

# ICPC Notebook

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template

hash.sh

# 使い方: sh hash.sh -> コピペ -> Ctrl + D  
# コメント・空白・改行を削除して md5 でハッシュする  
g++ -dD -E -P -fpreprocessed - | tr -d '[:space:]' | md5sum |  
cut -c-6

settings.sh

# Clion の設定  
Settings → Build → CMake → Reload CMake Project  
add\_compile\_options(-D\_GLIBCXX\_DEBUG)  
# Caps Lock を Ctrl に変更  
setxkbmap -option ctrl:nocaps

template.hpp

md5: 136d85

#include <bits/stdc++.h>  
using namespace std;  
using ll = long long;  
const ll INF = LLONG\_MAX / 4;  
#define rep(i, a, b) for(ll i = a; i < (b); i++)  
#define all(a) begin(a), end(a)  
#define sz(a) ssize(a)  
bool chmin(auto& a, auto b) { return a > b ? a = b, 1 : 0; }  
bool chmax(auto& a, auto b) { return a < b ? a = b, 1 : 0; }  
  
int main() {  
cin.tie(0)->sync\_with\_stdio(0);  
// your code here...  
}

data-structure

BIT.hpp

md5: 8133c8

struct BIT {  
vector<ll> a;  
BIT(ll n) : a(n + 1) {}  
void add(ll i, ll x) { // A[i] += x  
i++;  
while(i < sz(a)) {  
a[i] += x;  
i += i & -i;  
}  
}  
ll sum(ll r) {  
ll s = 0;  
while(r) {  
s += a[r];  
r -= r & -r;  
}  
return s;  
}  
ll sum(ll l, ll r) { // sum of A[l, r)  
return sum(r) - sum(l);  
}  
};

FastSet.hpp

md5: 2cb8c9

// using u64 = uint64\_t;  
const u64 B = 64;  
struct FastSet {  
u64 n;  
vector<vector<u64>> a;  
FastSet(u64 n\_) : n(n\_) {  
do a.emplace\_back(n\_ = (n\_ + B - 1) / B);  
while(n\_ > 1);  
}  
// bool operator[] (ll i) const { return a[0][i / B] >> (i %  
B) & 1; }  
void set(ll i) {  
for(auto& v : a) {  
v[i / B] |= 1ULL << (i % B);  
i /= B;  
}

```
    }
}

void reset(ll i) {
    for(auto& v : a) {
        v[i / B] &= ~(1ULL << (i % B));
        if(v[i / B]) break;
        i /= B;
    }
}

ll next(ll i) { // i を超える最小の要素
    rep(h, 0, sz(a)) {
        i++;
        if(i / B >= sz(a[h])) break;
        u64 d = a[h][i / B] >> (i % B);
        if(d) {
            i += countr_zero(d);
            while(h--) i = i * B + countr_zero(a[h][i]);
            return i;
        }
        i /= B;
    }
    return n;
}

ll prev(ll i) { // i より小さい最大の要素
    rep(h, 0, sz(a)) {
        i--;
        if(i < 0) break;
        u64 d = a[h][i / B] << (~i % B);
        if(d) {
            i -= countl_zero(d);
            while(h--) i = i * B + __lg(a[h][i]);
            return i;
        }
        i /= B;
    }
    return -1;
}
};
```

math

BinaryGCD.hpp

md5: f3ab31

```
u64 ctz(u64 x) { return countr_zero(x); }
u64 binary_gcd(u64 x, u64 y) {
    if(!x || !y) return x | y;
    u64 n = ctz(x), m = ctz(y);
    x >>= n, y >>= m;
    while(x != y) {
        if(x > y) x = (x - y) >> ctz(x - y);
        else y = (y - x) >> ctz(y - x);
    }
    return x << min(n, m);
}
};
```

ExtGCD.hpp

md5: c3fa9b

```
// returns gcd(a, b) and assign x, y to integers
// s.t. ax + by = gcd(a, b) and |x| + |y| is minimized
ll extgcd(ll a, ll b, ll& x, ll& y) {
    // assert(a >= 0 && b >= 0);
    if(!b) return x = 1, y = 0, a;
    ll d = extgcd(b, a % b, y, x);
    y -= a / b * x;
    return d;
}
};
```

modint

BarrettReduction.hpp

md5: 2ca7f3

```
// using u64 = uint64_t;
struct Barrett { // mod < 2^32
    u64 m, im;
    Barrett(u64 mod) : m(mod), im((-1ULL / m + 1) {})
    // input: a * b < 2^64, output: a * b % mod
    u64 mul(u64 a, u64 b) const {
        a *= b;
        u64 x = ((__uint128_t)a * im) >> 64;
        a -= x * m;
    }
};
```

```
        if((ll)a < 0) a += m;
        return a;
    }
};
```

modint.hpp

md5: 81b530

```
const ll mod = 998244353;
struct mm {
    ll x;
    mm(ll x_ = 0) : x(x_ % mod) {
        if(x < 0) x += mod;
    }
    friend mm operator+(mm a, mm b) { return a.x + b.x; }
    friend mm operator-(mm a, mm b) { return a.x - b.x; }
    friend mm operator*(mm a, mm b) { return a.x * b.x; }
    friend mm operator/(mm a, mm b) { return a * b.inv(); }
    // 4 行コピー Alt + Shift + クリックで複数カーソル
    friend mm& operator+=(mm& a, mm b) { return a = a.x + b.x; }
    friend mm& operator-=(mm& a, mm b) { return a = a.x - b.x; }
    friend mm& operator*=(mm& a, mm b) { return a = a.x * b.x; }
    friend mm& operator/=(mm& a, mm b) { return a = a * b.inv(); }
}

mm inv() const { return pow(mod - 2); }
mm pow(ll b) const {
    mm a = *this, c = 1;
    while(b) {
        if(b & 1) c *= a;
        a *= a;
        b >>= 1;
    }
    return c;
}
};
```

FPS

FFT.hpp

md5: 3138c7

```
// {998244353, 3}, {1811939329, 13}, {2013265921, 31}
mm g = 3; // 原始根
void fft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    assert((1 << lg) == n);
    vector<mm> b(n);
    rep(l, 1, lg + 1) {
        ll w = n >> l;
        mm s = 1, r = g.pow(mod >> l);
        for(ll u = 0; u < n / 2; u += w) {
            rep(d, 0, w) {
                mm x = a[u << 1 | d], y = a[u << 1 | w | d] * s;
                b[u | d] = x + y;
                b[n >> 1 | u | d] = x - y;
            }
            s *= r;
        }
    }
    swap(a, b);
}

vector<mm> conv(vector<mm> a, vector<mm> b) {
    if(a.empty() || b.empty()) return {};
    size_t s = sz(a) + sz(b) - 1, n = bit_ceil(s);
    // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
    a.resize(n);
    b.resize(n);
    fft(a);
    fft(b);
    mm inv = mm(n).inv();
    rep(i, 0, n) a[i] *= b[i] * inv;
    reverse(1 + all(a));
    fft(a);
    a.resize(s);
    return a;
}
};
```

FFT\_fast.hpp

md5: c8c567

```
// modint を u32 にして加減算を真面目にやると速い
mm g = 3; // 原始根
void fft(vector<mm>& a) {
```

```
ll n = sz(a), lg = __lg(n);
static auto z = [] {
    vector<mm> z(30);
    mm s = 1;
    rep(i, 2, 32) {
        z[i - 2] = s * g.pow(mod >> i);
        s *= g.inv().pow(mod >> i);
    }
    return z;
}();
rep(l, 0, lg) {
    ll w = 1 << (lg - l - 1);
    mm s = 1;
    rep(k, 0, 1 << l) {
        ll o = k << (lg - l);
        rep(i, o, o + w) {
            mm x = a[i], y = a[i + w] * s;
            a[i] = x + y;
            a[i + w] = x - y;
        }
        s *= z[countr_zero<uint64_t>(~k)];
    }
}
// コピー
void ifft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    static auto z = [] {
        vector<mm> z(30);
        mm s = 1;
        rep(i, 2, 32) { // g を逆数に
            z[i - 2] = s * g.inv().pow(mod >> i);
            s *= g.pow(mod >> i);
        }
        return z;
    }();
    for(ll l = lg; l--;) { // 逆順に
        ll w = 1 << (lg - l - 1);
        mm s = 1;
        rep(k, 0, 1 << l) {
            ll o = k << (lg - l);
            rep(i, o, o + w) {
                mm x = a[i], y = a[i + w]; // *s を下に移動
                a[i] = x + y;
                a[i + w] = (x - y) * s;
            }
            s *= z[countr_zero<uint64_t>(~k)];
        }
    }
}
vector<mm> conv(vector<mm> a, vector<mm> b) {
    if(a.empty() || b.empty()) return {};
    size_t s = sz(a) + sz(b) - 1, n = bit_ceil(s);
    // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
    a.resize(n);
    b.resize(n);
    fft(a);
    fft(b);
    mm inv = mm(n).inv();
    rep(i, 0, n) a[i] *= b[i] * inv;
    ifft(a);
    a.resize(s);
    return a;
}
```

- graph
- graph/tree
- flow

## 燃やす埋める.md

変形前の制約	変形後の制約
$x$ が 0 のとき $z$ 失う	$(x, T, z)$
$x$ が 0 のとき $z$ 得る	無条件で $z$ 得る; $(S, x, z)$

変形前の制約	変形後の制約
$x$ が 1 のとき $z$ 失う	$(S, x, z)$
$x$ が 1 のとき $z$ 得る	無条件で $z$ 得る; $(x, T, z)$
$x, y, \dots$ がすべて 0 のとき $z$ 得る	無条件で $z$ 得る; $(S, w, z), (w, x, \infty), (w, y, \infty)$
$x, y, \dots$ がすべて 1 のとき $z$ 得る	無条件で $z$ 得る; $(w, T, z), (x, w, \infty), (y, w, \infty)$

## string

KMP.hpp

md5: 886c63

// kmp[i] := max{ l ≤ i | s[:l] == s[(i+1)-l:i+1] }  
// abacaba -> 0010123  
auto KMP(string s) {  
 vector<ll> p(sz(s));  
 rep(i, 1, sz(s)) {  
 ll g = p[i - 1];  
 while(g && s[i] != s[g]) g = p[g - 1];  
 p[i] = g + (s[i] == s[g]);  
 }  
 return p;  
}

Manacher.hpp

md5: 5882fb

// 各位置での回文半径を求める  
// aaabaaa -> 1214121  
// 偶数長の回文を含めて直径を知るには、N+1 個の \$ を挿入して 1 を引く  
// \$a\$a\$a\$b\$a\$a\$a\$a\$ -> 123432181234321  
auto manacher(string s) {  
 ll n = sz(s), i = 0, j = 0;  
 vector<ll> r(n);  
 while(i < n) {  
 while(i >= j && i + j < n && s[i - j] == s[i + j]) j++;  
 r[i] = j;  
 ll k = 1;  
 while(i >= k && i + k < n && k + r[i - k] < j) {  
 r[i + k] = r[i - k];  
 k++;  
 }  
 i += k, j -= k;  
 }  
 return r;  
}

RollingHash.hpp

md5: adb8d3

// using u64 = uint64\_t;  
const u64 mod = INF;  
u64 add(u64 a, u64 b) {  
 a += b;  
 if(a >= mod) a -= mod;  
 return a;  
}  
u64 mul(u64 a, u64 b) {  
 auto c = (\_\_uint128\_t)a \* b;  
 return add(c >> 61, c & mod);  
}  
random\_device rnd;  
const u64 r = ((u64)rnd() << 32 | rnd()) % mod;  
struct RH {  
 ll n;  
 vector<u64> hs, pw;  
 RH(string s) : n(sz(s)), hs(n + 1), pw(n + 1, 1) {  
 rep(i, 0, n) {  
 pw[i + 1] = mul(pw[i], r);  
 hs[i + 1] = add(mul(hs[i], r), s[i]);  
 }  
 }  
 u64 get(ll l, ll r) const { return add(hs[r], mod - mul(hs[l], pw[r - l])); }  
};

SuffixArray.hppmd5: 1d70ce

// returns pair{sa, lcp}  
// sa 長さ n : s[sa[0]:] < s[sa[1]:] < ... < s[sa[n-1]:]  
// lcp 長さ n-1 : lcp[i] = LCP(s[sa[i]:], s[sa[i+1]:])  
auto SA(string s) {  
 ll n = sz(s) + 1, lim = 256;  
 // assert(lim > ranges::max(s));  
 vector<ll> sa(n), lcp(n), x(all(s) + 1), y(n), ws(max(n, lim)), rk(n);  
 iota(all(sa), 0);  
 for(ll j = 0, p = 0; p < n; j = max(1LL, j \* 2), lim = p) {  
 p = j;  
 iota(all(y), n - j);  
 rep(i, 0, n) if(sa[i] >= j) y[p++] = sa[i] - j;  
 fill(all(ws), 0);  
 rep(i, 0, n) ws[x[i]]++;  
 rep(i, 1, lim) ws[i] += ws[i - 1];  
 for(ll i = n; i--;) sa[--ws[x[y[i]]]] = y[i];  
 swap(x, y);  
 p = 1;  
 x[sa[0]] = 0;  
 rep(i, 1, n) {  
 ll a = sa[i - 1], b = sa[i];  
 x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1  
:  
p++;  
 }  
 }  
 rep(i, 1, n) rk[sa[i]] = i;  
 for(ll i = 0, k = 0; i < n - 1; lcp[rk[i++]] = k) {  
 if(k) k--;  
 while(s[i + k] == s[sa[rk[i] - 1] + k]) k++;  
 }  
 sa.erase(begin(sa));  
 lcp.erase(begin(lcp));  
 return pair{sa, lcp};  
}

Zalgorithm.hppmd5: b20b04

// Z[i] := LCP(s, s[i:])  
// abacaba -> 7010301  
auto Z(string s) {  
 ll n = sz(s), l = -1, r = -1;

vector<ll> z(n, n);  
rep(i, 1, n) {  
 ll& x = z[i] = i < r ? min(r - i, z[i - l]) : 0;  
 while(i + x < n && s[i + x] == s[x]) x++;  
 if(i + x > r) l = i, r = i + x;  
}  
return z;  
}

algorithm
geometry
memo

## Primes.md

素数の個数

$n$	$10^2$	$10^3$	$10^4$	$10^5$	$10^6$	$10^7$	$10^8$	$10^9$	$10^{10}$
$\pi(n)$	25	168	1229	9592	78498	664579	5.76e+6	5.08e+7	4.55e+8

高度合成数

$\leq n$	$10^3$	$10^4$	$10^5$	$10^6$	$10^7$	$10^8$	$10^9$
$x$	840	7560	83160	720720	8648640	73513440	735134400
$d^0(x)$	32	64	128	240	448	768	1344

$\leq n$	$10^{10}$	$10^{11}$	$10^{12}$	$10^{13}$	$10^{14}$	$10^{15}$	$10^{16}$	$10^{17}$	$10^{18}$
$d^0(x)$	2304	4032	6720	10752	17280	26880	41472	64512	103680

素数階乗

$n$	2	3	5	7	11	13	17	19	23	29
$n\#$	2	6	30	210	2310	30030	510510	9.70e+6	2.23e+8	6.47e+9

階乗

4!	5!	6!	7!	8!	9!	10!	11!	12!	13!
24	120	720	5040	40320	362880	3.63e+6	3.99e+7	4.79e+8	6.23e+9