The event of zero and one
ACM Template

目录

1 String **3**
1.1 String Hash 3
1.2 Manacher 3

2 Math **4**
2.1 Linear Sieve 4
2.2 组合数预处理 5

3 Data Structure **5**
3.1 Fenwick 5
3.2 K-Dtree 6
3.3 可持久化平衡树 7

4 Others **8**
4.1 Debugger 8
4.2 Fast IO 9

1 String

1.1 String Hash

```
302f #include <bits/stdc++.h>
421c using namespace std;
4085 typedef long long ll;
0dfa #ifdef LOCAL
9e47 #include <debugger>
a8cb #else
8bbb #define debug(...) 42
1937 #endif
8048 template <typename T> void chkmax(T &x, T y) { x = x >= y ? x : y; }
d0e2 template <typename T> void chkmin(T &x, T y) { x = x <= y ? x : y; }
c429 mt19937_64 rnd(chrono::steady_clock::now().time_since_epoch().count());
8f98 constexpr int N = 1000001;
1948 using ull = unsigned long long;
e2fd using HH = pair<unsigned long long, unsigned long long> ;
b301 string s;
57ea HH base, Hash[N + 1];
9776 constexpr HH mod = {1000000009, 1000000007};
4d27 HH operator*(const HH &a, const HH &b) {
cea9   return {(a.first * b.first) % mod.first,
9c20     (a.second*b.second)%mod.second};
95cf }
e1b8 HH operator+(const HH &a, const HH &b) {
7223   return {(a.first + b.first) % mod.first,
8cae     (a.second + b.second) % mod.second};
95cf }
9490 HH operator-(const HH &a, const HH &b) {
d4c8   return {(a.first - b.first + mod.first) % mod.first,
0c13     (a.second - b.second + mod.second) % mod.second
329b   };
427e //return{((a.first%mod.first)+mod.first-(b.first%mod.first))%mod.first,
427e //   ((a.second%mod.second)+mod.second-(b.second%mod.second))%mod.second};
95cf }
cf66 HH operator*(const HH &a, const ull &b) {
01ee   return {(a.first * b) % mod.first, (a.second * b) % mod.second};
95cf }
3117 int main() {
7618   ios::sync_with_stdio(false);
498a   cin.tie(nullptr);
04cb   base = {rnd() % mod.first, rnd() % mod.second};
4b64   Hash[0] = {1, 1};
8e29   for(int i = 1; i <= N; i ++ ) Hash[i] = Hash[i - 1] * base ;
96ec   int n, q; cin >> n >> q >> s;
427e
4145   vector<HH> a(n + 1), b(n + 1);
5998   a[0] = b[0] = {1, 1};
6dbf   for(int i = 1; i <= n; i ++ ) {
edbb     a[i] = a[i - 1] * base + a[0] *  (s[i - 1] - 'a' + 1) ;
95cf   }
bf92   reverse(s.begin(), s.end());
427e
6dbf   for(int i = 1; i <= n; i ++ ) {
e6c2     b[i] = b[i - 1] * base + b[0] *  (s[i - 1] - 'a' + 1);
95cf   }
f03f   auto get1 = [&] (int l, int r) {
ab6a     return a[r] - (a[l - 1] * Hash[r - l + 1]);
329b   };
427e
05b4   auto get2 = [&] (int l, int r) {
29e3     return b[r] - (b[l - 1] * Hash[r - l + 1]);
329b   };
2cc8   while(q -- ) {
c439     int l, r; cin >> l >> r;
320d     int x = r - l + 1;
096a     bool flag = (get1(l, r) == get2(n - l - x + 2, n - l + 1));
ff4e     if(flag) cout << "Budada\n";
037f     else{
8ecd       if(x & 1) cout << "Putata\n";
8951       else cout << "Budada\n";
95cf     }
95cf   }
7021   return 0;
95cf }
```

1.2 Manacher

```
427e // https://www.acwing.com/problem/content/description/141/
302f #include <bits/stdc++.h>
421c using namespace std;
427e
3596 constexpr int N = 2000010;
427e
```

```
int n, m, Case;
char s[N], str[N];
int p[N];

int manacher() {
  int rt = 0, mid = 0;
  int res = 0;
  for(int i = 1; i <= m; i ++ ) {
    p[i] = i < rt ? min(p[2 * mid - i], rt - i) : 1;
    while(str[i + p[i]] == str[i - p[i]]) ++ p[i];
    if(i + p[i] > rt) {
      rt = i + p[i];
      mid = i;
    }
    res = max(res, p[i] - 1);
  }
  return res;
}

int main() {
  str[0] = '!', str[1] = '#';
  while(scanf("%s", s), s[0] != 'E') {
    n = strlen(s);
    for(int i = 0; i < n; i ++ ) {
      str[i * 2 + 2] = s[i];
      str[i * 2 + 3] = '#';
    }
    m = n * 2 + 1;
    str[m + 1] = '@';
    printf("Case %d: %d\n", ++ Case, manacher());
  }
  return 0;
}
```

2 Math

2.1 Linear Sieve

```
#include<bits/stdc++.h>
using namespace std;
const int maxn = 1e7+10;
typedef long long ll;
bool used[maxn];
int mu[maxn];
vector<int> prime;
ll f[maxn];
int low[maxn];
void sieve(int size){
    //f:multiplicative function;
    assert(size < maxn);
    mu[1] = 1;
    f[1] = 1;
    for (int i=2;i<=size;i++){
        if (!used[i]){
            prime.push_back(i);
            mu[i] = -1;
            //f:TODO
            low[i] = i;
        }
        for (int j = 0;j < prime.size();j++){
            ll nxt = 1ll * i * prime[j];
            if (nxt > size)break;
            used[nxt] = 1;
            if (i % prime[j]){
                low[nxt] = prime[j];
                mu[nxt] = -mu[i];
                //f: mod or not?
                f[nxt] = f[i] * f[prime[j]];
            }else{
                low[nxt] = prime[j] * low[i];
                mu[nxt] = 0;
                if (low[nxt] != nxt){
                    //mod or not?
                    f[nxt] = 1ll * f[low[nxt]] * f[nxt/low[nxt]];
                }else{
                    // i = prime[j] ^ k
                    //f:TODO
                }
                break;
            }
        }
    }
}
int main(){
    sieve(1e7);
    return 0;
```

```
}
```

2.2 组合数预处理

```
const int MOD = 998244353;

inline int mod(int x) {return x >= MOD ? x - MOD : x;}

inline int ksm(int a, int b) {
  int ret = 1; a = mod(a);
  for(; b; b >>= 1, a = 1LL * a * a % MOD) if(b & 1) ret = 1LL * ret * a % MOD;
  return ret;
}

template<int MOD>
struct modint {
  int x;
  modint() {x = 0; }
  modint(int y) {x = y;}
  inline modint inv() const { return modint{ksm(x, MOD - 2)}; }
  explicit inline operator int() { return x; }
  friend inline modint operator + (const modint &a, const modint& b) { return
    modint(mod(a.x + b.x)); }
  friend inline modint operator - (const modint &a, const modint& b) { return
    modint(mod(a.x - b.x + MOD)); }
  friend inline modint operator * (const modint &a, const modint& b) { return
    modint(1ll * a.x * b.x % MOD); }
  friend inline modint operator / (const modint &a, const modint& b) { return
    modint(1ll * a.x * b.inv().x % MOD); }
  friend inline modint operator - (const modint &a) { return modint(mod(MOD - a.
    x)); }
  friend inline modint& operator += (modint &a, const modint& b) { return a = a
    + b; }
  friend inline modint& operator -= (modint &a, const modint& b) { return a = a
    - b; }
  friend inline modint& operator *= (modint &a, const modint& b) { return a = a
    * b; }
  friend inline modint& operator /= (modint &a, const modint& b) { return a = a
    / b; }
  friend auto &operator >> (istream &i, modint &a) {return i >> a.x; }
  friend auto &operator << (ostream &o, const modint &z) { return o << z.x; }
  inline bool operator == (const modint &b) { return x == b.x; }
  inline bool operator != (const modint &b) { return x != b.x; }
  inline bool operator < (const modint &a) { return x < a.x; }
  inline bool operator <= (const modint &a) { return x <= a.x; }
  inline bool operator > (const modint &a) { return x > a.x; }
  inline bool operator >= (const modint &a) { return x >= a.x; }

};

typedef modint<MOD> mint;

inline mint ksm(mint a, int b) {
  mint ret = 1;
  for(; b; b >>= 1, a = a * a ) if(b & 1) ret = ret * a ;
  return ret;
}

const int N = 2e5 + 10;

mint fact[N + 1], infact[N + 1], inv[N + 1];

void init() {
  fact[0] = 1; for(int i = 1; i <= N; ++ i ) { fact[i] = fact[i - 1] * i; }
  infact[N] = ksm(fact[N], MOD - 2); for(int i = N - 1; i >= 0; -- i ) infact[i]
     = infact[i + 1] * (i + 1);
  inv[0] = inv[1] = 1; for(int i = 2; i <= N; ++ i) inv[i] = inv[MOD % i] * (MOD
     - MOD / i);
}
```

3 Data Structure

3.1 Fenwick

```
template <typename T>
class fenwick {
 public:
  vector<T> fenw;
  int n;

  fenwick(int _n) : n(_n) {
    fenw.resize(n);
  }
```

```
2be2   void modify(int x, T v) {
4494     while (x < n) {
daba       fenw[x] += v;
f2b1       x |= (x + 1);
95cf     }
95cf   }
427e
1e26   T get(int x) {
3105     T v{};
8791     while (x >= 0) {
7751       v += fenw[x];
436b       x = (x & (x + 1)) - 1;
95cf     }
aa78     return v;
95cf   }
329b };
```

3.2 K-Dtree

```
1bdb /*---KD-Tree---*/
0c7b template<class T>
e7f4 inline T sqr(T&x){return x*x;}
e793 namespace KDT {
86a0     const int N = 1e5 + 10, M = N << 1;
6690 #define lc ch[x][0]
c846 #define rc ch[x][1]
7b29   struct pnt {
2176     int x[2];
532a   }a[N];
81e7   int opt;
f1a7   struct node {
0654     int dis;
f4d6     node(int a = 0) {
aa5d       dis = a;
95cf     }
4dac     inline bool operator <(const node& other)const { return dis > other.dis; }
329b   };//???
82af   priority_queue<node>q;
9507   int ans;
2401   inline bool cmp(register pnt a, register pnt b) { return a.x[opt] < b.x[opt];
         }
```

```
45a3 inline int f(pnt a, pnt b) { return sqr(a.x[0] - b.x[0]) + sqr(a.x[1] - b.x
       [1]); }
9ea5 int ch[M][2], minn[M][2], maxn[M][2], cnt;
ce79 pnt*d[M];
f6bc inline void pushup(const int&x) {
962d   for (int i = 0; i < 2; ++i)
20e2     maxn[x][i] = minn[x][i] = d[x]->x[i];
8130   if (lc)
962d     for (int i = 0; i < 2; ++i)
0bf0       maxn[x][i] = max(maxn[x][i], maxn[lc][i]),
85f7       minn[x][i] = min(minn[x][i], minn[lc][i]);
d85f   if (rc)
962d     for (int i = 0; i < 2; ++i)
b60c       maxn[x][i] = max(maxn[x][i], maxn[rc][i]),
5157       minn[x][i] = min(minn[x][i], minn[rc][i]);
3d45 }inline int build(int L, int R, int k) {
904b   if (L > R)return 0;
e7aa   int x = ++cnt;
02ac   opt = k;
eab6   int mid = (L + R) >> 1;
f84d   nth_element(a + L, a + mid, a + R + 1, cmp);
0f77   d[x] = &a[mid];
f7f0   lc = build(L, mid - 1, k ^ 1), rc = build(mid + 1, R, k ^ 1);
9a13   pushup(x);
8569 }inline int mindis(pnt&a, int b) {
8aa6   return sqr(max(a.x[0]-maxn[b][0],0)+max(minn[b][0]-a.x[0],0))+sqr(max(a.x
         [1]-maxn[b][1],0)+max(minn[b][1]-a.x[1],0));
75a6 }inline int maxdis(pnt&a, int b) {//????
5850   return max(sqr(maxn[b][0] - a.x[0]), sqr(minn[b][0] - a.x[0])) + max(sqr(
         maxn[b][1] - a.x[1]), sqr(minn[b][1] - a.x[1]));
77b5  }inline void kqueryMax(int x, pnt&O) {//k?????
d2c9    if(!x)return;
6060   int dl = -inf, dr = -inf;
6592   if (lc)dl = maxdis(O, lc);
b6db     if (rc)dr = maxdis(O, rc);
035a     if (d[x] != &O) {
2d77       int dis = f(*d[x], O);
5bf9       if (q.top().dis < dis)
301c         q.pop(), q.push(dis);
95cf     }
d23e     if (dl > dr) {
b055       if (q.top().dis < dl)kqueryMax(lc, O);
1330       if (q.top().dis < dr)kqueryMax(rc, O);
95cf     }
```

```
037f      else {
1330        if (q.top().dis < dr)kqueryMax(rc, O);
b055        if (q.top().dis < dl)kqueryMax(lc, O);
95cf      }
b10d    }inline void queryMin(int x, pnt&O) {//????
d2c9      if (!x)return;
68dd      int dl = inf, dr = inf;
3938      if (lc)dl = mindis(O, lc);
703c      if (rc)dr = mindis(O, rc);
34b9      if (d[x] != &O)//??????
2c2d        ans = min(ans, f(*d[x], O));
f705      if (dl < dr) {
d296        if (dl < ans)queryMin(lc, O);
0788        if (dr < ans)queryMin(rc, O);
95cf      }
037f      else {
0788        if (dr < ans)queryMin(rc, O);
d296        if (dl < ans)queryMin(lc, O);
95cf      }
28f2    }inline void queryMax(int x, pnt& O) {//????
d2c9      if (!x)return;
6060      int dl = -inf, dr = -inf;
6592      if (lc)dl = maxdis(O, lc);
b6db      if (rc)dr = maxdis(O, rc);
34b9      if (d[x] != &O)//??????
71fd        ans = max(ans, f(*d[x], O));
d23e      if (dl > dr) {
d809        if (ans < dl)queryMax(lc, O);
5162        if (ans < dr)queryMax(rc, O);
95cf      }
037f      else {
5162        if (ans < dr)queryMax(rc, O);
d809        if (ans < dl)queryMax(lc, O);
95cf      }
95cf    }
dfd3  #undef lc
2795  #undef rc
95cf  }
```

3.3 可持久化平衡树

```
427e  // code by Sansi
```

```
427e  // luogu p3835
302f  #include <bits/stdc++.h>
421c  using namespace std;
115a  const int N = 5e5 + 10;
0284  int rt[N], cnt;
4674  std::mt19937 rnd(233);
f1a7  struct node{
bf79    int l, r, val, key, size;
7a7d  }tr[N * 50];
7322  int new_node(int val){
ee23    tr[++cnt].val = val;
2740    tr[cnt].key = rnd();
330f    tr[cnt].size = 1;
6808    return cnt;
95cf  }
949a  void pushup(int u){
8893    tr[u].size = tr[tr[u].l].size + tr[tr[u].r].size + 1;
95cf  }
8284  void split(int u, int val, int& x, int& y){
0ef5    if(!u){
89aa      x = y = 0; return;
95cf    }
d821    if(tr[u].val <= val){
8d05      x = ++ cnt; tr[x] = tr[u];
f7fc      split(tr[x].r, val, tr[x].r, y);
9a13      pushup(x);
95cf    }
037f    else{
391b      y = ++ cnt; tr[y] = tr[u];
127e      split(tr[y].l, val, x, tr[y].l);
3623      pushup(y);
95cf    }
95cf  }
41b9  int merge(int x, int y){
caae    if(!x || !y) return x + y;
e60c    if(tr[x].key > tr[y].key){
8029      int p = ++ cnt; tr[p] = tr[x];
848d      tr[p].r = merge(tr[p].r, y);
fa64      pushup(p); return p;
95cf    }
037f    else{
2299      int p = ++ cnt; tr[p] = tr[y];
4a88      tr[p].l = merge(x, tr[p].l);
fa64      pushup(p); return p;
```

```
95cf    }
95cf  }
4cb9  void insert(int& root, int val){
2b8d    int x, y, z;
6564    split(root, val, x, y);
947d    z = new_node(val);
5597    root = merge(merge(x, z), y);
95cf  }
afff  void Delete(int& root, int val){
2b8d    int x, y, z;
4008    split(root, val, x, z);
b921    split(x, val - 1, x, y);
774d    y = merge(tr[y].l, tr[y].r);
6df0    root = merge(merge(x, y), z);
95cf  }
5e8d  int Rank(int& root, int val){
0f8b    int x, y;
b88e    split(root, val - 1, x, y);
5945    int res = tr[x].size + 1;
29be    root = merge(x, y);
244d    return res;
95cf  }
6b4c  int K_th(int& root, int k){
f9c3    int u = root;
7ce6    while(u){
3ee0      if(tr[tr[u].l].size + 1 == k)
6173        break;
0390      else if(tr[tr[u].l].size >= k)
e8da        u = tr[u].l;
037f      else{
f635        k -= tr[tr[u].l].size + 1;
59d3        u = tr[u].r;
95cf      }
95cf    }
e099    return tr[u].val;
95cf  }
769b  int pre(int& root, int val){
2452    int x, y, k, res;
b88e    split(root, val - 1, x, y);
b9ba    if(!x) return -2147483647;
271d    k = tr[x].size;
18fe    res = K_th(x, k);
29be    root = merge(x, y);
244d    return res;
```

```
}                                                                                 95cf
int nex(int& root, int val){                                                      22b3
  int x, y, res;                                                                  3627
  split(root, val, x, y);                                                         6564
  if(!y) return 2147483647;                                                       0d6c
  else res = K_th(y, 1);                                                          0b2c
  root = merge(x, y);                                                             29be
  return res;                                                                     244d
}                                                                                 95cf
void solve(){                                                                     9627
  int n; cin >> n;                                                                b9aa
    for(int i = 1; i <= n; i ++){                                                 6dbf
        int t, op, x; cin >> t >> op >> x;                                        099d
        rt[i] = rt[t];                                                            dc05
        if(op == 1) insert(rt[i], x);                                             9a25
        if(op == 2) Delete(rt[i], x);                                             797d
        if(op == 3) cout << Rank(rt[t], x) << '\n';                               1bb2
        if(op == 4) cout << K_th(rt[t], x) << '\n';                               5fc8
        if(op == 5) cout << pre(rt[t], x) << '\n';                                ac30
        if(op == 6) cout << nex(rt[t], x) << '\n';                                97df
    }                                                                             95cf
}                                                                                 95cf
int main(){                                                                       3117
    ios::sync_with_stdio(false);                                                  7618
    cin.tie(nullptr);                                                             498a
    solve();                                                                      ccd1
    return 0;                                                                     7021
}                                                                                 95cf
```

4 Others

4.1 Debugger

```
namespace debugger {                                                              e71a
#ifdef DEBUG                                                                      d966
    template <typename T>                                                         b7ec
    void __print_var(string_view name, const T & x) { std::cerr << name << " = "  d71e
      << x; }
    void __print_var(string_view name, const string & x) { std::cerr << name <<   e2f6
      " = \"" << x << "\""; }
    void __print_var(string_view name, const char & x) { std::cerr << name << "   d057
      = '" << x << "'"; }
```

```
b7ec     template <typename T>
9e23     void __print_var(string_view name, const vector<T>& x) {
a881         std::cerr << name << "␣=␣";
5efd         bool is_first = true;
3768         for (auto & ele : x) std::cerr << (is_first ? (is_first = false, "[") :
               ",␣") << ele;
c731         std::cerr << "]";
95cf     }
b7ec     template <typename T>
7dcc     void __print_var(string_view name, const set<T>& x) {
a881         std::cerr << name << "␣=␣";
5efd         bool is_first = true;
0be6         for (auto & ele : x) std::cerr << (is_first ? (is_first = false, "{") :
               ",␣") << ele;
c8e5         std::cerr << "}";
95cf     }
18ba     template <typename K, typename V>
b1c0     void __print_var(string_view name, const map<K, V>& x) {
a881         std::cerr << name << "␣=␣";
5efd         bool is_first = true;
8150         for (auto & [k, v] : x) std::cerr << (is_first ? (is_first = false, "{")
               : ",␣") << "(" << k << ":␣" << v << ")";
c8e5         std::cerr << "}";
95cf     }
b7ec     template <typename T>
e9e6     void __log(string_view name, const T & x) {
514d         __print_var(name, x); std::cerr << '\n';
95cf     }
9dda     template <typename T, typename... Ts>
fa46     void __log(string_view name, const T & x, const Ts&... others) {
064b         size_t pos = name.find(',');
c2b2         __print_var(name.substr(0, pos), x); std::cerr << ",␣";
5312         __log(name.substr(pos + 1), others...);
95cf     }
427e
65f4 #define LOG(args...)\
8de5     { std::cerr << "line␣" << __LINE__ << ":␣" << __func__ << "():␣";\
c542     __log(#args, ##args); }
a8cb #else
459a #define LOG(...) //log(a, b, c, ..., xxx);
1937 #endif
95cf }
7f4f using namespace debugger;
```

4.2 Fast IO

```
427e // #define int __int128
4324 namespace io {
c5a1   constexpr int BUFFER_SIZE = 1 << 16;
d422   char buffer[BUFFER_SIZE], *head, *tail;
427e
34a1   char get_char() {
bdf6     if (head == tail) {
c9cd       int l = (int) fread(buffer, 1, BUFFER_SIZE, stdin);
ae81       tail = (head = buffer) + l;
95cf     }
02cc     return *head++;
95cf   }
427e
05b1   int read() {
2544     int x = 0, f = 1;
edf0     char c = get_char();
7a2d     for (; !isdigit(c); c = get_char())
95cc       if (c == '-') f = -1;
f21e     for (; isdigit(c); c = get_char()) x = x * 10 + c - '0';
827a     return x * f;
95cf   }
427e
e794   void print(int x) {
44c3     if (x > 9) print(x / 10);
b830     putchar(x % 10 | '0');
95cf   }
427e
5037   void println(int x) { print(x), putchar('\n'); }
95cf } // namespace io
b96b using namespace io;
```