double area_right = area(f, mid, right);
13     double area_total = area_left + area_right;
14     if (fabs(area_total - area_sum) <= 15 * eps) {
15         return area_total + (area_total - area_sum) / 15;
16     }
17     return simpson(f, left, right, eps / 2, area_left) + simpson(f, mid, right,
18 ↪ eps / 2, area_right);
19 }
20
21 template<typename function>
22 inline double simpson(function f, const double &left, const double &right, const
23 ↪ double &eps) {
24     return simpson(f, left, right, eps, area(f, left, right));
25 }

```

### 3.3 单纯形

```

1  const double eps = 1e-8;
2  // max{c * x | Ax <= b, x >= 0} 的解, 无解返回空的 vector, 否则就是解.
3  vector<double> simplex(vector<vector<double>> &A, vector<double> b, vector<double>
4  ↪ c) {
5      int n = A.size(), m = A[0].size() + 1, r = n, s = m - 1;
6      vector<vector<double>> D(n + 2, vector<double>(m + 1));
7      vector<int> ix(n + m);
8      for(int i = 0; i < n + m; i++) {
9          ix[i] = i;
10     }
11     for(int i = 0; i < n; i++) {
12         for(int j = 0; j < m - 1; j++) {
13             D[i][j] = -A[i][j];
14         }
15         D[i][m - 1] = 1;
16         D[i][m] = b[i];
17         if (D[r][m] > D[i][m]) {
18             r = i;
19         }
20     }
21     for(int j = 0; j < m - 1; j++) {
22         D[n][j] = c[j];
23     }
24     D[n + 1][m - 1] = -1;
25     for(double d; ;) {
26         if (r < n) {
27             swap(ix[s], ix[r + m]);
28             D[r][s] = 1. / D[r][s];
29             for(int j = 0; j <= m; j++) {

```

```

30         if (j != s) {
31             D[r][j] *= -D[r][s];
32         }
33     }
34     for(int i = 0; i <= n + 1; i++) {
35         if (i != r) {
36             for(int j = 0; j <= m; j++) {
37                 if (j != s) {
38                     D[i][j] += D[r][j] * D[i][s];
39                 }
40             }
41             D[i][s] *= D[r][s];
42         }
43     }
44 }
45 r = -1, s = -1;
46 for(int j = 0; j < m; j++) {
47     if (s < 0 || ix[s] > ix[j]) {
48         if (D[n + 1][j] > eps || D[n + 1][j] > -eps && D[n][j] > eps) {
49             s = j;
50         }
51     }
52 }
53 if (s < 0) {
54     break;
55 }
56 for(int i = 0; i < n; i++) {
57     if (D[i][s] < -eps) {
58         if (r < 0 || (d = D[r][m] / D[r][s] - D[i][m] / D[i][s]) < -eps
59             || d < eps && ix[r + m] > ix[i + m]) {
60
61             r = i;
62         }
63     }
64 }
65
66 if (r < 0) {
67     return vector<double> ();
68 }
69 }
70 if (D[n + 1][m] < -eps) {
71     return vector<double> ();
72 }
73
74 vector<double> x(m - 1);
75 for(int i = m; i < n + m; i++) {
76     if (ix[i] < m - 1) {
77         x[ix[i]] = D[i - m][m];
78     }

```

```
79 |     }  
80 |     return x;  
81 | }
```



## Chapter 4

# 字符串

### 4.1 后缀数组

```
1 const int MAXN = MAXL * 2 + 1;
2 int a[MAXN], x[MAXN], y[MAXN], c[MAXN], sa[MAXN], rank[MAXN], height[MAXN];
3 void calc_sa(int n) {
4     int m = alphabet, k = 1;
5     memset(c, 0, sizeof(*c) * (m + 1));
6     for (int i = 1; i <= n; ++i) c[x[i]] = a[i]++;
7     for (int i = 1; i <= m; ++i) c[i] += c[i - 1];
8     for (int i = n; i; --i) sa[c[x[i]]--] = i;
9     for (; k <= n; k <= 1) {
10         int tot = k;
11         for (int i = n - k + 1; i <= n; ++i) y[i - n + k] = i;
12         for (int i = 1; i <= n; ++i)
13             if (sa[i] > k) y[++tot] = sa[i] - k;
14         memset(c, 0, sizeof(*c) * (m + 1));
15         for (int i = 1; i <= n; ++i) c[x[i]]++;
16         for (int i = 1; i <= m; ++i) c[i] += c[i - 1];
17         for (int i = n; i; --i) sa[c[x[y[i]]]--] = y[i];
18         for (int i = 1; i <= n; ++i) y[i] = x[i];
19         tot = 1; x[sa[1]] = 1;
20         for (int i = 2; i <= n; ++i) {
21             if (max(sa[i], sa[i - 1]) + k > n || y[sa[i]] != y[sa[i - 1]] || y[sa[i]
22 ↪ + k] != y[sa[i - 1] + k]) ++tot;
23             x[sa[i]] = tot;
24         }
25         if (tot == n) break; else m = tot;
26     }
27 void calc_height(int n) {
28     for (int i = 1; i <= n; ++i) rank[sa[i]] = i;
29     for (int i = 1; i <= n; ++i) {
30         height[rank[i]] = max(0, height[rank[i - 1]] - 1);
31         if (rank[i] == 1) continue;
32         int j = sa[rank[i] - 1];
```

```

33     while (max(i, j) + height[rank[i]] <= n && a[i + height[rank[i]]] == a[j +
↪ height[rank[i]]]) ++height[rank[i]];
34 }
35 }

```

## 4.2 后缀自动机

```

1 static const int MAXL = MAXN * 2; // MAXN is original length
2 static const int alphabet = 26; // sometimes need changing
3 int l, last, cnt, trans[MAXL][alphabet], par[MAXL], sum[MAXL], seq[MAXL], mxl[MAXL],
↪ size[MAXL]; // mxl is maxlength, size is the size of right
4 char str[MAXL];
5 inline void init() {
6     l = strlen(str + 1); cnt = last = 1;
7     for (int i = 0; i <= l * 2; ++i) memset(trans[i], 0, sizeof(trans[i]));
8     memset(par, 0, sizeof(*par) * (l * 2 + 1));
9     memset(mxl, 0, sizeof(*mxl) * (l * 2 + 1));
10    memset(size, 0, sizeof(*size) * (l * 2 + 1));
11 }
12 inline void extend(int pos, int c) {
13     int p = last, np = last = ++cnt;
14     mxl[np] = mxl[p] + 1; size[np] = 1;
15     for (; p && !trans[p][c]; p = par[p]) trans[p][c] = np;
16     if (!p) par[np] = 1;
17     else {
18         int q = trans[p][c];
19         if (mxl[p] + 1 == mxl[q]) par[np] = q;
20         else {
21             int nq = ++cnt;
22             mxl[nq] = mxl[p] + 1;
23             memcpy(trans[nq], trans[q], sizeof(trans[nq]));
24             par[nq] = par[q];
25             par[np] = par[q] = nq;
26             for (; trans[p][c] == q; p = par[p]) trans[p][c] = nq;
27         }
28     }
29 }
30 inline void buildsam() {
31     for (int i = 1; i <= l; ++i) extend(i, str[i] - 'a');
32     memset(sum, 0, sizeof(*sum) * (l * 2 + 1));
33     for (int i = 1; i <= cnt; ++i) sum[mxl[i]]++;
34     for (int i = 1; i <= l; ++i) sum[i] += sum[i - 1];
35     for (int i = cnt; i; --i) seq[sum[mxl[i]] - 1] = i;
36     for (int i = cnt; i; --i) size[par[seq[i]]] += size[seq[i]];
37 }

```

## 4.3 EX 后缀自动机

```

1 inline void add_node(int x, int &last) {
2     int lastnode = last;
3     if (c[lastnode][x]) {
4         int nownode = c[lastnode][x];
5         if (l[nownode] == l[lastnode] + 1) last = nownode;
6         else {
7             int auxnode = ++cnt; l[auxnode] = l[lastnode] + 1;
8             for (int i = 0; i < alphabet; ++i) c[auxnode][i] = c[nownode][i];
9             par[auxnode] = par[nownode]; par[nownode] = auxnode;
10            for (; lastnode && c[lastnode][x] == nownode; lastnode = par[lastnode])
11                c[lastnode][x] = auxnode;
12        }
13        last = auxnode;
14    }
15    else {
16        int newnode = ++cnt; l[newnode] = l[lastnode] + 1;
17        for (; lastnode && !c[lastnode][x]; lastnode = par[lastnode]) c[lastnode][x]
18        ⇨ = newnode;
19        if (!lastnode) par[newnode] = 1;
20        else {
21            int nownode = c[lastnode][x];
22            if (l[lastnode] + 1 == l[nownode]) par[newnode] = nownode;
23            else {
24                int auxnode = ++cnt; l[auxnode] = l[lastnode] + 1;
25                for (int i = 0; i < alphabet; ++i) c[auxnode][i] = c[nownode][i];
26                par[auxnode] = par[nownode]; par[nownode] = par[newnode] = auxnode;
27                for (; lastnode && c[lastnode][x] == nownode; lastnode =
28                ⇨ par[lastnode]) {
29                    c[lastnode][x] = auxnode;
30                }
31            }
32            last = newnode;
33    }
34 }

```

## 4.4 回文自动机

```

1 int nT, nStr, last, c[MAXT][26], fail[MAXT], r[MAXN], l[MAXN], s[MAXN];
2 int allocate(int len) {
3     l[nT] = len;
4     r[nT] = 0;
5     fail[nT] = 0;
6     memset(c[nT], 0, sizeof(c[nT]));
7     return nT++;

```

```
8 }
9 void init() {
10     nT = nStr = 0;
11     int newE = allocate(0);
12     int new0 = allocate(-1);
13     last = newE;
14     fail[newE] = new0;
15     fail[new0] = newE;
16     s[0] = -1;
17 }
18 void add(int x) {
19     s[++nStr] = x;
20     int now = last;
21     while (s[nStr - l[now] - 1] != s[nStr]) now = fail[now];
22     if (!c[now][x]) {
23         int newnode = allocate(l[now] + 2), &newfail = fail[newnode];
24         newfail = fail[now];
25         while (s[nStr - l[newfail] - 1] != s[nStr]) newfail = fail[newfail];
26         newfail = c[newfail][x];
27         c[now][x] = newnode;
28     }
29     last = c[now][x];
30     r[last]++;
31 }
32 void count() {
33     for (int i = nT - 1; i >= 0; i--) {
34         r[fail[i]] += r[i];
35     }
36 }
```

## Chapter 5

# 数据结构

### 5.1 KD-Tree

```
1 long long norm(const long long &x) {
2     // For manhattan distance
3     return std::abs(x);
4     // For euclid distance
5     return x * x;
6 }
7
8 struct Point {
9     int x, y, id;
10
11     const int& operator [] (int index) const {
12         if (index == 0) {
13             return x;
14         } else {
15             return y;
16         }
17     }
18
19     friend long long dist(const Point &a, const Point &b) {
20         long long result = 0;
21         for (int i = 0; i < 2; ++i) {
22             result += norm(a[i] - b[i]);
23         }
24         return result;
25     }
26 } point[N];
27
28 struct Rectangle {
29     int min[2], max[2];
30
31     Rectangle() {
32         min[0] = min[1] = INT_MAX; // sometimes int is not enough
33         max[0] = max[1] = INT_MIN;
```

```

34     }
35
36     void add(const Point &p) {
37         for (int i = 0; i < 2; ++i) {
38             min[i] = std::min(min[i], p[i]);
39             max[i] = std::max(max[i], p[i]);
40         }
41     }
42
43     long long dist(const Point &p) {
44         long long result = 0;
45         for (int i = 0; i < 2; ++i) {
46             // For minimum distance
47             result += norm(std::min(std::max(p[i], min[i]), max[i]) - p[i]);
48             // For maximum distance
49             result += std::max(norm(max[i] - p[i]), norm(min[i] - p[i]));
50         }
51         return result;
52     }
53 };
54
55 struct Node {
56     Point seperator;
57     Rectangle rectangle;
58     int child[2];
59
60     void reset(const Point &p) {
61         seperator = p;
62         rectangle = Rectangle();
63         rectangle.add(p);
64         child[0] = child[1] = 0;
65     }
66 } tree[N << 1];
67
68 int size, pivot;
69
70 bool compare(const Point &a, const Point &b) {
71     if (a[pivot] != b[pivot]) {
72         return a[pivot] < b[pivot];
73     }
74     return a.id < b.id;
75 }
76
77 // 左閉右開: build(1, n + 1)
78 int build(int l, int r, int type = 1) {
79     pivot = type;
80     if (l >= r) {
81         return 0;
82     }

```

```

83     int x = ++size;
84     int mid = l + r >> 1;
85     std::nth_element(point + l, point + mid, point + r, compare);
86     tree[x].reset(point[mid]);
87     for (int i = l; i < r; ++i) {
88         tree[x].rectangle.add(point[i]);
89     }
90     tree[x].child[0] = build(l, mid, type ^ 1);
91     tree[x].child[1] = build(mid + 1, r, type ^ 1);
92     return x;
93 }
94
95 int insert(int x, const Point &p, int type = 1) {
96     pivot = type;
97     if (x == 0) {
98         tree[++size].reset(p);
99         return size;
100     }
101     tree[x].rectangle.add(p);
102     if (compare(p, tree[x].seperator)) {
103         tree[x].child[0] = insert(tree[x].child[0], p, type ^ 1);
104     } else {
105         tree[x].child[1] = insert(tree[x].child[1], p, type ^ 1);
106     }
107     return x;
108 }
109
110 // For minimum distance
111 // For maximum: 下面递归 query 时 0, 1 换顺序;< and >;min and max
112 void query(int x, const Point &p, std::pair<long long, int> &answer, int type = 1) {
113     pivot = type;
114     if (x == 0 || tree[x].rectangle.dist(p) > answer.first) {
115         return;
116     }
117     answer = std::min(answer,
118         std::make_pair(dist(tree[x].seperator, p), tree[x].seperator.id));
119     if (compare(p, tree[x].seperator)) {
120         query(tree[x].child[0], p, answer, type ^ 1);
121         query(tree[x].child[1], p, answer, type ^ 1);
122     } else {
123         query(tree[x].child[1], p, answer, type ^ 1);
124         query(tree[x].child[0], p, answer, type ^ 1);
125     }
126 }
127
128 std::priority_queue<std::pair<long long, int> > answer;
129
130 void query(int x, const Point &p, int k, int type = 1) {
131     pivot = type;

```

```

132     if (x == 0 || (int)answer.size() == k && tree[x].rectangle.dist(p) >
→ answer.top().first) {
133         return;
134     }
135     answer.push(std::make_pair(dist(tree[x].seperator, p), tree[x].seperator.id));
136     if ((int)answer.size() > k) {
137         answer.pop();
138     }
139     if (compare(p, tree[x].seperator)) {
140         query(tree[x].child[0], p, k, type ^ 1);
141         query(tree[x].child[1], p, k, type ^ 1);
142     } else {
143         query(tree[x].child[1], p, k, type ^ 1);
144         query(tree[x].child[0], p, k, type ^ 1);
145     }
146 }

```

## 5.2 Treap

```

1 struct Node{
2     int mn, key, size, tag;
3     bool rev;
4     Node* ch[2];
5     Node(int mn, int key, int size): mn(mn), key(key), size(size), rev(0), tag(0){}
6     void downtag();
7     Node* update(){
8         mn = min(ch[0] -> mn, min(key, ch[1] -> mn));
9         size = ch[0] -> size + 1 + ch[1] -> size;
10        return this;
11    }
12 };
13 typedef pair<Node*, Node*> Pair;
14 Node *null, *root;
15 void Node::downtag(){
16     if(rev){
17         for(int i = 0; i < 2; i++)
18             if(ch[i] != null){
19                 ch[i] -> rev ^= 1;
20                 swap(ch[i] -> ch[0], ch[i] -> ch[1]);
21             }
22         rev = 0;
23     }
24     if(tag){
25         for(int i = 0; i < 2; i++)
26             if(ch[i] != null){
27                 ch[i] -> key += tag;
28                 ch[i] -> mn += tag;
29                 ch[i] -> tag += tag;

```



```

30     }
31     tag = 0;
32 }
33 }
34 int r(){
35     static int s = 3023192386;
36     return (s += (s << 3) + 1) & (~0u >> 1);
37 }
38 bool random(int x, int y){
39     return r() % (x + y) < x;
40 }
41 Node* merge(Node *p, Node *q){
42     if(p == null) return q;
43     if(q == null) return p;
44     p -> dntag();
45     q -> dntag();
46     if(random(p -> size, q -> size)){
47         p -> ch[1] = merge(p -> ch[1], q);
48         return p -> update();
49     }else{
50         q -> ch[0] = merge(p, q -> ch[0]);
51         return q -> update();
52     }
53 }
54 Pair split(Node *x, int n){
55     if(x == null) return make_pair(null, null);
56     x -> dntag();
57     if(n <= x -> ch[0] -> size){
58         Pair ret = split(x -> ch[0], n);
59         x -> ch[0] = ret.second;
60         return make_pair(ret.first, x -> update());
61     }
62     Pair ret = split(x -> ch[1], n - x -> ch[0] -> size - 1);
63     x -> ch[1] = ret.first;
64     return make_pair(x -> update(), ret.second);
65 }
66 pair<Node*, Pair> get_segment(int l, int r){
67     Pair ret = split(root, l - 1);
68     return make_pair(ret.first, split(ret.second, r - l + 1));
69 }
70 int main(){
71     null = new Node(INF, INF, 0);
72     null -> ch[0] = null -> ch[1] = null;
73     root = null;
74 }

```

### 5.3 Link/cut Tree

```

1 inline void reverse(int x) {
2     tr[x].rev ^= 1; swap(tr[x].c[0], tr[x].c[1]);
3 }
4
5 inline void rotate(int x, int k) {
6     int y = tr[x].fa, z = tr[y].fa;
7     tr[x].fa = z; tr[z].c[tr[z].c[1] == y] = x;
8     tr[tr[x].c[k ^ 1]].fa = y; tr[y].c[k] = tr[x].c[k ^ 1];
9     tr[x].c[k ^ 1] = y; tr[y].fa = x;
10 }
11
12 inline void splay(int x, int w) {
13     int z = x; pushdown(x);
14     while (tr[x].fa != w) {
15         int y = tr[x].fa; z = tr[y].fa;
16         if (z == w) {
17             pushdown(z = y); pushdown(x);
18             rotate(x, tr[y].c[1] == x);
19             update(y); update(x);
20         } else {
21             pushdown(z); pushdown(y); pushdown(x);
22             int t1 = tr[y].c[1] == x, t2 = tr[z].c[1] == y;
23             if (t1 == t2) rotate(y, t2), rotate(x, t1);
24             else rotate(x, t1), rotate(x, t2);
25             update(z); update(y); update(x);
26         }
27     }
28     update(x);
29     if (x != z) par[x] = par[z], par[z] = 0;
30 }
31
32 inline void access(int x) {
33     for (int y = 0; x; y = x, x = par[x]) {
34         splay(x, 0);
35         if (tr[x].c[1]) par[tr[x].c[1]] = x, tr[tr[x].c[1]].fa = 0;
36         tr[x].c[1] = y; par[y] = 0; tr[y].fa = x; update(x);
37     }
38 }
39
40 inline void makeroot(int x) {
41     access(x); splay(x, 0); reverse(x);
42 }
43
44 inline void link(int x, int y) {
45     makeroot(x); par[x] = y;
46 }
47

```

```

48 inline void cut(int x, int y) {
49     access(x); splay(y, 0);
50     if (par[y] != x) swap(x, y), access(x), splay(y, 0);
51     par[y] = 0;
52 }
53
54 inline void split(int x, int y) { // x will be the root of the tree
55     makeroot(y); access(x); splay(x, 0);
56 }

```

## 5.4 树状数组查询第 $k$ 小元素

```

1  inline void reverse(int x) {
2      tr[x].rev ^= 1; swap(tr[x].c[0], tr[x].c[1]);
3  }
4
5  inline void rotate(int x, int k) {
6      int y = tr[x].fa, z = tr[y].fa;
7      tr[x].fa = z; tr[z].c[tr[z].c[1] == y] = x;
8      tr[tr[x].c[k ^ 1]].fa = y; tr[y].c[k] = tr[x].c[k ^ 1];
9      tr[x].c[k ^ 1] = y; tr[y].fa = x;
10 }
11
12 inline void splay(int x, int w) {
13     int z = x; pushdown(x);
14     while (tr[x].fa != w) {
15         int y = tr[x].fa; z = tr[y].fa;
16         if (z == w) {
17             pushdown(z = y); pushdown(x);
18             rotate(x, tr[y].c[1] == x);
19             update(y); update(x);
20         } else {
21             pushdown(z); pushdown(y); pushdown(x);
22             int t1 = tr[y].c[1] == x, t2 = tr[z].c[1] == y;
23             if (t1 == t2) rotate(y, t2), rotate(x, t1);
24             else rotate(x, t1), rotate(x, t2);
25             update(z); update(y); update(x);
26         }
27     }
28     update(x);
29     if (x != z) par[x] = par[z], par[z] = 0;
30 }
31
32 inline void access(int x) {
33     for (int y = 0; x; y = x, x = par[x]) {
34         splay(x, 0);
35         if (tr[x].c[1]) par[tr[x].c[1]] = x, tr[tr[x].c[1]].fa = 0;
36         tr[x].c[1] = y; par[y] = 0; tr[y].fa = x; update(x);

```

```
37     }
38 }
39
40 inline void makeroot(int x) {
41     access(x); splay(x, 0); reverse(x);
42 }
43
44 inline void link(int x, int y) {
45     makeroot(x); par[x] = y;
46 }
47
48 inline void cut(int x, int y) {
49     access(x); splay(y, 0);
50     if (par[y] != x) swap(x, y), access(x), splay(y, 0);
51     par[y] = 0;
52 }
53
54 inline void split(int x, int y) { // x will be the root of the tree
55     makeroot(y); access(x); splay(x, 0);
56 }
```

## Chapter 6

# 图论

### 6.1 基础

```
1 struct Graph { // Remember to call .init()!
2     int e, nxt[M], v[M], adj[N], n;
3     bool base;
4     __inline void init(bool _base, int _n = 0) {
5         assert(n < N);
6         n = _n; base = _base;
7         e = 0; memset(adj + base, -1, sizeof(*adj) * n);
8     }
9     __inline int new_node() {
10         adj[n + base] = -1;
11         assert(n + base + 1 < N);
12         return n++ + base;
13     }
14     __inline void ins(int u0, int v0) { // directional
15         assert(u0 < n + base && v0 < n + base);
16         v[e] = v0; nxt[e] = adj[u0]; adj[u0] = e++;
17         assert(e < M);
18     }
19     __inline void bi_ins(int u0, int v0) { // bi-directional
20         ins(u0, v0); ins(v0, u0);
21     }
22 };
```

### 6.2 KM

```
1 struct KM {
2     // Truly  $O(n^3)$ 
3     // 邻接矩阵, 不能连的边设为 -INF, 求最小权匹配时边权取负, 但不能连的还是 -INF, 使用时先对 1
4     ↪ -> n 调用 hungary(), 再 get_ans() 求值
5     int w[N][N];
6     int lx[N], ly[N], match[N], way[N], slack[N];
7     bool used[N];
```

```

7  void init() {
8      for (int i = 1; i <= n; i++) {
9          match[i] = 0;
10         lx[i] = 0;
11         ly[i] = 0;
12         way[i] = 0;
13     }
14 }
15 void hungary(int x) {
16     match[0] = x;
17     int j0 = 0;
18     for (int j = 0; j <= n; j++) {
19         slack[j] = INF;
20         used[j] = false;
21     }
22
23     do {
24         used[j0] = true;
25         int i0 = match[j0], delta = INF, j1 = 0;
26         for (int j = 1; j <= n; j++) {
27             if (used[j] == false) {
28                 int cur = -w[i0][j] - lx[i0] - ly[j];
29                 if (cur < slack[j]) {
30                     slack[j] = cur;
31                     way[j] = j0;
32                 }
33                 if (slack[j] < delta) {
34                     delta = slack[j];
35                     j1 = j;
36                 }
37             }
38         }
39         for (int j = 0; j <= n; j++) {
40             if (used[j]) {
41                 lx[match[j]] += delta;
42                 ly[j] -= delta;
43             }
44             else slack[j] -= delta;
45         }
46         j0 = j1;
47     } while (match[j0] != 0);
48
49     do {
50         int j1 = way[j0];
51         match[j0] = match[j1];
52         j0 = j1;
53     } while (j0);
54 }
55

```



```

36     }
37     int cc = forest.new_node();
38     forest.bi_ins(compress_to[u], cc);
39     compress_cut[cc] = 0;
40     //BCC_component[cc].clear();
41     do {
42         int cur_e = stack[--top];
43         compress_to[expand_to[cur_e]] = cc;
44         compress_to[expand_to[cur_e^1]] = cc;
45         if (branch[cur_e]) {
46             int v = g->v[cur_e];
47             if (cut[v])
48                 forest.bi_ins(cc, compress_to[v]);
49             else {
50                 //BCC_component[cc].push_back(v);
51                 compress_to[v] = cc;
52             }
53         }
54     } while (stack[top] != e);
55 }
56 }
57 }
58 }
59 void solve() {
60     forest.init(g->base);
61     int n = g->n;
62     for (int i = 0; i < g->e; i++) {
63         expand_to[i] = g->new_node();
64     }
65     memset(branch, 0, sizeof(*branch) * g->e);
66     memset(dfn + g->base, 0, sizeof(*dfn) * n); DFN = 0;
67     for (int i = 0; i < n; i++)
68         if (!dfn[i + g->base]) {
69             top = 0;
70             DFS(i + g->base, -1);
71         }
72 }
73 } bcc;
74
75 bcc.init(&raw_graph);
76 bcc.solve();
77 // Do something with bcc.forest ...

```

## 6.4 边双连通分量

```

1 struct BCC {
2     Graph *g, forest;
3     int dfn[N], low[N], stack[N], tot[N], belong[N], vis[N], top, dfs_clock;

```



```

4 // tot[] is the size of each BCC, belong[] is the BCC that each node belongs to
5 pair<int, int> ori[M]; // bridge in raw_graph(raw node)
6 bool is_bridge[M];
7 __inline void init(Graph *raw_graph) {
8     g = raw_graph;
9     memset(is_bridge, false, sizeof(*is_bridge) * g -> e);
10    memset(vis + g -> base, 0, sizeof(*vis) * g -> n);
11 }
12 void tarjan(int u, int from) {
13     dfn[u] = low[u] = ++dfs_clock; vis[u] = 1; stack[++top] = u;
14     for (int p = g -> adj[u]; ~p; p = g -> nxt[p]) {
15         if ((p ^ 1) == from) continue;
16         int v = g -> v[p];
17         if (vis[v]) {
18             if (vis[v] == 1) low[u] = min(low[u], dfn[v]);
19         } else {
20             tarjan(v, p);
21             low[u] = min(low[u], low[v]);
22             if (low[v] > dfn[u]) is_bridge[p / 2] = true;
23         }
24     }
25     if (dfn[u] != low[u]) return;
26     tot[forest.new_node()] = 0;
27     do {
28         belong[stack[top]] = forest.n;
29         vis[stack[top]] = 2;
30         tot[forest.n]++;
31         --top;
32     } while (stack[top + 1] != u);
33 }
34 void solve() {
35     forest.init(g -> base);
36     int n = g -> n;
37     for (int i = 0; i < n; ++i)
38         if (!vis[i + g -> base]) {
39             top = dfs_clock = 0;
40             tarjan(i + g -> base, -1);
41         }
42     for (int i = 0; i < g -> e / 2; ++i)
43         if (is_bridge[i]) {
44             int e = forest.e;
45             forest.bi_ins(belong[g -> v[i * 2]], belong[g -> v[i * 2 + 1]], g ->
46             ↪ w[i * 2]);
47             ori[e] = make_pair(g -> v[i * 2 + 1], g -> v[i * 2]);
48             ori[e + 1] = make_pair(g -> v[i * 2], g -> v[i * 2 + 1]);
49         }
50 } bcc;

```

## 6.5 最小树形图

```

1 const int MAXN,INF;// INF >= sum( W_ij )
2 int from[MAXN + 10][MAXN * 2 + 10],n,m,edge[MAXN + 10][MAXN * 2 + 10];
3 int sel[MAXN * 2 + 10],fa[MAXN * 2 + 10],vis[MAXN * 2 + 10];
4 int getfa(int x){if(x == fa[x]) return x; return fa[x] = getfa(fa[x]);}
5 void liuzhu(){ // 1-base: root is 1, answer = (sel[i], i) for i in [2..n]
6     fa[1] = 1;
7     for(int i = 2; i <= n; ++i){
8         sel[i] = 1; fa[i] = i;
9         for(int j = 1; j <= n; ++j) if(fa[j] != i)
10             if(from[j][i] == i, edge[sel[i]][i] > edge[j][i]) sel[i] = j;
11     }
12     int limit = n;
13     while(1){
14         int prelimit = limit; memset(vis, 0, sizeof(vis)); vis[1] = 1;
15         for(int i = 2; i <= prelimit; ++i) if(fa[i] == i && !vis[i]){
16             int j = i; while(!vis[j]) vis[j] = i, j = getfa(sel[j]);
17             if(j == 1 || vis[j] != i) continue; vector<int> C; int k = j;
18             do C.push_back(k), k = getfa(sel[k]); while(k != j);
19             ++limit;
20             for(int i = 1; i <= n; ++i){
21                 edge[i][limit] = INF, from[i][limit] = limit;
22             }
23             fa[limit] = vis[limit] = limit;
24             for(int i = 0; i < int(C.size()); ++i){
25                 int x = C[i], fa[x] = limit;
26                 for(int j = 1; j <= n; ++j)
27                     if(edge[j][x] != INF && edge[j][limit] > edge[j][x] -
28                     ↪ edge[sel[x]][x]){
29                         edge[j][limit] = edge[j][x] - edge[sel[x]][x];
30                         from[j][limit] = x;
31                     }
32             }
33             for(int j=1;j<=n;++j) if(getfa(j)==limit) edge[j][limit] = INF;
34             sel[limit] = 1;
35             for(int j = 1; j <= n; ++j)
36                 if(edge[sel[limit]][limit] > edge[j][limit]) sel[limit] = j;
37             if(prelimit == limit) break;
38         }
39         for(int i = limit; i > 1; --i) sel[from[sel[i]][i]] = sel[i];
40     }

```

## 6.6 带花树

```

1 vector<int> link[maxn];
2 int n,match[maxn],Queue[maxn],head,tail;

```

```

3 int pred[maxn], base[maxn], start, finish, newbase;
4 bool InQueue[maxn], InBlossom[maxn];
5 void push(int u){ Queue[tail++]=u; InQueue[u]=true; }
6 int pop(){ return Queue[head++]; }
7 int FindCommonAncestor(int u, int v){
8     bool InPath[maxn];
9     for(int i=0; i<n; i++) InPath[i]=0;
10    while(true){ u=base[u]; InPath[u]=true; if(u==start) break; u=pred[match[u]]; }
11    while(true){ v=base[v]; if(InPath[v]) break; v=pred[match[v]]; }
12    return v;
13 }
14 void ResetTrace(int u){
15     int v;
16     while(base[u]!=newbase){
17         v=match[u];
18         InBlossom[base[u]]=InBlossom[base[v]]=true;
19         u=pred[v];
20         if(base[u]!=newbase) pred[u]=v;
21     }
22 }
23 void BlossomContract(int u, int v){
24     newbase=FindCommonAncestor(u, v);
25     for (int i=0; i<n; i++)
26         InBlossom[i]=0;
27     ResetTrace(u); ResetTrace(v);
28     if(base[u]!=newbase) pred[u]=v;
29     if(base[v]!=newbase) pred[v]=u;
30     for(int i=0; i<n; ++i)
31         if(InBlossom[base[i]]){
32             base[i]=newbase;
33             if(!InQueue[i]) push(i);
34         }
35 }
36 bool FindAugmentingPath(int u){
37     bool found=false;
38     for(int i=0; i<n; ++i) pred[i]=-1, base[i]=i;
39     for (int i=0; i<n; i++) InQueue[i]=0;
40     start=u; finish=-1; head=tail=0; push(start);
41     while(head<tail){
42         int u=pop();
43         for(int i=link[u].size()-1; i>=0; i--){
44             int v=link[u][i];
45             if(base[u]!=base[v]&&match[u]!=v)
46                 if(v==start || (match[v]>=0 && pred[match[v]]>=0))
47                     BlossomContract(u, v);
48             else if(pred[v]==-1){
49                 pred[v]=u;
50                 if(match[v]>=0) push(match[v]);
51                 else{ finish=v; return true; }

```

```

52         }
53     }
54 }
55 return found;
56 }
57 void AugmentPath(){
58     int u=finish,v,w;
59     while(u>=0){ v=pred[u];w=match[v];match[v]=u;match[u]=v;u=w; }
60 }
61 void FindMaxMatching(){
62     for(int i=0;i<n;++i) match[i]=-1;
63     for(int i=0;i<n;++i) if(match[i]==-1) if(FindAugmentingPath(i)) AugmentPath();
64 }

```

## 6.7 Dominator Tree

```

1 vector<int> prec[N], succ[N];
2 vector<int> ord;
3 int stamp, vis[N];
4 int num[N];
5 int fa[N];
6 void dfs(int u) {
7     vis[u] = stamp;
8     num[u] = ord.size();
9     ord.push_back(u);
10    for (int i = 0; i < (int)succ[u].size(); ++i) {
11        int v = succ[u][i];
12        if (vis[v] != stamp) {
13            fa[v] = u;
14            dfs(v);
15        }
16    }
17 }
18 int fs[N], mins[N], dom[N], sem[N];
19 int find(int u) {
20     if (u != fs[u]) {
21         int v = fs[u];
22         fs[u] = find(fs[u]);
23         if (mins[v] != -1 && num[sem[mins[v]]] < num[sem[mins[u]]]) {
24             mins[u] = mins[v];
25         }
26     }
27     return fs[u];
28 }
29 void merge(int u, int v) { fs[u] = v; }
30 vector<int> buf[N];
31 int buf2[N];
32 void mark(int source) {

```

```

33     ord.clear();
34     ++stamp;
35     dfs(source);
36     for (int i = 0; i < (int)ord.size(); ++i) {
37         int u = ord[i];
38         fs[u] = u, mins[u] = -1, buf2[u] = -1;
39     }
40     for (int i = (int)ord.size() - 1; i > 0; --i) {
41         int u = ord[i], p = fa[u];
42         sem[u] = p;
43         for (int j = 0; j < (int)prec[u].size(); ++j) {
44             int v = prec[u][j];
45             if (use[v] != stamp) continue;
46             if (num[v] > num[u]) {
47                 find(v); v = sem[mins[v]];
48             }
49             if (num[v] < num[sem[u]]) {
50                 sem[u] = v;
51             }
52         }
53         buf[sem[u]].push_back(u);
54         mins[u] = u;
55         merge(u, p);
56         while (buf[p].size()) {
57             int v = buf[p].back();
58             buf[p].pop_back();
59             find(v);
60             if (sem[v] == sem[mins[v]]) {
61                 dom[v] = sem[v];
62             } else {
63                 buf2[v] = mins[v];
64             }
65         }
66     }
67     dom[ord[0]] = ord[0];
68     for (int i = 0; i < (int)ord.size(); ++i) {
69         int u = ord[i];
70         if (~buf2[u]) {
71             dom[u] = dom[buf2[u]];
72         }
73     }
74 }

```

## 6.8 无向图最小割

```

1 int cost[maxn][maxn], seq[maxn], len[maxn], n, m, pop, ans;
2 bool used[maxn];
3 void Init(){

```

```

4   int i,j,a,b,c;
5   for(i=0;i<n;i++) for(j=0;j<n;j++) cost[i][j]=0;
6   for(i=0;i<m;i++){
7       scanf("%d %d %d",&a,&b,&c); cost[a][b]+=c; cost[b][a]+=c;
8   }
9   pop=n; for(i=0;i<n;i++) seq[i]=i;
10  }
11  void Work(){
12      ans=inf; int i,j,k,l,mm,sum,pk;
13      while(pop > 1){
14          for(i=1;i<pop;i++) used[seq[i]]=0; used[seq[0]]=1;
15          for(i=1;i<pop;i++) len[seq[i]]=cost[seq[0]][seq[i]];
16          pk=0; mm=-inf; k=-1;
17          for(i=1;i<pop;i++) if(len[seq[i]] > mm){ mm=len[seq[i]]; k=i; }
18          for(i=1;i<pop;i++){
19              used[seq[l=k]]=1;
20              if(i==pop-2) pk=k;
21              if(i==pop-1) break;
22              mm=-inf;
23              for(j=1;j<pop;j++) if(!used[seq[j]])
24                  if((len[seq[j]]+=cost[seq[l]][seq[j]]) > mm)
25                      mm=len[seq[j]], k=j;
26          }
27          sum=0;
28          for(i=0;i<pop;i++) if(i != k) sum+=cost[seq[k]][seq[i]];
29          ans=min(ans,sum);
30          for(i=0;i<pop;i++)
31              cost[seq[k]][seq[i]]=cost[seq[i]][seq[k]]+=cost[seq[pk]][seq[i]];
32          seq[pk]=seq[--pop];
33      }
34      printf("%d\n",ans);
35  }

```

## 6.9 重口味费用流

```

1  int S, T, totFlow, totCost;
2
3  int dis[N], slack[N], visit[N];
4
5  int modlable () {
6      int delta = INF;
7      for (int i = 1; i <= T; i++) {
8          if (!visit[i] && slack[i] < delta) delta = slack[i];
9          slack[i] = INF;
10     }
11     if (delta == INF) return 1;
12     for (int i = 1; i <= T; i++)
13         if (visit[i]) dis[i] += delta;

```

```

14     return 0;
15 }
16
17 int dfs (int x, int flow) {
18     if (x == T) {
19         totFlow += flow;
20         totCost += flow * (dis[S] - dis[T]);
21         return flow;
22     }
23     visit[x] = 1;
24     int left = flow;
25     for (int i = e.last[x]; ~i; i = e.succ[i])
26         if (e.cap[i] > 0 && !visit[e.other[i]]) {
27             int y = e.other[i];
28             if (dis[y] + e.cost[i] == dis[x]) {
29                 int delta = dfs (y, min (left, e.cap[i]));
30                 e.cap[i] -= delta;
31                 e.cap[i ^ 1] += delta;
32                 left -= delta;
33                 if (!left) { visit[x] = 0; return flow; }
34             } else {
35                 slack[y] = min (slack[y], dis[y] + e.cost[i] - dis[x]);
36             }
37         }
38     return flow - left;
39 }
40
41 pair <int, int> minCost () {
42     totFlow = 0; totCost = 0;
43     fill (dis + 1, dis + T + 1, 0);
44     do {
45         do {
46             fill (visit + 1, visit + T + 1, 0);
47         } while (dfs (S, INF));
48     } while (!modlable ());
49     return make_pair (totFlow, totCost);
50 }

```





## Chapter 7

## 其他

### 7.1 Dancing Links

```
1 struct Node {
2     Node *l, *r, *u, *d, *col;
3     int size, line_no;
4     Node() {
5         size = 0; line_no = -1;
6         l = r = u = d = col = NULL;
7     }
8 } *root;
9
10 void cover(Node *c) {
11     c->l->r = c->r; c->r->l = c->l;
12     for (Node *u = c->d; u != c; u = u->d)
13         for (Node *v = u->r; v != u; v = v->r) {
14             v->d->u = v->u;
15             v->u->d = v->d;
16             -- v->col->size;
17         }
18 }
19
20 void uncover(Node *c) {
21     for (Node *u = c->u; u != c; u = u->u) {
22         for (Node *v = u->l; v != u; v = v->l) {
23             ++ v->col->size;
24             v->u->d = v;
25             v->d->u = v;
26         }
27     }
28     c->l->r = c; c->r->l = c;
29 }
30
31 std::vector<int> answer;
32 bool search(int k) {
33     if (root->r == root) return true;
```

```

34 Node *r = NULL;
35 for (Node *u = root->r; u != root; u = u->r)
36     if (r == NULL || u->size < r->size)
37         r = u;
38 if (r == NULL || r->size == 0) return false;
39 else {
40     cover(r);
41     bool succ = false;
42     for (Node *u = r->d; u != r && !succ; u = u->d) {
43         answer.push_back(u->line_no);
44         for (Node *v = u->r; v != u; v = v->r) // Cover row
45             cover(v->col);
46         succ |= search(k + 1);
47         for (Node *v = u->l; v != u; v = v->l)
48             uncover(v->col);
49         if (!succ) answer.pop_back();
50     }
51     uncover(r);
52     return succ;
53 }
54 }
55
56 bool entry[CR][CC];
57 Node *who[CR][CC];
58 int cr, cc;
59
60 void construct() {
61     root = new Node();
62     Node *last = root;
63     for (int i = 0; i < cc; ++i) {
64         Node *u = new Node();
65         last->r = u; u->l = last;
66         Node *v = u; u->line_no = i;
67         last = u;
68         for (int j = 0; j < cr; ++j)
69             if (entry[j][i]) {
70                 ++ u->size;
71                 Node *cur = new Node();
72                 who[j][i] = cur;
73                 cur->line_no = j;
74                 cur->col = u;
75                 cur->u = v; v->d = cur;
76                 v = cur;
77             }
78         v->d = u; u->u = v;
79     }
80     last->r = root; root->l = last;
81     for (int j = 0; j < cr; ++j) {
82         Node *last = NULL;

```

```

83     for (int i = cc - 1; i >= 0; -- i)
84         if (entry[j][i]) {
85             last = who[j][i];
86             break;
87         }
88     for (int i = 0; i < cc; ++ i)
89         if (entry[j][i]) {
90             last->r = who[j][i];
91             who[j][i]->l = last;
92             last = who[j][i];
93         }
94     }
95 }
96
97 void destruct() {
98     for (Node *u = root->r; u != root; ) {
99         for (Node *v = u->d; v != u; ) {
100             Node *nxt = v->d;
101             delete(v);
102             v = nxt;
103         }
104         Node *nxt = u->r;
105         delete(u); u = nxt;
106     }
107     delete root;
108 }

```

## 7.2 蔡勒公式

```

1 int zeller(int y,int m,int d) {
2     if (m<=2) y--,m+=12; int c=y/100; y%=100;
3     int w=((c>>2)-(c<<1)+y+(y>>2)+(13*(m+1)/5)+d-1)%7;
4     if (w<0) w+=7; return(w);
5 }

```



## Chapter 8

# 技巧

### 8.1 真正的释放 STL 容器内存空间

```
1 template <typename T>
2 __inline void clear(T& container) {
3     container.clear(); // 或者删除了一堆元素
4     T(container).swap(container);
5 }
```

### 8.2 无敌的大整数相乘取模

Time complexity  $O(1)$ .

```
1 // 需要保证 x 和 y 非负
2 long long mult(long long x, long long y, long long MODN) {
3     long long t = (x * y - (long long)((long double)x / MODN * y + 1e-3) * MODN) %
4     ↪ MODN;
5     return t < 0 ? t + MODN : t;
6 }
```

### 8.3 无敌的读入优化

```
1 // getchar() 读入优化 << 关同步 cin << 此优化
2 // 用 isdigit() 会小幅变慢
3 // 返回 false 表示读到文件尾
4 namespace Reader {
5     const int L = (1 << 15) + 5;
6     char buffer[L], *S, *T;
7     __inline bool getchar(char &ch) {
8         if (S == T) {
9             T = (S = buffer) + fread(buffer, 1, L, stdin);
10            if (S == T) {
11                ch = EOF;
12                return false;
13            }
14        }
15        ch = *S++;
16    }
17 }
```

```
13     }
14 }
15 ch = *S++;
16 return true;
17 }
18 __inline bool getint(int &x) {
19     char ch; bool neg = 0;
20     for (; getchar(ch) && (ch < '0' || ch > '9'); ) neg ^= ch == '-';
21     if (ch == EOF) return false;
22     x = ch - '0';
23     for (; getchar(ch), ch >= '0' && ch <= '9'; )
24         x = x * 10 + ch - '0';
25     if (neg) x = -x;
26     return true;
27 }
28 }
```

## 8.4 梅森旋转算法

High quality pseudorandom number generator, twice as efficient as `rand()` with **-O2**. C++11 required.

```
1 #include <random>
2
3 int main() {
4     std::mt19937 g(seed); // std::mt19937_64
5     std::cout << g() << std::endl;
6 }
```

## Chapter 9

# 提示

### 9.1 控制 cout 输出实数精度

```
1 std::cout << std::fixed << std::setprecision(5);
```

### 9.2 vimrc

```
1 set nu
2 set sw=4
3 set sts=4
4 set ts=4
5 syntax on
6 set cindent
```

### 9.3 让 make 支持 c ++ 11

In .bashrc or whatever:

```
export CXXFLAGS='-std=c++11 -Wall'
```

### 9.4 tuple 相关

```
1 mytuple = std::make_tuple (10, 2.6, 'a');           // packing values into tuple
2 std::tie (myint, std::ignore, mychar) = mytuple;    // unpacking tuple into variables
3 std::get<I>(mytuple) = 20;
4 std::cout << std::get<I>(mytuple) << std::endl;    // get the Ith(const) element
```

### 9.5 线性规划转对偶

$$\begin{array}{ll} \text{maximize } \mathbf{c}^T \mathbf{x} & \\ \text{subject to } \mathbf{Ax} \leq \mathbf{b}, \mathbf{x} \geq 0 & \end{array} \iff \begin{array}{ll} \text{minimize } \mathbf{y}^T \mathbf{b} & \\ \text{subject to } \mathbf{y}^T \mathbf{A} \geq \mathbf{c}^T, \mathbf{y} \geq 0 & \end{array}$$

9.6 32-bit/64-bit 随机素数

32-bit	64-bit
73550053	1249292846855685773
148898719	1701750434419805569
189560747	3605499878424114901
459874703	5648316673387803781
1202316001	6125342570814357977
1431183547	6215155308775851301
1438011109	6294606778040623451
1538762023	6347330550446020547
1557944263	7429632924303725207
1981315913	8524720079480389849

9.7 NTT 素数及其原根

Prime	Primitive root
1053818881	7
1051721729	6
1045430273	3
1012924417	5
1007681537	3