

Summary

Run summarize.bat to update this file.

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[TOC]

DataStructure

Link-Cut-Tree.cpp

```
#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 51061;

/*
通俗 LCT 模版
*/
struct LCT {
    int n;
    int f[N], st[N];
    array<int, 2> c[N];
    char rev[N];

    void init(int n_) {
        n = n_;
        for (int i = 1;i<=n;i++) {
            f[i] = st[i] = c[i][0] = c[i][1] = 0;
            rev[i] = 0;
        }
    }
}
```

```
bool nroot(int x) {
    int fa = f[x];
    return c[fa][0] == x || c[fa][1] == x;
}

void pushup(int x) {
    // 维护路径信息的核心操作
}

void pushr(int x) {
    swap(c[x][0], c[x][1]);
    rev[x] ^= 1;
}

void pushdown(int x) {
    if (rev[x]) {
        if (c[x][0]) {
            pushr(c[x][0]);
        }
        if (c[x][1]) {
            pushr(c[x][1]);
        }
        rev[x] = 0;
    }
}

void rotate(int x) {
    int y = f[x];
    int z = f[y];
    int k = (c[y][1] == x);
    int w = c[x][!k];

    if (nroot(y)) {
        if (c[z][1] == y) {
            c[z][1] = x;
        } else {
            c[z][0] = x;
        }
    }

    c[x][!k] = y;
    c[y][k] = w;

    if (w) {
        f[w] = y;
    }

    f[y] = x;
    f[x] = z;

    pushup(y);
}
```

```
void splay(int x) {
    int y = x;
    int top = 0;
    st[++top] = y;
    while (nroot(y)) {
        y = f[y];
        st[++top] = y;
    }
    while (top) {
        pushdown(st[top--]);
    }
    while (nroot(x)) {
        y = f[x];
        int z = f[y];
        bool zigzag = (c[y][0] == x) ^ (c[z][0] == y);
        if (nroot(y)) {
            if (zigzag) {
                rotate(x);
            } else {
                rotate(y);
            }
        }
        rotate(x);
    }
    pushup(x);
}

void access(int x) {
    int y = 0;
    while (x) {
        splay(x);
        c[x][1] = y;
        pushup(x);
        y = x;
        x = f[x];
    }
}

void makeroott(int x) {
    access(x);
    splay(x);
    pushr(x);
}

int findroot(int x) {
    access(x);
    splay(x);
    while (c[x][0]) {
        pushdown(x);
        x = c[x][0];
    }
    splay(x);
    return x;
}
```

```
void split(int x, int y) {
    makeroot(x);
    access(y);
    splay(y);
}

void link(int x, int y) {
    makeroot(x);
    if (findroot(y) != x) {
        f[x] = y;
    }
}

void cut(int x, int y) {
    makeroot(x);
    if (findroot(y) == x && f[y] == x && c[y][0] == 0) {
        f[y] = 0;
        c[x][1] = 0;
        pushup(x);
    }
}

void setval(int x, ll v) {
    splay(x);
    // sum[x] = val[x] = v;
    pushup(x);
}

int query(int x, int y) {
    split(x, y);
    // return sum[y];
}
} solver;

/*
维护子树信息特供版

*/
struct LCT {
    int n;
    int f[N], st[N];
    array<int, 2> c[N];
    char rev[N];

    int s[N], si[N];

    bool nroot(int x) {
        int fa = f[x];
        return c[fa][0] == x || c[fa][1] == x;
    }

    void pushup(int x) {
        // 维护路径信息的核心操作
    }
}
```

```
// 下面是维护两种常见信息 示例
s[x] = s[c[x][0]] + s[c[x][1]] + si[x] + 1;
// s[x] = s[c[x][0]] + s[c[x][1]] + si[x] + v[x];
}

void pushr(int x) {
    swap(c[x][0], c[x][1]);
    rev[x] ^= 1;
}

void pushdown(int x) {
    if (rev[x]) {
        if (c[x][0]) {
            pushr(c[x][0]);
        }
        if (c[x][1]) {
            pushr(c[x][1]);
        }
        rev[x] = 0;
    }
}

void rotate(int x) {
    int y = f[x];
    int z = f[y];
    int k = (c[y][1] == x);
    int w = c[x][!k];

    if (!root(y)) {
        if (c[z][1] == y) {
            c[z][1] = x;
        } else {
            c[z][0] = x;
        }
    }

    c[x][!k] = y;
    c[y][k] = w;

    if (w) {
        f[w] = y;
    }

    f[y] = x;
    f[x] = z;

    pushup(y);
}

void splay(int x) {
    int y = x;
    int top = 0;
    st[++top] = y;
    while (!root(y)) {
```

```
y = f[y];
st[++top] = y;
}
while (top) {
    pushdown(st[top--]);
}
while (nroot(x)) {
    y = f[x];
    int z = f[y];
    bool zigzag = (c[y][0] == x) ^ (c[z][0] == y);
    if (nroot(y)) {
        if (zigzag) {
            rotate(x);
        } else {
            rotate(y);
        }
    }
    rotate(x);
}
pushup(x);
}

void access(int x) {
    for (int y = 0; x; y = x, x = f[x]) {
        splay(x);
        si[x] += s[c[x][1]];
        si[x] -= s[c[x][1] = y];
        pushup(x);
    }
}

void makeroott(int x) {
    access(x);
    splay(x);
    pushhr(x);
}

int findroot(int x) {
    access(x);
    splay(x);
    while (c[x][0]) {
        pushdown(x);
        x = c[x][0];
    }
    splay(x);
    return x;
}

void split(int x, int y) {
    makeroott(x);
    access(y);
    splay(y);
}
```

```

void link(int x, int y) {
    makeroot(x);
    if (findroot(y) != x) {
        makeroot(y);
        f[x] = y;
        si[y] += s[x];
        pushup(y);
    }
}

void cut(int x, int y) {
    makeroot(x);
    if (findroot(y) == x && f[y] == x && c[y][0] == 0) {
        f[y] = 0;
        c[x][1] = 0;
        pushup(x);
    }
}
} solver;

/*
这个 LCT 实现区间加乘
*/
struct LCT {
    int n;
    int f[N], val[N], st[N];
    array<int, 2> c[N];
    char rev[N];
    ll sum[N], sz[N], a[N], lp[N], lm[N];

    void init(int n_) {
        n = n_;
        for (int i = 1; i <= n; i++) {
            lp[i] = 0;
            lm[i] = 1;
            sum[i] = sz[i] = a[i] = 0;
            f[i] = val[i] = st[i] = c[i][0] = c[i][1] = 0;
            rev[i] = 0;
        }
    }

    bool nroot(int x) {
        int fa = f[x];
        return c[fa][0] == x || c[fa][1] == x;
    }

    void pushup(int x) {
        // 维护路径信息的核心操作
        sum[x] = (sum[c[x][0]] + sum[c[x][1]] + a[x]) % MOD;
        sz[x] = (sz[c[x][0]] + sz[c[x][1]] + 1) % MOD;
    }

    void pushr(int x) {
        swap(c[x][0], c[x][1]);
    }
}

```

```
    rev[x] ^= 1;
}

void pushm(int x, ll c) {
    sum[x] = sum[x] * c % MOD;
    a[x] = a[x] * c % MOD;
    lm[x] = lm[x] * c % MOD;
    lp[x] = lp[x] * c % MOD;
}

void pusha(int x, ll c) {
    sum[x] = (sum[x] + sz[x] * c % MOD) % MOD;
    a[x] = (a[x] + c) % MOD;
    lp[x] = (lp[x] + c) % MOD;
}

void pushdown(int x) {
    if (lm[x] != 1) {
        pushm(c[x][0], lm[x]);
        pushm(c[x][1], lm[x]);
        lm[x] = 1;
    }
    if (lp[x]) {
        pusha(c[x][0], lp[x]);
        pusha(c[x][1], lp[x]);
        lp[x] = 0;
    }
    if (rev[x]) {
        if (c[x][0]) {
            pushr(c[x][0]);
        }
        if (c[x][1]) {
            pushr(c[x][1]);
        }
        rev[x] = 0;
    }
}

void rotate(int x) {
    int y = f[x];
    int z = f[y];
    int k = (c[y][1] == x);
    int w = c[x][!k];

    if (!root(y)) {
        if (c[z][1] == y) {
            c[z][1] = x;
        } else {
            c[z][0] = x;
        }
    }

    c[x][!k] = y;
    c[y][k] = w;
```

```
if (w) {
    f[w] = y;
}

f[y] = x;
f[x] = z;

pushup(y);
}

void splay(int x) {
    int y = x;
    int top = 0;
    st[++top] = y;
    while (nroot(y)) {
        y = f[y];
        st[++top] = y;
    }
    while (top) {
        pushdown(st[top--]);
    }
    while (nroot(x)) {
        y = f[x];
        int z = f[y];
        bool zigzag = (c[y][0] == x) ^ (c[z][0] == y);
        if (nroot(y)) {
            if (zigzag) {
                rotate(x);
            } else {
                rotate(y);
            }
            rotate(x);
        }
        pushup(x);
    }
}

void access(int x) {
    int y = 0;
    while (x) {
        splay(x);
        c[x][1] = y;
        pushup(x);
        y = x;
        x = f[x];
    }
}

void makeroott(int x) {
    access(x);
    splay(x);
    pushhr(x);
}
```

```
int findroot(int x) {
    access(x);
    splay(x);
    while (c[x][0]) {
        pushdown(x);
        x = c[x][0];
    }
    splay(x);
    return x;
}

void split(int x, int y) {
    makeroot(x);
    access(y);
    splay(y);
}

void link(int x, int y) {
    makeroot(x);
    if (findroot(y) != x) {
        f[x] = y;
    }
}

void cut(int x, int y) {
    makeroot(x);
    if (findroot(y) == x && f[y] == x && c[y][0] == 0) {
        f[y] = 0;
        c[x][1] = 0;
        pushup(x);
    }
}

void pls(int x, int y, ll v) {
    split(x, y);
    pusha(y, v);
}

void mul(int x, int y, ll v) {
    split(x, y);
    pushm(y, v);
}

void setval(int x, ll v) {
    splay(x);
    sum[x] = val[x] = v;
    pushup(x);
}

int query(int x, int y) {
    split(x, y);
    return sum[y];
```

```

    }
} solver; "\n"

```

ST表.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
#define FUCK if (DEBUG) cout << "fuck" << endl;
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 1e18;
const ll MOD = 1e9 + 7;

/*
使用前记得 init
*/
namespace ST {
    int lg[N];
    void init(int n) {
        lg[0] = 0, lg[1] = 0;
        for (int i = 2;i<=n;i++) {
            lg[i] = lg[i / 2] + 1;
        }
    }
    struct ST {
        struct Info {
            ll val;
            Info() {
                val = INF;
            }
            Info operator+(const Info& A) const {
                Info z;
                z.val = min(val, A.val);
                return z;
            }
        };
        vector<vector<Info>> f;
        void init(const vector<ll>& a) {
            int n = (int)a.size();
            if (n == 0) return;
            for (int i = 2; i <= n; ++i) lg[i] = lg[i >> 1] + 1;
            int K = lg[n];
            f.assign(K + 1, vector<Info>(n));
            for (int i = 0; i < n; ++i) f[0][i].val = a[i];
            for (int k = 1; k <= K; ++k)
                for (int i = 0; i + (1 << k) <= n; ++i)
                    f[k][i] = f[k - 1][i] + f[k - 1][i + (1 << (k - 1))]];
        }
    };
}

```

```

    }
    Info query(int l, int r) {
        if (l > r) return Info();
        int len = r - l + 1;
        int k = lg[len];
        return f[k][l] + f[k][r - (1 << k) + 1];
    }
}
}"\n"

```

伸展树.cpp

```

// It's a wonderful life.
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
#define DEBUG 1
const ll N = 2000000;
const ll MOD = 998244353;
const ll MAX = 1e18;

/*
可重集合
rank 得到的是比 val 小的 Node 的数量
*/
template<typename T, typename Compare = std::less<T>>
struct Splay{
    int rt,tot;
    struct Node{
        T val;
        int cnt,fa,ch[2],siz;
    }nodes[N];
    Compare cmp;
    bool lt(const T &a, const T &b) const { return cmp(a,b); }
    bool eq(const T &a, const T &b) const { return !cmp(a,b) && !cmp(b,a); }

    int newNode(const T &x){
        ++tot;
        nodes[tot].val = x;
        nodes[tot].cnt = nodes[tot].siz = 1;
        nodes[tot].fa = nodes[tot].ch[0] = nodes[tot].ch[1] = 0;
        return tot;
    }

    void init(){
        // 初始化 nodes[0]
        nodes[0].cnt = nodes[0].siz = nodes[0].fa = nodes[0].ch[0] =
        nodes[0].ch[1] = 0;
        tot = 0;
        int a = newNode(T(-INT_MAX));
    }
};

```

```
int b = newNode(T(INT_MAX));
rt = a;
nodes[rt].ch[1] = b;
nodes[b].fa = rt;
update(rt);
}

void update(int x){
    nodes[x].siz = nodes[nodes[x].ch[0]].siz + nodes[nodes[x].ch[1]].siz +
nodes[x].cnt;
}

void rot_left(int x){
    int y = nodes[x].fa, z = nodes[y].fa;
    nodes[y].ch[1] = nodes[x].ch[0]; nodes[nodes[x].ch[0]].fa = y;
    nodes[x].ch[0] = y; nodes[y].fa = x;
    nodes[z].ch[nodes[z].ch[1] == y] = x; nodes[x].fa = z;
    update(y); update(x);
}

void rot_right(int x){
    int y = nodes[x].fa, z = nodes[y].fa;
    nodes[y].ch[0] = nodes[x].ch[1]; nodes[nodes[x].ch[1]].fa = y;
    nodes[x].ch[1] = y; nodes[y].fa = x;
    nodes[z].ch[nodes[z].ch[1] == y] = x; nodes[x].fa = z;
    update(y); update(x);
}

int getlr(int x){
    return nodes[nodes[x].fa].ch[1] == x;
}

void rotate(int x){
    if (getlr(x)) rot_left(x); else rot_right(x);
}

void splay(int x, int target){
    if (!target) rt = x;
    while (nodes[x].fa != target){
        int y = nodes[x].fa, z = nodes[y].fa;
        if (z != target){
            if (getlr(x) == getlr(y)) rotate(y);
            else rotate(x);
        }
        rotate(x);
    }
}

void find(const T &x){
    if (!rt) return;
    int p = rt;
    while (!eq(nodes[p].val, x) && nodes[p].ch[ lt(nodes[p].val, x) ? 1 : 0 ])
{
    p = nodes[p].ch[ lt(nodes[p].val, x) ? 1 : 0 ];
}
```

```
        }
        splay(p,0);
    }

int pre(const T &x){
    find(x);
    if (lt(nodes[rt].val, x)) return rt;
    int p = nodes[rt].ch[0];
    while (nodes[p].ch[1]) p = nodes[p].ch[1];
    splay(p,0);
    return p;
}

int suc(const T &x){
    find(x);
    if (lt(x, nodes[rt].val)) return rt;
    int p = nodes[rt].ch[1];
    while (nodes[p].ch[0]) p = nodes[p].ch[0];
    splay(p,0);
    return p;
}

void insert(const T &x){
    int p = rt, fp = 0;
    while (p && !eq(nodes[p].val, x)){
        fp = p; p = nodes[p].ch[ lt(nodes[p].val, x) ? 1 : 0 ];
    }
    if (!p){
        p = newNode(x);
        nodes[fp].ch[ lt(nodes[fp].val, x) ? 1 : 0 ] = p;
        nodes[p].fa = fp;
    }else{
        nodes[p].cnt++;
    }
    splay(p,0);
}

void del(const T &x){
    int xPre = pre(x), xSuc = suc(x);
    splay(xPre,0); splay(xSuc,xPre);
    int d = nodes[xSuc].ch[0];
    if (--nodes[d].cnt){
        splay(d,0);
    }else{
        nodes[xSuc].ch[0] = 0;
        update(xSuc); update(xPre);
    }
}

int kth(long long x){
    int p = rt;
    while (1){
        int v = nodes[p].ch[0];
        if (nodes[v].siz + nodes[p].cnt < x){


```

```
        x -= nodes[v].siz + nodes[p].cnt;
        p = nodes[p].ch[1];
    }else{
        if (nodes[v].siz < x){
            splay(p,0);
            return p;
        }else p = v;
    }
}

int getRank(const T &x){
    find(x);
    return nodes[nodes[rt].ch[0]].siz;
}
};

struct Node {
    ll val;
    Node(ll VAL_ = 0) {val = VAL_;}
    bool operator<(const Node& A) const {
        return val < A.val;
    }
};
Splay<Node> solver;

void solve(){
    int n,m;cin >> n >> m;
    solver.init();
    for (int i = 1;i<n+1;i++){
        int x;cin >> x;solver.insert(x);
    }
    int last = 0,ans = 0;
    while (m--){
        int opt,x;cin >> opt >> x;
        x ^= last;
        if (opt == 1){
            solver.insert(x);
        }else if (opt == 2){
            solver.del(x);
        }else if (opt == 3){
            solver.insert(x);
            last = solver.getRank(x);
            solver.del(x);
        }else if (opt == 4){
            last = solver.nodes[solver.kth(x+1)].val.val;
        }else if (opt == 5){
            last = solver.nodes[solver.pre(x)].val.val;
        }else{
            last = solver.nodes[solver.suc(x)].val.val;
        }
        if (opt > 2){
            ans ^= last;
        }
    }
}
```

```

    }

    cout << ans;
    return;
}

signed main(){
    freopen("input.txt","r",stdin);
    ios::sync_with_stdio(0),cin.tie(0),cout.tie(0);
    int _ = 1;
    // cin >> _;
    while (_--){
        solve();
    }
    return 0;
}"\n"
}

```

左偏树.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;
class LeftLeaningHeap{
public:
    #define ls(x) nodes[x].ls
    #define rs(x) nodes[x].rs
    struct Node{
        int fa,dist,ls,rs,val,laz;
        bool operator<(const Node& A) const{
            return val > A.val;
        }
    } nodes[N];
    LeftLeaningHeap(){
        nodes[0].dist = -1;
    }

    int find(int x){
        if (x == nodes[x].fa){
            return x;
        }
        return nodes[x].fa = find(nodes[x].fa);
    }

    void pushUp(int x){
        nodes[x].dist = nodes[ls(x)].dist + 1;
        nodes[ls(x)].fa = nodes[rs(x)].fa = x;
    }

    int merge(int x,int y) {

```

```

    if (!x || !y) return x | y;

    if (nodes[x] < nodes[y]) {
        swap(x,y);
    }

    nodes[x].rs = merge(nodes[x].rs,y);
    if (nodes[ls(x)].dist < nodes[rs(x)].dist){
        swap(ls(x),rs(x));
    }

    pushUp(x);
    return x;
}

void erase(int x){
    nodes[x].fa = nodes[ls(x)].fa = nodes[rs(x)].fa = merge(ls(x),rs(x));
    nodes[x].dist = nodes[x].ls = nodes[x].rs = 0;
}
};"\n"

```

并查集.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;

struct Dsu{
    int fa[N];
    void init(int n){
        for (int i = 1;i<n+1;i++){
            fa[i] = i;
        }
    }
    int find(int x){
        if (x == fa[x]){
            return x;
        }
        return fa[x] = find(fa[x]);
    }
    void merge(int x,int y){
        x = find(x),y = find(y);
        if (x == y){
            return;
        }
        fa[x] = y;
        return;
    }
};"\n"

```

李超树.cpp

```
#include <bits/stdc++.h>
using namespace std;
using ll = long long;
const ll INF = 1e18;
/*
查最小值就把整棵树按照 x 轴翻转
先用 init 函数初始化
注意空间开到 4 倍!!!
*/

使用方法是先 add 再 update
*/
struct LiChaoTree {
    typedef pair<double, int> pdi;

    const double eps = 1e-9;
    const double NINF = -1e18;
    int cmp(double x, double y) {
        if (x - y > eps) return 1;
        if (y - x > eps) return -1;
        return 0;
    }

    struct line {
        double k, b;
    } p[100005];

    int s[160005];
    int cnt;

    void init(int x) {
        cnt = 0;
        p[0].k = 0; p[0].b = NINF;
        fill(s, s + x * 4 + 10, 0);
    }

    double calc(int id, int d) { return p[id].b + p[id].k * d; }

    void add(int x0, int y0, int x1, int y1) {
        cnt++;
        if (x0 == x1) // 特判直线斜率不存在的情况
            p[cnt].k = 0, p[cnt].b = max(y0, y1);
        else
            p[cnt].k = double(1) * (y1 - y0) / (x1 - x0), p[cnt].b = y0 - p[cnt].k
            * x0;
    }

    void upd(int root, int cl, int cr, int u) { // 对线段完全覆盖到的区间进行修改
        int &v = s[root], mid = (cl + cr) >> 1;
        int bmid = cmp(calc(u, mid), calc(v, mid));
    }
}
```

```

        if (bmid == 1 || (!bmid && u < v)) swap(u, v);
        int bl = cmp(calc(u, cl), calc(v, cl)), br = cmp(calc(u, cr), calc(v,
cr));
        if (bl == 1 || (!bl && u < v)) upd(root << 1, cl, mid, u);
        if (br == 1 || (!br && u < v)) upd(root << 1 | 1, mid + 1, cr, u);
    }

    void update(int root, int cl, int cr, int l, int r,
                int u) { // 定位插入线段完全覆盖到的区间
        if (l <= cl && cr <= r) {
            upd(root, cl, cr, u);
            return;
        }
        int mid = (cl + cr) >> 1;
        if (l <= mid) update(root << 1, cl, mid, l, r, u);
        if (mid < r) update(root << 1 | 1, mid + 1, cr, l, r, u);
    }

pdi pmax(pdi x, pdi y) { // pair max函数
    if (cmp(x.first, y.first) == -1)
        return y;
    else if (cmp(x.first, y.first) == 1)
        return x;
    else
        return x.second < y.second ? x : y;
}

pdi query(int root, int l, int r, int d) { // 查询
    if (r < d || d < l) return {0, 0};
    int mid = (l + r) >> 1;
    double res = calc(s[root], d);
    if (l == r) return {res, s[root]};
    return pmax({res, s[root]}, pmax(query(root << 1, l, mid, d),
                                         query(root << 1 | 1, mid + 1, r, d)));
}
};

/*
当插入的线段 k 和 b 都为整数时, 使用这个版本可以提高精度.

直接 addLine(k,b) 插入, query(x) 查询.
*/
struct LiChao {
    struct Line { ll m, b; };
    struct Node { Line ln; Node *l, *r;
        Node(Line v):ln(v),l(nullptr),r(nullptr){}
    };
    ll L, R;
    Node *root;
    LiChao(ll _L, ll _R):L(_L),R(_R),root(nullptr){}
    ll eval(const Line &ln, ll x) {
        return ln.m*x + ln.b;
    }
}

```

```

void addLine(Line nw, Node *&nd, ll l, ll r) {
    if (!nd) { nd = new Node(nw); return; }
    ll m = (l + r) >> 1;
    bool lef = eval(nw, l) < eval(nd->ln, l);
    bool mid = eval(nw, m) < eval(nd->ln, m);
    if (mid) swap(nw, nd->ln);
    if (r - l == 0) return;
    if (lef != mid) addLine(nw, nd->l, l, m);
    else addLine(nw, nd->r, m+1, r);
}

void addLine(ll m, ll b) {
    addLine({m, b}, root, L, R);
}

ll query(ll x, Node *nd, ll l, ll r) {
    if (!nd) return INF;
    ll res = eval(nd->ln, x);
    if (l==r) return res;
    ll m = (l + r) >> 1;
    if (x <= m) return min(res, query(x, nd->l, l, m));
    else return min(res, query(x, nd->r, m+1, r));
}

ll query(ll x) {
    return query(x, root, L, R);
}
};

/*
应对 db 的版本
init 函数中给出定义域即可
long double 比 double 慢得多，慎用!!!
*/
using db = double;
const db INF_LD = numeric_limits<db>::infinity();

struct LiChao {
    struct Line { db m, b; };
    struct Node { Line ln; Node *l, *r; Node(Line v):ln(v),l(nullptr),r(nullptr){} };
};

db L, R;
Node *root;
int maxDepth;
LiChao(db _L = 0, db _R = 0, int _maxDepth =
50):L(_L),R(_R),root(nullptr),maxDepth(_maxDepth){}
    inline db eval(const Line &ln, db x) const { return ln.m * x + ln.b; }
    void addLine(Line nw, Node *&nd, db l, db r, int depth) {
        if (!nd) { nd = new Node(nw); return; }
        db m = (l + r) / 2;
        bool lef = eval(nw, l) < eval(nd->ln, l);
        bool mid = eval(nw, m) < eval(nd->ln, m);
    }
}

```

```

    if (mid) swap(nw, nd->ln);
    if (depth == 0) return;
    if (lef != mid) addLine(nw, nd->l, l, m, depth-1);
    else addLine(nw, nd->r, m, r, depth-1);
}
void addLine(db m, db b) { addLine({m,b}, root, L, R, maxDepth); }
db query(db x, Node *nd, db l, db r, int depth) const {
    if (!nd) return INF_LD;
    db res = eval(nd->ln, x);
    if (depth == 0) return res;
    db mid = (l + r) / 2;
    if (x <= mid) return min(res, query(x, nd->l, l, mid, depth-1));
    else return min(res, query(x, nd->r, mid, r, depth-1));
}
db query(db x) const { return query(x, root, L, R, maxDepth); }
void init(db _L, db _R, int _maxDepth = 50) {
    L = _L;
    R = _R;
    maxDepth = _maxDepth;
    root = nullptr;
}
};"\n"

```

树上启发式合并.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

struct DsuOnTree {
    vector<vector<int>> g;
    int n,cntDfn;
    vector<int> dfn,L,R,son,siz;
    // 先填充 g
    void init() {
        cntDfn = 0;
        dfn.resize(n + 1,0);
        L.resize(n + 1,0);
        R.resize(n + 1,0);
        son.resize(n + 1,0);
        siz.resize(n + 1,0);
        g.resize(n + 1);
        return;
    }
}

```

```
void dfsPre (int u,int f) {
    dfn[u] = ++cntDfn;
    L[u] = dfn[u];
    siz[u] = 1;
    for (auto v : g[u]) {
        if (v == f) continue;
        dfsPre(v,u);
        siz[u] += siz[v];
        if (!son[u] || siz[son[u]] < siz[v]) {
            son[u] = v;
        }
    }
    R[u] = cntDfn;
    return;
};

void add(int x) {
    return;
}

void del(int x) {
    return;
}

void dfs(int u,int f,bool keep) {
    for (auto v : g[u]) {
        if (v == f || v == son[u]) {
            continue;
        }
        dfs(v,u,0);
    }

    if (son[u]) dfs(son[u],u,1);

    for (auto v : g[u]) {
        if (v == f || v == son[u]) {
            continue;
        }
        for (int i = L[v];i<=R[v];i++) {
            // add();
        }
    }
    // add();

    if (!keep) {
        for (int i = L[u];i<=R[u];i++) {
            // del();
        }
    }
    return;
};

};"\n"
```

树状数组.cpp

```
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;

struct BIT {
    int n;
    struct Info {
        Info() {
        }
        Info operator+(const Info& A) const {
        }
        Info operator-(const Info& A) const {
        }
    };
    vector<Info> infos;
    void init(int N_) {
        n = N_ + 1;
        infos.assign(n + 1, Info());
    }
    int lowbit(int x) {return x & -x;}
    void update(int x, ll v) {
        x++;
        while (x <= n) {
            x += lowbit(x);
        }
    }
    Info query(int x) {
        x++;
        Info res;
        while (x) {
            res = res + infos[x];
            x -= lowbit(x);
        }
        return res;
    }
    Info query(int l, int r) {
        if (l > r) return Info();
        return query(r) - query(l - 1);
    }
};

"\n"
```

珂朵莉树.cpp

```
#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

// 注意下标别搞错了，什么从 0 开始之类...
struct ChhollyTree {
    struct Node {
        int l, r;
        int v;
        Node(int L_ = 0, int R_ = 0, int V_ = 0) {l = L_, r = R_, v = V_;}
        bool operator<(const Node& A) const {return l < A.l;}
    };
    set<Node> nodes;

    // 注意初始化插入全 1 段.
    // 注意插入 n + 1
    ChhollyTree(int N_) {
        nodes.insert(Node(1, N_ + 1, 0));
    }

    set<Node>::iterator split(int x) {
        auto it = nodes.lower_bound(Node(x, 0));
        if (it != nodes.end() && it->l == x) return it;
        --it;
        int l = it->l, r = it->r, v = it->v;
        nodes.erase(it);
        nodes.insert(Node(l, x - 1, v));
        return nodes.insert(Node(x, r, v)).first;
    }

    void assign(int l, int r, int v) {
        auto itr = split(r + 1), itl = split(l);
        nodes.erase(itl, itr);
        nodes.insert(Node(l, r, v));
        return;
    }
};

struct ChhollyTree {
    const int M = 1e8;
    struct Node {
        int l,r;
        bool operator<(const Node& A) const {
```

```
        if (l != A.l) return l < A.l;
        return r < A.r;
    }
    Node (int L_ = 0,int R_ = 0) {
        l = L_, r = R_;
    }
};

set<Node> nodes;

void init() {
    nodes.insert(Node(1,M));
}

void insert(Node a) {
    Node b; b.l = a.l, b.r = M;
    auto it = nodes.upper_bound(b);

    vector<Node> val;

    if (it == nodes.end()) {
        it = prev(nodes.end());
        if (it->r > a.r) {
            if (it->l <= a.l - 1) {
                val.push_back(Node(it->l,a.l-1));
            }
            if (it->r >= a.r + 1) {
                val.push_back(Node(a.r+1,it->r));
            }
            it = nodes.erase(it);
        } else if (it->r >= a.l) {
            if (it->l <= a.l - 1) {
                val.push_back(Node(it->l,a.l-1));
            }
            it = nodes.erase(it);
        } else {
            ++ it;
        }
    } else {
        if (it == nodes.begin()) {

    } else {
        -- it;
        if (it->r > a.r) {
            if (it->l <= a.l - 1) {
                val.push_back(Node(it->l,a.l-1));
            }
            if (it->r >= a.r + 1) {
                val.push_back(Node(a.r+1,it->r));
            }
            it = nodes.erase(it);
        } else if (it->r >= a.l) {
            if (it->l <= a.l - 1) {
                val.push_back(Node(it->l,a.l-1));
            }
        }
    }
}
```

```

        it = nodes.erase(it);
    } else {
        ++ it;
    }
}

while (it != nodes.end() && it->l <= a.r) {
    if (it->r <= a.r) {
        it = nodes.erase(it);
    } else {
        if (it->r >= a.r + 1) {
            val.push_back(Node(a.r+1,it->r));
        }
        it = nodes.erase(it);
    }
}

nodes.insert(a);
for (auto v : val) {
    nodes.insert(v);
}
return;
}
} ;
"\n"

```

笛卡尔树.cpp

```

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

/*
先 init 初始化
传入 vector<T> 构建小根堆笛卡尔树
*/
template<typename T>
class CartesianTree {
public:
    struct Node {
        T val;
        int ch[2];
        Node() {
            val = ch[0] = ch[1] = 0;
        }
    };
    vector<Node> nodes;

    void init(int N_) {
        nodes.clear();
    }
};

```

```

        nodes.resize(N_ + 1);
    }

void buildMinHeap(vector<T>& a) {
    vector<int> stk;
    stk.push_back(0);
    nodes[0].val = -INF;
    for (int i = 1;i<a.size();i++) {
        int lst = -1;
        while (a[stk.back()] > a[i]) {
            lst = stk.back();
            stk.pop_back();
        }

        if (lst != -1) {
            nodes[i].ch[0] = lst;
        }
        nodes[i].val = a[i];
        nodes[stk.back()].ch[1] = i;
        stk.push_back(i);
    }
    return;
}
};"\n"

```

线段树.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;
const ll INF = 1e18;

/*
切记 pd 清空旧标记
*/

#define LS (rt << 1)
#define RS (rt << 1 | 1)

struct SegTree{
    struct Node{
        Node() {
            ...
        }
    }nodes[N*4];

    Node merge(Node L,Node R){
        Node M;
        return M;
    }
}

```

```
void build(int rt,int l,int r){
    if (l == r){
        return;
    }
    int mid = l + r >> 1;
    build(LS,l,mid),build(RS,mid+1,r);
    nodes[rt] = merge(nodes[LS],nodes[RS]);
}
void pd(int rt){

}
void update(int rt,int l,int r,int ql,int qr,int val){
    if (ql > qr || l > qr || ql > r) return;
    if (ql <= l && r <= qr){
        return;
    }
    int mid = l+r>>1;
    pd(rt);
    if (ql <= mid){
        update(LS,l,mid,ql,qr,val);
    }
    if (qr >= mid + 1){
        update(RS,mid+1,r,ql,qr,val);
    }
    nodes[rt] = merge(nodes[LS],nodes[RS]);
    return;
}
void modify(int rt,int l,int r,int q,int val){
    if (l > q || r < q) return;
    if (l == r) {
        return;
    }
    int mid = l+r>>1;
    pd(rt);
    if (q <= mid){
        modify(LS,l,mid,q,val);
    }
    if (q >= mid + 1){
        modify(RS,mid+1,r,q,val);
    }
    nodes[rt] = merge(nodes[LS],nodes[RS]);
    return;
}
Node query(int rt,int l,int r,int ql,int qr){
    if (ql > qr) {
        return Node();
    }
    if (ql <= l && r <= qr){
        return nodes[rt];
    }
    int mid = l+r>>1;
    pd(rt);
    if (ql > mid){
        return query(RS,mid+1,r,ql,qr);
    }
}
```

```
        }else if (qr < mid + 1){
            return query(LS,l,mid,ql,qr);
        }else{
            return merge(query(LS,l,mid,ql,qr),query(RS,mid+1,r,ql,qr));
        }
    }
};

class SegTreePlusMul{
struct Node{
    ll sum,plus,mul,len;
};
private:
    Node nodes[N];
public:
    ll mod;
    Node merge(Node A,Node B){
        Node C;
        C.plus = 0;
        C.mul = 1;
        C.sum = (A.sum + B.sum) % mod;
        C.len = A.len + B.len;
        return C;
    }
    void build(ll rt,ll l,ll r){
        if (l==r){
            cin >> nodes[rt].sum;
            nodes[rt].len = 1;
            nodes[rt].plus = 0;
            nodes[rt].mul = 1;
            return;
        }
        ll mid = l+r>>1;
        build(LS,l,mid),build(RS,mid+1,r);
        nodes[rt] = merge(nodes[LS],nodes[RS]);
    }
    void pushDown(int rt){
        nodes[RS].sum =
            (nodes[RS].sum*nodes[rt].mul%mod+nodes[rt].plus*nodes[RS].len%mod) % mod;
        nodes[LS].sum =
            (nodes[RS].sum*nodes[rt].mul%mod+nodes[rt].plus*nodes[LS].len%mod) % mod;

        nodes[RS].mul = (nodes[RS].mul*nodes[rt].mul) % mod;
        nodes[LS].mul = (nodes[LS].mul*nodes[rt].mul) % mod;

        nodes[RS].plus = (nodes[RS].plus*nodes[rt].mul+nodes[rt].plus) % mod;
        nodes[LS].plus = (nodes[LS].plus*nodes[rt].mul+nodes[rt].plus) % mod;

        nodes[rt].plus = 0;
        nodes[rt].mul = 1;
    }
    void update(ll rt,ll l,ll r,ll ql,ll qr,ll mode,ll k){
        if (ql <= l && r <= qr){
            if (mode == 1){

```

```

        nodes[rt].plus += k;
        nodes[rt].plus %= mod;
        nodes[rt].sum += (k * nodes[rt].len) % mod;
        nodes[rt].sum %= mod;
    }else{
        nodes[rt].plus *= k;
        nodes[rt].plus %= mod;
        nodes[rt].mul *= k;
        nodes[rt].mul %= mod;
        nodes[rt].sum *= k;
        nodes[rt].sum %= mod;
    }
    return;
}
pushDown(rt);
ll mid = l+r>>1;
if (ql<=mid){
    update(LS,l,mid,ql,qr,mode,k);
}
if (qr >= mid+1){
    update(RS,mid+1,r,ql,qr,mode,k);
}
nodes[rt] = merge(nodes[LS],nodes[RS]);
}
Node query(ll rt,ll l,ll r,ll ql,ll qr){
if (ql <= l && r <= qr){
    return nodes[rt];
}
pushDown(rt);
ll mid = l+r>>1;
if (qr<=mid){
    return query(LS,l,mid,ql,qr);
}else if (ql>=mid+1){
    return query(RS,mid+1,r,ql,qr);
}else{
    return merge(query(LS,l,mid,ql,qr),query(RS,mid+1,r,ql,qr));
}
}
};

// 调用前先 init
#define LS nodes[rt].ls
#define RS nodes[rt].rs
struct DynamicSegTree {
    struct Node {
        int ls,rs;
        Node() {
            ls = rs = 0;
        }
    } nodes[N];
    int cntNode;
    void init() {
        cntNode = 1;
    }
};

```

```
        nodes[0] = Node();
    }
    int newNode() {
        nodes[cntNode] = Node();
        return cntNode++;
    }
    Node merge(Node L,Node R) {
        Node M;
        // 补充合并方法
        return M;
    }
    void pushUp(int rt) {
        // 更新父节点
        return;
    }
    void pushDown(int rt) {
        // 下传标记
    }
    void update(int& rt,int l,int r,int ql,int qr,int val) {
        if (ql > qr || l > qr || r < ql) return;
        if (!rt) rt = newNode();
        if (ql <= l && r <= qr) {
            // 更新方法
            return;
        }
        int mid = l + r >> 1;
        update(nodes[rt].ls,l,mid,ql,qr,val);
        update(nodes[rt].rs,mid+1,r,ql,qr,val);
        pushUp(rt);
        return;
    }
    Node query(int& rt,int l,int r,int ql,int qr) {
        if (ql > qr || l > qr || r < ql || !rt) return Node();
        if (ql <= l && r <= qr) {
            return nodes[rt];
        }
        int mid = l + r >> 1;
        pushDown(rt);
        return merge(query(LS,l,mid,ql,qr),query(RS,mid+1,r,ql,qr));
    }
    int treeMerge(int& ls,int& rs,int l,int r) {
        if (!ls || !rs) return ls | rs;
        if (l == r) {
            // 叶节点合并方法
            return ls;
        }
        int mid = l + r >> 1;
        nodes[ls].ls = treeMerge(nodes[ls].ls,nodes[rs].ls,l,mid);
        nodes[ls].rs = treeMerge(nodes[ls].rs,nodes[rs].rs,mid+1,r);
        pushUp(ls);
        return ls;
    }
};
```

```
struct DynamicSegTree {
    #define LS info[rt].ls
    #define RS info[rt].rs
    struct Info {
        int ls, rs;
        Info() {
            ls = rs = 0;
        }
        Info operator+(const Info& A) const {
            ...
        }
    } info[N];
    int cntNode = 0;

    void init() {
        cntNode = 0;
    }

    int newNode() {
        ++cntNode;
        info[cntNode] = Info();
        return cntNode;
    }

    void pushUp(int rt) {
        return;
    }

    void build(int& rt,int l,int r) {
        rt = newNode();
        if (l == r) {
            return;
        }
        int mid = l + r >> 1;
        build(LS,l,mid); build(RS,mid+1,r);
        pushUp(rt);
        return;
    }

    // 主席树版本
    // void update(int& rt,int l,int r,int ql,int qr) {
    //     if (ql > qr || qr < l || r < ql) return;
    //     if (ql <= l && r <= qr) {
    //         return;
    //     }
    //     int mid = l + r >> 1;
    //     if (ql <= mid) {
    //         ++cntNode;
    //         info[cntNode] = info[LS];
    //         LS = cntNode;
    //         update(LS,l,mid,ql,qr);
    //     }
    // }
```

```

// if (qr >= mid + 1) {
//     ++cntNode;
//     info[cntNode] = info[RS];
//     RS = cntNode;
//     update(RS,mid+1,r,ql,qr);
// }
// pushUp(rt);
// return;
// }

void update(int& rt,int l,int r,int ql,int qr) {
    if (ql > qr || qr < l || r < ql) return;
    if (!rt) rt = newNode();
    if (ql <= l && r <= qr) {
        return;
    }
    int mid = l + r >> 1;
    if (ql <= mid) {
        update(LS,l,mid,ql,qr);
    }
    if (qr >= mid + 1) {
        update(RS,mid+1,r,ql,qr);
    }
    pushUp(rt);
    return;
}

Info query(int rt,int l,int r,int ql,int qr) {
    if (!rt || ql > qr || r < ql || qr < l) return Info();
    if (ql <= l && r <= qr) {
        return info[rt];
    }
    int mid = l + r >> 1;
    if (qr <= mid) {
        return query(LS,l,mid,ql,qr);
    } else if (ql >= mid + 1) {
        return query(RS,mid+1,r,ql,qr);
    } else {
        return query(LS,l,mid,ql,qr) + query(RS,mid+1,r,ql,qr);
    }
}
} solver;

"\n"

```

高精度.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;

```

```
using pii = pair<int, int>;
using i128 = __int128_t;
using pll = pair<ll, ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

struct BigInt {
    vector<int> a;
    BigInt(int x = 0) {
        if (x == 0) {
            a.push_back(0);
            return;
        }
        while (x) {
            a.push_back(x % 10);
            x /= 10;
        }
    }
    void update() {
        for (int i = 0; i < a.size(); i++) {
            if (a[i] >= 10) {
                if (i + 1 < a.size()) {
                    a[i + 1] += a[i] / 10;
                    a[i] %= 10;
                } else {
                    a.push_back(a[i] / 10);
                    a[i] %= 10;
                }
            }
        }
        while (a.size() > 1 && a.back() == 0) {
            a.pop_back();
        }
    }
    BigInt operator*(const BigInt& A) const {
        BigInt B;
        B.a.resize(a.size() + A.a.size());
        for (int i = 0; i < a.size(); i++) {
            for (int j = 0; j < A.a.size(); j++) {
                B.a[i + j] += a[i] * A.a[j];
            }
        }
        B.update();
        return B;
    }
};

ostream &operator<<(ostream &o, const BigInt &a) {
    for (int i = a.a.size() - 1; i >= 0; i--) {
        o << a.a[i];
    }
}
```

```
    return o;
}"\n"
```

三角形.cpp

```
#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;

/*
使用说明:
手动输入Triangle中三个点的坐标
update函数更新外心左边和外接圆半径
可以应对三点共线的特殊情况
*/

struct Point {
    double x, y;
    int idx;
    Point(double X = 0, double Y = 0) {
        x = X;
        y = Y;
    }

    Point operator-(const Point& A) const {
        return Point(x - A.x, y - A.y);
    }

    Point operator+(const Point& A) const{
        return Point(x + A.x,y + A.y);
    }

    double operator^(const Point& A) const {
        return x * A.y - A.x * y;
    }

    double operator*(const Point& A) const {
        return x * A.x + y * A.y;
    }

    double len() {
        return sqrt(x * x + y * y);
    }

    double len2() {
        return x * x + y * y;
    }

    bool operator==(const Point& A) const {
        return (x == A.x) && (y == A.y);
    }
}
```

```

    }

};

class Triangle{
public:
    Point nodes[3];
    Point circumCenter;
    double r;
    void update(){
        double a,b,c,d,e,f;
        a=nodes[1].x-nodes[0].x,b=nodes[1].y-nodes[0].y,c=nodes[2].x-nodes[1].x;
        d=nodes[2].y-nodes[1].y;e=nodes[1].x*nodes[1].x+nodes[1].y*nodes[1].y
        -nodes[0].x*nodes[0].y-nodes[0].y*nodes[0].y;
        f=nodes[2].x*nodes[2].x+nodes[2].y*nodes[2].y-nodes[1].x*nodes[1].x
        -nodes[1].y*nodes[1].y;
        if (a*d == c*b){
            r = 0;
            if ((nodes[0] - nodes[1]).len() > r){
                r = (nodes[0] - nodes[1]).len();
                circumCenter = nodes[0] + nodes[1];
                circumCenter.x /= 2,circumCenter.y /= 2;
            }
            if ((nodes[0] - nodes[2]).len() > r){
                r = (nodes[0] - nodes[2]).len();
                circumCenter = nodes[0] + nodes[2];
                circumCenter.x /= 2,circumCenter.y /= 2;
            }
            if ((nodes[2] - nodes[1]).len() > r){
                r = (nodes[2] - nodes[1]).len();
                circumCenter = nodes[2] + nodes[1];
                circumCenter.x /= 2,circumCenter.y /= 2;
            }
            return;
        }
        circumCenter.x=(f*b-e*d)/(c*b-a*d)/2;
        circumCenter.y=(a*f-e*c)/(a*d-b*c)/2;
        r=(nodes[0]-circumCenter).len();
        return;
    }
};"\n"

```

凸包.cpp

```

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

/*
使用说明:
手动输入点的数量n,各个点的坐标,然后init即可找出凸包.
可以处理重点,不会出现三点共线的问题.

```

默认double。
使用极角排序的方式寻找凸包。
注意下标从 1 开始
*/

```
template<typename T>
struct Point {
    T x, y;
    int idx;
    Point(T X = 0, T Y = 0) {
        x = X;
        y = Y;
    }

    Point operator-(const Point& A) const {
        return Point(x - A.x, y - A.y);
    }

    Point operator+(const Point& A) const{
        return Point(x + A.x,y + A.y);
    }

    T operator^(const Point& A) const {
        return x * A.y - A.x * y;
    }

    T operator*(const Point& A) const {
        return x * A.x + y * A.y;
    }

    double len() {
        return sqrt(x * x + y * y);
    }

    T len2() {
        return x * x + y * y;
    }

    bool operator==(const Point& A) const {
        return (x == A.x) && (y == A.y);
    }
} ;

template<typename T, int N>
class ConvexHull {
public:
    int n;
    bool vis[N];
    Point<T> points[N], hull[N];
    static bool cmp_y(const Point<T>& A, const Point<T>& B) {
        if (A.y == B.y){
            return A.x < B.x;
        }
        return A.y < B.y;
    }
}
```

```
}

static bool cmp_sita(const Point<T>& A, const Point<T>& B, const Point<T>&
base) {
    Point<T> A_base = A - base;
    Point<T> B_base = B - base;
    if ((A_base ^ B_base) == 0) {
        return A_base.len() > B_base.len();
    }
    return (A_base ^ B_base) < 0;
}

int tp;

void init() {
    tp = 1;
    sort(points + 1, points + 1 + n, cmp_y);
    hull[1] = points[1];
    sort(points + 2, points + 1 + n, [&base = hull[1]](const Point<T>& A,
const Point<T>& B) { return cmp_sita(A, B, base); });
    int cur = 2;
    for (; cur <= n; cur++) {
        if (points[cur] == hull[1]) continue;
        else { hull[++tp] = points[cur]; break; }
    }
    for (cur++; cur <= n; cur++) {
        if (hull[tp] == points[cur]) continue;
        Point L = hull[tp] - hull[tp - 1];
        Point R = points[cur] - hull[tp];
        if (R.x == 0 && R.y == 0) continue;
        if ((L ^ R) > 0) {
            while ((L ^ R) >= 0 && tp > 1){
                if ((L ^ R) == 0){
                    if ((L * R) < 0){
                        break;
                    }else{
                        --tp; break;
                    }
                }
                tp--;
                L = hull[tp] - hull[tp - 1];
                R = points[cur] - hull[tp];
            }
            hull[++tp] = points[cur];
        } else if ((L ^ R) < 0) {
            hull[++tp] = points[cur];
        } else {
            if ((L * R) < 0) {
                continue;
            } else {
                hull[tp] = points[cur];
            }
        }
    }
}
```

```

    }

    double len(Point<T> x) {
        return sqrt(x.x * x.x + x.y * x.y);
    }

    double getS() {
        double ans = 0;
        for (int i = 2;i+1<=tp;i++) {
            ans += ((hull[i] - hull[1]) ^ (hull[i + 1] - hull[1]));
        }
        ans = abs(ans) / 2;
        return ans;
    }

    double getC() {
        double ans = 0;
        for (int i = 1;i+1<=tp;i++) {
            ans += len(hull[i + 1] - hull[i]);
        }
        ans += len(hull[1] - hull[tp]);
        return ans;
    }
} ;"\n"

```

圆的并.cpp

```

#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

namespace CircleUnion {
    const db PI = acos(-1);
    const db eps = 2e-10, pi2 = PI * 2.0;
    struct Circle { db x, y, r; };
}

```

```

enum relation { outside = 0, intersective = 1, contained = 2, containing = 3
};

struct Vec { db x, y; Vec(db _x=0, db _y=0):x(_x),y(_y){} };

inline db sq(db x){return x*x;}
inline db f(const Vec &O, db r, db t){ return r * (r * t + 0.x * sin(t) - 0.y
* cos(t)); }

relation circle_relation(const Vec &O1, db r1, const Vec &O2, db r2) {
    db d2 = sq(O1.x - O2.x) + sq(O1.y - O2.y);
    if ((r1 + r2) * (r1 + r2) <= d2 + eps) return outside;
    if ((r1 - r2) * (r1 - r2) >= d2 - eps) return (r1 <= r2 + eps) ? contained
: containing;
    return intersective;
}

void intersection(const Vec &O1, db r1, const Vec &O2, db r2, db &beg, db
&end) {
    Vec O12{O2.x - O1.x, O2.y - O1.y};
    db d2 = sq(O12.x) + sq(O12.y), d = sqrt(d2);
    db Cos = (((r1 + r2) * (r1 - r2) + d2) / (2.0 * d * r1));
    if (Cos > 1) Cos = 1; if (Cos < -1) Cos = -1;
    db sAng = acos(Cos), iAng = atan2(O12.y, O12.x);
    if (iAng < 0.0) iAng += pi2;
    beg = iAng - sAng; if (beg < 0.0) beg += pi2;
    end = iAng + sAng; if (end >= pi2) end -= pi2;
}

static db union_area_ = 0.0, union_perim_ = 0.0;

void init(const vector<Circle> &circles) {
    int n = (int)circles.size();
    vector<Vec> O(n); vector<db> r(n);
    for (int i=0;i<n;++i){ O[i].x = circles[i].x; O[i].y = circles[i].y; r[i]
= circles[i].r; }
    union_area_ = union_perim_ = 0.0;
    for (int i = 0; i < n; ++i) {
        vector<pair<db,db>> segs; segs.reserve(n*2+2);
        bool skip = false;
        for (int j = 0; j < n; ++j) {
            relation rel = circle_relation(O[i], r[i], O[j], r[j]);
            if (rel == contained) {
                if (fabs(r[i] - r[j]) > eps || i > j) { skip = true; break; }
            }
        }
        if (skip) continue;
        for (int j = 0; j < n; ++j) {
            relation rel = circle_relation(O[i], r[i], O[j], r[j]);
            if (rel == intersective) {
                db a,b; intersection(O[i], r[i], O[j], r[j], a, b);
                if (a <= b) segs.emplace_back(a,b);
                else { segs.emplace_back(0.0, b); segs.emplace_back(a, pi2); }
            }
        }
    }
}

```

```

        }
    }
    segs.emplace_back(pi2, pi2);
    sort(segs.begin(), segs.end(), [](const pair<db, db>&A, const
pair<db, db>&B){ if (A.first!=B.first) return A.first < B.first; return A.second <
B.second; });
    db la = 0.0;
    for (size_t k = 0; k < segs.size(); ++k) {
        db L = segs[k].first, R = segs[k].second;
        if (la < L) {
            union_area_ += 0.5 * (f(0[i], r[i], L) - f(0[i], r[i], la));
            union_perim_ += r[i] * (L - la);
            la = R;
        } else if (la < R) {
            la = R;
        }
    }
}

double area(){ return union_area_; }
double perimeter(){ return union_perim_; }
}
using namespace CircleUnion;"\n"

```

平面最近点对.cpp

```

#include <bits/stdc++.h>
using namespace std;
using db = double;
using i128 = __int128;

template<typename T>
auto closest_pair_sq(vector<pair<T, T>>& a){
    using R = conditional_t<is_integral_v<T>, long long, db>;
    if(a.size()<2) return R(0);
    sort(a.begin(), a.end(), [](auto&p, auto&q){ return p.first<q.first; });
    vector<pair<T, T>> buf(a.size());

    function<R(int, int)> rec = [&](int l, int r)->R{
        if(r-l<=1) return numeric_limits<R>::max();
        int m=(l+r)/2; T midx=a[m].first;
        R d = min(rec(l,m), rec(m,r));

        merge(a.begin()+l, a.begin()+m, a.begin()+m, a.begin()+r,
              buf.begin(), [](auto&p, auto&q){ return p.second<q.second; });
        copy(buf.begin(), buf.begin()+(r-l), a.begin()+l);

        vector<pair<T, T>> v; v.reserve(r-l);

        if constexpr(is_integral_v<T>){

```

```

i128 D = d;
for(int i=1;i<r;++i){
    i128 dx = (i128)a[i].first - midx;
    if(dx*dx <= D) v.push_back(a[i]);
}
for(int i=0;i<(int)v.size();++i)
    for(int j=i+1;j<(int)v.size() &&
        (i128)(v[j].second-v[i].second)*(v[j].second-v[i].second) <=
D; ++j){
        i128 dx = (i128)(v[j].first - v[i].first);
        i128 dy = (i128)(v[j].second - v[i].second);
        i128 w = dx*dx + dy*dy;
        if(w < D) D = w;
    }
return (R)D;

} else {
db D = d;
for(int i=1;i<r;++i){
    db dx = db(a[i].first) - db(midx);
    if(dx*dx <= D) v.push_back(a[i]);
}
for(int i=0;i<(int)v.size();++i)
    for(int j=i+1;j<(int)v.size() &&
        db(v[j].second-v[i].second)*db(v[j].second-v[i].second) <= D;
++j){
        db dx = db(v[j].first - v[i].first);
        db dy = db(v[j].second - v[i].second);
        db w = dx*dx + dy*dy;
        if(w < D) D = w;
    }
return (R)D;
}
};

return rec(0, (int)a.size());
}
"\n"

```

Lca.cpp

```

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

typedef long long ll;
const ll N = 2000000;

/*
O(1) LCA
先把 Graph 边练好,然后调用 Lca 类的 init 函数
然后就可以使用 lca(查祖先) 和 query(查距离) 了

```

注意边权不要爆 11 !

*/

```
struct Lca {
    vector<vector<int>> *g;
    vector<int> depth, first, euler;
    vector<ll> dist;
    vector<vector<int>> st;
    vector<int> lg;

    void init(vector<vector<int>>* graph, int root) {
        g = graph;
        euler.clear();
        depth.clear();
        dist.assign(g->size(), 0);
        first.assign(g->size(), -1);
        dfs(root, -1, 0, 0);
        build_st();
    }

    void dfs(int u, int p, int d, ll s) {
        first[u] = euler.size();
        euler.push_back(u);
        depth.push_back(d);
        dist[u] = s;
        for (int v : (*g)[u]) if (v != p) {
            dfs(v, u, d + 1, s + 1);
            euler.push_back(u);
            depth.push_back(d);
        }
    }

    void build_st() {
        int m = euler.size();
        lg.assign(m + 1, 0);
        for (int i = 2; i <= m; ++i) lg[i] = lg[i >> 1] + 1;
        int K = lg[m] + 1;
        st.assign(K, vector<int>(m));
        for (int i = 0; i < m; ++i) st[0][i] = i;
        for (int j = 1; (1 << j) <= m; ++j)
            for (int i = 0; i + (1 << j) <= m; ++i) {
                int a = st[j - 1][i], b = st[j - 1][i + (1 << (j - 1))];
                st[j][i] = depth[a] < depth[b] ? a : b;
            }
    }

    int lca(int u, int v) {
        int l = first[u], r = first[v];
        if (l > r) swap(l, r);
        int j = lg[r - l + 1];
        int a = st[j][l], b = st[j][r - (1 << j) + 1];
        return euler[depth[a] < depth[b] ? a : b];
    }
}
```

```
int query(int u, int v) {
    int L = lca(u, v);
    return dist[u] + dist[v] - 2 * dist[L];
}
};

// dep 跟 dist 不要搞混了谢谢喵
struct Lca {
    int M = 20;
    vector<vector<int>> fa;
    vector<int> dep;
    void init(vector<vector<int>>& g, int rt) {
        int n = g.size() - 1;
        fa.clear();
        fa.resize(n + 1, vector<int>(M, 0));
        dep.clear();
        dep.resize(n + 1, 0);
        dep[0] = 0;
        auto dfs = [&](auto&&self, int u, int f) -> void {
            for (auto v : g[u]) {
                if (v == f) continue;
                fa[v][0] = u;
                dep[v] = dep[u] + 1;
                self(self, v, u);
            }
        };
        dfs(dfs, rt, 0);
        for (int i = 1; i < M; i++) {
            for (int j = 1; j < n + 1; j++) {
                fa[j][i] = fa[fa[j][i - 1]][i - 1];
            }
        }
        return;
    }

    int lca(int x, int y) {
        if (dep[x] < dep[y]) swap(x, y);
        for (int i = M - 1; i >= 0; i--) {
            if (dep[fa[x][i]] >= dep[y]) {
                x = fa[x][i];
            }
        }
        if (x == y) return x;
        for (int i = M - 1; i >= 0; i--) {
            if (fa[x][i] != fa[y][i]) {
                x = fa[x][i], y = fa[y][i];
            }
        }
        return fa[x][0];
    }

    int query(int x, int y) {
        int z = lca(x, y);
```

```

        return dep[x] + dep[y] - 2 * dep[z];
    }
} solver; "\n"

```

Prufer.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

/*
做模版题的时候发现这个 push_back 的常数真不是一般的大
数据量大的时候慎用这个 push_back 吧
*/
struct Prufer {
    // 注意 g 的下标从 1 开始
    // vector<int> getPrufer(vector<vector<int>>& g) {
    //     int n = g.size() - 1;
    //     vector<int> d(n + 1, 0);
    //     for (int i = 1;i<n+1;i++) {
    //         d[i] = g[i].size();
    //     }
    //     vector<int> fa(n + 1, 0);
    //     {
    //         vector<int> stk;
    //         stk.push_back(n);
    //         while (!stk.empty()) {
    //             int u = stk.back(); stk.pop_back();
    //             for (auto v : g[u]) {
    //                 if (v == fa[u]) continue;
    //                 fa[v] = u;
    //                 stk.push_back(v);
    //             }
    //         }
    //     }
    //     vector<int> p;
    //     for (int i = 1;i<=n&&p.size()<n-2;i++) {
    //         if (d[i] == 1 && fa[i]) {
    //             p.push_back(fa[i]);
    //             d[fa[i]]--;
    //             d[i]--;
    //             int u = fa[i];
    //             while (d[u] == 1 && u<i+1 && fa[u] && p.size()<n-2) {
    //                 p.push_back(fa[u]);
    //             }
    //         }
    //     }
    // }
}

```

```

        d[fa[u]]--;
        d[u]--;
        u = fa[u];
    }
}
}

vector<int> getPrufer(vector<int>& fa) {
    int n = fa.size() - 1;
    vector<int> d(n + 1, 0);
    for (int i = 1; i < n + 1; i++) {
        if (fa[i]) {
            d[i]++;
            d[fa[i]]++;
        }
    }
    vector<int> p;
    for (int i = 1; i <= n && p.size() < n - 2; i++) {
        if (d[i] == 1 && fa[i]) {
            p.push_back(fa[i]);
            d[fa[i]]--;
            d[i]--;
            int u = fa[i];
            while (d[u] == 1 && u < i + 1 && fa[u] && p.size() < n - 2) {
                p.push_back(fa[u]);
                d[fa[u]]--;
                d[u]--;
                u = fa[u];
            }
        }
    }
    return p;
}

// 注意 p 的下标是从 0 开始
// 返回的 fa 数组是从 1 开始
vector<int> getTree(vector<int>& p) {
    int n = p.size() + 2;
    vector<int> d(n + 1, 1);
    for (auto v : p) {
        d[v]++;
    }
    vector<int> fa(n + 1, 0);
    for (int i = 1, j = 0; i <= n && j < p.size(); i++) {
        if (d[i] == 1) {
            fa[i] = p[j];
            d[i]--;
            d[p[j]]--;
            int u = p[j];
            j++;
            while (d[u] == 1 && j < p.size() && u < i + 1) {
                fa[u] = p[j];
                d[u]--;
                d[p[j]]--;
                u = p[j];
                j++;
            }
        }
    }
}

```

```

    }
    for (int i = 1; i < n; i++) {
        if (d[i] == 1) {
            fa[i] = n;
            break;
        }
    }
    return fa;
}
} solver; "\n"

```

Tarjan.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

// inde 数组存的是合并后的新点编号
// 记得补充 info 的合并函数 !!!
// 其实 info 的合并完全可以写在外部，内部只实现一个缩点
// 默认建立正向边的啊
struct Tarjan {
    struct Info {
        Info() {
            }
        };
    int tot, idx;
    vector<int> dfn, low, s, inde;
    vector<vector<int>> e;
    vector<bool> vis;
    vector<Info> infos;
    void tarjan(int u, vector<vector<int>>& g) {
        dfn[u] = low[u] = ++idx;
        s.push_back(u);
        vis[u] = 1;
        for (auto v : g[u]) {
            if (!dfn[v]) {
                tarjan(v, g);
                low[u] = min(low[u], low[v]);
            } else if (vis[v]) {
                low[u] = min(low[u], dfn[v]);
            }
        }
    }
}

```

```
if (low[u] == dfn[u]) {
    tot++;
    infos.push_back(Info());
    while (1) {
        inde[s.back()] = tot;
        // info merge

        if (s.back() == u) {
            vis[s.back()] = 0;
            s.pop_back();
            break;
        }
        vis[s.back()] = 0;
        s.pop_back();
    }
}
return;
}

void init(vector<vector<int>>& g) {
    int n = g.size() - 1;
    idx = tot = 0;
    vector<int>().swap(dfn);
    dfn.resize(n + 1, 0);
    vector<int>().swap(low);
    low.resize(n + 1, 0);
    vector<int>().swap(inde);
    inde.resize(n + 1, 0);
    vector<bool>().swap(vis);
    vis.resize(n + 1, 0);
    vector<Info>().swap(infos);
    infos.resize(1, Info());
    vector<vector<int>>().swap(e);
    e.resize(n + 1);

    for (int i = 1;i<=n;i++) {
        if (!dfn[i]) {
            tarjan(i, g);
        }
    }

    for (int i = 1;i<=n;i++) {
        for (auto v : g[i]) {
            if (inde[v] == inde[i]) continue;
            e[inde[i]].push_back(inde[v]);
        }
    }
    return;
}
} solver;"\n"
```

图.cpp

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

typedef long long ll;
const ll N = 2000000;

// 尤其注意初始化 Graph 类的时候边的数量要分配够, 双向边开两倍!!!

template<typename T>
class Graph{
public:
    int n,m;
    struct Edge{
        int next,to;
        T w;
    };
    vector<Edge> edge;
    vector<int> head;
    int cnt;
    void add(int u,int v,T w){
        edge[++cnt].next = head[u];
        head[u] = cnt;
        edge[cnt].to = v;
        edge[cnt].w = w;
    }
    void init(int N,int M){
        n = N; m = M;
        head.clear();
        head.resize(n+1,0);
        edge.clear();
        edge.resize(M + 1);
        cnt = 0;
        return;
    }
};"\n"
```

斯坦纳树.cpp

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

typedef long long ll;
const ll N = 2000000;

template<typename T>
class Graph{
public:
    int n,m;
    struct Edge{
        int next,to;
```

```

    T w;
};

vector<Edge> edge;
vector<int> head;
int cnt;
void add(int u,int v,T w){
    edge[++cnt].next = head[u];
    head[u] = cnt;
    edge[cnt].to = v;
    edge[cnt].w = w;
}
void init(int N,int M){
    n = N; m = M;
    head.clear();
    head.resize(n+1,0);
    Edge.clear();
    Edge.resize(M + 1);
    cnt = 0;
    return;
}
};

template<typename T>
class SteinerTree {
public:
    Graph<T>* g;
    int n, k;
    vector<int> spe;
    vector<vector<T>> dp;
    vector<T> dist;
    vector<bool> vis;

    void init(Graph<T>* _g, const vector<int>& _spe) {
        g = _g; n = _g->n; k = _spe.size(); spe = _spe;
        int U = 1 << k;
        dp.assign(n+1, vector<T>(U, numeric_limits<T>::max()/4));
        dist.assign(n+1, numeric_limits<T>::max()/4);
        vis.assign(n+1, false);
        for (int i = 0; i < k; i++)
            dp[spe[i]][1<<i] = 0;
    }

    T solve() {
        int U = (1<<k) - 1;
        for (int S = 1; S <= U; S++) {
            for (int A = (S-1)&S; A; A = (A-1)&S)
                for (int i = 1; i <= n; i++)
                    dp[i][S] = min(dp[i][S], dp[i][A] + dp[i][S^A]);

            priority_queue<pair<T,int>, vector<pair<T,int>>, greater<>> pq;
            for (int i = 1; i <= n; i++) {
                dist[i] = dp[i][S];
                vis[i] = false;
                pq.emplace(dist[i], i);
            }
        }
    }
};

```

```

    }
    while (!pq.empty()) {
        auto [d,u] = pq.top(); pq.pop();
        if (vis[u]) continue;
        vis[u] = true;
        for (int e = g->head[u]; e; e = g->edge[e].next) {
            int v = g->edge[e].to; T w = g->edge[e].w;
            if (dist[v] > d + w) {
                dist[v] = d + w;
                pq.emplace(dist[v], v);
            }
        }
    }
    for (int i = 1; i <= n; i++)
        dp[i][S] = dist[i];
}

T ans = numeric_limits<T>::max()/4;
for (int i = 1; i <= n; i++)
    ans = min(ans, dp[i][U]);
return ans;
}
};"\n"

```

最短路.cpp

```

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

const ll N = 2000000;
const ll MOD = 998244353;
const ll MAX = 1e18;

struct ShortestPath {
    int n;
    vector<vector<int>>& g;
    struct Node {
        ll val;
        int idx;
        bool operator<(const Node& A) const {

        };
    };
    priority_queue<Node> nodes;
    void init(vector<vector<int>>& G) {
        g = G;
        int n = g.size() + 1;
    }
    void cal() {
        while (!nodes.empty()) {

```

```
Node u = nodes.top(); nodes.pop();
for (auto v : g[u.idx]) {

    }
}
};

template<typename T>
class Graph{
public:
    int n,m;
    struct Edge{
        int next,to;
        T w;
    };
    vector<Edge> edge;
    vector<int> head;
    int cnt;
    void add(int u,int v,T w){
        edge[++cnt].next = head[u];
        head[u] = cnt;
        edge[cnt].to = v;
        edge[cnt].w = w;
    }
    void init(int N,int M){
        n = N; m = M;
        head.clear();
        head.resize(n+1,0);
        Edge.clear();
        Edge.resize(M + 1);
        cnt = 0;
        return;
    }
};

template<typename T>
class Dijkstra{
public:
    Graph<T>* g;
    struct Node{
        int dist,idx;
        bool operator<(const Node &a) const {
            return dist > a.dist;
        }
        Node(int d,int x) {dist = d,idx = x;}
    };
    ll dist[N];
    bool vis[N];

    void dijkstra(int pos){
        priority_queue<Node> pq;
        for (int i = 1;i<g->n+1;i++){

```

```

        dist[i] = MAX;
        vis[i] = 0;
    }
    dist[pos] = 0;
    pq.push(Node(0, pos));

    while (!pq.empty()){
        int u = pq.top().idx;
        pq.pop();
        if (vis[u]){
            continue;
        }
        vis[u] = 1;
        for (int i = g->head[u]; i; i = g->edge[i].next){
            int v = g->edge[i].to;
            if (dist[v] > dist[u] + g->edge[i].w){
                dist[v] = dist[u] + g->edge[i].w;
                if (!vis[v]){
                    pq.push(Node(dist[v], v));
                }
            }
        }
    }
    return;
}

/*
check 用于检查负环同时构造新边权
solve 输入起点,然后 dist 数组存最短路
*/

```

```

template<typename T>
class Johnson {
public:
    using ll = long long;
    Graph<T>* g;
    vector<T> h;
    vector<ll> dist;
    vector<bool> vis;

    void init(Graph<T>* G_) {
        g = G_;
        h.assign(g->n + 1, 0);
        vis.assign(g->n + 1, false);
    }

    bool check() {
        int n = g->n;
        int m = g->m;
        g->edge[0] = typename Graph<T>::Edge(); // dummy
        for (int i = 1; i <= n; i++) {
            g->add(0, i, 0); // 从虚拟源点 0 连向每个点
        }
    }
}

```

```
queue<int> q;
vector<int> cnt(n + 2), inq(n + 2, 0);
h.assign(n + 2, numeric_limits<T>::max() / 2);
h[0] = 0;
q.push(0);
inq[0] = 1;

while (!q.empty()) {
    int u = q.front(); q.pop();
    inq[u] = 0;
    for (int i = g->head[u]; i; i = g->edge[i].next) {
        int v = g->edge[i].to;
        T w = g->edge[i].w;
        if (h[v] > h[u] + w) {
            h[v] = h[u] + w;
            if (!inq[v]) {
                q.push(v);
                inq[v] = 1;
                if (++cnt[v] > n) return false;
            }
        }
    }
}

// 重新权重变换
for (int u = 1; u <= n; u++) {
    for (int i = g->head[u]; i; i = g->edge[i].next) {
        int v = g->edge[i].to;
        g->edge[i].w += h[u] - h[v];
    }
}

return true;
}

void solve(int s) {
    dist.assign(g->n + 1, numeric_limits<ll>::max());
    vis.assign(g->n + 1, false);
    priority_queue<pair<ll, int>, vector<pair<ll, int>>, greater<>> q;

    dist[s] = 0;
    q.emplace(0, s);
    while (!q.empty()) {
        auto [d, u] = q.top(); q.pop();
        if (vis[u]) continue;
        vis[u] = true;
        for (int i = g->head[u]; i; i = g->edge[i].next) {
            int v = g->edge[i].to;
            T w = g->edge[i].w;
            if (dist[v] > dist[u] + w) {
                dist[v] = dist[u] + w;
                q.emplace(dist[v], v);
            }
        }
    }
}
```

```

        }
    }

    for (int i = 1; i <= g->n; i++) {
        if (dist[i] < numeric_limits<ll>::max() / 2) {
            dist[i] = dist[i] - h[s] + h[i];
        }
    }
};

"\n"

```

树哈希.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
#define endl '\n'
#define FUCK if (DEBUG) cout << "fuck" << endl;
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 1e18;
const ll MOD = 1e9 + 7;

/*
定义 val[u] = 1 + f(h(val[v]))
v is son of u
*/
ll h(ll x) {
    return x * x * x * 1237123 + 19260817;
}
ll f(ll x) {
    ll cur = h(x & ((1 << 31) - 1)) + h(x >> 31);
    return cur;
}

"\n"

```

树链剖分.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;

#define LS (rt << 1)
#define RS (rt << 1 | 1)

```

```
class SegTree{
public:
    struct Node{
        Node() {
            }
        }nodes[N*4];

    Node merge(Node L,Node R){
        Node M;
        return M;
    }
    void build(int rt,int l,int r){
        if (l == r){
            return;
        }
        int mid = l + r >> 1;
        build(LS,l,mid),build(RS,mid+1,r);
        nodes[rt] = merge(nodes[LS],nodes[RS]);
    }
    void pd(int rt){
    }
    void update(int rt,int l,int r,int ql,int qr,int val){
        if (ql > qr || l > qr || ql > r) return;
        if (ql <= l && r <= qr){
            return;
        }
        int mid = l+r>>1;
        pd(rt);
        if (ql <= mid){
            update(LS,l,mid,ql,qr,val);
        }
        if (qr >= mid + 1){
            update(RS,mid+1,r,ql,qr,val);
        }
        nodes[rt] = merge(nodes[LS],nodes[RS]);
        return;
    }
    void modify(int rt,int l,int r,int q,int val){
        if (l > q || r < q) return;
        if (l == r) {
            return;
        }
        int mid = l+r>>1;
        pd(rt);
        if (q <= mid){
            modify(LS,l,mid,q,val);
        }
        if (q >= mid + 1){
            modify(RS,mid+1,r,q,val);
        }
        nodes[rt] = merge(nodes[LS],nodes[RS]);
        return;
    }
}
```

```
    }
    Node query(int rt,int l,int r,int ql,int qr){
        if (ql > qr) {
            return Node();
        }
        if (ql <= l && r <= qr){
            return nodes[rt];
        }
        int mid = l+r>>1;
        pd(rt);
        if (ql > mid){
            return query(RS,mid+1,r,ql,qr);
        }else if (qr < mid + 1){
            return query(LS,l,mid,ql,qr);
        }else{
            return merge(query(LS,l,mid,ql,qr),query(RS,mid+1,r,ql,qr));
        }
    }
};

struct TreeChainSeg {
    vector<vector<int>> g;
    SegTree seg;
    vector<int> fa, top, siz, son, dep, dfn, id;
    int cnt, n, cnt2;

    void dfs1(int u) {
        siz[u] = 1;
        for (auto v : g[u]) {
            if (fa[u] == v) continue;
            dep[v] = dep[u] + 1;
            fa[v] = u;
            dfs1(v);
            siz[u] += siz[v];
            if (!son[u] || siz[son[u]] < siz[v]) {
                son[u] = v;
            }
        }
        return;
    }

    void dfs2(int u, int tp) {
        id[cnt] = u;
        dfn[u] = ++cnt;
        top[u] = tp;
        if (son[u]) {
            dfs2(son[u], tp);
        }
        for (auto v : g[u]) {
            if (v == fa[u] || v == son[u]) continue;
            dfs2(v, v);
        }
        return;
    }
}
```

```

void init(vector<vector<int>>& G) {
    g = G;
    n = g.size();
    cnt = 0, cnt2 = n + 1;
    fa.clear(); fa.resize(n + 1, 0);
    top.clear(); top.resize(n + 1, 0);
    siz.clear(); siz.resize(n + 1, 0);
    son.clear(); son.resize(n + 1, 0);
    dep.clear(); dep.resize(n + 1, 0);
    dfn.clear(); dfn.resize(n + 1, 0);
    id.clear(); id.resize(n + 1, 0);

    dfs1(1), dfs2(1, 1);
    seg.build(1, 1, n);
    return;
}

int lca(int u, int v) {
    while (top[u] != top[v]) {
        if (dep[top[u]] > dep[top[v]]) {
            u = fa[top[u]];
        } else {
            v = fa[top[v]];
        }
    }
    if (dep[u] > dep[v]) {
        return v;
    }
    return u;
}
};

"\n"

```

流.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
#define FUCK if (DEBUG) cout << "fuck" << endl;
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

class Graph {
public:
    int n;

```

```
struct Edge {
    int next, to, rev;
    ll w;
} edge[2 * N];
int head[N];
int cnt;

void init(int N_) {
    n = N_;
    for (int i = 0; i <= n; i++)
        head[i] = 0;
    cnt = 0;
}

void add_edge(int u, int v, ll w) {
    cnt++;
    edge[cnt].to = v;
    edge[cnt].w = w;
    edge[cnt].next = head[u];
    head[u] = cnt;
    int forward_index = cnt;
    cnt++;
    edge[cnt].to = u;
    edge[cnt].w = 0;
    edge[cnt].next = head[v];
    head[v] = cnt;
    int reverse_index = cnt;
    edge[forward_index].rev = reverse_index;
    edge[reverse_index].rev = forward_index;
}
} g;

class Dinic {
private:
    Graph* G;
    int s, t;
    vector<ll> d;
    vector<int> cur;

    bool bfs() {
        fill(d.begin(), d.end(), -1);
        queue<int> q;
        d[s] = 0;
        q.push(s);
        while (!q.empty()) {
            int u = q.front(); q.pop();
            for (int i = G->head[u]; i; i = G->edge[i].next) {
                int v = G->edge[i].to;
                if (d[v] < 0 && G->edge[i].w > 0) {
                    d[v] = d[u] + 1;
                    q.push(v);
                }
            }
        }
    }
}
```

```

        return d[t] >= 0;
    }

11 dfs(int u, 11 flow) {
    if (u == t) return flow;
    for (int &i = cur[u]; i; i = G->edge[i].next) {
        int v = G->edge[i].to;
        if (d[v] == d[u] + 1 && G->edge[i].w > 0) {
            11 pushed = dfs(v, min(flow, G->edge[i].w));
            if (pushed) {
                G->edge[i].w -= pushed;
                G->edge[G->edge[i].rev].w += pushed;
                return pushed;
            }
        }
    }
    return 0;
}

public:
Dinic(Graph* graph, int source, int sink) : G(graph), s(source), t(sink) {
    d.resize(G->n + 1);
    cur.resize(G->n + 1);
}

11 max_flow() {
    11 flow = 0;
    while (bfs()) {
        for (int i = 0; i <= G->n; i++)
            cur[i] = G->head[i];
        while (11 pushed = dfs(s, INF))
            flow += pushed;
    }
    return flow;
}
};

template<typename T>
class MinCostMaxFlow {
public:
    struct Edge {
        int next, to;
        T w, c;
    };

    int n, cnt;
    vector<Edge> edge;
    vector<T> dis, flow;
    vector<int> pre, last, head;
    vector<bool> vis;

    MinCostMaxFlow(int n, int edgeCapacity = 4000000) : n(n) {
        head.assign(n + 1, 0);
    }
};

```

```
edge.resize(edgeCapacity + 1);
cnt = 1;
dis.assign(n + 1, 0);
pre.assign(n + 1, -1);
last.assign(n + 1, 0);
flow.assign(n + 1, 0);
vis.assign(n + 1, false);
}

void init(int n) {
    this->n = n;
    fill(head.begin(), head.end(), 0);
    cnt = 1;
}

void addEdge(int u, int v, T w,T c) {
    edge[++cnt] = { head[u], v, w, c };
    head[u] = cnt;
    edge[++cnt] = { head[v], u, 0, -c };
    head[v] = cnt;
}

bool spfa(int s, int t) {
    const int INF = 0x3f3f3f3f;
    fill(dis.begin(), dis.end(), INF);
    fill(flow.begin(), flow.end(), INF);
    fill(vis.begin(), vis.end(), false);
    fill(pre.begin(), pre.end(), -1);

    queue<int> q;
    q.push(s);
    vis[s] = true;
    dis[s] = 0;
    flow[s] = INF;

    while (!q.empty()) {
        int u = q.front();
        q.pop();
        vis[u] = false;
        for (int i = head[u]; i; i = edge[i].next) {
            int v = edge[i].to;
            if (edge[i].w > 0 && dis[v] > dis[u] + edge[i].c) {
                dis[v] = dis[u] + edge[i].c;
                pre[v] = u;
                last[v] = i;
                flow[v] = min(flow[u], edge[i].w);
                if (!vis[v]) {
                    q.push(v);
                    vis[v] = true;
                }
            }
        }
    }
    return pre[t] != -1;
}
```

```

    }

pair<T, T> run(int s, int t) {
    T maxFlow = 0, minCost = 0;
    while (spfa(s, t)) {
        int f = flow[t];
        maxFlow += f;
        minCost += f * dis[t];
        for (int u = t; u != s; u = pre[u]) {
            int i = last[u];
            edge[i].w -= f;
            edge[i ^ 1].w += f;
        }
    }
    return {maxFlow, minCost};
}
};


```

```

// 有源汇上下界最大流
// add(S, E, L, R) 插入边
// solve(S, E) 输出最大流, -1 表示无解!!!
namespace MCMF{
    const int MAXN = 100000 + 3;
    const int MAXM = 700000 + 3; // 增大上界, 避免边数超界
    int H[MAXN], V[MAXM], N[MAXM];
    ll F[MAXM]; // 改为 ll
    int o = 1, n;
    void add0(int u, int v, ll f){
        V[++o] = v; N[o] = H[u]; H[u] = o; F[o] = f;
        V[++o] = u; N[o] = H[v]; H[v] = o; F[o] = 0;
        n = max(n, u);
        n = max(n, v);
    }
    ll D[MAXN];
    bool bfs(int s, int t){
        queue <int> Q;
        for(int i = 1;i <= n;++ i) D[i] = 0;
        Q.push(s); D[s] = 1;
        while(!Q.empty()){
            int u = Q.front(); Q.pop();
            for(int i = H[u]; i; i = N[i]){
                int v = V[i];
                ll cap = F[i];
                if(cap != 0 && !D[v]){
                    D[v] = D[u] + 1;
                    Q.push(v);
                }
            }
        }
        return D[t] != 0;
    }
    int C[MAXN];
    ll dfs(int s, int t, int u, ll maxf){

```

```
if(u == t) return maxf;
ll totf = 0;
for(int &i = C[u]; i; i = N[i]){
    int v = V[i];
    ll cap = F[i];
    if(cap && D[v] == D[u] + 1){
        ll pushed = dfs(s, t, v, min(F[i], maxf));
        if(pushed == 0) continue;
        F[i] -= pushed;
        F[i ^ 1] += pushed;
        totf += pushed;
        maxf -= pushed;
        if(maxf == 0) return totf;
    }
}
return totf;
}
ll mcmf(int s, int t){
    ll ans = 0;
    while(bfs(s, t)){
        memcpy(C, H, sizeof(H));
        ans += dfs(s, t, s, (ll)1e18);
    }
    return ans;
}
ll G[MAXN];
void add(int u, int v, ll l, ll r){
    G[v] += 1;
    G[u] -= 1;
    add0(u, v, r - l);
}
void clear(){
    for(int i = 1;i <= o;++ i){
        N[i] = 0; F[i] = 0; V[i] = 0;
    }
    for(int i = 1;i <= n;++ i){
        H[i] = 0; G[i] = 0; C[i] = 0;
    }
    o = 1; n = 0;
}
bool solve(){ // 无源汇可行性检查
    int s = ++ n;
    int t = ++ n;
    ll sum = 0;
    for(int i = 1;i <= n - 2;++ i){
        if(G[i] < 0) add0(i, t, -G[i]);
        else add0(s, i, G[i]), sum += G[i];
    }
    auto res = mcmf(s, t);
    if(res != sum) return false;
    return true;
}
ll solve(int s0, int t0){ // 有源汇上下界最大流
    add0(t0, s0, (ll)1e18);
```

```
int s = ++ n;
int t = ++ n;
ll sum = 0;
for(int i = 1;i <= n - 2;++ i){
    if(G[i] < 0) add0(i, t, -G[i]);
    else add0(s, i, G[i]), sum += G[i];
}
auto res = mcmf(s, t);
if(res != sum) return -1;
return mcmf(s0, t0);
}
```

点分治.cpp

```
#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

// 传入一颗树，返回对应的点分树，已删去指向父亲的边!! 入度为 0 的就是根
vector<vector<int>> CentroidTree(vector<vector<int>>&g) {
    int n = g.size() - 1;
    vector<vector<int>> e(n + 1);
    vector<bool> bad(n + 1, 0);
    vector<int> siz(n + 1, 0);
    auto getCenter = [&](int u, int tot) -> int {
        int mn = n + 1, res;
        auto dfs = [&](auto&&self, int u, int f) -> void {
            int val = 1;
            siz[u] = 1;
            for (auto v : g[u]) {
                if (v == f || bad[v]) continue;
                self(self, v, u);
                siz[u] += siz[v];
                val = max(val, siz[v]);
            }
            val = max(val, tot - siz[u]);
            if (val < mn) {
                mn = val;
                res = u;
            }
        };
        dfs(dfs, u, u);
    };
}
```

```

        return res;
    };
    auto getSiz = [&](auto&&self, int u, int f) -> int {
        int res = 1;
        for (auto v : g[u]) {
            if (v == f || bad[v]) continue;
            res += self(self, v, u);
        }
        return res;
    };
    vector<int> roots;
    int rt = getCenter(1, n);
    roots.push_back(rt);
    while (!roots.empty()) {
        rt = roots.back(); roots.pop_back();
        bad[rt] = 1;
        for (auto v : g[rt]) {
            if (bad[v]) continue;
            v = getCenter(v, getSiz(getSiz, v, v));
            e[rt].push_back(v);
            roots.push_back(v);
        }
    }
    return e;
};
"\n"

```

矩阵树定理.cpp

```

#define DEBUG 0
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

/*
opt = 0, 无向图

```

```
opt = 1, 外向有向
opt = 2, 内向有向
g: u, v, w
删除 A 中根所在的行列再求行列式
高斯消元交换行要乘 -1
*/
#define MOD(x) (x = (x % MOD + MOD) % MOD)
ll qpow(ll base, ll k, ll mod) {
    if (base == 0) return 0;
    ll res = 1;
    base %= mod; base = (base + mod) % mod;
    k %= (mod - 1); k = (k + mod - 1) % (mod - 1);
    while (k) {
        if (k & 1) {
            res *= base; res %= mod;
        }
        k >>= 1;
        base *= base; base %= mod;
    }
    return res;
}
ll A[2000 + 10][2000 + 10], P[2000 + 10][2000 + 10];
ll cal(int n, int rt, vector<array<int, 3>>& g, int opt) {
    ll ans = 0;
    for (int i = 1; i <= n; i++) {
        for (int j = 1; j <= n; j++) {
            A[i][j] = P[i][j] = 0;
        }
    }
    if (opt == 0) {
        for (auto [u, v, w] : g) {
            A[u][u] += w; A[v][v] += w;
            MOD(A[u][u]); MOD(A[v][v]);
            A[u][v] -= w; A[v][u] -= w;
            MOD(A[u][v]); MOD(A[v][u]);
        }
    } else if (opt == 1) {
        for (auto [u, v, w] : g) {
            A[v][v] += w; MOD(A[v][v]);
            A[u][v] -= w; MOD(A[u][v]);
        }
    } else {
        for (auto [u, v, w] : g) {
            A[u][u] += w; MOD(A[u][u]);
            A[u][v] -= w; MOD(A[u][v]);
        }
    }
    for (int i = 1, I = 1; i <= n; i++) {
        if (i == rt) continue;
        for (int j = 1, J = 1; j <= n; j++) {
            if (j == rt) continue;
            P[I][J] = A[i][j];
            J++;
        }
    }
}
```

```

    }
    I++;
}
int cnt = 0;
for (int i = 1; i<=n-1; i++) {
    if (P[i][i] == 0) {
        cnt ^= 1;
        for (int j = i + 1; j<=n-1; j++) {
            if (P[j][i] != 0) {
                swap(P[i], P[j]);
                break;
            }
        }
    }
    for (int j = i + 1; j<=n-1; j++) {
        ll z = P[j][i] * qpow(P[i][i], MOD - 2, MOD) % MOD;
        for (int k = i; k<=n-1; k++) {
            P[j][k] -= z * P[i][k] % MOD;
            P[j][k] = (P[j][k] + MOD) % MOD;
        }
    }
}
ans = 1;
for (int i = 1; i<=n-1; i++) {
    ans = ans * P[i][i] % MOD;
}
if (cnt) {
    ans = (-ans + MOD) % MOD;
}
return ans;
}

"\n"

```

虛树.cpp

```

#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;

```

```
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

/*
虚树的建立需要依靠 lca，这里写的是 O(1) lca
有时，虚树需要额外插入根节点，才能保证 dp 的正确性
*/

class Lca {
public:
    vector<vector<int>>* g;
    vector<int> depth, first, euler;
    vector<ll> dist;
    vector<vector<int>> st;
    int lg[2 * N];

    void init(vector<vector<int>>* graph, int root) {
        g = graph;
        euler.clear();
        depth.clear();
        dist.clear();
        dist.resize(g->size());
        first.assign(g->size(), -1);
        dfs(root, 0, 0, 0);
        build_st();
    }

    void dfs(int u, int fa, int d, ll sum) {
        first[u] = euler.size();
        euler.push_back(u);
        depth.push_back(d);
        dist[u] = sum;
        for (auto v : (*g)[u]) {
            if (v == fa) continue;
            dfs(v, u, d + 1, sum + 1); // 默认边权是 1
            euler.push_back(u);
            depth.push_back(d);
        }
    }

    void build_st() {
        int m = euler.size();
        int k = __lg(m) + 1;
        st.assign(k, vector<int>(m));
        for (int i = 0; i < m; ++i) st[0][i] = i;
        for (int i = 2; i < m + 5; ++i) lg[i] = lg[i >> 1] + 1;
        for (int j = 1; (1 << j) <= m; ++j)
            for (int i = 0; i + (1 << j) <= m; ++i) {
                int l = st[j - 1][i], r = st[j - 1][i + (1 << (j - 1))];
                st[j][i] = (depth[l] < depth[r] ? l : r);
            }
    }
}
```

```
int lca(int u, int v) {
    int l = first[u], r = first[v];
    if (l > r) swap(l, r);
    int j = lg[r - l + 1];
    int a = st[j][l], b = st[j][r - (1 << j) + 1];
    return euler[depth[a] < depth[b] ? a : b];
}

int query(int u,int v) {
    int LCA = lca(u,v);
    return dist[u] + dist[v] - 2 * dist[LCA];
}
} solver;

void solve() {
    int n; cin >> n;
    vector<vector<int>> g(n + 1);
    for (int i = 1;i<n;i++) {
        int u, v; cin >> u >> v;
        g[u].push_back(v);
        g[v].push_back(u);
    }
    solver.init(&g, 1);
    vector<int> dfn(n + 1, 0);
    int cntDfn = 0;
    auto dfs0 = [&](auto&&self, int u, int f) -> void {
        dfn[u] = ++cntDfn;
        for (auto v : g[u]) {
            if (v == f) continue;
            self(self, v, u);
        }
    };
    dfs0(dfs0, 1, -1);

    vector<int> spe;
    // 插入特殊点
    sort(spe.begin(), spe.end(), [&](int x, int y){
        return dfn[x] < dfn[y];
    });
    int sz = spe.size();
    for (int i = 0;i+1<sz;i++) {
        spe.push_back(solver.lca(spe[i], spe[i + 1]));
    }
    sort(spe.begin(), spe.end(), [&](int x, int y){
        return dfn[x] < dfn[y];
    });
    spe.erase(unique(spe.begin(), spe.end()), spe.end());
    vector<vector<int>> e(n + 1); // 虚树
    for (int i = 0;i+1<spe.size();i++) {
        int lca = solver.lca(spe[i], spe[i + 1]);
        e[lca].push_back(spe[i + 1]);
    }
    return;
}
```

```

signed main() {
#if DEBUG
    freopen("input.txt", "r", stdin);
    auto start_time = chrono::steady_clock::now();
#else
    ios::sync_with_stdio(false);
#endif
    cin.tie(nullptr);

    int t = 1;
    cin >> t;

    while (t--) {
        solve();
    }
}

#if DEBUG
    auto end_time = chrono::steady_clock::now();
    auto diff = chrono::duration_cast<chrono::milliseconds>(end_time - start_time);
    cerr << "Time: " << diff.count() << " ms" << endl;
#endif

return 0;
}
"\n"

```

BGSG.cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

// 调用 cal(a, n, p) 输出 (a^x = n) % p
// 复杂度 sqrt(p) * log
struct ExBSGS {
    static ll modpow(ll a, ll e, ll mod){
        ll r = 1;
        a %= mod;
        while(e){
            if(e & 1) r = (i128)r * a % mod;
            a = (i128)a * a % mod;
            e /= 2;
        }
        return r;
    }
};

```

```
    e >>= 1;
}
return r;
}
static ll exgcd(ll a, ll b, ll &x, ll &y){
    if(b == 0){ x = 1; y = 0; return a; }
    ll x1, y1;
    ll g = exgcd(b, a % b, x1, y1);
    x = y1;
    y = x1 - a / b * y1;
    return g;
}
static ll invmod(ll a, ll mod){
    ll x, y;
    ll g = exgcd(a, mod, x, y);
    if(g != 1) return -1;
    x %= mod;
    if(x < 0) x += mod;
    return x;
}
static ll bsgs(ll a, ll b, ll mod){
    a %= mod; b %= mod;
    if(mod == 1) return 0;
    ll m = (ll)ceil(sqrt((double)mod));
    unordered_map<ll, ll> mp;
    mp.reserve(m * 2);
    ll aj = 1;
    for(ll j = 0; j < m; ++j){
        if(mp.find(aj) == mp.end()) mp[aj] = j;
        aj = (i128)aj * a % mod;
    }
    ll factor = modpow(a, m, mod);
    ll invfactor = invmod(factor, mod);
    if(invfactor == -1) return -1;
    ll cur = b % mod;
    for(ll i = 0; i <= m; ++i){
        auto it = mp.find(cur);
        if(it != mp.end()){
            return i * m + it->second;
        }
        cur = (i128)cur * invfactor % mod;
    }
    return -1;
}
static ll cal(ll a, ll n, ll p){
    if(p == 1) return 0;
    a %= p; n %= p;
    if(n == 1) return 0;
    ll cnt = 0;
    ll t = 1;
    ll g;
    while((g = std::gcd(a, p)) > 1){
        if(n == t) return cnt;
        if(n % g != 0) return -1;
    }
}
```

```
    p /= g;
    n /= g;
    t = (i128)t * (a / g) % p;
    ++cnt;
}
ll invt = invmod(t, p);
if(invt == -1) return -1;
ll rhs = (i128)n * invt % p;
ll res = bsgs(a, rhs, p);
if(res == -1) return -1;
return res + cnt;
}
};

"\n"
```

Complex3.cpp

```
#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 998244353;

ll qpow(ll base,ll k,ll mod) {
    if (base == 0) return 0;
    ll res = 1;
    base %= mod; base = (base + mod) % mod;
    k %= (mod - 1); k = (k + mod - 1) % (mod - 1);
    while (k) {
        if (k & 1) {
            res *= base; res %= mod;
        }
        k >>= 1;
        base *= base; base %= mod;
    }
    return res;
}
```

```

#define MMOD(x) ((x % MOD + MOD) % MOD)
struct Complex3 {
    ll x, y;
    Complex3(ll X_ = 0, ll Y_ = 0) {
        x = X_, y = Y_;
    }
    Complex3 operator+(const Complex3& z) const {
        return {MMOD(x + z.x), MMOD(y + z.y)};
    }
    Complex3 operator-(const Complex3& z) const {
        return {MMOD(x - z.x), MMOD(y - z.y)};
    }
    Complex3 operator*(const Complex3& z) const {
        ll a = x, b = y, c = z.x, d = z.y;
        return {MMOD(a*c%MOD - b*d%MOD), MMOD(a*d%MOD + b*c%MOD - b*d%MOD)};
    }
    Complex3 inv() const {
        ll a = x, b = y;
        ll n = a*a - a*b + b*b;
        n = MMOD(n);
        n = qpow(n, MOD - 2, MOD);
        return {MMOD((a - b) * n), MMOD((-b) * n)};
    }
    Complex3 operator/(const Complex3& z) const {
        return (*this) * z.inv();
    }
    bool operator==(const Complex3& z) const {
        return x == z.x && y == z.y;
    }
    Complex3 operator*(ll& z) const {
        return Complex3(MMOD(x * z), MMOD(y * z));
    }
};

using Z = Complex3;"\n"

```

Crt.cpp

```
/*
```

功能简短说明:

- 输入: 两个 `(r, m)` 分别表示 `x ≡ r (mod m)`; 建议 `m>0` 且 `0≤r<m`。
- 支持 **模不互质** 的情况 (会处理公约数)。
- 输出: 若有解返回 `(r, M)`，表示所有解为 `x = r + k*M` (`k∈Z`)，且 `0 ≤ r < M`；若无解返回 `(-1, -1)`。
- 合并规则: 如果方程组相容 (即 `r2-r1` 能被 `g = gcd(m1, m2)` 整除)，则合并得到模 `M = m1 * (m2 / g)`，并计算最小非负解 `r`。
- 算法要点: 用扩展欧几里得求 `g` 和系数 `x, y`，检查 `(r2-r1)%g==0`，计算位移 `t = (r2-r1)/g * x (mod m2/g)`，再算出 `r = (r1 + m1*t) mod M`。实现中用 `__int128` 防止乘法溢出。

示例: `(2,3)` 与 `(3,5)` 合并得 `(8,15)`，因为解集是 `x ≡ 8 (mod 15)`。

```
*/
```

```
#include <bits/stdc++.h>
using namespace std;
using ll = long long;
using i128 = __int128;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
ll exgcd(ll a,ll b,ll &x,ll &y){
    if(b==0){x=1;y=0;return a;}
    ll x1,y1; ll g=exgcd(b,a%b,x1,y1);
    x=y1; y=x1-(a/b)*y1; return g;
}
pll crt(pll A,pll B){
    ll r1=A.first,m1=A.second,r2=B.first,m2=B.second;
    if(m1<=0||m2<=0) return {-1,-1};
    r1%=m1; if(r1<0) r1+=m1;
    r2%=m2; if(r2<0) r2+=m2;
    ll x,y; ll g=exgcd(m1,m2,x,y);
    ll d=r2-r1; if(d%g!=0) return {-1,-1};
    i128 t=(i128)(d/g)*(i128)x;
    i128 mod2=m2/g; t%=mod2; if(t<0) t+=mod2;
    i128 M=(i128)m1*mod2;
    i128 res=((i128)r1 + (i128)m1 * t) % M; if(res<0) res+=M;
    return {(ll)res,(ll)M};
}
pll crt_many(const vector<pll>& v){
    if(v.empty()) return {0,1};
    pll cur = v[0];
    for(size_t i=1;i<v.size();++i){
        cur = crt(cur,v[i]);
        if(cur.first==-1) return cur;
    }
    return cur;
}
ll inv_mod(ll a, ll b){
    ll x, y;
    ll g = exgcd(a, b, x, y);
    if(g != 1) return -1;
    x %= b;
    if(x < 0) x += b;
    return x;
}
int main(){
    ios::sync_with_stdio(false);
    cin.tie(nullptr);
    int n; if(!(cin>>n)) return 0;
    vector<pll> v; v.reserve(n);
    for(int i=0;i<n;++i){ ll r,m; cin>>r>>m; v.emplace_back(r,m); }
    auto ans = crt_many(v);
    cout<<ans.first<<" "<<ans.second<<"\n";
    return 0;
}
```

Int128.cpp

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

typedef __int128 int128;

// 快速读入 __int128
int128 readInt128() {
    int128 n = 0;
    bool negative = false;
    char c = getchar();
    while (c < '0' || c > '9') {
        if (c == '-') negative = true;
        c = getchar();
    }
    while (c >= '0' && c <= '9') {
        n = n * 10 + (c - '0');
        c = getchar();
    }
    return negative ? -n : n;
}

// 快速输出 __int128
void printInt128(int128 n) {
    if (n < 0) {
        putchar('-');
        n = -n;
    }
    if (n == 0) {
        putchar('0');
        return;
    }
    char buffer[100];
    int bufferIndex = 0;
    while (n > 0) {
        buffer[bufferIndex++] = (n % 10) + '0';
        n /= 10;
    }
    while (bufferIndex > 0) {
        putchar(buffer[--bufferIndex]);
    }
}

using i128 = __int128_t;
// 判断 i128 右移 s 位会不会溢出
bool check (i128 x, int s) {
    if (x == 0) return true;
    unsigned __int128 ux = x < 0 ? -(unsigned __int128)x : (unsigned __int128)x;
    if (s >= 127) return ux == 0;
    unsigned __int128 pos_limit = (((unsigned __int128)1) << 127) - 1 >> s;
    unsigned __int128 neg_limit = (((unsigned __int128)1) << 127) >> s;
```

```
if (x < 0) return ux <= neg_limit;
else return ux <= pos_limit;
};"\n"
```

Lucas.cpp

```
#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

ll qpow(ll base,ll k,ll mod) {
    ll res = 1;
    if (k < 0) {
        return qpow(qpow(base,-k,mod),mod-2,mod);
    }
    while (k) {
        if (k & 1) {
            res *= base; res %= mod;
        }
        k >>= 1;
        base *= base; base %= mod;
    }
    return res;
}

// cal 函数是用于调用的接口，c 函数是内部使用的!!!
struct Lucas {
    int p;
    vector<int> fact;
    vector<int> inv;
    void init(int P_) {
        p = P_;
        fact.resize(p);
        inv.resize(p);
        fact[0] = 1;
        for (int i = 1;i<p;i++) {
            fact[i] = 1ll * fact[i - 1] * i % p;
        }
        vector<ll> pre(p, 1), suf(p, 1);
        for (int i = 1;i<p;i++) {
            pre[i] = pre[i - 1] * fact[i] % p;
        }
        suf[p - 1] = p - 1;
        for (int i = p - 2;i>=1;i--) {
```

```

        suf[i] = suf[i + 1] * fact[i] % p;
    }
    ll base = qpow(pre.back(), p - 2, p);
    inv[0] = 1;
    for (int i = 1; i < p; i++) {
        if (i + 1 < p) {
            inv[i] = pre[i - 1] * suf[i + 1] % p;
        } else {
            inv[i] = pre[i - 1];
        }
        inv[i] = inv[i] * base % p;
    }
}
int C(int n, int m) {
    if (m > n) return 0;
    return 1ll * fact[n] * inv[n - m] % p * inv[m] % p;
}
int cal(int n, int m) {
    if (m > n) return 0;
    if (n < p && m < p) {
        return C(n, m);
    }
    return 1ll * cal(n / p, m / p) * C(n % p, m % p) % p;
}
} solver;

// 这个 C 真的是接口了
struct ExLucas {
    ll mod = 1;
    vector<ll> p, e, pk, prod;
    void init(ll M) {
        mod = M;
        ll x = M;
        for (ll i = 2; i * i <= x; i++) if (x % i == 0) {
            ll cnt = 0, pw = 1;
            while (x % i == 0) { x /= i; cnt++; pw *= i; }
            p.push_back(i); e.push_back(cnt); pk.push_back(pw);
        }
        if (x > 1) { p.push_back(x); e.push_back(1); pk.push_back(x); }
        prod.resize(pk.size());
        for (size_t idx = 0; idx < pk.size(); ++idx) {
            ll P = p[idx], PK = pk[idx], pr = 1;
            for (ll i = 1; i <= PK; i++) if (i % P) pr = (i128)pr * i % PK;
            prod[idx] = pr;
        }
    }
    ll modpow(ll a, ll b, ll m) {
        ll r = 1 % m;
        a %= m;
        while (b) {
            if (b & 1) r = (i128)r * a % m;
            a = (i128)a * a % m;
            b >>= 1;
        }
    }
}

```

```

        return r;
    }
ll exgcd(ll a, ll b, ll &x, ll &y) {
    if (b == 0) { x = 1; y = 0; return a; }
    ll x1, y1; ll g = exgcd(b, a % b, x1, y1);
    x = y1; y = x1 - (a / b) * y1; return g;
}
ll invmod(ll a, ll m) { ll x, y; ll g = exgcd((a % m + m) % m, m, x, y);
return g == 1 ? (x % m + m) % m : -1; }
ll vp(ll n, ll P) { ll cnt = 0; while (n) { n /= P; cnt += n; } return cnt; }
ll fac_mod(ll n, ll idx) {
    ll P = p[idx], PK = pk[idx], PR = prod[idx];
    if (n == 0) return 1 % PK;
    ll res = modpow(PR, n / PK, PK);
    for (ll i = 1; i <= n % PK; i++) if (i % P) res = (i128)res * i % PK;
    return (i128)res * fac_mod(n / P, idx) % PK;
}
ll C_mod_pk(ll n, ll m, ll idx) {
    if (m < 0 || m > n) return 0;
    ll P = p[idx], PK = pk[idx], K = e[idx];
    ll cnt = vp(n, P) - vp(m, P) - vp(n - m, P);
    if (cnt >= K) return 0;
    ll a = fac_mod(n, idx);
    ll b = fac_mod(m, idx) * fac_mod(n - m, idx) % PK;
    ll ib = invmod(b, PK);
    ll res = (i128)a * ib % PK;
    res = (i128)res * modpow(P, cnt, PK) % PK;
    return res;
}
ll C(ll n, ll m) {
    if (m < 0 || m > n) return 0;
    int sz = pk.size();
    if (sz == 0) return 1 % mod;
    vector<ll> r(sz);
    for (int i = 0; i < sz; i++) r[i] = C_mod_pk(n, m, i);
    ll M = mod, x = 0;
    for (int i = 0; i < sz; i++) {
        ll mi = pk[i], ai = r[i];
        ll Mi = M / mi;
        ll ti = invmod(Mi % mi, mi);
        x = (x + (i128)ai * Mi % M * ti) % M;
    }
    return (x % M + M) % M;
}
};"\n"

```

O(1)gcd.cpp

```

#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG

```

```
#include "all.hpp"
#else
#include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

// 先调用 init 函数! !
// 复杂度是线性的! !

namespace quickGcd {
    const int M = 1000000;
    const int T = 1000;

    int pre[T + 1][T + 1];
    int fac[M + 1][3];
    int pri[M / 10], tot;
    bool not_p[M + 1];

    // 预处理函数: 在线性筛的基础上进行因子分解和GCD表制作
    void init() {
        for (int i = 0; i <= T; ++i) {
            pre[i][0] = pre[0][i] = i;
            for (int j = 1; j <= i; ++j)
                pre[i][j] = pre[j][i] = pre[j][i % j];
        }

        fac[1][0] = fac[1][1] = fac[1][2] = 1;
        for (int i = 2; i <= M; ++i) {
            if (!not_p[i]) {
                pri[++tot] = i;
                fac[i][0] = fac[i][1] = 1;
                fac[i][2] = i;
            }
            for (int j = 1; j <= tot && i * pri[j] <= M; ++j) {
                int tmp = i * pri[j];
                not_p[tmp] = true;
                fac[tmp][0] = fac[i][0] * pri[j];
                fac[tmp][1] = fac[i][1];
                fac[tmp][2] = fac[i][2];

                // 保持 fac[0] <= fac[1] <= fac[2]
                if (fac[tmp][0] > fac[tmp][1]) std::swap(fac[tmp][0], fac[tmp][1]);
            }
        }
    }
}
```

```

                if (fac[tmp][1] > fac[tmp][2]) std::swap(fac[tmp][1], fac[tmp]
[2]);
                if (fac[tmp][0] > fac[tmp][1]) std::swap(fac[tmp][0], fac[tmp]
[1]);

                if (i % pri[j] == 0) break;
            }
        }
    }

// O(1) 查询接口
inline int gcd(int a, int b) {
    int res = 1;
    for (int i = 0; i < 3; ++i) {
        int f = fac[a][i];
        int cur;
        if (f <= T) {
            cur = pre[f][b % f];
        } else {
            cur = (b % f == 0) ? f : 1;
        }
        b /= cur;
        res *= cur;
    }
    return res;
}
};

"\n"

```

Simpson积分.cpp

```

#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

```

```
// oi-wiki 上扒下来的模版，异常强大
namespace Simpson {
    db f(db x) {

    }

    double simpson(double l, double r) {
        double mid = (l + r) / 2;
        return (r - l) * (f(l) + 4 * f(mid) + f(r)) / 6; // 辛普森公式
    }

    double asr(double l, double r, double eps, double ans, int step) {
        double mid = (l + r) / 2;
        double fl = simpson(l, mid), fr = simpson(mid, r);
        if (abs(fl + fr - ans) <= 15 * eps && step < 0)
            return fl + fr + (fl + fr - ans) / 15; // 足够相似的话就直接返回
        return asr(l, mid, eps / 2, fl, step - 1) +
            asr(mid, r, eps / 2, fr, step - 1); // 否则分割成两段递归求解
    }

    double calc(double l, double r, double eps) {
        return asr(l, r, eps, simpson(l, r), 12);
    }
}

};

"\n"
```

Wheel筛.cpp

```
#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

/*
2025牛客多校期间从 wanna be free 处 cv 得到的板子
可以快速(1800ms)筛出 1e9 以内质数
调用时，需要指定 u 表示筛选的最大质数的大小，可以输入 1e9
然后 init，之后从 1 开始，prime 数组会填充质数，遍历到为 0 的位置就表示没有质数了
1e9 以内质数大概有 5e7 个!!
*/
namespace wheelSieve {
    using std::cin, std::cout;
    using std::max, std::memcpy;
```

```
#define N 50847534
#define block 510510
#define block_size 15953
#define M 7
#define K 1959

#define set(a, b) a[b >> 5] |= 1 << (b & 31)
typedef unsigned int uint;
typedef unsigned char uchar;

uint prime[N + 7], pre_block[block_size + 7], cur_block[block_size + 7];
uchar p[block + 7];
int U;
void init(){
    uint cnt = 0;
    p[0] = p[1] = true;
    set(pre_block, 0);
    set(pre_block, block);
    for ( uint i = 2; i <= block; ++i){
        if (!p[i]){
            prime[++cnt] = i;
            if (cnt <= M) set(pre_block, i);
        }
        for ( uint j = 1; j <= cnt && i * prime[j] <= block; ++j){
            uint t = i * prime[j];
            p[t] = true;
            if (j <= M) set(pre_block, t);
            if (i % prime[j] == 0) break;
        }
    }
    for ( uint i = 1, j = cnt; i < K; ++i){
        uint end = (i + 1) * block - 1, start = i * block;
        memcpy(cur_block, pre_block, sizeof(cur_block));
        for ( uint k = M + 1; prime[k] * prime[k] <= end; ++k){
            uint t1 = max((start - 1) / prime[k] + 1, prime[k]) * prime[k], t2
= prime[k] << 1;
            for ( uint l = (t1 & 1 ? t1 : t1 + prime[k]) - start; l < block; l
+= t2){
                set(cur_block, l);
            }
        }
        for ( uint k = 0; k <= block_size; ++k){
            uint t1 = ~cur_block[k];
            while (t1){
                uint t2 = __builtin_ctz(t1);
                if ((k << 5) + t2 >= block) break;
                prime[++j] = start + (k << 5) + t2;
                if (j >= N || prime[j] >= U) return;
                t1 -= t1 & ((~t1) + 1);
            }
        }
    }
}
```

```
    }
};"\n"
```

卡特兰数.cpp

```
/* 死亡回放
你的输入，真的写对了吗?? (2025 ICPC 沈阳 M)
*/
#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

namespace ComNum {
    const int MAXN = 5e6;
    ll fac[MAXN], inv[MAXN];

    ll qpow(ll base,ll k,ll mod) {
        if (base == 0) return 0;
        ll res = 1;
        base %= mod; base = (base + mod) % mod;
        k %= (mod - 1); k = (k + mod - 1) % (mod - 1);
        while (k) {
            if (k & 1) {
                res *= base; res %= mod;
            }
            k >>= 1;
            base *= base; base %= mod;
        }
        return res;
    }

    void init() {
        fac[0] = 1;
        for (int i = 1;i<MAXN;i++) {
            fac[i] = fac[i - 1] * i % MOD;
        }
    }
}
```

```

    }
    vector<ll> pre(MAXN, 1), suf(MAXN, 1);
    for (int i = 0;i<MAXN;i++) {
        if (i - 1 >= 0) pre[i] = pre[i - 1];
        pre[i] = pre[i] * fac[i] % MOD;
    }
    for (int i = MAXN - 1;i>=0;i--) {
        if (i + 1 < MAXN) suf[i] = suf[i + 1];
        suf[i] = suf[i] * fac[i] % MOD;
    }
    ll base = qpow(pre.back(), MOD - 2, MOD);
    for (int i = 0;i<MAXN;i++) {
        ll fenzi = 1;
        if (i - 1 >= 0) fenzi = pre[i - 1] * fenzi % MOD;
        if (i + 1 < MAXN) fenzi = suf[i + 1] * fenzi % MOD;
        inv[i] = fenzi * base % MOD;
    }
    return;
}

ll C(ll n, ll m){
    if(m == 0) return 1;
    if(n >= 0){
        if(n < m) return 0;
        return fac[n] * inv[n - m] % MOD * inv[m] % MOD;
    }else{
        ll a = -n;
        ll nn = a + m - 1;
        ll res = fac[nn] * inv[nn - m] % MOD * inv[m] % MOD;
        if(m & 1) res = (MOD - res) % MOD;
        return res;
    }
}
};

namespace Catalan {
    ll get(int n) {
        ll res = ComNum::C(2 * n, n);
        res = (res - ComNum::C(2 * n, n + 1) + MOD) % MOD;
        return res;
    }
};"\n"

```

哈希.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
const ll N = 2000000;

```

```
// 双模数 hash, 记得先 init
struct Hash {
    int x,y,MOD1 = 1000000007,MOD2 = 1000000009;
    Hash(){x = y = 0;}
    Hash(int _x,int _y) { x = _x; y = _y; }
    Hash operator + (const Hash &a) const {
        return Hash((x + a.x) % MOD1,(y + a.y) % MOD2);
    }
    Hash operator - (const Hash &a) const {
        return Hash((x - a.x + MOD1) % MOD1,(y - a.y + MOD2) % MOD2);
    }
    Hash operator * (const Hash &a) const {
        return Hash(111 * x * a.x % MOD1,111 * y * a.y % MOD2);
    }
    Hash operator * (const ll &a) const {
        return Hash(111 * x * a % MOD1,111 * y * a % MOD2);
    }
    bool operator == (const Hash &a) const {
        return (x == a.x && y == a.y);
    }
    bool operator<(const Hash& a) const {
        if (x != a.x) {
            return x < a.x;
        }
        return y < a.y;
    }
    bool operator>(const Hash& a) const {
        if (x != a.x) {
            return x > a.x;
        }
        return y > a.y;
    }
}base(131,13331),hs[N],bs[N];

void hash_init(int n){
    bs[0] = Hash(1,1);
    for(int i = 1;i <= n;i++) {
        bs[i] = bs[i-1] * base;
    }
}"\n"
```

基元勾股数.cpp

```
#include <bits/stdc++.h>
using namespace std;
/*
用于寻找基元勾股数
*/
typedef long long ll;
class Pythagoras{
public:
```

```

vector<tuple<int,int,int>> q;
int maxN;
Pythagoras(int MAXN){
    maxN = MAXN;
}
void init(){
    for (int i = 1;i<=maxN;i++){
        for (int j = i+1;2*i*j<=maxN && j*j+i*i<=maxN;j++){
            ll a = j * j - i * i;
            ll b = 2 * i * j;
            ll c = j * j + i * i;
            if (b > c){
                swap(b,c);
            }
            if (a > b){
                swap(a,b);
            }
            if (__gcd(a,b) == 1){
                for (int k = 1;k*c<=maxN;k++){
                    q.emplace_back(a*k,b*k,c*k);
                }
            }
        }
    }
    return;
}
};"\n"

```

多项式(IJ).cpp

```

#include <bits/stdc++.h>
using namespace std;
#define DEBUG 1
using ll = long long;
using pii = pair<int,int>;
using i128 = __int128_t;
using pll = pair<ll,ll>;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

namespace polystd {
#ifndef LOCAL
#define debug(...) fprintf(stderr, ##__VA_ARGS__)
#else
#define endl "\n"
#define debug(...) void(0)
#endif
typedef long long LL;

template <unsigned umod>

```

```
struct modint {
    static constexpr int mod = umod;
    unsigned v;
    modint() : v(0) {}
    template <class T, enable_if_t<is_integral<T>::value>* = nullptr>
    modint(T x) {
        x %= mod;
        if (x < 0) x += mod;
        v = x;
    }
    modint(const string& str) {
        v = 0;
        size_t i = 0;
        if (str.front() == '-') i += 1;
        while (i < str.size()) {
            assert(isdigit(str[i]));
            v = (v * 10ull % umod + str[i] - '0') % umod;
            i += 1;
        }
        if (str.front() == '-' && v) v = umod - v;
    }
    modint operator+() const { return *this; }
    modint operator-() const { return modint() - *this; }
    friend int raw(const modint& self) { return self.v; }
    friend istream& operator>>(istream& is, modint& self) {
        string str;
        is >> str;
        self = str;
        return is;
    }
    friend ostream& operator<<(ostream& os, const modint& self) {
        return os << raw(self);
    }
    modint& operator+=(const modint& rhs) {
        v += rhs.v;
        if (v >= umod) v -= umod;
        return *this;
    }
    modint& operator-=(const modint& rhs) {
        v -= rhs.v;
        if (v >= umod) v += umod;
        return *this;
    }
    modint& operator*=(const modint& rhs) {
        v = static_cast<unsigned>(1ull * v * rhs.v % umod);
        return *this;
    }
    modint& operator/=(const modint& rhs) {
        static constexpr size_t ilim = 1 << 20;
        static modint inv[ilim + 10];
        static int sz = 0;
        assert(rhs.v);
        if (rhs.v > ilim) return *this *= qpow(rhs, mod - 2);
        if (!sz) inv[1] = sz = 1;
```

```
while (sz < (int)rhs.v) {
    for (int i = sz + 1; i <= sz << 1; i++) inv[i] = -mod / i * inv[mod % i];
    sz <<= 1;
}
return *this *= inv[rhs.v];
}

template <class T>
friend modint qpow(modint a, T b) {
    modint r = 1;
    for (; b; b >>= 1, a *= a)
        if (b & 1) r *= a;
    return r;
}

friend modint operator+(modint lhs, const modint& rhs) { return lhs += rhs; }
friend modint operator-(modint lhs, const modint& rhs) { return lhs -= rhs; }
friend modint operator*(modint lhs, const modint& rhs) { return lhs *= rhs; }
friend modint operator/(modint lhs, const modint& rhs) { return lhs /= rhs; }
friend bool operator==(const modint& lhs, const modint& rhs) {
    return lhs.v == rhs.v;
}
friend bool operator!=(const modint& lhs, const modint& rhs) {
    return lhs.v != rhs.v;
}
};

typedef modint<998244353> mint;
int glim(const int& x) { return 1 << (32 - __builtin_clz(x - 1)); }
int bitctz(const int& x) { return __builtin_ctz(x); }
struct poly : vector<mint> {
    poly() {}
    explicit poly(int n) : vector<mint>(n) {}
    poly(const vector<mint>& vec) : vector<mint>(vec) {}
    poly(initializer_list<mint> il) : vector<mint>(il) {}
    mint operator()(const mint& x) const;
    poly& cut(int lim);
    void ntt(int op);
};
void print(const poly& a) {
    for (size_t i = 0; i < a.size(); i++) debug("%d, ", raw(a[i]));
    debug("\n");
}
istream& operator>>(istream& is, poly& a) {
    for (auto& x : a) is >> x;
    return is;
}
ostream& operator<<(ostream& os, const poly& a) {
    bool flag = false;
    for (auto& x : a) {
        if (flag)
            os << " ";
        else
            flag = true;
        os << x;
    }
}
```

```
    return os;
}

mint poly::operator()(const mint& x) const {
    const auto& a = *this;
    mint res = 0;
    for (int i = (int)a.size() - 1; i >= 0; i--) {
        res = res * x + a[i];
    }
    return res;
}
poly& poly::cut(int lim) {
    resize(lim);
    return *this;
}
void poly::ntt(int op) {
    static bool wns_flag = false;
    static vector<mint> wns;
    if (!wns_flag) {
        wns_flag = true;
        for (int j = 1; j <= 23; j++) {
            wns.push_back(qpow(mint(3), raw(mint(-1)) >> j));
        }
    }
    vector<mint>& a = *this;
    int n = a.size();
    for (int i = 1, r = 0; i < n; i++) {
        r ^= n - (1 << (bitctz(n) - bitctz(i) - 1));
        if (i < r) std::swap(a[i], a[r]);
    }
    vector<mint> w(n);
    for (int k = 1, len = 2; len <= n; k <= 1, len <= 1) {
        mint wn = wns[bitctz(k)];
        for (int i = raw(w[0] = 1); i < k; i++) w[i] = w[i - 1] * wn;
        for (int i = 0; i < n; i += len) {
            for (int j = 0; j < k; j++) {
                mint x = a[i + j], y = a[i + j + k] * w[j];
                a[i + j] = x + y, a[i + j + k] = x - y;
            }
        }
    }
    if (op == -1) {
        mint iz = mint(1) / n;
        for (int i = 0; i < n; i++) a[i] *= iz;
        reverse(a.begin() + 1, a.end());
    }
}
poly concalc(int n, vector<poly> vec,
             const function<mint(vector<mint>)>& func) {
    int lim = glim(n);
    int m = vec.size();
    for (auto& f : vec) f.resize(lim), f.ntt(1);
    vector<mint> tmp(m);
    poly ret(lim);
    for (int i = 0; i < lim; i++) {
```

```
    for (int j = 0; j < m; j++) tmp[j] = vec[j][i];
    ret[i] = func(tmp);
}
ret.ntt(-1);
return ret;
}
poly getInv(const poly& a, int lim) {
    poly b{1 / a[0]};
    for (int len = 2; len <= glim(lim); len <= 1) {
        poly c = vector<mint>(a.begin(), a.begin() + min(len, (int)a.size()));
        b = concalc(len << 1, {b, c}, [](>>vector<mint> vec) {
            return vec[0] * (2 - vec[0] * vec[1]);
        }).cut(len);
    }
    return b.cut(lim);
}
poly operator+=(poly& a, const poly& b) {
    if (a.size() < b.size()) a.resize(b.size());
    for (size_t i = 0; i < b.size(); i++) a[i] += b[i];
    return a;
}
poly operator-=(poly& a, const poly& b) {
    if (a.size() < b.size()) a.resize(b.size());
    for (size_t i = 0; i < b.size(); i++) a[i] -= b[i];
    return a;
}
poly operator*=(poly& a, const mint& k) {
    if (k == 1) return a;
    for (size_t i = 0; i < a.size(); i++) a[i] *= k;
    return a;
}
poly operator/=(poly& a, const mint& k) { return a *= 1 / k; }
poly operator<<=(poly& a, const int& k) {
    // multiple by x^k
    a.insert(a.begin(), k, 0);
    return a;
}
poly operator>>=(poly& a, const int& k) {
    // divide by x^k
    a.erase(a.begin(), a.begin() + min(k, (int)a.size()));
    return a;
}
poly operator*(const poly& a, const poly& b) {
    if (a.empty() || b.empty()) return {};
    int rlen = a.size() + b.size() - 1;
    int len = glim(rlen);
    if (1ull * a.size() * b.size() <= 1ull * len * bitctz(len)) {
        poly ret(rlen);
        for (size_t i = 0; i < a.size(); i++)
            for (size_t j = 0; j < b.size(); j++) ret[i + j] += a[i] * b[j];
        return ret;
    } else {
        return concalc(len, {a, b},
                      [](>>vector<mint> vec) { return vec[0] * vec[1]; })
    }
}
```

```
        .cut(rlen);
    }
}

poly operator/(poly a, poly b) {
    if (a.size() < b.size()) return {};
    int rlen = a.size() - b.size() + 1;
    reverse(a.begin(), a.end());
    reverse(b.begin(), b.end());
    a = (a * getInv(b, rlen)).cut(rlen);
    reverse(a.begin(), a.end());
    return a;
}

poly operator-(poly a, const poly& b) { return a -= b; }

poly operator%(const poly& a, const poly& b) {
    return (a - (a / b) * b).cut(b.size() - 1);
}

poly operator*=(poly& a, const poly& b) { return a = a * b; }

poly operator/=(poly& a, const poly& b) { return a = a / b; }

poly operator%=(poly& a, const poly& b) { return a = a % b; }

poly operator+=(poly a, const poly& b) { return a += b; }

poly operator*(poly a, const mint& k) { return a *= k; }

poly operator*(const mint& k, poly a) { return a *= k; }

poly operator/(poly a, const mint& k) { return a /= k; }

poly operator<<=(poly a, const int& k) { return a <<= k; }

poly operator>>=(poly a, const int& k) { return a >>= k; }

poly getDev(poly a) {
    a >>= 1;
    for (size_t i = 1; i < a.size(); i++) a[i] *= i + 1;
    return a;
}

poly getInt(poly a) {
    a <<= 1;
    for (size_t i = 1; i < a.size(); i++) a[i] /= i;
    return a;
}

poly getLn(const poly& a, int lim) {
    assert(a[0] == 1);
    return getInt(getDev(a) * getInv(a, lim)).cut(lim);
}

poly getExp(const poly& a, int lim) {
    assert(a[0] == 0);
    poly b{1};
    for (int len = 2; len <= glim(lim); len <<= 1) {
        poly c = vector<mint>(a.begin(), a.begin() + min(len, (int)a.size()));
        b = concalc(len << 1, {b, getLn(b, len), c}, []() (vector<mint> vec) {
            return vec[0] * (1 - vec[1] + vec[2]);
        }).cut(len);
    }
    return b.cut(lim);
}

poly qpow(const poly& a, string k, int lim) {
    size_t i = 0;
    while (i < a.size() && a[i] == 0) i += 1;
    if (i == a.size() || (i > 0 && k.size() >= 9) ||
```

```

    1ull * i * raw(mint(k)) >= 1ull * lim)
    return poly(lim);
lim -= i * raw(mint(k));
return getExp(getLn(a / a[i] >> i, lim) * k, lim) *
    qpow(a[i], raw(modint<mint::mod - 1>(k)))
    << i * raw(mint(k));
}
poly qpow(const poly& a, LL k, int lim) {
size_t i = 0;
while (i < a.size() && a[i] == 0) i += 1;
if (i == a.size() || (i > 0 && k >= 1e9) ||
    1ull * i * k >= 1ull * lim)
    return poly(lim);
lim -= i * k;
return getExp(getLn(a / a[i] >> i, lim) * k, lim) *
    qpow(a[i], raw(modint<mint::mod - 1>(k)))
    << i * k;
}
mint sqrt(const mint& c) {
static const auto check = []()>> mint c) {
    return qpow(c, (mint::mod - 1) >> 1) == 1;
};
if (raw(c) <= 1) return 1;
if (!check(c)) throw "No solution!";
static mt19937 rng{random_device{}()};
mint a = rng();
while (check(a * a - c)) a = rng();
typedef pair<mint, mint> number;
const auto mul = [=](number x, number y) {
    return make_pair(x.first * y.first + x.second * y.second * (a * a - c),
                    x.first * y.second + x.second * y.first);
};
const auto qpow = [=](number a, int b) {
number r = {1, 0};
for (; b; b >>= 1, a = mul(a, a))
    if (b & 1) r = mul(r, a);
return r;
};
mint ret = qpow({a, 1}, (mint::mod + 1) >> 1).first;
return min(raw(ret), raw(-ret));
}
poly getSqrt(const poly& a, int lim) {
poly b{sqrt(a[0])};
for (int len = 2; len <= glim(lim); len <= 1) {
    poly c = vector<mint>(a.begin(), a.begin() + min(len, (int)a.size()));
    b = (c * getInv(b * 2, len) + b / 2).cut(len);
}
return b.cut(lim);
}
template <class T>
mint divide_at(poly f, poly g, T n) {
for (; n; n >>= 1) {
    poly r = g;
    for (size_t i = 1; i < r.size(); i += 2) r[i] *= -1;
}
}

```

```

f *= r;
g *= r;
int i;
for (i = n & 1; i < (int)f.size(); i += 2) f[i >> 1] = f[i];
f.resize(i >> 1);
for (i = 0; i < (int)g.size(); i += 2) g[i >> 1] = g[i];
g.resize(i >> 1);
}
return f.empty() ? 0 : f[0] / g[0];
}

template <class T>
mint linear_rec(poly a, poly f, T n) {
    // a[n] = sum_i f[i] * a[n - i]
    a.resize(f.size() - 1);
    f = poly{1} - f;
    poly g = a * f;
    g.resize(a.size());
    return divide_at(g, f, n);
}

poly BM(poly a) {
    poly ans, lst;
    int w = 0;
    mint delta = 0;
    for (size_t i = 0; i < a.size(); i++) {
        mint tmp = -a[i];
        for (size_t j = 0; j < ans.size(); j++) tmp += ans[j] * a[i - j - 1];
        if (tmp == 0) continue;
        if (ans.empty()) {
            w = i;
            delta = tmp;
            ans = vector<mint>(i + 1, 0);
        } else {
            auto now = ans;
            mint mul = -tmp / delta;
            if (ans.size() < lst.size() + i - w) ans.resize(lst.size() + i - w);
            ans[i - w - 1] -= mul;
            for (size_t j = 0; j < lst.size(); j++) ans[i - w + j] += lst[j] * mul;
            if (now.size() <= lst.size() + i - w) {
                w = i;
                lst = now;
                delta = tmp;
            }
        }
    }
    return ans << 1;
}

poly lagrange(const vector<pair<mint, mint>>& a) {
    poly ans(a.size()), product{1};
    for (size_t i = 0; i < a.size(); i++) {
        product *= poly{-a[i].first, 1};
    }
    auto divide2 = [&](poly a, mint b) {
        poly res(a.size() - 1);
        for (size_t i = (int)a.size() - 1; i >= 1; i--) {

```

```

        res[i - 1] = a[i];
        a[i - 1] -= a[i] * b;
    }
    return res;
};

for (size_t i = 0; i < a.size(); i++) {
    mint denos = 1;
    for (size_t j = 0; j < a.size(); j++) {
        if (i != j) denos *= a[i].first - a[j].first;
    }
    poly numes = divide2(product, -a[i].first);
    ans += a[i].second / denos * numes;
}
return ans;
}
}

using namespace polystd;
"\n"

```

多项式.cpp

```

/* 死亡回放
你的输入，真的写对了吗?? (2025 ICPC 沈阳 M)
*/
#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 998244353;

/*
此模版来自 https://hourai.nanani-fan.club/poly-family/
感谢 哈尔滨工业大学-蓬莱人形 的分享
*/
namespace poly {
    ll qpow(ll base,ll k) {

```

```
if (base == 0) return 0;
ll res = 1;
base %= MOD; base = (base + MOD) % MOD;
k %= (MOD - 1); k = (k + MOD - 1) % (MOD - 1);
while (k) {
    if (k & 1) {
        res *= base; res %= MOD;
    }
    k >>= 1;
    base *= base; base %= MOD;
}
return res;
}
ll inv(ll x) {
    return qpow(x, MOD - 2);
}
mt19937 MT;
using Poly = vector<ll>;
#define lg(x) ((x) == 0 ? -1 : __lg(x))
#define Size(x) int(x.size())
namespace NTT_ns {
const long long G = 3, invG = inv(G);
vector<int> rev;
void NTT(ll* F, int len, int sgn) {
    rev.resize(len);
    for (int i = 1; i < len; ++i) {
        rev[i] = (rev[i >> 1] >> 1) | ((i & 1) * (len >> 1));
        if (i < rev[i]) swap(F[i], F[rev[i]]);
    }
    for (int tmp = 1; tmp < len; tmp <= 1) {
        ll w1 = qpow(sgn ? G : invG,
                      (MOD - 1) / (tmp << 1));
        for (int i = 0; i < len; i += tmp << 1){
            for(ll j = 0, w = 1; j < tmp; ++j,
                w = w * w1 % MOD) {
                ll x = F[i + j];
                ll y = F[i + j + tmp] * w % MOD;
                F[i + j] = (x + y) % MOD;
                F[i + j + tmp] = (x - y + MOD) % MOD;
            }
        }
    }
    if (sgn == 0) {
        ll inv_len = inv(len);
        for (int i = 0; i < len; ++i)
            F[i] = F[i] * inv_len % MOD;
    }
}
using NTT_ns::NTT;
Poly operator * (Poly F, Poly G) {
    int siz = Size(F) + Size(G) - 1;
    int len = 1 << (lg(siz - 1) + 1);
    if (siz <= 300) {
```

```
Poly H(siz);
    for (int i = Size(F) - 1; ~i; --i)
        for (int j = Size(G) - 1; ~j; --j)
            H[i + j] = (H[i + j] + F[i] * G[j])%MOD;
    return H;
}

F.resize(len), G.resize(len);
NTT(F.data(), len, 1), NTT(G.data(), len, 1);
for (int i = 0; i < len; ++i)
    F[i] = F[i] * G[i] % MOD;
NTT(F.data(), len, 0), F.resize(siz);
return F;
}

Poly operator + (Poly F, Poly G) {
    int siz = max(Size(F), Size(G));
    F.resize(siz), G.resize(siz);
    for (int i = 0; i < siz; ++i)
        F[i] = (F[i] + G[i]) % MOD;
    return F;
}

Poly operator - (Poly F, Poly G) {
    int siz = max(Size(F), Size(G));
    F.resize(siz), G.resize(siz);
    for (int i = 0; i < siz; ++i)
        F[i] = (F[i] - G[i] + MOD) % MOD;
    return F;
}

Poly lsh(Poly F, int k) {
    F.resize(Size(F) + k);
    for (int i = Size(F) - 1; i >= k; --i)
        F[i] = F[i - k];
    for (int i = 0; i < k; ++i) F[i] = 0;
    return F;
}

Poly rsh(Poly F, int k) {
    int siz = Size(F) - k;
    for (int i = 0; i < siz; ++i) F[i] = F[i + k];
    return F.resize(siz), F;
}

Poly cut(Poly F, int len) {
    return F.resize(len), F;
}

Poly der(Poly F) {
    int siz = Size(F) - 1;
    for (int i = 0; i < siz; ++i)
        F[i] = F[i + 1] * (i + 1) % MOD;
    return F.pop_back(), F;
}

Poly inte(Poly F) {
    F.emplace_back(0);
    for (int i = Size(F) - 1; ~i; --i)
        F[i] = F[i - 1] * inv(i) % MOD;
    return F[0] = 0, F;
}
```

```

Poly inv(Poly F) {
    int siz = Size(F); Poly G{inv(F[0])};
    for (int i = 2; (i >> 1) < siz; i <= 1) {
        G = G + G - G * G * cut(F, i), G.resize(i);
    }
    return G.resize(siz), G;
}
Poly ln(Poly F) {
    return cut(inte(cut(der(F) * inv(F), Size(F))), Size(F));
}
Poly exp(Poly F) {
    int siz = Size(F); Poly G{1};
    for (int i = 2; (i >> 1) < siz; i <= 1) {
        G = G * (Poly{1} - ln(cut(G, i)) + cut(F, i)), G.resize(i);
    }
    return G.resize(siz), G;
}
using namespace poly;"\n"

```

拉格朗日插值.cpp

```

#define DEBUG 1
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

/*
记得先 init !!!
cal 函数传入一段连续的函数值(按照横坐标排序)
格式为 (x, f(x)), 然后传入待计算的横坐标

单次插值复杂度 O(n) .
*/
namespace LagInt {
    ll fac[N];

```

```
// 模数为质数 !!!
ll qpow(ll base,ll k,ll mod) {
    if (base == 0) return 0;
    ll res = 1;
    base %= mod; base = (base + mod) % mod;
    k %= (mod - 1); k = (k + mod - 1) % (mod - 1);
    while (k) {
        if (k & 1) {
            res *= base; res %= mod;
        }
        k >>= 1;
        base *= base; base %= mod;
    }
    return res;
}

void init(int n) {
    fac[0] = 1;
    for (int i = 1;i<=n;i++) {
        fac[i] = fac[i - 1] * i % MOD;
    }
    return;
}

ll cal(vector<pll>& f, ll x) {
    int n = f.size() - 1;
    vector<ll> pre(n + 1, 0), suf(n + 1, 0);
    vector<ll> inv(n + 1, 0);

    for (int i = 0;i<=n;i++) {
        inv[i] = fac[i] * fac[n - i] % MOD;
    }
    for (int i = 0;i<=n;i++) {
        if (i - 1 >= 0) {
            pre[i] = pre[i - 1] * inv[i] % MOD;
        } else {
            pre[i] = inv[i];
        }
    }
    for (int i = n;i>=0;i--) {
        if (i + 1 <= n) {
            suf[i] = suf[i + 1] * inv[i] % MOD;
        } else {
            suf[i] = inv[i];
        }
    }
    ll base = qpow(pre[n], MOD - 2, MOD);
    for (int i = 0;i<=n;i++) {
        inv[i] = base;
        if (i - 1 >= 0) {
            inv[i] = inv[i] * pre[i - 1] % MOD;
        }
        if (i + 1 <= n) {
```

```

        inv[i] = inv[i] * suf[i + 1] % MOD;
    }
}

for (int i = 0; i <= n; i++) {
    if (i - 1 >= 0) {
        pre[i] = pre[i - 1] * (x - f[i].first) % MOD;
        pre[i] = (pre[i] + MOD) % MOD;
    } else {
        pre[i] = (x - f[i].first) % MOD;
        pre[i] = (pre[i] + MOD) % MOD;
    }
}

for (int i = n; i >= 0; i--) {
    if (i + 1 <= n) {
        suf[i] = suf[i + 1] * (x - f[i].first) % MOD;
        suf[i] = (suf[i] + MOD) % MOD;
    } else {
        suf[i] = (x - f[i].first) % MOD;
        suf[i] = (suf[i] + MOD) % MOD;
    }
}

ll ans = 0;
for (int i = 0; i <= n; i++) {
    ll res = f[i].second;
    if (i - 1 >= 0) res = res * pre[i - 1] % MOD;
    if (i + 1 <= n) res = res * suf[i + 1] % MOD;
    res = res * inv[i] % MOD;
    if ((n - i) & 1) res = (-res + MOD) % MOD;
    ans = (ans + res) % MOD;
}
return ans;
};

"\n"

```

拓展gcd.cpp

```

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

/*
使用说明:
首先调用 init 函数初始化 ax + by = c 的参数,返回 0 表示无解.
cal 函数计算特解,通解为 x1 + k * dx , y1 + k * dy
*/
template<typename T>
struct ExGcd{

```

```

T a,b,dx,dy,c,gcd_ab;
T X0,Y0,X1,Y1;
bool init(T A,T B,T C = 0){
    a = A,b = B,c = C;
    gcd_ab = __gcd(a,b);
    if (c % gcd_ab != 0){
        return 0;
    }
    return 1;
}
void exgcd(T a,T b){
    if (b == 0){
        X0 = 1;
        Y0 = 0;
    }else{
        exgcd(b,a % b);
        X1 = X0,Y1 = Y0;
        X0 = Y1;
        Y0 = X1 - a / b * Y1;
    }
    return;
}
void cal(){
    exgcd(a,b);
    X1 = X0 * c / gcd_ab;
    Y1 = Y0 * c / gcd_ab;
    dx = b / gcd_ab;
    dy = -a / gcd_ab;
    return;
}
};"\n"

```

数论分块.cpp

```

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

using ll = long long;

class NumberTheoryBlock {
public:
    void down(ll x,vector<pair<ll,ll>>& block) {
        block.clear();
        ll l = 1,r = 0;
        while (l <= x) {
            r = x / (x / l);
            if (r > x) r = x;
            block.emplace_back(l,r);
            l = r + 1;
        }
        return;
    }
};

```

```
void up(ll x, vector<pair<ll, ll>>& block) {
    block.clear();
    ll l = 1, r = 0;
    while (l <= x) {
        if (l == x) {
            block.emplace_back(l, l);
            break;
        }
        r = (x - 1) / ((x - 1) / l);
        block.emplace_back(l, r);
        l = r + 1;
    }
    return;
}
}; "\n"
```

沃尔什卷积.cpp

```
#include <vector>
#include <algorithm>

using namespace std;

template <typename T>
struct FWTSolver {
    enum Type { OR = 0, AND = 1, XOR = 2 };

    // 核心变换
    static void transform(vector<T>& a, Type type, bool inv) {
        int n = a.size();
        for (int h = 1; h < n; h <= 1) {
            for (int j = 0; j < n; j += (h << 1)) {
                for (int k = 0; k < h; k++) {
                    T &x = a[j + k], &y = a[j + k + h];
                    if (type == OR) {
                        if (!inv) y += x; else y -= x;
                    } else if (type == AND) {
                        if (!inv) x += y; else x -= y;
                    } else { // XOR
                        T u = x, v = y;
                        x = u + v; y = u - v;
                        if (inv) {
                            // 注意: 如果是整数或浮点数直接 /2
                            // 如果是 ModInt, 此处应乘上 2 的逆元
                            x /= 2; y /= 2;
                        }
                    }
                }
            }
        }
    }
}
```

```

        }
    }

    // 卷积通用接口
    static vector<T> convolution(vector<T> a, vector<T> b, Type type) {
        int n = 1, sz = max(a.size(), b.size());
        while (n < sz) n <<= 1;
        a.resize(n, T(0)); b.resize(n, T(0));

        transform(a, type, false);
        transform(b, type, false);
        for (int i = 0; i < n; i++) a[i] *= b[i];
        transform(a, type, true);
        return a;
    }

    // 快捷调用
    static vector<T> convOR(vector<T> a, vector<T> b) { return convolution(a, b,
OR); }
    static vector<T> convAND(vector<T> a, vector<T> b) { return convolution(a, b,
AND); }
    static vector<T> convXOR(vector<T> a, vector<T> b) { return convolution(a, b,
XOR); }
};"\n"

```

矩阵.cpp

```

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

template <typename T>
struct Mat
{
    int n, m;
    T **a;
    Mat(int _n = 0, int _m = 0) : n(_n), m(_m)
    {
        a = new T *[n];
        for (int i = 0; i < n; i++)
            a[i] = new T[m], memset(a[i], 0, sizeof(T) * m);
    }
    Mat(const Mat &B)
    {
        n = B.n, m = B.m;
        a = new T *[n];
        for (int i = 0; i < n; i++)
            a[i] = new T[m], memcpy(a[i], B.a[i], sizeof(T) * m);
    }
    ~Mat() { delete[] a; }
    Mat &operator=(const Mat &B)

```

```

{
    delete[] a;
    n = B.n, m = B.m;
    a = new T *[n];
    for (int i = 0; i < n; i++)
        a[i] = new T[m], memcpy(a[i], B.a[i], sizeof(T) * m);
    return *this;
}
Mat operator+(const Mat &B) const
{
    assert(n == B.n && m == B.m);
    Mat ret(n, m);
    for (int i = 0; i < n; i++)
        for (int j = 0; j < m; j++)
            ret.a[i][j] = (a[i][j] + B.a[i][j]) % mod;
    return ret;
}
Mat &operator+=(const Mat &B) { return *this = *this + B; }
Mat operator*(const Mat &B) const
{
    Mat ret(n, B.m);
    for (int i = 0; i < n; ++i)
        for (int j = 0; j < B.m; ret.a[i][j++] %= mod)
            for (int k = 0; k < m; ++k)
                ret.a[i][j] += a[i][k] * B.a[k][j] % mod;
    return ret;
}
Mat &operator*=(const Mat &B) { return *this = *this * B; }
};
Mat<ll> qpow(Mat<ll> A, ll b)
{
    Mat<ll> ret(A);
    for (--b; b; b >= 1, A *= A)
        if (b & 1)
            ret *= A;
    return ret;
}"\n"

```

类欧几里得算法.cpp

```

#include <bits/stdc++.h>
using namespace std;
using i128 = __int128_t;
using ll = long long;

// floor((a * i + b) / m)
// i 从 0 到 n - 1
i128 floor_sum_i128(i128 n, i128 m, i128 a, i128 b){
    if(n<=0) return 0;
    i128 ans=0;
    if(a<0){ b += a*(n-1); a = -a; }

```

```

if(b<0){ i128 k = (-b + m - 1) / m; b += k*m; ans -= k*n; }
while(true){
    if(a>=m){ ans += (a/m) * (n*(n-1)/2); a %= m; }
    if(b>=m){ ans += (b/m) * n; b %= m; }
    i128 y = a*n + b;
    if(y < m) break;
    n = y / m;
    b = y % m;
    i128 tmp = m; m = a; a = tmp;
}
return ans;
}

i128 floor_sum_mod(i128 n, i128 m, i128 a, i128 b, i128 mod){
    if(n<=0) return 0;
    a%=m; b%=m;
    i128 ans=0;
    if(a<0){ b += a*(n-1); a = -a; }
    if(b<0){ i128 k = (-b + m - 1) / m; b += k*m; ans -= k*n; }
    while(true){
        if(a>=m){ ans += (a/m) * (n*(n-1)/2); a %= m; }
        if(b>=m){ ans += (b/m) * n; b %= m; }
        i128 y = a*n + b;
        if(y < m) break;
        n = y / m;
        b = y % m;
        i128 tmp = m; m = a; a = tmp;
    }
    ans %= mod;
    if(ans<0) ans += mod;
    return ans;
}"\n"

```

线性基.cpp

```

#include <bits/stdc++.h>
using ll = long long;
const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;
using namespace std;

struct LinearBasis {
    ll basis[63];
    bool flag0; // 是否可以表示 0

    void insert(ll x) {
        if (!x) return;
        for (int i = 60;i>=0;i--) {
            if ((1ll<<i)&x) {
                if (basis[i]) {

```

```
        x ^= basis[i];
    } else {
        basis[i] = x;
        break;
    }
}
if (x) flag0 = 1;
return;
}

void preprocess() {
    for (int i = 60;i>=0;i--) {
        if (!basis[i]) continue;
        for (int j = i-1;j>=0;j--) {
            if (basis[j] && ((1ll<<j)&basis[i])) {
                basis[i] ^= basis[j];
            }
        }
    }
    return;
}

void init() {
    flag0 = 0;
    memset(basis,0,sizeof basis);
    return;
}

ll get_mn() {
    for (int i = 0;i<=60;i++) {
        if (basis[i])
            return basis[i];
    }
}

ll get_mx() {
    ll res = 0;
    for (int i = 60;i>=0;i--) {
        if (basis[i] && !((1ll<<i)&res)){
            res ^= basis[i];
        }
    }
    return res;
}
} ;"\n"
```

组合数.cpp

```
#include <bits/stdc++.h>
typedef long long ll;
const ll MOD = 1000000007;
using namespace std;
// 1e7 的数组慎开啊
// 支持广义二项式定理
namespace ComNum {
    const int MAXN = 5e6;
    ll fac[MAXN], inv[MAXN];

    ll qpow(ll base, ll k, ll mod) {
        if (base == 0) return 0;
        ll res = 1;
        base %= mod; base = (base + mod) % mod;
        k %= (mod - 1); k = (k + mod - 1) % (mod - 1);
        while (k) {
            if (k & 1) {
                res *= base; res %= mod;
            }
            k >>= 1;
            base *= base; base %= mod;
        }
        return res;
    }

    void init() {
        fac[0] = 1;
        for (int i = 1; i < MAXN; i++) {
            fac[i] = fac[i - 1] * i % MOD;
        }
        vector<ll> pre(MAXN, 1), suf(MAXN, 1);
        for (int i = 0; i < MAXN; i++) {
            if (i - 1 >= 0) pre[i] = pre[i - 1];
            pre[i] = pre[i] * fac[i] % MOD;
        }
        for (int i = MAXN - 1; i >= 0; i--) {
            if (i + 1 < MAXN) suf[i] = suf[i + 1];
            suf[i] = suf[i] * fac[i] % MOD;
        }
        ll base = qpow(pre.back(), MOD - 2, MOD);
        for (int i = 0; i < MAXN; i++) {
            ll fenzi = 1;
            if (i - 1 >= 0) fenzi = pre[i - 1] * fenzi % MOD;
            if (i + 1 < MAXN) fenzi = suf[i + 1] * fenzi % MOD;
            inv[i] = fenzi * base % MOD;
        }
        return;
    }

    ll C(ll n, ll m) {
        if (m == 0) return 1;
        if (n >= 0) {
            if (n < m) return 0;

```

```

        return fac[n] * inv[n - m] % MOD * inv[m] % MOD;
    }else{
        ll a = -n;
        ll nn = a + m - 1;
        ll res = fac[nn] * inv[nn - m] % MOD * inv[m] % MOD;
        if(m & 1) res = (MOD - res) % MOD;
        return res;
    }
}
};"\n"

```

自动取模.cpp

```

#include <iostream>

template <int Mod>
struct ModInt {
    int v;
    ModInt(long long _v = 0) { v = (_v % Mod + Mod) % Mod; }

    // 基础运算
    ModInt& operator+=(const ModInt& o) { v += o.v; if (v >= Mod) v -= Mod; return *this; }
    ModInt& operator-=(const ModInt& o) { v -= o.v; if (v < 0) v += Mod; return *this; }
    ModInt& operator*=(const ModInt& o) { v = 1LL * v * o.v % Mod; return *this; }

    // 快速幂与逆元
    ModInt pow(long long n) const {
        ModInt res(1), a(*this);
        while (n > 0) {
            if (n & 1) res *= a;
            a *= a; n >>= 1;
        }
        return res;
    }
    ModInt inv() const { return pow(Mod - 2); } // 费马小定理, 要求 Mod 是质数

    ModInt& operator/=(const ModInt& o) { return *this *= o.inv(); }

    // 友元运算符
    friend ModInt operator+(ModInt a, const ModInt& b) { return a += b; }
    friend ModInt operator-(ModInt a, const ModInt& b) { return a -= b; }
    friend ModInt operator*(ModInt a, const ModInt& b) { return a *= b; }
    friend ModInt operator/(ModInt a, const ModInt& b) { return a /= b; }

    // 输入输出
    friend std::ostream& operator<<(std::ostream& os, const ModInt& a) { return os << a.v; }
    friend std::istream& operator>>(std::istream& is, ModInt& a) { long long v; is >> v; a = ModInt(v); return is; }

```

```
bool operator==(const ModInt& o) const { return v == o.v; }
bool operator!=(const ModInt& o) const { return v != o.v; }
};"\n"
```

质数检验.cpp

```
#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#ifndef DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

// max_prime_factor, 输入 n, 返回 n 的最大质因子
// 如果 n 是质数, 返回 -1

namespace primeCheck {
    std::mt19937_64
    rng((unsigned)std::chrono::steady_clock::now().time_since_epoch().count());
    ll mulmod(ll a, ll b, ll mod){ return (unsigned __int128)a*b%mod; }
    ll powmod(ll a, ll d, ll mod){
        ll r=1;
        while(d){
            if(d&1) r=mulmod(r,a,mod);
            a=mulmod(a,a,mod);
            d>>=1;
        }
        return r;
    }
    bool isPrime(ll n){
        if(n<2) return false;
        for(ll p:{2,3,5,7,11,13,17,19,23,29,31,37}){
            if(n%p==0) return n==p;
        }
        ll d=n-1, s=0;
        while((d&1)==0){ d>>=1; ++s; }
        ll bases[] = {2,325,9375,28178,450775,9780504,1795265022};
        for(ll a:bases){
            if(a%n==0) continue;
```

```

ll x=powmod(a,d,n);
if(x==1||x==n-1) continue;
bool comp=true;
for(ll r=1;r<s;++r){
    x=mulmod(x,x,n);
    if(x==n-1){ comp=false; break; }
}
if(comp) return false;
}
return true;
}
ll pollards_rho(ll n){
    if(n%2==0) return 2;
    if(n%3==0) return 3;
    std::uniform_int_distribution<ll> dist(2, n-2);
    while(true){
        ll c = dist(rng);
        auto f = [&](ll x){ return (mulmod(x,x,n) + c) % n; };
        ll x = dist(rng), y = x, d = 1;
        while(d==1){
            x = f(x);
            y = f(f(y));
            d = std::gcd(std::llabs(x-y), n);
        }
        if(d!=n) return d;
    }
}
void factor_rec(ll n, std::vector<ll>& out){
    if(n==1) return;
    if(isPrime(n)){ out.push_back(n); return; }
    ll d = pollards_rho(n);
    factor_rec(d, out);
    factor_rec(n/d, out);
}
ll max_prime_factor(ll n){
    if(n<=1) return -1;
    if(isPrime(n)) return -1;
    std::vector<ll> f;
    factor_rec(n,f);
    return *std::max_element(f.begin(), f.end());
}
}
"\n"

```

质数筛.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;
#define DEBUG 1
const ll N = 2000000;

```

```
11 qpow(ll base,ll k,ll mod) {
    if (base == 0) return 0;
    ll res = 1;
    base %= mod; base = (base + mod) % mod;
    k %= (mod - 1); k = (k + mod - 1) % (mod - 1);
    while (k) {
        if (k & 1) {
            res *= base; res %= mod;
        }
        k >>= 1;
        base *= base; base %= mod;
    }
    return res;
}

11 phi(ll x) {
    ll ans = x;
    for (int i = 2;i<=sqrt(x);i++) {
        if (x % i) continue;
        ans = ans - ans / i;
        while (x % i == 0) x /= i;
    }
    if (x > 1) {
        ans = ans - ans / x;
    }
    return ans;
}

struct Primes{
    ll notPrime[N];
    ll phi[N],mu[N];
    vector<ll> primes;
    void sieve(int maxn){
        phi[1] = 1;
        mu[1] = 1;
        for (ll i = 2;i<maxn + 1;i++){
            if (!notPrime[i]){
                primes.push_back(i);
                phi[i] = i - 1;
                mu[i] = -1;
            }
            for (auto p : primes) {
                if (i * p > maxn) break;
                notPrime[i * p] = 1;
                if (i % p == 0) {
                    phi[i * p] = phi[i] * p;
                    mu[i * p] = 0;
                    break;
                }
                phi[i * p] = phi[i] * phi[p];
                mu[i * p] = -mu[i];
            }
        }
    }
}
```

```

    }
    return;
}
};

// 找奇质数 x 的原根,一定是奇素数!!!
// 时间复杂度不详
ll getYuanGen(ll x) {
    Primes solver;
    solver.sieve(x);
    ll y = x - 1;
    vector<ll> q;
    for (int i = 0;i<solver.primes.size() && y > 1;i++) {
        if (y % solver.primes[i] == 0) {
            q.push_back(solver.primes[i]);
        }
        while (y % solver.primes[i] == 0) {
            y /= solver.primes[i];
        }
    }

    for (ll i = 1;i<x;i++) {
        bool ok = 1;
        for (auto v : q) {
            if (qpow(i,(x-1)/v,x) == 1) {
                ok = 0;
                break;
            } else {

            }
        }
        if (ok) return i;
    }

    return 0;
}"\n"

```

逆序数.cpp

```

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

class ArrayInversion {
    ll mergeSort(vector<ll>& a, vector<ll>& temp, int l, int r) {
        if (l >= r) return 0;
        int mid = (l + r) / 2;
        ll inv_count = mergeSort(a, temp, l, mid) + mergeSort(a, temp, mid + 1,
r);
        int i = l, j = mid + 1, k = l;
        while (i <= mid && j <= r) {

```

```

        if (a[i] > a[j]) {
            temp[k++] = a[j++];
            inv_count += mid - i + 1;
        } else {
            temp[k++] = a[i++];
        }
    }
    while (i <= mid) temp[k++] = a[i++];
    while (j <= r) temp[k++] = a[j++];
    for (int i = l; i <= r; ++i) a[i] = temp[i];
    return inv_count;
}

public:
    ll solve(vector<ll> a) {
        int n = a.size();
        vector<ll> temp(n);
        return mergeSort(a, temp, 0, n - 1);
    }
};

"\n"

```

闵可夫斯基和.cpp

```

#define DEBUG 1
#define FUCK cout << "fuck" << endl;
#if DEBUG
    #include "all.hpp"
#else
    #include <bits/stdc++.h>
#endif

using namespace std;
using ll = long long;
using pii = pair<int,int>;
using pll = pair<ll,ll>;
using db = long double;
using pdd = pair<db, db>;
using i128 = __int128_t;

const ll N = 2000000;
const ll INF = 5e18;
const ll MOD = 1e9 + 7;

const db pi = acos(-1);
using T = ll;
struct P {
    T x, y;
    P() : x(0), y(0) {}
    P(T x, T y) : x(x), y(y) {}
}

```

```
P operator+ (const P &o) { return P(x + o.x, y + o.y); }
P operator- (const P &o) { return P(x - o.x, y - o.y); }
P operator* (const T &o) { return P(x * o, y * o); }
P operator/ (const T &o) { return P(x / o, y / o); }
T operator* (const P &o) { return x * o.x + y * o.y; }
T operator^ (const P &o) { return x * o.y - y * o.x; }

bool operator== (const P &o) const {
    return x == o.x && y == o.y;
}
bool operator< (const P &o) const {
    return x < o.x || (x == o.x && y < o.y);
}

T norm2() {
    return x * x + y * y;
}
db norm() {
    return sqrt(norm2());
}
P unit() {
    return *this / norm();
}
db angle() {
    db t = atan2(y, x);
    return t < 0 ? t + 2 * pi : t;
}
P rot(const T &o) {
    return P(x * cos(o) - y * sin(o), x * sin(o) + y * cos(o));
}
};

vector<P> convex_hull(vector<P> pts) {
    int n = pts.size();
    if (n <= 1) return pts;

    sort(pts.begin(), pts.end());

    vector<P> lower, upper;
    for (auto &p : pts) {
        while (lower.size() >= 2 && ((lower.back() - lower[lower.size()-2]) ^ (p - lower.back())) <= 0)
            lower.pop_back();
        lower.push_back(p);
    }

    for (int i = n-1; i >= 0; i--) {
        P p = pts[i];
        while (upper.size() >= 2 && ((upper.back() - upper[upper.size()-2]) ^ (p - upper.back())) <= 0)
            upper.pop_back();
        upper.push_back(p);
    }
}
```

```

        lower.pop_back();
        upper.pop_back();
        lower.insert(lower.end(), upper.begin(), upper.end());
        return lower;
    }

vector<P> minkowski(vector<P> P1, vector<P> P2) {
    int n = P1.size(), m = P2.size();

    rotate(P1.begin(), min_element(P1.begin(), P1.end()), P1.end());
    rotate(P2.begin(), min_element(P2.begin(), P2.end()), P2.end());

    vector<P> V1(n), V2(m);
    for (int i = 0; i < n; i++) {
        V1[i] = P1[(i + 1) % n] - P1[i];
    }
    for (int i = 0; i < m; i++) {
        V2[i] = P2[(i + 1) % m] - P2[i];
    }

    vector<P> ans = {P1[0] + P2[0]};
    int t = 0, i = 0, j = 0;
    while (i < n && j < m) {
        int val = V1[i] ^ V2[j];
        if (val == 0) ans.emplace_back(ans.back() + V1[i++] + V2[j++]);
        else if (val > 0) ans.emplace_back(ans.back() + V1[i++]);
        else if (val < 0) ans.emplace_back(ans.back() + V2[j++]);
    }
    while (i < n) ans.emplace_back(ans.back() + V1[i++]);
    while (j < m) ans.emplace_back(ans.back() + V2[j++]);
    ans.pop_back();
    return ans;
}"\n"

```

随机数.cpp

```

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

struct RandomNumberGenerator{
    RandomNumberGenerator() : gen(std::random_device{}()){}
    ll generate(ll l, ll r){
        uniform_int_distribution<ll> dis(l, r);
        return dis(gen);
    }
    mt19937 gen;
} gen;"\n"

```