Contents

1 Contest

1.1 Header

```cpp
#pragma once

#include <bits/stdc++.h>
using namespace std;

template <class TH>
void _dbg(const char *sdbg, TH h) { cerr << sdbg << '=' << h << endl; }

template <class TH, class... TA>
void _dbg(const char *sdbg, TH h, TA... a)
{
  while (*sdbg != ',')
    cerr << *sdbg++;
  cerr << '=' << h << ',';
  _dbg(sdbg + 1, a...);
}

template <class L, class R>
ostream &operator<<(ostream &os, pair<L, R> p)
{
  return os << "(" << p.first << ", " << p.second << ")";
}

template <class Iterable, class = typename enable_if<!is_same<string,
   Iterable>::value>::type>
auto operator<<(ostream &os, Iterable v) -> decltype(os << *begin(v))
{
  os << "[";
  for (auto vv : v)
    os << vv << ", ";
  return os << "]";
}

#define debug(...) _dbg(#__VA_ARGS__, __VA_ARGS__)

typedef pair<int, int> pii;
typedef long long ll;
typedef unsigned long long ull;
typedef long double ld;
typedef vector<int> vi;

const int inf = 0x3f3f3f3f;
const long long infll = 0x3f3f3f3f3f3f3f3fll;

#define sz(x) ((int)(x).size())
#define all(x) x.begin(), x.end()
```

```cpp
// Return 1 if x > 0, 0 if x == 0 and -1 if x < 0.
template <class T>
int sign(T x) { return (x > 0) - (x < 0); }

template <class T>
T abs(const T &x) { return (x < T(0)) ? -x : x; }

// Pretty good compilation command:
// g++ -g a.cpp --std=c++14 -Wall -Wextra -Wno-unused-result -Wconversion -
   Wfatal-errors -fsanitize=undefined,address -o a.out

// int main()
// {
//  cin.sync_with_stdio(0);
//  cin.tie(0);
// }
```

1.2 Sample Debug

```
32cfcc  #include "header.hpp"
d41d8c
13a4b1  int main(void)
f95b70  {
3e8410    int a = 11, b = 12, c = 13;
b9ee34    vector<vector<int>> v = {{a, b}, {c}, {0, 1}};
2a803c    set<int> s = {a, b};
6b3b13    map<double, int> m;
af2bd1    m[2.5] = 2;
37a428    m[-3.1] = 3;
d41d8c
632de9    map<string, int> tab;
88ec8d    tab["abc"] = (int) 'a' + 'b' + 'c';
69908e    tab["abz"] = (int) 'a' + 'b' + 'z';
bd6def    int array[3] = {1, 2, 5};
d41d8c
5939a6    debug(a, b, c);
fb9ee1    debug(v);
b45aab    debug(s, m);
3cf91d    debug(tab);
d95ee2    debug(array); // This one does not work.
cbb184  }
Full file hash: 50cc4b
```

1.3 Hash Code (Line)

```
#!/bin/bash
# Hashes each line of a file, ignoring all whitespace and comments (multi-
   line
# comments will be bugged).

while IFS= read -r line; do # Loops lines of stdin.
  echo "$line" | cpp -dD -P -fpreprocessed | tr -d '[:space:]' | md5sum | cut
    -c-6 | tr -d '[:space:]';
  echo "  $line"; # Before $line is a tab.
done
```

1.4 Hash Code (File)

```
#!/bin/bash
# Hashes a file, ignoring lines with #include, all whitespace and comments

sed -e "/#include/d" | cpp -dD -P -fpreprocessed | tr -d '[:space:]' | md5sum
    | cut -c-6
```

1.5 Diff Script

```
#!/bin/bash

set -ex

for ((a=1; ; a++))
do
  ./gen.out $a > in.txt
  ./width.out < in.txt > out1
  ./width_brute.out < in.txt > out2
  diff out1 out2
done
```

1.6 Submit Script

```
#!/bin/bash

if [ "$1" != "$2.cpp" ];
then
  echo "mismatch"
  exit 1
fi
```

2 Data Structures

2.1 2D Segment Tree

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
fc6e4f    2D Segment Tree:
924136      2D point update and 2D range query in O(log(n)*log(m)) per
035979      operation,
da2eb6      where n is the number of rows and m is the number of columns.
d41d8c
65b4df      Uses O(Num_Updates * log(n)*log(m)) memory.
d41d8c
765bf7      Given as an example using gcd.
d41d8c
b95cae    Usage:
5b40a6      See main and comments.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
d41d8c  // Number of rows and columns (inner nodes need to know this).
14e0a7  int n, m;
d41d8c
fc0cf7  struct nodes
f95b70  {
34833c    ll val;
af0912    nodes *left, *right;
2fd56f    nodes() : val(0), left(NULL), right(NULL) {}
d41d8c
d41d8c    // Update leaf tree.
7acf5a    void update(int l, int r, int a, ll x)
f95b70    {
bd3398      if (l == r)
c43fe0        val = x;
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
a49729        if (a <= mid)
ff3239          (left ? left : (left = new nodes()))->update(l, mid, a, x);
2954e9        else
ee984e          (right ? right : (right = new nodes()))->update(mid + 1, r, a
   , x);
d41d8c
6a85db        val = __gcd(left ? left->val : 0, right ? right->val : 0);
cbb184      }
cbb184    }
d41d8c
d41d8c    // Update non-leaf tree by joining the two child trees along the
```

```
d41d8c    // modified path.
fe4c66    void updateb(int l, int r, int a, ll x, nodes *o, nodes *p)
f95b70    {
bd3398      if (l == r)
8eb30c        val = __gcd(o ? o->val : 0, p ? p->val : 0);
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
a49729        if (a <= mid)
0db51d          (left ? left : (left = new nodes()))->updateb(l, mid, a, x, o
    ? o->left : NULL, p ? p->left : NULL);
2954e9        else
58b90e          (right ? right : (right = new nodes()))->updateb(mid + 1, r,
   a, x, o ? o->right : NULL, p ? p->right : NULL);
d41d8c
8eb30c        val = __gcd(o ? o->val : 0, p ? p->val : 0);
cbb184      }
cbb184    }
d41d8c
1586df    ll get(int l, int r, int a, int b)
f95b70    {
47234b      if (l == a && r == b)
d943f4        return val;
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
f890f2        if (b <= mid)
ac57ce          return left ? left->get(l, mid, a, b) : 0;
a54f0c        else if (a > mid)
1c7837          return right ? right->get(mid + 1, r, a, b) : 0;
2954e9        else
61c9d1          return __gcd(left ? left->get(l, mid, a, mid) : 0, right ?
   right->get(mid + 1, r, mid + 1, b) : 0);
cbb184      }
cbb184    }
2145c1  };
d41d8c
7fee06  struct nodef
f95b70  {
848f8b    nodes *val;
16ebe5    nodef *left, *right;
da624e    nodef() : left(NULL), right(NULL) { val = new nodes(); }
d41d8c
0ab567    void update(int l, int r, int a, int b, ll x)
f95b70    {
bd3398      if (l == r)
b7e6e3        val->update(0, m - 1, b, x);
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
```

```
a49729        if (a <= mid)
e5a0ea          (left ? left : (left = new nodef()))->update(l, mid, a, b, x)
   ;
2954e9        else
25fae0          (right ? right : (right = new nodef()))->update(mid + 1, r, a
   , b, x);
d41d8c
c63cc8        val->updateb(0, m - 1, b, x, left ? left->val : NULL, right ?
   right->val : NULL);
cbb184      }
cbb184    }
d41d8c
0bc50b    ll get(int l, int r, int a, int b, int c, int d)
f95b70    {
47234b      if (l == a && r == b)
2b5ee1        return val->get(0, m - 1, c, d);
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
f890f2        if (b <= mid)
4668df          return left ? left->get(l, mid, a, b, c, d) : 0;
a54f0c        else if (a > mid)
d6a980          return right ? right->get(mid + 1, r, a, b, c, d) : 0;
2954e9        else
90c1d1          return __gcd(left ? left->get(l, mid, a, mid, c, d) : 0,
   right ? right->get(mid + 1, r, mid + 1, b, c, d) : 0);
cbb184      }
cbb184    }
2145c1  };
d41d8c
13a4b1  int main(void)
f95b70  {
8dee13    ll a;
66f1d8    nodef *root = new nodef();
0dc26f    int q, tp, x, y, z, w;
cdcf55    scanf("%d %d %d", &n, &m, &q);
a953ae    while (q--)
f95b70    {
64d8be      scanf("%d", &tp);
abc772      if (tp == 1)
f95b70      {
425c33        scanf("%d %d %lld", &x, &y, &a);
dbf0ee        root->update(0, n - 1, x, y, a);
cbb184      }
2954e9      else
f95b70      {
bb2481        scanf("%d %d %d %d", &x, &y, &z, &w);
c0075a        printf("%lld\n", root->get(0, n - 1, x, z, y, w));
cbb184      }
cbb184    }
```

```
cbb184  }
Full file hash: 1f17b0
```

2.2 BIT

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
0e8577    BIT: element update, range sum query and sum lower_bound in
4a7c08    O(log(N)).
2716d1    Represents an array of elements in range [1, N].
c4c9bd  */
d41d8c
4fce64  template <class T>
2d55ba  struct bit
f95b70  {
b9a249    int n, LOGN;
2262a2    vector<T> val;
695052    bit(int _n) : n(_n), LOGN(log2(n + 1)), val(_n + 1, 0) {}
d41d8c
d41d8c    // val[pos] += x
b29da0    void update(int pos, T x)
f95b70    {
259a9f      for (int i = pos; i <= n; i += -i & i)
ac55c8        val[i] += x;
cbb184    }
d41d8c
d41d8c    // sum of range [1, pos]
8a835d    T query(int pos)
f95b70    {
56622d      T retv = 0;
ac430c      for (int i = pos; i > 0; i -= -i & i)
106953        retv += val[i];
6272cf      return retv;
cbb184    }
d41d8c
d41d8c    // min pos such that sum of [1, pos] >= sum, or n + 1 if none
d41d8c    // exists.
79d23b    int lower_bound(T x)
f95b70    {
501ce1      T sum = 0;
bec7a6      int pos = 0;
d41d8c
51d707      for (int i = LOGN; i >= 0; i--)
0328f7        if (pos + (1 << i) <= n && sum + val[pos + (1 << i)] < x)
420193          sum += val[pos += (1 << i)];
d41d8c
7e21de      return pos + 1; // pos will have position of largest value
d41d8c                      // less than x.
cbb184    }
2145c1  };
Full file hash: 6acfcc
```

2.3 BIT2D

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
21fcf0    BIT: element update, range sum query in O(log(n) * log(m)).
849273    This can also be generalized for 3d.
a6cfe6    Represents a matrix of elements in range [1 ... n][1 ... m].
c4c9bd  */
d41d8c
4fce64  template <class T>
f6f3a7  struct bit2d
f95b70  {
14e0a7    int n, m;
f7ea55    vector<vector<T>> val;
9c8214    bit2d(int _n, int _m) : n(_n), m(_m), val(_n + 1, vector<T>(_m + 1,
    0)) {}
d41d8c
d41d8c    // val[i][j] += x
4460cb    void update(int r, int c, T x)
f95b70    {
9e45d9      for (int i = r; i <= n; i += -i & i)
13d333        for (int j = c; j <= m; j += -j & j)
ff237f          val[i][j] += x;
cbb184    }
d41d8c
d41d8c    // sum of positions (1 ... r, 1 ... c)
450f85    T query(int r, int c)
f95b70    {
56622d      T retv = 0;
bc7409      for (int i = r; i > 0; i -= -i & i)
d53722        for (int j = c; j > 0; j -= -j & j)
86df71          retv += val[i][j];
6272cf      return retv;
cbb184    }
d41d8c
d41d8c    // sum of positions (ri ... rf, ci ... cf). (1 <= ri <= rf <= n)
d41d8c    // and (1 <= ci <= cf <= m). TODO: test me.
bdc664    T query_rect(int ri, int ci, int rf, int cf)
f95b70    {
6072bc      return query(rf, cf) - query(rf, ci - 1) - query(ri - 1, cf) +
   query(ri - 1, ci - 1);
cbb184    }
2145c1  };
Full file hash: a4a33c
```

2.4 Dynamic Segment Tree

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
699080    Segment tree with dynamic memory allocation and arbitrary
4685fc    interval.
91eb69      Every operation is O(log(r-l))
6449d0      Uses O(min(r-l, n*log(r-l)) memory, where n is the number of
1ceddc      insertions.
d41d8c
ca2095    Constraints:
3dcfba      Segment tree range [l, r] must be such that 0 <= l <= r.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
4fce64  template<class T>
e4accb  struct node
f95b70  {
f48ea0    T val;
af32d9    node *left, *right;
d41d8c
995125    T get(int l, int r, int a, int b)
f95b70    {
47234b      if (l == a && r == b)
d943f4        return val;
814ad2      int mid = (l + 0ll + r) / 2;
f890f2      if (b <= mid)
ac57ce        return left ? left->get(l, mid, a, b) : 0;
a54f0c      else if (a > mid)
1c7837        return right ? right->get(mid + 1, r, a, b) : 0;
2954e9      else
9b1cb1        return (left ? left->get(l, mid, a, mid) : 0) + (right ? right
   ->get(mid + 1, r, mid + 1, b) : 0);
cbb184    }
d41d8c
14d5ea    void update(int l, int r, int a, T x)
f95b70    {
bd3398      if (l == r)
c43fe0        val = x;
2954e9      else
f95b70      {
814ad2        int mid = (l + 0ll + r) / 2;
a49729        if (a <= mid)
1ec55a          (left ? left : (left = new node()))->update(l, mid, a, x);
2954e9        else
92fe63          (right ? right : (right = new node()))->update(mid + 1, r, a,
    x);
d41d8c
```

```
dd51dd        val = (left ? left->val : 0) + (right ? right->val : 0);
cbb184      }
cbb184    }
2145c1  };
d41d8c
Full file hash: eef0d8
```

2.5 Linear Container

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
20bead    Line Container (most common for convex hull trick). Amortized
2ffe37    O(log N) per operation.
d7b246      Container where you can add lines of the form kx+m, and query
2d624c      maximum values at points x.
dc45cd      Useful for dynamic programming.
d41d8c
1d1558    Source: https://github.com/kth-competitive-programming/kactl/
c12210        blob/master/content/contest/template.cpp
c4c9bd  */
d41d8c
3fe318  struct line
f95b70  {
3e2604    mutable ll k, m, p;
889941    bool operator<(const line &o) const { return k < o.k; }
abfd1f    bool operator<(ll x) const { return p < x; }
2145c1  };
d41d8c
0c8ce5  struct line_container : multiset<line, less<>>
f95b70  {
d41d8c    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
f5e3e7    const ll inf = LLONG_MAX;
d41d8c
9608c5    ll div(ll a, ll b)
f95b70    { // floored division
353cf0      return a / b - ((a ^ b) < 0 && a % b);
cbb184    }
d41d8c
9c092f    bool isect(iterator x, iterator y)
f95b70    {
f959d1      if (y == end())
f95b70      {
09a75e        x->p = inf;
d1fe4d        return false;
cbb184      }
3cca77      if (x->k == y->k)
83e301        x->p = x->m > y->m ? inf : -inf;
2954e9      else
b4284e        x->p = div(y->m - x->m, x->k - y->k);
870ec6      return x->p >= y->p;
cbb184    }
d41d8c
928f4b    void add(ll k, ll m)
f95b70    {
116e6c      auto z = insert({k, m, 0}), y = z++, x = y;
2d9d80      while (isect(y, z))
```

```
96cee5        z = erase(z);
d94b4e      if (x != begin() && isect(--x, y))
c07d21        isect(x, y = erase(y));
57dd20      while ((y = x) != begin() && (--x)->p >= y->p)
77462a        isect(x, erase(y));
cbb184    }
d41d8c
e8b5c2    ll query(ll x)
f95b70    {
229883      assert(!empty());
7d13b8      auto l = *lower_bound(x);
96a2bc      return l.k * x + l.m;
cbb184    }
2145c1  };
d41d8c
Full file hash: 66b35a
```

2.6 Merge Sort Tree

```
#include "../../contest/header.hpp"

/*
  Merge Sort Tree:
    Build segment tree where each node stores a sorted version
    of the underlying range.
    O(n log n) to build, O(log^2 n) each query (in this case).
    This example uses kth number in interval queries.

  Usage:
    In this example, instead of building the merge sort tree with
    the given vector (e.g. {1, 5, 2, 6, 3, 7, 4}), we sort a
    vector of indices by their value in the vector
    (e.g. {0, 2, 4, 6, 1, 3, 5} for the vector above).

    This way, each node in the tree is responsible for a range of
    sorted elements in the vector and we can ask it how many of
    those have indices in the range [a, b].
*/

#define left(i) ((i) << 1)
#define right(i) (((i) << 1) + 1)

struct merge_sort_tree
{
  vector<int> v; // original vector.
  vector<vector<int>> val;
  vector<int> indices; // indices sorted by value in v.

  merge_sort_tree(vector<int> v) : v(v), val(4 * (sz(v) + 1))
  {
    for (int i = 0; i < sz(v); i++)
      indices.push_back(i);
    sort(all(indices), [&v](int i, int j) { return v[i] < v[j]; });

    build(1, 0, sz(v) - 1);
  }

  void build(int id, int l, int r)
  {
    if (l == r)
      val[id].push_back(indices[l]);
    else
    {
      int mid = (l + r) / 2;
      build(left(id), l, mid), build(right(id), mid + 1, r);
      val[id] = vector<int>(r - l + 1);
      merge(all(val[left(id)]), all(val[right(id)]), val[id].begin())
```

```
   ;
cbb184       }
cbb184     }
d41d8c
d41d8c     // How many elements in this node have indices in the range [a, b]
a5ce6e     int count_interval(int id, int a, int b)
f95b70     {
a4c94b       return (int)(upper_bound(all(val[id]), b) - lower_bound(all(val[
   id]), a));
cbb184     }
d41d8c
beafee     int get(int id, int l, int r, int a, int b, int x)
f95b70     {
bd3398       if (l == r)
bc45ca         return v[val[id].back()];
ae007b       int mid = (l + r) / 2;
7c12bf       int lcount = count_interval(left(id), a, b);
87eaf6       if (lcount >= x)
7a388b         return get(left(id), l, mid, a, b, x);
2954e9       else
f29b51         return get(right(id), mid + 1, r, a, b, x - lcount);
cbb184     }
d41d8c
5c9a2a     int kth(int a, int b, int k)
f95b70     {
492d6c       return get(1, 0, sz(v) - 1, a, b, k);
cbb184     }
2145c1   };
Full file hash: 284e0c
```

2.7 Min Queue

```
5d1131  #include "../../contest/header.hpp"
d41d8c  /*
958401    max(min) queue with O(1) get_max(min).
d41d8c
f67dcb    Tips:
c53808      - Useful for sliding window 1D and 2D.
e41836      - For 2D problems, you will need to pre-compute another
c712f0      matrix, by making a row-wise traversal, and calculating the
c0a568      min/max value beginning in each cell. Then you just make a
dffe79      column-wise traverse as they were each an independent array.
c4c9bd  */
d41d8c
8f0a66  struct max_queue
f95b70  {
84841a    queue<ll> q;
889d23    deque<ll> s;
d41d8c
dbb27b    int size()
f95b70    {
593f12      return (int)q.size();
cbb184    }
d41d8c
a1fe24    void push(ll val)
f95b70    {
d41d8c      // while (!s.empty() && s.back() > val) -> for a min_queue
1cb658      while (!s.empty() && s.back() < val) // for a max_queue
342ca4        s.pop_back();
fcc849      s.push_back(val);
d41d8c
380c99      q.push(val);
cbb184    }
d41d8c
d99fc4    void pop()
f95b70    {
7a8432      ll u = q.front();
833270      q.pop();
d41d8c
de7036      if (!s.empty() && s.front() == u)
784c93        s.pop_front();
cbb184    }
d41d8c
ba28bf    ll get_max()
f95b70    {
eccd4b      return s.front(); // same for min and max queue
cbb184    }
d41d8c
2145c1  };
Full file hash: 82549d
```

2.8 Persistent Segment Tree

```
#include "../../contest/header.hpp"

/*
  Persistent Segment Tree:
    Segment tree that stores all previous versions of itself.
    Every operation is O(log(r-l))
    Uses O(n*log(r-l)) memory, where n is the number of updates.

  Usage:
    A new root is created for every persistent update (p_update)
    and returned.
    Queries can be performed on any root as if it were a usual
    segment tree.
    You should keep a list of roots. Something like:
      vector<node *> roots = {new node()};
      roots.push_back(p_update(roots.back(), 0,
                    2*MAXV, a[i] + MAXV, v + 1));

  Constraints:
    Segment tree range [l, r] must be such that 0 <= l <= r.

  Author: Arthur Pratti Dadalto
*/

struct node
{
  int val;
  node *left, *right;

  node(int x=0) : val(x), left(NULL), right(NULL) {}
  node(node *l, node *r) : left(l), right(r) { val = (left ? left->
    val : 0) + (right ? right->val : 0); }

  int get(int l, int r, int a, int b)
  {
    if (l == a && r == b)
      return val;
    int mid = (l + 0ll + r) / 2;
    if (b <= mid)
      return left ? left->get(l, mid, a, b) : 0;
    else if (a > mid)
      return right ? right->get(mid + 1, r, a, b) : 0;
    else
      return (left ? left->get(l, mid, a, mid) : 0) + (right ? right
    ->get(mid + 1, r, mid + 1, b) : 0);
  }
};
```

```
63f202  node *p_update(node *prev, int l, int r, int a, int x)
f95b70  {
bd3398    if (l == r)
13478f      return new node(x);
d41d8c
814ad2    int mid = (l + 0ll + r) / 2;
a49729    if (a <= mid)
b73799      return new node(p_update(prev ? prev->left : NULL, l, mid, a, x),
    prev ? prev->right : NULL);
2954e9    else
460332      return new node(prev ? prev->left : NULL, p_update(prev ? prev->
   right : NULL, mid + 1, r, a, x));
cbb184  }
d41d8c
Full file hash: 707f69
```

2.9 Segment Tree

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
51c1e1    Segment Tree:
28d50d      Point update and range query in O(log(n))
25175a      Given as an example using maximum.
d41d8c
b95cae    Usage:
4d3d01      Only valid if all numbers are >= 0.
c4c9bd  */
d41d8c
4ee394  #define left(i) ((i) << 1)
56e5cf  #define right(i) (((i) << 1) + 1)
d41d8c
d359f6  struct segtree
f95b70  {
8c4772    vector<int> val;
1a88fd    int n;
d41d8c
ea69d6    segtree(int n) : val(4 * (n + 1), 0), n(n) {}
d41d8c
aa6097    void update(int id, int l, int r, int a, int x)
f95b70    {
bd3398      if (l == r)
9163bd        val[id] = x;
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
a49729        if (a <= mid)
4c07f8          update(left(id), l, mid, a, x);
2954e9        else
814ff6          update(right(id), mid + 1, r, a, x);
d41d8c
56acad        val[id] = max(val[left(id)], val[right(id)]);
cbb184      }
cbb184    }
d41d8c
9fed20    int get(int id, int l, int r, int a, int b)
f95b70    {
47234b      if (l == a && r == b)
a0328b        return val[id];
2954e9      else
f95b70      {
ae007b        int mid = (l + r) / 2;
f890f2        if (b <= mid)
c55f80          return get(left(id), l, mid, a, b);
a54f0c        else if (a > mid)
26dd34          return get(right(id), mid + 1, r, a, b);
```

```
2954e9        else
84b535          return max(get(left(id), l, mid, a, mid), get(right(id), mid
   + 1, r, mid + 1, b));
cbb184      }
cbb184    }
d41d8c
0fb371    int get(int a, int b)
f95b70    {
f78e75      if (a > b)
bb30ba        return 0;
ec701d      return get(1, 0, n - 1, a, b);
cbb184    }
d41d8c
44ca2c    void update(int a, int x)
f95b70    {
c44174      update(1, 0, n - 1, a, x);
cbb184    }
2145c1  };
Full file hash: 547480
```

2.10 Lazy Segment Tree

```
2b74fa  #include <bits/stdc++.h>
ca417d  using namespace std;
d41d8c
d41d8c  /*
6f561b    Segment Tree with Lazy updates:
d8b1dc      Range update and range query in O(log(MAX_RANGE))
c329b0      Binary search on tree in O(log(MAX_RANGE))
3d7beb      Given as an example since it is not worth it to copy a
c1759f      generic tree during a contest.
d41d8c
e3c955    Solves: https://codeforces.com/contest/1179/problem/C
c4c9bd  */
d41d8c
ab0dbf  #define MAX_RANGE 1123456
d41d8c
fd87fe  int val[4 * MAX_RANGE];
802d92  int delta[4 * MAX_RANGE];
d41d8c
4ee394  #define left(i) ((i) << 1)
56e5cf  #define right(i) (((i) << 1) + 1)
d41d8c
0379af  void prop(int id, int l, int r)
f95b70  {
cfd4b4    if (l != r)
f95b70    {
d41d8c      // Updates need to be numerically stackable (e.g. not valid
d41d8c      // to have a list of updates).
df541b      delta[left(id)] += delta[id];
966351      delta[right(id)] += delta[id];
cbb184    }
d41d8c
21c2c8    val[id] += delta[id]; // Node value needs to be obtainable without
d41d8c                  // propagating all the way to root.
0a8860    delta[id] = 0;
cbb184  }
d41d8c
d41d8c  // Sum x in all elements in range [a, b].
f2b4f2  void update(int id, int l, int r, int a, int b, int x)
f95b70  {
addc1f    if (a == l && b == r)
f95b70    {
d50197      delta[id] += x;
b62cfe      prop(id, l, r);
cbb184    }
2954e9    else
f95b70    {
b62cfe      prop(id, l, r);
ae007b      int mid = (l + r) / 2;
```

```
f890f2      if (b <= mid)
f95b70      {
6dbd37        update(left(id), l, mid, a, b, x);
384ec5        prop(right(id), mid + 1, r);
cbb184      }
a54f0c      else if (a > mid)
f95b70      {
859d13        update(right(id), mid + 1, r, a, b, x);
221ad0        prop(left(id), l, mid);
cbb184      }
2954e9      else
f95b70      {
fc79c7        update(left(id), l, mid, a, mid, x);
04c83e        update(right(id), mid + 1, r, mid + 1, b, x);
cbb184      }
d41d8c
caf644      val[id] = min(val[left(id)], val[right(id)]);
cbb184    }
cbb184  }
d41d8c
d41d8c  // Get the minimum value in range [a, b].
9fed20  int get(int id, int l, int r, int a, int b)
f95b70  {
b62cfe    prop(id, l, r);
addc1f    if (a == l && b == r)
a0328b      return val[id];
2954e9    else
f95b70    {
ae007b      int mid = (l + r) / 2;
f890f2      if (b <= mid)
c55f80        return get(left(id), l, mid, a, b);
a54f0c      else if (a > mid)
26dd34        return get(right(id), mid + 1, r, a, b);
2954e9      else
5e3fad        return min(get(left(id), l, mid, a, mid), get(right(id), mid +
   1, r, mid + 1, b));
cbb184    }
cbb184  }
d41d8c
d41d8c  // Find index of rightmost element which is less than x. (works
d41d8c  // because this is a seg of min)
0529b3  int bsearch(int id, int l, int r, int x)
f95b70  {
b62cfe    prop(id, l, r);
d41d8c
bd3398    if (l == r)
f7d2ed      return (val[id] < x) ? l : -1;
2954e9    else
f95b70    {
ae007b      int mid = (l + r) / 2;
```

```
221ad0      prop(left(id), l, mid);
384ec5      prop(right(id), mid + 1, r);
f01b35      if (val[right(id)] < x)
018a94        return bsearch(right(id), mid + 1, r, x);
2954e9      else
bad725        return bsearch(left(id), l, mid, x);
cbb184    }
cbb184  }
d41d8c
1037bf  #define MAXN 312345
d41d8c
a58cd5  int a[MAXN];
c4b25f  int b[MAXN];
d41d8c
13a4b1  int main(void)
f95b70  {
b067b3    int n, m, q, tp, x, y;
d69917    scanf("%d %d", &n, &m);
5359f3    for (int i = 1; i <= n; i++)
f95b70    {
9376f3      scanf("%d", &a[i]);
49e934      update(1, 1, 1000000, 1, a[i], -1);
cbb184    }
d41d8c
8eae24    for (int i = 1; i <= m; i++)
f95b70    {
264aeb      scanf("%d", &b[i]);
472fcc      update(1, 1, 1000000, 1, b[i], 1);
cbb184    }
d41d8c
4aaeab    scanf("%d", &q);
a953ae    while (q--)
f95b70    {
960099      scanf("%d %d %d", &tp, &x, &y);
abc772      if (tp == 1)
f95b70      {
996a9b        update(1, 1, 1000000, 1, a[x], 1);
e603e6        a[x] = y;
28cfa0        update(1, 1, 1000000, 1, a[x], -1);
cbb184      }
2954e9      else
f95b70      {
8dbabe        update(1, 1, 1000000, 1, b[x], -1);
0464a9        b[x] = y;
bc18aa        update(1, 1, 1000000, 1, b[x], 1);
cbb184      }
d41d8c
584906      int tmp = bsearch(1, 1, 1000000, 0);
d41d8c
d41d8c      // Test of get and bsearch. Make sure all to the right are
```

```
d41d8c      // non-negative.
5a5bec      if (tmp != 1000000)
5df0f6        assert(get(1, 1, 1000000, tmp == -1 ? 1 : (tmp + 1), 1000000)
   >= 0);
c3e568      if (tmp != -1)
1d95f2        assert(get(1, 1, 1000000, tmp, tmp) < 0);
d41d8c
b03a7a      printf("%d\n", tmp);
cbb184    }
cbb184  }
Full file hash: 90a905
```

2.11 Key Treap

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
1977a5    Treap:
0d1904      This treap implements something like a c++ set with additional
b36db0      operations: find the k-th element and count elements less than
2fe20c      a given value.
d41d8c
4c88cf    Time: O(log N) per operation.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
41c55a  namespace treap
f95b70  {
e4accb  struct node
f95b70  {
97f03f    int val; // node key.
ee1179    int p;   // node heap priority.
59afd1    int num; // node subtree size.
af32d9    node *left, *right;
d41d8c
71091e    node(int _val) : val(_val), p(rand()), num(1), left(NULL), right(
   NULL) {}
2145c1  };
d41d8c
48f3b4  int get_num(node *root)
f95b70  {
424a36    return (root == NULL) ? 0 : root->num;
cbb184  }
d41d8c
68f1eb  void update_num(node *root)
f95b70  {
47a6f1    root->num = get_num(root->left) + get_num(root->right) + 1;
cbb184  }
d41d8c
afdba0  node *rotate_left(node *root)
f95b70  {
d25f1b    node *a = root;
a95379    node *b = root->right;
d41d8c
b51426    a->right = b->left;
e7e30a    b->left = a;
a5e0c3    update_num(a);
2b11db    update_num(b);
73f89f    return b;
cbb184  }
d41d8c
```

```
f17a34  node *rotate_right(node *root)
f95b70  {
d25f1b    node *a = root;
eb0328    node *b = root->left;
d41d8c
a09684    a->left = b->right;
7352c4    b->right = a;
a5e0c3    update_num(a);
2b11db    update_num(b);
73f89f    return b;
cbb184  }
d41d8c
d41d8c  // Insert new node with key x in treap rooted at root if not already
d41d8c  // there.
960bce  node *insert(node *root, int x)
f95b70  {
0edbc9    if (root == NULL)
13478f      return new node(x);
6b2a0b    if (x > root->val)
34c9df      root->right = insert(root->right, x);
ba0dc8    else if (x < root->val)
12f5b5      root->left = insert(root->left, x);
d41d8c
622638    update_num(root);
d41d8c
4f4bcf    if (root->right && root->right->p > root->p)
04107a      root = rotate_left(root);
c93ea7    if (root->left && root->left->p > root->p)
3f3108      root = rotate_right(root);
e2fc54    return root;
cbb184  }
d41d8c
d41d8c  // Remove node with key x in treap rooted at root if present.
d0ba77  node *remove(node *root, int x)
f95b70  {
0edbc9    if (root == NULL)
ea9b0a      return NULL;
6b2a0b    if (x > root->val)
fed39a      root->right = remove(root->right, x);
ba0dc8    else if (x < root->val)
6cf773      root->left = remove(root->left, x);
fb8e77    else if (root->left == NULL)
4de2d2      root = root->right;
a15580    else if (root->right == NULL)
2d4ff4      root = root->left;
386129    else if (root->left->p > root->right->p)
f95b70    {
3f3108      root = rotate_right(root);
fed39a      root->right = remove(root->right, x);
cbb184    }
```

```
2954e9    else
f95b70    {
04107a      root = rotate_left(root);
6cf773      root->left = remove(root->left, x);
cbb184    }
e6a2b0    if (root)
622638      update_num(root);
e2fc54    return root;
cbb184  }
d41d8c
d41d8c  // Return the k-th smallest element in tree rooted at root.
3576ec  int kth(node *root, int k)
f95b70  {
f9e30a    if (get_num(root->left) >= k)
7473ee      return kth(root->left, k);
f3e79f    else if (get_num(root->left) + 1 == k)
ae0ddc      return root->val;
2954e9    else
235aa0      return kth(root->right, k - get_num(root->left) - 1);
cbb184  }
d41d8c
d41d8c  // Return the number of elements smaller than x in tree rooted at
   root
194e12  int count(node *root, int x)
f95b70  {
0edbc9    if (root == NULL)
bb30ba      return 0;
83010a    if (x < root->val)
da7c4c      return count(root->left, x);
08e5c0    else if (x == root->val)
140f45      return get_num(root->left);
2954e9    else
b73a02      return get_num(root->left) + 1 + count(root->right, x);
cbb184  }
cbb184  } // namespace treap
Full file hash: 85f362
```

2.12 Sequential Treap

```
#include "../../contest/header.hpp"

/*
  Treap:
    A short self-balancing tree. It acts as a sequential container
    with log-time splits/joins, and is easy to augment with
    additional data.

  Time: O(log N) per operation.

  Constraints:
    Acts as a vector of size N, with positions in range [0, N-1].

  Source: https://github.com/kth-competitive-programming/kactl/blob/
      master/content/data-structures/Treap.h

  Usage:
    To insert elements, create one node treaps.
    (e.g. treap::ins(root, new treap::node(x), i))
    To augment with extra data you should mostly add stuff to the
    recalc function. (e.g. to make it work like a seg tree)
    See applications for more usage examples.
*/

namespace treap
{
struct node
{
  node *l = 0, *r = 0;
  int val;   // Any value associated with node.
  int p;   // Node heap priority.
  int c = 1; // Node subtree size.
  node(int val) : val(val), p(rand()) {}
  void recalc();
};

int cnt(node *n) { return n ? n->c : 0; }
void node::recalc() { c = cnt(l) + cnt(r) + 1; }

// Apply function f on each tree node in order.
template <class F>
void each(node *n, F f)
{
  if (n)
  {
    each(n->l, f);
    f(n->val);
    each(n->r, f);
```

```
cbb184    }
cbb184  }
d41d8c
d41d8c  // Split treap rooted at n in two treaps containing positions [0, k)
d41d8c  // and [k,...)
de9c69  pair<node *, node *> split(node *n, int k)
f95b70  {
a020ba    if (!n)
e70a07      return {NULL, NULL};
9416bd    if (cnt(n->l) >= k) // "n->val >= k" for lower_bound(k)
f95b70    {
215a80      auto pa = split(n->l, k);
f3cfa7      n->l = pa.second;
2f09c0      n->recalc();
c05937      return {pa.first, n};
cbb184    }
2954e9    else
f95b70    {
7c23f0      auto pa = split(n->r, k - cnt(n->l) - 1); // and just "k"
d37e77      n->r = pa.first;
2f09c0      n->recalc();
7af31a      return {n, pa.second};
cbb184    }
cbb184  }
d41d8c
d41d8c  // Merge treaps l and r keeping order (l first).
7f5419  node *merge(node *l, node *r)
f95b70  {
0c92a8    if (!l)
4c1f3c      return r;
6bf95d    if (!r)
792fd4      return l;
a0ade2    if (l->p > r->p)
f95b70    {
ed7b68      l->r = merge(l->r, r);
bf6a1f      l->recalc();
792fd4      return l;
cbb184    }
2954e9    else
f95b70    {
654f23      r->l = merge(l, r->l);
cda92d      r->recalc();
4c1f3c      return r;
cbb184    }
cbb184  }
d41d8c
d41d8c  // Insert treap rooted at n into position pos of treap rooted at t.
3fc637  node *ins(node *t, node *n, int pos)
f95b70  {
ca9a9f    auto pa = split(t, pos);
```

```
cc8215    return merge(merge(pa.first, n), pa.second);
cbb184  }
d41d8c
d41d8c  // Remove node at position pos from treap rooted at t.
1e0b32  node *rem(node *t, int pos)
f95b70  {
abdf75    node *a, *b, *c;
cf9546    tie(a, b) = split(t, pos);
0052e9    tie(b, c) = split(b, 1);
d41d8c
625cf2    delete b;
a300e4    return merge(a, c);
cbb184  }
d41d8c
d41d8c  // Example application: do a query in range [l, r].
0475c8  node *query(node *t, int l, int r)
f95b70  {
abdf75    node *a, *b, *c;
a8341d    tie(a, b) = split(t, l);
89f194    tie(b, c) = split(b, r - l + 1);
d41d8c
d41d8c    // printf("%lld\n", b->tab);
d41d8c
53aa0f    return merge(merge(a, b), c);
cbb184  }
d41d8c
d41d8c  // Example application: move the range [l, r) to index k.
b51124  void move(node *&t, int l, int r, int k)
f95b70  {
abdf75    node *a, *b, *c;
a8341d    tie(a, b) = split(t, l);
e81a2b    tie(b, c) = split(b, r - l);
1527bb    if (k <= l)
eeb6c2      t = merge(ins(a, b, k), c);
2954e9    else
646d6a      t = merge(a, ins(c, b, k - r));
cbb184  }
cbb184  } // namespace treap
Full file hash: 02c35c
```

2.13 Union Find

```
5d1131  #include "../../contest/header.hpp"
d41d8c
10cc9e  struct union_find
f95b70  {
fb553b    vector<int> p, size;
aa0179    union_find(int n) : p(n), size(n, 1)
f95b70    {
9193a3      iota(p.begin(), p.end(), 0);
cbb184    }
d41d8c
7f9f53    int find(int a)
f95b70    {
0fc55f      return (p[a] == a) ? a : (p[a] = find(p[a]));
cbb184    }
d41d8c
d72862    void join(int a, int b)
f95b70    {
bca228      a = find(a);
b884aa      b = find(b);
ae993e      if (a == b)
505b97        return;
9cf8f0      if (size[a] < size[b])
2574c6        swap(a, b);
264436      p[b] = a;
60c97b      size[a] += size[b];
cbb184    }
2145c1  };
d41d8c
Full file hash: bb32ca
```

3 Geometry

3.1 2D

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  // 2D geometry operations. This file should not have algorithms.
d41d8c  // Author: some of it by Arthur Pratti Dadalto.
d41d8c  // Source: some of it from https://github.com/
d41d8c  // kth-competitive-programming/kactl/blob/master/content/geometry/.
d41d8c  // Usage: avoid int unless necessary.
d41d8c
d41d8c  // When increasing EPS, keep in mind that
d41d8c  // sqrt(1e9^2 + 1) = 1e9 + 5e-10.
22c921  const double EPS = 1e-12;
d41d8c
d41d8c  // Point struct implementation. Some methods are useful only when
d41d8c  // using this to represent vectors.
4fce64  template <class T>
4befb0  struct point
f95b70  {
5dcf91    typedef point<T> P;
645c5d    T x, y;
d41d8c
571f13    explicit point(T x = 0, T y = 0) : x(x), y(y) {}
d41d8c
0d0d56    bool operator<(P p) const { return tie(x, y) < tie(p.x, p.y); }
d41d8c
ec7475    bool operator==(P p) const { return tie(x, y) == tie(p.x, p.y); }
d41d8c
2798c7    P operator+(P p) const { return P(x + p.x, y + p.y); }
d41d8c
40d57e    P operator-(P p) const { return P(x - p.x, y - p.y); }
d41d8c
e03fa4    P operator*(T d) const { return P(x * d, y * d); }
d41d8c
0b99e8    P operator/(T d) const { return P(x / d, y / d); }
d41d8c
57bee4    T dot(P p) const { return x * p.x + y * p.y; }
d41d8c
460881    T cross(P p) const { return x * p.y - y * p.x; }
d41d8c
d41d8c    // product sign: right hand rule from a to b.
b3fab9    T cross(P a, P b) const { return (a - *this).cross(b - *this); }
d41d8c
d41d8c    // Distance squared to origin.
f681d2    T dist2() const { return x * x + y * y; }
d41d8c
d41d8c    // Vector norm (distance to origin).
18b7a8    double dist() const { return sqrt((double)dist2()); }
```

```
d41d8c
d41d8c    // angle to x-axis in interval [-pi, pi]
9073ff    double angle() const { return atan2(y, x); }
d41d8c
d41d8c    // makes dist()=1 (unit vector).
6f5d42    point<double> unit() const { return *this / dist(); }
d41d8c
d41d8c    // rotates +90 degrees around origin.
200c8f    P perp() const { return P(-y, x); }
d41d8c
d41d8c    // perpendicular unit vector.
567be8    point<double> normal() const { return perp().unit(); }
d41d8c
d41d8c    // returns point rotated 'a' radians ccw around the origin.
82fcdd    point<double> rotate(double a) const
f95b70    {
80d6a0      return P(x * cos(a) - y * sin(a), x * sin(a) + y * cos(a));
cbb184    }
d41d8c
d41d8c    // Returns projection of vector p on this vector.
f1ed33    point<double> proj(P p) const
f95b70    {
e0b502      double d = (double)dot(p);
38df6a      return point<double>((double)x * d, (double)y * d) / (double)
   dist2();
cbb184    }
d41d8c
d41d8c    // Angle between the vectors in interval [-pi, pi]. Positive if p
d41d8c    // is ccw from this.
8ad6e5    double angle(P p) const { return p.rotate(-angle()).angle(); }
2145c1  };
d41d8c
d41d8c  // Solves the linear system {a * x + b * y = e
d41d8c  //                          {c * x + d * y = f
d41d8c  // Returns {1, {x, y}} if solution is unique, {0, {0,0}} if no
d41d8c  // solution and {-1, {0,0}} if infinite solutions.
d41d8c  // If using integer function type, this will give wrong answer if
d41d8c  // answer is not integer.
d41d8c  // TODO: test me with integer and non-integer.
4fce64  template <class T>
562c39  pair<int, point<T>> linear_solve2(T a, T b, T c, T d, T e, T f)
f95b70  {
468cb9    point<T> retv;
256940    T det = a * d - b * c;
d41d8c
57f40d    if (det == 0) // Maybe do EPS compare if using floating point.
f95b70    {
cdd981      if (b * f == d * e && a * f == c * e)
3d7337        return {-1, point<T>()};
37dde3      return {0, point<T>()};
```

```
cbb184    }
d41d8c
d41d8c    // In case solution needs to be integer, use something like the
d41d8c    // line below.
d41d8c    // assert((e * d - f * b) % det == 0 &&
d41d8c      //        (a * f - c * e) % det == 0);
d41d8c
848480    return {1, point<T>((e * d - f * b) / det, (a * f - c * e) / det)};
cbb184  }
d41d8c
d41d8c  // Represents line segments defined by two points.
4fce64  template <class T>
4b2ec6  struct segment
f95b70  {
5dcf91    typedef point<T> P;
efb78f    P pi, pf; // Initial and final points.
d41d8c
a76c62    explicit segment(P a = P(), P b = P()) : pi(a), pf(b) {}
d41d8c
d41d8c    // Distance from this segment to a given point.
d41d8c    // ***IMPORTANT*** DOES NOT WORK FOR LONG LONG IF X > 1000.
325177    double dist(P p)
f95b70    {
58fd41      if (pi == pf)
adefd2        return (p - pi).dist();
96a4f0      auto d = (pf - pi).dist2();
ff5b41      auto t = min(d, max((T)0, (p - pi).dot(pf - pi)));
0b5de3      return ((p - pi) * d - (pf - pi) * t).dist() / (double)d;
cbb184    }
d41d8c
d41d8c    // Checks if given point belongs to segment. Use dist(p) <= EPS
d41d8c    // instead when using point<double>.
0e3dba    bool on_segment(P p)
f95b70    {
50f719      return p.cross(pi, pf) == 0 && (pi - p).dot(pf - p) <= 0;
cbb184    }
d41d8c
d41d8c    // If a unique intersection point between the line segments exists
d41d8c    // then it is returned.
d41d8c    // If no intersection point exists an empty vector is returned.
d41d8c    // If infinitely many exist a vector with 2 elements is returned,
d41d8c    // containing the endpoints of the common line segment.
d41d8c    // The wrong position will be returned if P is point<ll> and the
d41d8c    // intersection point does not have integer coordinates.
d41d8c    // However, no problem in using it to check if intersects or not
d41d8c    // in this case (size of vector will be correct).
d41d8c    // *** IMPORTANT *** Products of **three** coordinates are used in
d41d8c    // intermediate steps so watch out for overflow if using int or
d41d8c    // long long.
f3f800    vector<P> intersect(segment rhs)
```

```
f95b70    {
9b1730      auto oa = rhs.pi.cross(rhs.pf, pi), ob = rhs.pi.cross(rhs.pf, pf)
   ,
1d46ec         oc = pi.cross(pf, rhs.pi), od = pi.cross(pf, rhs.pf);
d41d8c
d41d8c      // Checks if intersection is single non-endpoint point.
288e4c      if (sign(oa) * sign(ob) < 0 && sign(oc) * sign(od) < 0)
655339        return {(pi * ob - pf * oa) / (ob - oa)};
d41d8c
4c122f      set<P> s;
0373dd      if (rhs.on_segment(pi))
f07e25        s.insert(pi);
6725fe      if (rhs.on_segment(pf))
3c93ab        s.insert(pf);
3ad8fc      if (on_segment(rhs.pi))
522b2f        s.insert(rhs.pi);
f425cd      if (on_segment(rhs.pf))
d1c5a5        s.insert(rhs.pf);
d2dd66      return vector<P>(s.begin(), s.end());
cbb184    }
2145c1  };
d41d8c
d41d8c  // Represents a line by its equation in the form a * x + b * y = c.
d41d8c  // Can be created from two points or directly from constants.
4fce64  template <class T>
3fe318  struct line
f95b70  {
5dcf91    typedef point<T> P;
52d831    T a, b, c; // line a * x + b * y = c
d41d8c
f4f0fd    explicit line(P p1, P p2) // TODO: test me.
f95b70    {
4c2f1e      assert(!(p1 == p2));
6a88e5      a = p2.y - p1.y;
82330e      b = p1.x - p2.x;
cfae8e      c = a * p1.x + b * p1.y;
d41d8c
d41d8c      // In case of int, it is useful to scale down by gcd (e.g to
d41d8c      // use in a set).
d41d8c      // Might be useful to normalize here.
cbb184    }
d41d8c
510551    explicit line(T _a, T _b, T _c) : a(_a), b(_b), c(_c) {}
d41d8c
d41d8c    // Distance from this line to a given point. TODO: test me.
325177    double dist(P p)
f95b70    {
8c04b9      return (double)abs(a * p.x + b * p.y - c) / sqrt((double)(a * a +
    b * b));
cbb184    }
```

```
d41d8c
d41d8c    // Intersects this line with another given line. See linear_solve2
d41d8c    // for usage. TODO: test me.
4a5d8e    pair<int, P> intersect(line rhs)
f95b70    {
6c76dc      return linear_solve2(a, b, rhs.a, rhs.b, c, rhs.c);
cbb184    }
d41d8c
d41d8c    // Normalize line to c >= 0, a*a + b*b == 1. Only use with double.
050345    line normalize()
f95b70    {
22b5e2      double d = P(a, b).dist() * (c < 0 ? -1 : 1);
7c9abe      return line(a / d, b / d, c / d);
cbb184    }
d41d8c
d41d8c    // Reflects point in current line
4b6b49    P reflect(P p)
f95b70    {
5ded80      P res;
d41d8c
d25fdb      res.x = ((b * b - a * a) * p.x - 2 * a * b * p.y + 2 * a * c) / (
   a * a + b * b);
464e63      res.y = ((a * a - b * b) * p.y - 2 * a * b * p.x + 2 * b * c) / (
   a * a + b * b);
d41d8c
b5053e      return res;
cbb184    }
2145c1  };
d41d8c
d41d8c  // Represents a circle by its center and radius. Mostly only works
d41d8c  // with double.
4fce64  template <class T>
0b1113  struct circle
f95b70  {
5dcf91    typedef point<T> P;
1ab228    P center;
c3df30    T r;
d41d8c
d41d8c    // Intersects circle with a given line. This does not work with
d41d8c    // integer types.
d41d8c    // If there is no intersection, returns 0 and retv is whatever.
d41d8c    // If intersection is a single point, returns 1 and retv is a pair
d41d8c    // of equal points.
d41d8c    // If intersection is two points, return 2 and retv is the two
d41d8c    // intersection points.
d41d8c    // Assume points are given in no particular order. If you really
d41d8c    // need it, should be leftmost first when looking from center of
d41d8c    // the circle.
ec2c6b    int intersect(line<T> l, pair<P, P> &retv)
f95b70    {
```

```
800175      l = l.normalize();
f543ca      l.c -= l.a * center.x + l.b * center.y; // Recenter so that we
d41d8c                          // can consider circle
d41d8c                          // center in origin.
18b956      P v(l.a, l.b);
cf8231      P p0 = v * l.c; // p0 is the point in the line closest to
d41d8c              // origin.
d41d8c
2d9566      if (p0.dist() > r + EPS) // No intersection.
bb30ba        return 0;
40b0e2      else if (p0.dist() > r - EPS) // dist in [r - EPS, r + EPS] ->
d41d8c                      //single point intersection at
d41d8c                      // p0.
f95b70      {
de0c90        retv = {p0, p0};
6a5530        return 1;
cbb184      }
d41d8c
85b09c      double d = sqrt(r * r - l.c * l.c); // d is distance from p0
d41d8c                        // to the intersection
d41d8c                        // points.
c4bf3f      retv = {center + p0 + v.normal() * d, center + p0 - v.normal() *
   d};
18b932      return 2;
cbb184    }
d41d8c
d41d8c    // Intersects circle with another circle. This does not work with
d41d8c    // integer types.
d41d8c    // This assumes the circles do not have the same center. Check
d41d8c    // this case if needed, can have 0 or infinite intersection
d41d8c    // points.
d41d8c    // If there is no intersection, returns 0 and retv is whatever.
d41d8c    // If intersection is a single point, returns 1 and retv is a pair
d41d8c    // of equal points.
d41d8c    // If intersection is two points, return 2 and retv is the two
d41d8c    // intersection points.
d41d8c    // Assume points are given in no particular order. If you really
d41d8c    // need it, should be leftmost first when looking from center of
d41d8c    // the rhs circle.
f2bab0    int intersect(circle rhs, pair<P, P> &retv)
f95b70    {
db42cd      rhs.center = rhs.center - center;
2adf3a      int num = rhs.intersect(line<T>(2 * rhs.center.x, 2 * rhs.center.
   y, rhs.center.x * rhs.center.x + rhs.center.y * rhs.center.y + r * r - rhs
   .r * rhs.r), retv);
2a6a69      retv.first = retv.first + center;
e34010      retv.second = retv.second + center;
fcc01b      return num;
cbb184    }
d41d8c
```

```
d41d8c    // Returns a pair of the two points on the circle whose tangent
d41d8c    // lines intersect p.
d41d8c    // If p lies within the circle NaN-points are returned. P is
d41d8c    // intended to be Point<double>.
d41d8c    // The first point is the one to the right as seen from the point
d41d8c    // p towards the circle.
163627    pair<P, P> tangents(P p)
f95b70    {
75ad6b      p = p - center;
28b73b      double k1 = r * r / p.dist2();
f84c08      double k2 = sqrt(k1 - k1 * k1);
a64b03      return {center + p * k1 + p.perp() * k2, center + p * k1 - p.perp
   () * k2};
cbb184    }
d41d8c
d41d8c    // Finds all the outter tangent lines between current circle and
d41d8c    // 'other'.
d41d8c    // Returns the points in the current circle crossed by those
d41d8c    // tangents in retV1, and in retV2 the points in the circle
d41d8c    // 'other'.
d41d8c    // First point of each pair is one line, and second point of each
d41d8c    // pair is the other.
d41d8c    // IMPORTANT: You have to verify if one circle is not strictly
d41d8c    // inside the other.
d41d8c    // IMPORTANT: Only use with double.
d41d8c    // In the case that one circle is inside the other with one
d41d8c    // tangent point p, first points equals to p, and second points
d41d8c    // are out of the circles and in the tangent line;
26fa58    void outter_tangents(circle other, pair<P, P> &retV1, pair<P, P> &
   retV2)
f95b70    {
799d5d      T a1 = asin((other.r - r) / (center - other.center).dist());
8f98db      T a2 = -atan2(other.center.y - center.y, other.center.x - center.
   x);
57b952      T a3 = asin(1) - a2 + a1;
d41d8c
132c23      retV1.first = P(center.x + r * cos(a3), center.y + r * sin(a3));
68d140      retV2.first = P(other.center.x + other.r * cos(a3), other.center.
   y + other.r * sin(a3));
d41d8c
d41d8c      // In the case there is one tangent point (and circles are
d41d8c      // external),
d41d8c      // sets second point in a way that the tangent line can be
d41d8c      // found.
4480f8      if (abs((center - other.center).dist() + min(r, other.r) - max(r,
    other.r)) < EPS)
f95b70      {
260261        P vec = center - retV1.first;
6eaed4        retV1.second = retV2.second = retV1.first + vec.rotate(asin(1))
   ;
```

```
cbb184      }
d41d8c
2954e9      else
f95b70      {
7c21b0        line<double> l = line<double>(center, other.center);
6ffd15        retV1.second = l.reflect(retV1.first);
b78d4b        retV2.second = l.reflect(retV2.first);
cbb184      }
cbb184    }
d41d8c
d41d8c    // Finds all the inner tangent lines between current circle
d41d8c    // and 'other'.
d41d8c    // Returns the points in the current circle crossed by those
d41d8c    // tangents in retV1, and in retV2 the points in the circle
d41d8c    // 'other'.
d41d8c    // First point of each pair is one line, and second point of each
d41d8c    // pair is the other.
d41d8c    // IMPORTANT: You have to verify if one circle does not intersect
d41d8c    // the other in more than one point (verify centers distance vs
d41d8c    // r + other.r).
d41d8c    // IMPORTANT: Only use with double.
d41d8c    // In the case that the circles intersect in one point p and are
d41d8c    // exterior to one another, points returned as first will be p,
d41d8c    // and points returned as second
d41d8c    // will be points outside the circles in the tangent line)
f8a8b2    void inner_tangents(circle other, pair<P, P> &retV1, pair<P, P> &
   retV2)
f95b70    {
d41d8c      // Point where inner tangents cross (when they are the same
d41d8c      // line, it's the point in the segment between circle centers)
575bfd      P cp = (other.center * r + center * other.r) / (r + other.r);
d41d8c
d41d8c      //Finds points for current circle
1e9e91      double u = r / (center - cp).dist();
32d48a      double angle = acos(u);
d1ca34      P vec = cp - center;
10b38f      retV1 = {center + vec.rotate(angle) * u, center + vec.rotate(-
   angle) * u};
d41d8c
d41d8c      //find points for other circle
9db06e      u = other.r / (other.center - cp).dist();
32f4fb      angle = acos(u);
0ffac3      vec = cp - other.center;
8d1129      retV2 = {other.center + vec.rotate(angle) * u, other.center + vec
   .rotate(-angle) * u};
d41d8c
d41d8c      //In the case there is one tangent point (and circles are
d41d8c      // external), sets second point in a way that the tangent line
d41d8c      // can be found.
b4987a      if (abs(r + other.r - (center - other.center).dist()) < EPS)
```

```
8a290f        retV1.second = retV2.second = cp + vec.rotate(asin(1));
cbb184    }
2145c1  };
d41d8c
d41d8c  // The circumcircle of a triangle is the circle intersecting all
d41d8c  // three vertices.
d41d8c  // Returns the unique circle going through points A, B and C (given
d41d8c  // in no particular order).
d41d8c  // This assumes that the triangle has non-zero area.
d41d8c  // TODO: test specifically.
11308f  circle<double> circumcircle(const point<double> &A, const point<
   double> &B, const point<double> &C)
f95b70  {
b10dc9    circle<double> retv;
6d2418    point<double> a = C - B, b = C - A, c = B - A;
1d9440    retv.r = a.dist() * b.dist() * c.dist() / abs(c.cross(b)) / 2;
0d1695    retv.center = A + (b * c.dist2() - c * b.dist2()).perp() / b.cross(
   c) / 2;
6272cf    return retv;
cbb184  }
d41d8c
d41d8c  // Returns TWO TIMES the area of the SIMPLE (non self intersecting)
d41d8c  // polygon defined in pol.
d41d8c  // The area is NEGATIVE if the polygon is in CLOCKWISE.
4fce64  template <class T>
9459e8  T area_polygon2(vector<point<T>> pol)
f95b70  {
3b0433    T area = 0;
76fc34    for (int i = 0; i < (int)pol.size() - 1; i++)
861f64      area += pol[i].cross(pol[i + 1]);
d41d8c
f3d2cf    area += pol[pol.size() - 1].cross(pol[0]);
d41d8c
742c67    return area;
cbb184  }
d41d8c
4fce64  template <class T>
aa651f  ostream &operator<<(ostream &os, point<T> p)
f95b70  {
d80d70    return os << "(" << p.x << ", " << p.y << ")";
cbb184  }
Full file hash: 075f92
```

3.2 3D

```
5d1131  #include "../../contest/header.hpp"
d41d8c  /**
630f69   * 3D geometry operations.
1bebdd   * Status: tested, except for phi and theta
08b0d9   * Source: https://github.com/kth-competitive-programming/kactl
c4c9bd   */
d41d8c
4fce64  template <class T>
23acba  struct point3D
f95b70  {
9cd6e5      typedef point3D P;
d0efa8      typedef const P &R;
329f43      T x, y, z;
d41d8c
4772a6      explicit point3D(T x = 0, T y = 0, T z = 0) : x(x), y(y), z(z) {}
c832e7      bool operator<(R p) const
f95b70      {
4485b9          return tie(x, y, z) < tie(p.x, p.y, p.z);
cbb184      }
8f15b3      bool operator==(R p) const
f95b70      {
469446          return tie(x, y, z) == tie(p.x, p.y, p.z);
cbb184      }
9ae9df      P operator+(R p) const { return P(x + p.x, y + p.y, z + p.z); }
54a3fe      P operator-(R p) const { return P(x - p.x, y - p.y, z - p.z); }
743d88      P operator*(T d) const { return P(x * d, y * d, z * d); }
17b561      P operator/(T d) const { return P(x / d, y / d, z / d); }
e4910c      T dot(R p) const { return x * p.x + y * p.y + z * p.z; }
8d13b8      P cross(R p) const
f95b70      {
923b71          return P(y * p.z - z * p.y, z * p.x - x * p.z, x * p.y - y *
   p.x);
cbb184      }
b70a0d      T dist2() const { return x * x + y * y + z * z; }
18b7a8      double dist() const { return sqrt((double)dist2()); }
d41d8c      //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
3d643b      double phi() const { return atan2(y, x); }
d41d8c      //Zenith angle (latitude) to the z-axis in interval [0, pi]
0fa109      double theta() const { return atan2(sqrt(x * x + y * y), z); }
55ead7      P unit() const { return *this / (T)dist(); } //makes dist()=1
d41d8c      //returns unit vector normal to *this and p
685a90      P normal(P p) const { return cross(p).unit(); }
d41d8c      //returns point rotated 'angle' radians ccw around axis
37a003      P rotate(double angle, P axis) const
f95b70      {
1b5479          double s = sin(angle), c = cos(angle);
9892bc          P u = axis.unit();
6b77df          return u * dot(u) * (1 - c) + (*this) * c - cross(u) * s;
```

```
cbb184      }
2145c1  };
d41d8c
d41d8c  // Returns the shortest distance on the sphere with radius "radius"
d41d8c  // between the points with azimuthal angles (longitude) f1 and f2
d41d8c  // from x axis and zenith angles (latitude) t1 and t2
d41d8c  // from z axis. All angles measured in radians.
d41d8c  // The algorithm starts by converting the spherical coordinates
d41d8c  // to cartesian coordinates so if that is what you have you can
d41d8c  // use only the two last rows. dx*radius is then the difference
d41d8c  // between the two points in the x direction and d*radius is the
d41d8c  // total distance between the points.
56c998  double spherical_distance(double f1, double t1,
0fa376                           double f2, double t2, double radius)
f95b70  {
8254bf      double dx = cos(t2) * cos(f2) - cos(t1) * cos(f1);
85235a      double dy = cos(t2) * sin(f2) - cos(t1) * sin(f1);
e9545f      double dz = sin(t2) - sin(t1);
c093df      double d = sqrt(dx * dx + dy * dy + dz * dz);
1549ea      return radius * 2 * asin(d / 2);
Full file hash: 1fa9d8
```

3.3 Convex Polygon and Circle Intersection

```
d41d8c  // https://codeforces.com/gym/101158/
d41d8c
2729c3  #include "../../misc/ternary_search/ternary_search_continuous.cpp"
ad578e  #include "../2d/2d.cpp"
d41d8c
e89126  #define point point<double>
76d647  #define line line<double>
0f3aa0  #define circle circle<double>
1ba0cb  #define segment segment<double>
d41d8c
d41d8c  // Returns the intersection area between a convex polygon and a
d41d8c  // circle.
d41d8c  // Only works if circle center is inside the polygon and
d41d8c  // the points in p are given in counter-clockwise order.
d41d8c  // Has some precision issues, so EPS value is very relevant.
ceabb9  double circle_convex_polygon_intersection(const vector<point> &p,
   circle c)
f95b70  {
989fa2    double retv = 0;
90f3f1    int n = sz(p);
83008c    for (int i = 0; i < n; i++)
f95b70    {
244579      line l(p[i], p[(i + 1) % n]);
7ae2e0      segment s(p[i], p[(i + 1) % n]);
cba687      pair<point,point> res;
d41d8c
b56540      vector<point> bd; // Boundary points (either in segment or
d41d8c                        // segment-circle intersection).
874a5b      bd.push_back(p[i]);
acfd94      bd.push_back(p[(i + 1) % n]);
d41d8c
1155a7      if (c.intersect(l, res) == 2)
f95b70      {
0a2dd9        if (s.dist(res.first) < EPS)
c5c7d1          bd.push_back(res.first);
ad5b75        if (s.dist(res.second) < EPS)
98cab5          bd.push_back(res.second);
cbb184      }
d41d8c
b28a6e      sort(bd.begin() + 1, bd.end(), [&bd] (point lhs, point rhs) {
   return (lhs-bd[0]).dist2() < (rhs-bd[0]).dist2(); });
d41d8c
f0c5c7      if (bd.size() == 2)
f95b70      {
fca073        if ((bd[0] - c.center).dist() < c.r + EPS && (bd[1] - c.center)
   .dist() < c.r + EPS) // Segment completely inside.
7870b2          retv += c.center.cross(bd[0], bd[1]) / 2;
2954e9        else // Segment completely outside.
```

```
8242d2          retv += c.r * c.r * (bd[0] - c.center).angle(bd[1] - c.center
   ) / 2;
cbb184      }
b92fba      else if (bd.size() == 3) // One point inside circle and one
d41d8c                      // outside.
f95b70      {
c6011c        if ((bd[0] - c.center).dist() < c.r + EPS)
f95b70        {
d41d8c          // Point 0 is inside.
7870b2          retv += c.center.cross(bd[0], bd[1]) / 2;
874bd3          retv += c.r * c.r * (bd[1] - c.center).angle(bd[2] - c.center
   ) / 2;
cbb184        }
2954e9        else
f95b70        {
d41d8c          // Point 2 is inside
2c3166          retv += c.center.cross(bd[1], bd[2]) / 2;
8242d2          retv += c.r * c.r * (bd[0] - c.center).angle(bd[1] - c.center
   ) / 2;
cbb184        }
cbb184      }
2954e9      else
f95b70      {
8242d2        retv += c.r * c.r * (bd[0] - c.center).angle(bd[1] - c.center)
   / 2;
2c3166        retv += c.center.cross(bd[1], bd[2]) / 2;
85ee55        retv += c.r * c.r * (bd[2] - c.center).angle(bd[3] - c.center)
   / 2;
cbb184      }
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
d41d8c
d41d8c  // This finds the maximum intersection between convex polygon and
d41d8c  // any circle of a given radius.
d41d8c  // Has some precision issues, review before using.
b1f14a  double max_circle_intersection(const vector<point> &p, double r)
f95b70  {
1841a9    circle retv;
0afcf5    retv.r = r;
d41d8c
0a37af    auto f1 = [&](double x) {
e86a01      auto f2 = [&](double y) {
065f73        return -circle_convex_polygon_intersection(p, {point(x, y), r})
   ;
2145c1      };
d41d8c
a5b13e      double bot = 1e18;
781615      double top = -1e18;
```

```
fe16ed      for (int i = 0; i < sz(p); i++)
f95b70      {
e2299e        segment s1(p[i], p[(i + 1) % sz(p)]);
36cff7        segment s2(point(x, -1e3), point(x, 1e3));
d41d8c
6c4c4e        auto inter = s2.intersect(s1);
6327ce        if (inter.size() > 0)
f95b70        {
4f47ca          for (point a : inter)
f95b70          {
cbacd5            bot = min(bot, a.y);
3b0f8a            top = max(top, a.y);
cbb184          }
cbb184        }
cbb184      }
d41d8c
04379b      retv.center.y = ternary_search(f2, bot, top, EPS);
50ac50      return f2(retv.center.y);
2145c1    };
d41d8c
fdd13e    double botx = 1e18;
f5849a    double topx = -1e18;
fe16ed    for (int i = 0; i < sz(p); i++)
f95b70    {
f3840a      botx = min(botx, p[i].x);
de514a      topx = max(topx, p[i].x);
cbb184    }
d41d8c
b055bb    retv.center.x = ternary_search(f1, botx, topx, EPS);
d41d8c
fdb3d6    return -f1(retv.center.x);
cbb184  }
d41d8c
13a4b1  int main(void)
f95b70  {
1a88fd    int n;
c1224c    double r;
a68515    cin >> n >> r;
cfb0d9    vector<point> p(n);
83008c    for (int i = 0; i < n; i++)
243162      cin >> p[i].x >> p[i].y;
d41d8c
79dca9    printf("%.20lf\n", max_circle_intersection(p, r));
cbb184  }
Full file hash: 50f2e3
```

3.4 Closest Pair of points

```
#include "../../contest/header.hpp"

/*
  Closest Pair of points O(n * log n):
    Finds the closest pair of points from a set of given points.

  Usage:
    Call closest_pair with the array of points and the number.
    The function will modify the array.
    Then, get the squared distance from ans and the indexes
    of both points from idx.

  Author: Arthur Pratti Dadalto
*/

#define MAXN 112345

struct point
{
  ll x, y;
  int id;
};

namespace closest_pair
{
point tmp[MAXN];

ll ans = infll;
int idx[2];

void update(point i, point j)
{
  ll dist = (i.x - j.x) * (i.x - j.x) + (i.y - j.y) * (i.y - j.y);
  if (dist < ans)
  {
    ans = dist;
    idx[0] = min(i.id, j.id);
    idx[1] = max(i.id, j.id);
  }
}

bool compx(point a, point b) { return a.x < b.x; }

bool compy(point a, point b) { return a.y < b.y; }

void solve(point p[], int l, int r)
{
  if (r - l <= 3)
```

```
f95b70    {
245656      for (int i = l; i <= r; i++)
039087        for (int j = i + 1; j <= r; j++)
2af8f7          update(p[i], p[j]);
aa321e      sort(p + l, p + r + 1, compy);
505b97      return;
cbb184    }
d41d8c
ae007b    int mid = (l + r) / 2;
709b2b    ll xmid = p[mid].x;
d41d8c
b28835    solve(p, l, mid), solve(p, mid + 1, r);
6c2a65    merge(p + l, p + mid + 1, p + mid + 1, p + r + 1, tmp, compy);
0dc2a6    copy(tmp, tmp + r - l + 1, p + l);
d41d8c
1fcfd8    int sz = 0;
245656    for (int i = l; i <= r; i++)
7a807a      if ((p[i].x - xmid) * (p[i].x - xmid) < ans)
f95b70      {
ed1c37        for (int j = sz - 1; j >= 0 && (p[i].y - tmp[j].y) * (p[i].y -
   tmp[j].y) < ans; j--)
28f98a          update(p[i], tmp[j]);
db9665        tmp[sz++] = p[i];
cbb184      }
cbb184  }
d41d8c
d50be6  void closest_pair(point p[], int n)
f95b70  {
ac1f1a    ans = infll;
c55ecb    sort(p, p + n, compx);
f8fda2    solve(p, 0, n - 1);
cbb184  }
2145c1  }; // namespace closest_pair
d41d8c
Full file hash: 77bdaa
```

3.5 Convex Hull - Sweep Line

```
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
d954ca    Convex hull:
db7203      Computes lower and upper convex hull for a set of points in
93e88e      O(n * log n).
91502f      Using lower and upper convex hull you can also check if a
cceaa8      point belongs
6e26be      to the polygon in O(log n) with the point_in_ch function.
d41d8c
b95cae    Usage:
0fe9f0      Upper/lower hulls start at lowest x (tie broken by lowest y)
f33fe6      and end at highest x (tie broken by highest y).
f189fb      Points can be collinear, but convex hull will not contain
f9c0f7      collinear points.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
4befb0  struct point
f95b70  {
0be4e5    ll x, y;
d41d8c
e45b92    explicit point(ll x = 0, ll y = 0) : x(x), y(y) {}
d41d8c
76082e    ll cross(point p1, point p2) { return (p1.x - x) * (p2.y - y) - (p2
   .x - x) * (p1.y - y); }
d41d8c
5bb1b0    bool operator<(const point &rhs) const { return tie(x, y) < tie(rhs
   .x, rhs.y); }
2145c1  };
d41d8c
249af2  void convex_hull(vector<point> p, vector<point> &upper, vector<point>
    &lower)
f95b70  {
905c3f    sort(p.begin(), p.end());
c796b3    auto build = [&p](vector<point> &ch, ll tp) {
2b34c4      ch.push_back(p[0]), ch.push_back(p[1]);
074b6d      for (int i = 2; i < sz(p); i++)
f95b70      {
d638b8        while (ch.size() >= 2 && tp * ch[sz(ch) - 2].cross(ch.back(), p
   [i]) >= 0)
9d9654          ch.pop_back();
3db638        ch.push_back(p[i]);
cbb184      }
2145c1    };
d41d8c
```

```
5ad0c4    build(upper, 1);
6be537    build(lower, -1);
cbb184  }
d41d8c
d41d8c  // Optional.
d41d8c  // Checks if point o is inside the convex hull area in O(log n).
d41d8c  // Also returns true if point is on the convex hull perimeter.
c90a0f  bool point_in_ch(point o, vector<point> &upper, vector<point> &lower)
f95b70  {
329d8c    if (o.x < upper[0].x || o.x > upper.back().x)
d1fe4d      return false;
d41d8c
e22e3a    auto check = [o](vector<point> &ch, ll tp) {
f37175      int i = lower_bound(ch.begin(), ch.end(), o, [](point a, point b)
    { return a.x < b.x; }) - ch.begin();
e660eb      if ((i != 0 && tp * ch[i - 1].cross(ch[i], o) > 0) ||
2d9038        (i + 1 < sz(ch) && tp * ch[i].cross(ch[i + 1], o) > 0) ||
f11c44        (i + 2 < sz(ch) && tp * ch[i + 1].cross(ch[i + 2], o) > 0))
d1fe4d        return false;
d41d8c
8a6c14      return true;
2145c1    };
d41d8c
65476a    return check(upper, 1) && check(lower, -1);
cbb184  }
Full file hash: b7da8b
```

3.6 Convex Hull - Graham Scan

```
ad578e  #include "../2d/2d.cpp"
d41d8c
d41d8c  /*
a556d8    Solution for convex hull problem (minimum polygon covering a set
6bccb0    of points) based on ordering points by angle.
3248ac    * Finds the subset of points in the convex hull in O(Nlog(N)).
5686c3    * This version works if you either want intermediary points in
900618    segments or not (see comments delimited by //)
01b744    * This version works when all points are collinear
65c116    * This version works for repeated points if you add a label to
327f1a    struct, and use this label in overloaded +, - and =.
c4c9bd  */
d41d8c
d41d8c  //Only uses 'struct point' form 2d.cpp. Apply following changes to
   use
d41d8c  //with double:
d41d8c  //Double version: bool operator<(P p) const { return  fabs(x - p.x) <
d41d8c  //                              EPS ? y < p.y :
d41d8c  //                              x < p.x; }
d41d8c  //Double version: bool operator==(P p) const { return fabs(x - p.x) <
d41d8c  //                              EPS &&
d41d8c  //                         fabs(y - p.y) < EPS; }
d41d8c
d41d8c  /* Compara primeiro por angulo em relacao a origem e depois por
8108ff   distancia para a origem */
67a100  template <typename T>
f309c0  bool cmp(point<T> a, point<T> b)
f95b70  {
a9b570    if (a.cross(b) != 0)
c33606      return a.cross(b) > 0;
ba7b3a    return a.dist2() < b.dist2();
cbb184  }
d41d8c
67a100  template <typename T>
2fc305  vector<point<T>> CH(vector<point<T>> points)
f95b70  {
d41d8c    /* Encontra pivo (ponto extremos que com ctz faz parte do CH) */
95b799    point<T> pivot = points[0];
e409fb    for (auto p : points)
e01c07      pivot = min(pivot, p);
d41d8c
d41d8c    /* Desloca conjunto para pivo ficar na origem e ordena potos pelo
e87d90     angulo e distancia do pivo */
9ac126    for (int i = 0; i < (int)points.size(); i++)
3010bd      points[i] = points[i] - pivot;
d41d8c
e2c4e0    sort(points.begin(), points.end(), cmp<ll>);
d41d8c
```

```
9ac126    for (int i = 0; i < (int)points.size(); i++)
eda5a9      points[i] = points[i] + pivot;
d41d8c
d41d8c    /* Ponto extra para fechar o poligono */
36b3da    points.push_back(points[0]);
d41d8c
620533    vector<point<T>> ch;
d41d8c
e409fb    for (auto p : points)
f95b70    {
d41d8c      /* Enquanto o proximo ponto gera uma curva para a direita,
e6d815       retira ultimo ponto atual */
d41d8c      /* Segunda comparaÃğÃčo serve para caso especial de pontos
15307c       colineares quando se quer eliminar os intermediarios */
d41d8c      // Trocar terceira comparacao pra <= para descartar pontos do
d41d8c      // meio de arestas no ch
d41d8c      // Double: trocar terceira comparaÃğÃčo por < EPS (descarta
d41d8c      // pontos em arestas) ou < -EPS (mantem pinto em aresta
29fcb4      while (ch.size() > 1 && !(p == ch[ch.size() - 2]) && ch[ch.size()
    - 2].cross(ch[ch.size() - 1], p) < 0)
9d9654        ch.pop_back();
d2ebaf      ch.push_back(p);
cbb184    }
d41d8c
d41d8c    /*Elimina ponto extra*/
9d9654    ch.pop_back();
d41d8c
66cc3c    return ch;
cbb184  }
Full file hash: 19c056
```

3.7 Min Enclosing Circle (randomized)

```
ad578e  #include "../2d/2d.cpp"
d41d8c
d41d8c  /*
744027    Minimum Enclosing Circle:
00485e      Given a list of points, returns a circle of minimum radius
e9a6ea      such that all given points are within the circle.
eea06e      Runs in O(n) expected time (in practice 200 ms for 10^5
68234f      points).
d41d8c
ca2095    Constraints:
99b71a      Non-empty list of points.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
e89126  #define point point<double>
0f3aa0  #define circle circle<double>
d41d8c
41ee07  circle min_enclosing_circle(vector<point> p)
f95b70  {
b4da45    shuffle(p.begin(), p.end(), mt19937(time(0)));
2e09de    point o = p[0];
76160f    double r = 0, eps = 1 + 1e-8;
fe16ed    for (int i = 0; i < sz(p); i++)
197ee7      if ((o - p[i]).dist() > r * eps)
f95b70      {
ba37a5        o = p[i], r = 0;
c791cd        for (int j = 0; j < i; j++)
f5972f          if ((o - p[j]).dist() > r * eps)
f95b70          {
d2b545            o = (p[i] + p[j]) / 2;
0657ce            r = (o - p[i]).dist();
674051            for (int k = 0; k < j; k++)
355d4d              if ((o - p[k]).dist() > r * eps)
f95b70              {
7fb807                o = circumcircle(p[i], p[j], p[k]).center;
0657ce                r = (o - p[i]).dist();
cbb184              }
cbb184          }
cbb184      }
d41d8c
645c1d    return {o, r};
cbb184  }
d41d8c
Full file hash: 5d3836
```

3.8 Min Enclosing Circle (ternary search)

```
#include "../2d/2d.cpp"
#include "../../misc/ternary_search/ternary_search_continuous.cpp"

/*
  Minimum Enclosing Circle:
    Given a list of points, returns a circle of minimum radius
    such that all given points are within the circle.
    Runs in O(n * log^2((top - bot) / eps)) (in practice 2.5s at
    best for 10^5 points).

  Constraints:
    Non-empty list of points.

  Usage:
    The coordinates of the circle's center must be in the range
    [bot, top].
    eps specifies the precision of the result, but set it to a
    higher value than necessary since the error in x affects the
    y value.

  Author: Arthur Pratti Dadalto
*/

#define point point<double>
#define circle circle<double>

circle min_enclosing_circle(const vector<point> &p, double bot = -1e9
  , double top = 1e9, double eps = 1e-9)
{
  circle retv;

  auto f1 = [&](double x) {
    auto f2 = [&](double y)
    {
      double r = 0;
      for (int i = 0; i < sz(p); i++)
        r = max(r, (p[i].x - x)*(p[i].x - x) + (p[i].y - y)*(p[i].y -
   y));
      return r;
    };
    retv.center.y = ternary_search(f2, bot, top, eps);
    return f2(retv.center.y);
  };

  retv.center.x = ternary_search(f1, bot, top, eps);
  retv.r = sqrt(f1(retv.center.x));

  return retv;
```

```
cbb184  }
Full file hash: 2acede
```

3.9 Rotating Calipers - Antipodal

```
b79ded  #include "../graham_scan_convex_hull/graham_scan.cpp"
d41d8c
d41d8c  /*
63c392    Antipodal pairs O(n):
159d83      Uses rotating calipers techinique to find all antipodal pairs.
1c0e76      Returned list will be such the the entire polygon lies between
d26ffe      the line defined by (p[retv[i].first],
c138b3                    p[(retv[i].first + 1) % n])
c53770      and a parallel line passing by p[retv[i].second].
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
d41d8c  // p is a convex hull in ccw order with no duplicate or collinear
d41d8c  // points. Might not work as expected for two points.
9bbc91  vector<pii> antipodal_pairs(const vector<point<ll>> &p)
f95b70  {
15925a    int j = 1, n = sz(p);
070406    vector<pii> retv;
83008c    for (int i = 0; i < n; i++)
f95b70    {
d41d8c      // While j + 1 is farther from segment {i, i+1} than j.
c68fef      while (p[i].cross(p[(i + 1) % n], p[(j + 1) % n]) > p[i].cross(p
   [(i + 1) % n], p[j]))
600403        j = (j + 1) % n;
d41d8c
d89902      retv.push_back({i, j});
d41d8c
d41d8c      // If j + 1 is at the same distance as j, both pairs are
d41d8c      // antipodal.
24f7fb      if (p[i].cross(p[(i + 1) % n], p[(j + 1) % n]) == p[i].cross(p[(i
    + 1) % n], p[j]))
9b972b        retv.push_back({i, (j + 1) % n});
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
Full file hash: 8bebf6
```

3.10 Rotating Calipers - Convex Polygon Bouding Box

```
b79ded  #include "../graham_scan_convex_hull/graham_scan.cpp"
d41d8c
d41d8c  /*
685ef6    Bounding Box O(n):
0d0223      Finds the smallest perimeter for a rotated rectangle
ce1da6      that covers the entire given convex polygon.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
d41d8c  // p is a convex hull in ccw order with no duplicate or
d41d8c  // collinear points. Might not work as expected for two points.
6b75d8  double min_bounding_box_perimeter(const vector<point<ll>> &p)
f95b70  {
15925a    int j = 1, n = sz(p);
3bf848    int k = 1, l = 1;
d41d8c
49dac9    double ans = 1e18;
83008c    for (int i = 0; i < n; i++)
f95b70    {
d41d8c      // While j + 1 is farther from segment {i, i+1} than j.
c68fef      while (p[i].cross(p[(i + 1) % n], p[(j + 1) % n]) > p[i].cross(p
   [(i + 1) % n], p[j]))
600403        j = (j + 1) % n;
d41d8c
1473fe      if (i == 0)
e37f78        l = j;
d41d8c
b6dda7      while ((p[(i + 1) % n] - p[i]).dot(p[(k + 1) % n] - p[k]) > 0)
399fa2        k = (k + 1) % n;
d41d8c
88148d      while ((p[(i + 1) % n] - p[i]).dot(p[(l + 1) % n] - p[l]) < 0)
f24778        l = (l + 1) % n;
d41d8c
6c5e35      line<ll> ln(p[i], p[(i + 1) % n]);
94ca0c      ans = min(ans, 2 * ln.dist(p[j]) +
71655f                 2 * (p[(i + 1) % n] - p[i]).proj(p[k] - p[i]).dist() +
ad9971                 2 * (p[(i + 1) % n] - p[i]).proj(p[l] - p[i]).dist());
cbb184    }
d41d8c
ba75d2    return ans;
cbb184  }
Full file hash: 3eb318
```

3.11 Rotating Calipers - Convex Polygon Diameter

```
21e975  #include "antipodal_pairs.cpp"
d41d8c
d41d8c  /*
31acb4    Polygon Diameter O(n):
c98af8      Gets the largest distance for a pair of points
f25925      in a convex polygon.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
d41d8c  // p is a convex hull in ccw order with no duplicate or
d41d8c  // collinear points.
cf5142  double convex_polygon_diameter(const vector<point<ll>> &p)
f95b70  {
fc82f0    vector<pii> anti = antipodal_pairs(p);
d41d8c
989fa2    double retv = 0;
623203    for (pii a : anti)
f95b70    {
285483      if ((p[a.first] - p[a.second]).dist() > retv)
46faad        retv = (p[a.first] - p[a.second]).dist();
d41d8c
6bdb59      if ((p[(a.first + 1) % sz(p)] - p[a.second]).dist() > retv)
5f5564        retv = (p[(a.first + 1) % sz(p)] - p[a.second]).dist();
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
Full file hash: fd37ea
```

3.12 Rotating Calipers - Convex Polygon Width

```
21e975  #include "antipodal_pairs.cpp"
d41d8c
d41d8c  /*
bd42f2    Polygon Width O(n):
effffb      Gets the smallest width for a "tunnel" by which you can
b9a211      slide the convex polygon.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
d41d8c  // p is a convex hull in ccw order with no duplicate or
d41d8c  // collinear points.
c40976  double convex_polygon_width(const vector<point<ll>> &p)
f95b70  {
fc82f0    vector<pii> anti = antipodal_pairs(p);
d41d8c
80ba22    double retv = 1e18;
fe49b8    for (int i = 0; i < sz(anti); i++)
f95b70    {
7941e6      line<ll> l(p[anti[i].first], p[(anti[i].first + 1) % sz(p)]);
63e5f2      if (l.dist(p[anti[i].second]) < retv)
b79fff        retv = l.dist(p[anti[i].second]);
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
Full file hash: 353b1b
```

4 Graph

4.1 2-Sat

```
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
e433a5    2-SAT O(N + E):
55f7c7      Calculates a valid assignment to boolean variables a, b, c,...
60b5f0      to a 2-SAT problem, so that an expression of the type (a || b)
4ec317      && (!a || c) && (d || !b) && ...
be11b4      becomes true, or reports that it is unsatisfiable.
d41d8c
ca2095    Constraints:
340a2c      Variables are labeled form 0 to n-1.
d41d8c
b95cae    Usage:
ba3cd0      Negated variables are represented by bit-inversions (~x).
d41d8c
0642c0    Usage sample:
1f57f5      two_sat ts(number of boolean variables);
2298ae      ts.either(0, ~3); // Var 0 is true or var 3 is false
25ac45      ts.set_true(2); // Var 2 is true
3bc16d      ts.set_true(~0); // Var 0 is false
433a2b      ts.at_most_one({0,~1,2}); // <= 1 of vars 0, ~1 and 2 are true
7428e8      ts.solve(); // Returns true iff it is solvable
031b2f      ts.values[0..N-1] holds the assigned values to the vars
d41d8c
1d1558    Source: https://github.com/kth-competitive-programming/kactl/blob/
4ca6c0        master/content/graph/2sat.h
c4c9bd  */
d41d8c
48c8d6  struct two_sat
f95b70  {
1a88fd    int n;
3098d4    vector<vector<int>> graph;
21fa4d    vector<int> values; // 0 = false, 1 = true
d41d8c
16cbf5    two_sat(int n = 0) : n(n), graph(2 * n) {}
d41d8c
d41d8c    // a || b.
c34a10    void either(int a, int b)
f95b70    {
80f104      a = max(2 * a, -1 - 2 * a);
b0d997      b = max(2 * b, -1 - 2 * b);
c5f3f1      graph[a].push_back(b ^ 1);
87da37      graph[b].push_back(a ^ 1);
cbb184    }
d41d8c
```

```
d41d8c    // x == true.
ac44e0    void set_true(int x) { either(x, x); } // (optional)
d41d8c
6bdbf3    int add_var() // (optional)
f95b70    {
b3bd55      graph.emplace_back();
b3bd55      graph.emplace_back();
695b27      return n++;
cbb184    }
d41d8c
d41d8c    // Zero or one of variables in the list must be true.
d41d8c    // This will create auxiliary variables.
485ee6    void at_most_one(const vector<int> &li) // (optional)
f95b70    {
3e592b      if (sz(li) <= 1)
505b97        return;
da9e57      int cur = ~li[0];
0b7bba      for (int i = 2; i < sz(li); i++)
f95b70      {
78687b        int next = add_var();
909c7f        either(cur, ~li[i]);
86e0e2        either(cur, next);
d1aaa0        either(~li[i], next);
072102        cur = ~next;
cbb184      }
d41d8c
ed7d2a      either(cur, ~li[1]);
cbb184    }
d41d8c
71b50d    vector<int> val, comp, z;
da47f9    int time = 0;
d41d8c
9a6bd8    int dfs(int i)
f95b70    {
9dee5e      int low = (val[i] = ++time), x;
c5b648      z.push_back(i);
a17795      for (int e : graph[i])
7c7a5e        if (!comp[e])
0e86c7          low = min(low, val[e] ? val[e] : dfs(e));
28412d      if (low == val[i])
f95b70      {
d4579b        do
f95b70        {
792d73          x = z.back();
a04857          z.pop_back();
7ccbb4          comp[x] = low;
14283e          if (values[x >> 1] == -1)
3784ec            values[x >> 1] = x & 1;
fb5137        } while (x != i);
cbb184      }
```

```
d41d8c
3e1f0f      return val[i] = low;
cbb184    }
d41d8c
d41d8c    // Returns true if solution exists and values[0..n-1] holds the
d41d8c    // assigned values to the vars.
fcde20    bool solve()
f95b70    {
bf1691      values.assign(n, -1);
c5b951      val.assign(2 * n, 0);
e200b2      comp = val;
3df60a      for (int i = 0; i < 2 * n; i++)
f894a1        if (!comp[i])
1e5da3          dfs(i);
83008c      for (int i = 0; i < n; i++)
17e04c        if (comp[2 * i] == comp[2 * i + 1])
d1fe4d          return false;
8a6c14      return true;
cbb184    }
2145c1  };
Full file hash: fff52a
```

4.2 Biconnected Components

```
#include "../../contest/header.hpp"

/*
  Finding bridges, articulation points and biconnected components in
    O(V + E):
    A bridge is an edge whose removal splits the graph in two
    connected components.
    An articulation point is a vertex whose removal splits the
    graph in two connected components.

    A biconnected component (or 2VCC) is a maximal subgraph where
    the removal of any vertex doesn't
        make the subgraph disconnected. In other words, it is a
    maximal 2-vertex-connected (2VC) subgraph.

        A 2-connected graph is a 2VC one, except that a---b is
    considered 2VC but not 2-connected.

    Useful theorems:

        A 2-edge connected (2EC) graph is a graph without bridges.
    Any 2-connected graph is also 2EC.

        Let G be a graph on at least 2 vertices. The following
    propositions are equivalent:
            * (i) G is 2-connected;
            * (ii) any two vertices are in a cycle; (a cycle can't
             repeat vertices)
            * (iii) any two edges are in a cycle and degree(G) >= 2;
            * (iv) for any three vertices x,y et z, there is a
             (x,z)-path containing y.
        Let G be a graph on at least 3 vertices. The following
    propositions are equivalent:
            * (i) G is 2-edge-connected;
            * (ii) any edge is in a cycle;
            * (iii) any two edges are in a tour and degree >= 1;
            * (iv) any two vertices are in a tour
             (a tour can repeat vertices)

    If G is 2-connected and not bipartite, all vertices belong to
    some odd cycle. And any two vertices are in a odd cycle (not
    really proven).

        If G is 2-edge-connected (proof by AC):
            For any two vertices x, y and one edge e, there is a
      (x, y)-walk containing e without repeating edges.

        A graph admits a strongly connected orientation if and only
```

```
56e3d3      if it is 2EC.
002aec          A strong orientation of a given bridgeless undirected graph
09302d      may be found in linear time by performing a depth first search
fd5c96      of the graph, orienting all edges in the depth first search
29b020      tree away from the tree root, and orienting all the remaining
21549f      edges (which must necessarily connect an ancestor and a
833be1          descendant in the depth first search tree) from the
edf1c0      descendant to the ancestor.
d41d8c
ca2095    Constraints:
b9aa54      ***undirected*** graph.
80b2d0      Vertices are labeled from 0 to n (inclusive).
1e2ce5      Graph is connected (but for unconnected just replace single
cdc50c      dfs call with a loop).
d41d8c
b95cae    Usage:
5b7348      Create the struct setting the starting vertex (a), the maximum
ed5ffc      vertex label (n),
5256c4        the graph adjacency list (graph) and a callback f to apply on
6f4b97      the biconnected components.
f8f25e      Afterwards, art[i] == true if i is an articulation point.
71cfdc      If the pair {a, i} is on the bridges list, then the edge
2dbf3a      {a, graph[a][i]} is a bridge.
7e9183          The callback must receive a vector of edges {a, b} that are
6f03eb      in the same biconnected component.
bbec2f      Remember that for a single vertex, the biconnected callback
e223cd      will not be called.
d41d8c
e152b4      Sample Usage:
0ec6ee          auto rdm = apb(1, n, graph, [&](vector<pii> v){
f4ecd5      set<int> s;
9ad08e      for (int i = 0; i < sz(v); i++)
f95b70      {
f19ef4        s.insert(v[i].first);
0858fa        s.insert(v[i].second);
cbb184      }
d41d8c
0fe299      ans = max(ans, sz(s));
c0c97e        });
c4c9bd  */
d41d8c
f117a6  struct apb
f95b70  {
9cf2b9  vector<int> *graph;
9cf143  vector<bool> art;
c9001f  vector<int> num /* dfs order of vertices starting at 1 */, low;
c83796  vector<pii> bridges;
91936b  vector<pii> st;
53e65f  int id;
d41d8c
```

```
044d82  template<class F>
09caad  apb(int a, int n, vector<int> graph[], const F &f) : graph(graph),
   art(n + 1, false), num(n + 1), low(n + 1)
f95b70  {
0f6720    id = 1;
ccac4e    dfs(a, a, f);
cbb184  }
d41d8c
044d82  template<class F>
dc584b  void dfs(int a, int p, const F &f)
f95b70  {
7be506    low[a] = num[a] = id++;
34863b    int comp = 0;
d41d8c
1429ef    for (int i = 0; i < sz(graph[a]); i++)
f95b70    {
b7a810      if (num[graph[a][i]] == 0)
f95b70      {
d40410              int si = sz(st);
f309f5        comp++;
8ece2e              st.push_back({a, graph[a][i]}); // Tree edge.
d41d8c
fc5941        dfs(graph[a][i], a, f);
085d64        low[a] = min(low[a], low[graph[a][i]]);
d41d8c
bb63a0        if (low[graph[a][i]] >= num[a])
f95b70              {
558f81                  if (a != 1)
016392              art[a] = true;
d41d8c
b91456                  f(vector<pii>(st.begin() + si, st.end()));
901921                  st.resize(si);
cbb184              }
d41d8c
0e9ddb        if (low[graph[a][i]] > num[a])
b3cacb          bridges.push_back({a, i});
cbb184      }
624580      else if (graph[a][i] != p && num[graph[a][i]] < num[a])
f95b70          {
d41d8c        // Back edge.
066898              low[a] = min(low[a], num[graph[a][i]]);
8ece2e              st.push_back({a, graph[a][i]});
cbb184          }
cbb184    }
d41d8c
85e3a2    if (a == p && comp > 1)
016392      art[a] = true;
cbb184  }
2145c1  };
d41d8c
```

Full file hash: 5cb0b8

4.3 Bipartite Matching (Hopcroft Karp)

```
2b74fa  #include <bits/stdc++.h>
ca417d  using namespace std;
d41d8c
d41d8c  /*
ec23c9    Hopcroft-Karp:
eaeddf      Bipartite Matching O(sqrt(V)E)
d41d8c
ca2095    Constraints:
998cc9      Vertices are labeled from 1 to l + r (inclusive).
682ff0      DO NOT use vertex 0.
968b86      Vertices 1 to l belong to left partition.
a6a4c4      Vertices l + 1 to l + r belong to right partition.
d41d8c
b95cae    Usage:
d86132      Set MAXV if necessary.
70636b      Call init passing l and r.
0f3b71      Add edges to the graph from left side to right side.
5263f1      Call hopcroft to get the matching size.
661627      Then, each vertex v has its pair indicated in p[v] (or 0
259ac0      for not paired).
c4c9bd  */
d41d8c
dde07b  namespace hopcroft
f95b70  {
998014  const int inf = 0x3f3f3f3f;
ed5ed2  const int MAXV = 112345;
d41d8c
3098d4  vector<vector<int>> graph;
0a3d29  int d[MAXV], q[MAXV], p[MAXV], l, r;
d41d8c
4025e1  void init(int _l, int _r)
f95b70  {
0ebd66    l = _l, r = _r;
2213c3    graph = vector<vector<int>>(l + r + 1);
cbb184  }
d41d8c
6a1cf9  bool bfs()
f95b70  {
18753f    int qb = 0, qe = 0;
4f2bde    memset(d, 0x3f, sizeof(int) * (l + 1));
a89ba9    for (int i = 1; i <= l; i++)
8b3877      if (p[i] == 0)
248d2f        d[i] = 0, q[qe++] = i;
d41d8c
2caa87    while (qb < qe)
f95b70    {
e8e8a0      int a = q[qb++];
0087d7      if (a == 0)
```

```
8a6c14        return true;
c4fff3      for (int i = 0; i < graph[a].size(); i++)
68367c        if (d[p[graph[a][i]]] == inf)
a8cd28          d[q[qe++] = p[graph[a][i]]] = d[a] + 1;
cbb184    }
d41d8c
d1fe4d    return false;
cbb184  }
d41d8c
0752c9  bool dfs(int a)
f95b70  {
0087d7    if (a == 0)
8a6c14      return true;
c4fff3    for (int i = 0; i < graph[a].size(); i++)
7d85df      if (d[a] + 1 == d[p[graph[a][i]]])
a2f815        if (dfs(p[graph[a][i]]))
f95b70        {
460f0a          p[a] = graph[a][i];
51e040          p[graph[a][i]] = a;
8a6c14          return true;
cbb184        }
d41d8c
343737    d[a] = inf;
d1fe4d    return false;
cbb184  }
d41d8c
68fd9d  int hopcroft()
f95b70  {
9e3790    memset(p, 0, sizeof(int) * (l + r + 1));
fc833c    int matching = 0;
d594a7    while (bfs())
f95b70    {
a89ba9      for (int i = 1; i <= l; i++)
8b3877        if (p[i] == 0)
57e7a2          if (dfs(i))
730cbb            matching++;
cbb184    }
d41d8c
2afcbe    return matching;
cbb184  }
cbb184  } // namespace hopcroft
Full file hash: 976bec
```

4.4 Bridges/Articulation Points

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
62784d    Finding bridges and articulation points in O(V + E):
9cae86      A bridge is an edge whose removal splits the graph in two
81eac7      connected components.
b99b5d      An articulation point is a vertex whose removal splits the
26af5b      graph in two connected components.
d24e48      This can also be adapted to generate the biconnected
480550      components of a graph, since the articulation points split
ebc6fe      components.
d41d8c
d41d8c
ca2095    Constraints:
b9aa54      ***undirected*** graph.
80b2d0      Vertices are labeled from 0 to n (inclusive).
1e6120      Graph is connected (otherwise it doesn't make sense).
d41d8c
b95cae    Usage:
5b7348      Create the struct setting the starting vertex (a), the maximum
1f1f42      vertex label (n) and the graph adjacency list (graph).
6ffc91      Aftewards, art[i] == true if i is an articulation point.
71cfdc      If the pair {a, i} is on the bridges list, then the edge
2dbf3a      {a, graph[a][i]} is a bridge.
c4c9bd  */
d41d8c
f117a6  struct apb
f95b70  {
9cf2b9  vector<int> *graph;
9cf143  vector<bool> art;
c9001f  vector<int> num /* dfs order of vertices starting at 1 */, low;
c83796  vector<pii> bridges;
53e65f  int id;
d41d8c
4dc736  apb(int a, int n, vector<int> graph[]) : graph(graph), art(n + 1,
   false), num(n + 1), low(n + 1)
f95b70  {
0f6720    id = 1;
bb407e    dfs(a, a);
cbb184  }
d41d8c
69c421  void dfs(int a, int p)
f95b70  {
7be506    low[a] = num[a] = id++;
34863b    int comp = 0;
d41d8c
c4fff3    for (int i = 0; i < graph[a].size(); i++)
f95b70    {
```

```
b7a810      if (num[graph[a][i]] == 0)
f95b70      {
f309f5        comp++;
783129        dfs(graph[a][i], a);
085d64        low[a] = min(low[a], low[graph[a][i]]);
d41d8c
b28b5f        if (a != 1 && low[graph[a][i]] >= num[a])
016392          art[a] = true;
d41d8c
0e9ddb        if (low[graph[a][i]] > num[a])
b3cacb          bridges.push_back({a, i});
cbb184      }
2cae7a      else if (graph[a][i] != p && num[graph[a][i]] < low[a])
ed0d8a        low[a] = num[graph[a][i]];
cbb184    }
d41d8c
85e3a2    if (a == p && comp > 1)
016392      art[a] = true;
cbb184  }
2145c1  };
d41d8c
Full file hash: 780b6d
```

4.5 Centroid Decomposition

```
#include "../../contest/header.hpp"

/*
  Centroid Decomposition:
    Solve tree problems by divide and conquer splitting the tree
    repeatedly on centroid.
    Centroid is the vertex with smallest <largerst subtree>.
    O(n log n if process is O(sz))

  Usage:
    Call put_edge to initialize the tree edges.
    Then call decomp(i, n) for any vertex i in the tree, with n
    being the number of vertices.
    Function process will be called for a centroid <a> with
    subtree total size sz.
      In process you can use:
      graph[a][i] - graph adjacency list
      block[a] - true if you should ignore the vertex.
      sub_size[a][i] - subtree size for edge a -> graph[a][i]
      (considering only non-blocked parts).

    if process can be O(sz + h * log) where h is subtree height it
    is a lot better constant than O(sz * log)

  PRINT APPLICATION WITH THIS.

  Author: Arthur Pratti Dadalto
*/

#define MAXN 112345

void process(int a, int sz);

vector<int> graph[MAXN];
vector<int> sub_size[MAXN];
bool block[MAXN];

int dfs_centroid(int a, int p, int sz, int &centroid, int &val)
{
  int sum = 0, mx = 0, pidx = -1;
  for (int i = 0; i < sz(graph[a]); i++)
    if (graph[a][i] != p && !block[graph[a][i]])
    {
      int x = dfs_centroid(graph[a][i], a, sz, centroid, val);

      sub_size[a][i] = x;
      mx = max(x, mx);
      sum += x;
```

```
cbb184      }
c86ade      else if (graph[a][i] == p && !block[graph[a][i]])
348edf        pidx = i;
d41d8c
d639e6    if (pidx != -1)
f95b70    {
76b8e6      sub_size[a][pidx] = sz - sum - 1;
299abe      mx = max(mx, sub_size[a][pidx]);
cbb184    }
d41d8c
53f952    if (mx < val)
c1ab59      val = mx, centroid = a;
d41d8c
5e2eb0    return sum + 1;
cbb184  }
d41d8c
4e2a11  void decomp(int a, int sz)
f95b70  {
7fe7e7    int val = inf;
65821c    dfs_centroid(a, a, sz, a, val);
d41d8c
4d8555    process(a, sz);
d41d8c
8b3e5f    block[a] = true;
1429ef    for (int i = 0; i < sz(graph[a]); i++)
5f14fe      if (!block[graph[a][i]])
e0cc02        decomp(graph[a][i], sub_size[a][i]);
cbb184  }
d41d8c
93961e  void put_edge(int a, int b)
f95b70  {
8fa0be    graph[a].push_back(b);
cb6128    sub_size[a].push_back(0);
4c6197    graph[b].push_back(a);
3a136d    sub_size[b].push_back(0);
cbb184  }
Full file hash: e63204
```

4.6 Euler Tour

```
d41d8c  /*
ca5da8      [DEFINITION]
468171          a) Eulerian Path: visits every edge only once, but can repeat
4c1025             vertices.
6f1929          b) Eulerian Cycle: is a eulerian path that is a cycle
85966e             (start vertice == end vertice)
86f723          OBS: We disconsider vertices that have indegree==outdegree==0
4f4b8b             (we call them as useless vertices)
d41d8c
fadacf      [CONDITIONS]
058d84          [Undirected graph]
129577              [Path/Cycle]
d18b39              a) The number of vertices with odd degrees is 2(Eulerian
b33be4                 Path) or 0(Eulerian cycle)
9d36d5              b) The graph of useful vertices (see OBS above) should be
06aa6f                 connected
438031              If either of the above condition fails Euler Path/Cycle
ec3bfc              can't exist.
1f9012          [Directed graph]
e181bd              [Cycle]
b7de35                  a) All vertices should have (indegree==outdegree)
32725a                  b) The UNDIRECTED version of the graph of useful
b03f8d                     vertices (see OBS above) should be connected
cf65ac              [Path]
0238b6                  a) Equal to Cycle's conditions, but:
b47428                  b) There should be a vertex in the graph which has
0deace                     (indegree+1==outdegree)
7673bb                  d) There should be a vertex in the graph which has
2cbd0a                     (indegree==outdegree+1)
438031              If either of the above condition fails Euler Path/Cycle
ec3bfc              can't exist.
b2ea28          OBS: The "connected" condition it's not explicit tested by
0709f0               the algorithm because it's enough checking the size of
605ae1               the found path.
d41d8c
8d6c7a      [COMPLEXITY] O(V + E)
d41d8c
bd7472      [USAGE]
83c9e2          You should initialize the following global variables
0df1f1              [vertices]
b8d6ce                  * 0-indexed
3e0b9c                  * It's fine to include useless vertices
d41d8c
bb96a6              [edges]
941e2c                  * In undirected graphs be sure that you created just
b65d7b                    one edge and u,v have this edge in the outs vector.
d41d8c
1c211c              [n] number of total vertices (including useless)
```

```
3ed989              [m] number of total edges
d41d8c
aa9cd2          You should call init() before call euler_tour(n_edges), the
d8b1ae          n_edges argument is how many edges you are expecting to
d08570          traverse in the euler_tour/walk.
d41d8c
4da678          !!WARNING!!: Never modify the graph after calling init(),
d1d6dc          that could invalidate the references.
d41d8c
e25003          [return]
7b39ec              An integer vector that represents the vertices' indexes
25f361              of the found cycle (when exists) or the found path
3fbbe7              (when exists). If none was found, an empty vector is
7241ee              returned.
b9c9c5              You can change the return value to be an integer vector
8e2b34              that represent the edges' indexes.
abd2c1              OBS: You can check if the returned value is a path by
415167              checking if ret.front() != ret.back()
d41d8c
ea195c          [reset]
83ffe8              If the problem has several testcases, don't forget to
dfadbe              reset global vars
d41d8c
c4c9bd   */
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
b01817  namespace euler
f95b70  {
d41d8c
f6b0b0  #define MAXM 112345
69abfb  #define MAXN 112345
d41d8c
729806  struct edge
f95b70  {
dfd8dc      int u, v, id;
2145c1  };
d41d8c
a593f0  struct vertice
f95b70  {
1b2b2a      vi outs;            // edges indexes
85a791      int in_degree = 0; // not used with undirected graphs
2145c1  };
d41d8c
14e0a7  int n, m;
b811d5  edge edges[MAXM];
34e61c  vertice vertices[MAXN];
de77f5  vi::iterator its[MAXN];
291f7b  bool used_edge[MAXM];
d41d8c
```

```
b2a56e  void init()
f95b70  {
83008c      for (int i = 0; i < n; i++)
f95b70      {
654e3c          its[i] = vertices[i].outs.begin();
cbb184      }
cbb184  }
d41d8c
76b369  vi euler_tour(int n_edges, int src)
f95b70  {
dc14c4      vi ret_vertices;
d41d8c      //vi ret_edges;
a424cb      vector<pii> s = {{src, -1}};
365295      while (!s.empty())
f95b70      {
448825          int x = s.back().first;
ad4be3          int e = s.back().second;
2e108b          auto &it = its[x], end = vertices[x].outs.end();
d41d8c
f7b756          while (it != end && used_edge[*it])
0b04e0              ++it;
d41d8c
ddad26          if (it == end)
f95b70          {
1e3129              ret_vertices.push_back(x);
d41d8c              //ret_edges.push_back(e);
342ca4              s.pop_back();
cbb184          }
2954e9          else
f95b70          {
82e7a6              auto edge = edges[*it];
27ff09              int v = edge.u == x ? edge.v : edge.u;
af50b8              s.push_back({v, *it});
101ac4              used_edge[*it] = true;
cbb184          }
cbb184      }
e07428      if (sz(ret_vertices) != n_edges + 1)
316ff2          ret_vertices.clear(); // No Eulerian cycles/paths.
d41d8c      /*
0fa901    if (sz(ret_edges) != n_edges)
99f9fa      ret_edges.clear(); // No Eulerian cycles/paths.
c4c9bd    */
d41d8c
d41d8c      // Check if is cycle ret_vertices.front() == ret_vertices.back()
d41d8c
87de2e      reverse(all(ret_vertices));
32540c      return ret_vertices;
d41d8c
d41d8c      /*
e1eaea    reverse(all(ret_edges));
```

```
95f206    return ret_edges;
c4c9bd    */
cbb184  }
d41d8c
cbb184  } // namespace euler
Full file hash: a07957
```

4.7 Max Flow (Dinic)

```
be64a6  #include "../../../contest/header.hpp"
d41d8c
d41d8c  /*
908d2f    Dinic:
67cbe4      Max-flow O(V^2E)
eaeddf      Bipartite Matching O(sqrt(V)E)
d41d8c
ca2095    Constraints:
80b2d0      Vertices are labeled from 0 to n (inclusive).
8f4ce8      Edge capacities must fit int (flow returned is long long).
d41d8c
b95cae    Usage:
d86132      Set MAXV if necessary.
148d9c      Call init passing n, the source and the sink.
2d6398      Add edges to the graph by calling put_edge(_undirected).
fe33ff      Call max_flow to get the total flow. Then, individual edge
df7b62      flows can be retrieved in the graph.
22c3c2      Note that flow will be negative in return edges.
c4c9bd  */
d41d8c
82657b  namespace dinic
f95b70  {
729806  struct edge
f95b70  {
bf6256    int dest, cap, re, flow;
2145c1  };
d41d8c
998014  const int inf = 0x3f3f3f3f;
8550b5  const int MAXV = 312345;
d41d8c
8a367b  int n, s, t, d[MAXV], q[MAXV], next[MAXV];
d8f9f2  vector<vector<edge>> graph;
d41d8c
bc6f23  void init(int _n, int _s, int _t)
f95b70  {
c992e9    n = _n, s = _s, t = _t;
b72d19    graph = vector<vector<edge>>(n + 1);
cbb184  }
d41d8c
7c85eb  void put_edge(int u, int v, int cap)
f95b70  {
506964    graph[u].push_back({v, cap, (int)graph[v].size(), 0});
68ec95    graph[v].push_back({u, 0, (int)graph[u].size() - 1, 0});
cbb184  }
d41d8c
d6a592  void put_edge_undirected(int u, int v, int cap)
f95b70  {
506964    graph[u].push_back({v, cap, (int)graph[v].size(), 0});
```

```
fce495    graph[v].push_back({u, cap, (int)graph[u].size() - 1, 0});
cbb184  }
d41d8c
6a1cf9  bool bfs()
f95b70  {
18753f    int qb = 0, qe = 0;
3c6658    q[qe++] = s;
98fde3    memset(d, 0x3f, sizeof(int) * (n + 1));
d66185    d[s] = 0;
2caa87    while (qb < qe)
f95b70    {
e8e8a0      int a = q[qb++];
c9a55a      if (a == t)
8a6c14        return true;
3352c6      for (int i = 0; i < (int)graph[a].size(); i++)
f95b70      {
10e42b        edge &e = graph[a][i];
d948dd        if (e.cap - e.flow > 0 && d[e.dest] == inf)
f4063b          d[q[qe++] = e.dest] = d[a] + 1;
cbb184      }
cbb184    }
d41d8c
d1fe4d    return false;
cbb184  }
d41d8c
1a19d4  int dfs(int a, int flow)
f95b70  {
c9a55a    if (a == t)
99d2e8      return flow;
10647a    for (int &i = next[a]; i < (int)graph[a].size(); i++)
f95b70    {
10e42b      edge &e = graph[a][i];
c6fb85      if (d[a] + 1 == d[e.dest] && e.cap - e.flow > 0)
f95b70      {
5f308a        int x = dfs(e.dest, min(flow, e.cap - e.flow));
5f75db        if (x == 0)
5e2bd7          continue;
7f9751        e.flow += x;
4c55a5        graph[e.dest][e.re].flow -= x;
ea5659        return x;
cbb184      }
cbb184    }
d41d8c
343737    d[a] = inf;
bb30ba    return 0;
cbb184  }
d41d8c
afa2f7  long long max_flow()
f95b70  {
f013d3    long long total_flow = 0;
```

```
d594a7    while (bfs())
f95b70    {
ba90c2      memset(next, 0, sizeof(int) * (n + 1));
60616b      while (int path_flow = dfs(s, inf))
a0d8d9        total_flow += path_flow;
cbb184    }
d41d8c
793f63    return total_flow;
cbb184  }
cbb184  } // namespace dinic
Full file hash: 574d3a
```

4.8 Max Flow (Dinic w/ Scaling)

```
#include "../../../contest/header.hpp"

/*
  Dinic with Scaling:
    Max-flow O(VE * log(MAX_CAP)), but usually slower than regular
    Dinic.

  Constraints:
    Vertices are labeled from 0 to n (inclusive).
    Edge capacities must fit int (flow returned is long long).

  Usage:
    Set MAXV if necessary.
    Call init passing n, the source and the sink.
    Add edges to the graph by calling put_edge(_undirected).
    Call max_flow to get the total flow. Then, individual edge
    flows can be retrieved in the graph.
    Note that flow will be negative in return edges.
*/

namespace dinic
{
struct edge
{
  int dest, cap, re, flow;
};

const int inf = 0x3f3f3f3f;
const int MAXV = 312345;

int n, s, t, lim, d[MAXV], q[MAXV], next[MAXV];
vector<vector<edge>> graph;

void init(int _n, int _s, int _t)
{
  n = _n, s = _s, t = _t;
  graph = vector<vector<edge>>(n + 1);
}

void put_edge(int u, int v, int cap)
{
  graph[u].push_back({v, cap, (int)graph[v].size(), 0});
  graph[v].push_back({u, 0, (int)graph[u].size() - 1, 0});
}

void put_edge_undirected(int u, int v, int cap)
{
  graph[u].push_back({v, cap, (int)graph[v].size(), 0});
```

```
fce495    graph[v].push_back({u, cap, (int)graph[u].size() - 1, 0});
cbb184  }
d41d8c
6a1cf9  bool bfs()
f95b70  {
18753f    int qb = 0, qe = 0;
3c6658    q[qe++] = s;
98fde3    memset(d, 0x3f, sizeof(int) * (n + 1));
d66185    d[s] = 0;
2caa87    while (qb < qe)
f95b70    {
e8e8a0      int a = q[qb++];
c9a55a      if (a == t)
8a6c14        return true;
3352c6      for (int i = 0; i < (int)graph[a].size(); i++)
f95b70      {
10e42b        edge &e = graph[a][i];
21aca9        if (e.cap - e.flow >= lim && d[e.dest] == inf)
f4063b          d[q[qe++] = e.dest] = d[a] + 1;
cbb184      }
cbb184    }
d41d8c
d1fe4d    return false;
cbb184  }
d41d8c
1a19d4  int dfs(int a, int flow)
f95b70  {
c9a55a    if (a == t)
99d2e8      return flow;
10647a    for (int &i = next[a]; i < (int)graph[a].size(); i++)
f95b70    {
10e42b      edge &e = graph[a][i];
cbf046      if (d[a] + 1 == d[e.dest] && e.cap - e.flow >= lim /* >= 1 ? */)
f95b70      {
5f308a        int x = dfs(e.dest, min(flow, e.cap - e.flow));
5f75db        if (x == 0)
5e2bd7          continue;
7f9751        e.flow += x;
4c55a5        graph[e.dest][e.re].flow -= x;
ea5659        return x;
cbb184      }
cbb184    }
d41d8c
343737    d[a] = inf;
bb30ba    return 0;
cbb184  }
d41d8c
afa2f7  long long max_flow()
f95b70  {
f013d3    long long total_flow = 0;
```

```
aab413       for (lim = (1 << 30); lim >= 1; lim >>= 1)
d594a7       while (bfs())
f95b70       {
ba90c2         memset(next, 0, sizeof(int) * (n + 1));
60616b         while (int path_flow = dfs(s, inf))
a0d8d9           total_flow += path_flow;
cbb184       }
d41d8c
793f63     return total_flow;
cbb184   }
cbb184   } // namespace dinic
Full file hash: ac7da7
```

4.9 Min Cost Max Flow

```
2b74fa  #include <bits/stdc++.h>
ca417d  using namespace std;
d41d8c
d41d8c  /*
dfc480    Min-Cost Max-Flow: O(V^2E^2)
078f0d      Finds the maximum flow of minimum cost.
d41d8c
ca2095    Constraints:
80b2d0      Vertices are labeled from 0 to n (inclusive).
b018cb      Edge cost and capacities must fit int (flow and cost
3b8d65      returned are long long).
75ef18      Edge Cost must be non-negative.
d41d8c
b95cae    Usage:
d86132      Set MAXV if necessary.
148d9c      Call init passing n, the source and the sink.
909583      Add edges to the graph by calling put_edge.
92655a      Call mincost_maxflow to get the total flow and its cost
f08286      (in this order).
772475      Individual edge flows can be retrieved in the graph.
22c3c2      Note that flow will be negative in return edges.
c4c9bd  */
d41d8c
ad1153  typedef long long ll;
d29b14  typedef pair<long long, long long> pll;
d41d8c
e3de19  namespace mcmf
f95b70  {
729806  struct edge
f95b70  {
60f183    int dest, cap, re, cost, flow;
2145c1  };
d41d8c
ed5ed2  const int MAXV = 112345;
6a4c6c  const ll infll = 0x3f3f3f3f3f3f3f3fLL;
998014  const int inf = 0x3f3f3f3f;
d41d8c
128c92  int n, s, t, p[MAXV], e_used[MAXV];
97e5bb  bool in_queue[MAXV];
c97378  ll d[MAXV];
d41d8c
d8f9f2  vector<vector<edge>> graph;
d41d8c
bc6f23  void init(int _n, int _s, int _t)
f95b70  {
c992e9    n = _n, s = _s, t = _t;
b72d19    graph = vector<vector<edge>>(n + 1);
cbb184  }
```

```
d41d8c
a4abfa  void put_edge(int u, int v, int cap, int cost)
f95b70  {
bd3e8b    graph[u].push_back({v, cap, (int)graph[v].size(), cost, 0});
2b8b8d    graph[v].push_back({u, 0, (int)graph[u].size() - 1, -cost, 0});
cbb184  }
d41d8c
b34984  bool spfa()
f95b70  {
664c61    memset(in_queue, 0, sizeof(bool) * (n + 1));
9eef50    memset(d, 0x3f, sizeof(ll) * (n + 1));
26a528    queue<int> q;
d66185    d[s] = 0;
e2828b    p[s] = s;
08bec3    q.push(s);
ee6bdd    while (!q.empty())
f95b70    {
0930a5      int a = q.front();
833270      q.pop();
e7249b      in_queue[a] = false;
d41d8c
c4fff3      for (int i = 0; i < graph[a].size(); i++)
f95b70      {
10e42b        edge &e = graph[a][i];
6fa321        if (e.cap - e.flow > 0 && d[e.dest] > d[a] + e.cost)
f95b70        {
3bf598          d[e.dest] = d[a] + e.cost;
6d6530          p[e.dest] = a;
183d83          e_used[e.dest] = i;
27788c          if (!in_queue[e.dest])
b34293            q.push(e.dest);
04f0f7          in_queue[e.dest] = true;
cbb184        }
cbb184      }
cbb184    }
d41d8c
d1cd45    return d[t] < infll;
cbb184  }
d41d8c
99658d  pll mincost_maxflow()
f95b70  {
f04b2a    pll retv = pll(0, 0);
d9383f    while (spfa())
f95b70    {
e98031      int x = inf;
c9b315      for (int i = t; p[i] != i; i = p[i])
d4a316        x = min(x, graph[p[i]][e_used[i]].cap - graph[p[i]][e_used[i]].
   flow);
c9b315      for (int i = t; p[i] != i; i = p[i])
dc731d        graph[p[i]][e_used[i]].flow += x, graph[i][graph[p[i]][e_used[i
```

```
   ]].re].flow -= x;
d41d8c
75907a      retv.first += x;
1be465      retv.second += x * d[t];
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
cbb184  } // namespace mcmf
Full file hash: 5bd8df
```

4.10 Gomory Hu (Min cut)

```
5e41d6  #include "../flow/dinic/dinic.cpp"
d41d8c
d41d8c  /*
ecc690    Gomory-Hu Tree construction O(V * flow_time) (so O(V^3E), but not
72bf5a    really):
854631      The Gomory-Hu tree of an undirected graph with capacities is a
4faf3f      weighted
33f64b      tree that represents the minimum s-t cuts for all s-t pairs in
676894      the graph.
d41d8c
e0f147      The minimum cut cost between vertices s and t is the minimum
63a829      cost of an edge on the path from s to t in the Gomory-Hu tree.
d41d8c
ca2095    Constraints:
ea5b90      Vertices are labeled from 0 to n-1 (inclusive).
ecd5dd      Undirected graph.
d41d8c
b95cae    Usage:
44294c      Check Dinic usage.
a7923f      Create struct and call add edge for each edge in the graph.
53b540      Then, just call solve passing the number of vertices.
d41d8c
9949f6      The vector returned will have size n and for each i > 0,
41f0b1      retv[i] is a pair (cost, parent) representing an edge
c6df4c      (i, parent) in the Gomory-Hu tree.
2123c0      retv[0] means nothing.
c4c9bd  */
d41d8c
2a4db0  struct gomory_hu
f95b70  {
a2074f    struct edg
f95b70    {
765cb8      int u, v, cap;
2145c1    };
d41d8c
c4f7a0    vector<edg> edgs;
d41d8c
3dd40c    void add_edge(int u, int v, int cap)
f95b70    {
265dad      edgs.push_back({u, v, cap});
cbb184    }
d41d8c
051dd2    vector<int> vis;
d41d8c
0cbab3    void dfs(int a)
f95b70    {
cd2c1e      if (vis[a])
505b97        return;
```

```
18f129      vis[a] = 1;
264d9c      for (auto &e : dinic::graph[a])
0f54a3        if (e.cap - e.flow > 0)
7cafa5          dfs(e.dest);
cbb184    }
d41d8c
242d7b    vector<pair<ll, int>> solve(int n)
f95b70    {
56a8c7      vector<pair<ll, int>> retv(n); // if i > 0, stores pair(cost,
d41d8c                                     // parent).
aa4866      for (int i = 1; i < n; i++)
f95b70      {
93cfa5        dinic::init(n, i, retv[i].second);
d41d8c
9e8d8e        for (auto &e : edgs)
8933a2          dinic::put_edge_undirected(e.u, e.v, e.cap);
d41d8c
1809f8        retv[i].first = dinic::max_flow();
d41d8c
1059c6        vis.assign(n, 0);
1e5da3        dfs(i);
d41d8c
197ab1        for (int j = i + 1; j < n; j++)
a32820          if (retv[j].second == retv[i].second && vis[j])
9cc152            retv[j].second = i;
cbb184      }
d41d8c
6272cf      return retv;
cbb184    }
2145c1  };
Full file hash: 3fe14c
```

4.11 Heavy-Light Decomposition

```
2b74fa  #include<bits/stdc++.h>
d41d8c
ca417d  using namespace std;
d41d8c
eed838  #define ll long long
efe13e  #define pb push_back
d41d8c
3a6c63  typedef vector<ll> vll;
990dd5  typedef vector<int> vi;
d41d8c
e06cc0  #define MAXN 100010
d41d8c
d41d8c  //Vetor que guarda a arvore
698e25  vector<vi> adj;
d41d8c
9e6e6d  int subsize[MAXN], parent[MAXN];
d41d8c  //Inciar chainHead com -1; e chainSize e chainNo com 0.
080553  int chainNo = 0, chainHead[MAXN], chainPos[MAXN], chainInd[MAXN],
   chainSize[MAXN];
42a605  void hld(int cur){
cb42fb    if(chainHead[chainNo] == -1)
6591fe      chainHead[chainNo] = cur;
d41d8c
3a4605    chainInd[cur] = chainNo;
220e91    chainPos[cur] = chainSize[chainNo];
6f00fb    chainSize[chainNo]++;
d41d8c
89108d    int ind = -1, mai = -1;
9d9afd    for(int i = 0; i < (int)adj[cur].size(); i++){
9ff2fa      if(adj[cur][i] != parent[cur] && subsize[adj[cur][i]] > mai){
31fcc6        mai = subsize[adj[cur][i]];
b9b7e9        ind  = i;
cbb184      }
cbb184    }
d41d8c
27d206    if(ind >= 0)
f23581      hld(adj[cur][ind]);
d41d8c
e506c6    for(int i = 0; i < (int)adj[cur].size(); i++)
6f7286      if(adj[cur][i] != parent[cur] && i != ind){
959ef6        chainNo++;
270563        hld(adj[cur][i]);
cbb184      }
cbb184  }
d41d8c
d41d8c  //usar LCA para garantir que v eh pai de u!!
f179f7  ll query_up(int u, int v){
c20c7b    int uchain = chainInd[u], vchain = chainInd[v];
```

```
bdd5ea    ll ans = 0LL;
d41d8c
31e3cd    while(1){
f523c5      if(uchain == vchain){
d41d8c        //Query deve ir de chainPos[i] ate chainPos[v]
7d2150        ll cur = /*sum(chainPos[u], uchain) - (chainPos[u] == 0? 0LL :
   sum(chainPos[v] - 1, vchain))*/;
d133d8        ans += cur;
c2bef1        break;
cbb184      }
d41d8c
d41d8c      //Query deve ir de chainPos[i] ate o fim da estrutura
d41d8c      //ll cur = sum(chainPos[u], uchain);
d133d8      ans += cur;
a258cd      u = chainHead[uchain];
8039e1      u = parent[u];
cabc24      uchain = chainInd[u];
cbb184    }
ba75d2    return ans;
cbb184  }
d41d8c
b7aa64  int dfs0(int pos, int prev = -1){
c92501    int res  = 1;
97817b    for(int i = 0; i < (int)adj[pos].size(); i++){
ec49a3      int nx  = adj[pos][i];
773904      if(nx != prev){
3f20e3        res += dfs0(nx, pos);
522845        parent[nx] = pos;
cbb184      }
cbb184    }
a1881c    return subsize[pos] = res;
cbb184  }
d41d8c
0b8977  int main()
f95b70  {
d41d8c    //Salvar arvore em adj
d41d8c
d41d8c    //Inicializa estrutura de dados
b75143    memset(chainHead, -1, sizeof(chainHead));
d41d8c
d41d8c    //Ou 0, se for o no raiz
bf6cde    dfs0(1);
bac429    hld(1);
d41d8c
d41d8c    //Inicializar estruturas usadas
cbb184  }
Full file hash: 90a698
```

4.12 Heavy-Light Decomposition (Dadalto)

```
#include "../../contest/header.hpp"

/*
  Heavy Light Decomposition:
    Splits a tree in a set of vertex disjoint heavy paths such
    that each path from a node to the root passes at most log(n)
    different heavy paths.
    This allows data structures to be implement with queries and
    updates on tree paths in log(n) * data_structure_time.

  Usage:
    Create the struct passing a tree root (a), the number of
    vertices (n) and the graph. Tested with 1 <= a <= n, but
    should work with 0 <= a <= n.

    The data structure DS class should implement single element
    updates or range updates as needed and range queries
    according to the form defined in update, update_path and
    query_path.
    DS should also have a constructor specifying the size
    and should support operations in range [0, size - 1].
    IMPORTANT: DS should handle empty queries [x + 1, x].
    IMPORTANT: function applied in DS should be commutative
    and associative. (If not commutative, check out application
    for GSS7)

    VALUES_IN_VERTICES indicates if the tree values are in vertices
    or in edges. In case of edges, update(v, value)
    should be called for the downward vertex of each edge.

    See application for more information.

  Source: adapted from codeforces blog (https://codeforces.com/blog/
                        entry/22072).
*/

template <class DS, bool VALUES_IN_VERTICES> // DS for data structure
  .
                         // Values in vertices,
                         // true or false.
struct heavy_light
{
  vector<int> p, heavy, h; // parent, heavy child of vertex,
                // height of vertex.

  vector<int> num;     // number of vertex (in an order where
                // paths are contiguos intervals).

```

```
be732c    vector<int> root;    // root of heavy path of a given vertex.
ddc355    DS ds;
d41d8c
e5fca3    template <class G>
c10e74    heavy_light(int a, int n, const G &graph) : p(n + 1), heavy(n + 1,
   -1), h(n + 1), num(n + 1), root(n + 1), ds(n + 1)
f95b70    {
42e4d3      p[a] = a;
d3d3d3      h[a] = 0;
57e7a4      dfs(graph, a);
cad977      for (int i = 0, id = 0; i <= n; ++i)
3c79d2        if (heavy[p[i]] != i) // parent of the root is itself,
d41d8c                  // so this works.
fc871b          for (int j = i; j != -1; j = heavy[j])
f95b70          {
6d94a8            root[j] = i;
9c5b22            num[j] = id++;
cbb184          }
cbb184    }
d41d8c
e5fca3    template <class G>
57ebd6    int dfs(const G &graph, int a)
f95b70    {
d0a541      int size = 1, max_subtree = 0;
23e548      for (int u : graph[a])
88c1b4        if (u != p[a])
f95b70        {
6c309e          p[u] = a;
adab56          h[u] = h[a] + 1;
c1c8cc          int subtree = dfs(graph, u);
9eaa96          if (subtree > max_subtree)
d98545            heavy[a] = u, max_subtree = subtree;
48ec46          size += subtree;
cbb184        }
1c6620      return size;
cbb184    }
d41d8c
2f712c    template <class BO> // BO for binary_operation
72abf1    void process_path(int u, int v, BO op)
f95b70    {
d42a19      for (; root[u] != root[v]; v = p[root[v]])
f95b70      {
2ceb71        if (h[root[u]] > h[root[v]])
7fa1c7          swap(u, v);
857eb5        op(num[root[v]], num[v]);
cbb184      }
ce9c7a      if (h[u] > h[v])
7fa1c7        swap(u, v);
f0b977      op(num[u] + (VALUES_IN_VERTICES ? 0 : 1), num[v]);
cbb184    }
```

```
d41d8c
4fce64    template <class T>
44956b    void update(int v, const T &value)
f95b70    {
2bf133      ds.update(num[v], value);
cbb184    }
d41d8c
4fce64    template <class T>
67d27b    T query(int v)
f95b70    {
678f6c      return ds.get(num[v], num[v]);
cbb184    }
d41d8c
4fce64    template <class T>
47b962    void update_path(int u, int v, const T &value)
f95b70    {
bef37b      process_path(u, v, [this, &value](int l, int r) { ds.update(l, r,
    value); });
cbb184    }
d41d8c
af34ab    template <class T, class F>
ed6928    T query_path(int u, int v, T res /* initial value */, F join /*
   join value with query result */)
f95b70    {
96862e      process_path(u, v, [this, &res, &join](int l, int r) { res = join
   (res, ds.get(l, r)); });
b5053e      return res;
cbb184    }
2145c1  };
Full file hash: 80b4be
```

4.13 LCA

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
b471c1    LCA:
0e9577      Solve lowest common ancestor queries in O(log(n))
19ea7d      with O(n*log(n)) preprocessing time and O(n*log(n))
c6023d      memory.
d41d8c
b95cae    Usage:
a13ce5      Initialize struct with tree root, number of vertices
ed52e1      and graph. Has been tested with label in [1, n], but should
a7e3c3      work for labels in [0, n].
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
4bef34  struct lca_preprocess
f95b70  {
6c6155    int lgn;
5446c7    vector<int> h;
58b4fb    vector<vector<int>> p;
9cf2b9    vector<int> *graph;
d41d8c
0cbab3    void dfs(int a)
f95b70    {
1429ef      for (int i = 0; i < sz(graph[a]); i++)
cb4b44        if (graph[a][i] != p[0][a])
f95b70        {
6f498f          h[graph[a][i]] = h[a] + 1;
7a7911          p[0][graph[a][i]] = a;
fded7f          dfs(graph[a][i]);
cbb184        }
cbb184    }
d41d8c
cf2401    lca_preprocess(int root, int n, vector<int> graph[]) : h(n + 1),
   graph(graph)
f95b70    {
5ff10e      lgn = 31 - __builtin_clz(n + 1);
44565e      p.assign(lgn + 1, vector<int>(n + 1, 0));
d41d8c
8c92d0      p[0][root] = root;
7a0e2c      h[root] = 0;
14eacc      dfs(root);
d41d8c
05d1e4      for (int i = 1; i <= lgn; i++)
f630b0        for (int j = 0; j <= n; j++)
98f5dd          p[i][j] = p[i - 1][p[i - 1][j]];
cbb184    }
```

```
d41d8c
4cdef7    int lca(int a, int b)
f95b70    {
be7ea8      if (h[a] < h[b])
2574c6        swap(a, b);
29eca1      for (int i = lgn; i >= 0; i--)
a9762b        if (h[p[i][a]] >= h[b])
e27ea8          a = p[i][a];
d41d8c
ae993e      if (a == b)
3f5343        return a;
d41d8c
29eca1      for (int i = lgn; i >= 0; i--)
e5d3c7        if (p[i][a] != p[i][b])
f95b70        {
e27ea8          a = p[i][a];
6341e6          b = p[i][b];
cbb184        }
d41d8c
d12c09      return p[0][a];
cbb184    }
d41d8c
d2d513    int dist(int a, int b)
f95b70    {
7181e5      return h[a] + h[b] - 2 * h[lca(a, b)];
cbb184    }
2145c1  };
Full file hash: 0872ca
```

4.14 Min-Cut Global

```
#include "../../contest/header.hpp"

/*
  Global Min Cut O(n^3):
    Given an undirected weighted graph, find the minimum cut
    regardless of which set of vertices it splits.

  Usage:
    Vertices from 0 to n-1. Give adjecency matrix of weights.
    Function returns total cost of min cut and set of vertices
    forming one side of the cut.
    Sum of edge weights must fit int.
*/

pair<int, vector<int>> mincut(int n, vector<vector<int>> g /*adj matrix*/)
{
  int best_cost = inf;
  vector<int> best_cut;

  vector<int> v[n];
  for (int i = 0; i < n; ++i)
    v[i].assign(1, i);
  int w[n];
  bool exist[n], in_a[n];
  memset(exist, true, sizeof(exist));
  for (int ph = 0; ph < n - 1; ++ph)
  {
    memset(in_a, false, sizeof(in_a));
    memset(w, 0, sizeof(w));
    for (int it = 0, prev; it < n - ph; ++it)
    {
      int sel = -1;
      for (int i = 0; i < n; ++i)
        if (exist[i] && !in_a[i] && (sel == -1 || w[i] > w[sel]))
          sel = i;
      if (it == n - ph - 1)
      {
        if (w[sel] < best_cost)
          best_cost = w[sel], best_cut = v[sel];
        v[prev].insert(v[prev].end(), v[sel].begin(), v[sel].end());
        for (int i = 0; i < n; ++i)
          g[prev][i] = g[i][prev] += g[sel][i];
        exist[sel] = false;
      }
      else
      {
        in_a[sel] = true;
```

```
6cb8cc           for (int i = 0; i < n; ++i)
f57b34             w[i] += g[sel][i];
0b7e30           prev = sel;
cbb184         }
cbb184       }
cbb184     }
d41d8c
bc167d     return pair<int, vector<int>>(best_cost, best_cut);
cbb184   }
d41d8c
Full file hash: 40ea3a
```

4.15 Strongly Connected Components

```
#include "../../contest/header.hpp"

/*
  Strongly connected components in O(V + E):
    Finds all strongly connected components of a graph.
        A strongly connected component is a maximal set of vertices
        such that
        every vertex can reach every other vertex in the component.
        The graph where the SCCs are considered vertices is a DAG.

  Constraints:
    Vertices are labeled from 1 to n (inclusive).

  Usage:
    Create the struct setting the maximum vertex label (n) and the
        graph adjacency list (graph).
    Aftewards, ncomp has the number of SCCs in the graph and
        scc[i] indicates the SCC i belongs to (1 <= scc[i] <= ncomp).

        sorted is a topological ordering of the graph, byproduct of
        the algorithm.
        if edge a -> b exists, a appears before b in the sorted list.
*/


struct scc_decomp
{
    vector<int> *graph;
    vector<vector<int>> tgraph;
    vector<int> scc;
    vector<bool> been;
    int ncomp;
    list<int> sorted;

    scc_decomp(int n, vector<int> graph[]) : graph(graph), tgraph(n +
   1), scc(n + 1, 0), been(n + 1, false), ncomp(0)
    {
        for (int i = 1; i <= n; i++)
            for (int j = 0; j < graph[i].size(); j++)
                tgraph[graph[i][j]].push_back(i);

        for (int i = 1; i <= n; i++)
      if(!been[i])
        dfs(i);

    for(int a : sorted)
      if(scc[a] == 0)
      {
```

```
a8f1f2                  ncomp++;
4dd966              dfst(a);
cbb184            }
cbb184          }
d41d8c
0cbab3          void dfs(int a)
f95b70          {
1689c6              been[a] = true;
c4fff3              for(int i = 0; i < graph[a].size(); i++)
b0c443                  if(!been[graph[a][i]])
fded7f                      dfs(graph[a][i]);
ddbf66              sorted.push_front(a);
cbb184          }
d41d8c
9b760a          void dfst(int a)
f95b70          {
1689c6              been[a] = true;
d28fcc              scc[a] = ncomp;
9c28b7              for(int i = 0; i < tgraph[a].size(); i++)
c480c5                  if(scc[tgraph[a][i]] == 0)
caa482                      dfst(tgraph[a][i]);
cbb184          }
2145c1  };
Full file hash: 20fe5c
```

4.16 Transitive Closure

```
#include "../../contest/header.hpp"

/*
  Transitive Closure:
    Given a directed graph adjacency matrix, computes closure,
    where closure[i][j] = 1 if there is a path from i to j
    in the graph.
    Closure is computed in O(N^3 / 64) due to bitset.
    Also supports adding an edge to the graph and
    updating the closure accordingly in O(N^2 / 64).

  Constraints:
    Vertices are labeled from 0 to MAXN - 1 (inclusive).

  Performance:
    Solves something that should be 1000*300^3 = 27 * 10^9
    in 0.6 s (which is consistent with the approximation N^3 / 64
    since dividing by 64 we get 4 * 10^8).
*/
template<int MAXN>
struct transitive_closure
{
  vector<bitset<MAXN>> closure;

  template<class T>
  transitive_closure(T adj_matrix) : closure(MAXN)
  {
    for (int i = 0; i < MAXN; i++)
      for (int j = 0; j < MAXN; j++)
        closure[i][j] = adj_matrix[i][j];

    for (int i = 0; i < MAXN; i++)
      for (int j = 0; j < MAXN; j++)
        if (closure[j][i])
          closure[j] |= closure[i];
  }

  void add_edge(int a, int b)
  {
    if (closure[a][b])
      return;

    closure[a].set(b);
    closure[a] |= closure[b];

    for (int i = 0; i < MAXN; i++)
      if (closure[i][a])
```

```
245a4a          closure[i] |= closure[a];
cbb184    }
2145c1  };
d41d8c
Full file hash: 1aed34
```

4.17 Tree Isomorphism

```
#include "../../contest/header.hpp"
/*
    [DEFINITION]
        AHU-Algorithm to check if trees are isomorphic.

    [COMPLEXITY]
        O(NlgN) // Map of strings argument + comparison-based sort

    [USAGE]
        Call get_roots function to retrieve the pairs of centers for
        each tree (if the tree has just one center the pair will show
        it twice).
        Call canonical function for each tree beginning from each
        possible center (two at most).
        A tree is isomorphic to another iff they share one canonical
        value.

    [RESET]
        If the problem has several test cases, don't forget to reset
        the global vars 'label' and 'map_labels'
*/

int label;
map<vector<int>, int> map_labels;

pii get_roots(vector<vector<int>> &graph)
{
    queue<int> q;
    vector<int> vis(sz(graph));
    vector<int> degree(sz(graph));

    for (int i = 0; i < sz(graph); i++)
    {
        if (sz(graph[i]) == 1)
            q.push(i);
        degree[i] = sz(graph[i]);
    }

    int last = 0;
    while (!q.empty())
    {
        int u = q.front();
        q.pop();

        if (vis[u]) continue;
        vis[u] = 1;

        last = u;
```

```
d41d8c
e132d9          for (int v : graph[u])
f95b70          {
e9be50              if (degree[v] == 1)
f95b70              {
0210ef                  return {u, v};
cbb184              }
c2d124              if (!vis[v])
f95b70              {
a43ae2                  degree[u]--;
7a96a2                  degree[v]--;
d41d8c
e9be50                  if (degree[v] == 1)
2a1edb                      q.push(v);
cbb184              }
cbb184          }
d41d8c
cbb184      }
d41d8c
a90965      return {last, last};
cbb184  }
d41d8c
c449b2  int canonical(int u, int p, vector<vi> &graph)
f95b70  {
08610e      vi children_labels;
e132d9      for (int v : graph[u])
f95b70      {
f6ba43          if (v != p)
d4e118              children_labels.push_back(canonical(v, u, graph));
cbb184      }
d41d8c
7601ff      sort(all(children_labels));
08dbfd      if (map_labels.count(children_labels) == 0)
d0497d          map_labels[children_labels] = label++;
58d4fa      return map_labels[children_labels];
cbb184  }
Full file hash: 037355
```

5 Misc

5.1 Bit tricks

```
d41d8c
d41d8c  // Returns one plus the index of the least significant 1-bit of x, or
d41d8c  // if x is zero, returns zero.
6b21ec  __builtin_ffs(x)
d41d8c
d41d8c  // Returns the number of leading 0-bits in x, starting at the most
d41d8c  // significant bit position. If x is 0, the result is undefined.
fe8701  __builtin_clz(x)
d41d8c
d41d8c  // Returns the number of trailing 0-bits in x, starting at the least
d41d8c  // significant bit position. If x is 0, the result is undefined.
219b56  __builtin_ctz(x)
d41d8c
d41d8c  // Returns the number of 1-bits in x.
cffc98  __builtin_popcount(x)
d41d8c
d41d8c  // For long long versions append ll (e.g. __builtin_popcountll)
d41d8c
d41d8c  // Least significant bit in x.
c9de0b  x & -x
d41d8c
d41d8c  // Iterate on non-empty submasks of a bitmask.
f255f0  for (int submask = mask; submask > 0; submask = (mask & (submask - 1)
   ))
d41d8c
d41d8c  // Iterate on non-zero bits of a bitset.
8ae1a7  for (int j = btset._Find_next(0); j < MAXV; j = btset._Find_next(j))
Full file hash: 2f3798
```

5.2 DP Optimization - Binary Search

```
d41d8c  // https://codeforces.com/contest/321/problem/E
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
4e8f0c    Binary Search Optimization for DP:
00098e      Optimizes dp of the form (or similar)
7ddd02        dp[i][j] = min_{k < i}(dp[k][j-1] + c(k + 1, i)).
95ea11      The classical case is a partitioning dp, where k determines
b5b277      the break point for the next partition.
8c2350      In this case, i is the number of elements to partition and j
5ccc64      is the number of partitions allowed.
d41d8c
f2404a      Let opt[i][j] be the values of k which minimize the function.
7e9cfd      (in case of tie, choose the smallest)
765123      To apply this optimization, you need opt[i][j] <= opt[i+1][j].
ef8cf9      That means the when you add an extra element (i + 1), your
05f29f      partitioning choice will not be to include more elements
cb72e7      than before (e.g. will no go from choosing [k, i] to
218463      [k-1, i+1]).
242554      This is usually intuitive by the problem details.
d41d8c
4d883e      Time goes from O(n^2m) to O(nm log n).
d41d8c
513656      To apply try to write the dp in the format above and verify if
499d07      the property holds.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
3494e9  #define MAXN 4123
fc36c1  #define MAXM 812
d41d8c
14e0a7  int n, m;
1590eb  int u[MAXN][MAXN];
2bbe6d  int tab[MAXN][MAXM];
d41d8c
65a7b7  inline int c(int i, int j)
f95b70  {
229880    return (u[j][j] - u[j][i - 1] - u[i - 1][j] + u[i - 1][i - 1]) / 2;
cbb184  }
d41d8c
d41d8c  // This is responsible for computing tab[l...r][j], knowing that
d41d8c  // opt[l...r][j] is in range [low_opt...high_opt]
30d71a  void compute(int j, int l, int r, int low_opt, int high_opt)
f95b70  {
c30a4b    int mid = (l + r) / 2, opt = -1; // mid is equivalent to i in the
d41d8c                     //original dp.
```

```
d41d8c
7222d3    tab[mid][j] = inf;
0e2f2c    for (int k = low_opt; k <= high_opt && k < mid; k++)
6f6e42      if (tab[k][j - 1] + c(k + 1, mid) < tab[mid][j])
f95b70      {
451068        tab[mid][j] = tab[k][j - 1] + c(k + 1, mid);
613f3c        opt = k;
cbb184      }
d41d8c
d41d8c    // New bounds on opt for other pending computation.
42c8a1    if (l <= mid - 1)
c7dd31      compute(j, l, mid - 1, low_opt, opt);
8b4e40    if (mid + 1 <= r)
8aa379      compute(j, mid + 1, r, opt, high_opt);
cbb184  }
d41d8c
13a4b1  int main(void)
f95b70  {
d69917    scanf("%d %d", &n, &m);
5359f3    for (int i = 1; i <= n; i++)
947790      for (int j = 1; j <= n; j++)
f95b70      {
433ab9        getchar();
512e3d        u[i][j] = getchar() - '0';
cbb184      }
d41d8c
5359f3    for (int i = 1; i <= n; i++)
947790      for (int j = 1; j <= n; j++)
a10370        u[i][j] += u[i - 1][j] + u[i][j - 1] - u[i - 1][j - 1];
d41d8c
5359f3    for (int i = 1; i <= n; i++)
5c5410      tab[i][0] = inf;
d41d8c
d41d8c    // Original dp
d41d8c    // for (int i = 1; i <= n; i++)
d41d8c    //   for (int j = 1; j <= m; j++)
d41d8c    //   {
d41d8c    //     tab[i][j] = inf;
d41d8c    //     for (int k = 0; k < i; k++)
d41d8c    //       tab[i][j] = min(tab[i][j], tab[k][j-1] + c(k + 1,i);
d41d8c    //   }
d41d8c
2e2a5d    for (int j = 1; j <= m; j++)
fdaa69      compute(j, 1, n, 0, n - 1);
d41d8c
721eeb    cout << tab[n][m] << endl;
cbb184  }
Full file hash: f2bb43
```

5.3 DP Optimization - CHT

```
d41d8c  // https://codeforces.com/contest/319/problem/C
d41d8c
ad67d1  #include "../../data_structures/line_container/line_container.cpp"
d41d8c
d41d8c  /*
082e10    Convex Hull Trick for DP:
5cb9e4      Transforms dp of the form (or similar)
d9020a        dp[i] = min_{j < i}(dp[j] + b[j] * a[i]).
bf02bc      Time goes from O(n^2) to O(n log n), if using online line
cdb786      container, or O(n) if lines are inserted in order of slope and
0e64e2      queried in order of x.
d41d8c
62ec4f      To apply try to find a way to write the factor inside
ea034f      minimization as a linear function of a value related to i.
c2dab7      Everything else related to j will become constant.
c4c9bd  */
d41d8c
69abfb  #define MAXN 112345
d41d8c
a58cd5  int a[MAXN];
c4b25f  int b[MAXN];
d41d8c
f80900  ll tab[MAXN];
d41d8c
13a4b1  int main(void)
f95b70  {
1a88fd    int n;
f4c120    scanf("%d", &n);
83008c    for (int i = 0; i < n; i++)
9376f3      scanf("%d", &a[i]);
83008c    for (int i = 0; i < n; i++)
264aeb      scanf("%d", &b[i]);
d41d8c
a447b8    tab[0] = 0;
79ab5f    line_container l;
c01116    l.add(-b[0], -tab[0]);
d41d8c
aa4866    for (int i = 1; i < n; i++)
f95b70    {
23bd61      tab[i] = -l.query(a[i]);
8fd447      l.add(-b[i], -tab[i]);
cbb184    }
d41d8c
d41d8c    // Original DP O(n^2).
d41d8c    // for (int i = 1; i < n; i++)
d41d8c    // {
d41d8c    //  tab[i] = inf;
d41d8c    //  for (int j = 0; j < i; j++)
```

```
d41d8c    //    tab[i] = min(tab[i], tab[j] + a[i] * b[j]);
d41d8c    // }
d41d8c
cf6e15    cout << tab[n - 1] << endl;
cbb184  }
Full file hash: 722d84
```

5.4 DP Optimization - Knuth

```
d41d8c  // https://www.spoj.com/problems/BRKSTRNG/
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
c97188    Knuth Optimization for DP:
00098e      Optimizes dp of the form (or similar)
06c39b        dp[i][j] =
572201          min_{i <= k <= j}(dp[i][k-1] + dp[k+1][j] + c(i, j)).
a05ba8      The classical case is building a optimal binary tree, where k
fd0ee5      determines the root.
d41d8c
90e95c      Let opt[i][j] be the value of k which minimizes the function.
7e9cfd      (in case of tie, choose the smallest)
d68e79      To apply this optimization, you need
e46fb4        opt[i][j - 1] <= opt[i][j] <= opt[i+1][j].
7c335d      That means the when you remove an element form the left
a295f1      (i + 1), you won't choose a breaking point more to the left
f8ba18      than before.
287a65      Also, when you remove an element from the right (j - 1), you
bfb1c5      won't choose a breking point more to the right than before.
242554      This is usually intuitive by the problem details.
d41d8c
cbb42a      Time goes from O(n^3) to O(n^2).
d41d8c
513656      To apply try to write the dp in the format above and verify if
499d07      the property holds.
f76c09      Be careful with edge cases for opt.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
dbf7e4  #define MAXN 1123
d41d8c
c4b25f  int b[MAXN];
1ee552  ll tab[MAXN][MAXN];
38ab0d  int opt[MAXN][MAXN];
ef864b  int l, n;
d41d8c
5a7750  int c(int i, int j)
f95b70  {
33e24b    return b[j + 1] - b[i - 1];
cbb184  }
d41d8c
13a4b1  int main(void)
f95b70  {
57a598    while (scanf("%d %d", &l, &n) != EOF)
f95b70    {
```

```
5359f3      for (int i = 1; i <= n; i++)
264aeb        scanf("%d", &b[i]);
665bd2      b[n + 1] = l;
00d08b      b[0] = 0;
d41d8c
da41df      for (int i = 1; i <= n + 1; i++)
d6bc61        tab[i][i - 1] = 0, opt[i][i - 1] = i;
d41d8c
586d50      for (int i = n; i > 0; i--)
5d4199        for (int j = i; j <= n; j++)
f95b70        {
639af9          tab[i][j] = infll;
823124          for (int k = max(i, opt[i][j - 1]); k <= j && k <= opt[i +
   1][j]; k++)
9e9168            if (tab[i][k - 1] + tab[k + 1][j] + c(i, j) < tab[i][j])
f95b70            {
680c31              tab[i][j] = tab[i][k - 1] + tab[k + 1][j] + c(i, j);
14da03              opt[i][j] = k;
cbb184            }
cbb184        }
d41d8c
ea7bd9      printf("%lld\n", tab[1][n]);
cbb184    }
cbb184  }
Full file hash: 17b7c8
```

5.5 MOs

```
#include "../../contest/header.hpp"

/*
  Mo's Algorithm:
    Solve Q interval queries on a sequence of N values offline
    in O(N * sqrt(Q) * max(insertion time, removal time)).

  Usage:
    Queries are defined by closed intervals
      [l, r] (1 <= l <= r <= n).
    add(i) must add i-th element to your data structure
      (1 <= i <= n).
    remove(i) must remove the i-th element (1 <= i <= n).
    output(id) should answer query with given id using current
    state.

  Author: Arthur Pratti Dadalto
*/

struct query {
  int l, r, id;
};

template<class F>
void mos(int n, vector<query> q, const F &add, const F &remove, const
    F &output)
{
  int bsize = 1 + n / sqrt(sz(q));
  sort(q.begin(), q.end(), [&](const query &lhs, const query &rhs) {
        if (lhs.l / bsize != rhs.l / bsize)
            return lhs.l < rhs.l;
        if ((lhs.l / bsize) & 1)
            return (lhs.r > rhs.r);
        return (lhs.r < rhs.r);
  });

  int l = 1, r = 0; // int l = 0, r = -1; (if indices starts at 0)
  for (int i = 0; i < sz(q); i++)
  {
    while (l > q[i].l)
      add(--l);
    while (r < q[i].r)
      add(++r);
    while (l < q[i].l)
      remove(l++);
    while (r > q[i].r)
      remove(r--);

```

```
2d80c3      output(q[i].id);
cbb184    }
cbb184  }
Full file hash: 0cbc87
```

5.6 MOs - Tree (Edge Query)

```
a34983  #include "../../graph/lca/lca.cpp"
d41d8c
d41d8c  /*
7418d3    Refer to the vertex queries option for more info.
aef741    This version is different since it is made to handle queries on
babd44    the cost of the edges in a path.
d41d8c
a7682c    To do that, transfer the cost to the vertex down in the rooted
db6efd    tree and use this.
d41d8c
89d138    Remember to use a valid value for the root (even if it never will
c00b42    be in a query).
08e268    Also remember some queries will be empty.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
fa0e65  struct query
f95b70  {
6ac794    int l, r, id, lc;
2145c1  };
d41d8c
044d82  template <class F>
23d154  void mos_tree(int root, int n, vector<pii> pq, vector<int> graph[],
   const F &add, const F &remove, const F &output)
f95b70  {
ba2a0c    int a, b;
32ee7e    lca_preprocess lca(root, n, graph);
d41d8c
ad35dc    vector<int> st(n + 1, 0), en(n + 1, 0), v(2 * n + 3, 0), cnt(n + 1,
    0), s;
04c09b    int id = 0;
45fa16    s.push_back(root);
365295    while (!s.empty())
f95b70    {
2ecd18      a = s.back();
342ca4      s.pop_back();
d41d8c
f4f8d2      if (st[a])
2e4e50        v[en[a] = ++id] = a;
2954e9      else
f95b70      {
bab970        v[st[a] = ++id] = a;
bcc44e        s.push_back(a);
1429ef        for (int i = 0; i < sz(graph[a]); i++)
9d7e46          if (graph[a][i] != lca.p[0][a])
bbdabd            s.push_back(graph[a][i]);
cbb184      }
```

```
cbb184    }
d41d8c
4007f6    vector<query> q;
d41d8c
1605f4    for (int i = 0; i < sz(pq); i++)
f95b70    {
5ca0a2      tie(a, b) = pq[i];
d41d8c
a917ad      if (st[a] > st[b])
2574c6        swap(a, b);
3f022f      int y = lca.lca(a, b);
84ab82      if (a == y)
173360        q.push_back({st[a], st[b], i, st[y]});
2954e9      else
e653b6        q.push_back({en[a], st[b], i, -1});
cbb184    }
d41d8c
7dd140    int bsize = 1 + (2 * n) / sqrt(sz(q));
c33690    sort(q.begin(), q.end(), [&](const query &lhs, const query &rhs) {
6b713e      if (lhs.l / bsize != rhs.l / bsize)
7124a1        return (lhs.l / bsize < rhs.l / bsize);
1e42a4      return lhs.r < rhs.r;
c0c97e    });
d41d8c
568e70    auto consider = [&](int i) {
e8ecf4      cnt[v[i]]++;
9308c6      if (cnt[v[i]] % 2 == 1)
9a7780        add(v[i]);
2954e9      else
8e6b47        remove(v[i]);
2145c1    };
d41d8c
00ad54    int l = 1, r = 0;
a0a6ed    for (int i = 0; i < sz(q); i++)
f95b70    {
dc4c37      while (l > q[i].l)
47b649        consider(--l);
583e51      while (r < q[i].r)
04acf1        consider(++r);
4fdd74      while (l < q[i].l)
b33d23        consider(l++);
5dccbb      while (r > q[i].r)
b1b314        consider(r--);
d41d8c
4e8f49      if (q[i].lc != -1) // Remove LCA weight if necessary.
1dfb6d        consider(q[i].lc);
d41d8c
2d80c3      output(q[i].id);
d41d8c
4e8f49      if (q[i].lc != -1)
```

```
1dfb6d         consider(q[i].lc);
cbb184     }
cbb184   }
Full file hash: e7d7ff
```

5.7 MOs - Tree (Vertex Query)

```
a34983  #include "../../graph/lca/lca.cpp"
d41d8c
d41d8c  /*
31b106    Mo's Algorithm on trees:
343e14      Solve Q path queries in a tree of N vertices
826523      in O(N * sqrt(Q) * max(insertion time, removal time)).
9f3de0      Queries should be on values associated to the tree vertices.
d41d8c
b95cae    Usage:
281ec3      Pass to the function a tree root, the number of vertices (n),
632076      a list of queries (pq) with both ends of each path, the graph
6f2cd2      and functions add, remove and output, such that:
b0807a        add(i) must add the vertex labeled i to your data
a9fc07        structure (1 <= i <= n).
37737b        remove(i) must remove the vertex labeled i (1 <= i <= n).
c02c54        output(i) should answer query pq[i] using current state.
d41d8c
ababad      This will guarantee that when answering the i-th query, only
4f04e4      the vertices on the desired path are currently in your data
9f363b      structure.
d41d8c
c73dae    Runs in 1s for 10^5 vertices and queries on CF.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
fa0e65  struct query
f95b70  {
6ac794    int l, r, id, lc;
2145c1  };
d41d8c
044d82  template <class F>
23d154  void mos_tree(int root, int n, vector<pii> pq, vector<int> graph[],
   const F &add, const F &remove, const F &output)
f95b70  {
ba2a0c    int a, b;
32ee7e    lca_preprocess lca(root, n, graph);
d41d8c
ad35dc    vector<int> st(n + 1, 0), en(n + 1, 0), v(2 * n + 3, 0), cnt(n + 1,
    0), s;
04c09b    int id = 0;
45fa16    s.push_back(root);
365295    while (!s.empty()) // dfs pre-pos ordering.
f95b70    {
2ecd18      a = s.back();
342ca4      s.pop_back();
d41d8c
f4f8d2      if (st[a])
```

```
2e4e50        v[en[a] = ++id] = a;
2954e9      else
f95b70      {
bab970        v[st[a] = ++id] = a;
bcc44e        s.push_back(a);
1429ef        for (int i = 0; i < sz(graph[a]); i++)
9d7e46          if (graph[a][i] != lca.p[0][a])
bbdabd            s.push_back(graph[a][i]);
cbb184      }
cbb184    }
d41d8c
4007f6    vector<query> q;
d41d8c
1605f4    for (int i = 0; i < sz(pq); i++)
f95b70    {
5ca0a2      tie(a, b) = pq[i];
d41d8c
a917ad      if (st[a] > st[b])
2574c6        swap(a, b);
3f022f      int y = lca.lca(a, b);
84ab82      if (a == y)
97bdc2        q.push_back({st[a], st[b], i, -1});
2954e9      else
6a001a        q.push_back({en[a], st[b], i, st[y]});
d41d8c        // For queries of this type, the lca must be separately
d41d8c        // added.
cbb184    }
d41d8c
7dd140    int bsize = 1 + (2 * n) / sqrt(sz(q));
c33690    sort(q.begin(), q.end(), [&](const query &lhs, const query &rhs) {
6b713e      if (lhs.l / bsize != rhs.l / bsize)
7124a1        return (lhs.l / bsize < rhs.l / bsize);
1e42a4      return lhs.r < rhs.r;
c0c97e    });
d41d8c
d41d8c    // Vertices inserted twice are removed.
568e70    auto consider = [&](int i) {
e8ecf4      cnt[v[i]]++;
9308c6      if (cnt[v[i]] % 2 == 1)
9a7780        add(v[i]);
2954e9      else
8e6b47        remove(v[i]);
2145c1    };
d41d8c
00ad54    int l = 1, r = 0;
a0a6ed    for (int i = 0; i < sz(q); i++)
f95b70    {
dc4c37      while (l > q[i].l)
47b649        consider(--l);
583e51      while (r < q[i].r)
```

```
04acf1        consider(++r);
4fdd74      while (l < q[i].l)
b33d23        consider(l++);
5dccbb      while (r > q[i].r)
b1b314        consider(r--);
d41d8c
4e8f49      if (q[i].lc != -1)
1dfb6d        consider(q[i].lc);
d41d8c
2d80c3      output(q[i].id);
d41d8c
4e8f49      if (q[i].lc != -1)
1dfb6d        consider(q[i].lc);
cbb184    }
cbb184  }
Full file hash: b5d4a0
```

5.8 MOs - Hilbert

```
#include "../../contest/header.hpp"

/*
  MO's using Hilbert Curve to sort the queries.
    O(N * sqrt(Q) * max(insertion time, removal time)).

    Applicability:
    When Q is significantly less than N, it works much faster than
  the classical version.

    Usage:
    Same as the classical version, but use the query's hilbertorder
  as comparator
*/

constexpr int logn = 20;
constexpr int maxn = 1 << logn;
ll hilbertorder(int x, int y)
{
  ll d = 0;
  for (int s = 1 << (logn - 1); s; s >>= 1)
  {
    bool rx = x & s, ry = y & s;
    d = d << 2 | rx * 3 ^ static_cast<int>(ry);
    if (!ry)
    {
      if (rx)
      {
        x = maxn - x;
        y = maxn - y;
      }
      swap(x, y);
    }
  }
  return d;
}

struct query {
  int l, r, id;
    ll ord() const
    {
        return hilbertorder(l, r);
    }
};

template<class F>
void mos(int n, vector<query> q, const F &add, const F &remove, const
    F &output)
```

```
f95b70  {
243fd1    int bsize = 1 + n / sqrt(sz(q));
c33690    sort(q.begin(), q.end(), [&](const query &lhs, const query &rhs) {
7dff82          return lhs.ord() < rhs.ord();
c0c97e    });
d41d8c
00ad54    int l = 1, r = 0; // int l = 0, r = -1; (if indices starts at 0)
a0a6ed    for (int i = 0; i < sz(q); i++)
f95b70    {
dc4c37      while (l > q[i].l)
194467        add(--l);
583e51      while (r < q[i].r)
3dcc02        add(++r);
4fdd74      while (l < q[i].l)
87e33e        remove(l++);
5dccbb      while (r > q[i].r)
8b6a11        remove(r--);
d41d8c
2d80c3      output(q[i].id);
cbb184    }
cbb184  }
Full file hash: 4195b8
```

5.9 Ternary Search (continuous)

```
d41d8c  /*
0a2f9f    Ternary Search:
550b14      Finds x such that f(x) is minimum in range [bot, top] in
387a9b      O(lg((top - bot) / eps)).
6f01ba      Value is correct within the specified precision eps.
d41d8c
ca2095    Constraints:
d370c2      f(x) is strictly decreasing for some interval [bot, x1],
28cacc      constant in an interval [x1, x2]
564c65      and strictly increasing in a interval [x2, top]. x1 <= x2 are
e4fd1f      arbitrary values where [x1, x2] is a plateau of optimal
86238d      solutions.
d41d8c
b95cae    Usage:
5b60e3      Call the function passing a lambda expression or function f.
33c10e      If there are multiple possible solutions, assume that an
662d1e      arbitrary one in the plateau is returned.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
398727  template <typename F>
ca64a1  double ternary_search(const F &f, double bot = -1e9, double top = 1e9
    , double eps = 1e-9)
f95b70  {
14d91b    while (top - bot > eps)
f95b70    {
8e37d7      double x1 = (0.55*bot + 0.45*top); // (2*bot + top) / 3 is
d41d8c                        // more stable, but slower.
3f8318      double x2 = (0.45*bot + 0.55*top);
9482ba      if (f(x1) > f(x2))
443914        bot = x1;
2954e9      else
16b1b8        top = x2;
cbb184    }
d41d8c
05eb81    return (bot + top) / 2;
cbb184  }
Full file hash: 082811
```

5.10 Ternary Search (discrete)

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
0a2f9f    Ternary Search:
5d5b1f      Finds the smallest x in range [bot, top] such that f(x) is
792c4f      maximum in O(lg(top - bot)).
d41d8c
ca2095    Constraints:
de7517      f(x) is strictly increasing for some interval [bot, x1],
ffacba      constant in an interval [x1, x2] and strictly decreasing in a
bc602c      interval [x2, top]. x1 <= x2 are arbitrary values where
a05aaa      [x1, x2] is a plateau of optimal solutions.
d41d8c
b95cae    Usage:
5b60e3      Call the function passing a lambda expression or function f.
d41d8c
3997db    Source: modified from https://github.com/
6508de    kth-competitive-programming/kactl/blob/master/content/
36db82    various/TernarySearch.h
c4c9bd  */
d41d8c
398727  template <typename F>
2ba27e  int ternary_search(const F &f, int bot, int top)
f95b70  {
03c8fe    while (top - bot >= 5)
f95b70    {
5ada06      int mid = (bot + top) / 2;
2ef7fe      if (f(mid) < f(mid + 1))
6a2c3c        bot = mid;
2954e9      else
2b8e69        top = mid + 1;
cbb184    }
d41d8c
c6fbb5    for (int i = bot + 1; i <= top; i++)
773cb2      if (f(i) > f(bot))
8a7cc1        bot = i;
d41d8c
6ff46b    return bot;
cbb184  }
Full file hash: 5b5ba5
```

6 Combinatorial

6.1 Binomial - Pascal's Triangle

```
d41d8c
be64a6  #include "../../../contest/header.hpp"
d41d8c  /*
8c1d32    [DESCRIPTION]
7988e1     Pre-computing all binomial coefficient (% MOD) up to
1ae475       C(MAXN, MAXN) into a matrix using pascal's triangle.
d41d8c
ff59a1    [COMPLEXITY]
544b30     O(n^2) to Pre-computing
6d7bb6       O(1) to lookup
c4c9bd   */
d41d8c
fd83cb  #define MAXN 3123
39b5cf  #define MOD 1000000007
f93f90  long long C[MAXN][MAXN];
d41d8c
51e552  void init_ncr()
f95b70  {
70057c      C[0][0] = 1;
a04712      for (int n = 1; n < MAXN; ++n) {
608658          C[n][0] = C[n][n] = 1;
fe813a          for (int k = 1; k < n; ++k)
06438c              C[n][k] = (C[n - 1][k - 1] + C[n - 1][k]) % MOD;
cbb184      }
cbb184  }
Full file hash: 88d086
```

6.2 Binomial - Lucas' Theorem

```
be64a6  #include "../../../contest/header.hpp"
b92926  #include "../../../number_theory/mod_inverse/mod_inverse.cpp"
d41d8c  /*
8c1d32    [DESCRIPTION]
392786     Lucas' theorem to calculate C(N, M) % P where N, M be
4921be     non-negative integers and P a prime.
d41d8c
9af554       Write N and M in the base P:
102292     Np= n_kp^k +...+ n_1p + n_0 and Mp = m_kp^k +...+ m_1p + m_0.
0e88ed       Then C(N, M) === Prod(C(n_i, m_i)) % P
d41d8c
470e5b    [CONSEQUENCE]
da479c     A binomial coefficient C(N, M) is divisible by a prime P iff
fea373     there is an index i where
4cfd1d     Np[i] < Mp[i] which leads to C(Nb[i], Mb[i]) = 0.
14da71     Hence, C(N, M) % P = 0
d41d8c
bd7472    [USAGE]
ed7050     Pre-compute all factorials (mod P) up to the P prime chosen.
904b18     all the function choseModP.
9820f1     You can also pre-compute all factorials' modular inverses to
fd6c3e     boost the performance.
d41d8c
ff59a1    [COMPLEXITY]
c4de22     O(log_p(N) * mod_inverse())
c4c9bd   */
d41d8c
2f5a93  ll chooseModP(ll n, ll m, int p, vector<ll> &fact)
f95b70  {
386747    ll c = 1;
bce30e    while (n || m)
f95b70    {
5ec235      ll a = n % p, b = m % p;
545267      if (a < b)
bb30ba        return 0;
9f365c      c = c * fact[a] % p * mod_inverse<ll>(fact[b], p) % p *
   mod_inverse<ll>(fact[a - b], p) % p;
f4a0f7      n /= p;
b499ca      m /= p;
cbb184    }
807fb1    return c;
Full file hash: b91f81
```

6.3 Grundy

```
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
e1025f    Mex for Grundy Number O(N):
aaf075      To calculate the Grundy Number for a set of states, first
7603df      set terminal states' Grundy Number (zero if no move is a
da287c      loss condition).
39203d      Then, for each state, find the MEX for the Grundy Numbers of
7b06af      reacheable states (i.e. the lowest Grundy Number not
58630c      present).
d1d683      This will be the current state's Grundy Number.
d9551a      If you have many parallel games, you can find the equivalent
54f13f      Grundy number by doing XOR of individual Grundy Numbers.
777fcf      0 equals losing position, any other value is a winning
c7295a      position.
d41d8c
ca2095    Constraints:
c91487      The game must be symmetrical (same moves are available for
4b3a24      both players); have perfect information (no hidden or
838e2e      random stuff);
04a577      be finite (no loops).
d41d8c
b95cae    Usage:
90c9f6      For each state, save the Grundy Number of all reacheble
6be7b6      states in a vector v, and pass as argument to mex().
d41d8c
d41d8c
2c0da0    Source: my head
c4c9bd  */
d41d8c
b7803b  int mex(vector<int> v){
d41d8c    //Place every value in the position with same index (if possible
d41d8c    //and it's not already there)
f14e7f    for(int i = 0; i < v.size(); i++){
bd35f8      while(v[i] < v.size() && v[v[i]] != v[i])
dda303        swap(v[v[i]], v[i]);
cbb184    }
d41d8c    //Verify the first missing number
c6ecd5    for(int i = 0; i < v.size(); i++)
fce28f      if(v[i] != i)
d9a594        return i;
d41d8c
5f47f2    return v.size();
cbb184  }
Full file hash: 6fe471
```

6.4 Surreal Numbers

```
#include "../../contest/header.hpp"

/*
  General Theory for Two Player Game

  Take a perfect information game involving two players,
  Left and Right, where either one can start the game.

  This is a partial game in which the allowable moves
  depend on which of the two players is currently moving
  (e.g chess).

  There are four possible scenarios for an initial configuration:
    - Left wins (does not matter if first or second).
    - Right wins
    - First player wins.
    - Second player wins

  If a game has no "First player wins" configurations,
  the configurations of the game can be mapped to real
  numbers s(i) of the form a/2^b such that.
    - s(i) > 0 -> Left wins
    - s(i) < 0 -> Right wins
    - s(i) = 0 -> second player wins

  The union of two states i,j is mapped to s(i) + s(j)

  More formally:
  A game is a position in a contest between two players, Left and
  Right.
  Each player has a set of games called options to choose from in
  turn.
  Games are written {L|R} where L is the set of Left's options and
  R is the set of Right's options.

  At the start there are no games at all, so the empty set is the
  only set of options we can provide to the players.
  This defines the game {|}, which is called 0. We consider a
  player who must play a turn but has no options to have lost the
  game (so in game 0 second player wins). Given this game 0 there
  are now two possible sets of options, the empty set and the set
  whose only element is zero.
  The game {0|} is called 1, and the game {|0} is called -1.
  In game 1, if Right goes first, Left wins. And if Left goes
  first, he will choose game 0 to be next and win (because Right
  will have no moves).
  So game 1 is of the type Left wins, as expected.
  The game {0|0} is called * (star), and is the first game we find
```

```
d3107a    that is not a number (in this game, first player wins).
d41d8c
422b87    All numbers are positive, negative, or zero, and we say that a
079aff    game is positive if Left will win, negative if Right will win,
53c31a    or zero if the second player will win. Games that are not numbers
bde09b    have a fourth possibility: they may be fuzzy, meaning that the
4f5c39    first player will win. * is a fuzzy game.[4]
c4c9bd  */
d41d8c
13a4b1  int main(void)
f95b70  {
b3f86c    cin.sync_with_stdio(0);
b95c6c    cin.tie(0);
1a88fd    int n;
ba5ec5    while (cin >> n)
f95b70    {
55c786      ll mult = (1ll << 40);
d41d8c      // This will store the surreal number for each game times
d41d8c      // 2^40 (just to avoid doubles).
75f676      vector<ll> s(n);
fb8240      vector<int> val(n);
d41d8c
83008c      for (int i = 0; i < n; i++)
f95b70      {
905799        string a;
964d25        cin >> a;
e4c311        ll x = mult;
0f6f6d        bool change = false;
784833        for (int j = 0; j < sz(a); j++)
f95b70        {
194160          if (a[j] != a[0]) // After first different, start
d41d8c                    // changing x.
981b92            change = true;
d41d8c
b92c76          if (change)
4feb2a            x /= 2;
d41d8c
525d22          if (a[j] == 'B')
91055a            s[i] += x;
2954e9          else
6b1445            s[i] -= x;
cbb184        }
d41d8c
7e757f        val[i] = sz(a);
cbb184      }
d41d8c
d41d8c      // Now we have s[i] for each game.
d41d8c      // If we join two games i,j we get a game x with
d41d8c      // s(x) = s[i] + s[j] and val(x) = val[i] + val[i].
d41d8c      // So to find a fair game with s[x] = 0 and maximum val
```

```
d41d8c      // We need to find a subset with zero sum and maximum val.
d41d8c
d41d8c      // Here onwards we just solve this problem with meet in
d41d8c      // the middle.
d41d8c
60d900      unordered_map<ll, int> tab;
904add      int mid = (n + 1) / 2;
d096c6      for (int i = 0; i < (1 << mid); i++)
f95b70      {
00d744        ll x = 0;
39d9dc        int y = 0;
7a6f84        for (int j = 0; j < mid; j++)
8aa127          if (i & (1 << j))
f95b70          {
43ea17            x += s[j];
ab019b            y += val[j];
cbb184          }
d41d8c
0f0323        tab[x] = max(tab[x], y);
cbb184      }
d41d8c
1a4d4a      int ans = 0;
d41d8c
611f57      for (int i = 0; i < (1 << (n - mid)); i++)
f95b70      {
00d744        ll x = 0;
39d9dc        int y = 0;
6ccdb0        for (int j = 0; j < (n - mid); j++)
8aa127          if (i & (1 << j))
f95b70          {
b7e638            x += s[mid + j];
7d4407            y += val[mid + j];
cbb184          }
d41d8c
f85787        auto it = tab.find(-x);
e1c80c        if (it != tab.end())
f95b70        {
fb7de6          ans = max(ans, y + it->second);
cbb184        }
cbb184      }
d41d8c
886648      cout << ans << endl;
cbb184    }
cbb184  }
Full file hash: 767d32
```

7 Number Theory

7.1 General Chinese Remainder Theorem

```
5d1131  #include "../../contest/header.hpp"
771bdd  #include "../euclid/euclid.cpp"
d41d8c
d41d8c  /*
8c1d32      [DESCRIPTION]
055dbf       Returns a number x % lcm(m,n), such that:
096aa3          x === a (mod m)
fdeb15          x === b (mod n)
d41d8c
9c7922       returns -1 if there is no solution
d41d8c
ff59a1      [COMPLEXITY]
9a331b       log(n)
d41d8c
c1fa90      [CONSTRAINTS]
832081          LCM(m, n) should fit in a long long variable.
c4c9bd  */
d41d8c
5d15e5  ll crt(ll a, ll m, ll b, ll n)
f95b70  {
e6a14b      if (n > m)
134a9d          swap(a, b), swap(m, n);
3e2193      ll x, y, g = gcd<ll>(m, n, x, y);
f08934      if ((a - b) % g != 0)
daa4d1          return -1;
ef8b1c      x = (b - a) % n * x % n / g * m + a;
16c358      return x < 0 ? x + m * n / g : x;
cbb184  }
Full file hash: 261c61
```

7.2 General Chinese Remainder Theorem - System

```
5d1131  #include "../../contest/header.hpp"
5c6423  #include "crt.cpp"
d41d8c  /*
8c1d32      [DESCRIPTION]
4c169b       Returns a integer a number x, such that:
773426          x === a[0] (mod m[0])
726304          x === a[1] (mod m[1])
2f43b4          ...
f8e20b          x === a[n - 1] (mod m[n - 1])
d41d8c
06b9e3      The m[] set does not need to be only of coprimes, because it uses
e630ba      the generalized version of CRT.
d41d8c
bd7472      [USAGE]
8a1016       Just pass the arrays as shown above in the description and their
90261b       size.
deb107       It's 0-indexed, but its trivial to change it to 1-indexed.
d41d8c
8a9322      [RESULT]
33638d       The function returns x % LCM(m[0], m[1], ..., m[n - 1]) if a
2d9b26       answer exists. Otherwise it returns -1.
d41d8c
ff59a1      [COMPLEXITY]
a28f97       O( n * log(LCM(m)) )
d41d8c
c1fa90      [CONSTRAINTS]
6a09ab          LCM(m[0], m[1], ..., m[n - 1]) should fit in a long long
65b604          variable.
e2e167          The values of a[] can be arbitrary, because they are
806706          normalized inside the function
d41d8c
f55d9e      source: https://codeforces.com/blog/entry/61290
d41d8c
c4c9bd  */
d41d8c
815f3a  ll crt_system(ll a[], ll m[], int n)
f95b70  {
d41d8c      // normalize
83008c      for (int i = 0; i < n; i++)
e05f2f          a[i] = (a[i] % m[i] + m[i]) % m[i];
d41d8c
a78b68      ll ans = a[0];
20b4de      ll lcm = m[0];
aa4866      for (int i = 1; i < n; i++)
f95b70      {
1732b5          ans = crt(ans, lcm, a[i], m[i]);
7872a9          if (ans == -1)
daa4d1              return -1;
```

```
0be4e5          ll x, y;
e2e58b          ll d = gcd<ll>(lcm, m[i], x, y);
930f87          lcm = lcm * m[i] / d;
cbb184      }
ba75d2      return ans;
Full file hash: dd8682
```

7.3 Euclid

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
4b5b70    Extended Euclidean Algorithm:
71fa74      Returns the gcd of a and b.
49d10b      Also finds numbers x and y for which a * x + b * y = gcd(a, b)
f41d43      (not unique).
cd0ca0      All pairs can be represented in the form
c42c4e        (x + k * b / gcd, y - k * a / gcd)
76eea3      for k an arbitrary integer.
829635      If there are several such x and y, the function returns the
e3988a      pair for which |x| + |y| is minimal.
232b60      If there are several x and y satisfying the minimal criteria,
2eda4e      it outputs the pair for which X <= Y.
d41d8c
3997db    Source: modified from https://cp-algorithms.com/algebra/
df5dd3                 extended-euclid-algorithm.html
d41d8c
b95cae    Usage:
6475da      For non-extendend version, c++ has __gcd and __lcm.
d41d8c
ca2095    Constraints:
30a9e9      Produces correct results for negative integers as well.
c4c9bd  */
d41d8c
4fce64  template<class T>
94606e  T gcd(T a, T b, T &x, T &y)
f95b70  {
fcbb63    if (b == 0)
f95b70    {
483406      x = 1;
01dbf4      y = 0;
3f5343      return a;
cbb184    }
d41d8c
32895f    T x1, y1;
254183    T d = gcd(b, a % b, x1, y1);
711e33    x = y1;
a2a46d    y = x1 - y1 * (a / b);
be245b    return d;
cbb184  }
Full file hash: 0c35ae
```

7.4 Factorization (Pollard rho)

```
d41d8c  /*
d0042a    Description:
b75bc0      Pollard-rho randomized factorization algorithm. Returns prime
9374f8    factors of a number, in arbitrary order (e.g. 2299 ->
fbf488                            {11, 19, 11}).
d41d8c
421b12    Time:
018897      O(n^1/4) gcd calls, less for numbers with small factors.
d41d8c
1d1558    Source: https://github.com/kth-competitive-programming/
c4c9bd   */
d41d8c
5d1131  #include "../../contest/header.hpp"
09d4b3  #include "../primality_test/millerRabin.cpp"
d41d8c
97d675  ull pollard(ull n)
f95b70  {
4de5da    auto f = [n](ull x) { return (mod_mul(x, x, n) + 1) % n; };
6b3881    if (!(n & 1))
18b932      return 2;
8c364a    for (ull i = 2;; i++)
f95b70    {
e17462      ull x = i, y = f(x), p;
332fe8      while ((p = __gcd(n + y - x, n)) == 1)
b789c2        x = f(x), y = f(f(y));
94037d      if (p != n)
74e469        return p;
cbb184    }
cbb184  }
d41d8c
2de7b2  vector<ull> factorize(ull n)
f95b70  {
e7f697    if (n == 1)
21d05e      return {};
121b21    if (isPrime(n))
48e372      return {n};
bc6125    ull x = pollard(n);
b3b29a    auto l = factorize(x), r = factorize(n / x);
7af87c    l.insert(l.end(), all(r));
792fd4    return l;
cbb184  }
Full file hash: 66d5a6
```

7.5 Modular Inverse

```
771bdd  #include "../euclid/euclid.cpp"
d41d8c
d41d8c  /*
18a91e    Modular Inverse:
76e032      Returns an integer x such that (a * x) % m == 1.
71575f      The modular inverse exists if and only if a and m are
8dc50f      relatively prime.
ff1c03      Modular inverse is also equal to a^(phi(m) - 1) % m.
eb3b67      In particular, if m is prime a^(-1) == a^(m-2), which might be
6bc420      faster to code.
d41d8c
3997db    Source: modified from https://cp-algorithms.com/algebra/
f41770                module-inverse.html
c4c9bd  */
d41d8c
4fce64  template<class T>
b267c1  T mod_inverse(T a, T m)
f95b70  {
645c5d    T x, y;
6553c1    assert(gcd(a, m, x, y) == 1); // Or return something, if gcd is
d41d8c                  // not 1 the inverse doesn't exist.
08ffd4    return (x % m + m) % m;
cbb184  }
Full file hash: 7efa11
```

7.6 Large modular mult/pow

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
d0042a      Description:
b31056      Calculate a * b mod c (or a^b mod c)
002948      for 0 <= a, b < c < 2^63.
421b12      Time:
666f83      mod_mul: O (1)
19c3bc      mod_pow: (log b)
1d1558    Source: https://github.com/kth-competitive-programming/
c4c9bd  */
d41d8c
1199bf  ull mod_mul(ull a, ull b, ull M)
f95b70  {
053258    ll ret = a * b - M * ull(ld(a) * ld(b) / ld(M));
964402    return ret + M * (ret < 0) - M * (ret >= (ll)M);
cbb184  }
b40e0d  ull mod_pow(ull b, ull e, ull mod)
f95b70  {
c1a4a1    ull ans = 1;
4d1884    for (; e; b = mod_mul(b, b, mod), e /= 2)
654342      if (e & 1)
69ff2e        ans = mod_mul(ans, b, mod);
ba75d2    return ans;
Full file hash: ebdfbd
```

7.7 Modular Arithmetic

```
90fb23  #include "../mod_inverse/mod_inverse.cpp"
d41d8c
d41d8c  /*
d0cd85    Modular Arithmetic:
7bc537      Struct wrapper on to of modular arithmetics.
d41d8c
3997db    Source: modified from https://github.com/
6508de    kth-competitive-programming/kactl/blob/master/content/
591dff    number-theory/ModularArithmetic.h
c4c9bd  */
d41d8c
31e95d  template <ll mod>
072773  struct mod_num
f95b70  {
4ad8b8    ll x;
de85bc    explicit mod_num(ll x = 0) : x(x % mod) {}
f764be    mod_num operator+(mod_num b) { return mod_num(x + b.x); }
b1d9a9    mod_num operator-(mod_num b) { return mod_num(x - b.x + mod); }
b2fd70    mod_num operator*(mod_num b) { return mod_num(x * b.x); }
09dd48    mod_num operator/(mod_num b) { return mod_num(x * mod_inverse(b.x,
   mod)); }
583822    mod_num operator^(ll e)
f95b70    {
972df3      mod_num ans(1);
6d7204      mod_num b = *this;
25d98a      for (; e; b = b * b, e /= 2)
654342        if (e & 1)
bfba0b          ans = ans * b;
ba75d2      return ans;
cbb184    }
d41d8c
6dcc99    void operator+=(mod_num b) { x = (x + b.x) % mod; }
2145c1  };
d41d8c
31e95d  template <ll mod>
58e3fb  ostream &operator<<(ostream &os, mod_num<mod> x)
f95b70  {
55e0cb    return os << x.x;
cbb184  }
Full file hash: f151a0
```

7.8 Phi

```
#include "../../contest/header.hpp"

/*
  Euler's totient function (PHI):
    Euler's totient function, also known as phi-function PHI(n),
    counts the number of integers between 1 and n inclusive, which
    are coprime to n. Two numbers are coprime if their greatest
    common divisor equals 1 (1 is considered to be coprime to any
    number).


  Source: modified from https://cp-algorithms.com/algebra/
              phi-function.html
    and https://github.com/kth-competitive-programming/kactl/blob/
    master/content/number-theory/phiFunction.h

  Usage:
    Some useful properties:
    - If p is a prime number, PHI(p)=p-1.
    - If a and b are relatively prime, PHI(ab)=PHI(a)*PHI(b).
    - In general, for not coprime a and b,
        PHI(ab)=PHI(a)*PHI(b)*d/PHI(d), with d=gcd(a,b) holds.
    - PHI(PHI(m)) <= m / 2
    - Euler's theorem: a^PHI(m) === 1 (mod m), for a and m coprime
    - For a and m coprime: a^n === a^(n % PHI(m)) (mod m)
    - For arbitrary x,m and n >= log_2(m):
      x^n === x^(PHI(m)+[n % PHI(m)]) (mod m)
    The one above allows computing modular exponentiation for
    really large exponents.
    - If d is a divisor of n, then there are phi(n/d) numbers
      i <= n for which gcd(i,n)=d
    - sum_{d|n} phi(d) = n
    - sum_{1 <= k <= n, gcd(k,n)=1} k = n * phi(n) / 2, for n > 1
*/

// Use this one for few values of phi.
int phi(int n)
{
  int result = n;
  for (int i = 2; i * i <= n; i++)
  {
    if (n % i == 0)
    {
      while (n % i == 0)
        n /= i;
      result -= result / i;
    }
  }
```

```
f3d362    if (n > 1)
e48781      result -= result / n;
dc8384    return result;
cbb184  }
d41d8c
4fee4d  namespace totient
f95b70  {
2d637a  const int MAXV = 1000001; // Takes ~0.03 s for 10^6.
6e559b  int phi[MAXV];
d41d8c
b2a56e  void init()
f95b70  {
9484bb    for (int i = 0; i < MAXV; i++)
ed1f90      phi[i] = i & 1 ? i : i / 2;
9be7d6    for (int i = 3; i < MAXV; i += 2)
a2252f      if (phi[i] == i)
8a4437        for (int j = i; j < MAXV; j += i)
a9ba36          phi[j] -= phi[j] / i;
cbb184  }
cbb184  } // namespace totient
Full file hash: e79764
```

7.9 Primality Test

```
d41d8c  /*
d0042a      Description:
37dcd5          Deterministic Miller-Rabin primality test.
334ea2          Guaranteed to work for numbers up to 2^64 (for larger
824624          numbers, extend A randomly).
d41d8c
421b12      Time:
6718e3          7 * O(log b)
d41d8c
1d1558       Source: https://github.com/kth-competitive-programming/
c4c9bd  */
d41d8c
5d1131  #include "../../contest/header.hpp"
cfa7c0  #include "../mod_mul/mod_mul.cpp"
d41d8c
91e805  bool isPrime(ull n)
f95b70  {
e001bf      if (n < 2 || n % 6 % 4 != 1)
d15826          return n - 2 < 2;
43a246      ull A[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022},
c17dd6          s = __builtin_ctzll(n - 1), d = n >> s;
56ef5c      for (auto &a : A)
f95b70      { // ^ count trailing zeroes
8a86e5          ull p = mod_pow(a, d, n), i = s;
274cbc          while (p != 1 && p != n - 1 && a % n && i--)
2cbb80              p = mod_mul(p, p, n);
5fdfe0          if (p != n - 1 && i != s)
bb30ba              return 0;
cbb184      }
6a5530      return 1;
cbb184  }
Full file hash: df75c7
```

7.10 Sieve

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
d5cfbe    Sieve of Eratosthenes:
0a5343      Finds all primes in interval [2, MAXP] in O(MAXP) time.
91376b      Also finds lp[i] for every i in [2, MAXP], such that lp[i] is
0aab64      the minimum prime factor of i.
6dbf8e      Particularly useful for factorization.
d41d8c
3997db    Source: modified from https://cp-algorithms.com/algebra/
874189                prime-sieve-linear.html
d41d8c
b95cae    Usage:
9290fb      Set MAXP and call init.
85265b      Sieve for 10^7 should run in about 0.2 s.
c4c9bd  */
d41d8c
2ca8b0  namespace sieve
f95b70  {
bace98  const int MAXP = 10000000; // Will find primes in interval [2, MAXP].
39b809  int lp[MAXP + 1]; // lp[i] is the minimum prime factor of i.
632f82  vector<int> p; // Ordered list of primes up to MAXP.
d41d8c
b2a56e  void init()
f95b70  {
008cd3    for (int i = 2; i <= MAXP; i++)
f95b70    {
d4a1cc      if (lp[i] == 0)
b6fab7        p.push_back(lp[i] = i);
d41d8c
9d854a      for (int j = 0; j < (int)p.size() && p[j] <= lp[i] && i * p[j] <=
    MAXP; j++)
fb7d48        lp[i * p[j]] = p[j];
cbb184    }
cbb184  }
cbb184  } // namespace sieve
Full file hash: e9076d
```

8 Numerical

8.1 Big Int

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  // This code is not meant to be written in icpc contests.
d41d8c  // This is just here to fill a void for now.
d41d8c  // Source: someone on CF
d41d8c
d41d8c  // NOTE:
d41d8c  // This code contains various bug fixes compared to the original
d41d8c  // version from
d41d8c  // indy256 (github.com/indy256/codelibrary/blob/master/cpp/
   numbertheory/bigint-full.cpp),
d41d8c  // including:
d41d8c  // - Fix overflow bug in mul_karatsuba.
d41d8c  // - Fix overflow bug in fft.
d41d8c  // - Fix bug in initialization from long long.
d41d8c  // - Optimized operators + - *.
d41d8c  //
d41d8c  // Tested:
d41d8c  // - https://www.e-olymp.com/en/problems/266: Comparison
d41d8c  // - https://www.e-olymp.com/en/problems/267: Subtraction
d41d8c  // - https://www.e-olymp.com/en/problems/271: Multiplication
d41d8c  // - https://www.e-olymp.com/en/problems/272: Multiplication
d41d8c  // - https://www.e-olymp.com/en/problems/313: Addition
d41d8c  // - https://www.e-olymp.com/en/problems/314: Addition/Subtraction
d41d8c  // - https://www.e-olymp.com/en/problems/317: Multiplication (simple
   / karatsuba / fft)
d41d8c  // - https://www.e-olymp.com/en/problems/1327: Multiplication
d41d8c  // - https://www.e-olymp.com/en/problems/1328
d41d8c  // - VOJ BIGNUM: Addition, Subtraction, Multiplication.
d41d8c  // - SGU 111: sqrt
d41d8c  // - SGU 193
d41d8c  // - SPOJ MUL, VFMUL: Multiplication.
d41d8c  // - SPOJ FDIV, VFDIV: Division.
d41d8c
d73a77  const int BASE_DIGITS = 9;
82e97b  const int BASE = 1000000000;
d41d8c
6acb6c  struct BigInt {
d65d12      int sign;
a9d078      vector<int> a;
d41d8c
d41d8c      // -------------------- Constructors --------------------
d41d8c      // Default constructor.
1acfca      BigInt() : sign(1) {}
d41d8c
d41d8c      // Constructor from long long.
```

```
ccf902      BigInt(long long v) {
324222          *this = v;
cbb184      }
235125      BigInt& operator = (long long v) {
ce6fc2          sign = 1;
ea2149          if (v < 0) {
6a74a9              sign = -1;
6fab41              v = -v;
cbb184          }
22838a          a.clear();
fefe2d          for (; v > 0; v = v / BASE)
c237f1              a.push_back(v % BASE);
357a55          return *this;
cbb184      }
d41d8c
d41d8c      // Initialize from string.
c710ec      BigInt(const string& s) {
e65d4a          read(s);
cbb184      }
d41d8c
d41d8c      // -------------------- Input / Output -------------------
6c30c4      void read(const string& s) {
ce6fc2          sign = 1;
22838a          a.clear();
bec7a6          int pos = 0;
a68fdf          while (pos < (int) s.size() && (s[pos] == '-' || s[pos] == '+
    ')) {
dbe226              if (s[pos] == '-')
2b8bd1                  sign = -sign;
17dad0              ++pos;
cbb184          }
7959ef          for (int i = s.size() - 1; i >= pos; i -= BASE_DIGITS) {
c67d6f              int x = 0;
d343c4              for (int j = max(pos, i - BASE_DIGITS + 1); j <= i; j++)
cfc7e4                  x = x * 10 + s[j] - '0';
7c6978              a.push_back(x);
cbb184          }
0ebb65          trim();
cbb184      }
bd2995      friend istream& operator>>(istream &stream, BigInt &v) {
ac0066          string s;
e0c759          stream >> s;
c4002a          v.read(s);
a87cf7          return stream;
cbb184      }
d41d8c
44647f      friend ostream& operator<<(ostream &stream, const BigInt &v) {
b5c525          if (v.sign == -1 && !v.isZero())
27bc2a              stream << '-';
4fda68          stream << (v.a.empty() ? 0 : v.a.back());
```

```
fce618          for (int i = (int) v.a.size() - 2; i >= 0; --i)
018b85              stream << setw(BASE_DIGITS) << setfill('0') << v.a[i];
a87cf7          return stream;
cbb184      }
d41d8c
d41d8c      // -------------------- Comparison --------------------
7014c0      bool operator<(const BigInt &v) const {
eb909f          if (sign != v.sign)
603965              return sign < v.sign;
a2765e          if (a.size() != v.a.size())
f7d303              return a.size() * sign < v.a.size() * v.sign;
305fef          for (int i = ((int) a.size()) - 1; i >= 0; i--)
00d0de              if (a[i] != v.a[i])
2441c5                  return a[i] * sign < v.a[i] * sign;
d1fe4d          return false;
cbb184      }
d41d8c
426053      bool operator>(const BigInt &v) const {
54bd3a          return v < *this;
cbb184      }
65677c      bool operator<=(const BigInt &v) const {
0fe7a0          return !(v < *this);
cbb184      }
605209      bool operator>=(const BigInt &v) const {
d9c542          return !(*this < v);
cbb184      }
880606      bool operator==(const BigInt &v) const {
7f44a6          return !(*this < v) && !(v < *this);
cbb184      }
062171      bool operator!=(const BigInt &v) const {
6c55aa          return *this < v || v < *this;
cbb184      }
d41d8c
d41d8c      // Returns:
d41d8c      // 0 if |x| == |y|
d41d8c      // -1 if |x| < |y|
d41d8c      // 1 if |x| > |y|
ce6386      friend int __compare_abs(const BigInt& x, const BigInt& y) {
e78df5          if (x.a.size() != y.a.size()) {
c86c62              return x.a.size() < y.a.size() ? -1 : 1;
cbb184          }
d41d8c
a552ab          for (int i = ((int) x.a.size()) - 1; i >= 0; --i) {
a5b2df              if (x.a[i] != y.a[i]) {
b1ec3d                  return x.a[i] < y.a[i] ? -1 : 1;
cbb184              }
cbb184          }
bb30ba          return 0;
cbb184      }
d41d8c
```

```
d41d8c      // -------------------- Unary operator - and operators +-
   --------------------
1e3c00      BigInt operator-() const {
18bf1f          BigInt res = *this;
b9607c          if (isZero()) return res;
d41d8c
290faa          res.sign = -sign;
b5053e          return res;
cbb184      }
d41d8c
d41d8c      // Note: sign ignored.
d60e6f      void __internal_add(const BigInt& v) {
f7247c          if (a.size() < v.a.size()) {
2ce41c              a.resize(v.a.size(), 0);
cbb184          }
1addcf          for (int i = 0, carry = 0; i < (int) max(a.size(), v.a.size()
   ) || carry; ++i) {
df4512              if (i == (int) a.size()) a.push_back(0);
d41d8c
85e77e              a[i] += carry + (i < (int) v.a.size() ? v.a[i] : 0);
49bff0              carry = a[i] >= BASE;
1791a8              if (carry) a[i] -= BASE;
cbb184          }
cbb184      }
d41d8c
d41d8c      // Note: sign ignored.
8b47dc      void __internal_sub(const BigInt& v) {
65cb2e          for (int i = 0, carry = 0; i < (int) v.a.size() || carry; ++i
   ) {
a1437d              a[i] -= carry + (i < (int) v.a.size() ? v.a[i] : 0);
e0b1f1              carry = a[i] < 0;
da53a6              if (carry) a[i] += BASE;
cbb184          }
0e329b          this->trim();
cbb184      }
d41d8c
89fb6b      BigInt operator += (const BigInt& v) {
8ea459          if (sign == v.sign) {
570069              __internal_add(v);
9d9745          } else {
ae3659              if (__compare_abs(*this, v) >= 0) {
e9815a                  __internal_sub(v);
9d9745              } else {
dcc3fe                  BigInt vv = v;
3c5f43                  swap(*this, vv);
fe0d8d                  __internal_sub(vv);
cbb184              }
cbb184          }
357a55          return *this;
cbb184      }
```

```
d41d8c
6b1a22      BigInt operator -= (const BigInt& v) {
8ea459          if (sign == v.sign) {
ae3659              if (__compare_abs(*this, v) >= 0) {
e9815a                  __internal_sub(v);
9d9745              } else {
dcc3fe                  BigInt vv = v;
3c5f43                  swap(*this, vv);
fe0d8d                  __internal_sub(vv);
0db96d                  this->sign = -this->sign;
cbb184              }
9d9745          } else {
570069              __internal_add(v);
cbb184          }
357a55          return *this;
cbb184      }
d41d8c
d41d8c      // Optimize operators + and - according to
d41d8c      // https://stackoverflow.com/questions/13166079/move-semantics-
   and-pass-by-rvalue-reference-in-overloaded-arithmetic
f1e02d      template< typename L, typename R >
81c687          typename std::enable_if<
4eceb0              std::is_convertible<L, BigInt>::value &&
c0db24              std::is_convertible<R, BigInt>::value &&
061102              std::is_lvalue_reference<R&&>::value,
6b2030              BigInt>::type friend operator + (L&& l, R&& r) {
46b960          BigInt result(std::forward<L>(l));
fbef75          result += r;
dc8384          return result;
cbb184      }
f1e02d      template< typename L, typename R >
81c687          typename std::enable_if<
4eceb0              std::is_convertible<L, BigInt>::value &&
c0db24              std::is_convertible<R, BigInt>::value &&
bccc2f              std::is_rvalue_reference<R&&>::value,
6b2030              BigInt>::type friend operator + (L&& l, R&& r) {
5f09ae          BigInt result(std::move(r));
a5a040          result += l;
dc8384          return result;
cbb184      }
d41d8c
f1e02d      template< typename L, typename R >
81c687          typename std::enable_if<
4eceb0              std::is_convertible<L, BigInt>::value &&
6ca6cc              std::is_convertible<R, BigInt>::value,
1612ea              BigInt>::type friend operator - (L&& l, R&& r) {
46b960          BigInt result(std::forward<L>(l));
1d15a0          result -= r;
dc8384          return result;
cbb184      }
```

```
d41d8c
d41d8c      // -------------------- Operators * / % --------------------
a179f4      friend pair<BigInt, BigInt> divmod(const BigInt& a1, const BigInt
   & b1) {
872d46          assert(b1 > 0);  // divmod not well-defined for b < 0.
d41d8c
25f4e9          long long norm = BASE / (b1.a.back() + 1);
7c41dc          BigInt a = a1.abs() * norm;
ecd4f4          BigInt b = b1.abs() * norm;
da5ddc          BigInt q = 0, r = 0;
90ee93          q.a.resize(a.a.size());
d41d8c
72b5b8          for (int i = a.a.size() - 1; i >= 0; i--) {
79aca3              r *= BASE;
0caac0              r += a.a[i];
0eeb4e              long long s1 = r.a.size() <= b.a.size() ? 0 : r.a[b.a.
   size()];
bc1a99              long long s2 = r.a.size() <= b.a.size() - 1 ? 0 : r.a[b.a
   .size() - 1];
0ebba0              long long d = ((long long) BASE * s1 + s2) / b.a.back();
5d4f85              r -= b * d;
612239              while (r < 0) {
bd3902                  r += b, --d;
cbb184              }
5898c8              q.a[i] = d;
cbb184          }
d41d8c
535024          q.sign = a1.sign * b1.sign;
a29af3          r.sign = a1.sign;
36a918          q.trim();
9a35fd          r.trim();
38a539          auto res = make_pair(q, r / norm);
458098          if (res.second < 0) res.second += b1;
b5053e          return res;
cbb184      }
547e4b      BigInt operator/(const BigInt &v) const {
ce8f7c          return divmod(*this, v).first;
cbb184      }
d41d8c
ee46c3      BigInt operator%(const BigInt &v) const {
7a671a          return divmod(*this, v).second;
cbb184      }
d41d8c
c2998e      void operator/=(int v) {
d1ee66          assert(v > 0);  // operator / not well-defined for v <= 0.
dd9f94          if (llabs(v) >= BASE) {
85cc00              *this /= BigInt(v);
505b97              return ;
cbb184          }
8e679f          if (v < 0)
```

```
20198f              sign = -sign, v = -v;
8e5533          for (int i = (int) a.size() - 1, rem = 0; i >= 0; --i) {
cbe153              long long cur = a[i] + rem * (long long) BASE;
8d1e71              a[i] = (int) (cur / v);
cb35e0              rem = (int) (cur % v);
cbb184          }
0ebb65          trim();
cbb184      }
d41d8c
49658a      BigInt operator/(int v) const {
d1ee66          assert(v > 0);  // operator / not well-defined for v <= 0.
d41d8c
dd9f94          if (llabs(v) >= BASE) {
ed0225              return *this / BigInt(v);
cbb184          }
18bf1f          BigInt res = *this;
37184f          res /= v;
b5053e          return res;
cbb184      }
3b4fa6      void operator/=(const BigInt &v) {
e51f70          *this = *this / v;
cbb184      }
d41d8c
54c35d      long long operator%(long long v) const {
d1ee66          assert(v > 0);  // operator / not well-defined for v <= 0.
a1e888          assert(v < BASE);
cbed95          int m = 0;
947442          for (int i = a.size() - 1; i >= 0; --i)
95269a              m = (a[i] + m * (long long) BASE) % v;
9af577          return m * sign;
cbb184      }
d41d8c
a0b62a      void operator*=(int v) {
dd9f94          if (llabs(v) >= BASE) {
014cdd              *this *= BigInt(v);
505b97              return ;
cbb184          }
8e679f          if (v < 0)
20198f              sign = -sign, v = -v;
c6279c          for (int i = 0, carry = 0; i < (int) a.size() || carry; ++i)
   {
74ab7d              if (i == (int) a.size())
ddfb75                  a.push_back(0);
d09f08              long long cur = a[i] * (long long) v + carry;
98cd39              carry = (int) (cur / BASE);
861843              a[i] = (int) (cur % BASE);
d41d8c              //asm("divl %%ecx" : "=a"(carry), "=d"(a[i]) : "A"(cur),
   "c"(base));
d41d8c              /*
97f03f               int val;
```

```
ab8362                __asm {
bab6b5                lea esi, cur
6cd1f3                mov eax, [esi]
d5ad3f                mov edx, [esi+4]
378c50                mov ecx, base
d88250                div ecx
e3e615                mov carry, eax
6f8726                mov val, edx;
cbb184                }
26a9ce                a[i] = val;
c4c9bd                */
cbb184            }
0ebb65            trim();
cbb184        }
d41d8c
d1d185        BigInt operator*(int v) const {
dd9f94            if (llabs(v) >= BASE) {
42696e                return *this * BigInt(v);
cbb184            }
18bf1f            BigInt res = *this;
6b38f1            res *= v;
b5053e            return res;
cbb184        }
d41d8c
d41d8c        // Convert BASE 10^old --> 10^new.
ead252        static vector<int> convert_base(const vector<int> &a, int
   old_digits, int new_digits) {
943071            vector<long long> p(max(old_digits, new_digits) + 1);
c4bbd4            p[0] = 1;
85cf8d            for (int i = 1; i < (int) p.size(); i++)
7cc6c9                p[i] = p[i - 1] * 10;
02fb60            vector<int> res;
c6278d            long long cur = 0;
6427c9            int cur_digits = 0;
c0e004            for (int i = 0; i < (int) a.size(); i++) {
b28c31                cur += a[i] * p[cur_digits];
e4696c                cur_digits += old_digits;
5ebda5                while (cur_digits >= new_digits) {
6f203f                    res.push_back((long long)(cur % p[new_digits]));
1cec8a                    cur /= p[new_digits];
318982                    cur_digits -= new_digits;
cbb184                }
cbb184            }
a5eaaa            res.push_back((int) cur);
c5a021            while (!res.empty() && !res.back())
efcb65                res.pop_back();
b5053e            return res;
cbb184        }
d41d8c
009dfc        void fft(vector<complex<double> > & a, bool invert) const {
```

```
8ec808          int n = (int) a.size();
d41d8c
677a94          for (int i = 1, j = 0; i < n; ++i) {
4af5d7              int bit = n >> 1;
425aec              for (; j >= bit; bit >>= 1)
b39a0f                  j -= bit;
297413              j += bit;
9dcc5c              if (i < j)
33275d                  swap(a[i], a[j]);
cbb184          }
d41d8c
eb733a          for (int len = 2; len <= n; len <<= 1) {
2f82ea              double ang = 2 * 3.14159265358979323846 / len * (invert ?
    -1 : 1);
a0b444              complex<double> wlen(cos(ang), sin(ang));
6c8781              for (int i = 0; i < n; i += len) {
c2eaad                  complex<double> w(1);
876230                  for (int j = 0; j < len / 2; ++j) {
371eda                      complex<double> u = a[i + j];
0c0391                      complex<double> v = a[i + j + len / 2] * w;
6c3014                      a[i + j] = u + v;
273255                      a[i + j + len / 2] = u - v;
3e4104                      w *= wlen;
cbb184                  }
cbb184              }
cbb184          }
2111a0          if (invert)
6cb8cc              for (int i = 0; i < n; ++i)
b098a6                  a[i] /= n;
cbb184      }
d41d8c
0d5969      void multiply_fft(const vector<int> &a, const vector<int> &b,
   vector<int> &res) const {
58dd64          vector<complex<double> > fa(a.begin(), a.end());
249aaa          vector<complex<double> > fb(b.begin(), b.end());
43ec81          int n = 1;
727e5e          while (n < (int) max(a.size(), b.size()))
c149a4              n <<= 1;
c149a4          n <<= 1;
37aa6c          fa.resize(n);
870070          fb.resize(n);
d41d8c
3a13f2          fft(fa, false);
c76760          fft(fb, false);
6cb8cc          for (int i = 0; i < n; ++i)
940eb7              fa[i] *= fb[i];
959d01          fft(fa, true);
d41d8c
f38aa2          res.resize(n);
6e20af          long long carry = 0;
```

```
baeb9e          for (int i = 0; i < n; ++i) {
6e6901              long long t = (long long) (fa[i].real() + 0.5) + carry;
9e18f0              carry = t / 1000;
bb5b3b              res[i] = t % 1000;
cbb184          }
cbb184      }
d41d8c
d64466      BigInt mul_simple(const BigInt &v) const {
02a624          BigInt res;
325cfe          res.sign = sign * v.sign;
4bc9af          res.a.resize(a.size() + v.a.size());
7a7093          for (int i = 0; i < (int) a.size(); ++i)
b40a68              if (a[i])
761845                  for (int j = 0, carry = 0; j < (int) v.a.size() ||
   carry; ++j) {
df3e98                      long long cur = res.a[i + j] + (long long) a[i] *
    (j < (int) v.a.size() ? v.a[j] : 0) + carry;
98cd39                      carry = (int) (cur / BASE);
ff01d5                      res.a[i + j] = (int) (cur % BASE);
cbb184                  }
d7ee6d          res.trim();
b5053e          return res;
cbb184      }
d41d8c
ad1556      typedef vector<long long> vll;
d41d8c
4d42f9      static vll karatsubaMultiply(const vll &a, const vll &b) {
94d5f8          int n = a.size();
1fb0e0          vll res(n + n);
44d3ec          if (n <= 32) {
83008c              for (int i = 0; i < n; i++)
f90a6b                  for (int j = 0; j < n; j++)
8dd9af                      res[i + j] += a[i] * b[j];
b5053e              return res;
cbb184          }
d41d8c
af0b16          int k = n >> 1;
f9fca2          vll a1(a.begin(), a.begin() + k);
72c0c7          vll a2(a.begin() + k, a.end());
48ebf6          vll b1(b.begin(), b.begin() + k);
88c9a6          vll b2(b.begin() + k, b.end());
d41d8c
03c868          vll a1b1 = karatsubaMultiply(a1, b1);
e56678          vll a2b2 = karatsubaMultiply(a2, b2);
d41d8c
40d6ad          for (int i = 0; i < k; i++)
c20ed7              a2[i] += a1[i];
40d6ad          for (int i = 0; i < k; i++)
b009cc              b2[i] += b1[i];
d41d8c
```

```
6a2f29          vll r = karatsubaMultiply(a2, b2);
be9bd2          for (int i = 0; i < (int) a1b1.size(); i++)
47fef2              r[i] -= a1b1[i];
cf04ec          for (int i = 0; i < (int) a2b2.size(); i++)
00a00c              r[i] -= a2b2[i];
d41d8c
5951a9          for (int i = 0; i < (int) r.size(); i++)
1bf61e              res[i + k] += r[i];
be9bd2          for (int i = 0; i < (int) a1b1.size(); i++)
d6cf88              res[i] += a1b1[i];
cf04ec          for (int i = 0; i < (int) a2b2.size(); i++)
ab9916              res[i + n] += a2b2[i];
b5053e          return res;
cbb184      }
d41d8c
287510      BigInt mul_karatsuba(const BigInt &v) const {
48c647          vector<int> a6 = convert_base(this->a, BASE_DIGITS, 6);
f64a05          vector<int> b6 = convert_base(v.a, BASE_DIGITS, 6);
e1cb30          vll a(a6.begin(), a6.end());
5ed74f          vll b(b6.begin(), b6.end());
1a813e          while (a.size() < b.size())
ddfb75              a.push_back(0);
0d118e          while (b.size() < a.size())
c40831              b.push_back(0);
634b60          while (a.size() & (a.size() - 1))
eed3fb              a.push_back(0), b.push_back(0);
16bf35          vll c = karatsubaMultiply(a, b);
02a624          BigInt res;
325cfe          res.sign = sign * v.sign;
6e20af          long long carry = 0;
7dbc9f          for (int i = 0; i < (int) c.size(); i++) {
dc97b8              long long cur = c[i] + carry;
cdf472              res.a.push_back((int) (cur % 1000000));
735fb2              carry = cur / 1000000;
cbb184          }
7b10c4          res.a = convert_base(res.a, 6, BASE_DIGITS);
d7ee6d          res.trim();
b5053e          return res;
cbb184      }
d41d8c
933d02      void operator*=(const BigInt &v) {
fa4bc1          *this = *this * v;
cbb184      }
24478f      BigInt operator*(const BigInt &v) const {
de6792          if (a.size() * v.a.size() <= 1000111) return mul_simple(v);
fec548          if (a.size() > 500111 || v.a.size() > 500111) return mul_fft(
   v);
a67c32          return mul_karatsuba(v);
cbb184      }
d41d8c
```

```
0f0ce5      BigInt mul_fft(const BigInt& v) const {
02a624          BigInt res;
325cfe          res.sign = sign * v.sign;
d1a018          multiply_fft(convert_base(a, BASE_DIGITS, 3), convert_base(v.
   a, BASE_DIGITS, 3), res.a);
74be5c          res.a = convert_base(res.a, 3, BASE_DIGITS);
d7ee6d          res.trim();
b5053e          return res;
cbb184      }
d41d8c
d41d8c      // -------------------- Misc --------------------
9f0aff      BigInt abs() const {
18bf1f          BigInt res = *this;
3ccc69          res.sign *= res.sign;
b5053e          return res;
cbb184      }
a0fac1      void trim() {
b03a9b          while (!a.empty() && !a.back())
4685a5              a.pop_back();
e28510          if (a.empty())
ce6fc2              sign = 1;
cbb184      }
d41d8c
88d324      bool isZero() const {
5c0518          return a.empty() || (a.size() == 1 && !a[0]);
cbb184      }
d41d8c
e7ccd6      friend BigInt gcd(const BigInt &a, const BigInt &b) {
183a15          return b.isZero() ? a : gcd(b, a % b);
cbb184      }
7977e6      friend BigInt lcm(const BigInt &a, const BigInt &b) {
8b81ac          return a / gcd(a, b) * b;
cbb184      }
d41d8c
2f7166      friend BigInt sqrt(const BigInt &a1) {
b25149          BigInt a = a1;
53b77e          while (a.a.empty() || a.a.size() % 2 == 1)
8a6b34              a.a.push_back(0);
d41d8c
0c5896          int n = a.a.size();
d41d8c
f9194d          int firstDigit = (int) sqrt((double) a.a[n - 1] * BASE + a.a[
   n - 2]);
3c7b49          int norm = BASE / (firstDigit + 1);
b65c20          a *= norm;
b65c20          a *= norm;
53b77e          while (a.a.empty() || a.a.size() % 2 == 1)
8a6b34              a.a.push_back(0);
d41d8c
8a28a4          BigInt r = (long long) a.a[n - 1] * BASE + a.a[n - 2];
```

```
4e5685          firstDigit = (int) sqrt((double) a.a[n - 1] * BASE + a.a[n -
   2]);
97c0e8          int q = firstDigit;
02a624          BigInt res;
d41d8c
a1054f          for(int j = n / 2 - 1; j >= 0; j--) {
e63f29              for(; ; --q) {
592185                  BigInt r1 = (r - (res * 2 * BigInt(BASE) + q) * q) *
   BigInt(BASE) * BigInt(BASE) + (j > 0 ? (long long) a.a[2 * j - 1] * BASE +
    a.a[2 * j - 2] : 0);
60f563                  if (r1 >= 0) {
01144f                      r = r1;
c2bef1                      break;
cbb184                  }
cbb184              }
d2c0d8              res *= BASE;
f2637e              res += q;
d41d8c
e79d0e              if (j > 0) {
febb34                  int d1 = res.a.size() + 2 < r.a.size() ? r.a[res.a.
   size() + 2] : 0;
baacce                  int d2 = res.a.size() + 1 < r.a.size() ? r.a[res.a.
   size() + 1] : 0;
78b193                  int d3 = res.a.size() < r.a.size() ? r.a[res.a.size()
   ] : 0;
7d925d                  q = ((long long) d1 * BASE * BASE + (long long) d2 *
   BASE + d3) / (firstDigit * 2);
cbb184              }
cbb184          }
d41d8c
d7ee6d          res.trim();
28ae5c          return res / norm;
cbb184      }
2145c1  };
Full file hash: f1f35b
```

8.2 FFT

```
#include "../../contest/header.hpp"

/*
  FFT:
    FFT allows multiplication of two polynomials in O(n log n).
    This can also be used to multiply two long numbers faster.
    Other applications:
    - All possible sums of two arrays.
    - Dot product of vector a with every cyclic shift of vector b.
    - Attaching two boolean stripes without two 1s next to each
      other.
    - String matching.

  Usage:
    long double is a lot slower. 3s with ld and 0.7 with double
    for 10^6 size vectors.

  Source: https://cp-algorithms.com/algebra/fft.html
*/

using cd = complex<ld>;
const ld PI = acos(-1.0L);

void fft(vector<cd> &a, bool invert)
{
  int n = sz(a);

  for (int i = 1, j = 0; i < n; i++)
  {
    int bit = n >> 1;
    for (; j & bit; bit >>= 1)
      j ^= bit;
    j ^= bit;

    if (i < j)
      swap(a[i], a[j]);
  }

  for (int len = 2; len <= n; len <<= 1)
  {
    ld ang = 2 * PI / len * (invert ? -1 : 1);
    cd wlen(cos(ang), sin(ang));
    for (int i = 0; i < n; i += len)
    {
      cd w(1);
      for (int j = 0; j < len / 2; j++)
      {
        cd u = a[i + j], v = a[i + j + len / 2] * w;
```

```
6c3014          a[i + j] = u + v;
273255          a[i + j + len / 2] = u - v;
3e4104          w *= wlen;
cbb184        }
cbb184      }
cbb184    }
d41d8c
2111a0    if (invert)
f95b70    {
0b5665      for (cd &x : a)
b6d31b        x /= n;
cbb184    }
cbb184  }
d41d8c
d41d8c  // Input a[0] + a[1]x + a[2]x^2 ...
d41d8c  // Returns polynomial of size equal to the smallest power of two at
d41d8c  // least as large as a.size() + b.size(). This can have some extra
d41d8c  // zeros.
d41d8c  // Use long double if using long long.
4fce64  template <class T>
a3a2ed  vector<T> multiply(vector<T> const &a, vector<T> const &b)
f95b70  {
6fa6b9    vector<cd> fa(a.begin(), a.end()), fb(b.begin(), b.end());
43ec81    int n = 1;
86a505    while (n < sz(a) + sz(b))
c149a4      n <<= 1;
37aa6c    fa.resize(n);
870070    fb.resize(n);
d41d8c
3a13f2    fft(fa, false);
c76760    fft(fb, false);
83008c    for (int i = 0; i < n; i++)
940eb7      fa[i] *= fb[i];
959d01    fft(fa, true);
d41d8c
ebf3b6    vector<T> result(n);
83008c    for (int i = 0; i < n; i++)
5b32dc      result[i] = (T)round(fa[i].real()); // Remember to remove
d41d8c                          // rounding if working
d41d8c                          // with floats.
dc8384    return result;
cbb184  }
Full file hash: d7b825
```

8.3 Fraction

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
390211    Fraction representation:
4d1181      All operations run in O(gcd) = O(log).
d41d8c
b95cae    Usage:
70e7d7      Don't modify internal values, use constructor.
a5c1f6      Some nice things about the constructor:
a0fd50        frac() = 0/1, frac(5) = 5/1.
d41d8c
77eacc      Be careful that the numerator and denominator might overflow
ecaa93      if lcm is too big.
d15290      In those cases, you can always do frac<big_int>, but that will
162d84      be painful to code.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
4fce64  template <class T>
4cf1ca  struct frac
f95b70  {
e75828    T a, b; // b can't be negative, very important.
d41d8c
191fc6    explicit frac(T a = 0, T b = 1) : a(a), b(b) { simpl(); }
d41d8c
7d70f7    void simpl()
f95b70    {
8eb5bb      T g = __gcd(abs(a), abs(b)) * sign(b); // Make b positive.
fe7245      a /= g;
ee2d42      b /= g;
cbb184    }
d41d8c
d59b8a    bool operator<(const frac &rhs) const
f95b70    {
5c6427      return a * rhs.b < rhs.a * b;
cbb184    }
d41d8c
7ebf19    bool operator>(const frac &rhs) const
f95b70    {
2ab79c      return rhs < *this;
cbb184    }
d41d8c
d60bf3    bool operator==(const frac &rhs) const // TODO: untested.
f95b70    {
77c0b8      return !(*this < rhs) && !(rhs < *this);
cbb184    }
d41d8c
```

```
473b74    frac operator*(const frac &rhs) const
f95b70    {
f0117d      return frac(a * rhs.a, b * rhs.b);
cbb184    }
d41d8c
04b5a1    frac operator+(const frac &rhs) const
f95b70    {
3ff11f      T m = (b * rhs.b) / __gcd(b, rhs.b);
24edd6      return frac(a * (m / b) + rhs.a * (m / rhs.b), m);
cbb184    }
d41d8c
c8ca1d    frac operator-(void) const
f95b70    {
132fb3      return frac(-a, b);
cbb184    }
d41d8c
de243f    frac operator-(const frac &rhs) const
f95b70    {
111760      return (*this) + (-rhs);
cbb184    }
d41d8c
d63a85    frac operator/(const frac &rhs) const
f95b70    {
f5299b      return (*this) * frac(rhs.b, rhs.a);
cbb184    }
d41d8c
9e018a    friend ostream &operator<<(ostream &os, const frac &f)
f95b70    {
891d94      return os << f.a << "/" << f.b;
cbb184    }
2145c1  };
d41d8c
Full file hash: c8862e
```

8.4 Integration

```
d41d8c  /*
f64ead    Numerical Integration:
c14d11      Given a function f and an interval [a, b] estimates integral
1aa194      of f(x) dx from a to b.
bfe460      Error is in theory inversely proportional to n^4.
d41d8c
b95cae    Usage:
be1ead      n, the number of intervals must be even.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
044d82  template <class F>
7d9945  double simpsons(const F &f, int n /* even */, double a, double b)
f95b70  {
46af34    double retv = f(a) + f(b);
d025af    double h = (b - a) / n;
acfc81    for (int i = 1; i < n; i += 2)
900086      retv += 4 * f(a + i * h);
1c3900    for (int i = 2; i < n; i += 2)
6c1313      retv += 2 * f(a + i * h);
d41d8c
055fe5    retv *= h / 3;
6272cf    return retv;
cbb184  }
d41d8c
d41d8c  // Sample usage:
d41d8c  // int main(void)
d41d8c  // {
d41d8c  //  printf("%.20lf\n", simpsons([](double x) { return pow(sin(M_PI *
   x / 2.0), 3.2);}, 2000, 0, 2));
d41d8c  // }
Full file hash: caa0e5
```

8.5 linalg

```
#include "../../contest/header.hpp"

/*
  Vector and matrix operations:
    Details are given in each function.
    vec inherits from vector<T>, so there is a lot you can do
    with it.
    Also, mat inherits from vector<vec<T>>.

  Author: Arthur Pratti Dadalto

  Source: some of it from https://github.com/
              kth-competitive-programming/
                kactl/blob/master/content/numerical/
              MatrixInverse.h
*/

template <class T>
struct vec : vector<T>
{
  vec(int n) : vector<T>(n) {}

  // c = a*x + b*y
  static void linear_comb(const vec &a, T x, const vec &b, T y, vec &
    c)
  {
    for (int i = 0; i < sz(a); i++)
      c[i] = a[i] * x + b[i] * y;
  }

  // return a*x + b*y
  static vec linear_comb(vec a, T x, const vec &b, T y)
  {
    linear_comb(a, x, b, y, a);
    return a;
  }
};

template <class T>
struct mat : vector<vec<T>>
{
  // Creates a zero-filled matrix of n rows and m columns.
  mat(int n, int m) : vector<vec<T>>(n, vec<T>(m)) {}

  // c = a * x + b * y
  static void linear_comb(const mat &a, T x, const mat &b, T y, mat &
    c)
  {
```

```
8fe753      for (int i = 0; i < sz(a); i++)
f47ed7        for (int j = 0; j < sz(a[i]); j++)
4f844b          c[i][j] = a[i][j] * x + b[i][j] * y;
cbb184    }
d41d8c
d41d8c    // return a * x + b * y
08e6ea    static mat linear_comb(mat a, T x, const mat &b, T y)
f95b70    {
4fec85      linear_comb(a, x, b, y, a);
3f5343      return a;
cbb184    }
d41d8c
13fd2a    mat operator-(const mat &b) const { return linear_comb(*this, T(1),
    b, T(-1)); }
d41d8c
0138fa    mat operator+(const mat &b) const { return linear_comb(*this, T(1),
    b, T(1)); }
d41d8c
93d3e8    mat operator*(const T &x) { return linear_comb(*this, x, *this, T
   (0)); }
d41d8c
d41d8c    // Absolutely does not work for int.
72c1fd    mat operator/(const T &x) const { return linear_comb(*this, T(1) /
   x, *this, T(0)); }
d41d8c
d41d8c    // Multiplication of NxR matrix and a RxM matrix.
d41d8c    // TODO test me on non-square.
c36e39    mat operator*(mat b) const
f95b70    {
3f45f0      int n = (*this).size();
29292f      int m = b[0].size();
2fda01      int r = (*this)[0].size();
a13aec      mat retv(n, m);
83008c      for (int i = 0; i < n; i++)
a75dd3        for (int j = 0; j < m; j++)
608272          for (int k = 0; k < r; k++)
7c3a99            retv[i][j] = retv[i][j] + (*this)[i][k] * b[k][j];
d41d8c
6272cf      return retv;
cbb184    }
d41d8c
d41d8c    // Returns inverse of matrix (assuming it is square and
d41d8c    // non-singular).
d41d8c    // Runs in O(n^3).
d41d8c    // Absolutely does not work for int.
14566d    mat inverse() // TODO: test singular.
f95b70    {
d23a72      int n = sz(*this);
bca455      mat a(n, 2 * n);  // A is Nx2N: X|I.
f7f2d1      vector<int> col(n); // Will be using column pivoting,
```

```
d41d8c                // so need to remember original columns.
83008c      for (int i = 0; i < n; i++)
f95b70      {
f90a6b        for (int j = 0; j < n; j++)
c1c7c0          a[i][j] = (*this)[i][j];
34ac5b        a[i][i + n] = T(1);
6dcd38        col[i] = i;
cbb184      }
d41d8c
83008c      for (int i = 0; i < n; i++)
f95b70      {
903ccf        int r = i, c = i;
775cab        for (int j = i; j < n; j++)
90f1d8          for (int k = i; k < n; k++)
f78c7f            if (abs(a[j][k]) > abs(a[r][c]))
d4c894              r = j, c = k;
d41d8c
d41d8c        // assert(abs(a[r][c]) > EPS); Uncomment to check singular
d41d8c        // matrix
a2fa24        swap(a[i], a[r]);
d41d8c
f90a6b        for (int j = 0; j < n; j++)
c8cc8f          swap(a[j][i], a[j][c]), swap(a[j][i + n], a[j][c + n]);
c1d48e        swap(col[i], col[c]);
d41d8c
b70d15        vec<T>::linear_comb(a[i], T(1) / a[i][i], a[i], T(0), a[i]);
67830d        a[i][i] = T(1);
d41d8c
197ab1        for (int j = i + 1; j < n; j++)
3704dc          vec<T>::linear_comb(a[j], T(1), a[i], -a[j][i], a[j]);
cbb184      }
d41d8c
d41d8c      // Right now A is:
d41d8c      //
d41d8c      //  1 * *
d41d8c      //  0 1 *
d41d8c      //  0 0 1
d41d8c      //
d41d8c      // Next we remove non-1s from right to left.
d41d8c
917d8b      for (int i = n - 1; i > 0; i--)
c791cd        for (int j = 0; j < i; j++)
3704dc          vec<T>::linear_comb(a[j], T(1), a[i], -a[j][i], a[j]);
d41d8c
c70ad2      mat retv(n, n);
83008c      for (int i = 0; i < n; i++)
f90a6b        for (int j = 0; j < n; j++)
4eb40a          retv[col[i]][col[j]] = a[i][j + n];
6272cf      return retv;
cbb184    }
```

```
2145c1  };
Full file hash: 2c7bde
```

8.6 NTT

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
79dc60    Number Theoretic Transform:
5dda9c      FFT allows multiplication of two polynomials in O(n log n)
ebdf6e      where you need the coeficients modulo some specific prime.
d41d8c
b95cae    Usage:
e2ebcc      Can be used for convolutions modulo specific nice primes
5b2366      of the form (b * 2^a + 1), where the convolution result
149fb3      has size at most $2^a$.
f58885      Inputs must be in [0, mod).
d41d8c
1d1558    Source: https://cp-algorithms.com/algebra/fft.html
c4c9bd  */
d41d8c
b5e822  const ll mod = (119 << 23) + 1, root = 62; // = 998244353
d41d8c  // For p < 2^30 there is also e.g. 5 << 25, 7 << 26, 479 << 21
d41d8c  // and 483 << 21 (same root). The last two are > 10^9.
d41d8c
4c88e6  ll modpow(ll b, ll e)
f95b70  {
d5469f    ll ans = 1;
36e90c    for (; e; b = b * b % mod, e /= 2)
654342      if (e & 1)
6a3d49        ans = ans * b % mod;
ba75d2    return ans;
cbb184  }
d41d8c
192b04  typedef vector<ll> vl;
3f39ef  void ntt(vl &a, vl &rt, vl &rev, int n)
f95b70  {
83008c    for (int i = 0; i < n; i++)
b3fdf0      if (i < rev[i])
1e645d        swap(a[i], a[rev[i]]);
657bcd    for (int k = 1; k < n; k *= 2)
1e5238      for (int i = 0; i < n; i += 2 * k)
68f8d4        for (int j = 0; j < k; j++)
f95b70        {
86eb2e          ll z = rt[j + k] * a[i + j + k] % mod, &ai = a[i + j];
93de95          a[i + j + k] = (z > ai ? ai - z + mod : ai - z);
589658          ai += (ai + z >= mod ? z - mod : z);
cbb184        }
cbb184  }
d41d8c
92da3f  vl conv(const vl &a, const vl &b)
f95b70  {
41f63a    if (a.empty() || b.empty())
```

```
21d05e      return {};
6b2b5b    int s = sz(a) + sz(b) - 1, B = 32 - __builtin_clz(s), n = 1 << B;
642805    vl L(a), R(b), out(n), rt(n, 1), rev(n);
6b422b    L.resize(n), R.resize(n);
d41d8c
83008c    for (int i = 0; i < n; i++)
a17004      rev[i] = (rev[i / 2] | (i & 1) << B) / 2;
d41d8c
b2c3ee    ll curL = mod / 2, inv = modpow(n, mod - 2);
41487f    for (int k = 2; k < n; k *= 2)
f95b70    {
8939f5      ll z[] = {1, modpow(root, curL /= 2)};
1d31c1      for (int i = k; i < 2 * k; i++)
25629e        rt[i] = rt[i / 2] * z[i & 1] % mod;
cbb184    }
d41d8c
2fa9bc    ntt(L, rt, rev, n);
89ff07    ntt(R, rt, rev, n);
83008c    for (int i = 0; i < n; i++)
1cbba8      out[-i & (n - 1)] = L[i] * R[i] % mod * inv % mod;
bc5af9    ntt(out, rt, rev, n);
c20361    return {out.begin(), out.begin() + s};
cbb184  }
Full file hash: ebd7dd
```

8.7 Simplex

```
#include "../../contest/header.hpp"

/*
  Simplex:
    Optimizes a linear program of the form:
      maximize c*x, s.t. a*x <ops> b, x >= 0.
    Each constraint can use a different operator from {<= >= ==}.
    Not polynomial, but got AC 150 ms with 4000 constraints and
    200 variables.

  Usage:
    Call run_simplex, with the number of constraints and
    variables, a, b, ops and c (as specified above).
    Return value is ok if solution was found, unbounded if
    objective value can be infinitely large
    or infeasible if there is no solution given the constraints.

    The value of each variable is returned in vector res.
    Objective function optimal value is also returned.
    Sample usage is commented below.

  Author: Arthur Pratti Dadalto
*/

template <class T>
struct vec : vector<T>
{
  vec(int n) : vector<T>(n) {}

  // c = a*x + b*y
  static void linear_comb(const vec &a, T x, const vec &b, T y, vec &
    c)
  {
    for (int i = 0; i < sz(a); i++)
      c[i] = a[i] * x + b[i] * y;
  }
};

template <class T>
struct mat : vector<vec<T>>
{
  // Creates a zero-filled matrix of n rows and m columns.
  mat(int n, int m) : vector<vec<T>>(n, vec<T>(m)) {}

  // Erase row O(n^2).
    void erase_row(int i)
    {
        this->erase(this->begin() + i);
```

```
cbb184      }
d41d8c
d41d8c    // Erase column O(n^2).
1b22c6      void erase_col(int j)
f95b70      {
798fc8          for (int i = 0; i < sz(*this); i++)
a7796a              (*this)[i].erase((*this)[i].begin() + j);
cbb184      }
2145c1  };
d41d8c
d3ff82  namespace simplex
f95b70  {
d41d8c  // Any value within [-EPS, +EPS] will be considered equal to 0.
05667a  const double EPS = 1e-6;
d41d8c
5e6f5b  enum op { ge, le, eq };
d41d8c
242dbb  enum optimization_status { ok, unbouded, infeasible };
d41d8c
4d9580  int get_entering_var(mat<double> &tab)
f95b70  {
d41d8c    // Get first non-artificial variable with negative objective
d41d8c    // coeficient. If none, return -1. (could instead return most
d41d8c    // negative, but that could cycle)
682f62    for (int i = 0; i < sz(tab[0]) - 1; i++)
72e0d2      if (tab[0][i] < -EPS)
d9a594        return i;
daa4d1    return -1;
cbb184  }
d41d8c
201003  int get_exiting_var_row(mat<double> &tab, int entering_var)
f95b70  {
d41d8c    // Get smallest value of val and first in case of tie. If none,
d41d8c    // return -1.
fcb2fc    int retv = -1;
6213b9    double val = -1.0;
a07064    for (int i = 1; i < sz(tab); i++)
f95b70    {
d41d8c      // If strictly positive, it bounds the entering var.
dcda72      if (tab[i][entering_var] > EPS)
f95b70      {
d41d8c        // Entering var will be bounded by
d41d8c        // tab[i][tab.size().second - 1] / tab[i][entering_var].
d41d8c        // val could be slightly negative if
d41d8c        //   tab[i][tab.size().second - 1] = -0.
393d3f        if (val == -1.0 || tab[i][sz(tab[i]) - 1] / tab[i][entering_var
   ] < val)
f95b70        {
78d87c          val = tab[i][sz(tab[i]) - 1] / tab[i][entering_var];
52cece          retv = i;
```

```
cbb184        }
cbb184      }
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
d41d8c
ed25d2  optimization_status solve_tab(mat<double> &tab, vector<int> &
   basic_var)
f95b70  {
d41d8c    // artificial_count is the number of variables at the end we
d41d8c    // should ignore.
a17ec7    int entering_var;
6b7846    while ((entering_var = get_entering_var(tab)) != -1)
f95b70    {
6c0a23      int exiting_var_row = get_exiting_var_row(tab, entering_var);
d41d8c
d41d8c      // If no exiting variable bounds the entering variable, the
d41d8c      // objective is unbounded.
813335      if (exiting_var_row == -1)
914a2e        return optimization_status::unbouded;
d41d8c
d41d8c      // Set new basic var coeficient to 1.
89c7a2      vec<double>::linear_comb(tab[exiting_var_row], (1.0 / tab[
   exiting_var_row][entering_var]), tab[exiting_var_row], 0.0, tab[
   exiting_var_row]);
d41d8c
d41d8c      // Gaussian elimination of the other rows.
c7a773      for (int i = 0; i < sz(tab); i++)
81c379        if (i != exiting_var_row)
ed2730          if (abs(tab[i][entering_var]) > EPS)
7ad878            vec<double>::linear_comb(tab[i], 1.0, tab[exiting_var_row],
    -tab[i][entering_var], tab[i]);
d41d8c
64dd6a      basic_var[exiting_var_row] = entering_var;
cbb184    }
d41d8c
c52f1c    return optimization_status::ok;
cbb184  }
d41d8c
d41d8c  // maximize c*x, s.t. a*x <ops> b. x >= 0.
f1a105  optimization_status run_simplex(int num_constraints, int num_vars,
   mat<double> a, vec<op> ops, vec<double> b, vec<double> c, vec<double> &res
   , double &obj_val)
f95b70  {
334f46    for (int i = 0; i < num_constraints; i++)
5f946c      if (ops[i] == op::ge)
f95b70      {
d41d8c        // Beyond this point "ge" constraints won't exist.
44438f        vec<double>::linear_comb(a[i], -1, a[i], 0, a[i]); // a[i] *=
```

```
   -1;
250b4d         b[i] *= -1;
1c38d4         ops[i] = op::le;
cbb184       }
d41d8c
0264da     int num_artificial_variables = 0;
371f2b     int num_slack_variables = 0;
334f46     for (int i = 0; i < num_constraints; i++)
f95b70     {
0ec40f       if (ops[i] == op::le)
f95b70       {
37acf9         num_slack_variables++;
cbb184       }
d41d8c
359aa4       if ((ops[i] == op::le && b[i] < -EPS) || ops[i] == op::eq)
f95b70       {
d41d8c         // If we have rhs strictly negative in a inequality or an
d41d8c         // equality constraint, we need an artificial val.
fc36e6         num_artificial_variables++;
cbb184       }
cbb184     }
d41d8c
854c33     mat<double> tab(num_constraints + 1, num_vars + num_slack_variables
    + num_artificial_variables + 1);
9a9a70     vector<int> basic_var(num_constraints + 1);
775265     vector<int> slack_cols, artificial_cols;
7f63aa     for (int i = num_vars; i < num_vars + num_slack_variables; i++)
10c71f       slack_cols.push_back(i);
e0b615     for (int i = num_vars + num_slack_variables; i < num_vars +
   num_slack_variables + num_artificial_variables; i++)
eafbfb       artificial_cols.push_back(i);
c70a50     int rhs_col = num_vars + num_slack_variables +
   num_artificial_variables;
d41d8c
d41d8c     // First objective will be to have artificial variables equal to 0
017565     for (int i : artificial_cols)
b98201       tab[0][i] = 1;
d41d8c
9c49f5     for (int i = 0, k = 0, l = 0; i < num_constraints; i++)
f95b70     {
861a15       for (int j = 0; j < num_vars; j++)
e3832e         tab[i + 1][j] = a[i][j];
d41d8c
0ec40f       if (ops[i] == op::le)
141495         tab[i + 1][slack_cols[l++]] = 1;
d41d8c
142f37       tab[i + 1][rhs_col] = b[i];
d41d8c
359aa4       if ((ops[i] == op::le && b[i] < -EPS) || ops[i] == op::eq)
f95b70       {
```

```
d41d8c        // Basic var will be artificial
2a6978        if (b[i] < -EPS)
009fda          vec<double>::linear_comb(tab[i + 1], -1, tab[i + 1], 0, tab[i
    + 1]); // a[i] *= -1;
d41d8c
86fab4        tab[i + 1][artificial_cols[k++]] = 1;
116454        basic_var[i + 1] = artificial_cols[k - 1];
d41d8c
06db08        vec<double>::linear_comb(tab[0], 1.0, tab[i + 1], -1.0, tab[0])
   ;
cbb184      }
2954e9      else // Basic var will be slack var.
f95b70      {
ae77b6        basic_var[i + 1] = slack_cols[l - 1];
cbb184      }
cbb184    }
d41d8c
df8d17    assert(solve_tab(tab, basic_var) == optimization_status::ok);
d41d8c
d41d8c    // Best solution could not bring artificial variables to 0
d41d8c    // (objective max Z = sum(-xa)).
fe0d64    if (tab[0][sz(tab[0]) - 1] < -EPS)
94b8a3      return optimization_status::infeasible;
d41d8c
d41d8c    // If we have an artificial variable on the base with xb = 0, we
d41d8c    // need to remove it.
e6411b    for (int i = 1; i < sz(basic_var); i++)
0778cb      if (basic_var[i] >= num_vars + num_slack_variables)
f95b70      {
d41d8c        // Find non-artificial replacement.
e2f213        for (int j = 0; j < sz(tab[i]) - 1 - num_artificial_variables;
   j++)
f95b70        {
d41d8c          // If non-zero value in row, we can replace.
a8880b          if (j != basic_var[i] && abs(tab[i][j]) > EPS)
f95b70          {
d41d8c            // Remove from the other rows.
b5fa44            vec<double>::linear_comb(tab[i], 1.0 / tab[i][j], tab[i],
   0, tab[i]);
d41d8c
443db5            for (int k = 0; k < sz(tab); k++)
635b4c              if (k != i)
f95b70              {
e76184                if (abs(tab[k][j]) > EPS)
4b6b27                  vec<double>::linear_comb(tab[k], 1, tab[i], -tab[k][j
   ], tab[k]);
cbb184              }
d41d8c
d41d8c            // Basic variable replacemente done, so proceed to
d41d8c            // next basic_var.
```

```
7e0f27            basic_var[i] = j;
c2bef1            break;
cbb184          }
cbb184        }
cbb184      }
d41d8c
ca2210    for (int i = sz(tab) - 1; i > 0; i--)
0778cb      if (basic_var[i] >= num_vars + num_slack_variables)
f95b70      {
d41d8c        // Could not replace basic var, so constraint is redundant
2cd1fb        tab.erase_row(i);
fe14c7        basic_var.erase(basic_var.begin() + i);
cbb184      }
d41d8c
d41d8c    // Remove artificial variable columns.
5c3178    for (int i = sz(artificial_cols) - 1; i >= 0; i--)
9a226e      tab.erase_col(artificial_cols[i]);
d41d8c
1311b7    for (int i = 0; i < sz(tab[0]); i++)
d2677f      tab[0][i] = 0;
f17293    for (int i = 0; i < num_vars; i++)
94256d      tab[0][i] = -c[i];
d41d8c
a07064    for (int i = 1; i < sz(tab); i++)
b39526      vec<double>::linear_comb(tab[0], 1, tab[i], -tab[0][basic_var[i
   ]], tab[0]);
d41d8c
54ad02    optimization_status status = solve_tab(tab, basic_var);
d41d8c
b68670    res = vec<double>(num_vars);
e6411b    for (int i = 1; i < sz(basic_var); i++)
047b20      if (basic_var[i] < num_vars)
81f54e        res[basic_var[i]] = tab[i][sz(tab[i]) - 1];
d41d8c
a3473e    obj_val = tab[0][sz(tab[0]) - 1];
d41d8c
62d3d5    return status;
cbb184  }
cbb184  } // namespace simplex
d41d8c
d41d8c  /*
13a4b1  int main(void)
f95b70  {
14e0a7    int n, m;
aa3380    cin >> n >> m;
d41d8c
37ce14    int num_constraints = m, num_vars = n;
d41d8c
d41d8c    // maximize c*x, s.t. a*x <ops> b. x >= 0.
2626bb    mat<double> a(num_constraints, num_vars);
```

```
84d434    vec<double> b(num_constraints);
01b2af    vec<simplex::op> ops(num_constraints);
dabb12    vec<double> c(num_vars);
40ca17    vec<double> res(num_vars);
d41d8c
83008c    for (int i = 0; i < n; i++)
a733f7      cin >> c[i];
d41d8c
94f72b    for (int i = 0; i < m; i++)
f95b70    {
7ba74c      int l, r, x;
15994b      cin >> l >> r >> x;
0dfebd      for (int j = l - 1; j <= r - 1; j++)
a21125        a[i][j] = 1;
df0b9d      b[i] = x;
80367f      ops[i] = simplex::op::le;
cbb184    }
d41d8c
1afc12    double ans;
dd6c28    simplex::run_simplex(num_constraints, num_vars, a, ops, b, c, res,
   ans);
d41d8c
530b75    cout << ((long long)(ans + 0.5)) << endl;
cbb184  }
c4c9bd  */
Full file hash: 46f321
```

9 String

9.1 Aho Corasick

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
30562e    Aho-Corasick: O(alpha_size * string_sum)
4e9057      In general, multiple pattern string matching tree/automaton.
d41d8c
a6fcc1      Keep in mind that find_all can be O(N*sqrt(N)) if no duplicate
b16fe5      patterns. (N is total string length)
d41d8c
ca2095    Constraints:
76adb2      chars in the string are all in the interval
66258a      [first, first + alpha_size - 1].
3da079      This will not free some memory on object destruction.
390590      Duplicate patterns are allowed, empty patterns are not.
d41d8c
b95cae    Usage:
df3a72      Set alpha_size and the first char in the alphabet.
e98cb2      Call constructor passing the list of pattern strings.
0f1b09      Use one of find, find_all ... to process a text or do your own
9d306a      thing.
42a2c2      To find the longest words that start at each position, reverse
ac5c99      all input.
3439d1      Bottleneck in this code is memory allocation.
91a84c      For 10^6 total string size, memory usage can be up to 300 Mb.
d41d8c
b34145      You can save time:
3cd07b        list_node, match_list, match_list_last are only needed to
d10915        list all matches.
57e4db        atm automaton table can be cut to reduce memory usage.
018d49        The text processing stuff is also optional.
02e3ad        Node memory can be one big array instead of vector.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
e7f92a  struct aho_corasick
f95b70  {
da45ec    enum
f95b70    {
033315      alpha_size = 26,  // Number of chars in the alphabet.
b3d02f      first = 'a'     // First char.
2145c1    };
d41d8c
fc487b    struct list_node    // Simple linked list node struct.
f95b70    {
53e65f      int id;
```

```
6ec94b      list_node *next;
ff56a7      explicit list_node(int id, list_node *next) : id(id), next(next)
   {}
2145c1    };
d41d8c
e4accb    struct node
f95b70    {
ca8b7e      int fail = -1;      // node failure link (aka suffix link).
d41d8c
2eb620      int nmatches = 0;   // Number of matches ending in this
d41d8c                    // node.
d41d8c
9005b9      int next[alpha_size]; // Next node in trie for each letter.
d41d8c                  // Replace with unordered_map or list
d41d8c                  // if memory is tight.
d41d8c
c0f747      int atm[alpha_size];  // Optional: Automaton state
d41d8c                  // transition table. Simpler text
d41d8c                  // processing.
d41d8c
d41d8c      // Pointer to first node in linked list of matches.
d41d8c      // List ends with null pointer.
44edb6      list_node *match_list = nullptr;
d41d8c
d41d8c      // Internal: pointer to last node in list of matches
d41d8c      // (before bfs), or null if empty list.
01009c      list_node *match_list_last = nullptr;
d41d8c
d41d8c      // Start with all invalid transitions.
e6fb82      node() { memset(next, -1, sizeof(next)); }
2145c1    };
d41d8c
b9ea22    vector<node> nodes;
d41d8c
9b61f6    aho_corasick(const vector<string> &pats)
f95b70    {
225eb3      nodes.emplace_back(); // Make root node 0.
b5bf96      for (int i = 0; i < sz(pats); i++)
f95b70      {
b3da3c        int cur = 0;  // Start from root.
9f5c69        for (int j = 0; j < sz(pats[i]); j++)
f95b70        {
ec0388          int k = pats[i][j] - first;
d41d8c
10937b          if (nodes[cur].next[k] <= 0)
f95b70          {
d41d8c            // Make new node if needed.
976fa3            nodes[cur].next[k] = sz(nodes);
225eb3            nodes.emplace_back();
cbb184          }
```

```
d41d8c
47b49f          cur = nodes[cur].next[k];
cbb184        }
d41d8c
d41d8c        // Add logic here if additional data is needed on matched
d41d8c        // strings.
4daeea        nodes[cur].nmatches++;
d41d8c        // Add string to node list of matches.
45f177        nodes[cur].match_list = new list_node(i, nodes[cur].match_list)
   ;
fe38fe        if (nodes[cur].nmatches == 1)
947da5          nodes[cur].match_list_last = nodes[cur].match_list;
cbb184      }
d41d8c
26a528      queue<int> q;
d41d8c      // Define fail for first level.
6733a6      for (int i = 0; i < alpha_size; i++)
f95b70      {
d41d8c        // Invalid transitions from 0 now become valid self
d41d8c        // transitions.
e8dc83        if (nodes[0].next[i] == -1)
fb628f          nodes[0].next[i] = 0;
d41d8c
d41d8c        // Automaton state transition table.
7d3171        nodes[0].atm[i] = nodes[0].next[i];
d41d8c
d41d8c        // Single letter nodes have fail = 0 and go in the queue.
bc34bf        if (nodes[0].next[i] > 0)
f95b70        {
eded92          q.push(nodes[0].next[i]);
9b22e6          nodes[nodes[0].next[i]].fail = 0;
cbb184        }
cbb184      }
d41d8c
ee6bdd      while (!q.empty()) // Use bfs to compute fail for next level.
f95b70      {
69faa7        int cur = q.front();
833270        q.pop();
d41d8c
6733a6        for (int i = 0; i < alpha_size; i++)
af4a6e          if (nodes[cur].next[i] > 0) // Don't use -1 and don't
d41d8c                                      // use transition to root.
f95b70          {
d41d8c            // Unrelated to code below, filling automaton.
3ecdd3            nodes[cur].atm[i] = nodes[cur].next[i];
d41d8c
d41d8c            // Computing fail for next node and putting it in
d41d8c            // the queue.
3ae7da            int prox = nodes[cur].next[i];
53ef92            q.push(prox);
```

```
d41d8c
f252cb            int state = nodes[cur].fail;
c66324            while (nodes[state].next[i] == -1)
d712e2              state = nodes[state].fail;
d41d8c
7836db            nodes[prox].fail = nodes[state].next[i];
d41d8c
d41d8c            // Add logic here if additional data is needed on
d41d8c            // matched strings.
2940ed            nodes[prox].nmatches += nodes[nodes[prox].fail].nmatches;
d41d8c
d41d8c            // Add in O(1) list from fail link to next node's
d41d8c            // list.
d41d8c            // Operation: a->b->null c->null to a->b->c->null.
59ed4d            (nodes[prox].match_list_last ? nodes[prox].match_list_last
   ->next : nodes[prox].match_list) = nodes[nodes[prox].fail].match_list;
cbb184          }
2954e9          else
f95b70          {
a04598            nodes[cur].atm[i] = nodes[nodes[cur].fail].atm[i];
cbb184          }
cbb184      }
cbb184    }
d41d8c
d41d8c    // Optional
d41d8c    // Returns a vector retv such that, for each text position i:
d41d8c    // retv[i] is the index of the largest pattern ending at position
d41d8c    // i in the text.
d41d8c    // If retv[i] == -1, no pattern ends at position i.
32246d    vector<int> find(const string &text)
f95b70    {
107323      vector<int> retv(sz(text));
b3da3c      int cur = 0;
d41d8c
77447e      for (int i = 0; i < sz(text); i++)
f95b70      {
13dae2        cur = nodes[cur].atm[text[i] - first];
29e58f        retv[i] = (nodes[cur].match_list ? nodes[cur].match_list->id :
   -1);
cbb184      }
d41d8c
6272cf      return retv;
cbb184    }
d41d8c
d41d8c    // Optional
d41d8c    // Returns a vector retv such that, for each text position i:
d41d8c    // retv[i] is the number of pattern matches ending at position i
d41d8c    // in the text.
48d0f2    vector<int> count(const string &text)
f95b70    {
```

```
107323      vector<int> retv(sz(text));
b3da3c      int cur = 0;
d41d8c
77447e      for (int i = 0; i < sz(text); i++)
f95b70      {
13dae2        cur = nodes[cur].atm[text[i] - first];
1a43d3        retv[i] = nodes[cur].nmatches;
cbb184      }
d41d8c
6272cf      return retv;
cbb184    }
d41d8c
d41d8c    // Optional
d41d8c    // Returns a vector retv such that, for each text position i:
d41d8c    // retv[i] is a list of indexes to the patterns ending at position
d41d8c    // i in the text.
d41d8c    // These lists will be sorted from largest to smallest pattern
d41d8c    // length.
d41d8c    // Keep in mind that find_all can be O(N*sqrt(N)) if no duplicate
d41d8c    // patterns. (N is total string length)
4e5a4c    vector<vector<int>> find_all(const string &text)
f95b70    {
77b54a      vector<vector<int>> retv(sz(text));
b3da3c      int cur = 0;
d41d8c
77447e      for (int i = 0; i < sz(text); i++)
f95b70      {
13dae2        cur = nodes[cur].atm[text[i] - first];
d82b0e        for (auto n = nodes[cur].match_list; n != nullptr; n = n->next)
4c4784          retv[i].push_back(n->id);
cbb184      }
d41d8c
6272cf      return retv;
cbb184    }
d41d8c
d41d8c    // Optional
d41d8c    // Returns a vector retv such that:
d41d8c    // retv is a list of indexes to the patterns ending at position
d41d8c    // pos in the text.
d41d8c    // This list will be sorted from largest to smallest pattern
d41d8c    // length.
251c66    vector<int> find_all_at_pos(const string &text, int pos)
f95b70    {
aeb888      vector<int> retv;
b3da3c      int cur = 0;
d41d8c
77447e      for (int i = 0; i < sz(text); i++)
f95b70      {
13dae2        cur = nodes[cur].atm[text[i] - first];
d41d8c
```

```
c57c6f        if (i == pos)
d82b0e          for (auto n = nodes[cur].match_list; n != nullptr; n = n->
   next)
1ad617            retv.push_back(n->id);
cbb184      }
d41d8c
6272cf      return retv;
cbb184    }
2145c1  };
Full file hash: 2ec64b
```

9.2 Hash

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
032d27    String hashing:
4d6ea3      Get polynomial hash for any substring in O(1) after O(n)
76e86b      preprocessing.
d41d8c
b95cae    Usage:
cac48f      Good values c = 137, mod = 10^9 + 7.
92282d      If necessary to check too many pairs of hashes, use two
c7c0c4      different hashes.
d41d8c
10785a      If hashing something other than english characters:
eb7765        - Don't have elements with value 0.
0e7713        - Use c > max element value.
c4c9bd  */
d41d8c
164df5  struct hash_interval
f95b70  {
8805cb    ll c, mod;
dcf2cf    vector<ll> h, p;
d41955    hash_interval(const string &s, ll c, ll mod) : c(c), mod(mod), h(sz
   (s) + 1), p(sz(s) + 1)
f95b70    {
c4bbd4      p[0] = 1;
cdca7d      h[0] = 0;
11e703      for (int i = 0; i < sz(s); i++)
f95b70      {
909b2c        h[i + 1] = (c * h[i] + s[i]) % mod;
e69dd9        p[i + 1] = (c * p[i]) % mod;
cbb184      }
cbb184    }
d41d8c
d41d8c    // Returns hash of interval s[a ... b] (where 0 <= a <= b < sz(s))
d12ad5    ll get(int a, int b)
f95b70    {
2c612c      return (h[b + 1] - ((h[a] * p[b - a + 1]) % mod) + mod) % mod;
cbb184    }
2145c1  };
Full file hash: b9525a
```

9.3 KMP

```
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
8dec4f    Prefix Function and KMP:
e45403      Computes prefix function for a given string in O(n).
16bb22      String matching in O(n + m).
37f784      No need to be strings, you can use vector<int> since the
e68a76      algorithms don't depend on the alphabet size, they only
f21b2e      perform equality comparisons.
b5efd9      Usage is explained in each function.
d41d8c
3db72f    Author: Arthur Pratti Dadalto
c4c9bd  */
d41d8c
d41d8c  // Returns the prefix function for the given string.
d41d8c  // pi[i] for 0 <= i <= s.size() (s.size() + 1 elements).
d41d8c  // pi[i] considers the prefix of string s having size i.
d41d8c  // pi[i] is the size of its (the prefix's) largest proper prefix
d41d8c  // which is also a suffix.
d41d8c  // For "aabaaab", pi is is {0,0,1,0,1,2,2,3}
4fce64  template <class T>
8fa849  vector<int> prefix_function(T s)
f95b70  {
d2c5d5    vector<int> pi(s.size() + 1, 0);
a94e4a    for (int i = 2; i <= s.size(); i++)
f95b70    {
3f878c      int j = pi[i - 1]; // j is the size of the candidate prefix
d41d8c                  // to expand.
d41d8c
4b3f35      while (j > 0 && s[j] != s[i - 1]) // While we still have a
d41d8c                        // candidate prefix and it
d41d8c                        // can't be expanded.
d41d8c
187475        j = pi[j];  // Go to the next candidate prefix.
d41d8c
d41d8c      // If candidate prefix can be expanded, do it. Otherwise,
d41d8c      // there is no prefix that is also a suffix.
f986f8      pi[i] = s[j] == s[i - 1] ? j + 1 : 0;
cbb184    }
d41d8c
81d1a2    return pi;
cbb184  }
d41d8c
d41d8c  // Returns a sorted list of all positions in the text string where
d41d8c  // begins an ocurrence of the key string.
d41d8c  // e.g. kmp("aabaaab", "aab") returns {0, 4}.
4fce64  template <class T>
15b377  vector<int> kmp(T text, T key)
```

```
f95b70  {
aeb888    vector<int> retv;
7fa638    vector<int> pi = prefix_function(key);
d41d8c
d41d8c    // There is no need to have the entire text in memory, you could
d41d8c    // do this char by char.
5d936d    for (int i = 0, match = 0; i < text.size(); i++)
f95b70    {
d41d8c      // match stores the size of the prefix of the key which is a
d41d8c      // suffix of the current processed text.
9d984d      while (match > 0 && text[i] != key[match])
7eb4cc        match = pi[match];
db8319      if (text[i] == key[match])
24b638        match++;
d41d8c
dd8c14      if (match == key.size())
f95b70      {
7b8421        retv.push_back(i - match + 1);
7eb4cc        match = pi[match]; // To avoid access to key[key.size()]
d41d8c                           // in next iteration.
cbb184      }
cbb184    }
d41d8c
6272cf    return retv;
cbb184  }
Full file hash: 415801
```

9.4 Suffix Array

```
d41d8c
5d1131  #include "../../contest/header.hpp"
d41d8c
d41d8c  /*
1f77e9    Suffix array:
47c303      Build suffix array and LCP array in O((n + lim) log n) using
9ffdcd      O(n + lim) memory, where lim is the alphabet size.
d41d8c
fbd842      sa[i] is the starting index of the suffix which is i-th in the
ec385d      sorted suffix array.
765a5f      The returned vector is of size s.size()+1,
15c36c      and sa[0] == s.size(). The '\0' char at the end is considered
c45f23      part of the string, so sa[0] = "\0", the prefix starting at
af1165      index s.size().
d41d8c
878881      The lcp array contains longest common prefixes for
e7b14e      neighbouring strings in the suffix array:
e419c1        lcp[i] = lcp(sa[i], sa[i-1]), lcp[0] = 0.
d41d8c
81eeab    Example:
981b73      Computing the LCP and the SA of "GATAGACA"
d33e7b        i sa[i] lcp[i]  suffix
fd774f        0 8   0   ""
cac682        1 7   0   "A"
430b3a        2 5   1   "ACA"
d30cc0        3 3   1   "AGACA"
c895f5        4 1   1   "ATAGACA"
1a04b3        5 6   0   "CA"
b1b780        6 4   0   "GACA"
2999cd        7 0   2   "GATAGACA"
08e6dc        8 2   0   "TAGACA"
d41d8c
b95cae    Usage:
6a6409      Important: the input string must not contain any zero values.
95cc8f      Must use C++11 or above.
87e7ae      You can use this for strings of integers, just change the
421ad7      alphabet size.
d41d8c
1d1558    Source: https://github.com/kth-competitive-programming/kactl/blob/
3fd52d    master/content/strings/SuffixTree.h
c4c9bd  */
d41d8c
15a9b6  struct suffix_array
f95b70  {
71675a    vector<int> sa, lcp;
092958    suffix_array(const string &s, int lim = 256) // or basic_string<int
   > for integer strings.
f95b70    {
```

```
e72340      int n = sz(s) + 1, k = 0, a, b;
f6a0db      vector<int> x(s.begin(), s.end() + 1), y(n), ws(max(n, lim)),
   rank(n);
85469f      sa = lcp = y;
eb75f9      iota(sa.begin(), sa.end(), 0);
7707f7      for (int j = 0, p = 0; p < n; j = max(1, j * 2), lim = p)
f95b70      {
8dff9b        p = j;
00aec0        iota(y.begin(), y.end(), n - j);
83008c        for (int i = 0; i < n; i++)
e9b19c          if (sa[i] >= j)
d0873d            y[p++] = sa[i] - j;
450a8a        fill(ws.begin(), ws.end(), 0);
83008c        for (int i = 0; i < n; i++)
799bb0          ws[x[i]]++;
7d6bd3        for (int i = 1; i < lim; i++)
f256af          ws[i] += ws[i - 1];
5df399        for (int i = n; i--;)
d01b67          sa[--ws[x[y[i]]]] = y[i];
9dd20c        swap(x, y);
017be6        p = 1;
16ab1b        x[sa[0]] = 0;
d41d8c
aa4866        for (int i = 1; i < n; i++)
f95b70        {
fcb940          a = sa[i - 1];
2d820b          b = sa[i];
0cc036          x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p++;
cbb184        }
cbb184      }
d41d8c
aa4866      for (int i = 1; i < n; i++)
2f33c5        rank[sa[i]] = i;
d41d8c
05cb2b      for (int i = 0, j; i < n - 1; lcp[rank[i++]] = k)
487069        for (k &&k--, j = sa[rank[i] - 1]; s[i + k] == s[j + k]; k++)
9eecb7          ;
cbb184    }
2145c1  };
Full file hash: 87092f
```

9.5 Suffix Tree

```
d41d8c  /*
e39503    Suffix Tree:
5c6262          A compressed trie is a trie where all reduntant nodes are
7fd4f3          eliminated by allowing edges to hold substrings.
ce3de2          A Suffix Tree is a Trie containig all the suffixes of a
d6469f          certain string S.
ceb4ec          Using a dummy character in the end of S gurantees that all
4ea5b1          suffixes end in leafs, and vice-vers.
09d5e4          This code builds the Suffix Tree in O(|S|*lg|Alph|) time and
59af55          O(|S|) memory (where |Alph| is the size of the alphabet).
d41d8c
81eeab    Example:
c7a2f4      A dfs through the Suffix Tree of "banana$" looks like:
eb213f          Begin in root
fffe57          Enter through "$"
0c19d4          Leave through "$"
028838          Enter through "na"
fffe57          Enter through "$"
0c19d4          Leave through "$"
c49ab4          Enter through "na$"
f0e081          Leave through "na$"
4e157f          Enter through "banana$"
7b0b76          Leave through "banana$"
b30896          Enter through "a"
fffe57          Enter through "$"
0c19d4          Leave through "$"
028838          Enter through "na"
fffe57          Enter through "$"
0a0cce          Leave through "$
c49ab4          Enter through "na$"
f0e081          Leave through "na$"
13654d          Leave through "na"
b669ad          Leave through "a"
d41d8c
b95cae    Usage:
a8994a      Create an object Suffix Tree st passing the string as
763b5b          argument, and optionally the dummy character as second
00d570          argument.
94795e          "verify_substring(P)" checks in O(|P|) if P is a substring of
a5cb5c          S.
d41d8c
d41d8c
b602e4    Author: Augusto Damschi Bernardi
063279      Based on: https://bcc.ime.usp.br/tccs/2016/yancouto/tcc.pdf
c4c9bd  */
5d1131  #include "../../contest/header.hpp"
d41d8c
3c9ee1  struct node{
```

```
d41d8c      // Each node keeps information about the edge arriving into it.
d41d8c
d41d8c      // Keeps left and right index of edge's substring in S.
d41d8c      // (may not be the same occurrence one, see "aba$");
3aaf96      int left, right;
d41d8c
d41d8c      // *parent points to parent node
d41d8c      // *suffix points to node corresponding to [left+1...right]
d41d8c      // (by the end of the process exists for every node other than
d41d8c      // the root)
75e587      node *parent, *suffix;
d41d8c
d41d8c      //next_node[c] points to the kid of current node whose edge
d41d8c      // begins with character c (only one by character).
0592ac      map<char, node*> next_node;
d41d8c
b3c7aa      node(int _left, int _right, node *_parent):
ef39bc      left(_left), right(_right), parent(_parent){}
d41d8c
b98e83      ~node(){
9f93fe          for(auto child : next_node)
77845c              delete child.second;
cbb184      }
d41d8c
d41d8c      //Lenght of current edge
9fdc7c      int len(){
1c55c1          return right - left + 1;
cbb184      }
d41d8c
d41d8c      //Convinient way to find kid
dff70b      node* next(char c){
42567e          if(next_node.count(c))
30b2fa              return next_node[c];
ea9b0a          return NULL;
cbb184      }
d41d8c
2145c1  };
d41d8c
156e1d  struct suffix_tree{
bb7be6      node *root;
6f1605      char dummy;
ac0066      string s;
d41d8c
b9109f      suffix_tree(string _s, char _dummy = '$')
f95b70      {
d9d655      s = _s;
ecbbb7      dummy = _dummy;
0bf292          s += dummy;
fd02fe          root = new node(0, -1, NULL);
d41d8c          // In the beginning of iteration i,j, node cur_node in
```

```
d41d8c          // [left...cur_dist] represents [i...j-1]
d41d8c          // need_suffix points to node that doesn't have a suffix yet
d41d8c          // (at most one at a time, for at most one iteration of i)
f85522          node *cur_node = root;
fba8a7          int cur_dist = -1, i = 0;
d41d8c
d41d8c          //Invariants:
d41d8c          //  *At the beginning of step i,j, s[i...j-1] and all of it's
d41d8c          // suffixes are inserted in the suffix trie
d41d8c          //  *At the beggining of step i,j, cur_node[cur_dist] is the
d41d8c          // end point representing s[i...j-1]
d41d8c          //  *At any increment of i, at most one node doesn't have
d41d8c          // "suffix" field defined, and it's stored in "need_suffix"
b97766          for(int j = 0; j < (int)s.size(); j++){
5fb750              char c = s[j];
b63b95              node *need_suffix = NULL;
67d6e0              while(i <= j){
d41d8c                  // Inserts s[i...j]
d41d8c
d41d8c                  // Case 1: s[i...j] already exists in the suffix tree
d41d8c                  // If it's in the next node, move to it
815707                  if(cur_dist == cur_node->len() - 1 and cur_node->next
   (c) != NULL){
5666ba                      cur_node = cur_node->next(c);
977ced                      cur_dist = -1;
cbb184                  }
d41d8c                  // If now we have to take one more char from the
d41d8c                  // edge, take it
14012b                  if(cur_dist < cur_node->len() - 1 and get_char(
   cur_node, cur_dist + 1) == c){
cb48a1                      cur_dist += 1;
c2bef1                      break;
cbb184                  }
d41d8c
d41d8c                  // Case 2: s[i...j-1] ends in a node
716c0b                  if(cur_dist == cur_node->len() - 1){
b95c44                      cur_node->next_node[c] = new node(j, s.size() -
   1, cur_node);
d41d8c                      // Puts cur_node in s[i_1...j-1]
1e8c16                      if(cur_node != root){
55acc1                          cur_node = cur_node->suffix;
bb6442                          cur_dist = cur_node->len() - 1;
cbb184                      }
cbb184                  }
d41d8c
d41d8c                  // Caso 3: s[i...j-1] ends in an edge
4e6b83                  else{
d41d8c                      // Creates a new node and splits the edge
593b20                      node *mid = new node(cur_node->left, cur_node->
   left + cur_dist, cur_node->parent);
```

```
9e7635                      cur_node->parent->next_node[get_char(mid, 0)] =
   mid;
d79b0b                      mid->next_node[get_char(cur_node, cur_dist + 1)]
   = cur_node;
49e656                      cur_node->parent = mid;
e8c75a                      cur_node->left += cur_dist + 1;
2f15cb                      mid->next_node[s[j]] = new node(j, s.size() - 1,
   mid);
d41d8c                      // Sets any missing suffix link
07a6af                      if(need_suffix != NULL)
b9c09e                          need_suffix->suffix = mid;
d41d8c                      // Tries to find the suffix link for "mid"
37a0fd                      cur_node = mid->parent;
6a5351                      int g;
1e8c16                      if(cur_node != root){
55acc1                          cur_node = cur_node->suffix;
62ae69                          g = j - cur_dist;
cbb184                      }
2954e9                      else
26a5eb                          g = i + 1;
d41d8c                      // Initially cur_node points to node
d41d8c                      // [i+1 ... g-1]
7b2f26                      while(g < j and g + cur_node->next(s[g])->len()
   <= j){
a622cf                          cur_node= cur_node->next(s[g]);
97642d                          g += cur_node->len();
cbb184                      }
d41d8c                      // Case where suffix link was found
9adab0                      if(g == j){
3febd7                          need_suffix = NULL;
63a879                          mid->suffix = cur_node;
bb6442                          cur_dist = cur_node->len() - 1;
cbb184                      }
d41d8c                      // Case where suffix link doesnt exists yet
4e6b83                      else{
4d6242                          need_suffix = mid;
a622cf                          cur_node = cur_node->next(s[g]);
9b51e4                          cur_dist = j - g - 1;
cbb184                      }
cbb184                  }
b2c239                  i += 1;
cbb184              }
cbb184          }
cbb184      }
d41d8c
1b4230      ~suffix_tree(){
cd7ff3          delete root;
cbb184      }
d41d8c
837589      char get_char(node *cur, int ind){
```

```
49bcec          return s[cur->left + ind];
cbb184      }
d41d8c
d41d8c      //Optional
18f27e      bool verify_substring(string sub){
f85522          node *cur_node = root;
1160eb          int cur_dist = -1;
d41d8c
2bf421          for(char c : sub){
38c748              if(cur_dist < cur_node->len() - 1){
d7031d                  if(get_char(cur_node, cur_dist + 1) != c)
d1fe4d                      return false;
0eb3d3                  cur_dist++;
cbb184              }
4e6b83              else{
8cdd64                  if(cur_node->next(c) == NULL)
d1fe4d                      return false;
5666ba                  cur_node = cur_node->next(c);
6c785e                  cur_dist = 0;
cbb184              }
cbb184          }
d41d8c
8a6c14          return true;
cbb184      }
d41d8c
d41d8c      //Onlu for debbuging
b29999      void print(node* cur_node = NULL){
684b03      if(cur_node == NULL)
7b39bc        cur_node = root;
a53190      printf("node %d %d [", cur_node->left, cur_node->right);
1d7add      for(int i = cur_node->left; i <= cur_node->right; i++)
e6b012        printf("%c", s[i]);
edddff      printf("] entra\n");
d41d8c
289aef          for(auto el : cur_node->next_node){
316932              print(el.second);
cbb184          }
d41d8c
a53190          printf("node %d %d [", cur_node->left, cur_node->right);
1d7add      for(int i = cur_node->left; i <= cur_node->right; i++)
e6b012        printf("%c", s[i]);
b9a845      printf("] sai\n");
cbb184    }
2145c1  };
Full file hash: 9fe0a0
```