

# ACM/ICPC Template Manual

CSL

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## 0 Include

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 #define clr(a, x) memset(a, x, sizeof(a))
4 #define mp(x, y) make_pair(x, y)
5 #define pb(x) push_back(x)
6 #define X first
7 #define Y second
8 #define fastin \
9     ios_base::sync_with_stdio(0); \
10    cin.tie(0);
11 typedef long long ll;
12 typedef long double ld;
13 typedef pair<int, int> PII;
14 typedef vector<int> VI;
15 const int INF = 0x3f3f3f3f;
16 const int mod = 1e9 + 7;
17 const double eps = 1e-6;
```

# 1 Math

## 1.1 Prime

### 1.1.1 Eratosthenes Sieve

$O(n \log \log n)$  筛出  $\max n$  内所有素数  
 $notprime[i] = 0/1$  0 为素数 1 为非素数

```

1 const int maxn = "Edit";
2 bool notprime[maxn] = {1, 1}; // 0 && 1 为非素数
3 void GetPrime()
4 {
5     for (int i = 2; i < maxn; i++)
6         if (!notprime[i] && i <= maxn / i) // 筛到√n为止
7             for (int j = i * i; j < maxn; j += i)
8                 notprime[j] = 1;
9 }
```

### 1.1.2 Euler Sieve

$O(n)$  得到欧拉函数  $\phi[i]$ 、素数表  $prime[]$ 、素数个数  $tot$   
 传入的  $n$  为函数定义域上界

```

1 const int maxn = "Edit";
2 bool vis[maxn];
3 int tot, phi[maxn], prime[maxn];
4 void CalPhi(int n)
5 {
6     clr(vis, 0);
7     phi[1] = 1;
8     tot = 0;
9     for (int i = 2; i < n; i++)
10     {
11         if (!vis[i])
12             prime[tot++] = i, phi[i] = i - 1;
13         for (int j = 0; j < tot; j++)
14         {
15             if (i * prime[j] > n) break;
16             vis[i * prime[j]] = 1;
17             if (i % prime[j] == 0)
18             {
19                 phi[i * prime[j]] = phi[i] * prime[j];
20                 break;
21             }
22             else
23                 phi[i * prime[j]] = phi[i] * (prime[j] - 1);
24         }
25     }
26 }
```

### 1.1.3 Prime Factorization

函数返回素因数个数  
 数组以  $fact[i][0]^{fact[i][1]}$  的形式保存第  $i$  个素因数

```

1 ll fact[100][2];
2 int getFactors(ll x)
3 {
4     int cnt = 0;
5     for (int i = 0; prime[i] <= x / prime[i]; i++)
6     {
7         fact[cnt][1] = 0;
8         if (x % prime[i] == 0)
9         {
10             fact[cnt][0] = prime[i];
11             while (x % prime[i] == 0) fact[cnt][1]++, x /= prime[i];
12             cnt++;
13         }
14     }
15     if (x != 1) fact[cnt][0] = x, fact[cnt++][1] = 1;
16     return cnt;
17 }

```

#### 1.1.4 Miller Rabin

$O(s \log n)$  内判定  $2^{63}$  内的数是不是素数,  $s$  为测定次数

```

1 bool Miller_Rabin(ll n, int s)
2 {
3     if (n == 2) return 1;
4     if (n < 2 || !(n & 1)) return 0;
5     int t = 0;
6     ll x, y, u = n - 1;
7     while ((u & 1) == 0) t++, u >>= 1;
8     for (int i = 0; i < s; i++)
9     {
10         ll a = rand() % (n - 1) + 1;
11         ll x = Pow(a, u, n);
12         for (int j = 0; j < t; j++)
13         {
14             ll y = Mul(x, x, n);
15             if (y == 1 && x != 1 && x != n - 1) return 0;
16             x = y;
17         }
18         if (x != 1) return 0;
19     }
20     return 1;
21 }

```

#### 1.1.5 Segment Sieve

对区间  $[a, b)$  内的整数执行筛法。

函数返回区间内素数个数

$\text{is\_prime}[i-a]=\text{true}$  表示  $i$  是素数

$a < b \leq 10^{12}, b - a \leq 10^6$

```

1 const int maxn = "Edit";
2 bool is_prime_small[maxn], is_prime[maxn];
3 int prime[maxn];
4 int segment_sieve(ll a, ll b)
5 {
6     int tot = 0;

```

```
7   for (ll i = 0; i * i < b; ++i)
8       is_prime_small[i] = true;
9   for (ll i = 0; i < b - a; ++i)
10      is_prime[i] = true;
11   for (ll i = 2; i * i < b; ++i)
12       if (is_prime_small[i])
13       {
14           for (ll j = 2 * i; j * j < b; j += i)
15               is_prime_small[j] = false;
16           for (ll j = max(2LL, (a + i - 1) / i) * i; j < b; j += i)
17               is_prime[j - a] = false;
18       }
19   for (ll i = 0; i < b - a; ++i)
20       if (is_prime[i]) prime[tot++] = i + a;
21   return tot;
22 }
```

## 1.2 Euler phi

### 1.2.1 Euler

```
1 ll Euler(ll n)
2 {
3     ll rt = n;
4     for (int i = 2; i * i <= n; i++)
5         if (n % i == 0)
6         {
7             rt -= rt / i;
8             while (n % i == 0) n /= i;
9         }
10    if (n > 1) rt -= rt / n;
11    return rt;
12 }
```

### 1.2.2 Sieve

```
1 const int N = "Edit";
2 int phi[N] = {0, 1};
3 void CalEuler()
4 {
5     for (int i = 2; i < N; i++)
6         if (!phi[i])
7             for (int j = i; j < N; j += i)
8             {
9                 if (!phi[j]) phi[j] = j;
10                phi[j] = phi[j] / i * (i - 1);
11            }
12 }
```

## 1.3 Basic Number Theory

### 1.3.1 Extended Euclidean

```
1 ll exgcd(ll a, ll b, ll &x, ll &y)
2 {
3     ll d = a;
4     if (b) d = exgcd(b, a % b, y, x), y -= x * (a / b);
```



```

5     else x = 1, y = 0;
6     return d;
7 }

```

### 1.3.2 $ax+by=c$

引用返回通解:  $X = x + k * dx, Y = y - k * dy$

引用返回的  $x$  是最小非负整数解, 方程无解函数返回 0

```

1 #define Mod(a, b) (((a) % (b)) + (b)) % (b))
2 bool solve(ll a, ll b, ll c, ll& x, ll& y, ll& dx, ll& dy)
3 {
4     if (a == 0 && b == 0) return 0;
5     ll x0, y0;
6     ll d = exgcd(a, b, x0, y0);
7     if (c % d != 0) return 0;
8     dx = b / d, dy = a / d;
9     x = Mod(x0 * c / d, dx);
10    y = (c - a * x) / b;
11    // y = Mod(y0 * c / d, dy); x = (c - b * y) / a;
12    return 1;
13 }

```

### 1.3.3 Multiplicative Inverse Modulo

利用 exgcd 求  $a$  在模  $m$  下的逆元, 需要保证  $\gcd(a, m) == 1$ .

```

1 ll inv(ll a, ll m)
2 {
3     ll x, y;
4     ll d = exgcd(a, m, x, y);
5     return d == 1 ? (x + m) % m : -1;
6 }

```

$a < m$  且  $m$  为素数时, 有以下两种求法

```

1 ll inv(ll a, ll m) { return a == 1 ? 1 : inv(m % a, m) * (m - m / a) % m; }
2 ll inv(ll a, ll m) { return Pow(a, m - 2, m); }

```

## 1.4 Modulo Linear Equation

### 1.4.1 Chinese Remainder Theory

$X = r_i \pmod{m_i}$ ; 要求  $m_i$  两两互质

引用返回通解  $X = re + k * mo$

```

1 void crt(ll r[], ll m[], ll n, ll &re, ll &mo)
2 {
3     mo = 1, re = 0;
4     for (int i = 0; i < n; i++) mo *= m[i];
5     for (int i = 0; i < n; i++)
6     {
7         ll x, y, tm = mo / m[i];
8         ll d = exgcd(tm, m[i], x, y);
9         re = (re + tm * x * r[i]) % mo;
10    }
11    re = (re + mo) % mo;
12 }

```

### 1.4.2 ExCRT

$X = r_i \pmod{m_i}$ ;  $m_i$  可以不两两互质

引用返回通解  $X = re + k * mo$ ; 函数返回是否有解

```

1 bool excrt(ll r[], ll m[], ll n, ll &re, ll &mo)
2 {
3     ll x, y;
4     mo = m[0], re = r[0];
5     for (int i = 1; i < n; i++)
6     {
7         ll d = exgcd(mo, m[i], x, y);
8         if ((r[i] - re) % d != 0) return 0;
9         x = (r[i] - re) / d * x % (m[i] / d);
10        re += x * mo;
11        mo = mo / d * m[i];
12        re %= mo;
13    }
14    re = (re + mo) % mo;
15    return 1;
16 }
```

## 1.5 Combinatorics

### 1.5.1 Combination

$0 \leq m \leq n \leq 1000$

```

1 const int maxn = 1010;
2 ll C[maxn][maxn];
3 void CalComb()
4 {
5     C[0][0] = 1;
6     for (int i = 1; i < maxn; i++)
7     {
8         C[i][0] = 1;
9         for (int j = 1; j <= i; j++) C[i][j] = (C[i - 1][j - 1] + C[i - 1][j]) % mod;
10    }
11 }
```

$0 \leq m \leq n \leq 10^5$ , 模  $p$  为素数

```

1 const int maxn = 100010;
2 ll f[maxn];
3 void CalFact()
4 {
5     f[0] = 1;
6     for (int i = 1; i < maxn; i++) f[i] = (f[i - 1] * i) % mod;
7 }
8 ll C(int n, int m) { return f[n] * inv(f[m] * f[n - m] % mod, mod) % mod; }
```

### 1.5.2 Lucas

$1 \leq n, m \leq 1000000000, 1 < p < 100000$ ,  $p$  是素数

```

1 const int maxp = 100010;
2 ll f[maxp];
3 void CalFact(ll p)
```

```

4 {
5     f[0] = 1;
6     for (int i = 1; i <= p; i++) f[i] = (f[i - 1] * i) % p;
7 }
8 ll Lucas(ll n, ll m, ll p)
9 {
10     ll ret = 1;
11     while (n && m)
12     {
13         ll a = n % p, b = m % p;
14         if (a < b) return 0;
15         ret = (ret * f[a] * Pow(f[b] * f[a - b] % p, p - 2, p)) % p;
16         n /= p, m /= p;
17     }
18     return ret;
19 }

```

### 1.5.3 Big Combination

$$0 \leq n \leq 10^9, 0 \leq m \leq 10^4, 1 \leq k \leq 10^9 + 7$$

```

1 vector<int> v;
2 int dp[110];
3 ll Cal(int l, int r, int k, int dis)
4 {
5     ll res = 1;
6     for (int i = l; i <= r; i++)
7     {
8         int t = i;
9         for (int j = 0; j < v.size(); j++)
10         {
11             int y = v[j];
12             while (t % y == 0) dp[j] += dis, t /= y;
13         }
14         res = res * (ll)t % k;
15     }
16     return res;
17 }
18 ll Comb(int n, int m, int k)
19 {
20     clr(dp, 0);
21     v.clear();
22     int tmp = k;
23     for (int i = 2; i * i <= tmp; i++)
24         if (tmp % i == 0)
25         {
26             int num = 0;
27             while (tmp % i == 0) tmp /= i, num++;
28             v.pb(i);
29         }
30     if (tmp != 1) v.pb(tmp);
31     ll ans = Cal(n - m + 1, n, k, 1);
32     for (int j = 0; j < v.size(); j++) ans = ans * Pow(v[j], dp[j], k) % k;
33     ans = ans * inv(Cal(2, m, k, -1), k) % k;
34     return ans;
35 }

```

### 1.5.4 Polya

推论：一共  $n$  个置换，第  $i$  个置换的循环节个数为  $\gcd(i, n)$

$N * N$  的正方形格子,  $c^{n^2} + 2c^{\frac{n^2+3}{4}} + c^{\frac{n^2+1}{2}} + 2c^{n\frac{n+1}{2}} + 2c^{\frac{n(n+1)}{2}}$

正六面体,  $\frac{m^8+17m^4+6m^2}{24}$  正四面体,  $\frac{m^4+11m^2}{12}$

```

1 // 长度为n的项链串用c种颜色染
2 ll solve(int c, int n)
3 {
4     if (n == 0) return 0;
5     ll ans = 0;
6     for (int i = 1; i <= n; i++) ans += Pow(c, __gcd(i, n));
7     if (n & 1) ans += n * Pow(c, n + 1 >> 1);
8     else ans += n / 2 * (1 + c) * Pow(c, n >> 1);
9     return ans / n / 2;
10 }
```

### 1.6 Fast Power

```

1 ll Mul(ll a, ll b, ll mod)
2 {
3     ll t = 0;
4     for (; b >= 1, a = (a << 1) % mod)
5         if (b & 1) t = (t + a) % mod;
6     return t;
7 }
8 ll Pow(ll a, ll n, ll mod)
9 {
10     ll t = 1;
11     for (; n; n >>= 1, a = (a * a % mod))
12         if (n & 1) t = (t * a % mod);
13     return t;
14 }
```

### 1.7 Mobius Inversion

#### 1.7.1 Mobius

$$F(n) = \sum_{d|n} f(d) \Rightarrow f(n) = \sum_{d|n} \mu(d) F\left(\frac{n}{d}\right)$$

$$F(n) = \sum_{n|d} f(d) \Rightarrow f(n) = \sum_{n|d} \mu\left(\frac{d}{n}\right) F(d)$$

```

1 ll ans;
2 const int maxn = "Edit";
3 int n, x, prime[maxn], tot, mu[maxn];
4 bool check[maxn];
5 void calmu()
6 {
7     mu[1] = 1;
8     for (int i = 2; i < maxn; i++)
9     {
10         if (!check[i]) prime[tot++] = i, mu[i] = -1;
11         for (int j = 0; j < tot; j++)
12         {
13             if (i * prime[j] >= maxn) break;
14             check[i * prime[j]] = true;
15             if (i % prime[j] == 0)
```

```

16         {
17             mu[i * prime[j]] = 0;
18             break;
19         }
20         else mu[i * prime[j]] = -mu[i];
21     }
22 }
23 }

```

### 1.7.2 Number of Coprime-pair

有  $n$  个数 ( $n \leq 100000$ ), 问这  $n$  个数中互质的数的对数

```

1 ll solve()
2 {
3     int b[100005];
4     ll _max, ans = 0;
5     clr(b, 0);
6     for (int i = 0; i < n; i++)
7     {
8         scanf("%d", &x);
9         if (x > _max) _max = x;
10        b[x]++;
11    }
12    for (int i = 1; i <= _max; i++)
13    {
14        int cnt = 0;
15        for (ll j = i; j <= _max; j += i) cnt += b[j];
16        ans += 1LL * mu[i] * cnt * cnt;
17    }
18    return ans - b[1]) / 2;
19 }

```

### 1.7.3 VisibleTrees

$\gcd(x, y) = 1$  的对数,  $x \leq n, y \leq m$

```

1 ll solve(int n, int m)
2 {
3     if (n < m) swap(n, m);
4     ll ans = 0;
5     for (int i = 1; i <= m; ++i) ans += (ll)mu[i] * (n / i) * (m / i);
6     return ans;
7 }

```

## 1.8 Fast Transformation

### 1.8.1 FFT

```

1 const double PI = acos(-1.0);
2 //复数结构体
3 struct Complex
4 {
5     double x, y; //实部和虚部 x+yi
6     Complex(double _x = 0.0, double _y = 0.0) { x = _x, y = _y; }
7     Complex operator-(const Complex& b) const { return Complex(x - b.x, y - b.y); }
8     Complex operator+(const Complex& b) const { return Complex(x + b.x, y + b.y); }

```

```

9      Complex operator*(const Complex& b) const { return Complex(x * b.x - y * b.y, x * b
    .y + y * b.x); }
10 };
11 /*
12  * 进行FFT和IFFT前的反转变换。
13  * 位置i和 (i二进制反转后位置) 互换
14  * len必须取2的幂
15  */
16 void change(Complex y[], int len)
17 {
18     for (int i = 1, j = len / 2; i < len - 1; i++)
19     {
20         if (i < j) swap(y[i], y[j]);
21         //交换互为小标反转的元素, i<j保证交换一次
22         //i做正常的+1, j左反转类型的+1,始终保持i和j是反转的
23         int k = len / 2;
24         while (j >= k) j -= k, k /= 2;
25         if (j < k) j += k;
26     }
27 }
28 /*
29  * 做FFT
30  * len必须为2^k形式,
31  * on==1时是DFT, on==-1时是IDFT
32  */
33 void fft(Complex y[], int len, int on)
34 {
35     change(y, len);
36     for (int h = 2; h <= len; h <= 1)
37     {
38         Complex wn(cos(-on * 2 * PI / h), sin(-on * 2 * PI / h));
39         for (int j = 0; j < len; j += h)
40         {
41             Complex w(1, 0);
42             for (int k = j; k < j + h / 2; k++)
43             {
44                 Complex u = y[k];
45                 Complex t = w * y[k + h / 2];
46                 y[k] = u + t, y[k + h / 2] = u - t;
47                 w = w * wn;
48             }
49         }
50     }
51     if (on == -1)
52         for (int i = 0; i < len; i++) y[i].x /= len;
53 }

```

## 1.9 Others

### 1.9.1 Digit

$n^n$  最左边一位数

```

1 int leftmost(int n)
2 {
3     double m = n * log10((double)n);
4     double g = m - (ll)m;
5     return (int)pow(10.0, g);
6 }

```

$n!$  位数

```
1 int count(ll n)
2 {
3     if (n == 1) return 1;
4     return (int)ceil(0.5 * log10(2 * M_PI * n) + n * log10(n) - n * log10(M_E));
5 }
```

### 1.9.2 Josephus

$n$  个人围成一圈，从第一个开始报数，第  $m$  个将被杀掉

```
1 int josephus(int n, int m)
2 {
3     int r = 0;
4     for (int k = 1; k <= n; ++k) r = (r + m) % k;
5     return r + 1;
6 }
```

### 1.10 Formula

- 约数定理：若  $n = \prod_{i=1}^k p_i^{a_i}$ ，则
  - 约数个数  $f(n) = \prod_{i=1}^k (a_i + 1)$
  - 约数和  $g(n) = \prod_{i=1}^k (\sum_{j=0}^{a_i} p_i^j)$
- 小于  $n$  且互素的数之和为  $n\varphi(n)/2$
- 若  $\gcd(n, i) = 1$ ，则  $\gcd(n, n - i) = 1 (1 \leq i \leq n)$
- 错排公式：  $D(n) = (n - 1)(D(n - 2) + D(n - 1)) = \sum_{i=2}^n \frac{(-1)^i n!}{i!} = \lfloor \frac{n!}{e} + 0.5 \rfloor$
- 威尔逊定理：  $p$  is prime  $\Rightarrow (p - 1)! \equiv -1 \pmod{p}$
- 欧拉定理：  $\gcd(a, n) = 1 \Rightarrow a^{\varphi(n)} \equiv 1 \pmod{n}$
- 欧拉定理推广：  $\gcd(n, p) = 1 \Rightarrow a^n \equiv a^{n \% \varphi(p)} \pmod{p}$
- 素数定理：对于不大于  $n$  的素数个数  $\pi(n)$ ，  $\lim_{n \rightarrow \infty} \pi(n) = \frac{n}{\ln n}$
- 位数公式：正整数  $x$  的位数  $N = \log_{10}(n) + 1$
- 斯特灵公式  $n! \approx \sqrt{2\pi n} (\frac{n}{e})^n$
- 设  $a > 1, m, n > 0$ ，则  $\gcd(a^m - 1, a^n - 1) = a^{\gcd(m, n)} - 1$
- 设  $a > b, \gcd(a, b) = 1$ ，则  $\gcd(a^m - b^m, a^n - b^n) = a^{\gcd(m, n)} - b^{\gcd(m, n)}$

$$G = \gcd(C_n^1, C_n^2, \dots, C_n^{n-1}) = \begin{cases} n, & n \text{ is prime} \\ 1, & n \text{ has multy prime factors} \\ p, & n \text{ has single prime factor } p \end{cases}$$

$$\gcd(\text{Fib}(m), \text{Fib}(n)) = \text{Fib}(\gcd(m, n))$$

- 若  $\gcd(m, n) = 1$ ，则：

- 最大不能组合的数为  $m * n - m - n$
- 不能组合数个数  $N = \frac{(m-1)(n-1)}{2}$

- $(n + 1) \text{lcm}(C_n^0, C_n^1, \dots, C_n^{n-1}, C_n^n) = \text{lcm}(1, 2, \dots, n + 1)$
- 若  $p$  为素数，则  $(x + y + \dots + w)^p \equiv x^p + y^p + \dots + w^p \pmod{p}$
- 卡特兰数：1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012  
 $h(0) = h(1) = 1, h(n) = \frac{(4n-2)h(n-1)}{n+1} = \frac{C_{2n}^n}{n+1} = C_{2n}^n - C_{2n}^{n-1}$

17. 常系数线性递推:

$$\begin{aligned}
 a_{n+m} = \sum_{i=0}^{m-1} b_i a_{n+i} &\Rightarrow \begin{pmatrix} a_{n+m} \\ a_{n+m-1} \\ \vdots \\ a_{n+1} \end{pmatrix} = \begin{pmatrix} b_{m-1} & \cdots & b_1 & b_0 \\ 1 & \cdots & 0 & 0 \\ \vdots & \ddots & \vdots & \vdots \\ 0 & \cdots & 1 & 0 \end{pmatrix} \begin{pmatrix} a_{n+m-1} \\ a_{n+m-2} \\ \vdots \\ a_n \end{pmatrix} \\
 a_{n+m} = \sum_{i=0}^{m-1} b_i a_{n+i} + c &\Rightarrow \begin{pmatrix} a_{n+m} \\ a_{n+m-1} \\ \vdots \\ a_{n+1} \\ 1 \end{pmatrix} = \begin{pmatrix} b_{m-1} & \cdots & b_1 & b_0 & c \\ 1 & \cdots & 0 & 0 & 0 \\ \vdots & \ddots & \vdots & \vdots & \vdots \\ 0 & \cdots & 1 & 0 & 0 \\ 0 & \cdots & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} a_{n+m-1} \\ a_{n+m-2} \\ \vdots \\ a_n \\ 1 \end{pmatrix}
 \end{aligned}$$



## 2 String Processing

### 2.1 KMP

```

1 // 返回y中x的个数
2 const int N = "Edit";
3 int next[N];
4 void initkmp(char x[], int m)
5 {
6     int i = 0, j = next[0] = -1;
7     while (i < m)
8     {
9         while (j != -1 && x[i] != x[j]) j = next[j];
10        next[++i] = ++j;
11    }
12 }
13 int kmp(char x[], int m, char y[], int n)
14 {
15     int i, j, ans;
16     i = j = ans = 0;
17     initkmp(x, m);
18     while (i < n)
19     {
20         while (j != -1 && y[i] != x[j]) j = next[j];
21         i++, j++;
22         if (j >= m) ans++, j = next[j];
23     }
24     return ans;
25 }

```

### 2.2 ExtendKMP

```

1 //next[i]:x[i...m-1]与x[0...m-1]的最长公共前缀
2 //extend[i]:y[i...n-1]与x[0...m-1]的最长公共前缀
3 const int N = "Edit";
4 int next[N], extend[N];
5 void pre_ekmp(char x[], int m)
6 {
7     next[0] = m;
8     int j = 0;
9     while (j + 1 < m && x[j] == x[j + 1]) j++;
10    next[1] = j;
11    int k = 1;
12    for (int i = 2; i < m; i++)
13    {
14        int p = next[k] + k - 1;
15        int L = next[i - k];
16        if (i + L < p + 1)
17            next[i] = L;
18        else
19        {
20            j = max(0, p - i + 1);
21            while (i + j < m && x[i + j] == x[j]) j++;
22            next[i] = j;
23            k = i;
24        }
25    }
26 }

```

```

27 void ekmp(char x[], int m, char y[], int n)
28 {
29     pre_ekmp(x, m, next);
30     int j = 0;
31     while (j < n && j < m && x[j] == y[j]) j++;
32     extend[0] = j;
33     int k = 0;
34     for (int i = 1; i < n; i++)
35     {
36         int p = extend[k] + k - 1;
37         int l = next[i - k];
38         if (i + l < p + 1)
39             extend[i] = l;
40         else
41         {
42             j = max(0, p - i + 1);
43             while (i + j < n && j < m && y[i + j] == x[j]) j++;
44             extend[i] = j, k = i;
45         }
46     }
47 }

```

## 2.3 Manacher

$O(n)$  求解最长回文子串

```

1  const int N = "Edit";
2  char s[N], str[N << 1];
3  int p[N << 1];
4  void Manacher(char s[], int& n)
5  {
6      str[0] = '$', str[1] = '#';
7      for (int i = 0; i < n; i++) str[(i << 1) + 2] = s[i], str[(i << 1) + 3] = '#';
8      n = 2 * n + 2;
9      str[n] = 0;
10     int mx = 0, id;
11     for (int i = 1; i < n; i++)
12     {
13         p[i] = mx > i ? min(p[2 * id - i], mx - i) : 1;
14         while (str[i - p[i]] == str[i + p[i]]) p[i]++;
15         if (p[i] + i > mx) mx = p[i] + i, id = i;
16     }
17 }
18 int solve(char s[])
19 {
20     int n = strlen(s);
21     Manacher(s, n);
22     return *max_element(p, p + n) - 1;
23 }

```

## 2.4 Aho-Corasick Automaton

```

1  const int maxn = "Edit";
2  struct Trie
3  {
4      int ch[maxn][26], f[maxn], val[maxn];
5      int sz, rt;

```

```

6   int newnode() { clr(ch[sz], -1), val[sz] = 0; return sz++; }
7   void init() { sz = 0, rt = newnode(); }
8   inline int idx(char c) { return c - 'A'; }
9   void insert(const char* s)
10  {
11      int u = 0, n = strlen(s);
12      for (int i = 0; i < n; i++)
13      {
14          int c = idx(s[i]);
15          if (ch[u][c] == -1) ch[u][c] = newnode();
16          u = ch[u][c];
17      }
18      val[u]++;
19  }
20  void build()
21  {
22      queue<int> q;
23      f[rt] = rt;
24      for (int c = 0; c < 26; c++)
25      {
26          if (~ch[rt][c])
27              f[ch[rt][c]] = rt, q.push(ch[rt][c]);
28          else
29              ch[rt][c] = rt;
30      }
31      while (!q.empty())
32      {
33          int u = q.front();
34          q.pop();
35          // val[u] += val[f[u]];
36          for (int c = 0; c < 26; c++)
37          {
38              if (~ch[u][c])
39                  f[ch[u][c]] = ch[f[u]][c], q.push(ch[u][c]);
40              else
41                  ch[u][c] = ch[f[u]][c];
42          }
43      }
44  }
45  //返回主串中有多少模式串
46  int query(const char* s)
47  {
48      int u = rt, n = strlen(s);
49      int res = 0;
50      for (int i = 0; i < n; i++)
51      {
52          int c = idx(s[i]);
53          u = ch[u][c];
54          int tmp = u;
55          while (tmp != rt)
56          {
57              res += val[tmp];
58              val[tmp] = 0;
59              tmp = f[tmp];
60          }
61      }
62      return res;
63  }
64  };

```

## 2.5 Suffix Array

```

1 //倍增算法构造后缀数组,复杂度O(nlogn)
2 const int maxn = "Edit";
3 char s[maxn];
4 int sa[maxn], t[maxn], t2[maxn], c[maxn], rank[maxn], height[maxn];
5 //n为字符串的长度,字符集的值0~m-1
6 void build_sa(int m, int n)
7 {
8     n++;
9     int *x = t, *y = t2;
10    //基数排序
11    for (int i = 0; i < m; i++) c[i] = 0;
12    for (int i = 0; i < n; i++) c[x[i] = s[i]]++;
13    for (int i = 1; i < m; i++) c[i] += c[i - 1];
14    for (int i = n - 1; ~i; i--) sa[--c[x[i]]] = i;
15    for (int k = 1; k <= n; k <= 1)
16    {
17        //直接利用sa数组排序第二关键字
18        int p = 0;
19        for (int i = n - k; i < n; i++) y[p++] = i;
20        for (int i = 0; i < n; i++)
21            if (sa[i] >= k) y[p++] = sa[i] - k;
22        //基数排序第一关键字
23        for (int i = 0; i < m; i++) c[i] = 0;
24        for (int i = 0; i < n; i++) c[x[y[i]]]++;
25        for (int i = 0; i < m; i++) c[i] += c[i - 1];
26        for (int i = n - 1; ~i; i--) sa[--c[x[y[i]]]] = y[i];
27        //根据sa和y数组计算新的x数组
28        swap(x, y);
29        p = 1;
30        x[sa[0]] = 0;
31        for (int i = 1; i < n; i++)
32            x[sa[i]] = y[sa[i - 1]] == y[sa[i]] && y[sa[i - 1] + k] == y[sa[i] + k] ? p
33            - 1 : p++;
34        if (p >= n) break; //以后即使继续倍增,sa也不会改变,推出
35        m = p; //下次基数排序的最大值
36    }
37    n--;
38    int k = 0;
39    for (int i = 0; i <= n; i++) rank[sa[i]] = i;
40    for (int i = 0; i < n; i++)
41    {
42        if (k) k--;
43        int j = sa[rank[i] - 1];
44        while (s[i + k] == s[j + k]) k++;
45        height[rank[i]] = k;
46    }
47 }
48 int dp[maxn][30];
49 void initrmq(int n)
50 {
51     for (int i = 1; i <= n; i++)
52         dp[i][0] = height[i];
53     for (int j = 1; (1 << j) <= n; j++)
54         for (int i = 1; i + (1 << j) - 1 <= n; i++)
55             dp[i][j] = min(dp[i][j - 1], dp[i + (1 << (j - 1))][j - 1]);
56 }

```

```
57 int rmq(int l, int r)
58 {
59     int k = 0;
60     while ((1 << (k + 1)) <= r - l + 1) k++;
61     return min(dp[l][k], dp[r - (1 << k) + 1][k]);
62 }
63 // 求两个后缀的最长公共前缀
64 int lcp(int a, int b)
65 {
66     a = rank[a], b = rank[b];
67     if (a > b) swap(a, b);
68     return rmq(a + 1, b);
69 }
```

## 3 Data Structure

### 3.1 Binary Indexed Tree

$O(\log n)$  查询和修改数组的前缀和

```

1 // 注意下标应从1开始 n是全局变量
2 const int maxn = "Edit";
3 int bit[N], n;
4 int sum(int x)
5 {
6     int s = 0;
7     for (int i = x; i; i -= i & -i)
8         s += bit[i];
9     return s;
10 }
11 void add(int x, int v)
12 {
13     for (int i = x; i <= n; i += i & -i)
14         bit[i] += v;
15 }

```

### 3.2 Segment Tree

```

1 #define lson rt << 1          // 左儿子
2 #define rson rt << 1 | 1      // 右儿子
3 #define Lson l, m, lson      // 左子树
4 #define Rson m + 1, r, rson  // 右子树
5 void PushUp(int rt);          // 用lson和rson更新rt
6 void PushDown(int rt[, int m]); // rt的标记下移, m为区间长度 (若与标记有关)
7 void build(int l, int r, int rt); // 以rt为根节点, 对区间[l, r]建立线段树
8 void update([...] int l, int r, int rt) // rt[l, r]内寻找目标并更新
9 int query(int L, int R, int l, int r, int rt) // rt[l, r]内查询[L, R]

```

#### 3.2.1 Single-point Update

```

1 const int maxn = "Edit";
2 int sum[maxn << 2];
3 void PushUp(int rt) { sum[rt] = sum[lson] + sum[rson]; }
4 void build(int l, int r, int rt)
5 {
6     if (l == r)
7     {
8         scanf("%d", &sum[rt]);
9         return;
10    } // 建立的时候直接输入叶节点
11    int m = (l + r) >> 1;
12    build(Lson);
13    build(Rson);
14    PushUp(rt);
15 }
16 void update(int p, int add, int l, int r, int rt)
17 {
18     if (l == r)
19     {
20         sum[rt] += add;
21         return;

```

```

22     }
23     int m = (l + r) >> 1;
24     if (p <= m) update(p, add, Lson);
25     else update(p, add, Rson);
26     PushUp(rt);
27 }
28 int query(int L, int R, int l, int r, int rt)
29 {
30     if (L <= l && r <= R) return sum[rt];
31     int m = (l + r) >> 1, s = 0;
32     if (L <= m) s += query(L, R, Lson);
33     if (m < R) s += query(L, R, Rson);
34     return s;
35 }

```

### 3.2.2 Interval Update

```

1  // seg[rt]用于存放懒惰标记, 注意PushDown时标记的传递
2  const int maxn = "Edit";
3  int seg[maxn << 2], sum[maxn << 2];
4
5  void PushUp(int rt) { sum[rt] = sum[lson] + sum[rson]; }
6  void PushDown(int rt, int m)
7  {
8      if (seg[rt] == 0) return;
9      seg[lson] += seg[rt];
10     seg[rson] += seg[rt];
11     sum[lson] += seg[rt] * (m - (m >> 1));
12     sum[rson] += seg[rt] * (m >> 1);
13     seg[rt] = 0;
14 }
15 void build(int l, int r, int rt)
16 {
17     seg[rt] = 0;
18     if (l == r)
19     {
20         scanf("%lld", &sum[rt]);
21         return;
22     }
23     int m = (l + r) >> 1;
24     build(Lson);
25     build(Rson);
26     PushUp(rt);
27 }
28 void update(int L, int R, int add, int l, int r, int rt)
29 {
30     if (L <= l && r <= R)
31     {
32         seg[rt] += add;
33         sum[rt] += add * (r - l + 1);
34         return;
35     }
36     PushDown(rt, r - l + 1);
37     int m = (l + r) >> 1;
38     if (L <= m) update(L, R, add, Lson);
39     if (m < R) update(L, R, add, Rson);
40     PushUp(rt);
41 }

```

```

42 int query(int L, int R, int l, int r, int rt)
43 {
44     if (L <= l && r <= R) return sum[rt];
45     PushDown(rt, r - l + 1);
46     int m = (l + r) >> 1, ret = 0;
47     if (L <= m) ret += query(L, R, Lson);
48     if (m < R) ret += query(L, R, Rson);
49     return ret;
50 }

```

### 3.3 Binary Search Tree

#### 3.3.1 Treap

```

1 struct Node
2 {
3     Node* ch[2]; // 左右子树
4     int r;       // 随机优先级
5     int v;       // 值
6     int s;       // 结点总数
7     Node(int v = 0) : v(v)
8     {
9         ch[0] = ch[1] = NULL;
10        r = rand();
11        s = 1;
12    }
13    int cmp(int x) const
14    {
15        if (x == v) return -1;
16        return x < v ? 0 : 1;
17    }
18    void maintain()
19    {
20        s = 1;
21        if (ch[0] != NULL) s += ch[0]->s;
22        if (ch[1] != NULL) s += ch[1]->s;
23    }
24 };
25 void rotate(Node*& o, int d)
26 {
27     Node* k = o->ch[d ^ 1];
28     o->ch[d ^ 1] = k->ch[d];
29     k->ch[d] = o;
30     o->maintain();
31     k->maintain();
32     o = k;
33 }
34 void insert(Node*& o, int x)
35 {
36     if (o == NULL)
37         o = new Node(x);
38     else
39     {
40         int d = (x < o->v ? 0 : 1); // 不要用cmp函数, 因为可能会有相同结点
41         insert(o->ch[d], x);
42         if (o->ch[d]->r > o->r) rotate(o, d ^ 1);
43     }
44     o->maintain();
45 }

```



```

46 Node* find(Node* o, int x)
47 {
48     if (o == NULL) return NULL;
49     if (x == o->v) return o;
50     return x < o->v ? find(o->ch[0], x) : find(o->ch[1], x);
51 }
52 // 要确保结点存在
53 void remove(Node*& o, int x)
54 {
55     int d = o->cmp(x);
56     int ret = 0;
57     if (d == -1)
58     {
59         Node* u = o;
60         if (o->ch[0] != NULL && o->ch[1] != NULL)
61         {
62             int d2 = (o->ch[0]->r > o->ch[1]->r ? 1 : 0);
63             rotate(o, d2);
64             remove(o->ch[d2], x);
65         }
66         else
67         {
68             if (o->ch[0] == NULL)
69                 o = o->ch[1];
70             else
71                 o = o->ch[0];
72             delete u;
73         }
74     }
75     else remove(o->ch[d], x);
76     if (o != NULL) o->maintain();
77 }
78 int kth(Node* o, int k)
79 {
80     if (o == NULL || k <= 0 || k > o->s) return 0;
81     int s = (o->ch[0] == NULL ? 0 : o->ch[0]->s);
82     if (k == s + 1)
83         return o->v;
84     else if (k <= s)
85         return kth(o->ch[0], k);
86     else
87         return kth(o->ch[1], k - s - 1);
88 }
89 // 在以o为根的子树中, 值比x小的结点总数加1
90 int rank(Node* o, int x)
91 {
92     if (o == NULL) return 1;
93     if (x <= o->v) return rank(o->ch[0], x);
94     return rank(o->ch[1], x) + (o->ch[0] == NULL ? 0 : o->ch[0]->s) + 1;
95 }

```

### 3.3.2 Splay

```

1 struct Node
2 {
3     Node* ch[2];
4     int s;
5     int flip;

```

```

6     int v;
7     int cmp(int k) const
8     {
9         int d = k - ch[0]->s;
10        if (d == 1) return -1;
11        return d <= 0 ? 0 : 1;
12    }
13    void maintain() { s = ch[0]->s + ch[1]->s + 1; }
14    void pushdown()
15    {
16        if (flip)
17        {
18            flip = 0;
19            swap(ch[0], ch[1]);
20            ch[0]->flip = !ch[0]->flip;
21            ch[1]->flip = !ch[1]->flip;
22        }
23    }
24 };
25 Node* null = new Node();
26 void rotate(Node*& o, int d)
27 {
28     Node* k = o->ch[d ^ 1];
29     o->ch[d ^ 1] = k->ch[d];
30     k->ch[d] = o;
31     o->maintain();
32     k->maintain();
33     o = k;
34 }
35 void splay(Node*& o, int k)
36 {
37     o->pushdown();
38     int d = o->cmp(k);
39     if (d == 1) k -= o->ch[0]->s + 1;
40     if (d != -1)
41     {
42         Node* p = o->ch[d];
43         p->pushdown();
44         int d2 = p->cmp(k);
45         int k2 = (d2 == 0 ? k : k - p->ch[0]->s - 1);
46         if (d2 != -1)
47         {
48             splay(p->ch[d2], k2);
49             if (d == d2)
50                 rotate(o, d ^ 1);
51             else
52                 rotate(o->ch[d], d);
53         }
54         rotate(o, d ^ 1);
55     }
56 }
57 // 合并left和right。假定left的所有元素比right小。注意right可以是null，但left不可以
58 Node* merge(Node* left, Node* right)
59 {
60     splay(left, left->s);
61     left->ch[1] = right;
62     left->maintain();
63     return left;
64 }

```

```

65 // 把o的前k小结点放在left里, 其他的放在right里。1<=k<=o->s。当k=o->s时, right=null
66 void split(Node* o, int k, Node*& left, Node*& right)
67 {
68     splay(o, k);
69     left = o;
70     right = o->ch[1];
71     o->ch[1] = null;
72     left->maintain();
73 }
74 const int maxn = "Edit";
75 struct SplaySequence
76 {
77     int n;
78     Node seq[maxn];
79     Node* root;
80     Node* build(int sz)
81     {
82         if (!sz) return null;
83         Node* L = build(sz / 2);
84         Node* o = &seq[++n];
85         o->v = n; // 节点编号
86         o->ch[0] = L;
87         o->ch[1] = build(sz - sz / 2 - 1);
88         o->flip = o->s = 0;
89         o->maintain();
90         return o;
91     }
92     void init(int sz)
93     {
94         n = 0;
95         null->s = 0;
96         root = build(sz);
97     }
98 };

```

### 3.4 Functional Segment Tree

```

1 // 静态查询区间第k小的值
2 const int maxn = "Edit";
3 int a[maxn], rt[maxn];
4 int cnt;
5 int lson[maxn << 5], rson[maxn << 5], sum[maxn << 5];
6 #define Lson l, m, lson[x], lson[y]
7 #define Rson m + 1, r, rson[x], rson[y]
8
9 void update(int p, int l, int r, int& x, int y)
10 {
11     lson[++cnt] = lson[y], rson[cnt] = rson[y], sum[cnt] = sum[y] + 1, x = cnt;
12     if (l == r) return;
13     int m = (l + r) >> 1;
14     if (p <= m) update(p, Lson);
15     else update(p, Rson);
16 }
17 int query(int l, int r, int x, int y, int k)
18 {
19     if (l == r) return l;
20     int m = (l + r) >> 1;
21     int s = sum[lson[y]] - sum[lson[x]];

```

```

22     if (s >= k) return query(Lson, k);
23     else return query(Rson, k - s);
24 }

```

### 3.5 Partition Tree

```

1  #define Lson l, m, dep + 1
2  #define Rson m + 1, r, dep + 1
3
4  int tree[20][maxn]; //表示每层每个位置的值
5  int sorted[maxn];   //已经排序好的数
6  int toleft[20][maxn]; //toleft[p][i]表示第i层从1到i有数分入左边
7  void build(int l, int r, int dep)
8  {
9      if (l == r) return;
10     int m = (l + r) >> 1, same = m - l + 1; //表示等于中间值而且被分入左边的个数
11     for (int i = l; i <= r; i++)
12         if (tree[dep][i] < sorted[m])
13             same--;
14     int lpos = l;
15     int rpos = m + 1;
16     for (int i = l; i <= r; i++)
17     {
18         if (tree[dep][i] < sorted[m])
19             tree[dep + 1][lpos++] = tree[dep][i];
20         else if (tree[dep][i] == sorted[m] && same > 0)
21         {
22             tree[dep + 1][lpos++] = tree[dep][i];
23             same--;
24         }
25         else
26             tree[dep + 1][rpos++] = tree[dep][i];
27         toleft[dep][i] = toleft[dep][l - 1] + lpos - l;
28     }
29     build(Lson);
30     build(Rson);
31 }
32 //查询区间第k小的数
33 int query(int L, int R, int k, int l, int r, int dep)
34 {
35     if (L == R) return tree[dep][L];
36     int m = (l + r) >> 1;
37     int cnt = toleft[dep][R] - toleft[dep][L - 1];
38     if (cnt >= k)
39     {
40         int newl = l + toleft[dep][L - 1] - toleft[dep][l - 1];
41         int newr = newl + cnt - 1;
42         return query(newl, newr, k, Lson);
43     }
44     else
45     {
46         int newr = R + toleft[dep][r] - toleft[dep][R];
47         int newl = newr - (R - L - cnt);
48         return query(newl, newr, k - cnt, Rson);
49     }
50 }

```

### 3.6 Sparse Table

```

1  const int maxn = "Edit";
2  int mmax[maxn][30], mmin[maxn][30];
3  int a[maxn], n, k;
4  void init()
5  {
6      for (int i = 1; i <= n; i++) mmax[i][0] = mmin[i][0] = a[i];
7      for (int j = 1; (1 << j) <= n; j++)
8          for (int i = 1; i + (1 << j) - 1 <= n; i++)
9              {
10                 mmax[i][j] = max(mmax[i][j - 1], mmax[i + (1 << (j - 1))][j - 1]);
11                 mmin[i][j] = min(mmin[i][j - 1], mmin[i + (1 << (j - 1))][j - 1]);
12             }
13 }
14 // op=0/1 返回[l,r]最大/小值
15 int rmq(int l, int r, int op)
16 {
17     int k = 0;
18     while ((1 << (k + 1)) <= r - l + 1) k++;
19     if (op == 0)
20         return max(mmax[l][k], mmax[r - (1 << k) + 1][k]);
21     return min(mmin[l][k], mmin[r - (1 << k) + 1][k]);
22 }

```

二维 RMQ

```

1  void init()
2  {
3      for (int i = 0; (1 << i) <= n; i++)
4          for (int j = 0; (1 << j) <= m; j++)
5              {
6                 if (i == 0 && j == 0) continue;
7                 for (int row = 1; row + (1 << i) - 1 <= n; row++)
8                     for (int col = 1; col + (1 << j) - 1 <= m; col++)
9                         //当x或y等于0的时候,就相当于一维的RMQ了
10                         if (i == 0)
11                             dp[row][col][i][j] = max(dp[row][col][i][j - 1],
12                                                         dp[row][col + (1 << (j - 1))][i][j - 1]);
13                         else if (j == 0)
14                             dp[row][col][i][j] = max(dp[row][col][i - 1][j],
15                                                         dp[row + (1 << (i - 1))][col][i - 1][j]);
16                         else
17                             dp[row][col][i][j] = max(dp[row][col][i][j - 1],
18                                                         dp[row][col + (1 << (j - 1))][i][j - 1]);
19             }
20 }
21 int rmq(int x1, int y1, int x2, int y2)
22 {
23     int kx = 0, ky = 0;
24     while (x1 + (1 << (1 + kx)) - 1 <= x2) kx++;
25     while (y1 + (1 << (1 + ky)) - 1 <= y2) ky++;
26     int m1 = dp[x1][y1][kx][ky];
27     int m2 = dp[x2 - (1 << kx) + 1][y1][kx][ky];
28     int m3 = dp[x1][y2 - (1 << ky) + 1][kx][ky];
29     int m4 = dp[x2 - (1 << kx) + 1][y2 - (1 << ky) + 1][kx][ky];
30     return max(max(m1, m2), max(m3, m4));
31 }

```

## 4 Graph Theory

### 4.1 Union-Find Set

```

1  const int maxn = "Edit";
2  int n, fa[maxn], ra[maxn];
3  void init()
4  {
5      for (int i = 0; i <= n; i++) fa[i] = i, ra[i] = 0;
6  }
7  int find(int x)
8  {
9      return fa[x] != x ? fa[x] = find(fa[x]) : x;
10 }
11 void unite(int x, int y)
12 {
13     x = find(x), y = find(y);
14     if (x == y) return;
15     if (ra[x] < ra[y])
16         fa[x] = y;
17     else
18     {
19         fa[y] = x;
20         if (ra[x] == ra[y]) ra[x]++;
21     }
22 }
23 bool same(int x, int y) { return find(x) == find(y); }
```

### 4.2 Minimal Spanning Tree

#### 4.2.1 Kruskal

```

1  typedef pair<int, PII> Edge;
2  vector<Edge> G;
3  void add_edge(int u, int v, int d) { G.pb(mp(d, mp(u, v))); }
4  int Kruskal(int n)
5  {
6      init(n);
7      sort(G.begin(), G.end());
8      int m = G.size();
9      int num = 0, ret = 0;
10     for (int i = 0; i < m; i++)
11     {
12         Edge p = G[i];
13         int x = p.Y.X, y = p.Y.Y;
14         int d = p.X;
15         if (!same(x, y))
16         {
17             unite(x, y);
18             num++;
19             ret += d;
20         }
21         if (num == n - 1) break;
22     }
23     return ret;
24 }
```

### 4.2.2 Prim

```

1 // 耗费矩阵cost[],标号从0开始,0~n-1
2 // 返回最小生成树的权值,返回-1表示原图不连通
3 const int maxn = "Edit";
4 bool vis[maxn];
5 int lowc[maxn];
6 int Prim(int cost[][maxn], int n)
7 {
8     int ans = 0;
9     clr(vis, 0);
10    vis[0] = 1;
11    for (int i = 1; i < n; i++)
12        lowc[i] = cost[0][i];
13    for (int i = 1; i < n; i++)
14    {
15        int minc = INF;
16        int p = -1;
17        for (int j = 0; j < n; j++)
18            if (!vis[j] && minc > lowc[j])
19            {
20                minc = lowc[j];
21                p = j;
22            }
23        if (minc == INF) return -1;
24        vis[p] = 1;
25        ans += minc;
26        for (int j = 0; j < n; j++)
27            if (!vis[j] && lowc[j] > cost[p][j])
28                lowc[j] = cost[p][j];
29    }
30    return ans;
31 }

```

## 4.3 Shortest Path

### 4.3.1 Dijkstra

```

1 // pair<权值, 点>
2 // 记得初始化
3 const int maxn = "Edit";
4 typedef pair<int, int> PII;
5 typedef vector<PII> VII;
6 VII G[maxn];
7 int vis[maxn], dis[maxn];
8 void init(int n)
9 {
10     for (int i = 0; i < n; i++) G[i].clear();
11 }
12 void add_edge(int u, int v, int w) { G[u].pb(mp(w, v)); }
13 void Dijkstra(int s, int n)
14 {
15     clr(vis, 0), clr(dis, 0x3f);
16     dis[s] = 0;
17     priority_queue<PII, VII, greater<PII> > q;
18     q.push(mp(dis[s], s));
19     while (!q.empty())
20     {
21         PII t = q.top();

```

```

22     int x = t.Y;
23     q.pop();
24     if (vis[x]) continue;
25     vis[x] = 1;
26     for (int i = 0; i < G[x].size(); i++)
27     {
28         int y = G[x][i].Y, w = G[x][i].X;
29         if (!vis[y] && dis[y] > dis[x] + w)
30         {
31             dis[y] = dis[x] + w;
32             q.push(mp(dis[y], y));
33         }
34     }
35 }
36 }

```

#### 4.3.2 SPFA

```

1  // G[u] = mp(v, w)
2  // SPFA()返回0表示存在负环
3  const int maxn = "Edit";
4  vector<PII> G[maxn];
5  bool vis[maxn];
6  int dis[maxn];
7  int inqueue[maxn];
8  void init(int n)
9  {
10     for (int i = 0; i < n; i++) G[i].clear();
11 }
12 void add_edge(int u, int v, int w) { G[u].pb(mp(v, w)); }
13 bool SPFA(int s, int n)
14 {
15     clr(vis, 0), clr(dis, 0x3f), clr(inqueue, 0);
16     dis[s] = 0;
17     queue<int> q; // 待优化的节点入队
18     q.push(s);
19     while (!q.empty())
20     {
21         int x = q.front();
22         q.pop();
23         vis[x] = false;
24         for (int i = 0; i < G[x].size(); i++)
25         {
26             int y = G[x][i].X, w = G[x][i].Y;
27             if (dis[y] > dis[x] + w)
28             {
29                 dis[y] = dis[x] + w;
30                 if (!vis[y])
31                 {
32                     q.push(y);
33                     vis[y] = true;
34                     if (++inqueue[y] >= n) return 0;
35                 }
36             }
37         }
38     }
39     return 1;
40 }

```



### 4.3.3 Floyd

$O(n^3)$  求出任意两点间最短路

```

1 // 邻接矩阵存图需注意判断重边
2 const int maxn = "Edit";
3 int G[maxn][maxn];
4 void init(int n)
5 {
6     clr(G, 0x3f);
7     for (int i = 0; i < n; i++) G[i][i] = 0;
8 }
9 void add_edge(int u, int v, int w) { G[u][v] = min(G[u][v], w); }
10 void Floyd(int n)
11 {
12     for (int k = 0; k < n; k++)
13         for (int i = 0; i < n; i++)
14             for (int j = 0; j < n; j++)
15                 G[i][j] = min(G[i][j], G[i][k] + G[k][j]);
16 }

```

## 4.4 Topo Sort

### 4.4.1 Matrix

```

1 // 存图前记得初始化
2 // Ans存放拓扑结果, G为邻接矩阵, deg为入度信息
3 // 排序成功返回1, 存在环返回0
4 const int maxn = "Edit";
5 int Ans[maxn]; // 存放拓扑排序结果
6 int G[maxn][maxn]; // 存放图信息
7 int deg[maxn]; // 存放点入度信息
8 void init() { clr(G, 0), clr(deg, 0), clr(Ans, 0); }
9 void add_edge(int u, int v)
10 {
11     if (G[u][v]) return;
12     G[u][v] = 1, deg[v]++;
13 }
14 bool Toposort(int n)
15 {
16     int tot = 0;
17     queue<int> q;
18     for (int i = 0; i < n; ++i)
19         if (deg[i] == 0) q.push(i);
20     while (!q.empty())
21     {
22         int v = q.front();
23         q.pop();
24         Ans[tot++] = v;
25         for (int i = 0; i < n; ++i)
26             if (G[v][i] == 1)
27                 if (--deg[i] == 0) q.push(i);
28     }
29     if (tot < n) return false;
30     return true;
31 }

```

#### 4.4.2 List

```

1 // 存图前记得初始化
2 // Ans排序结果, G邻接表, deg入度, map用于判断重边
3 // 排序成功返回1, 存在环返回0
4 const int maxn = "Edit";
5 int Ans[maxn];
6 vector<int> G[maxn];
7 int deg[maxn];
8 map<PII, bool> S;
9 void init(int n)
10 {
11     S.clear();
12     for (int i = 0; i < n; i++) G[i].clear();
13     clr(deg, 0), clr(Ans, 0);
14 }
15 void add_edge(int u, int v)
16 {
17     if (S[mp(u, v)]) return;
18     G[u].pb(v);
19     S[mp(u, v)] = 1;
20     deg[v]++;
21 }
22 bool Toposort(int n)
23 {
24     int tot = 0;
25     queue<int> q;
26     for (int i = 0; i < n; ++i)
27         if (deg[i] == 0) q.push(i);
28     while (!q.empty())
29     {
30         int v = q.front();
31         q.pop();
32         Ans[tot++] = v;
33         for (int i = 0; i < G[v].size(); ++i)
34         {
35             int t = G[v][i];
36             if (--deg[t] == 0) q.push(t);
37         }
38     }
39     if (tot < n) return false;
40     return true;
41 }

```

### 4.5 LCA

#### 4.5.1 Tarjan

```

1 // Tarjan离线算法
2 // 时间复杂度O(n+q)
3 const int maxn = "Edit";
4 int par[maxn]; //并查集
5 int ans[maxn]; //存储答案
6 vector<int> G[maxn]; //邻接表
7 vector<int> query[maxn], num[maxn]; //存储查询信息
8 bool vis[maxn]; //是否被遍历
9 inline void init(int n)
10 {
11     for (int i = 1; i <= n; i++)

```

```

12     {
13         G[i].clear();
14         query[i].clear();
15         num[i].clear();
16         par[i] = i;
17         vis[i] = 0;
18     }
19 }
20 inline void add_edge(int u, int v) { G[u].pb(v); }
21 inline void add_query(int id, int u, int v)
22 {
23     query[u].pb(v), query[v].pb(u);
24     num[u].pb(id), num[v].pb(id);
25 }
26 void tarjan(int u)
27 {
28     vis[u] = 1;
29     for (int i = 0; i < G[u].size(); i++)
30     {
31         int v = G[u][i];
32         if (vis[v]) continue;
33         tarjan(v);
34         unite(u, v);
35     }
36     for (int i = 0; i < query[u].size(); i++)
37     {
38         int v = query[u][i];
39         if (!vis[v]) continue;
40         ans[num[u][i]] = find(v);
41     }
42 }

```

#### 4.5.2 DFS+ST

```

1 // DFS+ST在线算法
2 // 时间复杂度 $O(n\log n+q)$ 
3 const int maxn = "Edit";
4 vector<int> G[maxn];
5 int dfs_clock;
6 int pos[maxn], f[maxn << 1], dep[maxn << 1], dp[maxn << 1][30];
7 inline void init(int n)
8 {
9     for (int i = 0; i < n; i++) G[i].clear();
10    dfs_clock = 0;
11 }
12 inline void add_edge(int u, int v) { G[u].pb(v); }
13 void dfs(int u, int pre, int depth)
14 {
15     f[++dfs_clock] = u; //记录遍历顺序
16     pos[u] = dfs_clock; //记录某个节点在f中第一次出现的位置
17     dep[dfs_clock] = depth; //记录路径
18     for (int i = 0; i < G[u].size(); i++)
19     {
20         int v = G[u][i];
21         if (v == pre) continue;
22         dfs(v, u, depth + 1);
23         f[++dfs_clock] = u;
24         dep[dfs_clock] = depth;

```

```

25     }
26 }
27 void initrmq(int n) // n = dfs_clock
28 {
29     for (int i = 1; i <= n; i++) dp[i][0] = i;
30     for (int j = 1; (1 << j) <= n; j++)
31         for (int i = 0; i + (1 << j) - 1 <= tot; i++)
32             {
33                 if (dep[dp[i][j - 1]] < dep[dp[i + (1 << (j - 1))][j - 1]])
34                     dp[i][j] = dp[i][j - 1];
35                 else
36                     dp[i][j] = dp[i + (1 << (j - 1))][j - 1];
37             }
38 }
39 int rmq(int l, int r)
40 {
41     l = pos[l], r = pos[r];
42     if (l > r) swap(l, r);
43     int k = 0;
44     while ((1 << (k + 1)) <= r - l + 1) k++;
45     return (dep[l][k] < dep[r - (1 << k) + 1][k]) ? dp[l][k] : dp[r - (1 << k) + 1][k];
46 }

```

## 4.6 Biconnected Component

```

1 //割顶的bccno无意义
2 const int maxn = "Edit";
3 int pre[maxn], iscut[maxn], bccno[maxn], dfs_clock, bcc_cnt;
4 vector<int> G[maxn], bcc[maxn];
5 stack<PII> s;
6 void init(int n)
7 {
8     for (int i = 0; i < n; i++) G[i].clear();
9 }
10 inline void add_edge(int u, int v) { G[u].pb(v), G[v].pb(u); }
11 int dfs(int u, int fa)
12 {
13     int lowu = pre[u] = ++dfs_clock;
14     int child = 0;
15     for (int i = 0; i < G[u].size(); i++)
16     {
17         int v = G[u][i];
18         PII e = mp(u, v);
19         if (!pre[v])
20         {
21             //没有访问过v
22             s.push(e);
23             child++;
24             int lowv = dfs(v, u);
25             lowu = min(lowu, lowv); //用后代的low函数更新自己
26             if (lowv >= pre[u])
27             {
28                 iscut[u] = true;
29                 bcc_cnt++;
30                 bcc[bcc_cnt].clear(); //注意! bcc从1开始编号
31                 for (;;)
32                 {
33                     PII x = s.top();

```

```

34         s.pop();
35         if (bccno[x.X] != bcc_cnt)
36             bcc[bcc_cnt].pb(x.X), bcc[x.X] = bcc_cnt;
37         if (bccno[x.Y] != bcc_cnt)
38             bcc[bcc_cnt].pb(x.Y), bcc[x.Y] = bcc_cnt;
39         if (x.X == u && x.Y == v) break;
40     }
41 }
42 }
43 else if (pre[v] < pre[u] && v != fa)
44 {
45     s.push(e);
46     lowu = min(lowu, pre[v]); //用反向边更新自己
47 }
48 }
49 if (fa < 0 && child == 1) iscut[u] = 0;
50 return lowu;
51 }
52 void find_bcc(int n)
53 {
54     //调用结束后s保证为空, 所以不用清空
55     clr(pre, 0), clr(iscut, 0), clr(bccno, 0);
56     dfs_clock = bcc_cnt = 0;
57     for (int i = 0; i < n; i++)
58         if (!pre[i]) dfs(i, -1);
59 }

```

## 4.7 Strongly Connected Component

```

1  const int maxn = "Edit";
2  vector<int> G[maxn];
3  int pre[maxn], lowlink[maxn], sccno[maxn], dfs_clock, scc_cnt;
4  stack<int> S;
5  inline void add_edge(int u, int v) { G[u].pb(v); }
6  void dfs(int u)
7  {
8      pre[u] = lowlink[u] = ++dfs_clock;
9      S.push(u);
10     for (int i = 0; i < G[u].size(); i++)
11     {
12         int v = G[u][i];
13         if (!pre[v])
14         {
15             dfs(v);
16             lowlink[u] = min(lowlink[u], lowlink[v]);
17         }
18         else if (!sccno[v])
19             lowlink[u] = min(lowlink[u], pre[v]);
20     }
21     if (lowlink[u] == pre[u])
22     {
23         scc_cnt++;
24         for (;;)
25         {
26             int x = S.top();
27             S.pop();
28             sccno[x] = scc_cnt;
29             if (x == u) break;

```

```

30     }
31 }
32 }
33 void find_scc(int n)
34 {
35     dfs_clock = 0, scc_cnt = 0;
36     clr(sccno, 0), clr(pre, 0);
37     for (int i = 0; i < n; i++)
38         if (!pre[i]) dfs(i);
39 }

```

## 4.8 Bipartite Graph Matching

1. 一个二分图中的最大匹配数等于这个图中的最小点覆盖数

2. 最小路径覆盖 =  $|G|$  - 最大匹配数

在一个  $N \times N$  的有向图中, 路径覆盖就是在图中找一些路径, 使之覆盖了图中的所有顶点, 且任何一个顶点有且只有一条路径与之关联;

(如果把这些路径中的每条路径从它的起始点走到它的终点, 那么恰好可以经过图中的每个顶点一次且仅一次); 如果不考虑图中存在回路, 那么每每条路径就是一个弱连通子集。

由上面可以得出:

- (a) 一个单独的顶点是一条路径;
- (b) 如果存在一路径  $p_1, p_2, \dots, p_k$ , 其中  $p_1$  为起点,  $p_k$  为终点, 那么在覆盖图中, 顶点  $p_1, p_2, \dots, p_k$  不再与其它顶点之间存在有向边。

最小路径覆盖就是找出最小的路径条数, 使之成为  $G$  的一个路径覆盖。

路径覆盖与二分图匹配的关系: 最小路径覆盖 =  $|G|$  - 最大匹配数;

3. 二分图最大独立集 = 顶点数 - 二分图最大匹配

独立集: 图中任意两个顶点都不相连的顶点集合。

### 4.8.1 Hungry(Matrix)

```

1  /*
2  二分图匹配(匈牙利算法的DFS实现)(邻接矩阵形式)
3  初始化:g[][]两边顶点的划分情况
4  建立g[i][j]表示i->j的有向边就可以了,是左边向右边的匹配
5  g没有边相连则初始化为0
6  uN是匹配左边的顶点数,vN是匹配右边的顶点数
7  调用:res=hungary();输出最大匹配数
8  优点:适用于稠密图,DFS找增广路,实现简洁易于理解
9  时间复杂度:O(VE)
10  顶点编号从0开始的
11  */
12 const int maxn = "Edit";
13 int uN, vN; //u,v的数目,使用前面必须赋值
14 int g[maxn][maxn]; //邻接矩阵
15 int linker[maxn];
16 bool used[maxn];
17 bool dfs(int u)
18 {
19     for (int v = 0; v < vN; v++)
20         if (g[u][v] && !used[v])
21             {
22                 used[v] = true;
23                 if (linker[v] == -1 || dfs(linker[v]))
24                     {
25                         linker[v] = u;

```

```
26         return true;
27     }
28 }
29 return false;
30 }
31 int hungary()
32 {
33     int res = 0;
34     clr(linker, -1);
35     for (int u = 0; u < uN; u++)
36     {
37         clr(used, 0);
38         if (dfs(u)) res++;
39     }
40     return res;
41 }
```

#### 4.8.2 Hungry(List)

```
1  /*
2  匈牙利算法邻接表形式
3  使用前用init()进行初始化
4  加边使用函数addedge(u,v)
5  */
6  const int maxn = "Edit";
7  int n;
8  vector<int> G[maxn];
9  int linker[maxn];
10 bool used[maxn];
11 inline void init(int n)
12 {
13     for (int i = 0; i < n; i++) G[i].clear();
14 }
15 inline void addedge(int u, int v) { G[u].pb(v); }
16 bool dfs(int u)
17 {
18     for (int i = 0; i < G[u].size(); i++)
19     {
20         int v = G[u][i];
21         if (!used[v])
22         {
23             used[v] = true;
24             if (linker[v] == -1 || dfs(linker[v]))
25             {
26                 linker[v] = u;
27                 return true;
28             }
29         }
30     }
31     return false;
32 }
33 int hungary()
34 {
35     int ans = 0;
36     clr(linker, -1);
37     for (int u = 0; u < n; v++)
38     {
39         clr(vis, 0);
```

```

40         if (dfs(u)) ans++;
41     }
42     return ans;
43 }

```

#### 4.8.3 Hopcroft-Carp

```

1  /*
2  二分图匹配(Hopcroft-Carp算法)
3  复杂度 $O(\sqrt{n} * E)$ 
4  邻接表存图,vector实现
5  vector先初始化,然后加边
6  uN 为左端的顶点数,使用前赋值(点编号0开始)
7  */
8  const int maxn = "Edit";
9  vector<int> G[maxn];
10 int uN;
11 int Mx[maxn], My[maxn];
12 int dx[maxn], dy[maxn];
13 int dis;
14 bool used[maxn];
15 inline void init(int n)
16 {
17     for (int i = 0; i < n; i++) G[i].clear();
18 }
19 inline void addedge(int u, int v) { G[u].pb(v); }
20 bool SearchPC()
21 {
22     queue<int> Q;
23     dis = INF;
24     clr(dx, -1);
25     clr(dy, -1);
26     for (int i = 0; i < uN; i++)
27         if (Mx[i] == -1)
28         {
29             Q.push(i);
30             dx[i] = 0;
31         }
32     while (!Q.empty())
33     {
34         int u = Q.front();
35         Q.pop();
36         if (dx[u] > dis) break;
37         int sz = G[u].size();
38         for (int i = 0; i < sz; i++)
39         {
40             int v = G[u][i];
41             if (dy[v] == -1)
42             {
43                 dy[v] = dx[u] + 1;
44                 if (My[v] == -1)
45                     dis = dy[v];
46                 else
47                 {
48                     dx[My[v]] = dy[v] + 1;
49                     Q.push(My[v]);
50                 }
51             }

```



```

52     }
53 }
54 return dis != INF;
55 }
56 bool DFS(int u)
57 {
58     int sz = G[u].size();
59     for (int i = 0; i < sz; i++)
60     {
61         int v = G[u][i];
62         if (!used[v] && dy[v] == dx[u] + 1)
63         {
64             used[v] = true;
65             if (My[v] != -1 && dy[v] == dis) continue;
66             if (My[v] == -1 || DFS(My[v]))
67             {
68                 My[v] = u, Mx[u] = v;
69                 return true;
70             }
71         }
72     }
73     return false;
74 }
75 int MaxMatch()
76 {
77     int res = 0;
78     clr(Mx, -1), clr(My, -1);
79     while (SearchP())
80     {
81         clr(used, false);
82         for (int i = 0; i < uN; i++)
83             if (Mx[i] == -1 && DFS(i)) res++;
84     }
85     return res;
86 }

```

#### 4.8.4 Hungry(Multiple)

```

1  const int maxn = "Edit";
2  const int maxm = "Edit";
3  int uN, vN;           //u,v的数目,使用前面必须赋值
4  int g[maxn][maxm];   //邻接矩阵
5  int linker[maxm][maxn];
6  bool used[maxm];
7  int num[maxm];       //右边最大的匹配数
8  bool dfs(int u)
9  {
10     for (int v = 0; v < vN; v++)
11         if (g[u][v] && !used[v])
12         {
13             used[v] = true;
14             if (linker[v][0] < num[v])
15             {
16                 linker[v][++linker[v][0]] = u;
17                 return true;
18             }
19             for (int i = 1; i <= num[v]; i++)
20                 if (dfs(linker[v][i]))

```

```

21         {
22             linker[v][i] = u;
23             return true;
24         }
25     }
26     return false;
27 }
28 int hungary()
29 {
30     int res = 0;
31     for (int i = 0; i < vN; i++) linker[i][0] = 0;
32     for (int u = 0; u < uN; u++)
33     {
34         clr(used, 0);
35         if (dfs(u)) res++;
36     }
37     return res;
38 }

```

#### 4.8.5 Kuhn-Munkres

```

1  const int maxn = "Edit";
2  int nx, ny; //两边的点数
3  int g[maxn][maxn]; //二分图描述
4  int linker[maxn], lx[maxn], ly[maxn]; //y中各点匹配状态,x,y中的点标号
5  int slack[N];
6  bool visx[N], visy[N];
7  bool dfs(int x)
8  {
9      visx[x] = true;
10     for (int y = 0; y < ny; y++)
11     {
12         if (visy[y]) continue;
13         int tmp = lx[x] + ly[y] - g[x][y];
14         if (tmp == 0)
15         {
16             visy[y] = true;
17             if (linker[y] == -1 || dfs(linker[y]))
18             {
19                 linker[y] = x;
20                 return true;
21             }
22         }
23         else if (slack[y] > tmp)
24             slack[y] = tmp;
25     }
26     return false;
27 }
28 int KM()
29 {
30     clr(linker, -1), clr(ly, 0);
31     for (int i = 0; i < nx; i++)
32     {
33         lx[i] = -INF;
34         for (int j = 0; j < ny; j++)
35             if (g[i][j] > lx[i]) lx[i] = g[i][j];
36     }
37     for (int x = 0; x < nx; x++)

```

```

38 {
39     clr(slack, 0x3f);
40     for (;;)
41     {
42         clr(visx, 0), clr(visy, 0);
43         if (dfs(x)) break;
44         int d = INF;
45         for (int i = 0; i < ny; i++)
46             if (!visy[i] && d > slack[i]) d = slack[i];
47         for (int i = 0; i < nx; i++)
48             if (visx[i]) lx[i] -= d;
49         for (int i = 0; i < ny; i++)
50             if (visy[i])
51                 ly[i] += d;
52         else
53             slack[i] -= d;
54     }
55 }
56 int res = 0;
57 for (int i = 0; i < ny; i++)
58     if (~linker[i]) res += g[linker[i]][i];
59 return res;
60 }

```

## 4.9 Network Flow

```

1 struct Edge
2 {
3     int from, to, cap, flow;
4     Edge(int u, int v, int c, int f) : from(u), to(v), cap(c), flow(f) {}
5 };

```

### 4.9.1 EdmondKarp

```

1 const int maxn = "Edit";
2 struct EdmondsKarp //时间复杂度O(v*E*E)
3 {
4     int n, m;
5     vector<Edge> edges; //边数的两倍
6     vector<int> G[maxn]; //邻接表, G[i][j]表示节点i的第j条边在e数组中的序号
7     int a[maxn]; //起点到i的可改进量
8     int p[maxn]; //最短路树上p的入弧编号
9     void init(int n)
10    {
11        for (int i = 0; i < n; i++) G[i].clear();
12        edges.clear();
13    }
14    void AddEdge(int from, int to, int cap)
15    {
16        edges.pb(Edge(from, to, cap, 0));
17        edges.pb(Edge(to, from, 0, 0)); //反向弧
18        m = edges.size();
19        G[from].pb(m - 2);
20        G[to].pb(m - 1);
21    }
22    int Maxflow(int s, int t)
23    {

```

```

24     int flow = 0;
25     for (;;)
26     {
27         clr(a, 0);
28         queue<int> q;
29         q.push(s);
30         a[s] = INF;
31         while (!q.empty())
32         {
33             int x = q.front();
34             q.pop();
35             for (int i = 0; i < G[x].size(); i++)
36             {
37                 Edge& e = edges[G[x][i]];
38                 if (!a[e.to] && e.cap > e.flow)
39                 {
40                     p[e.to] = G[x][i];
41                     a[e.to] = min(a[x], e.cap - e.flow);
42                     q.push(e.to);
43                 }
44             }
45             if (a[t]) break;
46         }
47         if (!a[t]) break;
48         for (int u = t; u != s; u = edges[p[u]].from)
49         {
50             edges[p[u]].flow += a[t];
51             edges[p[u] ^ 1].flow -= a[t];
52         }
53         flow += a[t];
54     }
55     return flow;
56 }
57 };

```

#### 4.9.2 Dinic

```

1  const int maxn = "Edit";
2  struct Dinic
3  {
4      int n, m, s, t;           //结点数, 边数 (包括反向弧), 源点编号和汇点编号
5      vector<Edge> edges;        //边表。edge[e]和edge[e^1]互为反向弧
6      vector<int> G[maxn];       //邻接表, G[i][j]表示节点i的第j条边在e数组中的序号
7      bool vis[maxn];           //BFS使用
8      int d[maxn];              //从起点到i的距离
9      int cur[maxn];            //当前弧下标
10     void init(int n)
11     {
12         this->n = n;
13         for (int i = 0; i < n; i++) G[i].clear();
14         edges.clear();
15     }
16     void AddEdge(int from, int to, int cap)
17     {
18         edges.pb(Edge(from, to, cap, 0));
19         edges.pb(Edge(to, from, 0, 0));
20         m = edges.size();
21         G[from].pb(m - 2);

```

```

22     G[to].pb(m - 1);
23 }
24 bool BFS()
25 {
26     clr(vis, 0);
27     clr(d, 0);
28     queue<int> q;
29     q.push(s);
30     d[s] = 0;
31     vis[s] = 1;
32     while (!q.empty())
33     {
34         int x = q.front();
35         q.pop();
36         for (int i = 0; i < G[x].size(); i++)
37         {
38             Edge& e = edges[G[x][i]];
39             if (!vis[e.to] && e.cap > e.flow)
40             {
41                 vis[e.to] = 1;
42                 d[e.to] = d[x] + 1;
43                 q.push(e.to);
44             }
45         }
46     }
47     return vis[t];
48 }
49 int DFS(int x, int a)
50 {
51     if (x == t || a == 0) return a;
52     int flow = 0, f;
53     for (int& i = cur[x]; i < G[x].size(); i++)
54     {
55         //从上次考虑的弧
56         Edge& e = edges[G[x][i]];
57         if (d[x] + 1 == d[e.to] && (f = DFS(e.to, min(a, e.cap - e.flow))) > 0)
58         {
59             e.flow += f;
60             edges[G[x][i] ^ 1].flow -= f;
61             flow += f;
62             a -= f;
63             if (a == 0) break;
64         }
65     }
66     return flow;
67 }
68 int Maxflow(int s, int t)
69 {
70     this->s = s;
71     this->t = t;
72     int flow = 0;
73     while (BFS())
74     {
75         clr(cur, 0);
76         flow += DFS(s, INF);
77     }
78     return flow;
79 }
80 };

```

## 4.9.3 ISAP

```

1  const int maxn = "Edit";
2  struct ISAP
3  {
4      int n, m, s, t;          //结点数, 边数 (包括反向弧), 源点编号和汇点编号
5      vector<Edge> edges;      //边表。edges[e]和edges[e^1]互为反向弧
6      vector<int> G[maxn];     //邻接表, G[i][j]表示结点i的第j条边在e数组中的序号
7      bool vis[maxn];         //BFS使用
8      int d[maxn];            //起点到i的距离
9      int cur[maxn];          //当前弧下标
10     int p[maxn];             //可增广路上的一条弧
11     int num[maxn];           //距离标号计数
12     void init(int n)
13     {
14         this->n = n;
15         for (int i = 0; i < n; i++) G[i].clear();
16         edges.clear();
17     }
18     void AddEdge(int from, int to, int cap)
19     {
20         edges.pb(Edge(from, to, cap, 0));
21         edges.pb(Edge(to, from, 0, 0));
22         int m = edges.size();
23         G[from].pb(m - 2);
24         G[to].pb(m - 1);
25     }
26     int Augument()
27     {
28         int x = t, a = INF;
29         while (x != s)
30         {
31             Edge& e = edges[p[x]];
32             a = min(a, e.cap - e.flow);
33             x = edges[p[x]].from;
34         }
35         x = t;
36         while (x != s)
37         {
38             edges[p[x]].flow += a;
39             edges[p[x] ^ 1].flow -= a;
40             x = edges[p[x]].from;
41         }
42         return a;
43     }
44     void BFS()
45     {
46         clr(vis, 0);
47         clr(d, 0);
48         queue<int> q;
49         q.push(t);
50         d[t] = 0;
51         vis[t] = 1;
52         while (!q.empty())
53         {
54             int x = q.front();
55             q.pop();
56             int len = G[x].size();
57             for (int i = 0; i < len; i++)

```

```

58         {
59             Edge& e = edges[G[x][i]];
60             if (!vis[e.from] && e.cap > e.flow)
61             {
62                 vis[e.from] = 1;
63                 d[e.from] = d[x] + 1;
64                 q.push(e.from);
65             }
66         }
67     }
68 }
69 int Maxflow(int s, int t)
70 {
71     this->s = s;
72     this->t = t;
73     int flow = 0;
74     BFS();
75     clr(num, 0);
76     for (int i = 0; i < n; i++)
77         if (d[i] < INF) num[d[i]]++;
78     int x = s;
79     clr(cur, 0);
80     while (d[s] < n)
81     {
82         if (x == t)
83         {
84             flow += Augument();
85             x = s;
86         }
87         int ok = 0;
88         for (int i = cur[x]; i < G[x].size(); i++)
89         {
90             Edge& e = edges[G[x][i]];
91             if (e.cap > e.flow && d[x] == d[e.to] + 1)
92             {
93                 ok = 1;
94                 p[e.to] = G[x][i];
95                 cur[x] = i;
96                 x = e.to;
97                 break;
98             }
99         }
100         if (!ok) //Retreat
101         {
102             int m = n - 1;
103             for (int i = 0; i < G[x].size(); i++)
104             {
105                 Edge& e = edges[G[x][i]];
106                 if (e.cap > e.flow) m = min(m, d[e.to]);
107             }
108             if (--num[d[x]] == 0) break; //gap优化
109             num[d[x] = m + 1]++;
110             cur[x] = 0;
111             if (x != s) x = edges[p[x]].from;
112         }
113     }
114     return flow;
115 }
116 };

```

## 4.9.4 MinCost MaxFlow

```

1  const int maxn = "Edit";
2  struct Edge
3  {
4      int from, to, cap, flow, cost;
5      Edge(int u, int v, int c, int f, int w) : from(u), to(v), cap(c), flow(f), cost(w)
6      {}
7  };
8  struct MCMF
9  {
10     int n, m;
11     vector<Edge> edges;
12     vector<int> G[maxn];
13     int inq[maxn]; //是否在队列中
14     int d[maxn];   //bellmanford
15     int p[maxn];   //上一条弧
16     int a[maxn];   //可改进量
17     void init(int n)
18     {
19         this->n = n;
20         for (int i = 0; i < n; i++) G[i].clear();
21         edges.clear();
22     }
23     void AddEdge(int from, int to, int cap, int cost)
24     {
25         edges.pb(Edge(from, to, cap, 0, cost));
26         edges.pb(Edge(to, from, 0, 0, -cost));
27         m = edges.size();
28         G[from].pb(m - 2);
29         G[to].pb(m - 1);
30     }
31     bool BellmanFord(int s, int t, int& flow, ll& cost)
32     {
33         for (int i = 0; i < n; i++) d[i] = INF;
34         clr(inq, 0);
35         d[s] = 0;
36         inq[s] = 1;
37         p[s] = 0;
38         a[s] = INF;
39         queue<int> q;
40         q.push(s);
41         while (!q.empty())
42         {
43             int u = q.front();
44             q.pop();
45             inq[u] = 0;
46             for (int i = 0; i < G[u].size(); i++)
47             {
48                 Edge& e = edges[G[u][i]];
49                 if (e.cap > e.flow && d[e.to] > d[u] + e.cost)
50                 {
51                     d[e.to] = d[u] + e.cost;
52                     p[e.to] = G[u][i];
53                     a[e.to] = min(a[u], e.cap - e.flow);
54                     if (!inq[e.to])
55                     {
56                         q.push(e.to);
57                         inq[e.to] = 1;
58                     }
59                 }
60             }
61         }
62     }
63 }

```



```

57         }
58     }
59 }
60 }
61 if (d[t] == INF) return false; // 当没有可增广的路时退出
62 flow += a[t];
63 cost += (ll)d[t] * (ll)a[t];
64 for (int u = t; u != s; u = edges[p[u]].from)
65 {
66     edges[p[u]].flow += a[t];
67     edges[p[u] ^ 1].flow -= a[t];
68 }
69 return true;
70 }
71 int MincostMaxflow(int s, int t, ll& cost)
72 {
73     int flow = 0;
74     cost = 0;
75     while (BellmanFord(s, t, flow, cost));
76     return flow;
77 }
78 };

```

#### 4.10 2-SAT

```

1 struct TwoSAT
2 {
3     int n;
4     vector<int> G[maxn << 1];
5     bool mark[maxn << 1];
6     int S[maxn << 1], c;
7     void init(int n)
8     {
9         this->n = n;
10        for (int i = 0; i < (n << 1); i++) G[i].clear();
11        clr(mark, 0);
12    }
13    bool dfs(int x)
14    {
15        if (mark[x ^ 1]) return false;
16        if (mark[x]) return true;
17        mark[x] = true;
18        S[c++] = x;
19        for (int i = 0; i < G[x].size(); i++)
20            if (!dfs(G[x][i])) return false;
21        return true;
22    }
23    //x = xval or y = yval
24    void add_clause(int x, int xval, int y, int yval)
25    {
26        x = (x << 1) + xval;
27        y = (y << 1) + yval;
28        G[x ^ 1].pb(y);
29        G[y ^ 1].pb(x);
30    }
31    bool solve()
32    {
33        for (int i = 0; i < (n << 1); i += 2)

```

```

34         if (!mark[i] && !mark[i + 1])
35         {
36             c = 0;
37             if (!dfs(i))
38             {
39                 while (c > 0) mark[S[--c]] = false;
40                 if (!dfs(i + 1)) return false;
41             }
42         }
43     return true;
44 }
45 };

```

## 4.11 Euler Path

- 基本概念:
  - 欧拉图: 能够没有重复地一次遍历所有边的图。(必须是连通图)
  - 欧拉路: 上述遍历的路径就是欧拉路。
  - 欧拉回路: 若欧拉路是闭合的 (一个圈, 从起点开始遍历最终又回到起点), 则为欧拉回路。
- 无向图  $G$  有欧拉路径的充要条件
  - $G$  是连通图
  - $G$  中奇顶点 (连接边的数量为奇数) 的数量等于 0 或 2。
- 无向图  $G$  有欧拉回路的充要条件
  - $G$  是连通图
  - $G$  中每个顶点都是偶顶点
- 有向图  $G$  有欧拉路径的充要条件
  - $G$  是连通图
  - $u$  的出度比入度大 1,  $v$  的出度比入度小 1, 其他所有点出度和入度相同。(  $u$  为起点,  $v$  为终点)
- 有向图  $G$  有欧拉回路的充要条件
  - $G$  是连通图
  - $G$  中每个顶点的出度等于入度

### 4.11.1 Fleury

```

1  // 若有两个点的度数是奇数, 则此时这两个点只能作为欧拉路径的起点和终点。
2  const int maxn = "Edit";
3  int G[maxn][maxn];
4  int deg[maxn][maxn];
5  vector<int> Ans;
6  inline void init() { clr(G, 0), clr(deg, 0); }
7  inline void AddEdge(int u, int v) { deg[u]++, deg[v]++, G[u][v]++, G[v][u]++; }
8  void Fleury(int s)
9  {
10     for (int i = 0; i < n; i++)
11         if (G[s][i])
12         {
13             G[s][i]--, G[i][s]--;
14             Fleury(i);
15         }
16     Ans.pb(s);
17 }

```

## 5 Computational Geometry

### 5.1 Basic Function

```

1  #define zero(x) ((fabs(x) < eps ? 1 : 0))
2  #define sgn(x) (fabs(x) < eps ? 0 : ((x) < 0 ? -1 : 1))
3
4  struct point
5  {
6      double x, y;
7      point(double a = 0, double b = 0) { x = a, y = b; }
8      point operator-(const point& b) const { return point(x - b.x, y - b.y); }
9      point operator+(const point& b) const { return point(x + b.x, y + b.y); }
10     // 两点是否重合
11     bool operator==(point& b) { return zero(x - b.x) && zero(y - b.y); }
12     // 点积(以原点为基准)
13     double operator*(const point& b) const { return x * b.x + y * b.y; }
14     // 叉积(以原点为基准)
15     double operator^(const point& b) const { return x * b.y - y * b.x; }
16     // 绕P点逆时针旋转a弧度后的点
17     point rotate(point b, double a)
18     {
19         double dx, dy;
20         (*this - b).split(dx, dy);
21         double tx = dx * cos(a) - dy * sin(a);
22         double ty = dx * sin(a) + dy * cos(a);
23         return point(tx, ty) + b;
24     }
25     // 点坐标分别赋值到a和b
26     void split(double& a, double& b) { a = x, b = y; }
27 };
28 struct line
29 {
30     point s, e;
31     line() {}
32     line(point ss, point ee) { s = ss, e = ee; }
33 };

```

### 5.2 Position

#### 5.2.1 Point-Point

```

1  double dist(point a, point b) { return sqrt((a - b) * (a - b)); }

```

#### 5.2.2 Line-Line

```

1  // <0, *> 表示重合; <1, *> 表示平行; <2, P> 表示交点是P;
2  pair<int, point> spoint(line l1, line l2)
3  {
4      point res = l1.s;
5      if (sgn((l1.s - l1.e) ^ (l2.s - l2.e)) == 0)
6          return mp(sgn((l1.s - l2.e) ^ (l2.s - l2.e)) != 0, res);
7      double t = ((l1.s - l2.s) ^ (l2.s - l2.e)) / ((l1.s - l1.e) ^ (l2.s - l2.e));
8      res.x += (l1.e.x - l1.s.x) * t;
9      res.y += (l1.e.y - l1.s.y) * t;
10     return mp(2, res);
11 }

```

### 5.2.3 Segment-Segment

```
1 bool segxseg(line l1, line l2)
2 {
3     return
4         max(l1.s.x, l1.e.x) >= min(l2.s.x, l2.e.x) &&
5         max(l2.s.x, l2.e.x) >= min(l1.s.x, l1.e.x) &&
6         max(l1.s.y, l1.e.y) >= min(l2.s.y, l2.e.y) &&
7         max(l2.s.y, l2.e.y) >= min(l1.s.y, l1.e.y) &&
8         sgn((l2.s - l1.e) ^ (l1.s - l1.e)) * sgn((l2.e - l1.e) ^ (l1.s - l1.e)) <= 0 &&
9         sgn((l1.s - l2.e) ^ (l2.s - l2.e)) * sgn((l1.e - l2.e) ^ (l2.s - l2.e)) <= 0;
10 }
```

### 5.2.4 Line-Segment

```
1 //l1是直线,l2是线段
2 bool segxline(line l1, line l2)
3 {
4     return sgn((l2.s - l1.e) ^ (l1.s - l1.e)) * sgn((l2.e - l1.e) ^ (l1.s - l1.e)) <=
5         0;
6 }
```

### 5.2.5 Point-Line

```
1 point pointtoline(point P, line L)
2 {
3     point res;
4     double t = ((P - L.s) * (L.e - L.s)) / ((L.e - L.s) * (L.e - L.s));
5     res.x = L.s.x + (L.e.x - L.s.x) * t, res.y = L.s.y + (L.e.y - L.s.y) * t;
6     return dist(P, res);
7 }
```

### 5.2.6 Point-Segment

```
1 point pointtosegment(point p, line l)
2 {
3     point res;
4     double t = ((p - l.s) * (l.e - l.s)) / ((l.e - l.s) * (l.e - l.s));
5     if (t >= 0 && t <= 1)
6         res.x = l.s.x + (l.e.x - l.s.x) * t, res.y = l.s.y + (l.e.y - l.s.y) * t;
7     else
8         res = dist(p, l.s) < dist(p, l.e) ? l.s : l.e;
9     return res;
10 }
```

### 5.2.7 Point on Segment

```
1 bool PointOnSeg(point p, line l)
2 {
3     return
4         sgn((l.s - p) ^ (l.e - p)) == 0 &&
5         sgn((p.x - l.s.x) * (p.x - l.e.x)) <= 0 &&
6         sgn((p.y - l.s.y) * (p.y - l.e.y)) <= 0;
7 }
```

## 5.3 Polygon

### 5.3.1 Area

```

1 double area(point p[], int n)
2 {
3     double res = 0;
4     for (int i = 0; i < n; i++) res += (p[i] ^ p[(i + 1) % n]) / 2;
5     return fabs(res);
6 }

```

### 5.3.2 Point in Convex

```

1 // 点形成一个凸包，而且按逆时针排序(如果是顺时针把里面的<0改为>0)
2 // 点的编号：[0,n)
3 // -1：点在凸多边形外
4 // 0：点在凸多边形边界上
5 // 1：点在凸多边形内
6 int PointInConvex(point a, point p[], int n)
7 {
8     for (int i = 0; i < n; i++)
9         if (sgn((p[i] - a) ^ (p[(i + 1) % n] - a)) < 0)
10             return -1;
11         else if (PointOnSeg(a, line(p[i], p[(i + 1) % n])))
12             return 0;
13     return 1;
14 }

```

### 5.3.3 Point in Polygon

```

1 // 射线法,poly[]的顶点数要大于等于3,点的编号0~n-1
2 // -1：点在凸多边形外
3 // 0：点在凸多边形边界上
4 // 1：点在凸多边形内
5 int PointInPoly(point p, point poly[], int n)
6 {
7     int cnt;
8     line ray, side;
9     cnt = 0;
10    ray.s = p;
11    ray.e.y = p.y;
12    ray.e.x = -1000000000000.0; // -INF,注意取值防止越界
13    for (int i = 0; i < n; i++)
14    {
15        side.s = poly[i], side.e = poly[(i + 1) % n];
16        if (PointOnSeg(p, side)) return 0;
17        //如果平行轴则不考虑
18        if (sgn(side.s.y - side.e.y) == 0)
19            continue;
20        if (PointOnSeg(side.s, ray))
21            cnt += (sgn(side.s.y - side.e.y) > 0);
22        else if (PointOnSeg(side.e, ray))
23            cnt += (sgn(side.e.y - side.s.y) > 0);
24        else if (segxseg(ray, side))
25            cnt++;
26    }
27    return cnt % 2 == 1 ? 1 : -1;
28 }

```

### 5.3.4 Judge Convex

```
1 //点可以是顺时针给出也可以是逆时针给出
2 //点的编号1~n-1
3 bool isconvex(point poly[], int n)
4 {
5     bool s[3];
6     clr(s, 0);
7     for (int i = 0; i < n; i++)
8     {
9         s[sgn((poly[(i + 1) % n] - poly[i]) ^ (poly[(i + 2) % n] - poly[i])) + 1] = 1;
10        if (s[0] && s[2]) return 0;
11    }
12    return 1;
13 }
```

## 5.4 Integer Points

### 5.4.1 On Segment

```
1 int OnSegment(line l) { return __gcd(fabs(l.s.x - l.e.x), fabs(l.s.y - l.e.y)) + 1; }
```

### 5.4.2 On Polygon Edge

```
1 int OnEdge(point p[], int n)
2 {
3     int i, ret = 0;
4     for (i = 0; i < n; i++)
5         ret += __gcd(fabs(p[i].x - p[(i + 1) % n].x), fabs(p[i].y - p[(i + 1) % n].y));
6     return ret;
7 }
```

### 5.4.3 Inside Polygon

```
1 int InSide(point p[], int n)
2 {
3     int i, area = 0;
4     for (i = 0; i < n; i++)
5         area += p[(i + 1) % n].y * (p[i].x - p[(i + 2) % n].x);
6     return (fabs(area) - OnEdge(n, p)) / 2 + 1;
7 }
```

## 5.5 Circle

### 5.5.1 Circumcenter

```
1 point waixin(point a, point b, point c)
2 {
3     double a1 = b.x - a.x, b1 = b.y - a.y, c1 = (a1 * a1 + b1 * b1) / 2;
4     double a2 = c.x - a.x, b2 = c.y - a.y, c2 = (a2 * a2 + b2 * b2) / 2;
5     double d = a1 * b2 - a2 * b1;
6     return point(a.x + (c1 * b2 - c2 * b1) / d, a.y + (a1 * c2 - a2 * c1) / d);
7 }
```

## 6 Dynamic Programming

### 6.1 Subsequence

#### 6.1.1 Max Sum

```

1 // 传入序列a和长度n, 返回最大子序列和
2 int MaxSeqSum(int a[], int n)
3 {
4     int rt = 0, cur = 0;
5     for (int i = 0; i < n; i++)
6         cur += a[i], rt = max(cur, rt), cur = max(0, cur);
7     return rt;
8 }

```

#### 6.1.2 Longest Increase

```

1 // 序列下标从1开始, LIS()返回长度, 序列存在lis[]中
2 const int N = "Edit";
3 int len, a[N], b[N], f[N];
4 int Find(int p, int l, int r)
5 {
6     while (l <= r)
7     {
8         int mid = (l + r) >> 1;
9         if (a[p] > b[mid])
10             l = mid + 1;
11         else
12             r = mid - 1;
13     }
14     return f[p] = l;
15 }
16 int LIS(int lis[], int n)
17 {
18     int len = 1;
19     f[1] = 1, b[1] = a[1];
20     for (int i = 2; i <= n; i++)
21     {
22         if (a[i] > b[len])
23             b[++len] = a[i], f[i] = len;
24         else
25             b[Find(i, 1, len)] = a[i];
26     }
27     for (int i = n, t = len; i >= 1 && t >= 1; i--)
28         if (f[i] == t) lis[--t] = a[i];
29     return len;
30 }
31
32 // 简单写法(下标从0开始, 只返回长度)
33 int dp[N];
34 int LIS(int a[], int n)
35 {
36     clr(dp, 0x3f);
37     for (int i = 0; i < n; i++) *lower_bound(dp, dp + n, a[i]) = a[i];
38     return lower_bound(dp, dp + n, INF) - dp;
39 }

```

### 6.1.3 Longest Common Increase

```

1 // 序列下标从1开始
2 int LCIS(int a[], int b[], int n, int m)
3 {
4     clr(dp, 0);
5     for (int i = 1; i <= n; i++)
6     {
7         int ma = 0;
8         for (int j = 1; j <= m; j++)
9         {
10             dp[i][j] = dp[i - 1][j];
11             if (a[i] > b[j]) ma = max(ma, dp[i - 1][j]);
12             if (a[i] == b[j]) dp[i][j] = ma + 1;
13         }
14     }
15     return *max_element(dp[n] + 1, dp[n] + 1 + m);
16 }

```

## 6.2 Digit Statistics

```

1 int a[20];
2 ll dp[20][state];
3 ll dfs(int pos, /*state变量*/, bool lead /*前导零*/, bool limit /*数位上界变量*/)
4 {
5     //递归边界, 既然是按位枚举, 最低位是0, 那么pos==-1说明这个数枚举完了
6     if (pos == -1) return 1;
7     /*这里一般返回1, 表示枚举的这个数是合法的, 那么这里就需要在枚举时必须每一位都要满足题目条件,
8     也就是说当前枚举到pos位, 一定要保证前面已经枚举的数位是合法的。*/
9     if (!limit && !lead && dp[pos][state] != -1) return dp[pos][state];
10    /*常规写法都是在没有限制的条件记忆化, 这里与下面记录状态是对应*/
11    int up = limit ? a[pos] : 9; //根据limit判断枚举的上界up
12    ll ans = 0;
13    for (int i = 0; i <= up; i++) //枚举, 然后把不同情况的个数加到ans就可以了
14    {
15        if () ...
16        else if () ...
17        ans += dfs(pos - 1, /*状态转移*/, lead && i == 0, limit && i == a[pos])
18        //最后两个变量传参都是这样写的
19        /*当前数位枚举的数是i, 然后根据题目的约束条件分类讨论
20        去计算不同情况下的个数, 还有要根据state变量来保证i的合法性*/
21    }
22    //计算完, 记录状态
23    if (!limit && !lead) dp[pos][state] = ans;
24    /*这里对应上面的记忆化, 在一定条件下时记录, 保证一致性,
25    当然如果约束条件不需要考虑lead, 这里就是lead就完全不用考虑了*/
26    return ans;
27 }
28 ll solve(ll x)
29 {
30     int pos = 0;
31     while (x) //把数位都分解出来
32         a[pos++] = x % 10, x /= 10;
33     return dfs(pos - 1 /*从最高位开始枚举*/, /*一系列状态 */, true, true);
34     //刚开始最高位都是有限制并且有前导零的, 显然比最高位还要高的一位视为0
35 }

```



## 7 Others

### 7.1 Matrix

#### 7.1.1 Matrix FastPow

```

1 typedef vector<ll> vec;
2 typedef vector<vec> mat;
3 mat mul(mat& A, mat& B)
4 {
5     mat C(A.size(), vec(B[0].size()));
6     for (int i = 0; i < A.size(); i++)
7         for (int k = 0; k < B.size(); k++)
8             if (A[i][k]) // 对稀疏矩阵的优化
9                 for (int j = 0; j < B[0].size(); j++)
10                     C[i][j] = (C[i][j] + A[i][k] * B[k][j]) % mod;
11     return C;
12 }
13 mat Pow(mat A, ll n)
14 {
15     mat B(A.size(), vec(A.size()));
16     for (int i = 0; i < A.size(); i++) B[i][i] = 1;
17     for (; n >= 1, A = mul(A, A))
18         if (n & 1) B = mul(B, A);
19     return B;
20 }

```

#### 7.1.2 Gauss Elimination

```

1 void gauss()
2 {
3     int now = 1, to;
4     double t;
5     for (int i = 1; i <= n; i++, now++)
6     {
7         /*for (to = now; !a[to][i] && to <= n; to++);
8         //做除法时减小误差, 可不写
9         if (to != now)
10             for (int j = 1; j <= n + 1; j++)
11                 swap(a[to][j], a[now][j]);*/
12         t = a[now][i];
13         for (int j = 1; j <= n + 1; j++) a[now][j] /= t;
14         for (int j = 1; j <= n; j++)
15             if (j != now)
16             {
17                 t = a[j][i];
18                 for (int k = 1; k <= n + 1; k++) a[j][k] -= t * a[now][k];
19             }
20     }
21 }

```

### 7.2 Tricks

#### 7.2.1 Stack-Overflow

```

1 // 解决爆栈问题
2 #pragma comment(linker, "/STACK:1024000000,1024000000")

```

### 7.2.2 Fast-Scanner

```

1 // 适用于正负整数
2 template <class T>
3 inline bool scan_d(T &ret)
4 {
5     char c;
6     int sgn;
7     if (c = getchar(), c == EOF) return 0; //EOF
8     while (c != '-' && (c < '0' || c > '9')) c = getchar();
9     sgn = (c == '-') ? -1 : 1;
10    ret = (c == '-') ? 0 : (c - '0');
11    while (c = getchar(), c >= '0' && c <= '9') ret = ret * 10 + (c - '0');
12    ret *= sgn;
13    return 1;
14 }
15 inline void out(int x)
16 {
17     if (x > 9) out(x / 10);
18     putchar(x % 10 + '0');
19 }

```

### 7.2.3 Strok-Sscanf

```

1 // 空格作为分隔输入,读取一行的整数
2 gets(buf);
3 int v;
4 char *p = strtok(buf, " ");
5 while (p)
6 {
7     sscanf(p, "%d", &v);
8     p = strtok(NULL, " ");
9 }

```

## 7.3 Mo

莫队算法, 可以解决一类静态, 离线区间查询问题。分成  $\sqrt{x}$  块, 分块排序。

```

1 struct query { int L, R, id; };
2 void solve(query node[], int m)
3 {
4     tmp = 0;
5     clr(num, 0);
6     clr(ans, 0);
7     sort(node, node + m, [](query a, query b) { return a.l / unit < b.l / unit || a.l /
8         unit == b.l / unit && a.r < b.r; });
9     int L = 1, R = 0;
10    for (int i = 0; i < m; i++)
11    {
12        while (node[i].L < L) add(a[--L]);
13        while (node[i].L > L) del(a[L++]);
14        while (node[i].R < R) del(a[R--]);
15        while (node[i].R > R) add(a[++R]);
16        ans[node[i].id] = tmp;
17    }
18 }

```

## 7.4 BigNum

### 7.4.1 High-precision

```

1 // 加法 乘法 小于号 输出
2 struct bint
3 {
4     int l;
5     short int w[100];
6     bint(int x = 0)
7     {
8         l = x == 0, clr(w, 0);
9         while (x) w[l++] = x % 10, x /= 10;
10    }
11    bool operator<(const bint& x) const
12    {
13        if (l != x.l) return l < x.l;
14        int i = l - 1;
15        while (i >= 0 && w[i] == x.w[i]) i--;
16        return (i >= 0 && w[i] < x.w[i]);
17    }
18    bint operator+(const bint& x) const
19    {
20        bint ans;
21        ans.l = l > x.l ? l : x.l;
22        for (int i = 0; i < ans.l; i++)
23        {
24            ans.w[i] += w[i] + x.w[i];
25            ans.w[i + 1] += ans.w[i] / 10;
26            ans.w[i] = ans.w[i] % 10;
27        }
28        if (ans.w[ans.l] != 0) ans.l++;
29        return ans;
30    }
31    bint operator*(const bint& x) const
32    {
33        bint res;
34        int up, tmp;
35        for (int i = 0; i < l; i++)
36        {
37            up = 0;
38            for (int j = 0; j < x.l; j++)
39            {
40                tmp = w[i] * x.w[j] + res.w[i + j] + up;
41                res.w[i + j] = tmp % 10;
42                up = tmp / 10;
43            }
44            if (up != 0) res.w[i + x.l] = up;
45        }
46        res.l = l + x.l;
47        while (res.w[res.l - 1] == 0 && res.l > 1) res.l--;
48        return res;
49    }
50    void print()
51    {
52        for (int i = l - 1; ~i; i--) printf("%d", w[i]);
53        puts("");
54    }
55 };

```

## 7.4.2 Complete High-precision

```

1  #define N 10000
2  class bint
3  {
4  private:
5      int a[N]; // 用 N 控制最大位数
6      int len;  // 数字长度
7  public:
8      // 构造函数
9      bint() { len = 1, clr(a, 0); }
10     // int -> bint
11     bint(int n)
12     {
13         len = 0;
14         clr(a, 0);
15         int d = n;
16         while (n)
17             d = n / 10 * 10, a[len++] = n - d, n = d / 10;
18     }
19     // char[] -> int
20     bint(const char s[])
21     {
22         clr(a, 0);
23         len = 0;
24         int l = strlen(s);
25         for (int i = l - 1; ~i; i--) a[len++] = s[i];
26     }
27     // 拷贝构造函数
28     bint(const bint& b)
29     {
30         clr(a, 0);
31         len = b.len;
32         for (int i = 0; i < len; i++) a[i] = b.a[i];
33     }
34     // 重载运算符 bint = bint
35     bint& operator=(const bint& n)
36     {
37         len = n.len;
38         for (int i = 0; i < len; i++) a[i] = n.a[i];
39         return *this;
40     }
41     // 重载运算符 bint + bint
42     bint operator+(const bint& b) const
43     {
44         bint t(*this);
45         int res = b.len > len ? b.len : len;
46         for (int i = 0; i < res; i++)
47         {
48             t.a[i] += b.a[i];
49             if (t.a[i] >= 10) t.a[i + 1]++, t.a[i] -= 10;
50         }
51         t.len = res + a[res] == 0;
52         return t;
53     }
54     // 重载运算符 bint - bint
55     bint operator-(const bint& b) const
56     {
57         bool f = *this > b;

```

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58     bint t1 = f ? *this : b;
59     bint t2 = f ? b : *this;
60     int res = t1.len, j;
61     for (int i = 0; i < res; i++)
62         if (t1.a[i] < t2.a[i])
63         {
64             j = i + 1;
65             while (t1.a[j] == 0) j++;
66             t1.a[j--]--;
67             while (j > i) t1.a[j--] += 9;
68             t1.a[i] += 10 - t1.a[i];
69         }
70         else
71             t1.a[i] -= t2.a[i];
72     t1.len = res;
73     while (t1.a[t1.len - 1] == 0 && t1.len > 1) t1.len--, res--;
74     if (f) t1.a[res - 1] = 0 - t1.a[res - 1];
75     return t1;
76 }
77 // 重载运算符 bint * bint
78 bint operator*(const bint& b) const
79 {
80     bint t;
81     int i, j, up, tmp, tmp1;
82     for (i = 0; i < len; i++)
83     {
84         up = 0;
85         for (j = 0; j < b.len; j++)
86         {
87             tmp = a[i] * b.a[j] + t.a[i + j] + up;
88             if (tmp > 9)
89                 tmp1 = tmp - tmp / 10 * 10, up = tmp / 10, t.a[i + j] = tmp1;
90             else
91                 up = 0, t.a[i + j] = tmp;
92         }
93         if (up) t.a[i + j] = up;
94     }
95     t.len = i + j;
96     while (t.a[t.len - 1] == 0 && t.len > 1) t.len--;
97     return t;
98 }
99 // 重载运算符 bint / int
100 bint operator/(const int& b) const
101 {
102     bint t;
103     int down = 0;
104     for (int i = len - 1; ~i; i--)
105         t.a[i] = (a[i] + down * 10) / b, down = a[i] + down * 10 - t.a[i] * b;
106     t.len = len;
107     while (t.a[t.len - 1] == 0 && t.len > 1) t.len--;
108     return t;
109 }
110 // 重载运算符 bint ^ n (n次方快速幂, 需保证n非负)
111 bint operator^(const int n) const
112 {
113     bint t(*this), rt(1);
114     if (n == 0) return 1;
115     if (n == 1) return *this;
116     int m = n;

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117         for (; m; m >>= 1, t = t * t)
118             if (m & 1) rt = rt * t;
119     }
120     return rt;
121     // 重载运算符 bint > bint 比较大小
122     bool operator>(const bint& b) const
123     {
124         int p;
125         if (len > b.len) return 1;
126         if (len == b.len)
127         {
128             p = len - 1;
129             while (a[p] == b.a[p] && p >= 0) p--;
130             return p >= 0 && a[p] > b.a[p];
131         }
132         return 0;
133     }
134     // 重载运算符 bint > int 比较大小
135     bool operator>(const int& n) const { return *this > bint(n); }
136     // 输出
137     void out()
138     {
139         for (int i = len - 1; ~i; i--) printf("%d", a[i]);
140         puts("");
141     }
142 };

```

## 7.5 VIM

```

1 syntax on
2 set cindent
3 set nu
4 set tabstop = 4
5 set shiftwidth = 4
6 set background = dark
7 map<C-A> ggVG"+y
8 map<F5>: call Run()<CR>
9 func !Run()
10     exec "w"
11     exec "!g++ -Wall % -o %<"
12     exec "!./%<"
13 endfunc

```