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1 Setting

1.1 /.vimrc

```

1 syntax on
2 color torte
3 set nu ts=4 sw=4 ai mouse=a bs=2 ci hls ru nocp
   showmatch ar fencs=utf-8
4 set guifont=Consolas:h10
5 filetype plugin indent on
6 so $VIMRUNTIME/mswin.vim
7 behave mswin
8
9 autocmd CursorMoved * exe printf('match VisualNOS
   /\V<%s\>/', escape(escape('<word>'), '\'))
10 autocmd CursorMovedi * exe printf('match VisualNOS
   /\V<%s\>/', escape(escape('<word>'), '\'))
11
12 map <F5> :r ~/sample.cpp<CR>
13 map <F9> :call Compile()<CR>
14 map! <F9> <ESC>:call Compile()<CR>
15 map <F10> :call Run()<CR>
16 map! <F10> <ESC>:call Run()<CR>
17
18 func! Compile()
19     exec "w"
20     exec "g++ -Wall -Wshadow -std=gnu++0x % -o %<
       2>log.txt"
21     exe "cg log.txt"
22     cw 5
23 endfunc
24
25 func! Run()
26     exec "!.%<" # "!%<" if windows
27 endfunc
28
29 cd ~/Desktop # C:\Users\???\Desktop

```

1.2 /cp.sh

```

1 #!/bin/bash
2 clear
3 g++ $1.cpp -DDBG -o $1
4 if [[ "$?" == "0" ]]; then
5     echo Running
6     ./$1 < $1.in > $1$2.out
7     echo END
8 fi

```

1.3 /new.sh

```

1 #!/bin/bash
2
3 clear
4 cat template.cpp > $1.cpp
5 touch $1.in $1.out
6 echo $1 Created

```

2 General

2.1 Template

```

1 #pragma GCC optimize("O2")
2 #include <bits/stdc++.h>
3 using namespace std;
4 using LL = long long;
5 using ULL = unsigned long long;
6 using PII = pair<int,int>;

```

```

7| using PLL = pair<LL, LL>;
8| using VI = vector<int>;
9| using VVI = vector<vector<int>>>;
10| using dvt = double;
11| const int INF = 1e9;
12| const int MXN = 0;
13| const int MXV = 0;
14| const double EPS = 1e-9;
15| const int MOD = 1e9+7;
16| #define MP make_pair
17| #define PB push_back
18| #define Fi first
19| #define Se second
20| #define FOR(i, L, R) for(int i = L; i < (int)R; ++i)
21| #define FORD(i, L, R) for(int i = L; i > (int)R; --i)
22| #define IOS cin.tie(nullptr); cout.tie(nullptr);
    ios_base::sync_with_stdio(false);
23|
24| int main()
25| {
26|     IOS;
27| }

```

2.2 /buglist

```

1| /*
2| cmp 不能 return true
3| 變數宣告在迴圈費時，要小心使用
4| <<運算小心溢位，good way: (1LL << x)
5| prime_table小心i,j溢位
6| */

```

2.3 Builtin

```

1| From 日月掛長
2| unsigned int / unsigned long +1 / unsigned long long
    +1l
3| int __builtin_ffs: 返回右起第一個1的位置
4| int __builtin_clz: 返回左起第一個1之前0的個數
5| int __builtin_ctz: 返回右起第一個1之後的0的個數
6| int __builtin_popcount: 返回1的個數
7| int __builtin_parity: 返回1的個數的奇偶性(1的個數 mod
    2的值)

```

2.4 BinarySearch

```

1| lower_bound(a, a + n, k); //最左邊 ≥ k 的位置
2| upper_bound(a, a + n, k); //最左邊 > k 的位置
3| upper_bound(a, a + n, k) - 1; //最右邊 ≤ k 的位置
4| lower_bound(a, a + n, k) - 1; //最右邊 < k 的位置
5| [lower_bound, upper_bound) //等於 k 的範圍
6| equal_range(a, a+n, k);

```

2.5 int128

```

1| istream &operator>>(istream &in, __int128 &x)
2| {
3|     char buf[30];
4|     in >> buf;
5|     bool minus = false;
6|     int len = strlen(buf);
7|     x = 0;
8|     for (int i = 0; i < len; i++)
9|     {
10|         if (i == 0 && buf[i] == '-')
11|         {
12|             minus = true;
13|         }

```

```

14|         else
15|         {
16|             x = x * 10 + buf[i] - 48;
17|         }
18|     }
19|     if (minus)
20|     {
21|         x *= -1;
22|     }
23|     return in;
24| }
25|
26| ostream &operator<<(ostream &out, __int128 &x)
27| {
28|     vector<int> v;
29|     __int128 tmp = x;
30|     bool minus = tmp < 0;
31|     if (minus)
32|         tmp *= -1;
33|
34|     while (tmp > 0)
35|     {
36|         v.push_back(tmp % 10);
37|         tmp /= 10;
38|     }
39|     if (minus)
40|     {
41|         out << "-";
42|     }
43|     for (int i = (int)v.size() - 1; i >= 0; i--)
44|     {
45|         out << v[i];
46|     }
47|     return out;
48| }

```

2.6 StableMatching

```

1| int t, n, b[N][N], bi[N], g[N][N], bg[N], gb[N];
2|
3| void sol()
4| {
5|     deque<int> dq;
6|     memset(gb, 0, sizeof(gb));
7|     memset(bi, 0, sizeof(bi));
8|     for (int i = 1; i <= n; i++)
9|         dq.push_back(i);
10|     while (!dq.empty())
11|     {
12|         int x = dq.front();
13|         dq.pop_front();
14|         int y = b[x][++bi[x]];
15|         if (!gb[y])
16|         {
17|             gb[y] = x;
18|             bg[x] = y;
19|         }
20|         else if (g[y][x] < g[y][gb[y]])
21|         {
22|             dq.push_back(gb[y]);
23|             gb[y] = x;
24|             bg[x] = y;
25|         }
26|         else
27|         {
28|             dq.push_back(x);
29|         }
30|     }
31|     for (int i = 1; i <= n; i++)
32|     {
33|         cout << bg[i] << '\n';
34|     }
35| }
36|
37| int main()
38| {

```

```

39     int x;
40     cin >> t;
41     for (int i = 0; i < t; i++)
42     {
43         cin >> n;
44         for (int i = 1; i <= n; i++)
45         {
46             for (int j = 1; j <= n; j++)
47             {
48                 cin >> b[i][j];
49             }
50         }
51         for (int i = 1; i <= n; i++)
52         {
53             for (int j = 1; j <= n; j++)
54             {
55                 cin >> x;
56                 g[i][x] = j;
57             }
58         }
59         if (i)
60             cout << '\n';
61         sol();
62     }
63 }

```

2.7 Mergesort

```

1 long long sol(int L, int R)
2 {
3     if (R - L <= 1)
4         return 0;
5     int M = (R + L) / 2;
6     long long ans = sol(L, M) + sol(M, R);
7     int i = L, j = M, k = L;
8     while (i < M || j < R)
9     {
10         if (i >= M)
11             buf[k] = arr[j++];
12         else if (j >= R)
13             buf[k] = arr[i++];
14         else
15         {
16             if (arr[i] <= arr[j])
17                 buf[k] = arr[i++];
18             else
19             {
20                 buf[k] = arr[j++];
21                 ans += M - i;
22             }
23         }
24         k++;
25     }
26     for (int k = L; k < R; k++)
27         arr[k] = buf[k];
28     return ans;
29 }

```

2.8 Multi

```

1 multiset<int>
2 equal_range (T1 a): 回傳 iterator 的 pair<lower_bound
   (a), upper_bound (a)> , 為 a 所在範圍
3 erase (T1 a): 刪除所有元素 a , 如果只要刪除一個, 用
   s.erase (s.find (a))

```

2.9 ThreeSearch

```

1 #include <bits/stdc++.h>
2 using namespace std;
3 #define N 20

```

```

4 int t, n, i, j;
5 struct happy
6 {
7     double a, b, c;
8 } h[N];
9 double f2(double x, double a, double b, double c)
10 {
11     return a * (x - b) * (x - b) + c;
12 }
13 double f(double x)
14 {
15     double ans = 0;
16     for (int i = 0; i < n; i++)
17     {
18         ans = max(ans, f2(x, h[i].a, h[i].b, h[i].c));
19         // cout<<ans<<'\n';
20     }
21     return ans;
22 }
23 int main()
24 {
25     cin.tie(NULL);
26     for (cin >> t; i < t; i++)
27     {
28         for (cin >> n, j = 0; j < n; j++)
29         {
30             cin >> h[j].a >> h[j].b >> h[j].c;
31         }
32         double L = 0, R = 300, M, MM;
33         while (R - L > 1e-9)
34         {
35             M = L + (R - L) / 3;
36             MM = (M + R) / 2;
37             if (f(M) > f(MM))
38             {
39                 L = M;
40             }
41             else
42             {
43                 R = MM;
44             }
45         }
46         cout << fixed << setprecision(5) << f(L) <<
47             '\n';
48     }
49 }

```

2.10 Tree Policy

```

1 #include <bits/stdc++.h>
2 #include <ext/pb_ds/assoc_container.hpp> // Common
   file
3 #include <ext/pb_ds/tree_policy.hpp>
4 #include <functional> // for less
5 using namespace std;
6 using namespace __gnu_pbds;
7 typedef tree<int, null_type, less<int>, rb_tree_tag,
   tree_order_statistics_node_update> set_t;
8 set_t t;
9 int main() {
10     t.insert(5);
11     t.insert(6);
12     t.insert(3);
13     t.insert(1);
14     // the smallest is (0), biggest is (n-1), kth
       small is (k-1)
15     int num = *t.find_by_order(0);
16     printf("%d\n", num); // print 1
17     num = *t.find_by_order(t.size()-1);
18     printf("%d\n", num); // print 6
19     // find the index
20     int index = t.order_of_key(6);
21     printf("%d\n", index); // print 3
22     // check if there exist x
23     int x = 5;
24     int check = t.erase(x);

```

```

25     if(check == 0) printf("t not contain 5\n");
26     else if(check == 1) printf("t contain 5\n");
27     //tree policy like set
28     t.insert(5); t.insert(5);
29     // get the size of t
30     printf("%d\n", t.size()); // print 4
31 }

```

3 Data and Structure

3.1 Mo

```

1  #include <bits/stdc++.h>
2  using namespace std;
3  const int N = 100005;
4  int a[N];
5  int curmax;
6  int app[N], cnt[N];
7
8  struct Query
9  {
10     int L, R, qid, bid;
11     bool operator<(const Query &rhs) const
12     {
13         if (bid != rhs.bid)
14             return bid < rhs.bid;
15         return R < rhs.R;
16     }
17 } q[N];
18
19 bool cmp(Query a, Query b) { return a.L < b.L; }
20
21 void add(int x)
22 {
23     int now = ++app[x];
24     cnt[now - 1]--;
25     cnt[now]++;
26     curmax = max(curmax, now);
27 }
28
29 void sub(int x)
30 {
31     int now = --app[x];
32     cnt[now + 1]--;
33     cnt[now]++;
34     if (!cnt[curmax])
35         curmax--;
36 }
37
38 int main()
39 {
40     int n, Q;
41     int ans[N];
42     cin >> n >> Q;
43     for (int i = 1; i <= n; i++)
44     {
45         cin >> a[i];
46     }
47     int k = floor(sqrt(n / 1.0));
48     for (int i = 0; i < Q; i++)
49     {
50         cin >> q[i].L >> q[i].R;
51         q[i].qid = i;
52     }
53     sort(q, q + Q, cmp);
54     for (int i = 0; i < Q; i++)
55     {
56         q[i].bid = i / k;
57     }
58     sort(q, q + Q);
59     for (int i = 0, curL = 1, curR = 0; i < Q; i++)
60     {
61         while (curR < q[i].R)
62             curR++;

```

```

63             curR++;
64             add(a[curR]);
65         }
66         while (q[i].R < curR)
67         {
68             sub(a[curR]);
69             curR--;
70         }
71         while (curL < q[i].L)
72         {
73             sub(a[curL]);
74             curL++;
75         }
76         while (q[i].L < curL)
77         {
78             curL--;
79             add(a[curL]);
80         }
81         ans[q[i].qid] = curmax;
82     }
83     for (int i = 0; i < Q; i++)
84     {
85         cout << ans[i] << '\n';
86     }
87 }

```

3.2 Segment Tree

```

1  int built(int L, int R, int x)
2  {
3      if (L == R)
4          return heap[x - 1] = arr[L];
5      int M = (L + R) >> 1;
6      return heap[x - 1] = built(L, M, (x << 1)) +
7          built(M + 1, R, (x << 1) + 1);
8  }
9  void modify(int L, int R, int x, int a, int b, int mo)
10 {
11     if (b < L || R < a)
12         return;
13     if (L == R)
14     {
15         heap[x - 1] += mo;
16         return;
17     }
18     int M = (L + R) >> 1;
19     modify(L, M, (x << 1), a, b, mo);
20     modify(M + 1, R, (x << 1) + 1, a, b, mo);
21     heap[x - 1] += mo;
22     return;
23 }
24 int quest(int L, int R, int x, int a, int b)
25 {
26     if (b < L || R < a)
27         return 0;
28     if (a <= L && R <= b)
29         return heap[x - 1];
30     int M = (L + R) >> 1;
31     return quest(L, M, (x << 1), a, b) + quest(M + 1, R, (x << 1) + 1, a, b);
32 }

```

3.3 Treap

```

1  struct Treap{
2      int val, pri, sz;
3      Treap *lc, *rc;
4      Treap(){
5          Treap(int _val)
6          {
7              val = _val;
8              pri = rand();
9              sz = 1;

```

```

10     lc = rc = NULL;
11 }
12 };
13
14 int getSize(Treap *a){
15     return (a == NULL ? 0 : a->sz);
16 }
17
18 void split(Treap *t, Treap *&a, Treap *&b, int k)
19 {
20     if(t == NULL)
21     {
22         a = b = NULL;
23         return;
24     }
25     if(getSize(t->lc) < k)
26     {
27         a = t;
28         split(t->rc, a->rc, b, k - getSize(t->lc) - 1);
29     }
30     else
31     {
32         b = t;
33         split(t->lc, a, b->lc, k);
34     }
35 }
36
37 Treap* merge(Treap *a, Treap *b)
38 {
39     if(!a || !b)
40     {
41         return (a ? a : b);
42     }
43     if(a->pri > b->pri)
44     {
45         a->rc = merge(a->rc, b);
46         return a;
47     }
48     else
49     {
50         b->lc = merge(a, b->lc);
51         return b;
52     }
53 }
54
55 void Insert(Treap *t, int x, int p)
56 {
57     Treap *a, *b;
58     split(t, a, b, x);
59     t = merge(a, merge(new Treap(p), b));
60 }
61
62 void Delete(Treap *t, int x)
63 {
64     Treap *a, *b, *c;
65     split(t, b, c, x);
66     split(b, a, b, x - 1);
67     t = merge(a, c);
68 }
69
70 /*
71 Usage
72 Treap *root = NULL; // declare
73 root = merge(root, new Treap(val)); // push back
74 Insert(root, x, y); // insert y after x-th element
75 Delete(root, x); // delete x-th element
76 */

```

4 DP

4.1 Backpack Limit

```
1 struct State{
```

```

2     LL w, val;
3 };
4 struct Data{
5     LL v,w,m;
6 };
7
8 int main() {
9     LL n, W;
10    cin >> n >> W;
11    vector<Data> d(n);
12    vector<LL> dp(W + 5, -INF);
13    dp[0] = 0;
14    for(LL i = 0; i < n; ++i)
15    {
16        cin >> d[i].v >> d[i].w >> d[i].m;
17    }
18    deque<State> dq[MXW];
19    for(int i = 0; i < n; ++i)
20    {
21        LL v = d[i].v, w = d[i].w, m = d[i].m;
22        for(int j = 0; j <= W; ++j)
23        {
24            if(j < w)
25            {
26                dq[j].clear();
27                dq[j].pb({j, dp[j]});
28                continue;
29            }
30            int id = j % w;
31            while(dq[id].front().w + m * w < j) dq[id].pop_front();
32            LL tmp = dq[id].front().val + (j - dq[id].front().w) / w * v;
33            while(!dq[id].empty() && dq[id].back().val + (j - dq[id].back().w) / w * v <= dp[j]) dq[id].pop_back();
34            dq[id].push_back({j, dp[j]});
35            dp[j] = max(dp[j], tmp);
36        }
37    }
38
39    LL ans = -INF;
40    for(int i = 0; i <= W; i++){
41        ans = max(ans, dp[i]);
42    }
43    cout << ans << '\n';
44 }

```

4.2 CounterLine

```

1 #include <bits/stdc++.h>
2 using namespace std;
3 const int N = 1 << 15;
4 int n, m, cur;
5 long long int dp[2][N];
6
7 void update(int a, int b)
8 {
9     if (b & (1 << m))
10    {
11        dp[cur][b ^ (1 << m)] += dp[1 - cur][a];
12    }
13 }
14
15 int main()
16 {
17     while (cin >> n >> m)
18     {
19         if ((n * m) & 1)
20         {
21             cout << "0\n";
22             continue;
23         }
24         if (n == 1 || m == 1)
25         {
26             cout << "1\n";

```

```

27     continue;
28 }
29 if (n < m)
30     swap(n, m);
31 memset(dp, 0, sizeof(dp));
32 cur = 0;
33 dp[0][(1 << m) - 1] = 1;
34 for (int i = 0; i < n; i++)
35 {
36     for (int j = 0; j < m; j++)
37     {
38         cur ^= 1;
39         memset(dp[cur], 0, sizeof(dp[cur]));
40         for (int k = 0; k < (1 << m); k++)
41         {
42             update(k, k << 1);
43             if (i && !(k & (1 << m - 1)))
44                 update(k, (k << 1) ^ (1 << m)
45                     ^ 1);
46             if (j && !(k & 1))
47                 update(k, (k << 1) ^ 3);
48         }
49     }
50     cout << dp[cur][(1 << m) - 1] << '\n';
51 }
52 }

```

4.3 LCS

```

1 #include <bits/stdc++.h>
2 using namespace std;
3
4 int main()
5 {
6     int n, m;
7     vector<int> a, b, dp[2];
8     cin >> n >> m;
9     a.resize(n);
10    b.resize(m);
11    for (int i = 0; i < a.size(); i++)
12    {
13        cin >> a[i];
14    }
15    for (int i = 0; i < b.size(); i++)
16    {
17        cin >> b[i];
18    }
19    dp[0].resize(m + 1);
20    dp[1].resize(m + 1);
21    for (int i = 1; i <= n; i++)
22    {
23        for (int j = 1; j <= m; j++)
24        {
25            if (a[i - 1] == b[j - 1])
26                dp[i & 1][j] = dp[(i & 1) ^ 1][j - 1]
27                    + 1;
28            else
29                dp[i & 1][j] = max(dp[i & 1][j - 1],
30                    dp[(i & 1) ^ 1][j]);
31        }
32    }
33    cout << dp[n & 1][m] << '\n';
34 }

```

4.4 LIS

```

1 #include <bits/stdc++.h>
2 using namespace std;
3
4 int main()
5 {
6     int n;

```

```

7     while (cin >> n)
8     {
9         vector<int> v;
10        for (int i = 0, x; i < n; i++)
11        {
12            cin >> x;
13            if (!v.size() || x > v.back())
14                v.push_back(x);
15            else
16                *lower_bound(v.begin(), v.end(), x) =
17                    x;
18        }
19        cout << v.size() << '\n';
20    }

```

4.5 ReRoot

```

1 LL dp[MXV], num[MXV], aa[MXV], sum = 0;
2 vector<LL> p[MXV];
3 bitset<MXV> vis;
4
5 void dfs(int s, LL depth)
6 {
7     vis[s] = 1;
8     num[s] = aa[s];
9     dp[1] += depth * aa[s];
10    for (int v : p[s])
11    {
12        if (!vis[v])
13        {
14            dfs(v, depth + 1);
15            num[s] += num[v];
16        }
17    }
18 }
19
20 void solve(int s, int n)
21 {
22     vis[s] = 1;
23     for (int v : p[s])
24     {
25         if (!vis[v])
26         {
27             dp[v] = dp[s] + sum - num[v] * 2;
28             solve(v, n);
29         }
30     }
31 }

```

4.6 TSP

```

1 void btb(int &x)
2 {
3     x = 0;
4     for (int i = 0, j = 1; i < n; i++, j *= 2)
5         x += b[i] * j;
6     return;
7 }
8 int main()
9 {
10    memset(dp, 0, sizeof(dp));
11    for (int i = 1, st; i <= n; i++)
12    { // st:state
13        for (int jj = 0; jj < n; jj++)
14            b[n - jj - 1] = (jj < i);
15        do
16        {
17            btb(st);
18            for (int x = 0; x < n; x++)
19            {
20                if (!b[x])
21                    continue;

```

```

22         if (i == 1)
23             dp[x][st] = dis[x][0];
24         for (int y = 0; y < n; y++)
25         {
26             if (x != y && b[y] &&
27                 (dp[x][st] == 0 ||
28                  dp[x][st] > dp[y][st - (1 <<
29                      x)] + dis[y][x]))
30             {
31                 dp[x][st] = dp[y][st - (1 <<
32                     x)] + dis[y][x];
33             }
34         } while (next_permutation(b, b + n));
35     }
36     cout << dp[0][(1 << n) - 1] << '\n';
37 }

```

5 Geometry

5.1 Basic

```

1 struct dot
2 {
3     dvt x, y;
4 };
5 struct Line
6 {
7     dot st, ed;
8 };
9
10 dot operator+(dot a, dot b) { return {a.x + b.x, a.y
11     + b.y}; }
12 dot operator-(dot a, dot b) { return {a.x - b.x, a.y
13     - b.y}; }
14 dot operator*(dot a, dvt c) { return {a.x * c, a.y *
15     c}; }
16 dot operator*(dvt c, dot a) { return a * c; }
17 dot operator/(dot a, dvt c) { return {a.x / c, a.y /
18     c}; }
19
20 bool operator<(dot a, dot b) { return std::tie(a.x,
21     a.y) < std::tie(b.x, b.y); }
22 bool operator==(dot a, dot b)
23 {
24     return std::tie(a.x, a.y) == std::tie(b.x, b.y);
25 }
26
27 dvt iproduct(dot a, dot b) { return a.x * b.x + a.y *
28     b.y; }
29 dvt cross(dot a, dot b) { return a.x * b.y - a.y *
30     b.x; }
31 int dis(dot a, dot b)
32 {
33     return (a.x - b.x) * (a.x - b.x) + (a.y - b.y) *
34     (a.y - b.y);
35 }
36
37 int side(Line L, dot a)
38 {
39     dvt cross_value = cross(a - L.st, L.ed - L.st);
40     if (cross_value > EPS)
41     {
42         return 1;
43     }
44     else if (cross_value < -EPS)
45     {
46         return -1;
47     }
48     return 0;
49 }
50
51 bool has_jiao(Line AB, Line CD)
52 {
53     int a = side(CD, AB.st);

```

```

44     int b = side(CD, AB.ed);
45     int c = side(AB, CD.st);
46     int d = side(AB, CD.ed);
47     if (a * b < 0 && c * d < 0)
48     {
49         return true;
50     }
51     if (a == 0 && iproduct(CD.st - AB.st, CD.ed -
52         AB.st) <= 0)
53     {
54         return true;
55     }
56     if (b == 0 && iproduct(CD.st - AB.ed, CD.ed -
57         AB.ed) <= 0)
58     {
59         return true;
60     }
61     if (c == 0 && iproduct(AB.st - CD.st, AB.ed -
62         CD.st) <= 0)
63     {
64         return true;
65     }
66     if (d == 0 && iproduct(AB.st - CD.ed, AB.ed -
67         CD.ed) <= 0)
68     {
69         return true;
70     }
71     return false;
72 }

```

5.2 Convex Hull

```

1 vector<dot> p, p1;
2
3 void convexhull()
4 {
5     sort(p.begin(), p.end());
6     p.erase(unique(p.begin(), p.end()), p.end());
7     p1.clear();
8     p1.resize(p.size());
9     int m = 0;
10    FOR(i, 0, p.size())
11    {
12        while (m > 1 && cross(p1[m - 1] - p1[m - 2],
13            p[i] - p1[m - 2]) <= 0)
14            m--;
15        p1[m++] = p[i];
16    }
17    int k = m;
18    FORD(i, p.size() - 2, 0 - 1)
19    {
20        while (m > k && cross(p1[m - 1] - p1[m - 2],
21            p[i] - p1[m - 2]) <= 0)
22            m--;
23        p1[m++] = p[i];
24    }
25    if (m > 1)
26        m--;
27    p1.resize(m);
28 }

```

6 Graph

6.1 Edge

```

1 struct Edge
2 {
3     int from, to, w;
4     bool operator<(const Edge& rhs) // optional
5     {
6         return w < rhs.w;
7     }
8 };

```

6.2 Blossom

```

1 int lca(int x, int y)
2 {
3     MSET(vis, false);
4     while (true)
5     {
6         x = base[x];
7         vis[x] = true;
8         if (match[x] == -1)
9             break;
10        x = fr[match[x]];
11    }
12    while (true)
13    {
14        y = base[y];
15        if (vis[y])
16            return y;
17        y = fr[match[y]];
18    }
19    return -1;
20 }
21 void set_path(int x, int fa)
22 {
23     int y;
24     while (x != fa)
25     {
26         y = match[x];
27         blossom[base[x]] = true;
28         blossom[base[y]] = true;
29         y = fr[y];
30         if (base[y] != fa)
31             fr[y] = match[x];
32         x = y;
33     }
34 }
35 void flower(int x, int y)
36 {
37     MSET(blossom, false);
38     int fa = lca(x, y);
39     set_path(x, fa);
40     set_path(y, fa);
41     if (base[x] != fa)
42         fr[x] = y;
43     if (base[y] != fa)
44         fr[y] = x;
45     REP(i, 1, n)
46     if (blossom[base[i]])
47     {
48         base[i] = fa;
49         if (!inq[i])
50         {
51             q.push(i);
52             inq[i] = true;
53         }
54     }
55 }
56 bool bfs(int root)
57 {
58     int cur, y, nxt;
59     q = queue<int>();
60     MSET(inq, false);
61     MSET(fr, -1);
62     REP(i, 1, n) base[i] = i;
63     q.push(root);
64     while (!q.empty())
65     {
66         cur = q.front();
67         q.pop();
68         inq[cur] = false;
69         for (int i = first[cur]; ~i; i = in[i].next)
70             if (base[cur] != base[in[i].t] &&
71                 match[cur] != in[i].t)
72                 if (in[i].t == root ||
73                     (~match[in[i].t] &&
74                     ~fr[match[in[i].t]]))

```

```

73         flower(cur, in[i].t);
74     else if (fr[in[i].t] == -1)
75     {
76         fr[in[i].t] = cur;
77         if (match[in[i].t] == -1)
78         {
79             cur = in[i].t;
80             while (cur != -1)
81             {
82                 y = fr[cur];
83                 nxt = match[y];
84                 match[cur] = y;
85                 match[y] = cur;
86                 cur = nxt;
87             }
88             return true;
89         }
90     else
91     {
92         q.push(match[in[i].t]);
93         inq[match[in[i].t]] = true;
94     }
95     }
96 }
97 }
98 return false;
99 }
100 int do_match()
101 {
102     int re = 0;
103     MSET(match, -1);
104     REP(i, 1, n) if (match[i] == -1 && bfs(i)) re++;
105     return re;
106 }

```

6.3 CLE

```

1 struct Edge {
2     int from;
3     int to;
4     int bdw;
5     int cost;
6 };
7
8 int n, m, budget;
9 int in[MAXN], pre[MAXN], id[MAXN], vis[MAXN];
10 Edge edges[MAXN], tedges[MAXN];
11
12 int CLE(int root, int tn, int lowb) {
13     copy(begin(edges), begin(edges) + m,
14         begin(tedges));
15
16     int res = 0;
17     while (true) {
18         for (int i = 0; i < tn; i++) {
19             in[i] = INF;
20         }
21
22         //find in edge
23         for (int i = 0; i < m; i++) {
24             Edge e = tedges[i];
25             if (e.from != e.to && e.bdw >= lowb &&
26                 e.cost < in[e.to]) {
27                 pre[e.to] = e.from;
28                 in[e.to] = e.cost;
29             }
30         }
31
32         //check in edge
33         for (int i = 0; i < tn; i++) {
34             if (i == root) {
35                 continue;
36             }
37             if (in[i] == INF) {
38                 return -1;
39             }

```



```

38     }
39
40     int nodenum = 0;
41     memset(id, -1, sizeof(id));
42     memset(vis, -1, sizeof(vis));
43     in[root] = 0;
44
45     //find cycles
46     for (int i = 0; i < tn; i++) {
47         res += in[i];
48         int v = i;
49         while (vis[v] != i && id[v] == -1 && v !=
50             root) {
51             vis[v] = i;
52             v = pre[v];
53         }
54
55         if (v != root && id[v] == -1) {
56             for (int j = pre[v]; j != v; j =
57                 pre[j]) {
58                 id[j] = nodenum;
59             }
60             id[v] = nodenum++;
61         }
62     }
63
64     //no cycle
65     if (nodenum == 0) {
66         break;
67     }
68
69     for (int i = 0; i < tn; i++) {
70         if (id[i] == -1) {
71             id[i] = nodenum++;
72         }
73     }
74
75     //grouping the vertices
76     for (int i = 0; i < m; i++) {
77         int from = tedges[i].from;
78         int to = tedges[i].to;
79
80         tedges[i].from = id[from];
81         tedges[i].to = id[to];
82
83         if (tedges[i].from != tedges[i].to) {
84             tedges[i].cost += in[to];
85         }
86     }
87
88     tn = nodenum;
89     root = id[root];
90     return res;
91 }

```

6.4 Disjoint Set

```

1 struct DisjointSet
2 {
3     int p[MXV], sz[MXV];
4     void init(int n)
5     {
6         for (int i = 0; i <= n; i++)
7         {
8             p[i] = i;
9             sz[i] = 1;
10        }
11    }
12    int find(int u) { return u == p[u] ? u : p[u] =
13        find(p[u]); }
14    void Union(int u, int v)
15    {
16        u = find(u);
17        v = find(v);
18        if(u == v)

```

```

18        {
19            return;
20        }
21        if(sz[u] < sz[v])
22        {
23            swap(u, v);
24        }
25        sz[u] += sz[v];
26        p[v] = u;
27    }
28 };
29
30 /*
31 Usage
32 DisjointSet djs; // declare
33 djs.init(int n); // initialize from vertex 0 to
34 vertex n
35 djs.find(int u) // find the parent of vertex u
36 djs.Union(int u, int v) // union vertex u and v
37 */

```

6.5 Longest Common Ancestor

```

1 const int LOG = 20;
2 vector<int> tin(MXV), tout(MXV), depth(MXV);
3 int par[MXV][LOG];
4 int timer = 0;
5 vector<int> G[MXV];
6
7 void dfs(int u, int f)
8 {
9     tin[u] = ++timer;
10    par[u][0] = f;
11    for (int v : G[u])
12    {
13        if (v != f)
14        {
15            depth[v] = depth[u] + 1;
16            dfs(v, u);
17        }
18    }
19    tout[u] = ++timer;
20 }
21
22 void Doubling(int n)
23 {
24     for (int j = 1; j < LOG; ++j)
25     {
26         for (int i = 1; i <= n; ++i)
27         {
28             par[i][j] = par[par[i][j - 1]][j - 1];
29         }
30     }
31 }
32
33 bool anc(int u, int v) { return tin[u] <= tin[v] &&
34     tout[v] <= tout[u]; }
35
36 int LCA(int u, int v)
37 {
38     if (depth[u] > depth[v])
39     {
40         swap(u, v);
41     }
42     if (anc(u, v))
43     {
44         return u;
45     }
46     for (int j = LOG - 1; j >= 0; --j)
47     {
48         if (!anc(par[u][j], v))
49             u = par[u][j];
50     }
51     return par[u][0];
52 }

```

```

53 int dis(int u, int v)
54 {
55     int lca = LCA(u, v);
56     return depth[u] + depth[v] - 2 * depth[lca];
57 }
58
59 /*
60 dfs(root, root);
61 Doubling(n);
62 */

```

6.6 MST

```

1 int MST()
2 {
3     DisjointSet djs;
4     vector<Edge> edges;
5     int n, m, ans = 0;
6     cin >> n >> m;
7     for (int i = 0, from, to, w; i < m; i++)
8     {
9         cin >> from >> to >> w;
10        edges.push_back({from, to, w});
11    }
12    sort(edges.begin(), edges.end());
13    djs.init(n);
14    for (auto edge : edges)
15    {
16        // Union also check if to vertex haven't
17        // connected
18        if (djs.Union(edge.from, edge.to))
19        {
20            ans += edge.w;
21        }
22    }
23    return ans;
24 }

```

6.7 TopologicalSort

```

1 #include <cstring>
2 #include <iostream>
3 #include <stack>
4 #include <vector>
5
6 #define S 50050
7
8 using namespace std;
9
10 vector<int> map[S];
11 stack<int> ans;
12 int state[S];
13 bool head[S];
14 bool valid;
15 int n, m;
16
17 void dfs(int cur)
18 {
19     state[cur] = 1;
20
21     for (auto next : map[cur])
22     {
23         if (!state[next])
24             dfs(next);
25         else if (state[next] == 1)
26         {
27             valid = false;
28             return;
29         }
30     }
31
32     state[cur] = 2;
33     ans.push(cur);
34 }

```

```

34
35 void topology_sort()
36 {
37     for (int i = 1; i <= n; i++)
38         if (valid && head[i])
39             dfs(i);
40
41     if (!valid)
42     {
43         cout << -1 << endl;
44         return;
45     }
46
47     while (!ans.empty())
48     {
49         cout << ans.top() << endl;
50         ans.pop();
51     }
52 }
53
54 int main()
55 {
56     cin >> n >> m;
57
58     memset(head, true, sizeof(head));
59
60     for (int i = 0; i < m; i++)
61     {
62         int a, b;
63         cin >> a >> b;
64
65         head[b] = false;
66
67         map[a].push_back(b);
68     }
69
70     memset(state, 0, sizeof(state));
71     valid = true;
72
73     topology_sort();
74
75     return 0;
76 }

```

6.8 TreeCentroid

```

1 PII treeCentroid(int u, int f, int sz)
2 {
3     // cout << u << ' ' << f << ' ' << sz << '\n';
4     treeSz[u] = 1;
5     PII res(__INT_MAX__, -1);
6     int mx = 0;
7     for (size_t i = 0; i != G[u].size(); ++i)
8     {
9         PII &e = G[u][i];
10        int v = e.first;
11        if (v == f || vis[v] == true)
12        {
13            continue;
14        }
15        res = min(res, treeCentroid(v, u, sz));
16        // cout << u << ' ' << res.first << ' ' <<
17        // res.second << '\n';
18        treeSz[u] += treeSz[v];
19        mx = max(mx, treeSz[v]);
20    }
21    mx = max(mx, sz - treeSz[u]);
22    // cout << u << ':' << mx << ' ' << u << '\n';
23    return min(res, {mx, u});
24 }

```

7 Graph Bipartite

7.1 Bipartite

```

1 #include <cstring>
2 #include <iostream>
3 #include <stack>
4 #include <vector>
5
6 #define S 50050
7
8 using namespace std;
9
10 vector<int> map[S];
11 int visit[S];
12 bool valid;
13
14 void check(int start)
15 {
16     stack<int> st;
17     st.push(start);
18     visit[start] = 1;
19
20     while (valid && !st.empty())
21     {
22         int cur = st.top();
23         st.pop();
24
25         for (int i = 0; i < map[cur].size(); i++)
26         {
27             int next = map[cur][i];
28
29             if (visit[next] == -1)
30             {
31                 st.push(next);
32
33                 if (visit[cur] == 1)
34                     visit[next] = 2;
35                 else
36                     visit[next] = 1;
37             }
38             else if (visit[cur] == visit[next])
39                 valid = false;
40         }
41     }
42 }
43
44 int main()
45 {
46     int n, m;
47     cin >> n >> m;
48
49     for (int i = 0; i < m; i++)
50     {
51         int a, b;
52         cin >> a >> b;
53
54         map[a].push_back(b);
55         map[b].push_back(a);
56     }
57
58     // -1 : not visit, 1 : tsudere, 2 : proud
59     memset(visit, -1, sizeof(visit));
60     valid = true;
61
62     for (int i = 1; i <= n; i++)
63     {
64         if (valid && visit[i] == -1)
65         {
66             check(i);
67         }
68     }
69
70     if (valid)
71         cout << "yes" << endl;
72     else

```

```

73         cout << "no" << endl;
74
75     return 0;
76 }

```

7.2 BipartiteMatch

```

1 int lhs, rhs, Left[MXV], G[MXV][MXV];
2 bitset<MXV> used;
3
4 bool dfs(int s)
5 {
6     for (int i = 1; i <= rhs; i++)
7     {
8         if (!G[s][i] || used[i])
9             continue;
10
11         used[i] = true;
12         if (Left[i] == -1 || dfs(Left[i]))
13         {
14             Left[i] = s;
15             return true;
16         }
17     }
18     return false;
19 }
20
21 int sol()
22 {
23     int ret = 0;
24     memset(Left, -1, sizeof(Left));
25     for (int i = 1; i <= lhs; i++)
26     {
27         used.reset();
28         if (dfs(i))
29             ret++;
30     }
31     return ret;
32 }
33
34 }
35

```

7.3 KM

```

1 template <typename T>
2 struct KM
3 {
4     int n;
5     int Left[N];
6     T w[N][N], Lx[N], Ly[N];
7     bitset<N> vx, vy;
8
9     void init(int _n)
10     {
11         n = _n;
12     }
13
14     bool match(int i)
15     {
16         vx[i] = true;
17         for (int j = 1; j <= n; j++)
18         {
19             if ((fabs(Lx[i] + Ly[j] - w[i][j]) <
20                 1e-9) && !vy[j])
21             {
22                 vy[j] = 1;
23                 if (!Left[j] || match(Left[j]))
24                 {
25                     Left[j] = i;
26                     return true;
27                 }
28             }
29         }
30     }
31 }

```

```

28     }
29     return false;
30 }
31
32 void update()
33 {
34     T a = 1e9;
35     for (int i = 1; i <= n; i++)
36     {
37         if (vx[i])
38         {
39             for (int j = 1; j <= n; j++)
40             {
41                 if (!vy[j])
42                 {
43                     a = min(a, Lx[i] + Ly[j] -
44                             w[i][j]);
45                 }
46             }
47         }
48         for (int i = 1; i <= n; i++)
49         {
50             if (vx[i])
51             {
52                 Lx[i] -= a;
53             }
54             if (vy[i])
55             {
56                 Ly[i] += a;
57             }
58         }
59     }
60
61 void hungarian()
62 {
63     for (int i = 1; i <= n; i++)
64     {
65         Left[i] = Lx[i] = Ly[i] = 0;
66         for (int j = 1; j <= n; j++)
67         {
68             Lx[i] = max(Lx[i], w[i][j]);
69         }
70     }
71     for (int i = 1; i <= n; i++)
72     {
73         while (1)
74         {
75             vx.reset();
76             vy.reset();
77             if (match(i))
78             {
79                 break;
80             }
81             update();
82         }
83     }
84 }
85 };
86
87 /*
88 usage
89 KM<int> km; // declare with weight type
90 km.init(n); // initialize with vertex
91 km.hungarian(); // calculate
92 km.w[][]; // weight array
93 km.Left[i] // y_i match x_Left[i]
94 */

```

7.4 Relation

```

1 | 1. 一般圖
2 | 最大匹配|+|最小邊覆蓋|=|V|
3 | 最大獨立集|+|最小點覆蓋|=|V|
4 | 最大圖|=|補圖的最大獨立集|

```

```

5 | 2. 二分圖
6 | 最大匹配|=|最小點覆蓋|
7 | 最大獨立集|=|最小邊覆蓋|
8 | 最大獨立集|=|V|-|最大匹配|
9 | 最大圖|=|補圖的最大獨立集|

```

8 Graph Connectivity

8.1 decide

```

1 | 點雙連通
2 | 非根節點：low[i] >= depth[now]
3 | 根節點：如果子節點 >1，該點就是割點
4
5 | 邊雙連通：low[i] > depth[now]

```

8.2 low

```

1 | bitset<MXV> is_cut_vertex, visit;
2 | vector<int> G[MXV], low(MXV), depth(MXV);
3
4 | void dfs(int now, int cur_depth)
5 | {
6 |     visit[now] = true;
7 |     depth[now] = low[now] = cur_depth;
8 |     for (auto i : G[now])
9 |     {
10 |         if (visit[i])
11 |             { // ancestor
12 |                 low[now] = min(low[now], depth[i]);
13 |             }
14 |         else
15 |             { // offspring
16 |                 dfs(i, cur_depth + 1);
17 |                 low[now] = min(low[now], low[i]);
18 |             }
19 |     }
20 |     return;
21 | }

```

9 Graph Flow

9.1 Dinic

```

1 | template <typename T>
2 | struct Dinic
3 | {
4 |     int n, s, t, level[M], now[M];
5 |     struct Edge
6 |     {
7 |         int v;
8 |         T rf; // rf: residual flow
9 |         int re;
10 |     };
11 |     vector<Edge> e[M];
12 |     void init(int _n, int _s, int _t)
13 |     {
14 |         n = _n;
15 |         s = _s;
16 |         t = _t;
17 |         for (int i = 0; i <= n; i++)
18 |         {
19 |             e[i].clear();
20 |         }
21 |     }
22 |     void add_edge(int u, int v, T f)
23 |     {
24 |         e[u].push_back({v, f, (int)e[v].size()});

```

```

25     e[v].push_back({u, f, (int)e[u].size() - 1});
26     // for directional graph
27     // e[v].push_back({u, 0, (int)e[u].size() - 1});
28 }
29 bool bfs()
30 {
31     fill(level, level + n + 1, -1);
32     queue<int> q;
33     q.push(s);
34     level[s] = 0;
35     while (!q.empty())
36     {
37         int u = q.front();
38         q.pop();
39         for (auto it : e[u])
40         {
41             if (it.rf > 0 && level[it.v] == -1)
42             {
43                 level[it.v] = level[u] + 1;
44                 q.push(it.v);
45             }
46         }
47     }
48     return level[t] != -1;
49 }
50 T dfs(int u, T limit)
51 {
52     if (u == t)
53         return limit;
54     T res = 0;
55     while (now[u] < (int)e[u].size())
56     {
57         Edge &it = e[u][now[u]];
58         if (it.rf > 0 && level[it.v] == level[u] + 1)
59         {
60             T f = dfs(it.v, min(limit, it.rf));
61             res += f;
62             limit -= f;
63             it.rf -= f;
64             e[it.v][it.re].rf += f;
65             if (limit == 0)
66             {
67                 return res;
68             }
69         }
70         else
71         {
72             ++now[u];
73         }
74     }
75     if (!res)
76     {
77         level[u] = -1;
78     }
79     return res;
80 }
81 T flow(T res = 0)
82 {
83     while (bfs())
84     {
85         T tmp;
86         memset(now, 0, sizeof(now));
87         do{
88             tmp = dfs(s, INF);
89             res += tmp;
90         }while(tmp);
91     }
92     return res;
93 }
94 };
95
96 /*
97 usage
98 Dinic<int> dinic; // declare, flow type is int

```

```

99 dinic.init(n, s, t); // initialize, n vertexs, start
    from s to t
100 dinic.add_edge(x, y, z); // add edge from x to y,
    weight is z
101 dinic.flow() // calculate max flow
102 */

```

9.2 MCMF

```

1 struct Edge
2 {
3     int v;
4     T cost;
5     int cap;
6     Edge(int _v, int _cost, int _cap) : v(_v),
    cost(_cost), cap(_cap) {}
7 };
8 vector<int> dis(MXV), pre(MXV);
9 vector<vector<int>>> G(MXV);
10 int n;
11 vector<Edge> edges;
12 bitset<MXV> inque;
13 queue<int> q;
14 void init(int _n)
15 {
16     n = _n;
17     edges.clear();
18     for (int i = 0; i <= MXV; ++i)
19     {
20         G[i].clear();
21     }
22 }
23 void addEdge(int u, int v, T cost, int cap)
24 {
25     G[u].push_back((int)edges.size());
26     edges.push_back(Edge(v, cost, cap));
27     G[v].push_back((int)edges.size());
28     edges.push_back(Edge(u, -cost, 0));
29 }
30 bool spfa(int s, int t)
31 {
32     FOR(i, 0, MXV) { dis[i] = INF; }
33     inque.reset();
34     while (!q.empty())
35     {
36         q.pop();
37     }
38     dis[s] = 0;
39     q.push(s);
40     while (!q.empty())
41     {
42         int u = q.front();
43         q.pop();
44         inque[u] = false;
45         FOR(i, 0, G[u].size())
46         {
47             Edge &e = edges[G[u][i]];
48             if (e.cap > 0 && dis[e.v] > dis[u] +
    e.cost)
49             {
50                 dis[e.v] = dis[u] + e.cost;
51                 pre[e.v] = G[u][i];
52                 if (!inque[e.v])
53                 {
54                     q.push(e.v);
55                     inque[e.v] = true;
56                 }
57             }
58         }
59     }
60     return dis[t] != INF;
61 }
62 void update(int s, int t, int bottleneck)
63 {
64     for (int u = t; u != s; )
65     {

```

```

66     int pos = pre[u];
67     edges[pos].cap -= bottleneck;
68     edges[pos ^ 1].cap += bottleneck;
69     u = edges[pos ^ 1].v;
70 }
71 }
72 void sol(int s, int t)
73 {
74     int mnCost = 0;
75     while (spfa(s, t))
76     {
77         update(s, t, 1);
78         mnCost += dis[t];
79     }
80     cout << mnCost << '\n';
81 }
82
83 int main()
84 {
85     IOS;
86     int n, m;
87     while (cin >> n >> m)
88     {
89         init(n);
90         for (int i = 0, f, t, w; i != m; ++i)
91         {
92             cin >> f >> t >> w;
93             addEdge(f, t, w, 1);
94             addEdge(t, f, w, 1);
95         }
96         int s = 0, t = n + 1;
97         addEdge(s, 1, 0, 2);
98         addEdge(n, t, 0, 2);
99         sol(s, t);
100     }
101 }

```

10 Graph Shortest Path

10.1 BellmanFord

```

1 struct Edge
2 {
3     int t, w;
4 };
5 int v, e;
6 int d[N], cnt[N];
7 bitset<N> inq;
8 queue<int> Q;
9 vector<Edge> G[N];
10
11 void addEdge(int from, int to, int w) {
12     G[from].push_back({to, w}); }
13 bool hasnegativeCycle()
14 {
15     while (!Q.empty())
16         Q.pop();
17     for (int i = 1; i <= v; i++)
18     {
19         inq[i] = true;
20         cnt[i] = d[i] = 0;
21         Q.push(i);
22     }
23     while (!Q.empty())
24     {
25         int s = Q.front();
26         Q.pop();
27         inq[s] = false;
28         for (Edge it : G[s])
29         {
30             if (d[it.t] > d[s] + it.w)
31             {
32                 d[it.t] = d[s] + it.w;

```

```

33             if (inq[it.t])
34                 continue;
35             Q.push(it.t);
36             inq[it.t] = true;
37             if (++cnt[it.t] > v)
38                 return true;
39         }
40     }
41 }
42 return false;
43 }

```

10.2 Dijkstra

```

1 struct Dijkstra
2 {
3     const int INF = 1000000000;
4     int d[MXV], p[MXV];
5     vector<Edge> E;
6     vector<int> v[MXV];
7     bitset<MXV> vis;
8
9     void init()
10     {
11         fill(d, d + MXV, INF);
12         memset(p, 0, sizeof(p));
13         E.clear();
14         for (int i = 0; i < MXV; i++)
15         {
16             v[i].clear();
17         }
18         vis.reset();
19     }
20
21     void addEdge(int from, int to, int w)
22     {
23         v[from].push_back(E.size());
24         E.push_back(Edge{from, to, w});
25     }
26
27     void dijkstra(int s)
28     {
29         d[s] = 0;
30         priority_queue<PII, vector<PII>,
31             greater<PII>> states;
32         vis.reset();
33         states.push(MP(d[s], s));
34         while (!states.empty())
35         {
36             PII state = states.top();
37             states.pop();
38             if (vis[state.second])
39                 continue;
40             vis[state.second] = true;
41             for (int u : v[state.second])
42             {
43                 Edge e = E[u];
44                 if (d[e.to] > d[e.from] + e.w)
45                 {
46                     d[e.to] = d[e.from] + e.w;
47                     p[e.to] = e.from;
48                     states.push(MP(d[e.to], e.to));
49                 }
50             }
51         }
52     }
53 };
54
55 /*
56 Usage
57 Dijkstra dijkstra; // declare
58 dijkstra.init();
59 dijkstra.addEdge(int from, int to, int w); // add a
60     directional Edge

```

```

61 | dijkstra.dijkstra(int s) // calculation shortest
    | distance from s
62 | */

```

10.3 FloydWarshall

```

1 | template <typename T> struct FloydWarshall
2 | {
3 |     T d[MXV][MXV];
4 |     void init() { memset(d, 0x3f, sizeof(d)); }
5 |     void floydWarshall(int n)
6 |     {
7 |         for (int k = 1; k <= n; ++k)
8 |         {
9 |             for (int i = 1; i <= n; ++i)
10 |            {
11 |                for (int j = 1; j <= n; ++j)
12 |                {
13 |                    d[i][j] = d[j][i] = min(d[i][j],
14 |                    d[i][k] + d[k][j]);
15 |                }
16 |            }
17 |        }
18 |    };
19 |
20 |    /*
21 |    usage
22 |    FloydWarshall<int> floydWarshall; // declare with
    | distace's type
23 | floydWarshall.init(); // initialize
24 | FloydWarshall.floydWarshall(); // calculate all-pair
    | shortest path
25 | */

```

10.4 SPFA

```

1 | struct Edge
2 | {
3 |     int t;
4 |     long long w;
5 |     Edge(){};
6 |     Edge(int _t, long long _w) : t(_t), w(_w) {}
7 | };
8 |
9 | bool SPFA(int st)
10 | {
11 |     vector<int> cnt(n, 0);
12 |     bitset<MXV> inq(0);
13 |     queue<int> q;
14 |
15 |     q.push(st);
16 |     dis[st] = 0;
17 |     inq[st] = true;
18 |     while (!q.empty())
19 |     {
20 |         int cur = q.front();
21 |         q.pop();
22 |         inq[cur] = false;
23 |         for (auto &e : G[cur])
24 |         {
25 |             if (dis[e.t] <= dis[cur] + e.w)
26 |                 continue;
27 |             dis[e.t] = dis[cur] + e.w;
28 |             if (inq[e.t])
29 |                 continue;
30 |             ++cnt[e.t];
31 |             if (cnt[e.t] > n)
32 |                 return false; // negative cycle
33 |             inq[e.t] = true;
34 |             q.push(e.t);
35 |         }
36 |     }

```

```

37 |     return true;
38 | }

```

11 Math

11.1 Catalan

$$C_0 = 1 \quad \text{and} \quad C_{n+1} = \frac{2(2n+1)}{n+2} C_n,$$

11.2 Combination

```

1 | #include <bits/stdc++.h>
2 | using namespace std;
3 | typedef long long LL;
4 | const int M = 1000005;
5 | int n, k;
6 | LL m, phi;
7 | vector<int> facs;
8 | LL dp[M], dp2[M][32];
9 | LL pw(LL x, LL y)
10 | {
11 |     LL ret = 1, tmp = x % m;
12 |     while (y)
13 |     {
14 |         if (y & 1)
15 |         {
16 |             ret = ret * tmp % m;
17 |         }
18 |         tmp = tmp * tmp % m;
19 |         y >>= 1;
20 |     }
21 |     return ret;
22 | }
23 | void init()
24 | {
25 |     facs.clear();
26 |     LL x = m, sq = (LL)sqrt(m);
27 |     phi = 1;
28 |     for (LL i = 2; i <= sq; i++)
29 |     {
30 |         if (x % i)
31 |             continue;
32 |         phi *= i - 1;
33 |         x /= i;
34 |         facs.push_back(i);
35 |         while (x % i == 0)
36 |         {
37 |             phi *= i;
38 |             x /= i;
39 |         }
40 |     }
41 |     if (x > 1)
42 |     {
43 |         phi *= x - 1;
44 |         facs.push_back((int)x);
45 |     }
46 |     k = facs.size();
47 |     dp[0] = 1;
48 |     memset(dp2, 0, sizeof(dp2));
49 |     for (int i = 1; i < M; i++)
50 |     {
51 |         LL tmp = i;
52 |         for (int j = 0; j < k; j++)
53 |         {
54 |             dp2[i][j] = dp2[i - 1][j];
55 |             while (tmp % facs[j] == 0)
56 |             {
57 |                 tmp /= facs[j];
58 |                 dp2[i][j]++;
59 |             }
60 |         }
61 |         dp[i] = dp[i - 1] * tmp % m;
62 |     }

```

```

63     return;
64 }
65 int main()
66 {
67     while (cin >> n >> m)
68     {
69         init();
70         while (n-->0)
71         {
72             LL ans = 1;
73             int x, y;
74             cin >> x >> y;
75             for (int i = 0; i < k; i++)
76             {
77                 ans = ans * pw(facs[i], dp2[x][i] -
78                             dp2[x - y][i] - dp2[y][i]) %
79                             m;
80             }
81             ans = ans * dp[x] % m;
82             ans = ans * pw(dp[y], phi - 1) % m;
83             ans = ans * pw(dp[x - y], phi - 1) % m;
84             cout << ans << '\n';
85         }
86     }

```

11.3 Extend Euclidean.cpp

```

1 int extgcd(int a, int b, int &x, int &y)
2 {
3     int d = a;
4     if (b)
5     {
6         d = extgcd(b, a % b, y, x), y -= (a / b) * x;
7     }
8     else
9         x = 1, y = 0;
10    return d;
11 } // ax+by=1 ax同餘 1 mod b

```

11.4 FFT

```

1 struct Complex
2 {
3     LD r, i;
4     Complex(LD _r = 0.0, LD _i = 0.0)
5     {
6         r = _r;
7         i = _i;
8     }
9     Complex operator+(Complex rhs) { return Complex(r
10     + rhs.r, i + rhs.i); }
11     Complex operator-(Complex rhs) { return Complex(r
12     - rhs.r, i - rhs.i); }
13     Complex operator*(Complex rhs)
14     {
15         return Complex(r * rhs.r - i * rhs.i, r *
16         rhs.i + i * rhs.r);
17     }
18 };
19 template <typename T> struct FFT
20 {
21     void fft(vector<Complex> &a, int n, int inv)
22     {
23         for (int i = 1, j = 0; i < n; ++i)
24         {
25             for (int k = (n >> 1); (j ^= k) < k; k
26                 >>= 1)
27                 if (i > j)
28                     swap(a[i], a[j]);

```

```

28     }
29 }
30 for (int m = 2; m <= n; m <= 1)
31 {
32     Complex wm(cos(2 * PI * inv / m), sin(2 *
33     PI * inv / m));
34     for (int k = 0; k < n; k += m)
35     {
36         Complex w(1.0, 0.0);
37         for (int j = 0; j < (m >> 1); ++j, w
38             = w * wm)
39         {
40             Complex u = a[k + j], t = w * a[k
41             + j + (m >> 1)];
42             a[k + j] = u + t;
43             a[k + j + (m >> 1)] = u - t;
44         }
45     }
46     if (inv == -1)
47     {
48         FOR(i, 0, n)
49         {
50             a[i].r /= n;
51             a[i].i /= n;
52         }
53     }
54 void convolution(vector<Complex> &A,
55 vector<Complex> &B, vector<Complex> &C,
56 vector<Complex> &D, int n,
57 vector<Complex> &ans)
58 {
59     fft(A, n, 1);
60     fft(B, n, 1);
61     fft(C, n, 1);
62     fft(D, n, 1);
63     FOR(i, 0, n) { ans[i] = A[i] * B[i] * C[i] *
64         D[i]; }
65     fft(ans, n, -1);
66     return;
67 }
68 };

```

11.5 GaussElimination

```

1 const int MAXN = 300;
2 const double EPS = 1e-8;
3 int n;
4 double A[MAXN][MAXN];
5 void Gauss()
6 {
7     for (int i = 0; i < n; i++)
8     {
9         bool ok = 0;
10        for (int j = i; j < n; j++)
11        {
12            if (fabs(A[j][i]) > EPS)
13            {
14                swap(A[j], A[i]);
15                ok = 1;
16                break;
17            }
18        }
19        if (!ok)
20            continue;
21        double fs = A[i][i];
22        for (int j = i + 1; j < n; j++)
23        {
24            double r = A[j][i] / fs;
25            for (int k = i; k < n; k++)
26            {
27                A[j][k] -= A[i][k] * r;
28            }
29        }
30    }

```


31 | }

11.6 Matrix

```

1 struct Mat
2 {
3     int sz;
4     LL x[MXN][MXN];
5     Mat() { memset(x, 0, sizeof(x)); }
6     Mat(int _sz)
7     {
8         sz = _sz;
9         memset(x, 0, sizeof(x));
10    }
11    Mat operator*(Mat a)
12    {
13        Mat res(sz);
14        FOR(i, 1, sz + 1) FOR(j, 1, sz + 1) FOR(k, 1,
15            sz + 1)
16        {
17            res.x[i][j] += x[i][k] * a.x[k][j];
18            res.x[i][j] %= MOD;
19        }
20        return res;
21    }
22    void output()
23    {
24        FOR(i, 1, sz + 1) FOR(j, 1, sz + 1) cout <<
25            x[i][j] << " \n"[j == sz];
26    }
27 };

```

11.7 Phi

```

1 void phi_table(int n) // [1,n]
2 {
3     phi[1] = 1;
4     for (int i = 2; i <= n; i++)
5     {
6         if (phi[i])
7             continue;
8         for (int j = i; j <= n; j += i)
9         {
10            if (!phi[j])
11                phi[j] = j;
12            phi[j] = phi[j] / i * (i - 1);
13        }
14    }
15 }

```

11.8 PowerTower

```

1 int POW(int a, int b, int mod)
2 {
3     int ret = 1;
4     int tmp = 1;
5     for (int i = 0; i < b; i++)
6     {
7         tmp *= a;
8         if (tmp > mod)
9             break;
10    }
11    tmp = (tmp >= mod) ? mod : 0;
12    for (; b >>= 1)
13    {
14        if (b & 1)
15            ret = ret * a % mod;
16        a = a * a % mod;
17    }
18    return ret + tmp;
19 }

```

```

20
21 int dfs(int d, int MOD)
22 {
23     if (d == n - 1)
24     {
25         if (a[d] >= MOD)
26             return (a[d] % MOD) + MOD;
27         return a[d];
28     }
29     int k = dfs(d + 1, phi[MOD]);
30     return POW(a[d], k, MOD);
31 }

```

11.9 Prime table

```

1 void primeTable()
2 {
3     is_notp.reset();
4     is_notp[0] = is_notp[1] = 1;
5     for (int i = 2; i < N; i++)
6     {
7         if (!is_notp[i])
8         {
9             p.push_back(i);
10        }
11        for (int j = 0; j < (int)p.size() && i * p[j]
12            < N; j++)
13        {
14            is_notp[i * p[j]] = 1;
15            if (i % p[j] == 0)
16            {
17                break;
18            }
19        }
20    }
21 }

```

12 String

12.1 Aho Corasick

```

1 struct Node
2 {
3     char ch;
4     int v;
5     Node *next[MXW];
6     Node *fail;
7     Node(): v(0), fail(0) {
8         memset(next, 0, sizeof(next));
9     }
10 }
11 void insert(Node *root, char *s)
12 {
13     int sz = strlen(s);
14     FOR(i, 0, sz)
15     {
16         int v = s[i] - 'a';
17         if (root->next[v] == NULL)
18         {
19             root->next[v] = new Node();
20         }
21         root = root->next[v];
22         root->ch = s[i];
23     }
24     ++root->v;
25 }
26 queue<Node *> q;
27 void bulidAC(Node *root)
28 {
29     Node *k, *tmp;
30     FOR(i, 0, MXW)

```

```

31 {
32     if (root->next[i] != NULL)
33     {
34         root->next[i]->fail = root;
35         q.push(root->next[i]);
36     }
37 }
38 while (!q.empty())
39 {
40     k = q.front();
41     q.pop();
42     FOR(i, 0, MXW) if (k->next[i] != NULL)
43     {
44         tmp = k->fail;
45         while (tmp != NULL)
46         {
47             if (tmp->next[i] != NULL)
48             {
49                 k->next[i]->fail = tmp->next[i];
50                 break;
51             }
52             tmp = tmp->fail;
53         }
54         if (tmp == NULL)
55         {
56             k->next[i]->fail = root;
57         }
58         q.push(k->next[i]);
59     }
60 }
61 }
62
63 int ans;
64 void acAutomation(Node *root, char *s)
65 {
66     Node *p = root;
67     int sz = strlen(s);
68     FOR(i, 0, sz)
69     {
70         int v = s[i] - 'a';
71         while (p->next[v] == NULL && p != root)
72         {
73             p = p->fail;
74         }
75         p = p->next[v];
76         if (p == NULL)
77         {
78             p = root;
79         }
80         Node *k = p;
81         while (k != root)
82         {
83             if (k->v >= 0)
84             {
85                 ans += k->v;
86                 k->v = -1;
87             }
88             else
89             {
90                 break;
91             }
92             k = k->fail;
93         }
94     }
95 }
96
97 char s[MXS];
98 int main()
99 {
100     int t;
101     scanf("%d", &t);
102     while (t--)
103     {
104         int n;
105         Node *root = new Node();
106         scanf("%d", &n);
107         while (n--)

```

```

108     {
109         scanf("%s", s);
110         insert(root, s);
111     }
112     bulidAC(root);
113     scanf("%s", s);
114     ans = 0;
115     acAutomation(root, s);
116     printf("%d\n", ans);
117 }
118 }

```

12.2 KMP

```

1 void bulid_fail_funtion(string B, int *fail)
2 {
3     int len = B.length(), current_pos;
4     current_pos = fail[0] = -1;
5     for (int i = 1; i < len; i++)
6     {
7         while (current_pos != -1 && B[current_pos + 1] != B[i])
8         {
9             current_pos = fail[current_pos];
10        }
11        if (B[current_pos + 1] == B[i])
12        {
13            current_pos++;
14        }
15        fail[i] = current_pos;
16    }
17 }
18 void match(string A, string B, int *fail)
19 {
20     int lenA = A.length(), lenB = B.length();
21     int current_pos = -1;
22     for (int i = 0; i < lenA; i++)
23     {
24         while (current_pos != -1 && B[current_pos + 1] != A[i])
25         {
26             current_pos = fail[current_pos];
27         }
28         if (B[current_pos + 1] == A[i])
29             current_pos++;
30         if (current_pos == lenB - 1)
31             // match! A[i-lenB+1,i]=B
32             current_pos = fail[current_pos];
33     }
34 }
35
36 int main()
37 {
38     int t, i;
39     string s;
40     for (i = 0, cin >> t; i < t; i++)
41     {
42         cin >> s;
43         int fail[N];
44         bulid_fail_funtion(s, fail);
45         int p = s.length() - 1;
46         if (fail[p] != -1 && (p + 1) % (p - fail[p]) == 0)
47             printf("%d\n", p - fail[p]);
48         else
49             printf("%d\n", p + 1);
50     }
51 }

```

12.3 Manacher

```

1 void sol(char *s)
2 {

```

```

3   int sz = strlen(s);
4   si = 0;
5   ss[si++] = '$';
6   ss[si++] = '#';
7   FOR(i, 0, sz)
8   {
9       ss[si++] = s[i];
10      ss[si++] = '#';
11  }
12  ss[si++] = '_';
13  int mx = 0, id = 0;
14  FOR(i, 0, si)
15  {
16      if (mx > i)
17      {
18          ma[i] = min(ma[2 * id - i], mx - i);
19      }
20      else
21      {
22          ma[i] = 1;
23      }
24      while (ss[i + ma[i]] == ss[i - ma[i]])
25      {
26          ++ma[i];
27      }
28      if (i + ma[i] > mx)
29      {
30          id = i;
31          mx = i + ma[i];
32      }
33  }
34 }

```

12.4 Trie

```

1  struct Node
2  {
3      char ch;
4      int v;
5      Node *next[26];
6      Node()
7      {
8          v = 0;
9          FOR(i, 0, 26) next[i] = NULL;
10     };
11 };
12
13 void insert(Node *root, string s)
14 {
15     FOR(i, 0, s.size())
16     {
17         int v = s[i] - 'a';
18         if (root->next[v] == NULL)
19         {
20             root->next[v] = new Node();
21         }
22         root = root->next[v];
23         ++root->v;
24         root->ch = s[i];
25     }
26     return;
27 }
28 void search(Node *root, string s)
29 {
30     FOR(i, 0, s.size())
31     {
32         int v = s[i] - 'a';
33         root = root->next[v];
34         if (root->v == 1)
35         {
36             cout << s << ' ' << s.substr(0, i + 1) <<
37                 '\n';
38             return;
39         }
40     }
41     cout << s << ' ' << s << '\n';

```

```

41 }
42
43 int main()
44 {
45     vector<string> v;
46     string s;
47     Node *root = new Node();
48     while (cin >> s)
49     {
50         insert(root, s);
51         v.push_back(s);
52     }
53     FOR(i, 0, v.size()) { search(root, v[i]); }
54 }

```

12.5 Zvalue

```

1  void z_value(string s)
2  {
3      int L = 0, R = 0;
4      z[0] = 0;
5      for (int i = 1; i < (int)s.size(); i++)
6      {
7          if (i > R)
8          {
9              z[i] = 0;
10             }
11             else
12             {
13                 int ip = i - L;
14                 if (ip + z[ip] < z[L])
15                 {
16                     z[i] = z[ip];
17                 }
18                 else
19                 {
20                     z[i] = R - i + 1;
21                 }
22             }
23             while (i + z[i] < (int)s.size() && s[i +
24                 z[i]] == s[z[i]])
25             {
26                 z[i]++;
27             }
28             if (i + z[i] - 1 > R)
29             {
30                 L = i;
31                 R = L + z[i] - 1;
32             }
33 }

```