Fortcoders Code Library

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Contents

Intro

Main template

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

#define FOR(x,n) for(int x=0;x<n;x++)
#define forn(i, n) for (int i = 0; i < int(n); i++)
#define all(v) v.begin(),v.end()
using ll = long long;
using ld = long double;
using pii = pair<int, int>;
const char nl = '\n';

int main() {
  cin.tie(nullptr)->sync_with_stdio(false);
  cout << fixed << setprecision(20);
  // mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
}
```

Fast IO

```cpp
namespace io {
constexpr int SIZE = 1 << 16;
char buf[SIZE], *head, *tail;
char get_char() {
  if (head == tail) tail = (head = buf) + fread(buf, 1, SIZE, stdin);
  return *head++;
}
ll read() {
  ll x = 0, f = 1;
  char c = get_char();
  for (; !isdigit(c); c = get_char()) (c == '-') && (f = -1);
  for (; isdigit(c); c = get_char()) x = x * 10 + c - '0';
  return x * f;
}
string read_s() {
  string str;
  char c = get_char();
  while (c == ' ' || c == '\n' || c == '\r') c = get_char();
  while (c != ' ' && c != '\n' && c != '\r') str += c, c = get_char();
  return str;
}
void print(int x) {
  if (x > 9) print(x / 10);
  putchar(x % 10 | '0');
}
void println(int x) { print(x), putchar('\n'); }
struct Read {
  Read& operator>>(ll& x) { return x = read(), *this; }
  Read& operator>>(long double& x) { return x = stold(read_s()), *this; }
} in;
}  // namespace io
```

Pragmas (lol)

```cpp
#pragma GCC optimize(2)
#pragma GCC optimize(3)
#pragma GCC optimize("Ofast")
#pragma GCC optimize("inline")
#pragma GCC optimize("-fgcse")
#pragma GCC optimize("-fgcse-lm")
#pragma GCC optimize("-fipa-sra")
#pragma GCC optimize("-ftree-pre")
#pragma GCC optimize("-ftree-vrp")
#pragma GCC optimize("-fpeephole2")
#pragma GCC optimize("-ffast-math")
#pragma GCC optimize("-fsched-spec")
#pragma GCC optimize("unroll-loops")
#pragma GCC optimize("-falign-jumps")
#pragma GCC optimize("-falign-loops")
```

```cpp
#pragma GCC optimize("-falign-labels")
#pragma GCC optimize("-fdevirtualize")
#pragma GCC optimize("-fcaller-saves")
#pragma GCC optimize("-fcrossjumping")
#pragma GCC optimize("-fthread-jumps")
#pragma GCC optimize("-funroll-loops")
#pragma GCC optimize("-fwhole-program")
#pragma GCC optimize("-freorder-blocks")
#pragma GCC optimize("-fschedule-insns")
#pragma GCC optimize("inline-functions")
#pragma GCC optimize("-ftree-tail-merge")
#pragma GCC optimize("-fschedule-insns2")
#pragma GCC optimize("-fstrict-aliasing")
#pragma GCC optimize("-fstrict-overflow")
#pragma GCC optimize("-falign-functions")
#pragma GCC optimize("-fcse-skip-blocks")
#pragma GCC optimize("-fcse-follow-jumps")
#pragma GCC optimize("-fsched-interblock")
#pragma GCC optimize("-fpartial-inlining")
#pragma GCC optimize("no-stack-protector")
#pragma GCC optimize("-freorder-functions")
#pragma GCC optimize("-findirect-inlining")
#pragma GCC optimize("-fhoist-adjacent-loads")
#pragma GCC optimize("-frerun-cse-after-loop")
#pragma GCC optimize("inline-small-functions")
#pragma GCC optimize("-finline-small-functions")
#pragma GCC optimize("-ftree-switch-conversion")
#pragma GCC optimize("-foptimize-sibling-calls")
#pragma GCC optimize("-fexpensive-optimizations")
#pragma GCC optimize("-funsafe-loop-optimizations")
#pragma GCC optimize("inline-functions-called-once")
#pragma GCC optimize("-fdelete-null-pointer-checks")
#pragma GCC
    target("sse,sse2,sse3,ssse3,sse4.1,sse4.2,avx,avx2,popcnt,tune=native")
```

Data Structures

Segment Tree

Recursive

- Implicit segment tree, range query + point update

```cpp
struct Node {
  int lc, rc, p;
};

struct SegTree {
  vector<Node> t = {{}};
  SegTree(int n) { t.reserve(n * 40); }
  int modify(int p, int l, int r, int x, int v) {
    int u = p;
    if (p == 0) {
      t.push_back(t[p]);
      u = (int)t.size() - 1;
    }
    if (r - l == 1) {
      t[u].p = t[p].p + v;
    } else {
      int m = (l + r) / 2;
      if (x < m) {
        t[u].lc = modify(t[p].lc, l, m, x, v);
      } else {
        t[u].rc = modify(t[p].rc, m, r, x, v);
      }
      t[u].p = t[t[u].lc].p + t[t[u].rc].p;
    }
    return u;
  }
  int query(int p, int l, int r, int x, int y) {
    if (x <= l && r <= y) return t[p].p;
    int m = (l + r) / 2, res = 0;
    if (x < m) res += query(t[p].lc, l, m, x, y);
    if (y > m) res += query(t[p].rc, m, r, x, y);
    return res;
  }
};
```

- Persistent implicit, range query + point update

```cpp
struct Node {
  int lc = 0, rc = 0, p = 0;
};

struct SegTree {
  vector<Node> t = {{}};  // init all
  SegTree() = default;
  SegTree(int n) { t.reserve(n * 20); }
  int modify(int p, int l, int r, int x, int v) {
    // p: original node, update a[x] -> v
    t.push_back(t[p]);
    int u = (int)t.size() - 1;
    if (r - l == 1) {
      t[u].p = v;
    } else {
      int m = (l + r) / 2;
      if (x < m) {
        t[u].lc = modify(t[p].lc, l, m, x, v);
        t[u].rc = t[p].rc;
      } else {
        t[u].lc = t[p].lc;
        t[u].rc = modify(t[p].rc, m, r, x, v);
      }
      t[u].p = t[t[u].lc].p + t[t[u].rc].p;
    }
    return u;
  }
  int query(int p, int l, int r, int x, int y) {
    // query sum a[x]...a[y-1] rooted at p
    // t[p] holds the info of [l, r)
    if (x <= l && r <= y) return t[p].p;
    int m = (l + r) / 2, res = 0;
    if (x < m) res += query(t[p].lc, l, m, x, y);
    if (y > m) res += query(t[p].rc, m, r, x, y);
    return res;
  }
};
```

Iterating

- Iterating, range query + point update

```cpp
struct Node {
  ll v = 0, init = 0;
};

Node pull(const Node &a, const Node &b) {
  if (!a.init) return b;
  if (!b.init) return a;
  Node c;
  return c;
}

struct SegTree {
  ll n;
  vector<Node> t;
  SegTree(ll _n) : n(_n), t(2 * n){};
  void modify(ll p, const Node &v) {
    t[p += n] = v;
    for (p /= 2; p; p /= 2) t[p] = pull(t[p * 2], t[p * 2 +
    1]);
  }
  Node query(ll l, ll r) {
    Node left, right;
    for (l += n, r += n; l < r; l /= 2, r /= 2) {
      if (l & 1) left = pull(left, t[l++]);
      if (r & 1) right = pull(t[--r], right);
    }
    return pull(left, right);
  }
};
```

- Iterating, range query + range update

```cpp
struct SegTree {
  ll n, h = 0;
  vector<Node> t;
  SegTree(ll _n) : n(_n), h((ll)log2(n)), t(n * 2) {}
  void apply(ll x, ll v) {
    if (v == 0) {
      t[x].one = 0;
    } else {
      t[x].one = t[x].total;
    }
    t[x].lazy = v;
  }
  void build(ll l) {
    for (l = (l + n) / 2; l > 0; l /= 2) {
      if (t[l].lazy == -1) {
        t[l] = pull(t[l * 2], t[l * 2 + 1]);
      }
    }
  }
  void push(ll l) {
    l += n;
    for (ll s = h; s > 0; s--) {
      ll i = l >> s;
      if (t[i].lazy != -1) {
        apply(2 * i, t[i].lazy);
        apply(2 * i + 1, t[i].lazy);
      }
      t[i].lazy = -1;
    }
  }
  void modify(ll l, ll r, int v) {
    push(l), push(r - 1);
    ll l0 = l, r0 = r;
    for (l += n, r += n; l < r; l /= 2, r /= 2) {
      if (l & 1) apply(l++, v);
      if (r & 1) apply(--r, v);
    }
    build(l0), build(r0 - 1);
  }
  Node query(ll l, ll r) {
    push(l), push(r - 1);
    Node left, right;
    for (l += n, r += n; l < r; l /= 2, r /= 2) {
      if (l & 1) left = pull(left, t[l++]);
      if (r & 1) right = pull(t[--r], right);
    }
    return pull(left, right);
  }
};
```

- AtCoder Segment Tree (recursive structure but iterative)

```cpp
template <class T> struct PointSegmentTree {
  int size = 1;
  vector<T> tree;
  PointSegmentTree(int n) : PointSegmentTree(vector<T>(n)) {}
  PointSegmentTree(vector<T>& arr) {
    while(size < (int)arr.size())
      size <<= 1;
    tree = vector<T>(size << 1);
    for(int i = size + arr.size() - 1; i >= 1; i--)
      if(i >= size) tree[i] = arr[i - size];
      else consume(i);
  }
  void set(int i, T val) {
    tree[i += size] = val;
    for(i >>= 1; i >= 1; i >>= 1)
      consume(i);
  }
  T get(int i) { return tree[i + size]; }
  T query(int l, int r) {
    T resl, resr;
    for(l += size, r += size + 1; l < r; l >>= 1, r >>= 1) {
      if(l & 1) resl = resl * tree[l++];
      if(r & 1) resr = tree[--r] * resr;
    }
    return resl * resr;
  }
  T query_all() { return tree[1]; }
  void consume(int i) { tree[i] = tree[i << 1] * tree[i << 1 | 1]; }
};


struct SegInfo {
  ll v;
  SegInfo() : SegInfo(0) {}
  SegInfo(ll val) : v(val) {}
  SegInfo operator*(SegInfo b) {
    return SegInfo(v + b.v);
  }
};
```

Union Find

```cpp
vector<int> p(n);
iota(p.begin(), p.end(), 0);
function<int(int)> find = [&](int x) { return p[x] == x ? x : (p[x] = find(p[x])); };
auto merge = [&](int x, int y) { p[find(x)] = find(y); };
```

- Persistent version

```cpp
struct Node {
  int lc, rc, p;
};

struct SegTree {
  vector<Node> t = {{0, 0, -1}};  // init all
  SegTree() = default;
  SegTree(int n) { t.reserve(n * 20); }
  int modify(int p, int l, int r, int x, int v) {
    // p: original node, update a[x] -> v
    t.push_back(t[p]);
    int u = (int)t.size() - 1;
    if (r - l == 1) {
      t[u].p = v;
    } else {
      int m = (l + r) / 2;
      if (x < m) {
        t[u].lc = modify(t[p].lc, l, m, x, v);
        t[u].rc = t[p].rc;
      } else {
        t[u].lc = t[p].lc;
        t[u].rc = modify(t[p].rc, m, r, x, v);
      }
      t[u].p = t[t[u].lc].p + t[t[u].rc].p;
    }
    return u;
  }
  int query(int p, int l, int r, int x, int y) {
    // query sum a[x]...a[y-1] rooted at p
    // t[p] holds the info of [l, r)
    if (x <= l && r <= y) return t[p].p;
    int m = (l + r) / 2, res = 0;
    if (x < m) res += query(t[p].lc, l, m, x, y);
    if (y > m) res += query(t[p].rc, m, r, x, y);
    return res;
  }
};

struct DSU {
  int n;
  SegTree seg;
  DSU(int _n) : n(_n), seg(n) {}
  int get(int p, int x) { return seg.query(p, 0, n, x, x + 1); }
  int set(int p, int x, int v) { return seg.modify(p, 0, n, x, v); }
  int find(int p, int x) {
    int parent = get(p, x);
    if (parent < 0) return x;
    return find(p, parent);
  }
```

```cpp
  int is_same(int p, int x, int y) { return find(p, x) == find(p, y); }
  int merge(int p, int x, int y) {
    int rx = find(p, x), ry = find(p, y);
    if (rx == ry) return -1;
    int rank_x = -get(p, rx), rank_y = -get(p, ry);
    if (rank_x < rank_y) {
      p = set(p, rx, ry);
    } else if (rank_x > rank_y) {
      p = set(p, ry, rx);
    } else {
      p = set(p, ry, rx);
      p = set(p, rx, -rx - 1);
    }
    return p;
  }
};
```

Fenwick Tree

- askd version

```cpp
template <typename T> struct FenwickTree {
  int size = 1, high_bit = 1;
  vector<T> tree;
  FenwickTree(int _size) : size(_size) {
    tree.resize(size + 1);
    while((high_bit << 1) <= size) high_bit <<= 1;
  }
  FenwickTree(vector<T>& arr) : FenwickTree(arr.size()) {
    for(int i = 0; i < size; i++) update(i, arr[i]);
  }
  int lower_bound(T x) {
    int res = 0; T cur = 0;
    for(int bit = high_bit; bit > 0; bit >>= 1) {
      if((res|bit) <= size && cur + tree[res|bit] < x) {
        res |= bit; cur += tree[res];
      }
    }
    return res;
  }
  T prefix_sum(int i) {
    T ret = 0;
    for(i++; i > 0; i -= (i & -i)) ret += tree[i];
    return ret;
  }
  T range_sum(int l, int r) { return (l > r) ? 0 : prefix_sum(r) - prefix_sum(l - 1); }
  void update(int i, T delta) { for(i++; i <= size; i += (i & -i)) tree[i] += delta; }
};
```

- Neal version

```cpp
template <typename T>
struct Fenwick {
  const int n;
  vector<T> a;
  Fenwick(int n) : n(n), a(n) {}
  void add(int x, T v) {
    for (int i = x + 1; i <= n; i += i & -i) {
      a[i - 1] += v;
    }
  }
  T sum(int x) {
    T ans = 0;
    for (int i = x; i > 0; i -= i & -i) {
      ans += a[i - 1];
    }
    return ans;
  }
  T rangeSum(int l, int r) { return sum(r) - sum(l); }
};
```

PBDS

```cpp
#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>
using namespace std;
using namespace __gnu_pbds;
template<typename T>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag, tree_order_statistics_node_update>;
template<typename T, typename X>
using ordered_map = tree<T, X, less<T>, rb_tree_tag, tree_order_statistics_node_update>;
template<typename T, typename X>
using fast_map = cc_hash_table<T, X>;
template<typename T, typename X>
using ht = gp_hash_table<T, X>;
mt19937_64 rng(chrono::steady_clock::now().time_since_epoch().count());

struct splitmix64 {
    size_t operator()(size_t x) const {
        static const size_t fixed = chrono::steady_clock::now().time_since_epoch().count();
        x += 0x9e3779b97f4a7c15 + fixed;
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }
};
```

Treap

- (No rotation version)

```cpp
struct Node {
  Node *l, *r;
  int s, sz;
  // int t = 0, a = 0, g = 0; // for lazy propagation
  ll w;

  Node(int _s) : l(nullptr), r(nullptr), s(_s), sz(1), w(rng()) {}
  void apply(int vt, int vg) {
    // for lazy propagation
    // s -= vt;
    // t += vt, a += vg, g += vg;
  }
  void push() {
    // for lazy propagation
    // if (l != nullptr) l->apply(t, g);
    // if (r != nullptr) r->apply(t, g);
    // t = g = 0;
  }
  void pull() { sz = 1 + (l ? l->sz : 0) + (r ? r->sz : 0); }
};

std::pair<Node *, Node *> split(Node *t, int v) {
  if (t == nullptr) return {nullptr, nullptr};
  t->push();
  if (t->s < v) {
    auto [x, y] = split(t->r, v);
    t->r = x;
    t->pull();
    return {t, y};
  } else {
    auto [x, y] = split(t->l, v);
    t->l = y;
    t->pull();
    return {x, t};
  }
}

Node *merge(Node *p, Node *q) {
  if (p == nullptr) return q;
  if (q == nullptr) return p;
  if (p->w < q->w) swap(p, q);
  auto [x, y] = split(q, p->s + rng() % 2);
```

```cpp
  p->push();
  p->l = merge(p->l, x);
  p->r = merge(p->r, y);
  p->pull();
  return p;
}

Node *insert(Node *t, int v) {
  auto [x, y] = split(t, v);
  return merge(merge(x, new Node(v)), y);
}

Node *erase(Node *t, int v) {
  auto [x, y] = split(t, v);
  auto [p, q] = split(y, v + 1);
  return merge(merge(x, merge(p->l, p->r)), q);
}

int get_rank(Node *&t, int v) {
  auto [x, y] = split(t, v);
  int res = (x ? x->sz : 0) + 1;
  t = merge(x, y);
  return res;
}

Node *kth(Node *t, int k) {
  k--;
  while (true) {
    int left_sz = t->l ? t->l->sz : 0;
    if (k < left_sz) {
      t = t->l;
    } else if (k == left_sz) {
      return t;
    } else {
      k -= left_sz + 1, t = t->r;
    }
  }
}

Node *get_prev(Node *&t, int v) {
  auto [x, y] = split(t, v);
  Node *res = kth(x, x->sz);
  t = merge(x, y);
  return res;
}

Node *get_next(Node *&t, int v) {
  auto [x, y] = split(t, v + 1);
  Node *res = kth(y, 1);
  t = merge(x, y);
  return res;
}
```

- USAGE

```cpp
int main() {
  cin.tie(nullptr)->sync_with_stdio(false);
  int n;
  cin >> n;
  Node *t = nullptr;
  for (int op, x; n--;) {
    cin >> op >> x;
    if (op == 1) {
      t = insert(t, x);
    } else if (op == 2) {
      t = erase(t, x);
    } else if (op == 3) {
      cout << get_rank(t, x) << "\n";
    } else if (op == 4) {
      cout << kth(t, x)->s << "\n";
    } else if (op == 5) {
      cout << get_prev(t, x)->s << "\n";
    } else {
      cout << get_next(t, x)->s << "\n";
    }
  }
}
```

Implicit treap

- Split by size

```cpp
struct Node {
  Node *l, *r;
  int s, sz;
  // int lazy = 0;
  ll w;

  Node(int _s) : l(nullptr), r(nullptr), s(_s), sz(1),
  ↪  w(rnd()) {}
  void apply() {
    // for lazy propagation
    // lazy ^= 1;
  }
  void push() {
    // for lazy propagation
    // if (lazy) {
    //   swap(l, r);
    //   if (l != nullptr) l->apply();
    //   if (r != nullptr) r->apply();
    //   lazy = 0;
    // }
  }
  void pull() { sz = 1 + (l ? l->sz : 0) + (r ? r->sz : 0); }
};

std::pair<Node *, Node *> split(Node *t, int v) {
  // first->sz == v
  if (t == nullptr) return {nullptr, nullptr};
  t->push();
  int left_sz = t->l ? t->l->sz : 0;
  if (left_sz < v) {
    auto [x, y] = split(t->r, v - left_sz - 1);
    t->r = x;
    t->pull();
    return {t, y};
  } else {
    auto [x, y] = split(t->l, v);
    t->l = y;
    t->pull();
    return {x, t};
  }
}

Node *merge(Node *p, Node *q) {
  if (p == nullptr) return q;
  if (q == nullptr) return p;
  if (p->w < q->w) {
    p->push();
    p->r = merge(p->r, q);
    p->pull();
    return p;
  } else {
    q->push();
    q->l = merge(p, q->l);
    q->pull();
    return q;
  }
}
```

Persistent implicit treap

```cpp
pair<Node *, Node *> split(Node *t, int v) {
  // first->sz == v
  if (t == nullptr) return {nullptr, nullptr};
  t->push();
  int left_sz = t->l ? t->l->sz : 0;
  t = new Node(*t);
  if (left_sz < v) {
    auto [x, y] = split(t->r, v - left_sz - 1);
    t->r = x;
    t->pull();
    return {t, y};
  } else {
    auto [x, y] = split(t->l, v);
```

```
    t->l = y;
    t->pull();
    return {x, t};
  }
}

Node *merge(Node *p, Node *q) {
  if (p == nullptr) return new Node(*q);
  if (q == nullptr) return new Node(*p);
  if (p->w < q->w) {
    p = new Node(*p);
    p->push();
    p->r = merge(p->r, q);
    p->pull();
    return p;
  } else {
    q = new Node(*q);
    q->push();
    q->l = merge(p, q->l);
    q->pull();
    return q;
  }
}
```

2D Sparse Table

- Sorry that this sucks - askd

```
template <class T, class Compare = less<T>>
struct SparseTable2d {
  int n = 0, m = 0;
  T**** table;
  int* log;
  inline T choose(T x, T y) {
    return Compare()(x, y) ? x : y;
  }
  SparseTable2d(vector<vector<T>>& grid) {
    if(grid.empty() || grid[0].empty()) return;
    n = grid.size(); m = grid[0].size();
    log = new int[max(n, m) + 1];
    log[1] = 0;
    for(int i = 2; i <= max(n, m); i++)
      log[i] = log[i - 1] + ((i ^ (i - 1)) > i);
    table = new T***[n];
    for(int i = n - 1; i >= 0; i--) {
      table[i] = new T**[m];
      for(int j = m - 1; j >= 0; j--) {
        table[i][j] = new T*[log[n - i] + 1];
        for(int k = 0; k <= log[n - i]; k++) {
          table[i][j][k] = new T[log[m - j] + 1];
          if(!k) table[i][j][k][0] = grid[i][j];
          else table[i][j][k][0] = choose(table[i][j][k-1][0], table[i+(1<<(k-1))][j][k-1][0]);
          for(int l = 1; l <= log[m - j]; l++)
            table[i][j][k][l] = choose(table[i][j][k][l-1], table[i][j+(1<<(l-1))][k][l-1]);
        }
      }
    }
  }
  T query(int r1, int r2, int c1, int c2) {
    assert(r1 >= 0 && r2 < n && r1 <= r2);
    assert(c1 >= 0 && c2 < m && c1 <= c2);
    int rl = log[r2 - r1 + 1], cl = log[c2 - c1 + 1];
    T ca1 = choose(table[r1][c1][rl][cl], table[r2-(1<<rl)+1][c1][rl][cl]);
    T ca2 = choose(table[r1][c2-(1<<cl)+1][rl][cl], table[r2-(1<<rl)+1][c2-(1<<cl)+1][rl][cl]);
    return choose(ca1, ca2);
  }
};
```

- USAGE

```
vector<vector<int>> test =  {
  {1, 2, 3, 4}, {2, 3, 4, 5}, {9, 9, 9, 9}, {-1, -1, -1, -1}
};

SparseTable2d<int> st(test);                // Range min query
SparseTable2d<int,greater<int>> st2(test);  // Range max query
```

K-D Tree

```
struct Point {
  int x, y;
};
struct Rectangle {
  int lx, rx, ly, ry;
};

bool is_in(const Point &p, const Rectangle &rg) {
  return (p.x >= rg.lx) && (p.x <= rg.rx) && (p.y >= rg.ly) && (p.y <= rg.ry);
}

struct KDTree {
  vector<Point> points;
  struct Node {
    int lc, rc;
    Point point;
    Rectangle range;
    int num;
  };
  vector<Node> nodes;
  int root = -1;
  KDTree(const vector<Point> &points_) {
    points = points_;
    Rectangle range = {-1e9, 1e9, -1e9, 1e9};
    root = tree_construct(0, (int)points.size(), range, 0);
  }
  int tree_construct(int l, int r, Rectangle range, int depth) {
    if (l == r) return -1;
    if (l > r) throw;
    int mid = (l + r) / 2;
    auto comp = (depth % 2) ? [](Point &a, Point &b) { return a.x < b.x; }
                            : [](Point &a, Point &b) { return a.y < b.y; };
    nth_element(points.begin() + l, points.begin() + mid, points.begin() + r, comp);
    Rectangle l_range(range), r_range(range);
    if (depth % 2) {
      l_range.rx = points[mid].x;
      r_range.lx = points[mid].x;
    } else {
      l_range.ry = points[mid].y;
      r_range.ly = points[mid].y;
    }
    Node node = {tree_construct(l, mid, l_range, depth + 1),
                 tree_construct(mid + 1, r, r_range, depth + 1), points[mid], range, r - l};
    nodes.push_back(node);
    return (int)nodes.size() - 1;
  }

  int inner_query(int id, const Rectangle &rec, int depth) {
    if (id == -1) return 0;
    Rectangle rg = nodes[id].range;
    if (rg.lx >= rec.lx && rg.rx <= rec.rx && rg.ly >= rec.ly && rg.ry <= rec.ry) {
      return nodes[id].num;
    }
    int ans = 0;
    if (depth % 2) { // pruning
      if (rec.lx <= nodes[id].point.x) ans += inner_query(nodes[id].lc, rec, depth + 1);
      if (rec.rx >= nodes[id].point.x) ans += inner_query(nodes[id].rc, rec, depth + 1);
    } else {
      if (rec.ly <= nodes[id].point.y) ans += inner_query(nodes[id].lc, rec, depth + 1);
      if (rec.ry >= nodes[id].point.y) ans += inner_query(nodes[id].rc, rec, depth + 1);
```

```
    }
    if (is_in(nodes[id].point, rec)) ans += 1;
    return ans;
  }
  int query(const Rectangle &rec) { return inner_query(root, rec, 0); }
};
```

Link/Cut Tree

```
struct Node {
  Node *ch[2], *p;
  int id;
  bool rev;
  Node(int id) : ch{nullptr, nullptr}, p(nullptr), id(id), rev(false) {}
  friend void reverse(Node *p) {
    if (p != nullptr) {
      swap(p->ch[0], p->ch[1]);
      p->rev ^= 1;
    }
  }
  void push() {
    if (rev) {
      reverse(ch[0]);
      reverse(ch[1]);
      rev = false;
    }
  }
  void pull() {}
  bool is_root() { return p == nullptr || p->ch[0] != this && p->ch[1] != this; }
  bool pos() { return p->ch[1] == this; }
  void rotate() {
    Node *q = p;
    bool x = !pos();
    q->ch[!x] = ch[x];
    if (ch[x] != nullptr) ch[x]->p = q;
    p = q->p;
    if (!q->is_root()) q->p->ch[q->pos()] = this;
    ch[x] = q;
    q->p = this;
    pull();
    q->pull();
  }
  void splay() {
    vector<Node *> s;
    for (Node *i = this; !i->is_root(); i = i->p) s.push_back(i->p);
    while (!s.empty()) s.back()->push(), s.pop_back();
    push();
    while (!is_root()) {
      if (!p->is_root()) {
        if (pos() == p->pos()) {
          p->rotate();
        } else {
          rotate();
        }
      }
      rotate();
    }
    pull();
  }
  void access() {
    for (Node *i = this, *q = nullptr; i != nullptr; q = i, i = i->p) {
      i->splay();
      i->ch[1] = q;
      i->pull();
    }
    splay();
  }
  void makeroot() {
    access();
    reverse(this);
  }
};
void link(Node *x, Node *y) {
  x->makeroot();
  x->p = y;
}
void split(Node *x, Node *y) {
  x->makeroot();
  y->access();
}
void cut(Node *x, Node *y) {
  split(x, y);
  x->p = y->ch[0] = nullptr;
  y->pull();
}
bool connected(Node *p, Node *q) {
    p->access();
    q->access();
    return p->p != nullptr;
}
```

Geometry

Basic stuff

```
using ll = long long;
using ld = long double;

constexpr auto eps = 1e-8;
const auto PI = acos(-1);
int sgn(ld x) { return (abs(x) <= eps) ? 0 : (x < 0 ? -1 : 1); }

struct Point {
  ld x = 0, y = 0;
  Point() = default;
  Point(ld _x, ld _y) : x(_x), y(_y) {}
  bool operator<(const Point &p) const { return !sgn(p.x - x) ? sgn(y - p.y) < 0 : x < p.x; }
  bool operator==(const Point &p) const { return !sgn(p.x - x) && !sgn(p.y - y); }
  Point operator+(const Point &p) const { return {x + p.x, y + p.y}; }
  Point operator-(const Point &p) const { return {x - p.x, y - p.y}; }
  Point operator*(ld a) const { return {x * a, y * a}; }
  Point operator/(ld a) const { return {x / a, y / a}; }
  auto operator*(const Point &p) const { return x * p.x + y * p.y; }  // dot
  auto operator^(const Point &p) const { return x * p.y - y * p.x; }  // cross
  friend auto &operator>>(istream &i, Point &p) { return i >> p.x >> p.y; }
  friend auto &operator<<(ostream &o, Point p) { return o << p.x << ' ' << p.y; }
};

struct Line {
  Point s = {0, 0}, e = {0, 0};
  Line() = default;
  Line(Point _s, Point _e) : s(_s), e(_e) {}
  friend auto &operator>>(istream &i, Line &l) { return i >> l.s >> l.e; }  // ((x1, y1), (x2, y2)
};

struct Segment : Line {
  using Line::Line;
};

struct Circle {
  Point o = {0, 0};
  ld r = 0;
  Circle() = default;
  Circle(Point _o, ld _r) : o(_o), r(_r) {}
};
```

```
auto dist2(const Point &a) { return a * a; }
```

```cpp
auto dist2(const Point &a, const Point &b) { return dist2(a - b); }
auto dist(const Point &a) { return sqrt(dist2(a)); }
auto dist(const Point &a, const Point &b) { return sqrt(dist2(a - b)); }
auto dist(const Point &a, const Line &l) { return abs((a - l.s) ^ (l.e - l.s)) / dist(l.s, l.e); }
auto dist(const Point &p, const Segment &l) {
  if (l.s == l.e) return dist(p, l.s);
  auto d = dist2(l.s, l.e), t = min(d, max((ld)0, (p - l.s) * (l.e - l.s)));
  return dist((p - l.s) * d, (l.e - l.s) * t) / d;
}
/* Needs is_intersect
auto dist(const Segment &l1, const Segment &l2) {
  if (is_intersect(l1, l2)) return (ld)0;
  return min({dist(l1.s, l2), dist(l1.e, l2), dist(l2.s, l1), dist(l2.e, l1)});
} */

Point perp(const Point &p) { return Point(-p.y, p.x); }

auto rad(const Point &p) { return atan2(p.y, p.x); }
```

Transformation

```cpp
Point project(const Point &p, const Line &l) {
  return l.s + ((l.e - l.s) * ((l.e - l.s) * (p - l.s))) / dist2(l.e - l.s);
}

Point reflect(const Point &p, const Line &l) {
  return project(p, l) * 2 - p;
}

Point dilate(const Point &p, ld scale_x = 1, ld scale_y = 1) { return Point(p.x * scale_x, p.y * scale_y); }
Line dilate(const Line &l, ld scale_x = 1, ld scale_y = 1) { return Line(dilate(l.s, scale_x, scale_y), dilate(l.e, scale_x, scale_y)); }
Segment dilate(const Segment &l, ld scale_x = 1, ld scale_y = 1) { return Segment(dilate(l.s, scale_x, scale_y), dilate(l.e, scale_x, scale_y)); }
vector<Point> dilate(const vector<Point> &p, ld scale_x = 1, ld scale_y = 1) {
  int n = p.size();
  vector<Point> res(n);
  for (int i = 0; i < n; i++)
    res[i] = dilate(p[i], scale_x, scale_y);
  return res;
}

Point rotate(const Point &p, ld a) { return Point(p.x * cos(a) - p.y * sin(a), p.x * sin(a) + p.y * cos(a)); }
Line rotate(const Line &l, ld a) { return Line(rotate(l.s, a), rotate(l.e, a)); }
Segment rotate(const Segment &l, ld a) { return Segment(rotate(l.s, a), rotate(l.e, a)); }
Circle rotate(const Circle &c, ld a) { return Circle(rotate(c.o, a), c.r); }
vector<Point> rotate(const vector<Point> &p, ld a) {
  int n = p.size();
  vector<Point> res(n);
  for (int i = 0; i < n; i++)
    res[i] = rotate(p[i], a);
  return res;
}

Point translate(const Point &p, ld dx = 0, ld dy = 0) { return Point(p.x + dx, p.y + dy); }
Line translate(const Line &l, ld dx = 0, ld dy = 0) { return Line(translate(l.s, dx, dy), translate(l.e, dx, dy)); }
Segment translate(const Segment &l, ld dx = 0, ld dy = 0) { return Segment(translate(l.s, dx, dy), translate(l.e, dx, dy)); }
Circle translate(const Circle &c, ld dx = 0, ld dy = 0) { return Circle(translate(c.o, dx, dy), c.r); }
vector<Point> translate(const vector<Point> &p, ld dx = 0, ld dy = 0) {
  int n = p.size();
  vector<Point> res(n);
  for (int i = 0; i < n; i++)
    res[i] = translate(p[i], dx, dy);
  return res;
}
```

Relation

```cpp
enum class Relation { SEPARATE, EX_TOUCH, OVERLAP, IN_TOUCH, INSIDE };
Relation get_relation(const Circle &a, const Circle &b) {
  auto c1c2 = dist(a.o, b.o);
  auto r1r2 = a.r + b.r, diff = abs(a.r - b.r);
  if (sgn(c1c2 - r1r2) > 0) return Relation::SEPARATE;
  if (sgn(c1c2 - r1r2) == 0) return Relation::EX_TOUCH;
  if (sgn(c1c2 - diff) > 0) return Relation::OVERLAP;
  if (sgn(c1c2 - diff) == 0) return Relation::IN_TOUCH;
  return Relation::INSIDE;
}

auto get_cos_from_triangle(ld a, ld b, ld c) { return (a * a + b * b - c * c) / (2.0 * a * b); }

bool on_line(const Line &l, const Point &p) { return !sgn((l.s - p) ^ (l.e - p)); }

bool on_segment(const Segment &l, const Point &p) {
  return !sgn((l.s - p) ^ (l.e - p)) && sgn((l.s - p) * (l.e - p)) <= 0;
}

bool on_segment2(const Segment &l, const Point &p) { // assume p on Line l
  if (l.s == p || l.e == p) return true;
  if (min(l.s, l.e) < p && p < max(l.s, l.e)) return true;
  return false;
}

bool is_parallel(const Line &a, const Line &b) { return !sgn((a.s - a.e) ^ (b.s - b.e)); }
bool is_orthogonal(const Line &a, const Line &b) { return !sgn((a.s - a.e) * (b.s - b.e)); }

int is_intersect(const Segment &a, const Segment &b) {
  auto d1 = sgn((a.e - a.s) ^ (b.s - a.s)), d2 = sgn((a.e - a.s) ^ (b.e - a.s));
  auto d3 = sgn((b.e - b.s) ^ (a.s - b.s)), d4 = sgn((b.e - b.s) ^ (a.e - b.s));
  if (d1 * d2 < 0 && d3 * d4 < 0) return 2;  // intersect at non-end point
  return (d1 == 0 && sgn((b.s - a.s) * (b.s - a.e)) <= 0) ||
         (d2 == 0 && sgn((b.e - a.s) * (b.e - a.e)) <= 0) ||
         (d3 == 0 && sgn((a.s - b.s) * (a.s - b.e)) <= 0) ||
         (d4 == 0 && sgn((a.e - b.s) * (a.e - b.e)) <= 0);
}

int is_intersect(const Line &a, const Segment &b) {
  auto d1 = sgn((a.e - a.s) ^ (b.s - a.s)), d2 = sgn((a.e - a.s) ^ (b.e - a.s));
  if (d1 * d2 < 0) return 2;  // intersect at non-end point
  return d1 == 0 || d2 == 0;
}

Point intersect(const Line &a, const Line &b) {
  auto u = a.e - a.s, v = b.e - b.s;
  auto t = ((b.s - a.s) ^ v) / (u ^ v);
  return a.s + u * t;
}

int is_intersect(const Circle &c, const Line &l) {
  auto d = dist(c.o, l);
  return sgn(d - c.r) < 0 ? 2 : !sgn(d - c.r);
}
```

```cpp
vector<Point> intersect(const Circle &a, const Circle &b) {
  auto relation = get_relation(a, b);
  if (relation == Relation::INSIDE || relation == Relation::SEPARATE) return {};
  auto vec = b.o - a.o;
  auto d2 = dist2(vec);
  auto p = (d2 + a.r * a.r - b.r * b.r) / ((long double)2 * d2), h2 = a.r * a.r - p * p * d2;
  auto mid = a.o + vec * p, per = perp(vec) * sqrt(max((long double)0, h2) / d2);
  if (relation == Relation::OVERLAP)
    return {mid + per, mid - per};
  else
    return {mid};
}

vector<Point> intersect(const Circle &c, const Line &l) {
  if (!is_intersect(c, l)) return {};
  auto v = l.e - l.s, t = v / dist(v);
  Point a = l.s + t * ((c.o - l.s) * t);
  auto d = sqrt(max((ld)0, c.r * c.r - dist2(c.o, a)));
  if (!sgn(d)) return {a};
  return {a - t * d, a + t * d};
}

int in_poly(const vector<Point> &p, const Point &a) {
  int cnt = 0, n = (int)p.size();
  for (int i = 0; i < n; i++) {
    auto q = p[(i + 1) % n];
    if (on_segment(Segment(p[i], q), a)) return 1;  // on the edge of the polygon
    cnt ^= ((a.y < p[i].y) - (a.y < q.y)) * ((p[i] - a) ^ (q - a)) > 0;
  }
  return cnt ? 2 : 0;
}

int is_intersect(const vector<Point> &p, const Line &a) {
  // 1: touching, >=2: intersect count
  int cnt = 0, edge_cnt = 0, n = (int)p.size();
  for (int i = 0; i < n; i++) {
    auto q = p[(i + 1) % n];
    if (on_line(a, p[i]) && on_line(a, q)) return -1;  // infinity
    auto t = is_intersect(a, Segment(p[i], q));
    (t == 1) && edge_cnt++, (t == 2) && cnt++;
  }
  return cnt + edge_cnt / 2;
}

vector<Point> tangent(const Circle &c, const Point &p) {
  auto d = dist(c.o, p), l = c.r * c.r / d, h = sqrt(c.r * c.r - l * l);
  auto v = (p - c.o) / d;
  return {c.o + v * l + perp(v) * h, c.o + v * l - perp(v) * h};
}

Circle get_circumscribed(const Point &a, const Point &b, const Point &c) {
  Line u((a + b) / 2, ((a + b) / 2) + perp(b - a));
  Line v((b + c) / 2, ((b + c) / 2) + perp(c - b));
  auto o = intersect(u, v);
  return Circle(o, dist(o, a));
}

Circle get_inscribed(const Point &a, const Point &b, const Point &c) {
  auto l1 = dist(b - c), l2 = dist(c - a), l3 = dist(a - b);
  Point o = (a * l1 + b * l2 + c * l3) / (l1 + l2 + l3);
  return Circle(o, dist(o, Line(a, b)));
}

pair<ld, ld> get_centroid(const vector<Point> &p) {
  int n = (int)p.size();
  ld x = 0, y = 0, sum = 0;
  auto a = p[0], b = p[1];
  for (int i = 2; i < n; i++) {
    auto c = p[i];
    auto s = area({a, b, c});
    sum += s;
    x += s * (a.x + b.x + c.x);
    y += s * (a.y + b.y + c.y);
    swap(b, c);
  }
  return {x / (3 * sum), y / (3 * sum)};
}
```

Area

```cpp
auto area(const vector<Point> &p) {
  int n = (int)p.size();
  long double area = 0;
  for (int i = 0; i < n; i++) area += p[i] ^ p[(i + 1) % n];
  return area / 2.0;
}

auto area(const Point &a, const Point &b, const Point &c) {
  return ((long double)((b - a) ^ (c - a))) / 2.0;
}

auto area2(const Point &a, const Point &b, const Point &c) { return (b - a) ^ (c - a); }

auto area_intersect(const Circle &c, const vector<Point> &ps) {
  int n = (int)ps.size();
  auto arg = [&](const Point &p, const Point &q) { return atan2(p ^ q, p * q); };
  auto tri = [&](const Point &p, const Point &q) {
    auto r2 = c.r * c.r / (long double)2;
    auto d = q - p;
    auto a = d * p / dist2(d), b = (dist2(p) - c.r * c.r) / dist2(d);
    long double det = a * a - b;
    if (sgn(det) <= 0) return arg(p, q) * r2;
    auto s = max((long double)0, -a - sqrt(det)), t = min((long double)1, -a + sqrt(det));
    if (sgn(t) < 0 || sgn(1 - s) <= 0) return arg(p, q) * r2;
    auto u = p + d * s, v = p + d * t;
    return arg(p, u) * r2 + (u ^ v) / 2 + arg(v, q) * r2;
  };
  long double sum = 0;
  for (int i = 0; i < n; i++) sum += tri(ps[i] - c.o, ps[(i + 1) % n] - c.o);
  return sum;
}

auto adaptive_simpson(ld _l, ld _r, function<ld(ld)> f) {
  auto simpson = [&](ld l, ld r) { return (r - l) * (f(l) + 4 * f((l + r) / 2) + f(r)) / 6; };
  function<ld(ld, ld, ld)> asr = [&](ld l, ld r, ld s) {
    auto mid = (l + r) / 2;
    auto left = simpson(l, mid), right = simpson(mid, r);
    if (!sgn(left + right - s)) return left + right;
    return asr(l, mid, left) + asr(mid, r, right);
  };
  return asr(_l, _r, simpson(_l, _r));
}

vector<Point> half_plane_intersect(vector<Line> &L) {
  int n = (int)L.size(), l = 0, r = 0;  // [left, right]
  sort(L.begin(), L.end(),
       [](const Line &a, const Line &b) { return rad(a.s - a.e) < rad(b.s - b.e); });
  vector<Point> p(n), res;
  vector<Line> q(n);
  q[0] = L[0];
  for (int i = 1; i < n; i++) {
    while (l < r && sgn((L[i].e - L[i].s) ^ (p[r - 1] - L[i].s)) <= 0) r--;
    while (l < r && sgn((L[i].e - L[i].s) ^ (p[l] - L[i].s)) <= 0) l++;
    q[++r] = L[i];
```

```cpp
    if (sgn((q[r].e - q[r].s) ^ (q[r - 1].e - q[r - 1].s)) == 0) {
      r--;
      if (sgn((q[r].e - q[r].s) ^ (L[i].s - q[r].s)) > 0) q[r] = L[i];
    }
    if (l < r) p[r - 1] = intersect(q[r - 1], q[r]);
  }
  while (l < r && sgn((q[l].e - q[l].s) ^ (p[r - 1] - q[l].s)) <= 0) r--;
  if (r - l <= 1) return {};
  p[r] = intersect(q[r], q[l]);
  return vector<Point>(p.begin() + l, p.begin() + r + 1);
}
```

Convex

```cpp
vector<Point> get_convex(vector<Point> &points, bool allow_collinear = false) {
  // strict, no repeat, two pass
  sort(points.begin(), points.end());
  points.erase(unique(points.begin(), points.end()), points.end());
  vector<Point> L, U;
  for (auto &t : points) {
    for (ll sz = L.size(); sz > 1 && (sgn((t - L[sz - 2]) ^ (L[sz - 1] - L[sz - 2])) >= 0);
         L.pop_back(), sz = L.size()) {
    }
    L.push_back(t);
  }
  for (auto &t : points) {
    for (ll sz = U.size(); sz > 1 && (sgn((t - U[sz - 2]) ^ (U[sz - 1] - U[sz - 2])) <= 0);
         U.pop_back(), sz = U.size()) {
    }
    U.push_back(t);
  }
  // contain repeats if all collinear, use a set to remove repeats
  if (allow_collinear) {
    for (int i = (int)U.size() - 2; i >= 1; i--) L.push_back(U[i]);
  } else {
    set<Point> st(L.begin(), L.end());
    for (int i = (int)U.size() - 2; i >= 1; i--) {
      if (st.count(U[i]) == 0) L.push_back(U[i]), st.insert(U[i]);
    }
  }
  return L;
}

vector<Point> get_convex2(vector<Point> &points, bool allow_collinear = false) {  // strict, no repeat, one pass
  nth_element(points.begin(), points.begin(), points.end());
  sort(points.begin() + 1, points.end(), [&](const Point &a, const Point &b) {
    int rad_diff = sgn((a - points[0]) ^ (b - points[0]));
    return !rad_diff ? (dist2(a - points[0]) < dist2(b - points[0])) : (rad_diff > 0);
  });
  if (allow_collinear) {
    int i = (int)points.size() - 1;
    while (i >= 0 && !sgn((points[i] - points[0]) ^ (points[i] - points.back()))) i--;
    reverse(points.begin() + i + 1, points.end());
  }
  vector<Point> hull;
  for (auto &t : points) {
    for (ll sz = hull.size();
         sz > 1 && (sgn((t - hull[sz - 2]) ^ (hull[sz - 1] - hull[sz - 2])) >= allow_collinear);
         hull.pop_back(), sz = hull.size()) {
    }
    hull.push_back(t);
  }
  return hull;
}

vector<Point> get_convex_safe(vector<Point> points, bool allow_collinear = false) {
  return get_convex(points, allow_collinear);
}

vector<Point> get_convex2_safe(vector<Point> points, bool allow_collinear = false) {
  return get_convex2(points, allow_collinear);
}

bool is_convex(const vector<Point> &p, bool allow_collinear = false) {
  int n = p.size();
  int lo = 1, hi = -1;
  for (int i = 0; i < n; i++) {
    int cur = sgn((p[(i + 2) % n] - p[(i + 1) % n]) ^ (p[(i + 1) % n] - p[i]));
    lo = min(lo, cur); hi = max(hi, cur);
  }
  return allow_collinear ? (hi - lo) < 2 : (lo == hi && lo);
}

auto rotating_calipers(const vector<Point> &hull) {
  // use get_convex2
  int n = (int)hull.size();  // return the square of longest dist
  assert(n > 1);
  if (n <= 2) return dist2(hull[0], hull[1]);
  ld res = 0;
  for (int i = 0, j = 2; i < n; i++) {
    auto d = hull[i], e = hull[(i + 1) % n];
    while (area2(d, e, hull[j]) < area2(d, e, hull[(j + 1) % n])) j = (j + 1) % n;
    res = max(res, max(dist2(d, hull[j]), dist2(e, hull[j])));
  }
  return res;
}

// Find polygon cut to the left of l
vector<Point> convex_cut(const vector<Point> &p, const Line &l) {
  int n = p.size();
  vector<Point> cut;
  for (int i = 0; i < n; i++) {
    auto a = p[i], b = p[(i + 1) % n];
    if (sgn((l.e - l.s) ^ (a - l.s)) >= 0)
      cut.push_back(a);
    if (sgn((l.e - l.s) ^ (a - l.s)) * sgn((l.e - l.s) ^ (b - l.s)) == -1)
      cut.push_back(intersect(Line(a, b), l));
  }
  return cut;
}

// Sort by angle in range [0, 2pi)
template <class RandomIt>
void polar_sort(RandomIt first, RandomIt last, Point origin = Point(0, 0)) {
  auto get_quad = [&](const Point& p) {
    Point diff = p - origin;
    if (diff.x > 0 && diff.y >= 0) return 1;
    if (diff.x <= 0 && diff.y > 0) return 2;
    if (diff.x < 0 && diff.y <= 0) return 3;
    return 4;
  };
  auto polar_cmp = [&](const Point& p1, const Point& p2) {
    int q1 = get_quad(p1), q2 = get_quad(p2);
    if (q1 != q2) return q1 < q2;
    return ((p1 - origin) ^ (p2 - origin)) > 0;
  };
  sort(first, last, polar_cmp);
}
```

Basic 3D

```cpp
using ll = long long;
using ld = long double;

constexpr auto eps = 1e-8;
const auto PI = acos(-1);
int sgn(ld x) { return (abs(x) <= eps) ? 0 : (x < 0 ? -1 : 1); }

struct Point3D {
  ld x = 0, y = 0, z = 0;
  Point3D() = default;
  Point3D(ld _x, ld _y, ld _z) : x(_x), y(_y), z(_z) {}
  bool operator<(const Point3D &p) const { return !sgn(p.x - x) ? (!sgn(p.y - y) ? sgn(p.z - z) < 0 : y < p.y) : x < p.x; }
  bool operator==(const Point3D &p) const { return !sgn(p.x - x) && !sgn(p.y - y) && !sgn(p.z - z); }
  Point3D operator+(const Point3D &p) const { return {x + p.x, y + p.y, z + p.z}; }
  Point3D operator-(const Point3D &p) const { return {x - p.x, y - p.y, z - p.z}; }
  Point3D operator*(ld a) const { return {x * a, y * a, z * a}; }
  Point3D operator/(ld a) const { return {x / a, y / a, z / a}; }
  auto operator*(const Point3D &p) const { return x * p.x + y * p.y + z * p.z; }  // dot
  Point3D operator^(const Point3D &p) const { return {y * p.z - z * p.y, z * p.x - x * p.z, x * p.y - y * p.x}; }  // cross
  friend auto &operator>>(istream &i, Point3D &p) { return i >> p.x >> p.y >> p.z; }
};

struct Line3D {
  Point3D s = {0, 0, 0}, e = {0, 0, 0};
  Line3D() = default;
  Line3D(Point3D _s, Point3D _e) : s(_s), e(_e) {}
};

struct Segment3D : Line3D {
  using Line3D::Line3D;
};

auto dist2(const Point3D &a) { return a * a; }
auto dist2(const Point3D &a, const Point3D &b) { return dist2(a - b); }
auto dist(const Point3D &a) { return sqrt(dist2(a)); }
auto dist(const Point3D &a, const Point3D &b) { return sqrt(dist2(a - b)); }
auto dist(const Point3D &a, const Line3D &l) { return dist((a - l.s) ^ (l.e - l.s)) / dist(l.s, l.e); }
auto dist(const Point3D &p, const Segment3D &l) {
  if (l.s == l.e) return dist(p, l.s);
  auto d = dist2(l.s, l.e), t = min(d, max((ld)0, (p - l.s) * (l.e - l.s)));
  return dist((p - l.s) * d, (l.e - l.s) * t) / d;
}
```

Miscellaneous

```cpp
tuple<int,int,ld> closest_pair(vector<Point> &p) {
  using Pt = pair<Point,int>;
  int n = p.size();
  assert(n > 1);
  vector<Pt> pts(n), buf;
  for (int i = 0; i < n; i++) pts[i] = {p[i], i};
  sort(pts.begin(), pts.end());
  buf.reserve(n);
  auto cmp_y = [](const Pt& p1, const Pt& p2) { return p1.first.y < p2.first.y; };
  function<tuple<int,int,ld>(int, int)> recurse = [&](int l, int r) -> tuple<int,int,ld> {
    int i = pts[l].second, j = pts[l + 1].second;
    ld d = dist(pts[l].first, pts[l + 1].first);
    if (r - l < 5) {
      for (int a = l; a < r; a++) for (int b = a + 1; b < r; b++) {
        ld cur = dist(pts[a].first, pts[b].first);
        if (cur < d) { i = pts[a].second; j = pts[b].second; d = cur; }
      }
      sort(pts.begin() + l, pts.begin() + r, cmp_y);
    }
    else {
      int mid = (l + r)/2;
      ld x = pts[mid].first.x;
      auto [li, lj, ldist] = recurse(l, mid);
      auto [ri, rj, rdist] = recurse(mid, r);
      if (ldist < rdist) { i = li; j = lj; d = ldist; }
      else { i = ri; j = rj; d = rdist; }
      inplace_merge(pts.begin() + l, pts.begin() + mid, pts.begin() + r, cmp_y);
      buf.clear();
      for (int a = l; a < r; a++) {
        if (abs(x - pts[a].first.x) >= d) continue;
        for (int b = buf.size() - 1; b >= 0; b--) {
          if (pts[a].first.y - buf[b].first.y >= d) break;
          ld cur = dist(pts[a].first, buf[b].first);
          if (cur < d) { i = pts[a].second; j = buf[b].second; d = cur; }
        }
        buf.push_back(pts[a]);
      }
    }
    return {i, j, d};
  };
  return recurse(0, n);
}

Line abc_to_line(ld a, ld b, ld c) {
  assert(!sgn(a) || !sgn(b));
  if(a == 0) return Line(Point(0, -c/b), Point(1, -c/b));
  if(b == 0) return Line(Point(-c/a, 0), Point(-c/a, 1));
  Point s(0, -c/b), e(1, (-c - a)/b), diff = e - s;
  return Line(s, s + diff/dist(diff));
}

tuple<ld,ld,ld> line_to_abc(const Line& l) {
  Point diff = l.e - l.s;
  return {-diff.y, diff.x, -(diff ^ l.s)};
}
```

Graph Theory

Max Flow

```cpp
struct Edge {
  int from, to, cap, remain;
};

struct Dinic {
  int n;
  vector<Edge> e;
  vector<vector<int>> g;
  vector<int> d, cur;
  Dinic(int _n) : n(_n), g(n), d(n), cur(n) {}
  void add_edge(int u, int v, int c) {
    g[u].push_back((int)e.size());
    e.push_back({u, v, c, c});
    g[v].push_back((int)e.size());
    e.push_back({v, u, 0, 0});
  }
  ll max_flow(int s, int t) {
    int inf = 1e9;
    auto bfs = [&]() {
      fill(d.begin(), d.end(), inf), fill(cur.begin(), cur.end(), 0);
      d[s] = 0;
      vector<int> q{s}, nq;
```

```cpp
      for (int step = 1; q.size(); swap(q, nq), nq.clear(), step++) {
        for (auto& node : q) {
          for (auto& edge : g[node]) {
            int ne = e[edge].to;
            if (!e[edge].remain || d[ne] <= step) continue;
            d[ne] = step, nq.push_back(ne);
            if (ne == t) return true;
          }
        }
      }
      return false;
    };
    function<int(int, int)> find = [&](int node, int limit) {
      if (node == t || !limit) return limit;
      int flow = 0;
      for (int i = cur[node]; i < g[node].size(); i++) {
        cur[node] = i;
        int edge = g[node][i], oe = edge ^ 1, ne = e[edge].to;
        if (!e[edge].remain || d[ne] != d[node] + 1) continue;
        if (int temp = find(ne, min(limit - flow, e[edge].remain))) {
          e[edge].remain -= temp, e[oe].remain += temp, flow += temp;
        } else {
          d[ne] = -1;
        }
        if (flow == limit) break;
      }
      return flow;
    };
    ll res = 0;
    while (bfs())
      while (int flow = find(s, inf)) res += flow;
    return res;
  }
};
```

- USAGE

```cpp
int main() {
  int n, m, s, t;
  cin >> n >> m >> s >> t;
  Dinic dinic(n);
  for (int i = 0, u, v, c; i < m; i++) {
    cin >> u >> v >> c;
    dinic.add_edge(u - 1, v - 1, c);
  }
  cout << dinic.max_flow(s - 1, t - 1) << '\n';
}
```

PushRelabel Max-Flow (faster)

```cpp
// https://github.com/kth-competitive-programming/kactl/blob/main/content/graph/PushRelabel.h
#define rep(i, a, b) for (int i = a; i < (b); ++i)
#define all(x) begin(x), end(x)
#define sz(x) (int)(x).size()
typedef long long ll;
typedef pair<int, int> pii;
typedef vector<int> vi;

struct PushRelabel {
  struct Edge {
    int dest, back;
    ll f, c;
  };
  vector<vector<Edge>> g;
  vector<ll> ec;
  vector<Edge*> cur;
  vector<vi> hs;
  vi H;
  PushRelabel(int n) : g(n), ec(n), cur(n), hs(2 * n), H(n) {}

  void addEdge(int s, int t, ll cap, ll rcap = 0) {
    if (s == t) return;
    g[s].push_back({t, sz(g[t]), 0, cap});
    g[t].push_back({s, sz(g[s]) - 1, 0, rcap});
  }

  void addFlow(Edge& e, ll f) {
    Edge& back = g[e.dest][e.back];
    if (!ec[e.dest] && f) hs[H[e.dest]].push_back(e.dest);
    e.f += f;
    e.c -= f;
    ec[e.dest] += f;
    back.f -= f;
    back.c += f;
    ec[back.dest] -= f;
  }
  ll calc(int s, int t) {
    int v = sz(g);
    H[s] = v;
    ec[t] = 1;
    vi co(2 * v);
    co[0] = v - 1;
    rep(i, 0, v) cur[i] = g[i].data();
    for (Edge& e : g[s]) addFlow(e, e.c);

    for (int hi = 0;;) {
      while (hs[hi].empty())
        if (!hi--) return -ec[s];
      int u = hs[hi].back();
      hs[hi].pop_back();
      while (ec[u] > 0)  // discharge u
        if (cur[u] == g[u].data() + sz(g[u])) {
          H[u] = 1e9;
          for (Edge& e : g[u])
            if (e.c && H[u] > H[e.dest] + 1) H[u] = H[e.dest] + 1, cur[u] = &e;
          if (++co[H[u]], !--co[hi] && hi < v)
            rep(i, 0, v) if (hi < H[i] && H[i] < v)-- co[H[i]], H[i] = v + 1;
          hi = H[u];
        } else if (cur[u]->c && H[u] == H[cur[u]->dest] + 1)
          addFlow(*cur[u], min(ec[u], cur[u]->c));
        else
          ++cur[u];
    }
  }
  bool leftOfMinCut(int a) { return H[a] >= sz(g); }
};
```

Min-Cost Max-Flow

```cpp
struct MinCostFlow {
  static constexpr int INF = 1e9;
  const int n;
  vector<tuple<int, int, int>> e;
  vector<vector<int>> g;
  vector<int> h, dis, pre;
  bool dijkstra(int s, int t) {
    dis.assign(n, INF);
    pre.assign(n, -1);
    priority_queue<pair<int, int>, vector<pair<int, int>>, greater<>> que;
    dis[s] = 0;
    que.emplace(0, s);
    while (!que.empty()) {
      auto [d, u] = que.top();
      que.pop();
      if (dis[u] != d) continue;
      for (int i : g[u]) {
        auto [v, f, c] = e[i];
        if (c > 0 && dis[v] > d + h[u] - h[v] + f) {
          dis[v] = d + h[u] - h[v] + f;
          pre[v] = i;
          que.emplace(dis[v], v);
        }
      }
    }
    return dis[t] != INF;
  }
  MinCostFlow(int _n) : n(_n), g(n) {}
```

```
  void addEdge(int u, int v, int f, int c) {
    g[u].push_back((int)e.size());
    e.emplace_back(v, f, c);
    g[v].push_back((int)e.size());
    e.emplace_back(u, -f, 0);
  }
  pair<int, int> minCostMaxFlow(const int s, const int t) {
    int flow = 0, cost = 0;
    h.assign(n, 0);
    while (dijkstra(s, t)) {
      for (int i = 0; i < n; ++i) h[i] += dis[i];
      for (int i = t; i != s; i = get<0>(e[pre[i] ^ 1])) {
        --get<2>(e[pre[i]]);
        ++get<2>(e[pre[i] ^ 1]);
      }
      ++flow;
      cost += h[t];
    }
    return {flow, cost};
  }
};
```

Heavy-Light Decomposition

```
int root = 0, cur = 0;
vector<int> parent(n), deep(n), hson(n, -1), top(n), sz(n), dfn(n, -1);
function<int(int, int, int)> dfs = [&](int node, int fa, int dep) {
  deep[node] = dep, sz[node] = 1, parent[node] = fa;
  for (auto &ne : g[node]) {
    if (ne == fa) continue;
    sz[node] += dfs(ne, node, dep + 1);
    if (hson[node] == -1|| sz[ne] > sz[hson[node]]) hson[node] = ne;
  }
  return sz[node];
};
function<void(int, int)> dfs2 = [&](int node, int t) {
  top[node] = t, dfn[node] = cur++;
  if (hson[node] == -1) return;
  dfs2(hson[node], t);
  for (auto &ne : g[node]) {
    if (ne == parent[node] || ne == hson[node]) continue;
    dfs2(ne, ne);
  }
};
// read in graph as vector<vector<int>> g(n)
dfs(root, -1, 0), dfs2(root, root);
```

- USAGE: get LCA

```
function<int(int, int)> lca = [&](int x, int y) {
  while (top[x] != top[y]) {
    if (deep[top[x]] < deep[top[y]]) swap(x, y);
    x = parent[top[x]];
  }
  return deep[x] < deep[y] ? x : y;
};
```

General Unweight Graph Matching

- Complexity: $O(n^3)$ (?)

```
struct BlossomMatch {
  int n;
  vector<vector<int>> e;
  BlossomMatch(int _n) : n(_n), e(_n) {}
  void add_edge(int u, int v) { e[u].push_back(v), e[v].push_back(u); }
  vector<int> find_matching() {
    vector<int> match(n, -1), vis(n), link(n), f(n), dep(n);
    function<int(int)> find = [&](int x) { return f[x] == x ? x : (f[x] = find(f[x])); };
    auto lca = [&](int u, int v) {
      u = find(u), v = find(v);
      while (u != v) {
        if (dep[u] < dep[v]) swap(u, v);
        u = find(link[match[u]]);
      }
      return u;
    };
    queue<int> que;
    auto blossom = [&](int u, int v, int p) {
      while (find(u) != p) {
        link[u] = v, v = match[u];
        if (vis[v] == 0) vis[v] = 1, que.push(v);
        f[u] = f[v] = p, u = link[v];
      }
    };
    // find an augmenting path starting from u and augment (if exist)
    auto augment = [&](int node) {
      while (!que.empty()) que.pop();
      iota(f.begin(), f.end(), 0);
      // vis = 0 corresponds to inner vertices, vis = 1 corresponds to outer vertices
      fill(vis.begin(), vis.end(), -1);
      que.push(node);
      vis[node] = 1, dep[node] = 0;
      while (!que.empty()) {
        int u = que.front();
        que.pop();
        for (auto v : e[u]) {
          if (vis[v] == -1) {
            vis[v] = 0, link[v] = u, dep[v] = dep[u] + 1;
            // found an augmenting path
            if (match[v] == -1) {
              for (int x = v, y = u, temp; y != -1; x = temp, y = x == -1 ? -1 : link[x]) {
                temp = match[y], match[x] = y, match[y] = x;
              }
              return;
            }
            vis[match[v]] = 1, dep[match[v]] = dep[u] + 2;
            que.push(match[v]);
          } else if (vis[v] == 1 && find(v) != find(u)) {
            // found a blossom
            int p = lca(u, v);
            blossom(u, v, p), blossom(v, u, p);
          }
        }
      }
    };
    // find a maximal matching greedily (decrease constant)
    auto greedy = [&]() {
      for (int u = 0; u < n; ++u) {
        if (match[u] != -1) continue;
        for (auto v : e[u]) {
          if (match[v] == -1) {
            match[u] = v, match[v] = u;
            break;
          }
        }
      }
    };
    greedy();
    for (int u = 0; u < n; ++u)
      if (match[u] == -1) augment(u);
    return match;
  }
};
```

Maximum Bipartite Matching

- Needs dinic, complexity $\approx O(n + m\sqrt{n})$

```
struct BipartiteMatch {
  int l, r;
  Dinic dinic = Dinic(0);
  BipartiteMatch(int _l, int _r) : l(_l), r(_r) {
    dinic = Dinic(l + r + 2);
    for (int i = 1; i <= l; i++) dinic.add_edge(0, i, 1);
```

```cpp
    for (int i = 1; i <= r; i++) dinic.add_edge(l + i, l + r + 1, 1);
  }
  void add_edge(int u, int v) { dinic.add_edge(u + 1, l + v + 1, 1); }
  ll max_matching() { return dinic.max_flow(0, l + r + 1); }
};
```

2-SAT and Strongly Connected Components

```cpp
void scc(vector<vector<int>>& g, int* idx) {
  int n = g.size(), ct = 0;
  int out[n];
  vector<int> ginv[n];
  memset(out, -1, sizeof out);
  memset(idx, -1, n * sizeof(int));
  function<void(int)> dfs = [&](int cur) {
    out[cur] = INT_MAX;
    for(int v : g[cur]) {
      ginv[v].push_back(cur);
      if(out[v] == -1) dfs(v);
    }
    ct++; out[cur] = ct;
  };
  vector<int> order;
  for(int i = 0; i < n; i++) {
    order.push_back(i);
    if(out[i] == -1) dfs(i);
  }
  sort(order.begin(), order.end(), [&](int& u, int& v) {
    return out[u] > out[v];
  });
  ct = 0;
  stack<int> s;
  auto dfs2 = [&](int start) {
    s.push(start);
    while(!s.empty()) {
      int cur = s.top();
      s.pop();
      idx[cur] = ct;
      for(int v : ginv[cur])
        if(idx[v] == -1) s.push(v);
    }
  };
  for(int v : order) {
    if(idx[v] == -1) {
      dfs2(v);
      ct++;
    }
  }
}

// 0 => impossible, 1 => possible
pair<int,vector<int>> sat2(int n, vector<pair<int,int>>& clauses) {
  vector<int> ans(n);
  vector<vector<int>> g(2*n + 1);
  for(auto [x, y] : clauses) {
    x = x < 0 ? -x + n : x;
    y = y < 0 ? -y + n : y;
    int nx = x <= n ? x + n : x - n;
    int ny = y <= n ? y + n : y - n;
    g[nx].push_back(y);
    g[ny].push_back(x);
  }
  int idx[2*n + 1];
  scc(g, idx);
  for(int i = 1; i <= n; i++) {
    if(idx[i] == idx[i + n]) return {0, {}};
    ans[i - 1] = idx[i + n] < idx[i];
  }
  return {1, ans};
}
```

Enumerating Triangles

- Complexity: $O(n + m\sqrt{m})$

```cpp
void enumerate_triangles(vector<pair<int,int>>& edges, function<void(int,int,int)> f) {
  int n = 0;
  for(auto [u, v] : edges) n = max({n, u + 1, v + 1});
  vector<int> deg(n);
  vector<int> g[n];
  for(auto [u, v] : edges) {
    deg[u]++;
    deg[v]++;
  }
  for(auto [u, v] : edges) {
    if(u == v) continue;
    if(deg[u] > deg[v] || (deg[u] == deg[v] && u > v))
      swap(u, v);
    g[u].push_back(v);
  }
  vector<int> flag(n);
  for(int i = 0; i < n; i++) {
    for(int v : g[i]) flag[v] = 1;
    for(int v : g[i]) for(int u : g[v]) {
      if(flag[u]) f(i, v, u);
    }
    for(int v : g[i]) flag[v] = 0;
  }
}
```

Tarjan

- shrink all circles into points (2-edge-connected-component)

```cpp
int cnt = 0, now = 0;
vector<ll> dfn(n, -1), low(n), belong(n, -1), stk;
function<void(ll, ll)> tarjan = [&](ll node, ll fa) {
  dfn[node] = low[node] = now++, stk.push_back(node);
  for (auto& ne : g[node]) {
    if (ne == fa) continue;
    if (dfn[ne] == -1) {
      tarjan(ne, node);
      low[node] = min(low[node], low[ne]);
    } else if (belong[ne] == -1) {
      low[node] = min(low[node], dfn[ne]);
    }
  }
  if (dfn[node] == low[node]) {
    while (true) {
      auto v = stk.back();
      belong[v] = cnt;
      stk.pop_back();
      if (v == node) break;
    }
    ++cnt;
  }
};
```

- 2-vertex-connected-component / Block forest

```cpp
int cnt = 0, now = 0;
vector<vector<ll>> e1(n);
vector<ll> dfn(n, -1), low(n), stk;
function<void(ll)> tarjan = [&](ll node) {
  dfn[node] = low[node] = now++, stk.push_back(node);
  for (auto& ne : g[node]) {
    if (dfn[ne] == -1) {
      tarjan(ne);
      low[node] = min(low[node], low[ne]);
      if (low[ne] == dfn[node]) {
        e1.push_back({});
        while (true) {
          auto x = stk.back();
          stk.pop_back();
          e1[n + cnt].push_back(x);
          // e1[x].push_back(n + cnt); // undirected
```

```cpp
          if (x == ne) break;
        }
        e1[node].push_back(n + cnt);
        // e1[n + cnt].push_back(node); // undirected
        cnt++;
      }
    } else {
      low[node] = min(low[node], dfn[ne]);
    }
  }
};
```

Kruskal reconstruct tree

```cpp
int _n, m;
cin >> _n >> m; // _n: # of node, m: # of edge
int n = 2 * _n - 1; // root: n-1
vector<array<int, 3>> edges(m);
for (auto& [w, u, v] : edges) {
  cin >> u >> v >> w, u--, v--;
}
sort(edges.begin(), edges.end());
vector<int> p(n);
iota(p.begin(), p.end(), 0);
function<int(int)> find = [&](int x) { return p[x] == x ? x : (p[x] = find(p[x])); };
auto merge = [&](int x, int y) { p[find(x)] = find(y); };
vector<vector<int>> g(n);
vector<int> val(m);
val.reserve(n);
for (auto [w, u, v] : edges) {
  u = find(u), v = find(v);
  if (u == v) continue;
  val.push_back(w);
  int node = (int)val.size() - 1;
  g[node].push_back(u), g[node].push_back(v);
  merge(u, node), merge(v, node);
}
```

Math

Inverse

```cpp
ll inv(ll a, ll m) { return a == 1 ? 1 : ((m - m / a) * inv(m % a, m) % m); }
// or
power(a, MOD - 2)
```

- USAGE: get factorial

```cpp
vector<ll> f(MAX_N, 1), rf(MAX_N, 1);
for (int i = 1; i < MAX_N; i++) f[i] = (f[i - 1] * i) % MOD;
for (int i = 1; i < MAX_N; i++) rf[i] = (rf[i - 1] * inv(i, MOD)) % MOD;
// or (the later one should be preferred
vector<ll> f(MAX_N, 1), rf(MAX_N, 1);
for (int i = 2; i < MAX_N; i++) f[i] = f[i - 1] * i % MOD;
rf[MAX_N - 1] = power(f[MAX_N - 1], MOD - 2);
for (int i = MAX_N - 2; i > 1; i--) rf[i] = rf[i + 1] * (i + 1) % MOD;
```

Mod Class

```cpp
constexpr ll norm(ll x) { return (x % MOD + MOD) % MOD; }
template <typename T>
constexpr T power(T a, ll b, T res = 1) {
  for (; b; b /= 2, (a *= a) %= MOD)
    if (b & 1) (res *= a) %= MOD;
  return res;
}
struct Z {
  ll x;
  constexpr Z(ll _x = 0) : x(norm(_x)) {}
  // auto operator<=>(const Z &) const = default; // cpp20 only
  Z operator-() const { return Z(norm(MOD - x)); }
  Z inv() const { return power(*this, MOD - 2); }
  Z &operator*=(const Z &rhs) { return x = x * rhs.x % MOD, *this; }
  Z &operator+=(const Z &rhs) { return x = norm(x + rhs.x), *this; }
  Z &operator-=(const Z &rhs) { return x = norm(x - rhs.x), *this; }
  Z &operator/=(const Z &rhs) { return *this *= rhs.inv(); }
  Z &operator%=(const ll &rhs) { return x %= rhs, *this; }
  friend Z operator*(Z lhs, const Z &rhs) { return lhs *= rhs; }
  friend Z operator+(Z lhs, const Z &rhs) { return lhs += rhs; }
  friend Z operator-(Z lhs, const Z &rhs) { return lhs -= rhs; }
  friend Z operator/(Z lhs, const Z &rhs) { return lhs /= rhs; }
  friend Z operator%(Z lhs, const ll &rhs) { return lhs %= rhs; }
  friend auto &operator>>(istream &i, Z &z) { return i >> z.x; }
  friend auto &operator<<(ostream &o, const Z &z) { return o << z.x; }
};
```

- large mod (for NTT to do FFT in ll range without modulo)

```cpp
using ll = long long;
using i128 = __int128;
constexpr i128 MOD = 9223372036737335297;

constexpr i128 norm(i128 x) { return x < 0 ? (x + MOD) % MOD : x % MOD; }
template <typename T>
constexpr T power(T a, i128 b, T res = 1) {
  for (; b; b /= 2, (a *= a) %= MOD)
    if (b & 1) (res *= a) %= MOD;
  return res;
}
struct Z {
  i128 x;
  constexpr Z(i128 _x = 0) : x(norm(_x)) {}
  Z operator-() const { return Z(norm(MOD - x)); }
  Z inv() const { return power(*this, MOD - 2); }
  // auto operator<=>(const Z&) const = default;
  Z &operator*=(const Z &rhs) { return x = x * rhs.x % MOD, *this; }
  Z &operator+=(const Z &rhs) { return x = norm(x + rhs.x), *this; }
  Z &operator-=(const Z &rhs) { return x = norm(x - rhs.x), *this; }
  Z &operator/=(const Z &rhs) { return *this *= rhs.inv(); }
  Z &operator%=(const i128 &rhs) { return x %= rhs, *this; }
  friend Z operator*(Z lhs, const Z &rhs) { return lhs *= rhs; }
  friend Z operator+(Z lhs, const Z &rhs) { return lhs += rhs; }
  friend Z operator-(Z lhs, const Z &rhs) { return lhs -= rhs; }
  friend Z operator/(Z lhs, const Z &rhs) { return lhs /= rhs; }
  friend Z operator%(Z lhs, const i128 &rhs) { return lhs %= rhs; }
};
```

- fastest mod class! be careful with overflow, only use when the time limit is tight

```cpp
constexpr int MOD = 998244353;

constexpr int norm(int x) {
  if (x < 0) x += MOD;
  if (x >= MOD) x -= MOD;
  return x;
}
template <typename T>
```

```
constexpr T power(T a, int b, T res = 1) {
  for (; b; b /= 2, (a *= a) %= MOD)
    if (b & 1) (res *= a) %= MOD;
  return res;
}
struct Z {
  int x;
  constexpr Z(int _x = 0) : x(norm(_x)) {}
  // constexpr auto operator<=>(const Z &) const = default; // cpp20 only
  constexpr Z operator-() const { return Z(norm(MOD - x)); }
  constexpr Z inv() const { return power(*this, MOD - 2); }
  constexpr Z &operator*=(const Z &rhs) { return x = ll(x) * rhs.x % MOD, *this; }
  constexpr Z &operator+=(const Z &rhs) { return x = norm(x + rhs.x), *this; }
  constexpr Z &operator-=(const Z &rhs) { return x = norm(x - rhs.x), *this; }
  constexpr Z &operator/=(const Z &rhs) { return *this *= rhs.inv(); }
  constexpr Z &operator%=(const ll &rhs) { return x %= rhs, *this; }
  constexpr friend Z operator*(Z lhs, const Z &rhs) { return lhs *= rhs; }
  constexpr friend Z operator+(Z lhs, const Z &rhs) { return lhs += rhs; }
  constexpr friend Z operator-(Z lhs, const Z &rhs) { return lhs -= rhs; }
  constexpr friend Z operator/(Z lhs, const Z &rhs) { return lhs /= rhs; }
  constexpr friend Z operator%(Z lhs, const ll &rhs) { return lhs %= rhs; }
  friend auto &operator>>(istream &i, Z &z) { return i >> z.x; }
  friend auto &operator<<(ostream &o, const Z &z) { return o << z.x; }
};
```

NTT, FFT, FWT

- ntt

```
void ntt(vector<Z>& a, int f) {
  int n = int(a.size());
  vector<Z> w(n);
  vector<int> rev(n);
  for (int i = 0; i < n; i++) rev[i] = (rev[i / 2] / 2) | ((i & 1) * (n / 2));
  for (int i = 0; i < n; i++) {
    if (i < rev[i]) swap(a[i], a[rev[i]]);
  }
  Z wn = power(f ? (MOD + 1) / 3 : 3, (MOD - 1) / n);
  w[0] = 1;
  for (int i = 1; i < n; i++) w[i] = w[i - 1] * wn;
  for (int mid = 1; mid < n; mid *= 2) {
    for (int i = 0; i < n; i += 2 * mid) {
      for (int j = 0; j < mid; j++) {
        Z x = a[i + j], y = a[i + j + mid] * w[n / (2 * mid) * j];
        a[i + j] = x + y, a[i + j + mid] = x - y;
      }
    }
  }
  if (f) {
    Z iv = power(Z(n), MOD - 2);
    for (auto& x : a) x *= iv;
  }
}
```

- USAGE: Polynomial multiplication

```
vector<Z> mul(vector<Z> a, vector<Z> b) {
  int n = 1, m = (int)a.size() + (int)b.size() - 1;
  while (n < m) n *= 2;
  a.resize(n), b.resize(n);
  ntt(a, 0), ntt(b, 0);
  for (int i = 0; i < n; i++) a[i] *= b[i];
  ntt(a, 1);
  a.resize(m);
  return a;
}
```

- FFT (should prefer NTT, only use this when input is not integer)

```
const double PI = acos(-1);
auto mul = [&](const vector<double>& aa, const vector<double>& bb) {
  int n = (int)aa.size(), m = (int)bb.size(), bit = 1;
  while ((1 << bit) < n + m - 1) bit++;
  int len = 1 << bit;
  vector<complex<double>> a(len), b(len);
  vector<int> rev(len);
  for (int i = 0; i < n; i++) a[i].real(aa[i]);
  for (int i = 0; i < m; i++) b[i].real(bb[i]);
  for (int i = 0; i < len; i++) rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (bit - 1));
  auto fft = [&](vector<complex<double>>& p, int inv) {
    for (int i = 0; i < len; i++)
      if (i < rev[i]) swap(p[i], p[rev[i]]);
    for (int mid = 1; mid < len; mid *= 2) {
      auto w1 = complex<double>(cos(PI / mid), (inv ? -1 : 1) * sin(PI / mid));
      for (int i = 0; i < len; i += mid * 2) {
        auto wk = complex<double>(1, 0);
        for (int j = 0; j < mid; j++, wk = wk * w1) {
          auto x = p[i + j], y = wk * p[i + j + mid];
          p[i + j] = x + y, p[i + j + mid] = x - y;
        }
      }
    }
    if (inv == 1) {
      for (int i = 0; i < len; i++) p[i].real(p[i].real() / len);
    }
  };
  fft(a, 0), fft(b, 0);
  for (int i = 0; i < len; i++) a[i] = a[i] * b[i];
  fft(a, 1);
  a.resize(n + m - 1);
  vector<double> res(n + m - 1);
  for (int i = 0; i < n + m - 1; i++) res[i] = a[i].real();
  return res;
};
```

Polynomial Class

```
using ll = long long;
constexpr ll MOD = 998244353;

ll norm(ll x) { return (x % MOD + MOD) % MOD; }
template <class T>
T power(T a, ll b, T res = 1) {
  for (; b; b /= 2, (a *= a) %= MOD)
    if (b & 1) (res *= a) %= MOD;
  return res;
}

struct Z {
  ll x;
  Z(ll _x = 0) : x(norm(_x)) {}
  // auto operator<=>(const Z &) const = default;
  Z operator-() const { return Z(norm(MOD - x)); }
  Z inv() const { return power(*this, MOD - 2); }
  Z &operator*=(const Z &rhs) { return x = x * rhs.x % MOD, *this; }
  Z &operator+=(const Z &rhs) { return x = norm(x + rhs.x), *this; }
  Z &operator-=(const Z &rhs) { return x = norm(x - rhs.x), *this; }
  Z &operator/=(const Z &rhs) { return *this *= rhs.inv(); }
  Z &operator%=(const ll &rhs) { return x %= rhs, *this; }
  friend Z operator*(Z lhs, const Z &rhs) { return lhs *= rhs; }
```

```
  friend Z operator+(Z lhs, const Z &rhs) { return lhs += rhs; }
  friend Z operator-(Z lhs, const Z &rhs) { return lhs -= rhs; }
  friend Z operator/(Z lhs, const Z &rhs) { return lhs /= rhs; }
  friend Z operator%(Z lhs, const ll &rhs) { return lhs %= rhs; }
  friend auto &operator>>(istream &i, Z &z) { return i >> z.x; }
  friend auto &operator<<(ostream &o, const Z &z) { return o << z.x; }
};

void ntt(vector<Z> &a, int f) {
  int n = (int)a.size();
  vector<Z> w(n);
  vector<int> rev(n);
  for (int i = 0; i < n; i++) rev[i] = (rev[i / 2] / 2) | ((i & 1) * (n / 2));
  for (int i = 0; i < n; i++)
    if (i < rev[i]) swap(a[i], a[rev[i]]);
  Z wn = power(f ? (MOD + 1) / 3 : 3, (MOD - 1) / n);
  w[0] = 1;
  for (int i = 1; i < n; i++) w[i] = w[i - 1] * wn;
  for (int mid = 1; mid < n; mid *= 2) {
    for (int i = 0; i < n; i += 2 * mid) {
      for (int j = 0; j < mid; j++) {
        Z x = a[i + j], y = a[i + j + mid] * w[n / (2 * mid) * j];
        a[i + j] = x + y, a[i + j + mid] = x - y;
      }
    }
  }
  if (f) {
    Z iv = power(Z(n), MOD - 2);
    for (int i = 0; i < n; i++) a[i] *= iv;
  }
}

struct Poly {
  vector<Z> a;
  Poly() {}
  Poly(const vector<Z> &_a) : a(_a) {}
  int size() const { return (int)a.size(); }
  void resize(int n) { a.resize(n); }
  Z operator[](int idx) const {
    if (idx < 0 || idx >= size()) return 0;
    return a[idx];
  }
  Z &operator[](int idx) { return a[idx]; }
  Poly mulxk(int k) const {
    auto b = a;
    b.insert(b.begin(), k, 0);
    return Poly(b);
  }
  Poly modxk(int k) const { return Poly(vector<Z>(a.begin(), a.begin() + min(k, size()))); }
  Poly divxk(int k) const {
    if (size() <= k) return Poly();
    return Poly(vector<Z>(a.begin() + k, a.end()));
  }
  friend Poly operator+(const Poly &a, const Poly &b) {
    vector<Z> res(max(a.size(), b.size()));
    for (int i = 0; i < (int)res.size(); i++) res[i] = a[i] + b[i];
    return Poly(res);
  }
  friend Poly operator-(const Poly &a, const Poly &b) {
    vector<Z> res(max(a.size(), b.size()));
    for (int i = 0; i < (int)res.size(); i++) res[i] = a[i] - b[i];
    return Poly(res);
  }
  friend Poly operator*(Poly a, Poly b) {
    if (a.size() == 0 || b.size() == 0) return Poly();
    int n = 1, m = (int)a.size() + (int)b.size() - 1;
    while (n < m) n *= 2;
    a.resize(n), b.resize(n);
    ntt(a.a, 0), ntt(b.a, 0);
    for (int i = 0; i < n; i++) a[i] *= b[i];
    ntt(a.a, 1);
    a.resize(m);
    return a;
  }
  friend Poly operator*(Z a, Poly b) {
    for (int i = 0; i < (int)b.size(); i++) b[i] *= a;
    return b;
  }
  friend Poly operator*(Poly a, Z b) {
    for (int i = 0; i < (int)a.size(); i++) a[i] *= b;
    return a;
  }
  Poly &operator+=(Poly b) { return (*this) = (*this) + b; }
  Poly &operator-=(Poly b) { return (*this) = (*this) - b; }
  Poly &operator*=(Poly b) { return (*this) = (*this) * b; }
  Poly deriv() const {
    if (a.empty()) return Poly();
    vector<Z> res(size() - 1);
    for (int i = 0; i < size() - 1; ++i) res[i] = (i + 1) * a[i + 1];
    return Poly(res);
  }
  Poly integr() const {
    vector<Z> res(size() + 1);
    for (int i = 0; i < size(); ++i) res[i + 1] = a[i] / (i + 1);
    return Poly(res);
  }
  Poly inv(int m) const {
    Poly x({a[0].inv()});
    int k = 1;
    while (k < m) {
      k *= 2;
      x = (x * (Poly({2}) - modxk(k) * x)).modxk(k);
    }
    return x.modxk(m);
  }
  Poly log(int m) const { return (deriv() * inv(m)).integr().modxk(m); }
  Poly exp(int m) const {
    Poly x({1});
    int k = 1;
    while (k < m) {
      k *= 2;
      x = (x * (Poly({1}) - x.log(k) + modxk(k))).modxk(k);
    }
    return x.modxk(m);
  }
  Poly pow(int k, int m) const {
    int i = 0;
    while (i < size() && a[i].x == 0) i++;
    if (i == size() || 1LL * i * k >= m) {
      return Poly(vector<Z>(m));
    }
    Z v = a[i];
    auto f = divxk(i) * v.inv();
    return (f.log(m - i * k) * k).exp(m - i * k).mulxk(i * k) * power(v, k);
  }
  Poly sqrt(int m) const {
    Poly x({1});
    int k = 1;
    while (k < m) {
      k *= 2;
      x = (x + (modxk(k) * x.inv(k)).modxk(k)) * ((MOD + 1) / 2);
    }
    return x.modxk(m);
  }
  Poly mulT(Poly b) const {
    if (b.size() == 0) return Poly();
    int n = b.size();
    reverse(b.a.begin(), b.a.end());
```

```cpp
    return ((*this) * b).divxk(n - 1);
  }
  Poly divmod(Poly b) const {
    auto n = size(), m = b.size();
    auto t = *this;
    reverse(t.a.begin(), t.a.end());
    reverse(b.a.begin(), b.a.end());
    Poly res = (t * b.inv(n)).modxk(n - m + 1);
    reverse(res.a.begin(), res.a.end());
    return res;
  }
  vector<Z> eval(vector<Z> x) const {
    if (size() == 0) return vector<Z>(x.size(), 0);
    const int n = max(int(x.size()), size());
    vector<Poly> q(4 * n);
    vector<Z> ans(x.size());
    x.resize(n);
    function<void(int, int, int)> build = [&](int p, int l, int r) {
      if (r - l == 1) {
        q[p] = Poly({1, -x[l]});
      } else {
        int m = (l + r) / 2;
        build(2 * p, l, m), build(2 * p + 1, m, r);
        q[p] = q[2 * p] * q[2 * p + 1];
      }
    };
    build(1, 0, n);
    auto work = [&](auto self, int p, int l, int r, const Poly &num) -> void {
      if (r - l == 1) {
        if (l < int(ans.size())) ans[l] = num[0];
      } else {
        int m = (l + r) / 2;
        self(self, 2 * p, l, m, num.mulT(q[2 * p + 1]).modxk(m - l));
        self(self, 2 * p + 1, m, r, num.mulT(q[2 * p]).modxk(r - m));
      }
    };
    work(work, 1, 0, n, mulT(q[1].inv(n)));
    return ans;
  }
};
```

Sieve

- linear sieve

```cpp
vector<int> min_primes(MAX_N), primes;
primes.reserve(1e5);
for (int i = 2; i < MAX_N; i++) {
  if (!min_primes[i]) min_primes[i] = i, primes.push_back(i);
  for (auto& p : primes) {
    if (p * i >= MAX_N) break;
    min_primes[p * i] = p;
    if (i % p == 0) break;
  }
}
```

- mobius function

```cpp
vector<int> min_p(MAX_N), mu(MAX_N), primes;
mu[1] = 1, primes.reserve(1e5);
for (int i = 2; I < MAX_N; i++) {
  if (min_p[i] == 0) {
    min_p[i] = i;
    primes.push_back(i);
    mu[i] = -1;
  }
  for (auto p : primes) {
    if (i * p >= MAX_N) break;
    min_p[i * p] = p;
    if (i % p == 0) {
      mu[i * p] = 0;
      break;
    }
    mu[i * p] = -mu[i];
  }
}
```

- Euler's totient function

```cpp
vector<int> min_p(MAX_N), phi(MAX_N), primes;
phi[1] = 1, primes.reserve(1e5);
for (int i = 2; i < MAX_N; i++) {
  if (min_p[i] == 0) {
    min_p[i] = i;
    primes.push_back(i);
    phi[i] = i - 1;
  }
  for (auto p : primes) {
    if (i * p >= MAX_N) break;
    min_p[i * p] = p;
    if (i % p == 0) {
      phi[i * p] = phi[i] * p;
      break;
    }
    phi[i * p] = phi[i] * phi[p];
  }
}
```

Gaussian Elimination

```cpp
bool is_0(Z v) { return v.x == 0; }
Z abs(Z v) { return v; }
bool is_0(double v) { return abs(v) < 1e-9; }

// 1 => unique solution, 0 => no solution, -1 => multiple solutions
template <typename T>
int gaussian_elimination(vector<vector<T>> &a, int limit) {
    if (a.empty() || a[0].empty()) return -1;
  int h = (int)a.size(), w = (int)a[0].size(), r = 0;
  for (int c = 0; c < limit; c++) {
    int id = -1;
    for (int i = r; i < h; i++) {
      if (!is_0(a[i][c]) && (id == -1 || abs(a[id][c]) < abs(a[i][c]))) {
        id = i;
      }
    }
    if (id == -1) continue;
    if (id > r) {
      swap(a[r], a[id]);
      for (int j = c; j < w; j++) a[id][j] = -a[id][j];
    }
    vector<int> nonzero;
    for (int j = c; j < w; j++) {
      if (!is_0(a[r][j])) nonzero.push_back(j);
    }
    T inv_a = 1 / a[r][c];
    for (int i = r + 1; i < h; i++) {
      if (is_0(a[i][c])) continue;
      T coeff = -a[i][c] * inv_a;
      for (int j : nonzero) a[i][j] += coeff * a[r][j];
    }
    ++r;
  }
  for (int row = h - 1; row >= 0; row--) {
    for (int c = 0; c < limit; c++) {
      if (!is_0(a[row][c])) {
        T inv_a = 1 / a[row][c];
        for (int i = row - 1; i >= 0; i--) {
          if (is_0(a[i][c])) continue;
          T coeff = -a[i][c] * inv_a;
          for (int j = c; j < w; j++) a[i][j] += coeff * a[row][j];
        }
        break;
      }
    }
  } // not-free variables: only it on its line
  for(int i = r; i < h; i++) if(!is_0(a[i][limit])) return 0;
```

```
  return (r == limit) ? 1 : -1;
}

template <typename T>
pair<int,vector<T>> solve_linear(vector<vector<T>> a, const vector<T> &b, int w) {
  int h = (int)a.size();
  for (int i = 0; i < h; i++) a[i].push_back(b[i]);
  int sol = gaussian_elimination(a, w);
  if(!sol) return {0, vector<T>()};
  vector<T> x(w, 0);
  for (int i = 0; i < h; i++) {
    for (int j = 0; j < w; j++) {
      if (!is_0(a[i][j])) {
        x[j] = a[i][w] / a[i][j];
        break;
      }
    }
  }
  return {sol, x};
}
```

is_prime

- (Miller–Rabin primality test)

```
i128 power(i128 a, i128 b, i128 MOD = 1, i128 res = 1) {
  for (; b; b /= 2, (a *= a) %= MOD)
    if (b & 1) (res *= a) %= MOD;
  return res;
}

bool is_prime(ll n) {
  if (n < 2) return false;
  static constexpr int A[] = {2, 3, 5, 7, 11, 13, 17, 19, 23};
  int s = __builtin_ctzll(n - 1);
  ll d = (n - 1) >> s;
  for (auto a : A) {
    if (a == n) return true;
    ll x = (ll)power(a, d, n);
    if (x == 1 || x == n - 1) continue;
    bool ok = false;
    for (int i = 0; i < s - 1; ++i) {
      x = ll((i128)x * x % n);  // potential overflow!
      if (x == n - 1) {
        ok = true;
        break;
      }
    }
    if (!ok) return false;
  }
  return true;
}
```

```
ll pollard_rho(ll x) {
  ll s = 0, t = 0, c = rng() % (x - 1) + 1;
  ll stp = 0, goal = 1, val = 1;
  for (goal = 1;; goal *= 2, s = t, val = 1) {
    for (stp = 1; stp <= goal; ++stp) {
      t = ll(((i128)t * t + c) % x);
      val = ll((i128)val * abs(t - s) % x);
      if ((stp % 127) == 0) {
        ll d = gcd(val, x);
        if (d > 1) return d;
      }
    }
    ll d = gcd(val, x);
    if (d > 1) return d;
  }
}

ll get_max_factor(ll _x) {
  ll max_factor = 0;
  function<void(ll)> fac = [&](ll x) {
    if (x <= max_factor || x < 2) return;
    if (is_prime(x)) {
      max_factor = max_factor > x ? max_factor : x;
      return;
    }
    ll p = x;
    while (p >= x) p = pollard_rho(x);
    while ((x % p) == 0) x /= p;
    fac(x), fac(p);
  };
  fac(_x);
  return max_factor;
}
```

Radix Sort

```
struct identity {
    template<typename T>
    T operator()(const T &x) const {
        return x;
    }
};

// A stable sort that sorts in passes of `bits_per_pass` bits at a time.
template<typename T, typename T_extract_key = identity>
void radix_sort(vector<T> &data, int bits_per_pass = 10, const T_extract_key &extract_key = identity()) {
    if (int64_t(data.size()) * (64 - __builtin_clzll(data.size())) < 2 * (1 << bits_per_pass)) {
        stable_sort(data.begin(), data.end(), [&](const T &a, const T &b) {
            return extract_key(a) < extract_key(b);
        });
        return;
    }

    using T_key = decltype(extract_key(data.front()));
    T_key minimum = numeric_limits<T_key>::max();

    for (T &x : data)
        minimum = min(minimum, extract_key(x));

    int max_bits = 0;

    for (T &x : data) {
        T_key key = extract_key(x);
        max_bits = max(max_bits, key == minimum ? 0 : 64 - __builtin_clzll(key - minimum));
    }

    int passes = max((max_bits + bits_per_pass / 2) / bits_per_pass, 1);

    if (64 - __builtin_clzll(data.size()) <= 1.5 * passes) {
        stable_sort(data.begin(), data.end(), [&](const T &a, const T &b) {
            return extract_key(a) < extract_key(b);
        });
        return;
    }

    vector<T> buffer(data.size());
    vector<int> counts;
    int bits_so_far = 0;

    for (int p = 0; p < passes; p++) {
        int bits = (max_bits + p) / passes;
        counts.assign(1 << bits, 0);

        for (T &x : data) {
            T_key key = T_key(extract_key(x) - minimum);
            counts[(key >> bits_so_far) & ((1 << bits) - 1)]++;
        }

        int count_sum = 0;

        for (int &count : counts) {
```

```
            int current = count;
            count = count_sum;
            count_sum += current;
        }

        for (T &x : data) {
            T_key key = T_key(extract_key(x) - minimum);
            int key_section = int((key >> bits_so_far) & ((1 << bits) - 1));
            buffer[counts[key_section]++] = x;
        }

        swap(data, buffer);
        bits_so_far += bits;
    }
}
```

- USAGE

```
radix_sort(edges, 10, [&](const edge &e) -> int { return abs(e.weight - x); });
```

String

AC Automaton

```
struct AC_automaton {
  int sz = 26;
  vector<vector<int>> e = {vector<int>(sz)};  // vector is faster than unordered_map
  vector<int> fail = {0};
  vector<int> end = {0};

  void insert(string& s) {
    int p = 0;
    for (auto c : s) {
      c -= 'a';
      if (!e[p][c]) {
        e.emplace_back(sz);
        fail.emplace_back();
        end.emplace_back();
        e[p][c] = e.size() - 1;
      }
      p = e[p][c];
    }
    end[p] += 1;
  }

  void build() {
    queue<int> q;
    for (int i = 0; i < sz; i++)
      if (e[0][i]) q.push(e[0][i]);
    while (!q.empty()) {
      int p = q.front();
      q.pop();
      for (int i = 0; i < sz; i++) {
        if (e[p][i]) {
          fail[e[p][i]] = e[fail[p]][i];
          q.push(e[p][i]);
        } else {
          e[p][i] = e[fail[p]][i];
        }
      }
    }
  }
};
```

KMP

- nex[i]: length of longest common prefix & suffix for pat[0..i]

```
vector<int> get_next(vector<int> &pat) {
  int m = (int)pat.size();
  vector<int> nex(m);
  for (int i = 1, j = 0; i < m; i++) {
    while (j && pat[j] != pat[i]) j = nex[j - 1];
    if (pat[j] == pat[i]) j++;
    nex[i] = j;
  }
  return nex;
}
```

- kmp match for txt and pat

```
auto nex = get_next(pat);
for (int i = 0, j = 0; i < n; i++) {
  while (j && pat[j] != txt[i]) j = nex[j - 1];
  if (pat[j] == txt[i]) j++;
  if (j == m) {
    // do what you want with the match
    // start index is `i - m + 1`
    j = nex[j - 1];
  }
}
```

Z function

- z[i]: length of longest common prefix of s and s[i:]

```
vector<int> z_function(string s) {
  int n = (int)s.size();
  vector<int> z(n);
  for (int i = 1, l = 0, r = 0; i < n; ++i) {
    if (i <= r) z[i] = min(r - i + 1, z[i - l]);
    while (i + z[i] < n && s[z[i]] == s[i + z[i]]) ++z[i];
    if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
  }
  return z;
}
```

General Suffix Automaton

```
constexpr int SZ = 26;

struct GSAM {
  vector<vector<int>> e = {vector<int>(SZ)};  // the labeled edges from node i
  vector<int> parent = {-1};                  // the parent of i
  vector<int> length = {0};                   // the length of the longest string

  GSAM(int n) { e.reserve(2 * n), parent.reserve(2 * n), length.reserve(2 * n); };
  int extend(int c, int p) {  // character, last
    bool f = true;            // if already exist
    int r = 0;                // potential new node
    if (!e[p][c]) {           // only extend when not exist
      f = false;
      e.push_back(vector<int>(SZ));
      parent.push_back(0);
      length.push_back(length[p] + 1);
      r = (int)e.size() - 1;
      for (; ~p && !e[p][c]; p = parent[p]) e[p][c] = r;  // update parents
    }
    if (f || ~p) {
      int q = e[p][c];
      if (length[q] == length[p] + 1) {
        if (f) return q;
        parent[r] = q;
      } else {
        e.push_back(e[q]);
        parent.push_back(parent[q]);
        length.push_back(length[p] + 1);
        int qq = parent[q] = (int)e.size() - 1;
        for (; ~p && e[p][c] == q; p = parent[p]) e[p][c] = qq;
        if (f) return qq;
        parent[r] = qq;
      }
    }
```

```cpp
      return r;
    }
  };
```

- Topo sort on GSAM

```cpp
ll sz = gsam.e.size();
vector<int> c(sz + 1);
vector<int> order(sz);
for (int i = 1; i < sz; i++) c[gsam.length[i]]++;
for (int i = 1; i < sz; i++) c[i] += c[i - 1];
for (int i = 1; i < sz; i++) order[c[gsam.length[i]]--] = i;
reverse(order.begin(), order.end()); // reverse so that large len to small
```

- can be used as an ordinary SAM
- USAGE (the number of distinct substring)

```cpp
int main() {
  int n, last = 0;
  string s;
  cin >> n;
  auto a = GSAM();
  for (int i = 0; i < n; i++) {
    cin >> s;
    last = 0;  // reset last
    for (auto&& c : s) last = a.extend(c, last);
  }
  ll ans = 0;
  for (int i = 1; i < a.e.size(); i++) {
    ans += a.length[i] - a.length[a.parent[i]];
  }
  cout << ans << endl;
  return 0;
}
```

Manacher

```cpp
string longest_palindrome(string& s) {
  // init "abc" -> "^$a#b#c$"
  vector<char> t{'^', '#'};
  for (char c : s) t.push_back(c), t.push_back('#');
  t.push_back('$');
  // manacher
  int n = t.size(), r = 0, c = 0;
  vector<int> p(n, 0);
  for (int i = 1; i < n - 1; i++) {
    if (i < r + c) p[i] = min(p[2 * c - i], r + c - i);
    while (t[i + p[i] + 1] == t[i - p[i] - 1]) p[i]++;
    if (i + p[i] > r + c) r = p[i], c = i;
  }
    // s[i] -> p[2 * i + 2] (even), p[2 * i + 2] (odd)
  // output answer
  int index = 0;
  for (int i = 0; i < n; i++)
    if (p[index] < p[i]) index = i;
  return s.substr((index - p[index]) / 2, p[index]);
}
```

Lyndon

- def: suf(s) > s

```cpp
void duval(const string &s) {
  int n = (int)s.size();
  for (int i = 0; i < n;) {
    int j = i, k = i + 1;
    for (; j < n && s[j] <= s[k]; j++, k++)
      if (s[j] < s[k]) j = i - 1;

    while (i <= j) {
      // cout << s.substr(i, k - j) << '\n';
      i += k - j;
    }
  }
}

int main() {
  string s;
  cin >> s;
  duval(s);
}
```