

代码簿

July 28, 2022

1. 杂项

• VIMRC

```
1 set hls
2 set is
3 set cb=unnamed
4 set ts=4
5 set sw=4
6 set si
7 set nu
8
9 inoremap { {}<Left>
10 inoremap {<CR> {}<CR><Esc>O
11 inoremap {{ {
12 inoremap {} {}
```

• Merge Sort

```
1 int arr[MAXLEN]; // 数组
2 int tmp[MAXLEN]; // 暂存
3 int ans = 0; // 逆序对
4
5 void mergeSort(int left, int right){
6     if(left >= right) return;
7     int mid = left + ((right - left) >> 1);
8     mergeSort(left, mid);
9     mergeSort(mid + 1, right);
10    int l = left;
11    int r = mid + 1;
12    int idx = 0;
13    while(l <= mid && r <= right){
14        tmp[idx++] = arr[l] <= arr[r] ? arr[l++]
15        : ((ans += mid - l + 1 /* 逆序对 */), arr[r++]);
16    }
17    while(l <= mid){
18        tmp[idx++] = arr[l++];
19    }
20    while(r <= right){
21        tmp[idx++] = arr[r++];
22    }
23    for(int i = 0; i < idx; ++i){
24        arr[left + i] = tmp[i];
25    }
26 }
```

• Disjoint Set

```
1 int djs[MAXLEN];
2 //init for(int i = 0; i < size; ++i)djs[i] = i;
3
4 int find(int id){
5     return djs[id] == id ? id : djs[id] = find(djs[id]);
6 }
7 bool uSet(int a, int b){
8     int pa = find(a), pb = find(b);
9     return pa == pb ? true : (djs[pa] = pb, false);
10 }
11
12 //with dummy head
13
14 int djs[MAXLEN];
15 //init for(int i = 0; i < 2 * n; ++i) djs[i] = i; for(int i = 0; i < n; ++i) djs[i] = n + i;
16
17 int find(int id){
18     return djs[id] == id ? id : djs[id] = find(djs[id]);
19 }
```

```

19 }
20 bool uSet(int a, int b){
21     int pa = find(a), pb = find(b);
22     return pa == pb ? true : (djs[pa] = pb, false);
23 }

```

2. 图论

• Euler Path

```

1 int cd[MAXLEN], rd[MAXLEN]; //有向图
2 vector<pair<int, int>> adjs[MAXLEN]; //first for 点, second fir 边
3 bool visit[MAXLEN]; //边
4
5 int cnt = 0; //判断联通(cnt == size)
6
7 void dfs(int id){
8     for(auto &adj : adjs){
9         if(!visit[adj.second]){
10             ++cnt;
11             visit[adj.second] = true;
12             dfs(adj.first);
13             //一些操作
14         }
15     }
16 }
17
18 bool judge(){
19     //无向(边为偶数除了端点)
20     int cnt = 0;
21     int qidian = 0; // 起点
22     for(int i = 0; i < n; ++i){
23         if(adjs[i].size() & 1) ++cnt, qidian = i;
24     }
25     return (cnt == 2 || cnt == 0);
26
27     //有向((出度 - 入度) = 1 && (入度 - 出度) = 1 || 欧拉环)
28     int rdc = 0, cdc = 0;
29     int qidian = 0;
30     for(int i = 0; i < n; ++i){
31         if((cd[i] - rd[i] == 1)) ++cdc;
32         else if((rd[i] - cd[i] == 1) ++rdc, qidian = i;
33         else if((rd[i] - cd[i] != 0) return false;
34     }
35
36     return ((cdc == 1 && rdc == 1) || (cdc == 0 && rdc == 0));
37 }

```

• 拓扑排序

```

1 vector<int> adjs[MAXLEN];
2 int rd[MAXLEN]; //入度
3 int n; //点的数量
4 vector<int> ans; //结果
5
6 void topSort(){
7     queue<int> q;
8     int cnt = 0;
9     for(int i = 0; i < n; ++i) if(!rd[i]) q.push(i), ++cnt, ans.push_back(i);
10    while(!q.empty()){
11        int f = q.front(); q.pop();
12        for(auto adj : adjs[f]){
13            --rd[adj];
14            if(!rd[adj]) q.push(adj), ++cnt, ans.push_back(adj);
15        }
16    }
17    if(cnt == n) {} //有找到
18    else {} //没找到
19 }

```

• 多元最短路

```

1 int v[MAXLEN][MAXLEN];
2 //初始化成0x3f3f3f3f, 有边的地方为权重, 自己为0
3
4 for(int k = 0; k < n; ++k){
5     for(int i = 0; i < n; ++i){
6         for(int j = 0; j < n; ++j){
7             v[i][j] = min(v[i][k] + v[k][j], v[i][j]); //最短路

```

```

8         v[i][j] = min(v[i][j], max(v[i][k], v[k][j])); //最大的最小
9     }
10 }
11 }

```

• 单元最短路

```

1 vector<pair<int, int>> adjs[MAXLEN]; //first for 点 second for 边权
2 int dis[MAXLEN];
3 bool visit[MAXLEN];
4
5 void dij(int id){
6     memset(dis, 0x3f, sizeof(dis));
7     memset(visit, 0, sizeof(visit));
8     dis[id] = 0;
9     priority_queue<pii, vector<pii>, greater<pii>> q;
10
11     //first for 目前距离 second for 点
12     q.push({0, id});
13     while(!q.empty()){
14         pair<int, int> front = q.top(); q.pop();
15         if(visit[front.second]) continue;
16         visit[front.second] = true;
17         for(auto adj : adjs[front.second]){
18             if((adj.second + dis[front.second]) < dis[adj.first]){
19                 dis[adj.first] = adj.second + dis[front.second];
20                 if(visit[adj.first]) continue;
21                 q.push({dis[adj.first], adj.first});
22             }
23         }
24     }
25 }

```

• 找负环

```

1 vector<pair<int, int>> adjs[MAXLEN]; //first for 点 second for 权重
2 int dis[MAXLEN]; //最短路径
3 int m, n; //n 点数 m 边数
4
5 bool bellman(){
6     memset(dis, 0x3f, 4 * n);
7     for(int c = 0; c < n - 1; ++c){
8         for(int i = 0; i < n; ++i){
9             for(auto adj : adjs[i]){
10                 dis[adj.first] = min(dis[adj.first], dis[i] + adj.second);
11             }
12         }
13     }
14     bool hasAnswer = false;
15     for(int i = 0; i < n; ++i){
16         for(auto adj : adjs[i]){
17             if(dis[adj.first] > dis[i] + adj.second){
18                 hasAnswer = true;
19                 goto ans;
20             }
21         }
22     }
23     ans:
24     return hasAnswer;
25 }

```

• MST

```

1 // kruskal
2
3 pair<int, pii> adjs[MAXLEN]; //first for 权重 //second.first for 起点 //second.second for 终点
4 int n; //边的数量
5 int m; //点的数量
6 int djs[MAXLEN];
7
8
9 int parent(int i){
10     return (djs[i] == i) ? i : djs[i] = parent(djs[i]);
11 }
12
13 void kruskal(){
14     for(int i = 0; i <= m; ++i){
15         djs[i] = i;
16     }
17 }

```

```

18     sort(ads, ads + n);
19     int cnt = m; //计算边的数量
20     for(int i = 0; i < n; ++i){
21         int p1 = parent(ads[i].second.first), p2 = parent(ads[i].second.second);
22         if(p1 == p2) continue;
23         djs[p1] = p2;
24         //一些操作
25         if((--cnt) == 1) break;
26     }
27 }
28
29 //Prim 普利姆算法
30
31 vector<pii> ads[MAXLEN]; //first for 点, second for 权重
32 bool visit[MAXLEN];
33
34 int n, m;
35 void prim(){
36     priority_queue<pii, vector<pii>, greater<pii>> q;
37     int ans = 0; //最小距离
38     q.push({0, 1});
39     int cnt = n; //是否联通
40     while(!q.empty()){
41         pii top = q.top(); q.pop();
42         if(visit[top.second]) continue;
43         ans += top.first;
44         visit[top.second] = true;
45         --cnt;
46         for(const pii &adj : ads[top.second]){
47             if(!visit[adj.first]){
48                 q.push({adj.second, adj.first});
49             }
50         }
51     }
52     if(cnt){
53         printf("orz\n");
54     }else{
55         printf("%d\n", ans);
56     }
57 }
58 }

```

• 最大流 (Dinic)

```

1 struct edge
2 {
3     int to;
4     long long val;
5     int rev;
6     edge(int _to, long long _val, int _rev):to(_to), val(_val), rev(_rev){}
7 };
8
9 int n, m, s, t;
10
11
12 vector<edge> ads[MAXLEN];
13
14 int depth[MAXLEN]; //深度
15
16 bool bfs(){ //分层 + 确定没有回去找
17     memset(depth, 0, sizeof(depth));
18     depth[s] = 1;
19     queue<int> q;
20     q.push(s);
21     while(!q.empty()){
22         int f = q.front(); q.pop();
23         for(edge &adj : ads[f]){
24             if(!depth[adj.to] && adj.val){
25                 depth[adj.to] = depth[f] + 1;
26                 q.push(adj.to);
27             }
28         }
29     }
30     return depth[t];
31 }
32
33 long long dfs(int u = s, long long in = 0x3f3f3f3f3f3f3f3f){ //多路增广
34     if(u == t) return in;
35     if(in == 0) return 0;
36     long long out = 0;

```

```

37     for(edge &adj : adjs[u]){
38         if((depth[adj.to] == (depth[u] + 1)) && adj.val){
39             long long dist = dfs(adj.to, min(in, adj.val));
40             adj.val -= dist;
41             adjs[adj.to][adj.rev].val += dist;
42             in -= dist;
43             out += dist;
44         }
45     }
46     if(!out) depth[u] = 0;
47     return out;
48 }
49
50 long long ans = 0;
51
52 void dinic(){
53     while(bfs()){
54         while(long long d = dfs()){
55             ans += d;
56         }
57     }
58 }

```

• 费用流 (Dinic)

```

1 struct edge
2 {
3     int to;
4     int val;
5     int rev;
6     int cost;
7     edge(int _to, int _val, int _rev, int _cost):to(_to), val(_val), rev(_rev), cost(_cost){} //反向边
8     //的cost要是负数
9 };
10
11 int n, m, s, t;
12 vector<edge> adjs[MAXLEN];
13
14 int dis[MAXLEN];
15 bool visit[MAXLEN];
16
17
18
19 long long zuidaliu = 0, zuixiaofei Yong = 0; //最大流and最小费用
20
21 bool spfa(int id = t){ //BellMan-Ford
22     memset(visit, 0, sizeof(visit));
23     memset(dis, 0x3f, sizeof(dis));
24     visit[id] = true;
25     dis[id] = 0;
26     deque<int> q;
27     q.push_front(id);
28
29     while(!q.empty()){
30         int front = q.front(); q.pop_front();
31
32         for(edge &adj : adjs[front]){
33             if(adj.val > 0 && dis[adj.to] > dis[front] + adj.cost){
34                 dis[adj.to] = dis[front] + adj.cost;
35                 if(!visit[adj.to]){
36                     visit[adj.to] = true;
37                     if(!q.empty() && dis[adj.to] < dis[q.front()]) q.push_front(adj.to); //SLF 优化
38                     else q.push_back(adj.to);
39                 }
40             }
41         }
42         visit[front] = false;
43     }
44     return dis[s] != 0x3f3f3f3f;
45 }
46
47 int dfs(int u = s, int flow = 0x3f3f3f3f){ //多路增广
48     if(u == t){
49         visit[u] = true;
50         return flow;
51     }
52     int in = flow;
53     int out = 0;
54     visit[u] = true;

```

```

55     for(edge &adj : adjs[u]){
56
57         if(adj.val > 0 && !visit[adj.to] && dis[adj.to] == (dis[u] - adj.cost)){
58             int dis = dfs(adj.to, min(in, adj.val));
59             if(dis > 0){
60                 in -= dis;
61                 adj.val -= dis;
62                 out += dis;
63                 zuixiaofei Yong += dis * adj.cost;
64                 adjs[adj.to][adj.rev].val += dis;
65             }
66             if(!in) break;
67         }
68     }
69 }
70
71 return out;
72 }
73
74
75
76 void dinic(){
77     while(spfa()){
78         while(int d = dfs()){
79             memset(visit, 0, sizeof(visit));
80             zuidaliu += d;
81         }
82     }
83 }

```

3. 树问题

- 树直径

```

1 //DFS两次
2
3 int d[MAXN];
4 vector<int> adjs[MAXN];
5
6 int last; //最远点, d[last] 为树的直径 不可做负边
7
8 int bfs(int u, int p){
9     queue<pair<int, int>> q;
10    q.push({u, p});
11    while(!q.empty()){
12        auto [u, p] = q.front(); q.pop();
13        for(const int adj : adjs[u]){
14            if(adj == p)
15                continue;
16            d[adj] = d[u] + 1;
17            last = adj;
18            q.push({adj, u});
19        }
20    }
21 }
22
23 int farPoint(int u, int p){
24     last = u;
25     bfs(u, p);
26     d[last] = 0;
27     bfs(last, p);
28     return d[last];
29 }
30
31 //树形DP, 可做负边
32
33 int n, d = 0;
34 int d1[N], d2[N];
35 vector<int> adjs[N];
36
37 void dfs(int u, int p) {
38     d1[u] = d2[u] = 0;
39     for (int v : adjs[u]) {
40         if (v == p)
41             continue;
42         dfs(v, u);
43         int t = d1[v] + 1; //可改权重
44         if (t > d1[u])
45             d2[u] = d1[u], d1[u] = t;

```

```

46     else if (t > d2[u])
47         d2[u] = t;
48     }
49     d = max(d, d1[u] + d2[u]);
50 }

```

• LCA

```

1  // 倍增
2
3  int dep[MAXN];
4  int pa[MAXN][32];
5  vector<int> ch[MAXN];
6
7
8  void dfs(int u, int p){ // Pre-process
9      dep[u] = dep[p] + 1;
10     pa[u][0] = p;
11
12     for(int i = 1; i < 32; ++i)
13         pa[u][i] = pa[pa[u][i - 1]][i - 1];
14
15     for(const int v : ch[u]){
16         if(v == p)
17             continue;
18         dfs(v, u);
19     }
20 }
21
22 int lca(int a, int b){
23     if(dep[a] > dep[b])
24         swap(a, b);
25
26     int diff = dep[b] - dep[a];
27     int i = 0;
28
29     //调整高度
30     for(; diff; ++i, diff >>= 1)
31         if(diff & 1)
32             b = pa[b][i];
33
34     if(a == b)
35         return a;
36
37     i = 0;
38
39     for(i = 31; i >= 0; --i)
40         if(pa[a][i] != pa[b][i])
41             a = pa[a][i], b = pa[b][i];
42
43     return pa[a][0];
44 }
45 }

```

4. 计算几何

• 凸包

```

1  //Andrew
2
3
4  // 点, 上凸包, 下凸包
5
6  using pdd = pair<double, double>
7  pdd ps[MAXN], u[MAXN], d[MAXN];
8
9  int ui = 0, di = 0;
10
11 inline double cross(const pdd &p1, const pdd &p2, const pdd &p3){
12     return (p2.first - p1.first) * (p3.second - p1.second) - (p2.second - p1.second) * (p3.first - p1.first);
13 }
14
15
16 void andrew(){
17     sort(ps, ps + n);
18     for(int i = 0; i < n; ++i){
19         while(ui >= 2 && cross(u[ui - 2], u[ui - 1], ps[i]) <= 0)
20             --ui;

```

```

21     while(di >= 2 && cross(d[di - 2], d[di - 1], ps[i]) >= 0)
22         --di;
23
24     u[ui++] = ps[i];
25     d[di++] = ps[i];
26 }
27
28 }

```

5. 数论

• Miller Robin(确认素数)

```

1 // allow condition 1, 1, 1, 1, .....
2 //               X, X, X, X, X, p - 1, 1, 1, 1, .....
3 //               p - 1, 1, 1, 1, 1, 1, 1, .....
4 //               0 (cannot check) multiply of p
5
6 bool is_prime(ll p){
7     if(p < 3 || p % 2 == 0)
8         return p == 2;
9     ll u = p - 1;
10    int t = 0;
11    while(!(u & 1))
12        u >>= 1, ++t;
13
14    const static ll ud[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022};
15
16    for(const ll a : ud){
17        ll v = qpow(a, u, p);
18        if(v <= 1 || v == p - 1)
19            continue;
20
21        for(int j = 1; j <= t; ++j){
22            v = qmul(v, v, p);
23            if(v == p - 1 && j != t){
24                v = 1;
25                break;
26            }
27            if(v == 1)
28                return false;
29        }
30        if(v != 1)
31            return false;
32    }
33    return true;
34 }

```

• Pollard-Rho(确认因数)

```

1 // remember srand(time(NULL))
2
3 ll PR(ll n){
4     if(n == 4)
5         return 2;
6
7     if(is_prime(n))
8         return n;
9
10    while(1){
11        ll c = (rand() % (n - 1)) + 1;
12        auto f = [&](const ll x){
13            return ((lll) x * x + c) % n;
14        };
15        ll t = 0, r = 0, p = 1, q;
16        do{
17            for(int i = 0; i < 128; ++i){
18                t = f(t), r = f(f(r));
19                if(t == r || (q = (lll) p * abs(t - r) % n) == 0)
20                    break;
21                p = q;
22            }
23            ll d = __gcd(p, n);
24            if(d > 1)
25                return d;
26        }while(t != r);
27    }
28 }

```


• FastGCD

```
1 // 定理1: gcd(x, y) = gcd(y, x mod y) 辗转相除法
2 // 定理2: x = a * b * c, where a, b, c <= sqrt(x) or isPrime
3 // 定理3: gcd(x, y) = gcd(a, y) * gcd(x / a, y / gcd(a, y))
4
5
6 int minp[MAXN] = {0}; //最小质因数
7 int g[1010][1010]; //1000*1000 最大公因数表
8 int fac[MAXN][3]; //三个拆分的因数
9 bitset<MAXN> vis;
10
11 void init(){
12     fac[1][0] = fac[1][1] = fac[1][2] = 1;
13     for(int i = 1; i < MAXN; ++i){
14         if(!vis[i]){ // Prime
15             fac[i][0] = fac[i][1] = fac[i][2] = i;
16             if(1ll * i * i > MAXN)
17                 continue;
18             for(int j = i * i; j <= MAXN; j += i){
19                 vis[j] = 1;
20                 if(!minp[j])
21                     minp[j] = i;
22             }
23         }else{
24             int tmp = i / minp[i], a = minp[i] * fac[tmp][0], b = fac[tmp][1], c = fac[tmp][2];
25             if(a > b)
26                 swap(a, b);
27             if(b > c)
28                 swap(b, c);
29             fac[i][0] = a, fac[i][1] = b, fac[i][2] = c;
30         }
31     }
32
33     for(int i = 1; i <= 1000; ++i){
34         g[i][0] = g[0][i] = i;
35         for(int j = 1; j <= i; ++j)
36             g[i][j] = g[j][i] = g[j][i % j];
37     }
38 }
39
40 intn gcd(int x, int y){
41     int tmp = g[fac[x][0]][y % fac[x][0]], res = tmp;
42     y /= tmp;
43     tmp = g[fac[x][1]][y % fac[x][1]], res *= tmp, y /= tmp;
44     tmp = fac[x][2] > 1000 ? (y % fac[x][2] == 0 ? fac[x][2] : 1) : g[fac[x][2]][y % fac[x][2]], res
45     *= tmp;
46     return res;
47 }
```

6. 动态规划

• 区间覆盖

```
1 pii intv[MAXN];
2 int n; //区间数量
3 int end; //终点
4
5
6 int solve(){
7     sort(intv, intv + n);
8     int tmp = 0 /* 暂存 */, r = 0 /* 右边更新 */;
9     int sum = 0; //答案
10    int i = 0;
11    while(i < n && r < end){
12        if(intv[i].first > r) break;
13        while(i < n && intv[i].first <= r && tmp < end){
14            tmp = max(intv[i].second, tmp);
15            ++i;
16        }
17        r = tmp;
18        ++sum;
19    }
20    return r >= end : sum ? 0; // 没有则回传0
21 }
```

• LIS

```

1 int tmp[MAXLEN]; //暂存
2 int arr[MAXLEN]; //待处理数组
3 int dp[MAXLEN]; //各个结尾的值
4
5 void LIS(){
6     for(int i = 0; i <= n; ++i) tmp[i] = INT_MAX;
7     tmp[0] = 0;
8     for(int i = 0; i < n; ++i){
9         int pos = lower_bound(tmp, tmp + n, arr[i]) - tmp; //lower_bound找< // upper_bound找<=
10        tmp[pos] = arr[i], dp[i] = pos;
11    }
12 }

```

7. 字串

• KMP

```

1 int f[MAXLEN]; // failure Function 1-index
2
3 void kmp(char s[], char p[]){
4     int i = 0, j = -1;
5     int n = strlen(s), m = strlen(p); f[0] = -1;
6     while(i < m){
7         if(j == -1 || p[i] == p[j]){
8             f[++i] = ++j;
9         }else{
10            j = f[j];
11        }
12    }
13    i = 0; j = 0;
14    while(i <= n){
15        if(j == -1 || s[i] == p[j]){
16            ++j, ++i;
17            if(j == m){
18                //一些操作
19            }
20        }else{
21            j = f[j];
22        }
23    }
24 }
25 }

```

• 马拉车

```

1 char s[MAXLEN]; //字串 记得填充$#^(aaa-> $#a#a#a#^)
2 int p[MAXLEN]; //回文长度
3
4 int len = 0 //s的长度
5
6 void manache(){
7     int i_r = 0, c = 0, r = 0; //i_r 反射点, c 中心点 r 右端点
8     for(int i = 1; i < len; ++i){
9         i_r = 2 * c - i;
10        if(r > i) p[i] = min(r - i, p[i_r]);
11        else p[i] = 0;
12        while(s[i + 1 + p[i]] == s[i - 1 - p[i]]) ++p[i];
13        if(i + p[i] > r) c = i, r = i + p[i];
14    }
15    int m = 0; // 长度
16    c = 0; //中央
17    for(int i = 0; i < len - 1; ++i){
18        if(p[i] > m) c = i, m = p[i];
19    }
20    printf("%d\n", m);
21 }

```

• AC 自动机 + 拓扑优化

```

1 int cnt = 0;
2 int trie[MAXLEN][26];
3 int fail[MAXLEN];
4 int rd[MAXLEN]; //拓扑必须
5 char c;
6
7
8 void insert(char* s) { //trie插入
9     int id = 0;
10    for (; *s; ++s) {

```

```

11     c = *s - 'a';
12     if (!trie[id][c]) trie[id][c] = ++cnt;
13     id = trie[id][c];
14 }
15 //一些操作(在trie上产生节点)
16 }
17
18 void build() { //记得放在main
19     queue<int> q;
20     for (int i = 0; i < 26; ++i) {
21         if (trie[0][i]) q.push(trie[0][i]);
22     }
23     while (!q.empty()) {
24         int u = q.front(); q.pop();
25         for (int i = 0; i < 26; ++i) {
26             if (trie[u][i]) {
27                 int t = trie[u][i];
28                 fail[t] = trie[fail[u]][i];
29                 q.push(t);
30                 ++rd[fail[t]]; //拓扑必须
31             }
32             else {
33                 trie[u][i] = trie[fail[u]][i];
34             }
35         }
36     }
37 }
38
39 void query(char* s) {
40     int id = 0;
41     for (int i = 0; s[i]; ++i) {
42         id = trie[id][s[i] - 'a'];
43         //一些懒标操作(复杂度较低)
44         for (int j = id; j; j = fail[j]) {
45             //直接操作
46         }
47     }
48 }
49
50 void topo() {
51     queue<int> q;
52     for (int i = 1; i <= cnt; ++i) if (!rd[i]) q.push(i);
53     while (!q.empty()) {
54         int u = q.front(); q.pop();
55         //一些操作(更新当前值)
56         int f = fail[u];
57         --rd[f];
58         //一些操作(懒标回推)
59         if (!rd[f]) q.push(f);
60     }
61 }

```

8. 数据结构

• 串列

```

1 struct {
2     int l = 0, r = 0;
3 } lst[MAXLEN];
4
5 void init() {
6     memset(lst, -1, sizeof(lst));
7     lst[1].l = 0;
8     lst[0].r = 1;
9 }
10
11 void addl(int now, int node) { //加在node的左边
12     lst[now].r = node;
13     lst[lst[node].l].r = now;
14     lst[now].l = lst[node].l;
15     lst[node].l = now;
16 }
17
18 void addr(int now, int node) { //加在node的右边
19     lst[now].l = node;
20     lst[lst[node].r].l = now;
21     lst[now].r = lst[node].r;
22     lst[node].r = now;
23 }

```

```

24
25 void remove(int node) {
26     if (!~lst[node].l) return;
27     lst[lst[node].l].r = lst[node].r;
28     lst[lst[node].r].l = lst[node].l;
29     lst[node].l = lst[node].r = -1;
30 }

```

• 稀疏表

```

1 int Log2[MAXLEN]; //预处理log2
2 int st[MAXLEN][20]; //稀疏表
3 int n, m; //n个节点 m个query
4
5 void pre() {
6     Log2[1] = 0, Log2[2] = 1;
7     for (int i = 3; i <= MAXLEN; ++i) {
8         Log2[i] = Log2[i >> 1] + 1;
9     }
10 }
11
12 void build() {
13     for (int j = 1; j <= 20; ++j) {
14         for (int i = 1; i + (1 << j) - 1 <= n; ++i) {
15             st[i][j] = min(st[i][j - 1], st[i + (1 << (j - 1))][j - 1]);
16         }
17     }
18 }
19
20 inline int query(int l, int r) {
21     int lo = Log2[r - l + 1];
22     return min(st[l][lo], st[r - (1 << lo) + 1][lo]);
23 }

```

• Fenwick

```

1 #define lowbit(x) (x & -x)
2 int n; //总数量
3 //逆序数对由"大排到小", search(loc - 1)就行了回圈就行了
4
5 namespace fw{
6     int tree[MAXLEN] = {0};
7     void insert(int pos, int val){ //单点插入
8         for(;pos <= n; pos += lowbit(pos)) tree[pos] += val;
9     }
10    int search(int pos){ //单点前缀和查询
11        int ans = 0;
12        for(;pos; pos -= lowbit(pos)){
13            ans += tree[pos];
14        }
15        return ans;
16    }
17    int query(int l, int r){ //区间查询
18        return search(r) - search(l - 1);
19    }
20 }

```