ICPC Templates For Africamonkey

Africamonkey

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目录

1 莫队算法

1.1 普通莫队

```
1  struct Q { int l, r, sqrtl, id; } q[N];
2  int n, m, v[N], ans[N], nowans;
3  bool cmp(const Q &a, const Q &b) {
4      if (a.sqrtl != b.sqrtl) return a.sqrtl < b.sqrtl;
5      return a.r < b.r;
6  }
7  void change(int x) { if (!v[x]) checkin(); else checkout(); }
8  int main() {
9      ......
10     for (int i=1;i<=m;i++) q[i].sqrtl = q[i].l / sqrt(n), q[i].id = i;
11     sort(q+1, q+m+1, cmp);
12     int L=1,R=0; nowans=0;
13     memset(v, 0, sizeof(v));
14     for (int i=1;i<=m;i++) {
15         while (L<q[i].l) change(L++);
16         while (L>q[i].l) change(--L);
17         while (R<q[i].r) change(++R);
18         while (R>q[i].r) change(R--);
19         ans[q[i].id] = nowans;
20     }
21     ......
22 }
```

1.2 树上莫队

```
1  struct Query { int l, r, id, l_group; } query[N];
2  struct EDGE { int adj, next; } edge[N*2];
3  int n, m, top, gh[N], c[N], reorder[N], deep[N], father[N], size[N], son[N], Top[N];
4  void addedge(int x, int y) {
5      edge[++top].adj = y;
6      edge[top].next = gh[x];
7      gh[x] = top;
8  }
9  void dfs(int x, int root=0) {
10     reorder[x] = ++top; father[x] = root; deep[x] = deep[root] + 1;
11     son[x] = 0; size[x] = 1; int dd = 0;
12     for (int p=gh[x]; p; p=edge[p].next)
13         if (edge[p].adj != root) {
14             dfs(edge[p].adj, x);
15             if (size[edge[p].adj] > dd) {
16                 son[x] = edge[p].adj;
17                 dd = size[edge[p].adj];
18             }
19             size[x] += size[edge[p].adj];
20         }
```

```
21  }
22  void split(int x, int tp) {
23      Top[x] = tp;
24      if (son[x]) split(son[x], tp);
25      for (int p=gh[x]; p; p=edge[p].next)
26          if (edge[p].adj != father[x] && edge[p].adj != son[x])
27              split(edge[p].adj, edge[p].adj);
28  }
29  int lca(int x, int y) {
30      int tx = Top[x], ty = Top[y];
31      while (tx != ty) {
32          if (deep[tx] < deep[ty]) {
33              swap(tx, ty);
34              swap(x, y);
35          }
36          x = father[tx];
37          tx = Top[x];
38      }
39      if (deep[x] < deep[y]) swap(x, y);
40      return y;
41  }
42  bool cmp(const Query &a, const Query &b) {
43      if (a.l_group != b.l_group) return a.l_group < b.l_group;
44      return reorder[a.r] < reorder[b.r];
45  }
46  int v[N], ans[N];
47  void upd(int x) { if (!v[x]) checkin(); else checkout(); }
48  void go(int &u, int taru, int v) {
49      int lca0 = lca(u, taru);
50      int lca1 = lca(u, v);    upd(lca1);
51      int lca2 = lca(taru, v); upd(lca2);
52      for (int x=u; x!=lca0; x=father[x]) upd(x);
53      for (int x=taru; x!=lca0; x=father[x]) upd(x);
54      u = taru;
55  }
56  int main() {
57      memset(gh, 0, sizeof(gh));
58      scanf("%d%d", &n, &m); top = 0;
59      for (int i=1;i<n;i++) {
60          int x,y; scanf("%d%d", &x, &y);
61          addedge(x, y); addedge(y, x);
62      }
63      top = 0; dfs(1); split(1, 1);
64      for (int i=1;i<=m;i++) {
65          if (reorder[query[i].l] > reorder[query[i].r])
66              swap(query[i].l, query[i].r);
67          query[i].id = i;
68          query[i].l_group = reorder[query[i].l] / sqrt(n);
69      }
70      sort(query+1, query+m+1, cmp);
```

```
71    int L=1,R=1; upd(1);
72    for (int i=1;i<=m;i++) {
73        go(L,query[i].l,R);
74        go(R,query[i].r,L);
75        ans[query[i].id] = answer();
76    }
77    ......
78 }
```

2 字符串

2.1 哈希

```
1  const int P=31,D=1000173169;
2  int n, pow[N], f[N]; char a[N];
3  int hash(int l, int r) { return (LL)(f[r]-(LL)f[l-1]*pow[r-l+1]%D+D)%D; }
4  int main() {
5      scanf("%d%s", &n, a+1);
6      pow[0] = 1;
7      for (int i=1;i<=n;i++) pow[i] = (LL)pow[i-1]*P%D;
8      for (int i=1;i<=n;i++) f[i] = (LL)((LL)f[i-1]*P+a[i])%D;
9  }
```

2.2 KMP

接口：void kmp(int n, char *a, int m, char *b);
输入：模式串长度 n ，模式串 a ，匹配串长度 m ，匹配串 b
输出：依次输出每个匹配成功的起始位置
下标从 0 开始。

```
1  void kmp(int n, char* a, int m, char *b) {
2      int i, j;
3      for (nxt[0] = j = -1, i = 1; i < n; nxt[i++] = j) {
4          while (~j && a[j + 1] != a[i]) j = nxt[j];
5          if (a[j + 1] == a[i]) ++j;
6      }
7      for (j = -1, i = 0; i < m; ++i) {
8          while (~j && a[j + 1] != b[i]) j = nxt[j];
9          if (a[j + 1] == b[i]) ++j;
10         if (j == n - 1) {
11             printf("%d\n", i - n + 1);
12             j = nxt[j];
13         }
14     }
15 }
```

2.3 可动态修改的 KMP

支持：加入一个字符，删除一个字符。

时间复杂度：$O(n\alpha)$ ，α 为字符集大小。

代码中的字符为 $'0'-'9'$，可自行修改为 $'a'-'z'$

```
char t[N];
int top, nxt[N], nxt_l[N][10];
inline void del_letter() { --top; }
inline void add_letter(char x) {
    t[top++] = x;
    int j = top-1;
    memset(nxt_l[top], 0, sizeof(nxt_l[top]));
    nxt[top] = nxt_l[top-1][x-'0'];
    memcpy(nxt_l[top], nxt_l[nxt[top]], sizeof(nxt_l[nxt[top]]));
    nxt_l[top][t[nxt[top]]-'0'] = nxt[top]+1;
}
```

2.4 扩展 KMP

接口：void ExtendedKMP(char *a, char *b, int *next, int *ret);

输出：

next: a 关于自己每个后缀的最长公共前缀

ret: a 关于 b 的每个后缀的最长公共前缀

EXKMP 的 next[i] 表示：从 i 到 n-1 的字符串 st 前缀和原串前缀的最长重叠长度。

```
void get_next(char *a, int *next) {
    int i, j, k;
    int n = strlen(a);
    for (j = 0; j+1<n && a[j]==a[j+1];j++);
    next[1] = j;
    k = 1;
    for (i=2;i<n;i++) {
        int len = k+next[k], l = next[i-k];
        if (l < len-i) {
            next[i] = l;
        } else {
            for (j = max(0, len-i);i+j<n && a[j]==a[i+j];j++);
            next[i] = j;
            k = i;
        }
    }
}
void ExtendedKMP(char *a, char *b, int *next, int *ret) {
    get_next(a, next);
    int n = strlen(a), m = strlen(b);
    int i, j, k;
    for (j=0;j<n && j<m && a[j]==b[j];j++);
    ret[0] = j;
    k = 0;
```

```
25    for (i=1;i<m;i++) {
26        int len = k+ret[k], l = next[i-k];
27        if (l < len-i) {
28            ret[i] = l;
29        } else {
30            for (j = max(0, len-i);j<n && i+j<m && a[j]==b[i+j];j++);
31            ret[i] = j;
32            k = i;
33        }
34    }
35 }
```

2.5 Manacher

p[i] 表示以 i 为对称轴的最长回文串长度

```
1  char st[N*2], s[N];
2  int len, p[N*2];
3
4  while (scanf("%s", s) != EOF) {
5      len = strlen(s);
6      st[0] = '$', st[1] = '#';
7      for (int i=1;i<=len;i++)
8          st[i*2] = s[i-1], st[i*2+1] = '#';
9      len = len * 2 + 2;
10     int mx = 0, id = 0, ans = 0;
11     for (int i=1;i<=len;i++) {
12         p[i] = (mx > i) ? min(p[id*2-i]+1, mx-i) : 1;
13         for (; st[i+p[i]] == st[i-p[i]]; ++p[i]) ;
14         if (p[i]+i > mx) mx = p[i]+i, id = i;
15         p[i] --;
16         if (p[i] > ans) ans = p[i];
17     }
18     printf("%d\n", ans);
19 }
```

2.6 最小表示法

```
1  string smallestRepresation(string s) {
2      int i, j, k, l;
3      int n = s.length();
4      s += s;
5      for (i=0,j=1;j<n;) {
6          for (k=0;k<n && s[i+k]==s[j+k];k++);
7          if (k>=n) break;
8          if (s[i+k]<s[j+k]) j+=k+1;
9          else {
10             l=i+k;
11             i=j;
```

```
12          j=max(l,j)+1;
13        }
14      }
15      return s.substr(i, n);
16  }
```

2.7 AC 自动机

```
1   struct Node {
2       int next[**Size of Alphabet**];
3       int terminal, fail;
4   } node[**Number of Nodes**];
5   int top;
6   void add(char *st) {
7       int len = strlen(st), x = 1;
8       for (int i=0;i<len;i++) {
9           int ind = trans(st[i]);
10          if (!node[x].next[ind])
11              node[x].next[ind] = ++top;
12          x = node[x].next[ind];
13      }
14      node[x].terminal = 1;
15  }
16  int q[**Number of Nodes**], head, tail;
17  void build() {
18      head = 0, tail = 1; q[1] = 1;
19      while (head != tail) {
20          int x = q[++head];
21          /*(when necessary) node[x].terminal |= node[node[x].fail].terminal; */
22          for (int i=0;i<n;i++)
23              if (node[x].next[i]) {
24                  if (x == 1) node[node[x].next[i]].fail = 1;
25                  else {
26                      int y = node[x].fail;
27                      while (y) {
28                          if (node[y].next[i]) {
29                              node[node[x].next[i]].fail = node[y].next[i];
30                              break;
31                          }
32                          y = node[y].fail;
33                      }
34                      if (!node[node[x].next[i]].fail) node[node[x].next[i]].fail = 1;
35                  }
36                  q[++tail] = node[x].next[i];
37              }
38      }
39  }
```

2.8 后缀数组

2.8.1 倍增算法

参数 m 表示字符集的大小，即 $0 \le r_i < m$

```
1  #define rank rank2
2  int n, r[N], wa[N], wb[N], ws[N], sa[N], rank[N], height[N];
3  int cmp(int *r, int a, int b, int l, int n) {
4      if (r[a]==r[b]) {
5          if (a+l<n && b+l<n && r[a+l]==r[b+l])
6              return 1;
7      }
8      return 0;
9  }
10 void suffix_array(int m) {
11     int i, j, p, *x=wa, *y=wb, *t;
12     for (i=0;i<m;i++) ws[i]=0;
13     for (i=0;i<n;i++) ws[x[i]=r[i]]++;
14     for (i=1;i<m;i++) ws[i]+=ws[i-1];
15     for (i=n-1;i>=0;i--) sa[--ws[x[i]]]=i;
16     for (j=1,p=1;p<n;m=p,j<<=1) {
17         for (p=0,i=n-j;i<n;i++) y[p++]=i;
18         for (i=0;i<n;i++) if (sa[i]>=j) y[p++]=sa[i]-j;
19         for (i=0;i<m;i++) ws[i]=0;
20         for (i=0;i<n;i++) ws[x[y[i]]]++;
21         for (i=1;i<m;i++) ws[i]+=ws[i-1];
22         for (i=n-1;i>=0;i--) sa[--ws[x[y[i]]]]=y[i];
23         for (t=x,x=y,y=t,x[sa[0]]=0,i=1,p=1;i<n;i++)
24             x[sa[i]]=cmp(y,sa[i-1],sa[i],j,n)?p-1:p++;
25     }
26     for (i=0;i<n;i++) rank[sa[i]]=i;
27     rank[n] = -1;
28 }
29 void calc_height() {
30     int j=0;
31     for (int i=0;i<n;i++)
32         if (rank[i])
33         {
34             while (r[i+j]==r[sa[rank[i]-1]+j]) j++;
35             height[rank[i]]=j;
36             if (j) j--;
37         }
38 }
```

2.8.2 DC3 算法

感谢浙江大学陈靖邦提供本模板。

```
1  namespace SA {
2  int sa[N], rk[N], ht[N], s[N<<1], t[N<<1], p[N], cnt[N], cur[N];
```

```
 3  #define pushS(x) sa[cur[s[x]]--] = x
 4  #define pushL(x) sa[cur[s[x]]++] = x
 5  #define inducedSort(v) fill_n(sa, n, -1); fill_n(cnt, m, 0);              \
 6      for (int i = 0; i < n; i++) cnt[s[i]]++;                             \
 7      for (int i = 1; i < m; i++) cnt[i] += cnt[i-1];                      \
 8      for (int i = 0; i < m; i++) cur[i] = cnt[i]-1;                       \
 9      for (int i = n1-1; ~i; i--) pushS(v[i]);                            \
10      for (int i = 1; i < m; i++) cur[i] = cnt[i-1];                       \
11      for (int i = 0; i < n; i++) if (sa[i] > 0 &&  t[sa[i]-1]) pushL(sa[i]-1); \
12      for (int i = 0; i < m; i++) cur[i] = cnt[i]-1;                       \
13      for (int i = n-1;  ~i; i--) if (sa[i] > 0 && !t[sa[i]-1]) pushS(sa[i]-1)
14  void sais(int n, int m, int *s, int *t, int *p) {
15      int n1 = t[n-1] = 0, ch = rk[0] = -1, *s1 = s+n;
16      for (int i = n-2; ~i; i--) t[i] = s[i] == s[i+1] ? t[i+1] : s[i] > s[i+1];
17      for (int i = 1; i < n; i++) rk[i] = t[i-1] && !t[i] ? (p[n1] = i, n1++) : -1;
18      inducedSort(p);
19      for (int i = 0, x, y; i < n; i++) if (~(x = rk[sa[i]])) {
20          if (ch < 1 || p[x+1] - p[x] != p[y+1] - p[y]) ch++;
21          else for (int j = p[x], k = p[y]; j <= p[x+1]; j++, k++)
22              if ((s[j]<<1|t[j]) != (s[k]<<1|t[k])) {ch++; break;}
23          s1[y = x] = ch;
24      }
25      if (ch+1 < n1) sais(n1, ch+1, s1, t+n, p+n1);
26      else for (int i = 0; i < n1; i++) sa[s1[i]] = i;
27      for (int i = 0; i < n1; i++) s1[i] = p[sa[i]];
28      inducedSort(s1);
29  }
30  template<typename T>
31  int mapCharToInt(int n, const T *str) {
32      int m = *max_element(str, str+n);
33      fill_n(rk, m+1, 0);
34      for (int i = 0; i < n; i++) rk[str[i]] = 1;
35      for (int i = 0; i < m; i++) rk[i+1] += rk[i];
36      for (int i = 0; i < n; i++) s[i] = rk[str[i]] - 1;
37      return rk[m];
38  }
39  // Ensure that str[n] is the unique lexicographically smallest character in str.
40  template<typename T>
41  void suffixArray(int n, const T *str) {
42      int m = mapCharToInt(++n, str);
43      sais(n, m, s, t, p);
44      for (int i = 0; i < n; i++) rk[sa[i]] = i;
45      for (int i = 0, h = ht[0] = 0; i < n-1; i++) {
46          int j = sa[rk[i]-1];
47          while (i+h < n && j+h < n && s[i+h] == s[j+h]) h++;
48          if (ht[rk[i]] = h) h--;
49      }
50  }
51  };
```

2.8.3 小技巧：拼接字符串

接口：

int gao1(int l, int r, int c, int p); 区间 $[l, r)$ 中保证第 0 位到第 $c - 1$ 位都是相同的（设为字符串 s），现在我们在 s 后面接一个字符 p，得到一个新的字符串 s'。返回值为最小的 k 满足后缀 $sa[k]$ 前 $c + 1$ 位为 s'

int gao2(int l, int r, int c, int p); 区间 $[l, r)$ 中保证第 0 位到第 $c - 1$ 位都是相同的（设为字符串 s），现在我们在 s 后面接一个后缀 $sa[p]$，得到一个新的字符串 s'。返回值为最小的 k 满足后缀 $sa[k]$ 前 $c + len(sa[p])$ 位为 s'

```
int gao1(int l,int r,int c,int p) {
        --l;
        while (l+1<r) {
                int md=(l+r)>>1;
                if (sa[md]+c<n&&s[sa[md]+c]>=p) r=md; else l=md;
        }
        return r;
}
int gao2(int l,int r,int c,int p) {
        --l;
        while (l+1<r) {
                int md=(l+r)>>1;
                if (sa[md]+c<=n&&rk[sa[md]+c]>=p) r=md; else l=md;
        }
        return r;
}
```

示例调用：

```
suf1[m] = -1, suf2[m] = n;
for (int i = m - 1; i >= 0; --i) {
    int l = gao1(0, n, 0, t[i]), r = gao1(0, n, 0, t[i]);
    suf1[i] = gao2(l, r, 1, suf1[i + 1]);
    suf2[i] = gao2(l, r, 1, suf2[i + 1]);
}
```

2.9 后缀自动机

下面的代码是求两个串的 LCS（最长公共子串）。

```
#include <bits/stdc++.h>

#define N 500001
#define M (N << 1)

using namespace std;

char st[N];
int pre[M], son[26][M], step[M], refer[M], size[M], tmp[M], topo[M], last, total;

```

```
11  int apply(int x, int now) {
12      step[++total] = x;
13      refer[total] = now;
14      return total;
15  }
16
17  void extend(char x, int now) {
18      int p = last, np = apply(step[last]+1, now);
19      size[np] = 1;
20      for (; p && !son[x][p]; p=pre[p]) son[x][p] = np;
21      if (!p) pre[np] = 1;
22      else {
23          int q = son[x][p];
24          if (step[p]+1 == step[q]) pre[np] = q;
25          else {
26              int nq = apply(step[p]+1, now);
27              for (int i=0;i<26;i++) son[i][nq] = son[i][q];
28              pre[nq] = pre[q];
29              pre[q] = pre[np] = nq;
30              for (; p && son[x][p]==q; p=pre[p]) son[x][p] = nq;
31          }
32      }
33      last = np;
34  }
35  void init() {
36      last = total = 0;
37      last = apply(0, 0);
38      scanf("%s",st);
39      int n = strlen(st);
40      for (int i = 0; i <= n * 2; ++i) {
41          pre[i] = step[i] = refer[i] = size[i] = tmp[i] = topo[i] = 0;
42          for (int j = 0; j < 26; ++j)
43              son[j][i] = 0;
44      }
45      for (int i = 0; i < n; ++i)
46          extend(st[i] - 'a', i);
47      for (int i = 1; i <= total; ++i)
48          tmp[step[i]] ++;
49      for (int i = 1; i <= n; ++i)
50          tmp[i] += tmp[i - 1];
51      for (int i = 1; i <= total; ++i)
52          topo[tmp[step[i]]--] = i;
53      for (int i = total; i; --i)
54          size[pre[topo[i]]] += size[topo[i]];
55  }
56  int main() {
57      init();
58      int p = 1, now = 0, ans = 0;
59      scanf("%s", st);
60      for (int i=0; st[i]; i++) {
```

```
61        int index = st[i]-'a';
62        for (; p && !son[index][p]; p = pre[p], now = step[p]) ;
63        if (!p) p = 1;
64        if (son[index][p]) {
65            p = son[index][p];
66            now++;
67            if (now > ans) ans = now;
68        }
69    }
70    printf("%d\n",ans);
71    return 0;
72 }
```

一些定义和性质　Right(str) 表示 str 在母串 S 中所有出现的结束位置集合

一个状态 s 表示的所有子串 Right 集合相同，为 Right(s)

Parent(s) 满足 Right(s) 是 Right(Parent(s)) 的真子集，并且 Right(Parent(s)) 的大小最小

Parent 函数可以表示一个树形结构。不妨叫它 Parent 树

一个 Right 集合和一个长度定义了一个子串

对于状态 s，使得 Right(s) 合法的子串长度是一个区间 [min(s), max(s)]

max(Parent(s)) = min(s) - 1

令 refer(s) 表示产生 s 状态的字符所在位置。则 Right(s) 的合法子串的起始位置为 [refer(s) - max(s) + 1, refer(s) - min(s) + 1]，即 [refer(s) - max(s) + 1, refer(s) - max(Parent(s))]

代码中变量名含义　pre[s] 为上述定义中的 Parent(s)

step[s] 为从初始状态走到 s 状态最多需要多少步

refer[s] 为上述定义中的 refer(s)

size[s] 为 Right(s) 集合的大小

topo[s] 为 Parent 树的拓扑序，根（初始状态）在前

我们发现 fail 构出一棵前缀树

和后缀树相同，为了使每个前缀都是叶子结点，我们不妨在串 s 前加入一个没出现的字符'#'

2.9.1　广义后缀自动机

先建 Trie，再按照 *BFS* 序建后缀自动机。从节点 x 开始向子树更新时，其所有儿子都从同一个 last，即 $last[x]$ 更新。

2.10　回文树

【URAL2040】Palindromes and Super Abilities 2

逐个添加字符串 S 里的字符 $S_1, S_2, ..., S_n$。每次添加字符后，他想知道添加字符后将出现多少个新的本质不同的回文子串。字符集为 $\{a, b\}$

```
1 #include <bits/stdc++.h>
2 #define N 5000020
3
4 char st[N], answer[N];
```
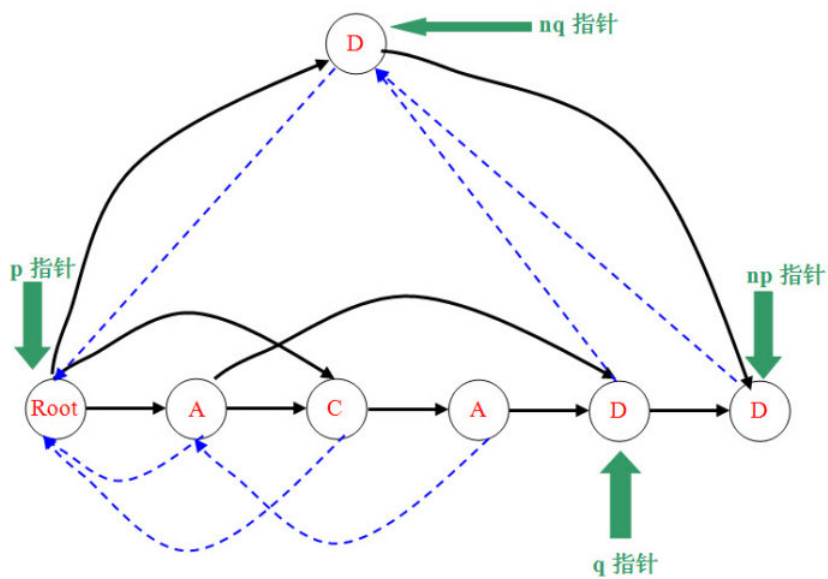
图 1: ACADD 构成的后缀自动机
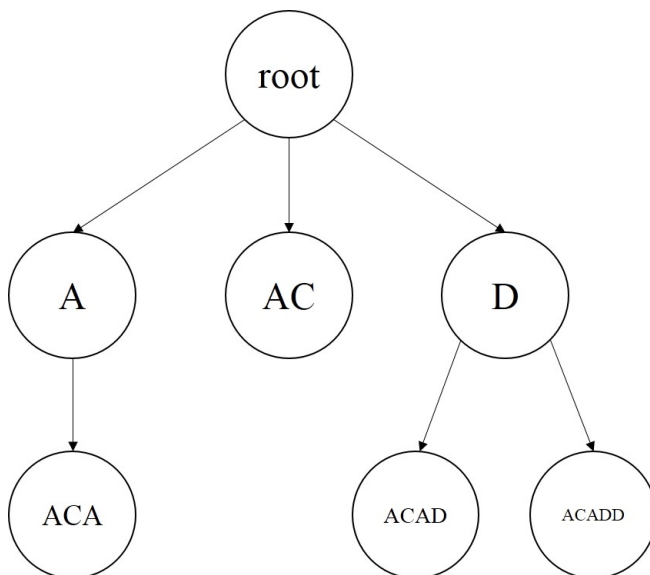
图 2: 串 ACADD 按 fail 构出的前缀树，与图 1 对应
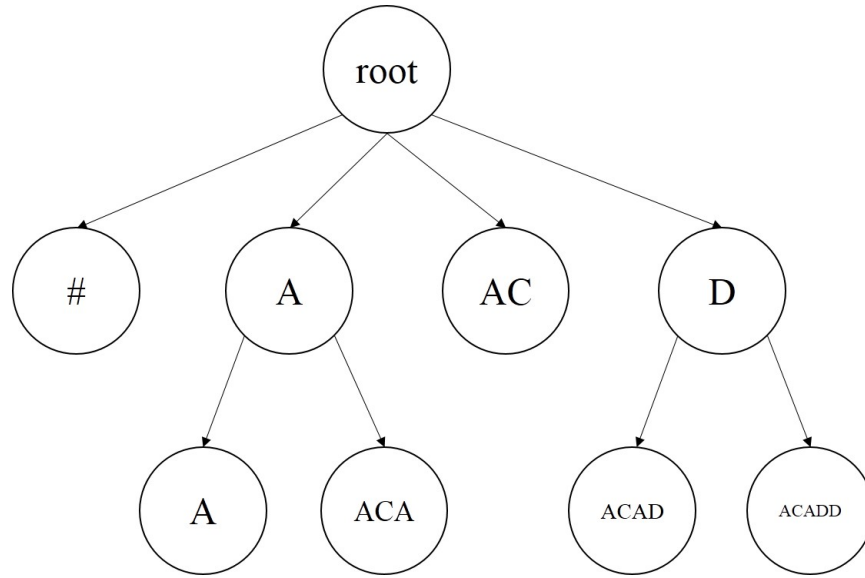
图 3: 串 #ACADD 按 fail 构出的前缀树

```
 5  int n;
 6
 7  struct PAM {
 8      int n, tot, last;
 9      int len[N], fail[N], next[N][2];
10      void init() {
11          n=0; tot=1;
12          len[1]=-1; fail[1]=0;
13          len[0]=+0; fail[0]=1;
14          last=1;
15      }
16      int get_fail(int x) {
17          for (; st[n-len[x]-1]!=st[n]; x=fail[x]);
18          return x;
19      }
20      void insert(char c) {
21          ++n; int cur=get_fail(last); // 判断上一个串的前一个位置和新添加的位置是否相
                    同，相同则说明构成回文。否则找 fail 指针。
22          if (!next[cur][c]) {
23              ++tot;
24              len[tot]=len[cur]+2;
25              fail[tot]=next[get_fail(fail[cur])][c];
26              next[cur][c]=tot;
27              answer[n]='1';
28          } else {
29              answer[n]='0';
30          }
31          last=next[cur][c];
32      }
33  } pam;
```

16

```
34
35  int main() {
36      scanf("%s", st+1); n=strlen(st+1);
37      pam.init();
38      for (int i=1;i<=n;i++) pam.insert(st[i]-'a');
39      puts(answer+1);
40      return 0;
41  }
```

3 数据结构

3.1 ST 表

```
1   int Log[N],f[17][N];
2   int ask(int x,int y){
3       int k=Log[y-x+1];
4       return max(f[k][x],f[k][y-(1<<k)+1]);
5   }
6   int main(){
7       for (int i=2;i<=n;i++)Log[i]=Log[i>>1]+1;
8       for (int j=1;j<K;j++)
9           for (int i=1;i+(1<<j-1)<=n;i++)
10              f[j][i]=max(f[j-1][i],f[j-1][i+(1<<j-1)]);
11  }
```

3.2 K-D Tree

```
1   int n, cmp_d, root;
2
3   struct node {
4       int d[2], l, r, Max[2], Min[2], val, sum, f;
5   } t[N];
6
7   inline bool cmp(const node &a, const node &b) {
8       if (a.d[cmp_d] != b.d[cmp_d]) return a.d[cmp_d] < b.d[cmp_d];
9       return a.d[cmp_d ^ 1] < b.d[cmp_d ^ 1];
10  }
11
12  inline void umax(int &a, int b) {
13      if (b > a) a = b;
14  }
15
16  inline void umin(int &a, int b) {
17      if (b < a) a = b;
18  }
19
20  inline void up(int x, int y) {
```

```
21        umax(t[x].Max[0], t[y].Max[0]);
22        umin(t[x].Min[0], t[y].Min[0]);
23        umax(t[x].Max[1], t[y].Max[1]);
24        umin(t[x].Min[1], t[y].Min[1]);
25  }
26
27  int build(int l, int r, int D, int f) {
28        int mid = (l + r) / 2;
29        cmp_d = D;
30        nth_element(t + l + 1, t + mid + 1, t + r + 1, cmp);
31        t[mid].f = f;
32        t[mid].Max[0] = t[mid].Min[0] = t[mid].d[0];
33        t[mid].Max[1] = t[mid].Min[1] = t[mid].d[1];
34        t[mid].val = t[mid].sum = 0;
35        if (l != mid) t[mid].l = build(l, mid - 1, !D, mid);
36        else t[mid].l = 0;
37        if (r != mid) t[mid].r = build(mid + 1, r, !D, mid);
38        else t[mid].r = 0;
39        if (t[mid].l) up(mid, t[mid].l);
40        if (t[mid].r) up(mid, t[mid].r);
41        return mid;
42  }
43
44  // 将编号为 x 的点的权值增加 p
45  // 请注意，此处的 x 是经过排序的。你需要将点的坐标先作映射。
46  void change(int x, int p) {
47        x = id[x];
48        for (t[x].val += p; x; x = t[x].f)
49            t[x].sum += p;
50  }
51
52  inline long long sqr(long long x) {
53        return x * x;
54  }
55
56  // 欧几里得距离的平方，下界
57  inline long long euclid_lower_bound(const node &a, int X, int Y) {
58        return sqr(max(max(X - a.Max[0], a.Min[0] - X), 0)) +
59            sqr(max(max(Y - a.Max[1], a.Min[1] - Y), 0));
60  }
61
62  // 欧几里得距离的平方，上界
63  inline long long euclid_upper_bound(const node &a, int X, int Y) {
64        return max(sqr(X - a.Min[0]), sqr(X - a.Max[0])) +
65            max(sqr(Y - a.Min[1]), sqr(Y - a.Max[1]));
66  }
67
68  // 曼哈顿距离，下界
69  inline long long manhattan_lower_bound(const node &a, int X, int Y) {
70        return max(a.Min[0] - X, 0) + max(X - a.Max[0], 0) +
```

```cpp
                max(a.Min[1] - Y, 0) + max(Y - a.Max[1], 0);
}

// 曼哈顿距离, 上界
inline long long manhattan_upper_bound(const node &a, int X, int Y) {
    return max(abs(X - a.Max[0]), abs(a.Min[0] - X)) +
        max(abs(Y - a.Max[1]), abs(a.Min[1] - Y));
}

// 添加一个点 (注意此处的添加可能导致这棵树不平衡, 慎用! )
void add(int k) {
    t[k].Max[0] = t[k].Min[0] = t[k].d[0];
    t[k].Max[1] = t[k].Min[1] = t[k].d[1];
    t[k].val = t[k].sum = 0;
    t[k].l = t[k].r = t[k].f = 0;
    if (!root) {
        root = k;
        return;
    }
    int p = root;
    int D = 0;
    while (1) {
        up(p, k);
        if (t[k].d[D] <= t[p].d[D]) {
            if (t[p].l) p = t[p].l;
            else {
                t[p].l = k;
                t[k].f = p;
                return;
            }
        } else {
            if (t[p].r) p = t[p].r;
            else {
                t[p].r = k;
                t[k].f = p;
                return;
            }
        }
        D ^= 1;
    }
}

inline long long getdis(const node &a, int X, int Y) {
    return sqr(a.d[0] - X) + sqr(a.d[1] - Y);
}

// 此处询问距离点 (X, Y) 最远的一个点的距离, ans 需传入无穷小
void ask(int p, int X, int Y, long long &ans) {
    if (!p) return;
    ans = max(ans, getdis(t[p], X, Y));
```

```
121        long long dl = t[p].l ? euclid_upper_bound(t[t[p].l], X, Y) : 0;
122        long long dr = t[p].r ? euclid_upper_bound(t[t[p].r], X, Y) : 0;
123        if (dl > dr) {
124            if (dl > ans) ask(t[p].l, X, Y, ans);
125            if (dr > ans) ask(t[p].r, X, Y, ans);
126        } else {
127            if (dr > ans) ask(t[p].r, X, Y, ans);
128            if (dl > ans) ask(t[p].l, X, Y, ans);
129        }
130 }
131
132 int main() {
133     while (~scanf("%d", &n)) {
134         for (int i = 1; i <= n; ++i) {
135             int x, y, type;
136             scanf("%d%d%d", &x, &y, &type);
137             t[i].d[0] = x;
138             t[i].d[1] = y;
139         }
140         root = build(1, n, 0, 0);
141     }
142 }
```

3.3 左偏树

左偏树是一个可并堆。

下面的程序写的是一个小根堆，如果需要改成大根堆请在注释了 here 那行修改。

接口：

void push(const T &x); 插入一个元素。

void merge(leftist &x); 合并两个堆。注意，合并后原来那个堆将不可访问。

T top() const; 返回堆顶元素。

void pop(); 删除堆顶元素。

int size() const; 返回堆的大小。

```
1  template <class T>
2  class leftist {
3  public:
4      struct node {
5          T key;
6          int dist;
7          node *l, *r;
8      };
9      leftist() : root(NULL), s(0) {}
10     void push(const T &x) {
11         leftist y;
12         y.s = 1;
13         y.root = new node;
14         y.root -> key = x;
15         y.root -> dist = 0;
```

```
16          y.root -> l = y.root -> r = NULL;
17          merge(y);
18      }
19      node* merge(node *x, node *y) {
20          if (x == NULL) return y;
21          if (y == NULL) return x;
22          if (y -> key < x -> key) swap(x, y); //here
23          x -> r = merge(x -> r, y);
24          int ld = x -> l ? x -> l -> dist : -1;
25          int rd = x -> r ? x -> r -> dist : -1;
26          if (ld < rd) swap(x -> l, x -> r);
27          if (x -> r == NULL) x -> dist = 0;
28          else x -> dist = x -> r -> dist + 1;
29          return x;
30      }
31      void merge(leftist &x) {
32          root = merge(root, x.root);
33          s += x.s;
34      }
35      T top() const {
36          if (root == NULL) return T();
37          return root -> key;
38      }
39      void pop() {
40          if (root == NULL) return;
41          node *p = root;
42          root = merge(root -> l, root -> r);
43          --s;
44          delete p;
45      }
46      int size() const {
47          return s;
48      }
49 private:
50      node* root;
51      int s;
52 };
```

3.4 线段树小技巧

给定一个序列 a，寻找一个最大的 i 使得 $i \le y$ 且满足一些条件（如 $a[i] \ge w$，那么需要在线段树维护 a 的区间最大值）

```
1 int queryl(int p, int left, int right, int y, int w) {
2     if (right <= y) {
3         if (! __condition__ ) return -1;
4         else if (left == right) return left;
5     }
6     int mid = (left + right) / 2;
7     if (y <= mid) return queryl(p<<1|0, left, mid, y, w);
```

```
8       int ret = queryl(p<<1|1, mid+1, right, y, w);
9       if (ret != -1) return ret;
10      return queryl(p<<1|0, left, mid, y, w);
11  }
```

给定一个序列 a，寻找一个最小的 i 使得 $i \geq x$ 且满足一些条件（如 $a[i] \geq w$，那么需要在线段树维护 a 的区间最大值）

```
1   int queryr(int p, int left, int right, int x, int w) {
2       if (left >= x) {
3           if (! __condition__ ) return -1;
4           else if (left == right) return left;
5       }
6       int mid = (left + right) / 2;
7       if (x > mid) return queryr(p<<1|1, mid+1, right, x, w);
8       int ret = queryr(p<<1|0, left, mid, x, w);
9       if (ret != -1) return ret;
10      return queryr(p<<1|1, mid+1, right, x, w);
11  }
```

3.5 Splay

接口：
ADD x y d：将 $[x, y]$ 的所有数加上 d
REVERSE x y：将 $[x, y]$ 翻转
INSERT x p：将 p 插入到第 x 个数的后面
DEL x：将第 x 个数删除

```
1   struct SPLAY {
2       struct NODE {
3           int w, min;
4           int son[2], size, father, rev, lazy;
5       } node[N];
6       int top, rt;
7       void pushdown(int x) {
8           if (!x) return;
9           if (node[x].rev) {
10              node[node[x].son[0]].rev ^= 1;
11              node[node[x].son[1]].rev ^= 1;
12              swap(node[x].son[0], node[x].son[1]);
13              node[x].rev = 0;
14          }
15          if (node[x].lazy) {
16              node[node[x].son[0]].lazy += node[x].lazy;
17              node[node[x].son[1]].lazy += node[x].lazy;
18              node[x].w += node[x].lazy;
19              node[x].min += node[x].lazy;
20              node[x].lazy = 0;
21          }
```

```
22          }
23      void pushup(int x) {
24          if (!x) return;
25          pushdown(node[x].son[0]);
26          pushdown(node[x].son[1]);
27          node[x].size = node[node[x].son[0]].size + node[node[x].son[1]].size + 1;
28          node[x].min = node[x].w;
29          if (node[x].son[0]) node[x].min = min(node[x].min, node[node[x].son[0]].min)
                ;
30          if (node[x].son[1]) node[x].min = min(node[x].min, node[node[x].son[1]].min)
                ;
31      }
32      void sc(int x, int y, int w) {
33          node[x].son[w] = y;
34          node[y].father = x;
35          pushup(x);
36      }
37      void _ins(int w) {
38          top++;
39          node[top].w = node[top].min = w;
40          node[top].son[0] = node[top].son[1] = 0;
41          node[top].size = 1; node[top].father = 0; node[top].rev = 0;
42      }
43      void init() {
44          top = 0;
45          _ins(0); _ins(0); rt=1;
46          sc(1, 2, 1);
47      }
48      void rotate(int x) {
49          if (!x) return;
50          int y = node[x].father;
51          int w = node[y].son[1]==x;
52          sc(y, node[x].son[w^1], w);
53          sc(node[y].father, x, node[node[y].father].son[1]==y);
54          sc(x, y, w^1);
55      }
56      int q[N];
57      void flushdown(int x) {
58          int t=0; for (; x; x=node[x].father) q[++t]=x;
59          for (; t; t--) pushdown(q[t]);
60      }
61      void Splay(int x, int root=0) {
62          flushdown(x);
63          while (node[x].father != root) {
64              int y=node[x].father;
65              int w=node[y].son[1]==x;
66              if (node[y].father != root && node[node[y].father].son[w]==y) rotate(y);
67              rotate(x);
68          }
69      }
```

```
70    int find(int k) {
71        Splay(rt);
72        while (1) {
73            pushdown(rt);
74            if (node[node[rt].son[0]].size+1==k) {
75                Splay(rt);
76                return rt;
77            } else
78            if (node[node[rt].son[0]].size+1<k) {
79                k-=node[node[rt].son[0]].size+1;
80                rt=node[rt].son[1];
81            } else {
82                rt=node[rt].son[0];
83            }
84        }
85    }
86    int split(int x, int y) {
87        int fx = find(x);
88        int fy = find(y+2);
89        Splay(fx);
90        Splay(fy, fx);
91        return node[fy].son[0];
92    }
93    void add(int x, int y, int d) { //add d to each number in a[x]...a[y]
94        int t = split(x, y);
95        node[t].lazy += d;
96        Splay(t); rt=t;
97    }
98    void reverse(int x, int y) { // reverse the x-th to y-th elements
99        int t = split(x, y);
100       node[t].rev ^= 1;
101       Splay(t); rt=t;
102   }
103   void insert(int x, int p) { // insert p after the x-th element
104       int fx = find(x+1);
105       int fy = find(x+2);
106       Splay(fx);
107       Splay(fy, fx);
108       _ins(p);
109       sc(fy, top, 0);
110       Splay(top); rt=top;
111   }
112   void del(int x) { // delete the x-th element in Splay
113       int fx = find(x), fy = find(x+2);
114       Splay(fx); Splay(fy, fx);
115       node[fy].son[0] = 0;
116       Splay(fy); rt=fy;
117   }
118 } tree;
```

3.6 可持久化 Treap

接口：

void insert(int x, char c); 在当前第 x 个字符后插入 c

void del(int x, int y); 删除第 x 个字符到第 y 个字符

void copy(int l, int r, int x); 复制第 l 个字符到第 r 个字符，然后粘贴到第 x 个字符后

void reverse(int x, int y); 翻转第 x 个到第 y 个字符

char query(int k); 表示询问当前第 x 个字符是什么

```
1   #define mod 1000000007
2   struct Treap {
3       struct Node {
4           char key;
5           bool reverse;
6           int lc, rc, size; // if size is long long, remember here
7       } node[N];
8       int n, root, rd;
9       int Rand() { rd = (rd * 20372052LL + 25022087LL) % mod; return rd; }
10
11      /*
12      LL Rand() {
13          LL t1 = rand() % 32768;
14          LL t2 = rand() % 32768;
15          LL t3 = rand() % 32768;
16          LL t4 = rand() % 32768;
17          return (((t1 * 32768) + t2) * 32768 + t3) * 32768 + t4;
18      }
19      */
20
21      void init() {
22          n = root = 0;
23      }
24      inline int copy(int x) {
25          node[++n] = node[x]; return n;
26      }
27      inline void pushdown(int x) {
28          if (!node[x].reverse) return;
29          if (node[x].lc) node[x].lc = copy(node[x].lc);
30          if (node[x].rc) node[x].rc = copy(node[x].rc);
31          swap(node[x].lc, node[x].rc);
32          node[node[x].lc].reverse ^= 1;
33          node[node[x].rc].reverse ^= 1;
34          node[x].reverse = 0;
35      }
36      inline void pushup(int x) {
37          node[x].size = node[node[x].lc].size + node[node[x].rc].size + 1;
38      }
39      int merge(int u, int v) {
40          if (!u || !v) return u+v;
41          pushdown(u); pushdown(v);
```

```
42         int t = Rand() % (node[u].size + node[v].size), r;  // if size is long long,
                remember here
43         if (t < node[u].size) {
44             r = copy(u);
45             node[r].rc = merge(node[u].rc, v);
46         } else {
47             r = copy(v);
48             node[r].lc = merge(u, node[v].lc);
49         }
50         pushup(r);
51         return r;
52     }
53     int split(int u, int x, int y) { // if size is long long, remember here
54         if (x > y) return 0;
55         pushdown(u);
56         if (x == 1 && y == node[u].size) return copy(u);
57         if (y <= node[node[u].lc].size) return split(node[u].lc, x, y);
58         int t = node[node[u].lc].size + 1; // if size is long long, remember here
59         if (x > t) return split(node[u].rc, x-t, y-t);
60         int num = copy(u);
61         node[num].lc = split(node[u].lc, x, t-1);
62         node[num].rc = split(node[u].rc, 1, y-t);
63         pushup(num);
64         return num;
65     }
66     void insert(int x, char c) {
67         int t1 = split(root, 1, x), t2 = split(root, x+1, node[root].size);
68         node[++n].key = c;
69         node[n].lc = node[n].rc = 0;
70         node[n].reverse = 0;
71         pushup(n);
72         root = merge(merge(t1, n), t2);
73     }
74     void del(int x, int y) {
75         int t1 = split(root, 1, x-1), t2 = split(root, y+1, node[root].size);
76         root = merge(t1, t2);
77     }
78     void copy(int l, int r, int x) {
79         int t1 = split(root, 1, x), t2 = split(root, l, r), t3 = split(root, x+1,
                node[root].size);
80         root = merge(merge(t1, t2), t3);
81     }
82     void reverse(int x, int y) {
83         int t1 = split(root, 1, x-1), t2 = split(root, x, y), t3 = split(root, y+1,
                node[root].size);
84         node[t2].reverse ^= 1;
85         root = merge(merge(t1, t2), t3);
86     }
87     char query(int k) {
88         int x = root;
```

```
89      while (1) {
90          pushdown(x);
91          if (k <= node[node[x].lc].size) x = node[x].lc;
92          else
93          if (k == node[node[x].lc].size + 1) return node[x].key;
94          else
95          k -= node[node[x].lc].size + 1, x = node[x].rc;
96      }
97    }
98 } treap;
```

3.7 可持久化并查集

接口：

void init() 初始化

void merge(int x, int y, int time) 在 time 时刻将 x 和 y 连一条边，注意加边顺序必须按 time 从小到大加边

void GetFather(int x, int time) 询问 time 时刻及以前的连边状态中，x 所属的集合

```
1  namespace pers_union {
2      const int inf = 0x3f3f3f3f;
3      int father[N], Father[N], Time[N];
4      vector<int> e[N];
5      void init() {
6          for (int i=1;i<=n;i++) {
7              father[i] = i;
8              Father[i] = i;
9              Time[i] = inf;
10             e[i].clear();
11             e[i].push_back(i);
12         }
13     }
14     int getfather(int x) {
15         return (father[x] == x) ? x : father[x] = getfather(father[x]);
16     }
17     int GetFather(int x, int time) {
18         return (Time[x] <= time) ? GetFather(Father[x], time) : x;
19     }
20     void merge(int x, int y, int time) {
21         int fx = getfather(x), fy = getfather(y);
22         if (fx == fy) return;
23         if (e[fx].size() > e[fy].size()) swap(fx, fy);
24         father[fx] = fy;
25         Father[fx] = fy;
26         Time[fx] = time;
27         for (int i=0;i<e[fx].size();i++) {
28             e[fy].push_back(e[fx][i]);
29         }
30     }
```

```
31  };
```

4 树

4.1 树链剖分

接口：
 void addedge(int x, int y);   将 x 到 y 连边，注意这是单向边
 void dfs(int x, int root = 0); 从 x 开始遍历整棵树
 void split(int x, int tp);   划分轻重链
 int lca(int x, int y);   求 x 和 y 的 lca
 int query(int x, int y);   求 x 到 y 经过的点数
 int skip(int x, int k);   求从 x 向根方向跳 k 步到达的节点（若超出根，则返回 0）
 void get_data(int x, int y);   将 x 到 y 路径上的重链找出来，存在 seg[0] 中
 Debug 技巧：换一个根来 dfs 以测试程序是否能通过 $father[i] > i$ 的数据

```
1   struct EDGE {
2       int adj, next;
3   } edge[N * 2];
4
5   int n, gh[N], top, s_top;
6   int father[N], deep[N], son[N], size[N], Top[N], dfn[N], rdfn[N];
7
8   void addedge(int x, int y) {
9       edge[++top].adj = y;
10      edge[top].next = gh[x];
11      gh[x] = top;
12  }
13
14  void dfs(int x, int root = 0) {
15      father[x] = root;
16      deep[x] = deep[root] + 1;
17      son[x] = 0;
18      size[x] = 1;
19      int dd = 0;
20      for (int p = gh[x]; p; p = edge[p].next)
21          if (edge[p].adj != root) {
22              dfs(edge[p].adj, x);
23              if (size[edge[p].adj] > dd) {
24                  dd = size[edge[p].adj];
25                  son[x] = edge[p].adj;
26              }
27              size[x] += size[edge[p].adj];
28          }
29  }
30
31  void split(int x, int tp) {
32      Top[x] = tp; dfn[x] = ++s_top; rdfn[s_top] = x;
```

```
33      if (son[x]) split(son[x], tp);
34      for (int p = gh[x]; p; p = edge[p].next)
35          if (edge[p].adj != father[x] && edge[p].adj != son[x])
36              split(edge[p].adj, edge[p].adj);
37  }
38
39  int lca(int x, int y) {
40      int tx = Top[x], ty = Top[y];
41      while (tx != ty) {
42          if (deep[tx] < deep[ty]) {
43              swap(tx, ty);
44              swap(x, y);
45          }
46          x = father[tx];
47          tx = Top[x];
48      }
49      if (deep[x] < deep[y])
50          swap(x, y);
51      return y;
52  }
53
54  int query(int x, int y) {
55      int tx = Top[x], ty = Top[y];
56      int ans = 0;
57      while (tx != ty) {
58          if (deep[tx] < deep[ty]) {
59              swap(tx, ty);
60              swap(x, y);
61          }
62          ans += dfn[x] - dfn[tx] + 1;
63          x = father[tx];
64          tx = Top[x];
65      }
66      if (deep[x] < deep[y])
67          swap(x, y);
68      ans += dfn[x] - dfn[y] + 1;
69      return ans;
70  }
71
72  int skip(int x, int k) {
73      int tx = Top[x];
74      while (tx) {
75          if (k < dfn[x] - dfn[tx] + 1) {
76              return rdfn[ dfn[x] - k ];
77          } else {
78              k -= dfn[x] - dfn[tx] + 1;
79              x = father[tx];
80              tx = Top[x];
81          }
82      }
```

```
83        return 0;
84  }
85
86  struct segment {
87        int l, r;
88        data d;
89        segment(int _l, int _r) { // from _l to _r
90            l = _l, r = _r;
91            if (l <= r) d = query(l, r, 0);
92            else d = query(r, l, 1); //reverse
93        }
94  };
95
96  vector<segment> seg[2];
97
98  void get_data(int x, int y) {
99        seg[0].clear(); seg[1].clear();
100       int tx = Top[x], ty = Top[y];
101       int s = 0;
102       while (tx != ty) {
103           if (deep[tx] < deep[ty]) {
104               swap(tx, ty);
105               swap(x, y);
106               s ^= 1;
107           }
108           if (s == 0)
109               seg[s].push_back(segment(w[x], w[tx]));
110           else
111               seg[s].push_back(segment(w[tx], w[x]));
112           x = father[tx];
113           tx = Top[x];
114       }
115       if (x != y) {
116           if (deep[x] < deep[y]) {
117               swap(x, y);
118               s ^= 1;
119           }
120           if (s == 0)
121               seg[s].push_back(segment(w[x], w[y] + 1));
122           else
123               seg[s].push_back(segment(w[y] + 1, w[x]));
124       }
125       reverse(seg[1].begin(), seg[1].end());
126       for (int i = 0; i < seg[1].size(); ++i)
127           seg[0].push_back(seg[1][i]);
128       // saved to seg[0]
129  }
130
131  void init() {
132       top = s_top = 0;
```

```
133     for (int i = 1; i <= n; ++i) gh[i] = 0;
134 }
```

4.2 点分治

初始化时须设置 $top = 1$ 。

```
 1  void addedge(int x, int y) {
 2      edge[++top].adj = y;
 3      edge[top].valid = 1;
 4      edge[top].next = gh[x];
 5      gh[x] = top;
 6  }
 7  void get_size(int x, int root=0) {
 8      size[x] = 1; son[x] = 0;
 9      int dd = 0;
10      for (int p=gh[x]; p; p=edge[p].next)
11          if (edge[p].adj != root && edge[p].valid) {
12              get_size(edge[p].adj, x);
13              size[x] += size[edge[p].adj];
14              if (size[edge[p].adj] > dd) {
15                  dd = size[edge[p].adj];
16                  son[x] = edge[p].adj;
17              }
18          }
19  }
20  int getroot(int x) {
21      get_size(x);
22      int sz = size[x];
23      while (size[son[x]] > sz/2)
24          x = son[x];
25      return x;
26  }
27  void dc(int x) {
28      x = getroot(x);
29      static int list[N], ltop;
30      ltop = 0;
31      for (int p=gh[x]; p; p=edge[p].next)
32          if (edge[p].valid)
33              list[++ltop] = edge[p].adj;
34      clear();
35      for (int i=1;i<=ltop;i++) {
36          update();
37          modify();
38      }
39      clear();
40      for (int i=ltop;i>=1;i--) {
41          update();
42          modify();
43      }
```

```
44          //be careful about the root
45          for (int p=gh[x]; p; p=edge[p].next)
46              if (edge[p].valid) {
47                  edge[p].valid = 0;
48                  edge[p^1].valid = 0;
49                  dc(edge[p].adj);
50              }
51  }
```

4.3 Link Cut Tree

接口：

command(x, y)：将 x 到 y 路径的 Splay Tree 分离出来。

linkcut(u1, v1, u2, v2)：将树中原有的边 (u1, v1) 删除，加入一条新边 (u2, v2)

```
1   struct DynamicTREE{
2       struct NODE{
3           int father, son[2], top, size, reverse;
4       } splay[N];
5       void init(int i, int fat) {
6           splay[i].father = splay[i].son[0] = splay[i].son[1] = 0;
7           splay[i].top = fat; splay[i].size = 1; splay[i].reverse = 0;
8       }
9       void pushdown(int x) {
10          if (!x) return;
11          int s0 = splay[x].son[0], s1 = splay[x].son[1];
12          if (splay[x].reverse) {
13              splay[s0].reverse ^= 1;
14              splay[s1].reverse ^= 1;
15              swap(splay[x].son[0], splay[x].son[1]);
16              splay[x].reverse = 0;
17          }
18          s0 = splay[x].son[0], s1 = splay[x].son[1];
19          splay[s0].top = splay[s1].top = splay[x].top;
20      }
21      void pushup(int x) {
22          if (!x) return;
23          pushdown(splay[x].son[0]);
24          pushdown(splay[x].son[1]);
25          splay[x].size = splay[splay[x].son[0]].size + splay[splay[x].son[1]].size +
                1;
26      }
27      void sc(int x, int y, int w, bool Auto=true) {
28          splay[x].son[w] = y;
29          splay[y].father = x;
30          if (Auto) {
31              pushup(y);
32              pushup(x);
33          }
```

```
34          }
35      int top, tush[N];
36      void flowdown(int x) {
37          for (top=1; x; top++, x = splay[x].father) tush[top] = x;
38          for (; top; top--) pushdown(tush[top]);
39      }
40      void rotate(int x) {
41          if (!x) return;
42          int y = splay[x].father;
43          int w = splay[y].son[1] == x;
44          pushdown(y);
45          pushdown(x);
46          sc(splay[y].father, x, splay[splay[y].father].son[1]==y, false);
47          sc(y, splay[x].son[w^1], w, false);
48          sc(x, y, w^1, false);
49          pushup(y);
50          pushup(x);
51      }
52      void Splay(int x, int rt=0) {
53          if (!x) return;
54          flowdown(x);
55          while (splay[x].father != rt) {
56              int y = splay[x].father;
57              int w = splay[y].son[1]==x;
58              if (splay[y].father != rt && splay[splay[y].father].son[w] == y) rotate(
                    y);
59              rotate(x);
60          }
61      }
62      void split(int x) {
63          int y = splay[x].son[1];
64          if (!y) return;
65          splay[y].father = 0;
66          splay[x].son[1] = 0;
67          splay[y].top = x;
68          pushup(x);
69      }
70      void access(int x) {
71          int y = 0;
72          while (x) {
73              Splay(x);
74              split(x);
75              sc(x, y, 1);
76              Splay(x);
77              y = x;
78              x = splay[x].top;
79          }
80      }
81      void changeroot(int x) {
82          access(x);
```

```
83          Splay(x);
84          splay[x].reverse = 1;
85          Splay(x);
86      }
87      void command(int x, int y, ...) {
88          LL ans = 0;
89          changeroot(x);
90          access(y);
91          Splay(x);
92          //then you can modify the Splay Tree
93      }
94      void linkcut(int u1, int v1, int u2, int v2) {
95          changeroot(u1);
96          access(v1);
97          Splay(u1); split(u1);
98          splay[v1].top = 0;
99          access(u2); changeroot(u2);
100         access(v2); changeroot(v2);
101         Splay(u2); Splay(v2);
102         splay[v2].top = u2;
103     }
104 } lct;
```

4.4 求子树的直径

树形 DP 。

答案保存在 u, d 数组中。

$u[x].exc$ 表示切断 x 与 $father[x]$ 的边，$father[x]$ 表示的那颗子树的直径。

$d[x].exc$ 表示切断 x 与 $father[x]$ 的边，x 表示的那颗子树的直径。

```
1  #include <bits/stdc++.h>
2
3  #define N 200020
4
5  using namespace std;
6
7  vector<int> g[N];
8  int n, q, top;
9  int deep[N], father[N], son[N], size[N], Top[N], dfn[N], rdfn[N];
10
11 void dfs(int x, int root = 0) {
12     deep[x] = deep[root] + 1;
13     father[x] = root;
14     son[x] = 0; size[x] = 1;
15     if (root) g[x].erase(lower_bound(g[x].begin(), g[x].end(), root));
16     // 去根
17     int dd = 0;
18     for (int i = 0; i < g[x].size(); ++i) {
19         dfs(g[x][i], x);
```

```
20          if (size[g[x][i]] > dd) {
21              dd = size[g[x][i]];
22              son[x] = g[x][i];
23          }
24          size[x] += size[g[x][i]];
25      }
26  }
27
28  void split(int x, int tp) {
29      dfn[x] = ++top; rdfn[top] = x; Top[x] = tp;
30      if (son[x]) split(son[x], tp);
31      for (int i = 0; i < g[x].size(); ++i)
32          if (g[x][i] != son[x])
33              split(g[x][i], g[x][i]);
34  }
35
36  struct data {
37      int inc, inc_id;
38      int exc, exc_l, exc_r;
39      //inc 表示从该点出发可以走到的最远距离
40      //inc_id 表示从该点出发可以走到的最远点的编号
41      //exc 表示子树中两点最远距离
42      //exc_l, exc_r 表示子树中两点取得最远距离的两点的编号
43      data() {
44          inc = inc_id = 0;
45          exc = exc_l = exc_r = 0;
46      }
47  } u[N], d[N];
48
49  int safe(int x, int y) {
50      // 防止 inc_id = 0 的情况
51      if (x) return x;
52      return y;
53  }
54
55  void dfs1(int x) {
56      d[x].inc = 1; d[x].inc_id = x;
57      data mx1 = data(), mx2 = data();
58      // mx1, mx2 表示儿子 inc 最大、第2大值，用于更新该点 exc
59      for (int i = 0; i < g[x].size(); ++i) {
60          dfs1(g[x][i]);
61          if (d[g[x][i]].inc + 1 > d[x].inc) {
62              d[x].inc = d[g[x][i]].inc + 1;
63              d[x].inc_id = d[g[x][i]].inc_id;
64          }
65          if (d[g[x][i]].inc > mx1.inc) {
66              mx2 = mx1;
67              mx1 = d[g[x][i]];
68          } else
69          if (d[g[x][i]].inc > mx2.inc) {
```

```
70            mx2 = d[g[x][i]];
71          }
72      }
73      d[x].exc = mx1.inc + mx2.inc + 1;
74      d[x].exc_l = safe(mx1.inc_id, x);
75      d[x].exc_r = safe(mx2.inc_id, x);
76      for (int i = 0; i < g[x].size(); ++i)
77          if (d[g[x][i]].exc > d[x].exc) {
78              d[x].exc = d[g[x][i]].exc;
79              d[x].exc_l = d[g[x][i]].exc_l;
80              d[x].exc_r = d[g[x][i]].exc_r;
81          }
82  }
83
84  void dfs2(int x, data y) {
85      u[x] = y;
86      if (!y.exc) y.exc = 1, y.exc_l = y.exc_r = x;
87      data mx1 = y, mx2 = data(), mx3 = data(), mxe1 = y, mxe2 = data();
88      // mx1, mx2, mx3 表示根过来的子树中 inc 的最大、第2大、第3大值
89      // mxe1, mxe2 表示根过来的子树中 exc 的最大、第2大值
90      int mx1_id = -1, mx2_id = -1, mx3_id = -1, mxe1_id = -1, mxe2_id = -1;
91      for (int i = 0; i < g[x].size(); ++i) {
92          if (d[g[x][i]].inc > mx1.inc) {
93              mx3 = mx2; mx3_id = mx2_id;
94              mx2 = mx1; mx2_id = mx1_id;
95              mx1 = d[g[x][i]]; mx1_id = i;
96          } else
97          if (d[g[x][i]].inc > mx2.inc) {
98              mx3 = mx2; mx3_id = mx2_id;
99              mx2 = d[g[x][i]]; mx2_id = i;
100         } else
101         if (d[g[x][i]].inc > mx3.inc) {
102             mx3 = d[g[x][i]]; mx3_id = i;
103         }
104         if (d[g[x][i]].exc > mxe1.exc) {
105             mxe2 = mxe1; mxe2_id = mxe1_id;
106             mxe1 = d[g[x][i]]; mxe1_id = i;
107         } else
108         if (d[g[x][i]].exc > mxe2.exc) {
109             mxe2 = d[g[x][i]]; mxe2_id = i;
110         }
111     }
112     for (int i = 0; i < g[x].size(); ++i) {
113         data z = data();
114         if (i == mx1_id) {
115             z.exc = mx2.inc + mx3.inc + 1;
116             z.exc_l = safe(mx2.inc_id, x);
117             z.exc_r = safe(mx3.inc_id, x);
118         } else
119         if (i == mx2_id) {
```

```
120        z.exc = mx1.inc + mx3.inc + 1;
121        z.exc_l = safe(mx1.inc_id, x);
122        z.exc_r = safe(mx3.inc_id, x);
123    } else {
124        z.exc = mx1.inc + mx2.inc + 1;
125        z.exc_l = safe(mx1.inc_id, x);
126        z.exc_r = safe(mx2.inc_id, x);
127    }
128    if (i == mxe1_id) {
129        if (mxe2.exc > z.exc) z = mxe2;
130    } else {
131        if (mxe1.exc > z.exc) z = mxe1;
132    }
133    if (i == mx1_id) {
134        z.inc = mx2.inc + 1;
135        z.inc_id = safe(mx2.inc_id, x);
136    } else {
137        z.inc = mx1.inc + 1;
138        z.inc_id = safe(mx1.inc_id, x);
139    }
140    dfs2(g[x][i], z);
141    }
142 }
```

4.5 虚树

设 $a[0 \cdots k-1]$ 为需要构建虚树的点。

构建出虚树的节点保存在 a 数组中, k 为节点个数。加边调用函数 addedge(int x, int y, int w) 。

```
1  bool cmp(int x, int y) {
2      return dfn[x] < dfn[y];
3  }
4
5  stack<int> stk;
6
7  void solve() {
8      sort(a, a + k, cmp);
9      int m = k;
10     for (int j = 1; j < m; ++j)
11         a[k++] = lca(a[j - 1], a[j]);
12     sort(a, a + k, cmp);
13     k = unique(a, a + k) - a;
14     stk.push(a[0]);
15     for (int j = 1; j < k; ++j) {
16         int u = lca(stk.top(), a[j]);
17         while (dep[stk.top()] > dep[u]) --top;
18         assert(stk.top() == u);
19         stk.push(a[j]);
20         addedge(u, a[j], dis[a[j]] - dis[u]);
21     }
```

```
22  }
```

5 图

5.1 欧拉回路

欧拉回路:

无向图: 每个顶点的度数都是偶数, 则存在欧拉回路。

有向图: 每个顶点的入度 = 出度, 则存在欧拉回路。

欧拉路径:

无向图: 当且仅当该图所有顶点的度数为偶数, 或者除了两个度数为奇数外其余的全是偶数。

有向图: 当且仅当该图所有顶点出度 = 入度或者一个顶点出度 = 入度 + 1, 另一个顶点入度 = 出度 + 1, 其他顶点出度 = 入度。

下面 $O(n+m)$ 求欧拉回路的代码中, n 为点数, m 为边数, 若有解则依次输出经过的边的编号, 若是无向图, 则正数表示 x 到 y , 负数表示 y 到 x 。

```
1   namespace UndirectedGraph{
2       int n,m,i,x,y,d[N],g[N],v[M<<1],w[M<<1],vis[M<<1],nxt[M<<1],ed;
3       int ans[M],cnt;
4       void add(int x,int y,int z){
5           d[x]++;
6           v[++ed]=y;w[ed]=z;nxt[ed]=g[x];g[x]=ed;
7       }
8       void dfs(int x){
9           for(int&i=g[x];i;){
10              if(vis[i]){i=nxt[i];continue;}
11              vis[i]=vis[i^1]=1;
12              int j=w[i];
13              dfs(v[i]);
14              ans[++cnt]=j;
15          }
16      }
17      void solve(){
18          scanf("%d%d",&n,&m);
19          for(i=ed=1;i<=m;i++)scanf("%d%d",&x,&y),add(x,y,i),add(y,x,-i);
20          for(i=1;i<=n;i++)if(d[i]&1){puts("NO");return;}
21          for(i=1;i<=n;i++)if(g[i]){dfs(i);break;}
22          for(i=1;i<=n;i++)if(g[i]){puts("NO");return;}
23          puts("YES");
24          for(i=m;i;i--)printf("%d_",ans[i]);
25      }
26  }
27  namespace DirectedGraph{
28      int n,m,i,x,y,d[N],g[N],v[M],vis[M],nxt[M],ed;
29      int ans[M],cnt;
30      void add(int x,int y){
31          d[x]++;d[y]--;
32          v[++ed]=y;nxt[ed]=g[x];g[x]=ed;
```

```
33          }
34      void dfs(int x){
35          for(int&i=g[x];i;){
36              if(vis[i]){i=nxt[i];continue;}
37              vis[i]=1;
38              int j=i;
39              dfs(v[i]);
40              ans[++cnt]=j;
41          }
42      }
43      void solve(){
44          scanf("%d%d",&n,&m);
45          for(i=1;i<=m;i++)scanf("%d%d",&x,&y),add(x,y);
46          for(i=1;i<=n;i++)if(d[i]){puts("NO");return;}
47          for(i=1;i<=n;i++)if(g[i]){dfs(i);break;}
48          for(i=1;i<=n;i++)if(g[i]){puts("NO");return;}
49          puts("YES");
50          for(i=m;i;i--)printf("%d_",ans[i]);
51      }
52  }
```

5.2 最短路径

5.2.1 Dijkstra

```
1   #define LL long long
2
3   struct EDGE {
4       int adj, w, next;
5   } edge[M*2];
6
7   typedef pair<LL, int> pli;
8   priority_queue <pli, vector<pli>, greater<pli> > q;
9
10  int n, top, gh[N];
11  LL dist[N];
12
13  void addedge(int x, int y, int w) {
14      edge[++top].adj = y;
15      edge[top].w = w;
16      edge[top].next = gh[x];
17      gh[x] = top;
18  }
19
20  LL dijkstra(int s, int t) {
21      memset(dist, 63, sizeof(dist));
22      memset(v, 0, sizeof(v));
23      dist[s] = 0;
24      q.push(make_pair(dist[s], s));
```

```
25      while (!q.empty()) {
26          LL dis = q.top().first;
27          int x = q.top().second;
28          q.pop();
29          if (dis != dist[x]) continue;
30          for (int p=gh[x]; p; p=edge[p].next) {
31              if (dis + edge[p].w < dist[edge[p].adj]) {
32                  dist[edge[p].adj] = dis + edge[p].w;
33                  q.push(make_pair(dist[edge[p].adj], edge[p].adj));
34              }
35          }
36      }
37      return dist[t];
38  }
```

5.2.2 SPFA

```
1   struct EDGE {
2       int adj, w, next;
3   } edge[M*2];
4
5   int n,m,top,gh[N],v[N],cnt[N],q[N],dist[N],head,tail;
6
7   void addedge(int x, int y, int w) {
8       edge[++top].adj = y;
9       edge[top].w = w;
10      edge[top].next = gh[x];
11      gh[x] = top;
12  }
13
14  int spfa(int S, int T) {
15      memset(v, 0, sizeof(v));
16      memset(cnt, 0, sizeof(cnt));
17      memset(dist, 63, sizeof(dist));
18      head = 0, tail = 1;
19      dist[S] = 0; q[1] = S;
20      while (head != tail) {
21          (head += 1) %= N;
22          int x = q[head]; v[x] = 0;
23          ++cnt[x]; if (cnt[x] > n) return -1;
24          for (int p=gh[x]; p; p=edge[p].next)
25              if (dist[x] + edge[p].w < dist[edge[p].adj]) {
26                  dist[edge[p].adj] = dist[x] + edge[p].w;
27                  if (!v[edge[p].adj]) {
28                      v[edge[p].adj] = 1;
29                      (tail += 1) %= N;
30                      q[tail] = edge[p].adj;
31                  }
32              }
```

```
33          }
34      return dist[T];
35  }
```

5.3 K 短路

接口：

kthsp::init(n)：初始化并设置节点个数为 n

kthsp::add(x, y, w)：添加一条 x 到 y 的有向边

kthsp::work(S, T, k)：求 S 到 T 的第 k 短路

```
1   #define N 200020
2   #define M 400020
3   #define LOGM 20
4   #define LL long long
5   #define inf (1LL<<61)
6
7   namespace pheap {
8       struct Node {
9           int next, son[2];
10          LL val;
11      } node[M*LOGM];
12      int LOG[M];
13      int root[M], size[M*LOGM], top;
14      int add() {
15          ++top; assert(top < M*LOGM);
16          node[top].next = node[top].son[0] = node[top].son[1] = 0;
17          node[top].val = inf;
18          return top;
19      }
20      int copy(int x) {
21          int t = add();
22          node[t] = node[x];
23          return t;
24      }
25      void init() {
26          memset(root, 0, sizeof(root));
27          top = -1; add();
28          LOG[1] = 0;
29          for (int i=2;i<M;i++) LOG[i] = LOG[i>>1] + 1;
30      }
31      void upd(int x, int &next, LL &val) {
32          if (val < node[x].val) {
33              swap(val, node[x].val);
34              swap(next, node[x].next);
35          }
36      }
37      void insert(int x, int next, LL val) {
38          int sz = size[root[x]] + 1;
```

```cpp
39          root[x] = copy(root[x]);
40          size[root[x]] = sz; x = root[x];
41          upd(x, next, val);
42          for (int i=LOG[sz]-1;i>=0;i--) {
43              int ind = (sz>>i)&1;
44              node[x].son[ind] = copy(node[x].son[ind]);
45              x = node[x].son[ind];
46              upd(x, next, val);
47          }
48      }
49  };
50
51  namespace kthsp {
52      using namespace pheap;
53      struct EDGE {
54          int adj, w, next;
55      } edge[2][M];
56      struct W {
57          int x, y, w;
58      } e[M];
59      bool has_init = 0;
60      int n, m, top[2], gh[2][N], v[N];
61      LL dist[N];
62      void init(int n1) {
63          has_init = 1;
64          n = n1; m = 0;
65          memset(top, 0, sizeof(top));
66          memset(gh, 0, sizeof(gh));
67          for (int i=1;i<=n;i++) dist[i] = inf;
68      }
69      void addedge(int id, int x, int y, int w) {
70          edge[id][++top[id]].adj = y;
71          edge[id][top[id]].w = w;
72          edge[id][top[id]].next = gh[id][x];
73          gh[id][x] = top[id];
74      }
75      void add(int x, int y, int w) {
76          assert(has_init);
77          e[++m].x=x; e[m].y=y; e[m].w=w;
78      }
79      int best[N], bestw[N];
80      typedef pair<LL, int> pli;
81      priority_queue <pli, vector<pli>, greater<pli> > q;
82
83      // you can replace dijkstra with SPFA or TOPSORT(DAG)
84      void dijkstra(int S) {
85          while (!q.empty()) q.pop();
86          dist[S] = 0; q.push(make_pair(dist[S], S));
87          while (!q.empty()) {
88              LL dis = q.top().first;
```

```
 89            int x = q.top().second;
 90            q.pop();
 91            if (dist[x] != dis) continue;
 92            for (int p=gh[1][x]; p; p=edge[1][p].next) {
 93                int y = edge[1][p].adj;
 94                if (dist[x] + edge[1][p].w < dist[y]) {
 95                    dist[y] = dist[x] + edge[1][p].w;
 96                    best[y] = x;
 97                    bestw[y] = p;
 98                    q.push(make_pair(dist[y], y));
 99                }
100            }
101        }
102    }
103    void dfs(int x) {
104        if (v[x]) return;
105        v[x] = 1;
106        if (best[x]) root[x] = root[best[x]];
107        for (int p=gh[0][x]; p; p=edge[0][p].next)
108            if (dist[edge[0][p].adj] != inf && bestw[x] != p) {
109                insert(x, edge[0][p].adj, edge[0][p].w + dist[edge[0][p].adj] - dist
                        [x]);
110            }
111        for (int p=gh[1][x]; p; p=edge[1][p].next)
112            if (best[edge[1][p].adj] == x)
113                dfs(edge[1][p].adj);
114    }
115    LL work(int S, int T, int k) {
116        assert(has_init);
117        n++; add(T, n, 0);
118        if (S == T) k ++;
119        T = n;
120        for (int i=1;i<=m;i++) {
121            addedge(0, e[i].x, e[i].y, e[i].w);
122            addedge(1, e[i].y, e[i].x, e[i].w);
123        }
124        dijkstra(T);
125        root[T] = 0; pheap::init();
126        memset(v, 0, sizeof(v));
127        dfs(T);
128        while (!q.empty()) q.pop();
129        if (k == 1) return dist[S];
130        if (root[S]) q.push(make_pair(dist[S] + node[root[S]].val, root[S]));
131        while (k--) {
132            if (q.empty()) return inf;
133            pli now = q.top(); q.pop();
134            if (k == 1) return now.first;
135            int x = node[now.second].next, u = node[now.second].son[0], v = node[now
                    .second].son[1];
136            if (root[x]) q.push(make_pair(now.first + node[root[x]].val, root[x]));
```

43

```
137         if (u) q.push(make_pair(now.first - node[now.second].val + node[u].val,
                u));
138         if (v) q.push(make_pair(now.first - node[now.second].val + node[v].val,
                v));
139       }
140       return 0;
141     }
142 };
```

5.4 Tarjan

割点的判断：一个顶点 u 是割点，当且仅当满足 (1) 或 (2)：
(1) u 为树根，且 u 有多于一个子树（即：存在一个儿子 v 使得 $dfn[u]+1 \neq dfn[v]$ ）
(2) u 不为树根，且满足存在 (u,v) 为树枝边（u 为 v 的父亲），使得 $dfn[u] \leq low[v]$
桥的判断：一条无向边 (u,v) 是桥，当且仅当 (u,v) 为树枝边，满足 $dfn[u] < low[v]$

```
1  struct EDGE { int adj, next; } edge[M];
2  int n, m, top, gh[N];
3  int dfn[N], low[N], cnt, ind, stop, instack[N], stack[N], belong[N];
4  void addedge(int x, int y) {
5      edge[++top].adj = y;
6      edge[top].next = gh[x];
7      gh[x] = top;
8  }
9  void tarjan(int x) {
10     dfn[x] = low[x] = ++ind;
11     instack[x] = 1; stack[++stop] = x;
12     for (int p=gh[x]; p; p=edge[p].next)
13         if (!dfn[edge[p].adj]) {
14             tarjan(edge[p].adj);
15             low[x] = min(low[x], low[edge[p].adj]);
16         } else if (instack[edge[p].adj]) {
17             low[x] = min(low[x], dfn[edge[p].adj]);
18         }
19     if (dfn[x] == low[x]) {
20         ++cnt; int tmp=0;
21         while (tmp!=x) {
22             tmp = stack[stop--];
23             belong[tmp] = cnt;
24             instack[tmp] = 0;
25         }
26     }
27 }
```

5.5 2-SAT

```
1  #define N number_of_vertex
2  #define M number_of_edges
```

```
3
4  struct MergePoint {
5      struct EDGE {
6          int adj, next;
7      } edge[M];
8      int ex[M], ey[M];
9      bool instack[N];
10     int gh[N], top, dfn[N], low[N], cnt, ind, stop, stack[N], belong[N];
11     void init() {
12         cnt = ind = stop = top = 0;
13         memset(dfn, 0, sizeof(dfn));
14         memset(instack, 0, sizeof(instack));
15         memset(gh, 0, sizeof(gh));
16     }
17     void addedge(int x, int y) { //reverse
18         std::swap(x, y);
19         edge[++top].adj = y;
20         edge[top].next = gh[x];
21         gh[x] = top;
22         ex[top] = x;
23         ey[top] = y;
24     }
25     void tarjan(int x) {
26         dfn[x] = low[x] = ++ind;
27         instack[x] = 1; stack[++stop] = x;
28         for (int p=gh[x]; p; p=edge[p].next)
29             if (!dfn[edge[p].adj]) {
30                 tarjan(edge[p].adj);
31                 low[x] = std::min(low[x], low[edge[p].adj]);
32             } else if (instack[edge[p].adj]) {
33                 low[x] = std::min(low[x], dfn[edge[p].adj]);
34             }
35         if (dfn[x] == low[x]) {
36             ++cnt; int tmp = 0;
37             while (tmp!=x) {
38                 tmp = stack[stop--];
39                 belong[tmp] = cnt;
40                 instack[tmp] = 0;
41             }
42         }
43     }
44     void work() {
45         for (int i = (__first__); i <= (__last__); ++i)
46             if (!dfn[i])
47                 tarjan(i);
48     }
49 } merge;
50
51 struct Topsort {
52     struct EDGE {
```

```
53        int adj, next;
54    } edge[M];
55    int n, top, gh[N], ops[N], deg[N], ans[N];
56    std::queue<int> q;
57    void init() {
58        n = merge.cnt; top = 0;
59        memset(gh, 0, sizeof(gh));
60        memset(deg, 0, sizeof(deg));
61    }
62    void addedge(int x, int y) {
63        if (x == y) return;
64        edge[++top].adj = y;
65        edge[top].next = gh[x];
66        gh[x] = top;
67        ++deg[y];
68    }
69    void work() {
70        for (int i = 1; i <= n; ++i)
71            if (!deg[i])
72                q.push(i);
73        while (!q.empty()) {
74            int x = q.front();
75            q.pop();
76            for (int p = gh[x]; p; p = edge[p].next)
77                if (!--deg[edge[p].adj])
78                    q.push(edge[p].adj);
79            if (ans[x]) continue;
80            ans[x] = -1; //not selected
81            ans[ops[x]] = 1; //selected
82        }
83    }
84 } ts;
```

调用示例：

```
1     merge.init();
2     merge.addedge();
3     merge.work();
4     for (int i = 1; i <= n; ++i) {
5         if (merge.belong[U(i, 0)] == merge.belong[U(i, 1)]) {
6             puts("NO");
7             return 0;
8         }
9         ts.ops[merge.belong[U(i, 0)]] = merge.belong[U(i, 1)];
10        ts.ops[merge.belong[U(i, 1)]] = merge.belong[U(i, 0)];
11    }
12    ts.init();
13    ts.work();
14    puts("YES");
15    for (int i = 1; i <= n; ++i) {
16        int x = U(i, 0), y = U(i, 1);
```

```
17          x = merge.belong[x], y = merge.belong[y];
18          x = ts.ans[x], y = ts.ans[y];
19          if (x == 1) puts("0 is selected");
20          if (y == 1) puts("1 is selected");
21      }
```

5.6 统治者树 (Dominator Tree)

Dominator Tree 可以解决判断一类有向图必经点的问题。

idom[x] 表示离 x 最近的必经点（重编号后）。将 idom[x] 作为 x 的父亲，构成一棵 Dominator Tree

接口：

void dominator::init(int n); 初始化，有向图节点数为 n

void dominator::addedge(int u, int v); 添加一条有向边 (u, v)

void dominator::work(int root); 以 root 为根，建立一棵 Dominator Tree

结果的返回：

在执行 dominator::work(int root); 后，树边保存在 vector <int> tree[N] 中

```
1   namespace dominator {
2       vector <int> g[N], rg[N], bucket[N], tree[N];
3       int n, ind, idom[N], sdom[N], dfn[N], dsu[N], father[N], label[N], rev[N];
4       void dfs(int x) {
5           ++ind;
6           dfn[x] = ind; rev[ind] = x;
7           label[ind] = dsu[ind] = sdom[ind] = ind;
8           for (auto p : g[x]) {
9               if (!dfn[p]) dfs(p), father[dfn[p]] = dfn[x];
10              rg[dfn[p]].push_back(dfn[x]);
11          }
12      }
13      void init(int n1) {
14          n = n1; ind = 0;
15          for (int i = 1; i <= n; ++i) {
16              g[i].clear();
17              rg[i].clear();
18              bucket[i].clear();
19              tree[i].clear();
20              dfn[i] = 0;
21          }
22      }
23      void addedge(int u, int v) {
24          g[u].push_back(v);
25      }
26      int find(int x, int step=0) {
27          if (dsu[x] == x) return step ? -1 : x;
28          int y = find(dsu[x], 1);
29          if (y < 0) return x;
30          if (sdom[label[dsu[x]]] < sdom[label[x]])
```

```
31          label[x] = label[dsu[x]];
32      dsu[x] = y;
33      return step ? dsu[x] : label[x];
34    }
35    void work(int root) {
36      dfs(root); n = ind;
37      for (int i = n; i; --i) {
38          for (auto p : rg[i])
39              sdom[i] = min(sdom[i], sdom[find(p)]);
40          if (i > 1) bucket[sdom[i]].push_back(i);
41          for (auto p : bucket[i]) {
42              int u = find(p);
43              if (sdom[p] == sdom[u]) idom[p] = sdom[p];
44              else idom[p] = u;
45          }
46          if (i > 1) dsu[i] = father[i];
47      }
48      for (int i = 2; i <= n; ++i) {
49          if (idom[i] != sdom[i])
50              idom[i] = idom[idom[i]];
51          tree[rev[i]].push_back(rev[idom[i]]);
52          tree[rev[idom[i]]].push_back(rev[i]);
53      }
54    }
55  };
```

5.7 网络流

5.7.1 最大流

注意：*top 要初始化为 1*

```
1  struct EDGE { int adj, w, next; } edge[M];
2  int n, top, gh[N], nrl[N];
3  void addedge(int x, int y, int w) {
4      edge[++top].adj = y;
5      edge[top].w = w;
6      edge[top].next = gh[x];
7      gh[x] = top;
8      edge[++top].adj = x;
9      edge[top].w = 0;
10     edge[top].next = gh[y];
11     gh[y] = top;
12 }
13 int dist[N], q[N];
14 int bfs() {
15     memset(dist, 0, sizeof(dist));
16     q[1] = S; int head = 0, tail = 1; dist[S] = 1;
17     while (head != tail) {
18         int x = q[++head];
```

```
19        for (int p=gh[x]; p; p=edge[p].next)
20            if (edge[p].w && !dist[edge[p].adj]) {
21                dist[edge[p].adj] = dist[x] + 1;
22                q[++tail] = edge[p].adj;
23            }
24    }
25    return dist[T];
26 }
27 int dinic(int x, int delta) {
28    if (x==T) return delta;
29    for (int& p=nrl[x]; p && delta; p=edge[p].next)
30        if (edge[p].w && dist[x]+1 == dist[edge[p].adj]) {
31            int dd = dinic(edge[p].adj, min(delta, edge[p].w));
32            if (!dd) continue;
33            edge[p].w -= dd;
34            edge[p^1].w += dd;
35            return dd;
36        }
37    return 0;
38 }
39 int work() {
40    int ans = 0;
41    while (bfs()) {
42        memcpy(nrl, gh, sizeof(gh));
43        int t; while (t = dinic(S, inf)) ans += t;
44    }
45    return ans;
46 }
```

5.7.2 上下界有源汇网络流

T 向 S 连容量为正无穷的边，将有源汇转化为无源汇。

每条边容量减去下界，设 $in[i]$ 表示流入 i 的下界之和减去流出 i 的下界之和。

新建超级源汇 SS, TT ，对于 $in[i] > 0$ 的点，SS 向 i 连容量为 $in[i]$ 的边。对于 $in[i] < 0$ 的点，i 向 TT 连容量为 $-in[i]$ 的边。

求出以 SS, TT 为源汇的最大流，如果等于 $\Sigma in[i](in[i] > 0)$ ，则存在可行流。再求出 S, T 为源汇的最大流即为最大流。
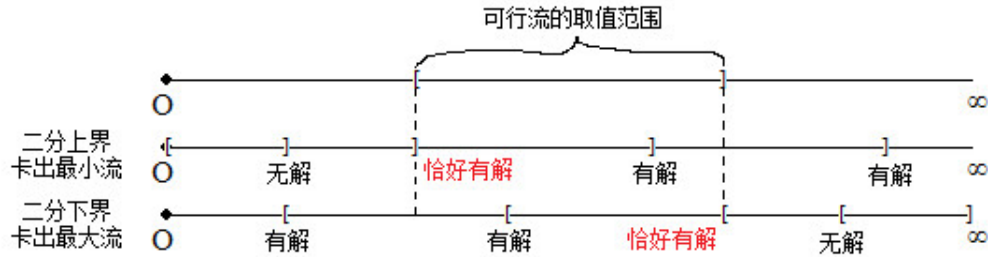
费用流：建完图后等价于求以 SS, TT 为源汇的费用流。

5.7.3 上下界无源汇网络流

1. 怎样求无源汇有上下界网络的可行流？

由于有源汇的网络我们先要转化成无源汇，所以本来就无源汇的网络不用再作特殊处理。

2. 怎样求无源汇有上下界网络的最大流、最小流？

一种简易的方法是采用二分的思想，不断通过可行流的存在与否对 (t, s) 边的上下界 U, L 进行调整。求最大流时令 $U = \infty$ 并二分 L ；求最小流时令 $L = 0$ 并二分 U 。道理很简单，因为可行流的取值范围是一段连续的区间，我们只要通过二分找到有解和无解的分界线即可。

5.7.4 费用流

注意：*top 要初始化为 1*

```
1   #define inf 0x3f3f3f3f
2   struct NetWorkFlow {
3       struct EDGE {
4           int adj, w, cost, next;
5       } edge[M*2];
6       int gh[N], q[N], dist[N], v[N], pre[N], prev[N], top;
7       int S, T;
8       void addedge(int x, int y, int w, int cost) {
9           edge[++top].adj = y;
10          edge[top].w = w;
11          edge[top].cost = cost;
12          edge[top].next = gh[x];
13          gh[x] = top;
14          edge[++top].adj = x;
15          edge[top].w = 0;
16          edge[top].cost = -cost;
17          edge[top].next = gh[y];
18          gh[y] = top;
19      }
20      void clear() {
21          top = 1;
22          memset(gh, 0, sizeof(gh));
23      }
24      int spfa() {
25          memset(dist, 63, sizeof(dist));
26          memset(v, 0, sizeof(v));
27          int head = 0, tail = 1;
28          q[1] = S; v[S] = 1; dist[S] = 0;
29          while (head != tail) {
30              (head += 1) %= N;
31              int x = q[head];
32              v[x] = 0;
33              for (int p=gh[x]; p; p=edge[p].next)
34                  if (edge[p].w && dist[x] + edge[p].cost < dist[edge[p].adj]) {
35                      dist[edge[p].adj] = dist[x] + edge[p].cost;
36                      pre[edge[p].adj] = x;
```

```
37                      prev[edge[p].adj] = p;
38                      if (!v[edge[p].adj]) {
39                          v[edge[p].adj] = 1;
40                          (tail += 1) %= N;
41                          q[tail] = edge[p].adj;
42                      }
43                  }
44          }
45          return dist[T] != inf;
46      }
47      int work() {
48          int ans = 0;
49          while (spfa()) {
50              int mx = inf;
51              for (int x=T;x!=S;x=pre[x])
52                  mx = min(edge[prev[x]].w, mx);
53              ans += dist[T] * mx;
54              for (int x=T;x!=S;x=pre[x]) {
55                  edge[prev[x]].w -= mx;
56                  edge[prev[x]^1].w += mx;
57              }
58          }
59          return ans;
60      }
61  } nwf;
```

5.7.5 zkw 费用流

注意：*top 要初始化为 1，不得用于有负权的图*

```
1   #define inf 0x3f3f3f3f //modify if you use long long or double
2   template <class _tp>
3   struct NetWorkFlow {
4       struct EDGE {
5           int adj, next;
6           _tp w, cost;
7       } edge[M*2];
8       int gh[N], top;
9       int S, T;
10      void addedge(int x, int y, _tp w, _tp cost) {
11          edge[++top].adj = y;
12          edge[top].w = w;
13          edge[top].cost = cost;
14          edge[top].next = gh[x];
15          gh[x] = top;
16          edge[++top].adj = x;
17          edge[top].w = 0;
18          edge[top].cost = -cost;
19          edge[top].next = gh[y];
20          gh[y] = top;
```

```
21          }
22      void clear() {
23          top = 1;
24          memset(gh, 0, sizeof(gh));
25      }
26      int v[N];
27      _tp cost, d[N], slk[N];
28      _tp aug(int x, _tp f) {
29          _tp left = f;
30          if (x == T) {
31              cost += f * d[S];
32              return f;
33          }
34          v[x] = true;
35          for (int p=gh[x]; p; p=edge[p].next)
36              if (edge[p].w && !v[edge[p].adj]) {
37                  _tp t = d[edge[p].adj] + edge[p].cost - d[x];
38                  if (t == 0) {
39                      _tp delt = aug(edge[p].adj, min(left, edge[p].w));
40                      if (delt > 0) {
41                          edge[p].w -= delt;
42                          edge[p^1].w += delt;
43                          left -= delt;
44                      }
45                      if (left == 0) return f;
46                  } else {
47                  if (t < slk[edge[p].adj])
48                      slk[edge[p].adj] = t;
49                  }
50              }
51          return f-left;
52      }
53      bool modlabel() {
54          _tp delt = inf;
55          for (int i=1;i<=T;i++)
56              if (!v[i]) {
57                  if (slk[i] < delt) delt = slk[i];
58                  slk[i] = inf;
59              }
60          if (delt == inf) return true;
61          for (int i=1;i<=T;i++)
62              if (v[i]) d[i] += delt;
63          return false;
64      }
65      _tp work() {
66          cost = 0;
67          memset(d, 0, sizeof(d));
68          memset(slk, 63, sizeof(slk));
69          do {
70              do {
```

```
71          memset(v, 0, sizeof(v));
72      } while (aug(S, inf));
73    } while (!modlabel());
74    return cost;
75   }
76 };
77 NetWorkFlow<int> nwf;
```

6 数学

6.1 扩展欧几里得解同余方程

ans[] 保存的是循环节内所有的解

```
1  int exgcd(int a,int b,int&x,int&y){
2      if(!b)return x=1,y=0,a;
3      int d=exgcd(b,a%b,x,y),t=x;
4      return x=y,y=t-a/b*y,d;
5  }
6  void cal(ll a,ll b,ll n){//ax=b(mod n)
7      ll x,y,d=exgcd(a,n,x,y);
8      if(b%d)return;
9      x=(x%n+n)%n;
10     ans[cnt=1]=x*(b/d)%(n/d);
11     for(ll i=1;i<d;i++)ans[++cnt]=(ans[1]+i*n/d)%n;
12 }
```

6.2 同余方程组

```
1  int n,flag,k,m,a,r,d,x,y;
2  int main(){
3      scanf("%d",&n);
4      flag=k=1,m=0;
5      while(n--){
6          scanf("%d%d",&a,&r);//ans%a=r
7          if(flag){
8              d=exgcd(k,a,x,y);
9              if((r-m)%d){flag=0;continue;}
10             x=(x*((r-m)/d)+a/d)%(a/d),y=k/d*a,m=((x*k+m)%y)%y;
11             if(m<0)m+=y;
12             k=y;
13         }
14     }
15     printf("%d",flag?m:-1);//若flag=1,说明有解,解为ki+m,i为任意整数
16 }
```

6.3 卡特兰数

$h_1 = 1, h_n = \frac{h_{n-1}(4n-2)}{n+1} = \frac{C(2n,n)}{n+1} = C(2n,n) - C(2n,n-1)$

在一个格点阵列中，从 $(0,0)$ 点走到 (n,m) 点且不经过对角线 $x = y$ 的方案数 $(x > y)$：

$C(n+m-1,m) - C(n+m-1,m-1)$

在一个格点阵列中，从 $(0,0)$ 点走到 (n,m) 点且不穿过对角线 $x = y$ 的方案数 $(x \geq y)$：

$C(n+m,m) - C(n+m,m-1)$

6.4 斯特林数

6.4.1 第一类斯特林数

第一类 Stirling 数 $S(p,k)$ 的一个组合学解释是：将 p 个物体排成 k 个非空循环排列的方法数。

$S(p,k)$ 的递推公式：$S(p,k) = (p-1)S(p-1,k) + S(p-1,k-1), 1 \leq k \leq p-1$

边界条件：$S(p,0) = 0, p \geq 1 \; S(p,p) = 1, p \geq 0$

6.4.2 第二类斯特林数

第二类 Stirling 数 $S(p,k)$ 的一个组合学解释是：将 p 个物体划分成 k 个非空的不可辨别（可以理解为盒子没有编号）集合的方法数。

$S(p,k)$ 的递推公式：$S(p,k) = kS(p-1,k) + S(p-1,k-1), 1 \leq k \leq p-1$

边界条件：$S(p,0) = 0, p \geq 1 \; S(p,p) = 1, p \geq 0$

也有卷积形式：

$$S(n,m) = \frac{1}{m!}\sum_{k=0}^{m}(-1)^k C(m,k)(m-k)^n = \sum_{k=0}^{m}\frac{(-1)^k(m-k)^n}{k!(m-k)!} = \sum_{k=0}^{m}\frac{(-1)^k}{k!} \times \frac{(m-k)^n}{(m-k)!}$$

6.5 错排公式

$$D_1 = 0, D_2 = 1, D_n = (n-1)(D_{n-2} + D_{n-1})$$

6.6 Lucas 定理

接口：

初始化：void lucas::init();

计算 $C(n,m)\%mod$ 的值：LL lucas::Lucas(LL n, LL m);

```
1  #define mod 110119
2  #define LL long long
3  namespace lucas {
4      LL fac[mod+1], facv[mod+1];
5      LL power(LL base, LL times) {
6          LL ans = 1;
7          while (times) {
8              if (times&1) (ans *= base) %= mod;
9              (base *= base) %= mod;
10             times >>= 1;
```

```
11              }
12              return ans;
13          }
14          void init() {
15              fac[0] = 1; for (int i=1;i<mod;i++) fac[i] = (fac[i-1] * i) % mod;
16              facv[mod-1] = power(fac[mod-1], mod-2);
17              for (int i=mod-2;i>=0;--i) facv[i] = (facv[i+1] * (i+1)) % mod;
18          }
19          LL C(unsigned LL n, unsigned LL m) {
20              if (n < m) return 0;
21              return (fac[n] * facv[m] % mod * facv[n-m] % mod) % mod;
22          }
23          LL Lucas(unsigned LL n, unsigned LL m)
24          {
25              if (m == 0) return 1;
26              return (C(n%mod, m%mod) * Lucas(n/mod, m/mod)) %mod;
27          }
28  };
```

6.7 高斯消元

6.7.1 行列式

```
1  int ans = 1;
2  for (int i=0;i<n;i++) {
3      for (int j=i;j<n;j++)
4          if (g[j][i]) {
5              for (int k=i;k<n;k++)
6                  swap(g[i][k], g[j][k]);
7              if (j != i) ans *= -1;
8              break;
9          }
10     if (g[i][i] == 0) {
11         ans = 0;
12         break;
13     }
14     for (int j=i+1;j<n;j++) {
15         while (g[j][i]) {
16             int t = g[i][i] / g[j][i];
17             for (int k=i;k<n;k++)
18                 g[i][k] = (g[i][k] + mod - ((LL)t * g[j][k] % mod)) % mod;
19             for (int k=i;k<n;k++)
20                 swap(g[i][k], g[j][k]);
21             ans *= -1;
22         }
23     }
24 }
25 for (int i=0;i<n;i++)
26     ans = ((LL)ans * g[i][i]) % mod;
```

```
27 | ans = (ans % mod + mod) % mod;
28 | printf("%d\n", ans);
```

6.7.2 Matrix-Tree 定理

对于一张图，建立矩阵 C ，$C[i][i] = i$ 的度数，若 i,j 之间有边，那么 $C[i][j] = -1$ ，否则为 0 。这张图的生成树个数等于矩阵 C 的 $n-1$ 阶行列式的值。

6.8 调和级数

$\sum_{i=1}^{n} \frac{1}{i}$ 在 n 较大时约等于 $ln(n) + r$ ，r 为欧拉常数，约等于 0.5772156649015328 。

6.9 曼哈顿距离的变换

$$|x_1 - x_2| + |y_1 - y_2| = max(|(x_1 + y_1) - (x_2 + y_2)|, |(x_1 - y_1) - (x_2 - y_2)|)$$

6.10 数论函数变换

常见积性函数：

欧拉函数 $\phi(n)$ 为不超过 n 的与 n 互质的正整数个数

莫比乌斯函数 $\mu(n) = \begin{cases} 1, & 若n = 1 \\ (-1)^k, & 若n无平方数因数，且n = p_1 p_2 \cdots p_k \\ 0, & 若n有大于 1 的平方数因数 \end{cases}$

常见积性函数的性质：

$$n = \sum_{d|n} \phi(d)$$

$$\sum_{d|n} \mu(d) = \begin{cases} 1, & n = 1 \\ 0, & n > 1 \end{cases}$$

$$\sum_{i=1}^{n} \sum_{j=1}^{m} i \times j [gcd(i,j) = d] = \sum_{i=1}^{\lfloor \frac{n}{d} \rfloor} \sum_{j=1}^{\lfloor \frac{m}{d} \rfloor} id \times jd [gcd(i,j) = 1]$$

$$\phi(n) = \sum_{d|n} \mu(d) \frac{n}{d}$$

6.11 莫比乌斯反演

$F(n)$ 和 $f(n)$ 是定义在非负整数集合上的两个函数，则：

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

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

6.12 线性筛素数

```
1   mu[1]=phi[1]=1;top=0;
2   for (int i=2;i<N;i++) {
3       if (!v[i]) prime[++top]=i, mu[i] = -1, phi[i] = i-1;
4       for (int j=1;i*prime[j]<N && j<=top;j++) {
5           v[i*prime[j]] = 1;
6           if (i%prime[j]) {
7               mu[i*prime[j]] = -mu[i];
8               phi[i*prime[j]] = phi[i] * (prime[j]-1);
9           } else {
10              mu[i*prime[j]] = 0;
11              phi[i*prime[j]] = phi[i] * prime[j];
12              break;
13          }
14      }
15  }
```

6.13 杜教筛

getphi(t, x) 表示求 $\sum\limits_{i=1}^{x} i^t \phi(i)$ 。

推导过程：

记 $S(n) = \sum\limits_{i=1}^{n} f(i)$ ，取任意函数 g 有恒等式

$$S(n) = \sum_{i=1}^{n} (f \cdot g)(i) - \sum_{i=2}^{n} g(i)S(\lfloor \frac{n}{i} \rfloor)$$

其中，$(f \cdot g)$ 表示 f 和 g 的狄利克雷卷积：即：$(f \cdot g)(n) = \sum\limits_{d|n} f(d)g(\frac{n}{d})$

关于恒等式的证明：

将 $\sum\limits_{i=2}^{n} g(i)S(\lfloor \frac{n}{i} \rfloor)$ 移到左边去，即只需证

$$\sum_{i=1}^{n} (f \cdot g)(i) = \sum_{i=1}^{n} g(i)S(\lfloor \frac{n}{i} \rfloor)$$

将狄利克雷卷积展开，得：

$$\sum_{i=1}^{n} \sum_{d|i} g(d)f(\frac{i}{d}) = \sum_{i=1}^{n} g(i)S(\lfloor \frac{n}{i} \rfloor)$$

即：

$$\sum_{d=1}^{n} g(d) \sum_{i=1}^{\lfloor \frac{n}{d} \rfloor} f(i) = \sum_{i=1}^{n} g(i)S(\lfloor \frac{n}{i} \rfloor)$$

显然相等，恒等式证完。

取 $f(i) = i^p \phi(i), g(i) = i^p$ ，则有：

$$S(n) = \sum_{i=1}^{n} i^p \phi(i) = \sum_{i=1}^{n} i^{p+1} - \sum_{i=2}^{n} i^p S(\lfloor \frac{n}{i} \rfloor)$$

其中有用到等式 $\sum_{d|n} \phi(d) = n$

另外，莫比乌斯函数 $\mu(n)$ 也可以使用杜教筛求前缀和，记 $S'(n) = \sum_{i=1}^{n} \mu(i)$，则 $S'(n) = 1 - \sum_{i=2}^{n} S'(\lfloor \frac{n}{i} \rfloor)$

```
1   #include <bits/stdc++.h>
2
3   #define N 5000020
4   #define LL long long
5   #define mod 1000000007
6   #define div2 ((mod+1)/2)
7   #define div6 ((mod+1)/6)
8
9   using namespace std;
10
11  int n, prime[N], v[N];
12  LL phi[3][N];
13
14  map<int, int> mp[3];
15
16  int sum(int t, int x) { //calculate 1^t + 2^t + ... + x^t
17      if (t == 0) return x;
18      if (t == 1) return 1ll * x * (x + 1) % mod * div2 % mod;
19      if (t == 2) return 1ll * x * (x + 1) % mod * (2ll * x % mod + 1) % mod * div6 %
            mod;
20      if (t == 3) return 1ll * x * x % mod * (x + 1) % mod * (x + 1) % mod * div2 %
            mod * div2 % mod;
21  }
22
23  int getphi(int t, int x) {
24      if (x < N) return phi[t][x];
25      if (mp[t].find(x) != mp[t].end()) return mp[t][x];
26      LL ans = 0; int r = 0;
27      for (int l = 2; l <= x; l = r + 1) {
28          r = x / (x / l);
29          ans += 1ll * getphi(t, x / l) * (((LL)sum(t, r) - sum(t, l - 1) + mod) % mod
                ) % mod;
30          ans %= mod;
31      }
32      ans = (LL)sum(t + 1, x) - ans + mod;
33      ans %= mod;
34      mp[t][x] = ans;
35      return (int)ans;
36  }
37
38  int main() {
```

```
39      memset(v, 0, sizeof(v));
40      int top = 0;
41      phi[0][1] = 1, phi[1][1] = 1, phi[2][1] = 1;
42      for (int i = 2; i < N; ++i) {
43          if (!v[i]) prime[++top] = i, phi[0][i] = i - 1, phi[1][i] = 1ll * i * phi
                 [0][i] % mod, phi[2][i] = 1ll * i * phi[1][i] % mod;
44          for (int j = 1; j <= top && prime[j] * i < N; ++j) {
45              v[i * prime[j]] = 1;
46              if (i % prime[j] == 0) {
47                  phi[0][i * prime[j]] = phi[0][i] * prime[j];
48                  phi[1][i * prime[j]] = 1ll * phi[1][i] * prime[j] % mod * prime[j] %
                         mod;
49                  phi[2][i * prime[j]] = 1ll * phi[2][i] * prime[j] % mod * prime[j] %
                         mod * prime[j] % mod;
50                  break;
51              } else {
52                  phi[0][i * prime[j]] = phi[0][i] * (prime[j] - 1);
53                  phi[1][i * prime[j]] = 1ll * phi[1][i] * (prime[j] - 1) % mod *
                         prime[j] % mod;
54                  phi[2][i * prime[j]] = 1ll * phi[2][i] * (prime[j] - 1) % mod *
                         prime[j] % mod * prime[j] % mod;
55              }
56          }
57      }
58      for (int i = 2; i < N; ++i) {
59          phi[0][i] = (phi[0][i] + phi[0][i - 1]) % mod;
60          phi[1][i] = (phi[1][i] + phi[1][i - 1]) % mod;
61          phi[2][i] = (phi[2][i] + phi[2][i - 1]) % mod;
62      }
63  }
```

6.14 FFT

6.14.1 普通 FFT

```
1   namespace FFT {
2       const int maxn = 65537;
3       const double pi = acos(-1.0);
4
5       struct comp {
6           double real , imag;
7           comp() {}
8           comp(double real , double imag): real(real) , imag(imag) {}
9           friend inline comp operator+(const comp &a , const comp &b) {
10              return comp(a.real + b.real , a.imag + b.imag);
11          }
12          friend inline comp operator-(const comp &a , const comp &b) {
13              return comp(a.real - b.real , a.imag - b.imag);
14          }
```

```
15       friend inline comp operator*(const comp &a , const comp &b) {
16           return comp(a.real * b.real - a.imag * b.imag , a.real * b.imag + a.imag
                 * b.real);
17       }
18   };
19
20   comp A[maxn] , B[maxn];
21   int rev[maxn], m, len;
22
23   inline void init(int n) {
24       for (m = 1, len = 0; m < n + n; m <<= 1 , len ++);
25       for (int i = 0; i < m; ++i) rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (len -
              1));
26       for (int i = 0; i < m; ++i) A[i] = B[i] = comp(0, 0);
27   }
28
29   inline void dft(comp *a , int v) {
30       for (int i = 0; i < m; ++i) if (i < rev[i]) swap(a[i] , a[rev[i]]);
31       for (int s = 2; s <= m; s <<= 1) {
32           comp g(cos(2 * pi / s) , v * sin(2 * pi / s));
33           for (int k = 0; k < m; k += s) {
34               comp w(1 , 0);
35               for (int j = 0; j < s / 2; ++j) {
36                   comp &u = a[k + j + s / 2], &v = a[k + j];
37                   comp t = w * u;
38                   u = v - t;
39                   v = v + t;
40                   w = w * g;
41               }
42           }
43       }
44       if (v == -1)
45           for (int i = 0; i < m; ++i) a[i].real /= m , a[i].imag /= m;
46   }
47 }
```

6.14.2 模任意素数 FFT

注意：调用 *mulmod* 前先调用 *init* 。调用 *mulmod* 前请确保 a, b 数组足够大（比 $2n$ 大的 2 的整数次幂）且经过初始化。

```
1 namespace FFT {
2     const long double pi = acos(-1.0);
3
4     struct comp {
5         long double real, imag;
6         comp() {}
7         comp(long double real, long double imag) : real(real), imag(imag) {}
8         friend inline comp operator + (const comp &a, const comp &b) {
9             return comp(a.real + b.real, a.imag + b.imag);
```

```
10              }
11              friend inline comp operator - (const comp &a, const comp &b) {
12                  return comp(a.real - b.real, a.imag - b.imag);
13              }
14              friend inline comp operator * (const comp &a, const comp &b) {
15                  return comp(a.real * b.real - a.imag * b.imag, a.real * b.imag + a.imag
                        * b.real);
16              }
17              inline comp conj() {
18                  return comp(real, -imag);
19              }
20          };
21
22          comp A[maxn], B[maxn];
23          int rev[maxn], m, len;
24
25          inline void init(int n) {
26              for (m = 1, len = 0; m < n + n; m <<= 1, ++len);
27              for (int i = 0; i < m; ++i) rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (len -
                    1));
28              for (int i = 0; i < m; ++i) A[i] = B[i] = comp(0, 0);
29          }
30
31          inline void dft(comp *a, int v) {
32              for (int i = 0; i < m; ++i) if (i < rev[i]) swap(a[i], a[rev[i]]);
33              for (int s = 2; s <= m; s <<= 1) {
34                  comp g(cos(2 * pi / s), v * sin(2 * pi / s));
35                  for (int k = 0; k < m; k += s) {
36                      comp w(1, 0);
37                      for (int j = 0; j < s / 2; ++j) {
38                          comp &u = a[k + j + s / 2], &v = a[k + j];
39                          comp t = w * u;
40                          u = v - t;
41                          v = v + t;
42                          w = w * g;
43                      }
44                  }
45              }
46              if (v == -1)
47                  for (int i = 0; i < m; ++i) a[i].real /= m, a[i].imag /= m;
48          }
49
50          inline void mulmod(int *a, int *b, int *c) { // c = a * b % mod, c不能为a或b
51              int M = sqrt(mod);
52              for (int i = 0; i < m; ++i) {
53                  A[i] = comp(a[i] / M, a[i] % M);
54                  B[i] = comp(b[i] / M, b[i] % M);
55              }
56              dft(A, 1); dft(B, 1);
57              static comp t[maxn];
```

```
58        for (int i = 0; i < m; ++i) {
59            int j = i ? m - i : 0;
60            t[i] = ((A[i] + A[j].conj()) * (B[j].conj() - B[i]) + (A[j].conj() - A[i
                ]) * (B[i] + B[j].conj())) * comp(0, 0.25);
61        }
62        dft(t, -1);
63        for (int i = 0; i < m; ++i)
64            c[i] = (LL)(t[i].real + 0.5) % mod * M % mod;
65        for (int i = 0; i < m; ++i) {
66            int j = i ? m - i : 0;
67            t[i] = (A[j].conj() - A[i]) * (B[j].conj() - B[i]) * comp(-0.25, 0) +
                comp(0, 0.25) * (A[i] + A[j].conj()) * (B[i] + B[j].conj());
68        }
69        dft(t, -1);
70        for (int i = 0; i < m; ++i)
71            c[i] = (1ll * c[i] + (LL)(t[i].real + 0.5) + (LL)(t[i].imag + 0.5) % mod
                * M * M % mod) % mod;
72    }
73 };
```

6.15 FWT

给定长度为 2^n 的序列 $A[0 \cdots 2^n - 1], B[0 \cdots 2^n - 1]$ ，求这两序列的

or 卷积: $C_k = \sum\limits_{i \ or \ j = k} A_i B_j$

and 卷积: $C_k = \sum\limits_{i \ and \ j = k} A_i B_j$

xor 卷积: $C_k = \sum\limits_{i \ xor \ j = k} A_i B_j$

```
1  void FWT(int *a, int n) {
2      for (int d = 1; d < n; d <<= 1)
3          for (int m = d << 1, i = 0; i < n; i += m)
4              for (int j = 0; j < d; ++j) {
5                  int x = a[i + j], y = a[i + j + d];
6                  //or: a[i + j + d] = x + y;
7                  //and: a[i + j] = x + y;
8                  //xor: a[i + j] = x + y, a[i + j + d] = x - y;
9                  // 如答案要求取模，此处记得取模
10             }
11 }
12
13 void UFWT(int *a, int n) {
14     for (int d = 1; d < n; d <<= 1)
15         for (int m = d << 1, i = 0; i < n; i += m)
16             for (int j = 0; j < d; ++j) {
17                 int x = a[i + j], y = a[i + j + d];
18                 //or: a[i + j + d] = y - x;
19                 //and: a[i + j] = x - y;
20                 //xor: a[i + j] = (x + y) / 2, a[i + j + d] = (x - y) / 2;
21                 // 如答案要求取模，此处记得取模
```

```
22          }
23  }
```

6.16 求原根

接口：LL p_root(LL p);

输入：一个素数 p

输出：p 的原根

```
1   #include <bits/stdc++.h>
2   #define LL long long
3
4   using namespace std;
5
6   vector <LL> a;
7
8   LL pow_mod(LL base, LL times, LL mod) {
9       LL ret = 1;
10      while (times) {
11          if (times&1) ret = ret * base % mod;
12          base = base * base % mod;
13          times>>=1;
14      }
15      return ret;
16  }
17
18  bool g_test(LL g, LL p) {
19      for (LL i = 0; i < a.size(); ++i)
20          if (pow_mod(g, (p-1)/a[i], p) == 1) return 0;
21      return 1;
22  }
23
24  LL p_root(LL p) {
25      LL tmp = p - 1;
26      for (LL i = 2; i <= tmp / i; ++i)
27          if (tmp % i == 0) {
28              a.push_back(i);
29              while (tmp % i == 0)
30                  tmp /= i;
31          }
32      if (tmp != 1) a.push_back(tmp);
33      LL g = 1;
34      while (1) {
35          if (g_test(g, p)) return g;
36          ++g;
37      }
38  }
39
40  int main() {
```

```
41      LL p;
42      cin >> p;
43      cout << p_root(p) << endl;
44  }
```

6.17 NTT

998244353 原根为 3，1004535809 原根为 3，786433 原根为 10，880803841 原根为 26。

NTT 公式：

$$y_n = \sum_{i=0}^{d-1} x_i (g^{\frac{P-1}{d}})^{in} \bmod P$$

```
1   #define mod 998244353
2   #define g 3
3   LL wi[N], wiv[N];
4   LL power(LL base, LL times) {
5       LL ans = 1;
6       while (times) {
7           if (times&1) (ans *= base) %= mod;
8           (base *= base) %= mod;
9           times >>= 1;
10      }
11      return ans;
12  }
13  void transform(LL *x, int len) {
14      for (int i=1,j=len/2;i<len-1;i++) {
15          if (i<j) swap(x[i], x[j]);
16          int k = len/2;
17          while (j>=k) {
18              j-=k;
19              k/=2;
20          }
21          if (j<k) j+=k;
22      }
23  }
24  void NTT(LL *x, int len, int reverse) {
25      transform(x, len);
26      for (int h=2;h<=len;h<<=1) {
27          for (int i=0;i<len;i+=h) {
28              LL w = 1, wn;
29              if (reverse==1) wn = wi[h]; else wn = wiv[h];
30              for (int j=i;j<i+h/2;j++) {
31                  LL u = x[j];
32                  LL v = (w * x[j+h/2]) % mod;
33                  x[j  ] = (u + v) % mod;
34                  x[j+h/2] = (u - v + mod) % mod;
35                  (w *= wn) %= mod;
36              }
37          }
```

```
38          }
39      if (reverse == -1) {
40          LL t = power(len, mod-2);
41          for (int i=0;i<len;i++)
42              (x[i] *= t) %= mod;
43      }
44  }
45  LL A[N], B[N];
46  int main() {
47      for (int i=1;i<N;i*=2) {
48          wi[i] = power(g, (mod-1)/i);
49          wiv[i] = power(wi[i], mod-2);
50      }
51      memset(A, 0, sizeof(A));
52      memset(B, 0, sizeof(B));
53      NTT(A, len, 1); NTT(B, len, 1);
54      for (int i=0;i<len;i++) (A[i] *= B[i]) %= mod;
55      NTT(A, len, -1);
56  }
```

6.18 Berlekamp Messay 算法求线性递推式

适合所有 $S_n = \sum\limits_{i=1}^{L} a_i S_{n-i}$ 的递推式。只需在 $vector < int > t$ 中输入前 $2L$ 项，即可计算出第 m 项的值 modulo MOD 。

时间复杂度 $O(L^2 \log(m))$ 。

异常处理：若提示 48 行 assertion error (assert(l * 2 + 1 < s.size()) ，则表示输入项数不足 $2L + 2$ 项，需要更多的项来确定线性递推式。

```
1   #include <bits/stdc++.h>
2
3   using namespace std;
4   typedef long long ll;
5
6   int MOD;
7
8   int bin(int a, int n) {
9       int res = 1;
10      while (n) {
11          if (n & 1) res = 1LL * res * a % MOD;
12          a = 1LL * a * a % MOD;
13          n >>= 1;
14      }
15      return res;
16  }
17
18  int inv(int x) {
19      return bin(x, MOD - 2);
20  }
```

```
21
22  vector<int> berlekamp(vector<int> s) {
23      int l = 0;
24      vector<int> la(1, 1);
25      vector<int> b(1, 1);
26      for (int r = 1; r <= (int)s.size(); r++) {
27          int delta = 0;
28          for (int j = 0; j <= l; j++) {
29              delta = (delta + 1LL * s[r - 1 - j] * la[j]) % MOD;
30          }
31          b.insert(b.begin(), 0);
32          if (delta != 0) {
33              vector<int> t(max(la.size(), b.size()));
34              for (int i = 0; i < (int)t.size(); i++) {
35                  if (i < (int)la.size()) t[i] = (t[i] + la[i]) % MOD;
36                  if (i < (int)b.size()) t[i] = (t[i] - 1LL * delta * b[i] % MOD + MOD
                      ) % MOD;
37              }
38              if (2 * l <= r - 1) {
39                  b = la;
40                  int od = inv(delta);
41                  for (int &x : b) x = 1LL * x * od % MOD;
42                  l = r - l;
43              }
44              la = t;
45          }
46      }
47      assert(la.size() == l + 1);
48      assert(l * 2 + 1 < s.size());
49      reverse(la.begin(), la.end());
50      return la;
51  }
52
53  vector<int> mul(vector<int> a, vector<int> b) {
54      vector<int> c(a.size() + b.size() - 1);
55      for (int i = 0; i < (int)a.size(); i++) {
56          for (int j = 0; j < (int)b.size(); j++) {
57              c[i + j] = (c[i + j] + 1LL * a[i] * b[j]) % MOD;
58          }
59      }
60      vector<int> res(c.size());
61      for (int i = 0; i < (int)res.size(); i++) res[i] = c[i] % MOD;
62      return res;
63  }
64
65  vector<int> mod(vector<int> a, vector<int> b) {
66      if (a.size() < b.size()) a.resize(b.size() - 1);
67
68      int o = inv(b.back());
69      for (int i = (int)a.size() - 1; i >= b.size() - 1; i--) {
```

66

```
70          if (a[i] == 0) continue;
71          int coef = 1LL * o * (MOD - a[i]) % MOD;
72          for (int j = 0; j < (int)b.size(); j++) {
73              a[i - (int)b.size() + 1 + j] = (a[i - (int)b.size() + 1 + j] + 1LL *
                    coef * b[j]) % MOD;
74          }
75      }
76      while (a.size() >= b.size()) {
77          assert(a.back() == 0);
78          a.pop_back();
79      }
80      return a;
81  }
82
83  vector<int> bin(int n, vector<int> p) {
84      vector<int> res(1, 1);
85      vector<int> a(2); a[1] = 1;
86      while (n) {
87          if (n & 1) res = mod(mul(res, a), p);
88          a = mod(mul(a, a), p);
89          n >>= 1;
90      }
91      return res;
92  }
93
94  void solve() {
95      int m = 22;
96      vector<int> t;
97      t.push_back(1);
98      t.push_back(9);
99      t.push_back(41);
100     t.push_back(109);
101     t.push_back(205);
102     t.push_back(325);
103     t.push_back(473);
104     t.push_back(649);
105     t.push_back(853);
106     t.push_back(1085);
107     t.push_back(1345);
108     t.push_back(1633);
109     t.push_back(1949);
110     t.push_back(2293);
111
112     MOD = 998244353;
113     vector<int> v = berlekamp(t);
114     vector<int> o = bin(m - 1, v);
115     int res = 0;
116     for (int i = 0; i < (int)o.size(); i++) res = (res + 1LL * o[i] * t[i]) % MOD;
117     printf("%d\n", res);
118 }
```

```
119
120  int main() {
121      solve();
122      return 0;
123  }
```

6.19 幂和

$$\sum_{i=1}^{n} i^1 = \frac{n(n+1)}{2} = \frac{1}{2}n^2 + \frac{1}{2}n$$

$$\sum_{i=1}^{n} i^2 = \frac{n(n+1)(2n+1)}{6} = \frac{1}{3}n^3 + \frac{1}{2}n^2 + \frac{1}{6}n$$

$$\sum_{i=1}^{n} i^3 = \frac{n^2(n+1)^2}{4} = \frac{1}{4}n^4 + \frac{1}{2}n^3 + \frac{1}{4}n^2$$

$$\sum_{i=1}^{n} i^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30} = \frac{1}{5}n^5 + \frac{1}{2}n^4 + \frac{1}{3}n^3 - \frac{1}{30}n$$

$$\sum_{i=1}^{n} i^5 = \frac{n^2(n+1)^2(2n^2+2n-1)}{12} = \frac{1}{6}n^6 + \frac{1}{2}n^5 + \frac{5}{12}n^4 - \frac{1}{12}n^2$$

$$\sum_{i=1}^{n} i^6 = \frac{n(n+1)(2n+1)(3n^4+6n^3-3n+1)}{42} = \frac{1}{7}n^7 + \frac{1}{2}n^6 + \frac{1}{2}n^5 - \frac{1}{6}n^3 + \frac{1}{42}n$$

6.20 蔡勒公式

$$w = (\lfloor \frac{c}{4} \rfloor - 2c + y + \lfloor \frac{y}{4} \rfloor + \lfloor \frac{13(m+1)}{5} \rfloor + d - 1) \bmod 7$$

w：0 星期日，1 星期一，2 星期二，3 星期三，4 星期四，5 星期五，6 星期六
c：年份前两位数
y：年份后两位数
m：月（$3 \le m \le 14$，即在蔡勒公式中，1、2 月要看作上一年的 13、14 月来计算）
d：日

6.21 皮克定理

给定顶点坐标均是整点（或正方形格点）的简单多边形（凸多边形），皮克定理说明了其面积 S 和内部格点数目 n、边上格点数目 s 的关系：$S = n + \frac{s}{2} + 1$。

6.22 组合数 lcm

$(n+1)lcm(C(n,0), C(n,1), ..., C(n,k)) = lcm(n+1, n, n-1, ..., n-k+1)$

6.23 区间 lcm 的维护

对于一个数，将其分解质因数，若有因子 p^k，那么拆分出 k 个数 $p, p^2, ..., p^k$，权值都为 p，那么查询区间 $[l, r]$ 内所有数的 lcm 的答案 = 所有在该区间中出现过的数的权值之积，可持久化线段树维护即可。

7 几何

7.1 二维计算几何

7.1.1 计算几何误差修正

```cpp
const double pi = acos(-1.0);
const double eps = 1e-8;

inline double sqr(double x) {
    return x * x;
}

inline int sgn(double x) {
    if (x < -eps) return -1;
    return x > eps;
}

inline int cmp(double x, double y) {
    return sgn(x - y);
}
```

7.1.2 计算几何点类

成员函数:
read()　　　输入一个点
norm()　计算向量的模长
相关函数:
double sqr(double x)　　　　　　　　　　　计算一个数的平方
double det(const point &a, const point &b)　　　计算两个向量的叉积
double dot(const point &a, const point &b)　　　计算两个向量的点积
double dis(const point &a, const point &b)　　　计算两个点的距离
point rotate_point(const point &p, double A)　$\overrightarrow{OP}$绕原点逆时针旋转 A 弧度

```cpp
struct point {
    double x, y;
    point() : x(0), y(0) {}
    point(double a, double b) : x(a), y(b) {}
    inline void read() {
        scanf("%lf%lf", &x, &y);
    }
    inline friend point operator + (const point &a, const point &b) {
```

```
 9          return point(a.x + b.x, a.y + b.y);
10      }
11      inline friend point operator - (const point &a, const point &b) {
12          return point(a.x - b.x, a.y - b.y);
13      }
14      inline friend bool operator == (const point &a, const point &b) {
15          return cmp(a.x, b.x) == 0 && cmp(a.y, b.y) == 0;
16      }
17      inline friend point operator * (const double &a, const point &b) {
18          return point(a * b.x, a * b.y);
19      }
20      inline friend point operator / (const point &a, const double &b) {
21          return point(a.x / b, a.y / b);
22      }
23      inline double norm() const {
24          return sqrt(sqr(x) + sqr(y));
25      }
26  };
27
28  inline double det(const point &a, const point &b) {
29      return a.x * b.y - a.y * b.x;
30  }
31
32  inline double dot(const point &a, const point &b) {
33      return a.x * b.x + a.y * b.y;
34  }
35
36  inline double dis(const point &a, const point &b) {
37      return (a - b).norm();
38  }
39
40  inline point rotate_point(const point &p, double A) {
41      double tx = p.x, ty = p.y;
42      return point(tx * cos(A) - ty * sin(A), tx * sin(A) + ty * cos(A));
43  }
```

7.1.3 计算几何线段类

相关函数：

bool point_on_segment(const point &p, const segment &l) 判断点 p 是否在线段 l 上（含端点）

double point_to_segment_dist(const point &p, const segment &l) 求点 p 到线段 l 的距离

point sym_point(const point &p, const segment &l) 求点 p 关于线段 l 的对称点

point point_proj_line(const point &p, const segment &l) 求点 p 到线段 l 的垂足

bool parallel(const segment &a, const segment &b) 判断线段 a 和线段 b 是否平行

point intersect_point(const segment &a, const segment &b) 求直线 a 与直线 b 的交点（如要求线段 a 与线段 b 的交点，应先判断是否有）

bool is_segment_intersect(const segment &l1, const segment &l2) 判断线段 a 与线段 b 是否相交（含端点）（如不含端点，将 ≤ 改为 <）

bool is_line_intersect_segment(const point &p1, const point &p2, const segment &l) 判断直线 p_1p_2 是否与线段 l 相交

bool is_half_line_intersect_segment(const point &p1, const point &p2, const segment &l) 判断射线 p_1p_2 是否与线段 l 相交（含端点 p_1 ）（如不含端点 p_1 ，将 $\geq$ 改为 $>$ ）

```cpp
struct segment {
    point a, b;
    segment() {}
    segment(point x, point y) : a(x), b(y) {}
    void read() {
        a.read(); b.read();
    }
};

// determine whether point p is on segment l
bool point_on_segment(const point &p, const segment &l) {
    if ((cmp(l.a.x, p.x) <= 0 || cmp(l.b.x, p.x) <= 0) &&
        (cmp(l.a.x, p.x) >= 0 || cmp(l.b.x, p.x) >= 0) &&
        (cmp(l.a.y, p.y) <= 0 || cmp(l.b.y, p.y) <= 0) &&
        (cmp(l.a.y, p.y) >= 0 || cmp(l.b.y, p.y) >= 0)) {
        return sgn(det(p - l.a, l.b - l.a)) == 0;
    }
    return 0;
}

// determine the distance from the point p to segment l
double point_to_segment_dist(const point &p, const segment &l) {
    if (dis(l.a, l.b) < eps) return dis(p, l.a);
    if (sgn(dot(l.b - l.a, p - l.a)) < 0) return dis(l.a, p);
    if (sgn(dot(l.a - l.b, p - l.b)) < 0) return dis(l.b, p);
    return fabs(det(l.b - l.a, p - l.a)) / dis(l.b, l.a);
}

// determine the symmetrical point of point p on segment l
point sym_point(const point &p, const segment &l) {
    double a = l.b.x - l.a.x;
    double b = l.b.y - l.a.y;
    double t = ((p.x - l.a.x) * a + (p.y - l.a.y) * b) / (a * a + b * b);
    return point(2 * l.a.x + 2 * a * t - p.x, 2 * l.a.y + 2 * b * t - p.y);
}

point point_proj_line(const point &p, const segment &l) {
    double r = dot((l.b - l.a), (p - l.a)) / dot(l.b - l.a, l.b - l.a);
    return l.a + r * (l.b - l.a);
}

bool parallel(const segment &a, const segment &b) {
    return sgn(det(a.a - a.b, b.a - b.b)) == 0;
}
```

```cpp
46   point intersect_point(const segment &a, const segment &b) {
47       double s1 = det(a.a - b.a, b.b - b.a);
48       double s2 = det(a.b - b.a, b.b - b.a);
49       return (s1 * a.b - s2 * a.a) / (s1 - s2);
50   }
51
52   // determine whether segment l1 intersects with segment l2
53   bool is_segment_intersect(const segment &l1, const segment &l2) {
54       const point &s1 = l1.a, &e1 = l1.b;
55       const point &s2 = l2.a, &e2 = l2.b;
56       if ( cmp( min(s1.x, e1.x), max(s2.x, e2.x) ) <= 0 &&
57            cmp( min(s1.y, e1.y), max(s2.y, e2.y) ) <= 0 &&
58            cmp( min(s2.x, e2.x), max(s1.x, e1.x) ) <= 0 &&
59            cmp( min(s2.y, e2.y), max(s1.y, e1.y) ) <= 0 &&
60            sgn( det(s2 - s1, e2 - s1) ) * sgn( det(s2 - e1, e2 - e1) ) <= 0 &&
61            sgn( det(s1 - s2, e1 - s2) ) * sgn( det(s1 - e2, e1 - e2) ) <= 0)
62            return 1;
63       return 0;
64   }
65
66   // determine whether line p1p2 intersects with segment l
67   bool is_line_intersect_segment(const point &p1, const point &p2, const segment &l) {
68       assert(!(p1 == p2));
69       return sgn( det(p1 - l.a, p2 - l.a) ) * sgn( det(p1 - l.b, p2 - l.b) ) <= 0;
70   }
71
72   // determine whether half-line p1p2 intersects with segment l
73   bool is_half_line_intersect_segment(const point &p1, const point &p2, const segment
         &l) {
74       return is_line_intersect_segment(p1, p2, l) && sgn( det(p1 - l.a, p2 - l.a) ) *
             sgn( det(p1 - l.a, l.b - l.a) ) >= 0;
75   }
```

7.2 凸包

```cpp
1    typedef complex<int> point;
2    #define X real()
3    #define Y imag()
4    int n;
5    long long cross(point a,point b) {
6        return 1ll * a.X * b.Y - 1ll * a.Y * b.X;
7    }
8    bool cmp(point a,point b) {
9        return make_pair(a.X, a.Y) < make_pair(b.X, b.Y);
10   }
11   int convexHull(point p[],int n,point ch[]) {
12       sort(p, p + n, cmp);
13       int m = 0;
14       for(int i = 0; i < n; ++i) {
```

```
15        while(m > 1 && cross(ch[m-1] - ch[m-2], p[i] - ch[m-2]) <= 0) m--;
16        ch[m++] = p[i];
17    }
18    int k = m;
19    for(int i = n - 2; i >= 0; --i) {
20        while(m > k && cross(ch[m-1] - ch[m-2], p[i] - ch[m-2]) <= 0) m--;
21        ch[m++] = p[i];
22    }
23    if(n > 1) m--;
24    return m;
25 }
```

7.3 半平面交

输入 vec1 表示所有的半平面 y >= kx + b 的参数 k 和 b 。

输出 vec2 表示下凸壳（对应 y >= kx + b）或者上凸壳（对应 y <= kx + b）。

```
1  vector< pair< LL, LL > > vec1, vec2;
2
3  LL getval(int t, LL x) {
4      return vec2[t].first * x + vec2[t].second;
5  }
6
7  void solve() {
8      // vec1 stores pair< k, b > for all plane y >=(or <=) kx + b
9      sort(vec1.begin(), vec1.end());
10     // reverse(vec1.begin(), vec1.end()); // if y <= kx + b
11     for (int i = 0; i < vec1.size(); ++i) {
12         while (vec2.size() >= 2) {
13             LL k1 = vec2[vec2.size() - 2].first;
14             LL b1 = vec2[vec2.size() - 2].second;
15             LL k2 = vec2[vec2.size() - 1].first;
16             LL b2 = vec2[vec2.size() - 1].second;
17             LL k3 = vec1[i].first;
18             LL b3 = vec1[i].second;
19             if ((b2 - b1) * (k2 - k3) >= (b3 - b2) * (k1 - k2))
20                 vec2.pop_back();
21             else
22                 break;
23         }
24         vec2.push_back(vec1[i]);
25     }
26 }
```

8 黑科技和杂项

8.1 找规律

此方法已过时，请参照"数学 > Berlekamp Messay 算法求线性递推式"。本法使用矩阵快速幂，效率 $O(L^3 \log(m))$，而用 Berlekamp 加多项式快速幂可以做到 $O(L^2 \log(m))$，故不推荐使用本法。

有些题目，只给一个正整数 n，然后要求输出一个答案。这时，我们可以暴力得到小数据的解；用高斯消元得到递推式，然后用矩阵快速幂求解。

使用方法：

首先在 gauss.in 中输入小数据的解（$n = 1$ 时，$n = 2$ 时，$\cdots$），以 EOF 结束。

依次运行 gauss.cpp，matrix.cpp，得到 matrix.out

将 matrix.out 中的文件粘贴在 main.cpp 中相应的位置中。注意模数一定要是质数。

```cpp
//gauss.cpp
#include <bits/stdc++.h>
#define N 102
#define mod 1000000007
//caution: you can use this program iff mod is a prime.

using namespace std;

int n, m, k, a[N], g[N][N];

int power(int base, int times) {
    int ret = 1;
    while (times) {
        if (times & 1) ret = 1ll * ret * base % mod;
        base = 1ll * base * base % mod;
        times >>= 1;
    }
    return ret;
}

int test() {
    for (int i=0;i<m;i++) {
        for (int j=i;j<=m;j++)
            if (g[j][i]) {
                for (int k=i;k<=m;k++)
                    swap(g[i][k], g[j][k]);
                break;
            }
        if (g[i][i] == 0)
            return 0;
        for (int j=i+1;j<n;j++) {
            while (g[j][i]) {
                int t = 1ll * g[i][i] * power(g[j][i], mod - 2) % mod;
                for (int k=i;k<n;k++)
                    g[i][k] = (g[i][k] + mod - (1ll * t * g[j][k] % mod)) % mod;
                for (int k=i;k<=m;k++)
```

```
37                    swap(g[i][k], g[j][k]);
38                }
39            }
40            int t = power(g[i][i], mod - 2);
41            for (int j = 0; j <= m; ++j)
42                g[i][j] = 1ll * g[i][j] * t % mod;
43        }
44        for (int i = m; i < n; ++i)
45            if (g[i][m]) return 0;
46        for (int i = m - 1; i >= 0; --i) {
47            int t = power(g[i][i], mod - 2);
48            g[i][i] = 1;
49            g[i][m] = 1ll * g[i][m] * t % mod;
50            for (int j = 0; j < i; ++j)
51                g[j][m] = (g[j][m] + mod - 1ll * g[i][m] * g[j][i] % mod) % mod;
52        }
53        printf("%d\n", m);
54        for (int i = 0; i < m; ++i)
55            printf("%d ", g[i][m]);
56        puts("");
57        for (int i = 0; i < m - 1; ++i)
58            printf("%d ", a[i]);
59        puts("1");
60        return 1;
61  }
62
63  int main() {
64      freopen("gauss.in", "r", stdin);
65      freopen("gauss.out", "w", stdout);
66      k = 0;
67      while (~scanf("%d", &a[k++])) ;
68      for (int sm = 1; sm <= k - sm; ++sm) {
69          n = k - sm - 1;
70          m = sm + 1;
71          for (int i = 0; i < n; ++i) {
72              for (int j = 0; j <= sm; ++j)
73                  g[i][j] = a[i + j];
74              g[i][m] = 1;
75              swap(g[i][m - 1], g[i][m]);
76          }
77          if (test()) return 0;
78      }
79      puts("no solution");
80      return 0;
81  }
```

```
1  //matrix.cpp
2  #include <bits/stdc++.h>
3  #define N 102
4  using namespace std;
```

```
 5
 6  int n, a[N];
 7
 8  int main() {
 9      freopen("gauss.out", "r", stdin);
10      freopen("matrix.out", "w", stdout);
11      scanf("%d", &n);
12      for (int i = 0; i < n; ++i) scanf("%d", &a[i]);
13      printf("#define␣M␣%d\n", n);
14      printf("const␣int␣trans[M][M]␣=␣{\n");
15      for (int i = 0; i < n; ++i) {
16          printf("\t{");
17          for (int j = 0; j < n; ++j) {
18              int t;
19              if (j < n - 2) t = i == j + 1;
20              else if (j == n - 2) t = a[i];
21              else t = i == n - 1;
22              printf("%s%d", j == 0 ? "" : ",␣", t);
23          }
24          printf("}%s\n", i == n - 1 ? "" : ",");
25      }
26      printf("};\n");
27      printf("const␣int␣pref[M]␣=␣{");
28      for (int i = 0; i < n; ++i) {
29          int x;
30          scanf("%d", &x);
31          printf("%d%s", x, i == n - 1 ? "};\n" : ",␣");
32      }
33      return 0;
34  }
```

```
 1  //main.cpp
 2  #include <bits/stdc++.h>
 3  using namespace std;
 4
 5  /* paste matrix.out here. */
 6
 7  #define mod 1000000007
 8
 9  struct Matrix {
10      int c[M][M];
11      void clear() { memset(c, 0, sizeof(c)); }
12      void identity() { clear(); for (int i = 0; i < M; ++i) c[i][i] = 1; }
13      void base() { memcpy(c, trans, sizeof(trans)); }
14      friend Matrix operator * (const Matrix &a, const Matrix &b) {
15          Matrix c; c.clear();
16          for (int i = 0; i < M; ++i)
17              for (int j = 0; j < M; ++j)
18                  for (int k = 0; k < M; ++k)
19                      c.c[i][j] = (c.c[i][j] + 1ll * a.c[i][k] * b.c[k][j] % mod) %
```

76

```
                              mod;
20        return c;
21    }
22 } start, base;
23
24 Matrix power(Matrix base, int times) {
25     Matrix ret; ret.identity();
26     while (times) {
27         if (times & 1) ret = ret * base;
28         base = base * base;
29         times >>= 1;
30     }
31     return ret;
32 }
33
34 int main() {
35     int tot;
36     scanf("%d", &tot);
37     while (tot--) {
38         int n;
39         scanf("%d", &n);
40         start.clear();
41         for (int i = 0; i < M; ++i) start.c[0][i] = pref[i];
42         base.base();
43         base = power(base, n - 1);
44         start = start * base;
45         printf("%d\n", start.c[0][0]);
46     }
47     return 0;
48 }
```

8.2 分数类

```
1 #define LL long long
2
3 struct frac {
4     LL x, y;
5     frac(LL _x = 0, LL _y = 1) {
6         x = _x;
7         y = _y;
8         LL g = __gcd(abs(x), abs(y));
9         x /= g;
10        y /= g;
11        if (y < 0) {
12            x = -x;
13            y = -y;
14        }
15    }
16
```

```cpp
17      inline friend frac operator + (const frac &lhs, const frac &rhs) {
18          return frac(lhs.x * rhs.y + rhs.x * lhs.y, lhs.y * rhs.y);
19      }
20
21      inline friend frac operator - (const frac &lhs, const frac &rhs) {
22          return frac(lhs.x * rhs.y - rhs.x * lhs.y, lhs.y * rhs.y);
23      }
24
25      inline friend frac operator - (const frac &lhs) {
26          return frac(-lhs.x, lhs.y);
27      }
28
29      inline friend frac operator * (const frac &lhs, const frac &rhs) {
30          return frac(lhs.x * rhs.x, lhs.y * rhs.y);
31      }
32
33      inline friend frac operator / (const frac &lhs, const frac &rhs) {
34          return frac(lhs.x * rhs.y, lhs.y * rhs.x);
35      }
36
37      inline friend bool operator == (const frac &lhs, const frac &rhs) {
38          return lhs.x * rhs.y == rhs.x * lhs.y;
39      }
40
41      inline friend bool operator != (const frac &lhs, const frac &rhs) {
42          return lhs.x * rhs.y != rhs.x * lhs.y;
43      }
44
45      inline friend bool operator < (const frac &lhs, const frac &rhs) {
46          return lhs.x * rhs.y < rhs.x * lhs.y;
47      }
48
49      inline friend bool operator > (const frac &lhs, const frac &rhs) {
50          return lhs.x * rhs.y > rhs.x * lhs.y;
51      }
52
53      inline friend bool operator <= (const frac &lhs, const frac &rhs) {
54          return lhs.x * rhs.y <= rhs.x * lhs.y;
55      }
56
57      inline friend bool operator >= (const frac &lhs, const frac &rhs) {
58          return lhs.x * rhs.y >= rhs.x * lhs.y;
59      }
60
61      inline void print() const {
62          printf("%lld/%lld\n", x, y);
63      }
64  };
```

8.3 高精度计算

```
1   #include<algorithm>
2   using namespace std;
3   const int N_huge=850,base=100000000;
4   char s[N_huge*10];
5   struct huge{
6       typedef long long value;
7       value a[N_huge];int len;
8       void clear(){len=1;a[len]=0;}
9       huge(){clear();}
10      huge(value x){*this=x;}
11      huge operator =(huge b){
12          len=b.len;for (int i=1;i<=len;++i)a[i]=b.a[i]; return *this;
13      }
14      huge operator =(value x){
15          len=0;
16          while (x)a[++len]=x%base,x/=base;
17          if (!len)a[++len]=0;
18          return *this;
19      }
20      huge operator +(huge b){
21          int L=len>b.len?len:b.len;huge tmp;
22          for (int i=1;i<=L+1;++i)tmp.a[i]=0;
23          for (int i=1;i<=L;++i){
24              if (i>len)tmp.a[i]+=b.a[i];
25              else if (i>b.len)tmp.a[i]+=a[i];
26              else {
27                  tmp.a[i]+=a[i]+b.a[i];
28                  if (tmp.a[i]>=base){
29                      tmp.a[i]-=base;++tmp.a[i+1];
30                  }
31              }
32          }
33          if (tmp.a[L+1])tmp.len=L+1;
34              else tmp.len=L;
35          return tmp;
36      }
37      huge operator -(huge b){
38          int L=len>b.len?len:b.len;huge tmp;
39          for (int i=1;i<=L+1;++i)tmp.a[i]=0;
40          for (int i=1;i<=L;++i){
41              if (i>b.len)b.a[i]=0;
42              tmp.a[i]+=a[i]-b.a[i];
43              if (tmp.a[i]<0){
44                  tmp.a[i]+=base;--tmp.a[i+1];
45              }
46          }
47          while (L>1&&!tmp.a[L])--L;
48          tmp.len=L;
```

```
49          return tmp;
50      }
51      huge operator *(huge b){
52          int L=len+b.len;huge tmp;
53          for (int i=1;i<=L;++i)tmp.a[i]=0;
54          for (int i=1;i<=len;++i)
55              for (int j=1;j<=b.len;++j){
56                  tmp.a[i+j-1]+=a[i]*b.a[j];
57                  if (tmp.a[i+j-1]>=base){
58                      tmp.a[i+j]+=tmp.a[i+j-1]/base;
59                      tmp.a[i+j-1]%=base;
60                  }
61              }
62          tmp.len=len+b.len;
63          while (tmp.len>1&&!tmp.a[tmp.len])--tmp.len;
64          return tmp;
65      }
66      pair<huge,huge> divide(huge a,huge b){
67          int L=a.len;huge c,d;
68          for (int i=L;i;--i){
69          c.a[i]=0;d=d*base;d.a[1]=a.a[i];
70              int l=0,r=base-1,mid;
71              while (l<r){
72                  mid=(l+r+1)>>1;
73                  if (b*mid<=d)l=mid;
74                      else r=mid-1;
75              }
76              c.a[i]=l;d-=b*l;
77          }
78          while (L>1&&!c.a[L])--L;c.len=L;
79          return make_pair(c,d);
80      }
81      huge operator /(value x){
82          value d=0;huge tmp;
83          for (int i=len;i;--i){
84              d=d*base+a[i];
85              tmp.a[i]=d/x;d%=x;
86          }
87          tmp.len=len;
88          while (tmp.len>1&&!tmp.a[tmp.len])--tmp.len;
89          return tmp;
90      }
91      value operator %(value x){
92          value d=0;
93          for (int i=len;i;--i)d=(d*base+a[i])%x;
94          return d;
95      }
96      huge operator /(huge b){return divide(*this,b).first;}
97      huge operator %(huge b){return divide(*this,b).second;}
98      huge &operator +=(huge b){*this=*this+b;return *this;}
```

```cpp
 99        huge &operator -=(huge b){*this=*this-b;return *this;}
100        huge &operator *=(huge b){*this=*this*b;return *this;}
101        huge &operator ++(){huge T;T=1;*this=*this+T;return *this;}
102        huge &operator --(){huge T;T=1;*this=*this-T;return *this;}
103        huge operator ++(int){huge T,tmp=*this;T=1;*this=*this+T;return tmp;}
104        huge operator --(int){huge T,tmp=*this;T=1;*this=*this-T;return tmp;}
105        huge operator +(value x){huge T;T=x;return *this+T;}
106        huge operator -(value x){huge T;T=x;return *this-T;}
107        huge operator *(value x){huge T;T=x;return *this*T;}
108        huge operator *=(value x){*this=*this*x;return *this;}
109        huge operator +=(value x){*this=*this+x;return *this;}
110        huge operator -=(value x){*this=*this-x;return *this;}
111        huge operator /=(value x){*this=*this/x;return *this;}
112        huge operator %=(value x){*this=*this%x;return *this;}
113        bool operator ==(value x){huge T;T=x;return *this==T;}
114        bool operator !=(value x){huge T;T=x;return *this!=T;}
115        bool operator <=(value x){huge T;T=x;return *this<=T;}
116        bool operator >=(value x){huge T;T=x;return *this>=T;}
117        bool operator <(value x){huge T;T=x;return *this<T;}
118        bool operator >(value x){huge T;T=x;return *this>T;}
119        bool operator <(huge b){
120            if (len<b.len)return 1;
121            if (len>b.len)return 0;
122            for (int i=len;i;--i){
123                if (a[i]<b.a[i])return 1;
124                if (a[i]>b.a[i])return 0;
125            }
126            return 0;
127        }
128        bool operator ==(huge b){
129            if (len!=b.len)return 0;
130            for (int i=len;i;--i)
131                if (a[i]!=b.a[i])return 0;
132            return 1;
133        }
134        bool operator !=(huge b){return !(*this==b);}
135        bool operator >(huge b){return !(*this<b||*this==b);}
136        bool operator <=(huge b){return (*this<b)||(*this==b);}
137        bool operator >=(huge b){return (*this>b)||(*this==b);}
138        void str(char s[]){
139            int l=strlen(s);value x=0,y=1;len=0;
140            for (int i=l-1;i>=0;--i){
141                x=x+(s[i]-'0')*y;y*=10;
142                if (y==base)a[++len]=x,x=0,y=1;
143            }
144            if (!len||x)a[++len]=x;
145        }
146        void read(){
147            scanf("%s",s);this->str(s);
148        }
```

```
149    void print(){
150        printf("%d",(int)a[len]);
151        for (int i=len-1;i;--i){
152            for (int j=base/10;j>=10;j/=10){
153                if (a[i]<j)printf("0");
154                    else break;
155            }
156            printf("%d",(int)a[i]);
157        }
158        printf("\n");
159    }
160 }f[1005];
161 int main(){
162     f[1]=f[2]=1;
163     for(int i=3;i<=1000;i++)f[i]=f[i-1]+f[i-2];
164 }
```

8.4 读入优化

8.4.1 普通读入优化

```
1  #define rd RD<int>
2  #define rdll RD<long long>
3  template <typename Type>
4  inline Type RD() {
5      Type x = 0;
6      int flag = 0;
7      char c = getchar();
8      while (!isdigit(c) && c != '-')
9          c = getchar();
10     (c == '-') ? (flag = 1) : (x = c - '0');
11     while (isdigit(c = getchar()))
12         x = x * 10 + c - '0';
13     return flag ? -x : x;
14 }
15 inline char rdch() {
16     char c = getchar();
17     while (!isalpha(c)) c = getchar();
18     return c;
19 }
```

8.4.2 HDU 专用读入优化

接口：

int rd(int &x); 读入一个整数，保存在变量 x 中。如正常读入，返回值为 1 ，否则返回 EOF(-1)

int rdll(long long &x);

```
1  #define rd RD<int>
2  #define rdll RD<long long>
```

```
3
4  const int S = 2000000; // 2MB
5
6  char s[S], *h = s+S, *t = h;
7
8  inline char getchr(void) {
9      if(h == t) {
10         if (t != s + S) return EOF;
11         t = s + fread(s, 1, S, stdin);
12         h = s;
13     }
14     return *h++;
15 }
16
17 template <class T>
18 inline int RD(T &x) {
19     char c = 0;
20     int sign = 0;
21     for (; !isdigit(c); c = getchr()) {
22         if (c == EOF)
23             return -1;
24         if (c == '-')
25             sign ^= 1;
26     }
27     x = 0;
28     for (; isdigit(c); c = getchr())
29         x = x * 10 + c - '0';
30     if (sign) x = -x;
31     return 1;
32 }
```

8.5 O2 优化

```
1  #define OPTIM __attribute__((optimize("-O2")))
```

8.6 位运算及其运用

8.6.1 枚举子集

枚举 i 的非空子集 j

```
1  for (int j = i; j; j = (j - 1) & i);
```

8.6.2 求 1 的个数

```
1  int __builtin_popcount(unsigned int x);
```

8.6.3 求前缀 0 的个数

```
1  int __builtin_clz(unsigned int x);
```

8.6.4 求后缀 0 的个数

```
1  int __builtin_ctz(unsigned int x);
```

9 Sublime Text

9.1 License

```
1  -- BEGIN LICENSE --
2  TwitterInc
3  200 User License
4  EA7E-890007
5  1D77F72E 390CDD93 4DCBA022 FAF60790
6  61AA12C0 A37081C5 D0316412 4584D136
7  94D7F7D4 95BC8C1C 527DA828 560BB037
8  D1EDDD8C AE7B379F 50C9D69D B35179EF
9  2FE898C4 8E4277A8 555CE714 E1FB0E43
10 D5D52613 C3D12E98 BC49967F 7652EED2
11 9D2D2E61 67610860 6D338B72 5CF95C69
12 E36B85CC 84991F19 7575D828 470A92AB
13 -- END LICENSE --
```

9.2 Preferences.sublime-settings

```
1  {
2      "font_size": 13,
3      "show_encoding": true,
4      "update_check": false
5  }
```

10 Vim

```
1  syntax on
2  set cindent
3  set nu
4  set tabstop=4
5  set shiftwidth=4
6  set background=dark
7
8  inoremap <C-j> <down>
```

```
 9  inoremap <C-k> <up>
10  inoremap <C-h> <left>
11  inoremap <C-l> <right>
```