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1 Reminder

1.1 Bug List

- 沒開 long long
- 陣列戳出界 / 開不夠大 / 開太大本地 compile 噴怪 error
- 傳之前先確定選對檔案
- 寫好的函式忘記呼叫
- 變數打錯
- 0-base / 1-base
- 忘記初始化
- == 打成 =
- <= 打成 <+
- dp[i] 從 dp[i-1] 轉移時忘記特判 i > 0
- std::sort 比較運算子寫成 < 或是讓 = 的情況為 true
- 漏 case / 分 case 要好好想
- 線段樹改值懶標初始值不能設為 0
- DFS 的時候不小心覆寫到全域變數
- 浮點數誤差
- 多筆測資不能沒讀完直接 return
- 記得刪 cerr

1.2 OwO

- 可以構造複雜點的測資幫助思考
- 真的卡太久請跳題
- Enjoy The Contest!

2 Basic

2.1 Vimrc

```
set number relativenumber ai t_Co=256 tabstop=4
set mouse=a shiftwidth=4 encoding=utf8
set bs=2 ruler laststatus=2 cmdheight=2
set clipboard=unnamedplus showcmd autoread
set belloff=all
filetype indent on

inoremap ( (<Esc>i
inoremap " "<Esc>i
inoremap [ [<Esc>i
inoremap ' '<Esc>i
inoremap { {<CR><Esc>ko

nnoremap <tab> gt
nnoremap <S-tab> gT
inoremap <C-n> <Esc>:tabnew<CR>
nnoremap <C-n> :tabnew<CR>

inoremap <F9> <Esc>:w<CR>:!/~runcpp.sh %:p:t %:p:h<CR>
nnoremap <F9> :w<CR>:!/~runcpp.sh %:p:t %:p:h<CR>

syntax on
colorscheme desert
set filetype=cpp
set background=dark
hi Normal ctermfg=white ctermbg=black
```

2.2 Runcpp.sh

```
#!/bin/bash
clear
echo "Start compiling $1..."
echo
g++ -O2 -std=c++20 -Wall -Wextra -Wshadow $2/$1 -o $2/
out
if [ "$?" -ne 0 ]
then
    exit 1
fi
echo
echo "Done compiling"
echo "===== "
echo "Input file:"
echo
cat $2/in.txt
echo
echo "===== "
echo
declare startTime=`date +%s%N`
$2/out < $2/in.txt > $2/out.txt
declare endTime=`date +%s%N`
delta=`expr $endTime - $startTime`
delta=`expr $delta / 1000000`
cat $2/out.txt
echo
echo "time: $delta ms"
```

2.3 PBDS

```
#include <bits/extc++.h>
using namespace __gnu_pbds;

// map
tree<int, int, less<>, rb_tree_tag,
    tree_order_statistics_node_update> tr;
tr.order_of_key(element);
tr.find_by_order(rank);

// set
tree<int, null_type, less<>, rb_tree_tag,
    tree_order_statistics_node_update> tr;
tr.order_of_key(element);
tr.find_by_order(rank);

// hash table
gp_hash_table<int, int> ht;
ht.find(element);
```

```

17 ht.insert({key, value});
18 ht.erase(element);
19
20 // priority queue
21 __gnu_pbds::priority_queue<int, less<int>> big_q;
22 // Big First
23 __gnu_pbds::priority_queue<int, greater<int>> small_q;
24 // Small First
25 q1.join(q2); // join

```

2.4 Random

```

1 mt19937 gen(chrono::steady_clock::now().
   time_since_epoch().count());
2 uniform_int_distribution<int> dis(1, 100);
3 cout << dis(gen) << endl;
4 shuffle(v.begin(), v.end(), gen);

```

3 Data Structure

3.1 BIT

```

1 struct BIT {
2     int n;
3     long long bit[N];
4
5     void init(int x, vector<long long> &a) {
6         n = x;
7         for (int i = 1, j; i <= n; i++) {
8             bit[i] += a[i - 1], j = i + (i & -i);
9             if (j <= n) bit[j] += bit[i];
10        }
11    }
12
13    void update(int x, long long dif) {
14        while (x <= n) bit[x] += dif, x += x & -x;
15    }
16
17    long long query(int l, int r) {
18        if (l != 1) return query(1, r) - query(1, l - 1);
19
20        long long ret = 0;
21        while (l <= r) ret += bit[r], r -= r & -r;
22        return ret;
23    }
24 } bm;

```

3.2 DSU

```

1 struct DSU {
2     int h[N], s[N];
3
4     void init(int n) { iota(h, h + n + 1, 0), fill(s, s + n + 1, 1); }
5
6     int fh(int x) { return (h[x] == x ? x : h[x] = fh(h[x])); }
7
8     bool mer(int x, int y) {
9         x = fh(x), y = fh(y);
10        if (x == y) return 0;
11        if (s[x] < s[y]) swap(x, y);
12        s[x] += s[y], s[y] = 0;
13        h[y] = x;
14        return 1;
15    }
16 } bm;

```

3.3 Segment Tree

```

1 struct segtree {
2     int n, seg[1 << 19];
3
4     void init(int x) {
5         n = 1 << (lg(x) + 1);
6         for (int i = 1; i < 2 * n; i++)
7             seg[i] = inf;
8     }
9
10    void update(int x, int val) {

```

```

11        x += n;
12        seg[x] = val, x /= 2;
13        while (x)
14            seg[x] = min(seg[2 * x], seg[2 * x + 1]), x /= 2;
15    }
16
17    int query(int l, int r) {
18        l += n, r += n;
19        int ret = inf;
20        while (l < r) {
21            if (l & 1)
22                ret = min(ret, seg[l++]);
23            if (r & 1)
24                ret = min(ret, seg[--r]);
25            l /= 2, r /= 2;
26        }
27        return ret;
28    }
29 } bm;

```

3.4 Treap

```

1 mt19937 rng(random_device{}());
2 struct Treap {
3     Treap *l, *r;
4     int val, num, pri;
5     Treap(int k) {
6         l = r = NULL;
7         val = k;
8         num = 1;
9         pri = rng();
10    }
11};
12 int siz(Treap *now) { return now ? now->num : 0; }
13 void pull(Treap *&now) {
14     now->num = siz(now->l) + siz(now->r) + 1;
15 }
16 Treap *merge(Treap *a, Treap *b) {
17     if (!a || !b)
18         return a ? a : b;
19     else if (a->pri > b->pri) {
20         a->r = merge(a->r, b);
21         pull(a);
22         return a;
23     } else {
24         b->l = merge(a, b->l);
25         pull(b);
26         return b;
27     }
28 }
29 void split_size(Treap *rt, Treap *&a, Treap *&b, int val) {
30     if (!rt) {
31         a = b = NULL;
32         return;
33     }
34     if (siz(rt->l) + 1 > val) {
35         b = rt;
36         split_size(rt->l, a, b->l, val);
37         pull(b);
38     } else {
39         a = rt;
40         split_size(rt->r, a->r, b, val - siz(a->l) - 1);
41         pull(a);
42     }
43 }
44 void split_val(Treap *rt, Treap *&a, Treap *&b, int val) {
45     if (!rt) {
46         a = b = NULL;
47         return;
48     }
49     if (rt->val <= val) {
50         a = rt;
51         split_val(rt->r, a->r, b, val);
52         pull(a);
53     } else {
54         b = rt;
55         split_val(rt->l, a, b->l, val);
56         pull(b);

```

```

57     }
58 }
59 void treap_dfs(Treap *now) {
60     if (!now) return;
61     treap_dfs(now->l);
62     cout << now->val << " ";
63     treap_dfs(now->r);
64 }

```

3.5 Persistent Treap

```

1 struct node {
2     node *l, *r;
3     char c;
4     int v, sz;
5     node(char x = '$') : c(x), v(mt()), sz(1) {
6         l = r = nullptr;
7     }
8     node(node* p) { *this = *p; }
9     void pull() {
10         sz = 1;
11         for (auto i : {l, r})
12             if (i) sz += i->sz;
13     }
14 } arr[maxn], *ptr = arr;
15 inline int size(node* p) { return p ? p->sz : 0; }
16 node* merge(node* a, node* b) {
17     if (!a || !b) return a ? b;
18     if (a->v < b->v) {
19         node* ret = new (ptr++) node(a);
20         ret->r = merge(ret->r, b); ret->pull();
21         return ret;
22     } else {
23         node* ret = new (ptr++) node(b);
24         ret->l = merge(a, ret->l); ret->pull();
25         return ret;
26     }
27 }
28 P<node*> split(node* p, int k) {
29     if (!p) return {nullptr, nullptr};
30     if (k >= size(p->l) + 1) {
31         auto [a, b] = split(p->r, k - size(p->l) - 1);
32         node* ret = new (ptr++) node(p);
33         ret->r = a; ret->pull();
34         return {ret, b};
35     } else {
36         auto [a, b] = split(p->l, k);
37         node* ret = new (ptr++) node(p);
38         ret->l = b; ret->pull();
39         return {a, ret};
40     }
41 }

```

3.6 Li Chao Tree

```

1 constexpr int maxn = 5e4 + 5;
2 struct line {
3     ld a, b;
4     ld operator()(ld x) { return a * x + b; }
5 } arr[(maxn + 1) << 2];
6 bool operator<(line a, line b) { return a.a < b.a; }
7 #define m ((l + r) >> 1)
8 void insert(line x, int i = 1, int l = 0, int r = maxn) {
9     if (r - l == 1) {
10         if (x(l) > arr[i](l))
11             arr[i] = x;
12         return;
13     }
14     line a = max(arr[i], x), b = min(arr[i], x);
15     if (a(m) > b(m))
16         arr[i] = a, insert(b, i << 1, l, m);
17     else
18         arr[i] = b, insert(a, i << 1 | 1, m, r);
19 }
20 ld query(int x, int i = 1, int l = 0, int r = maxn) {
21     if (x < l || r <= x) return -numeric_limits<ld>::
22         max();
23     if (r - l == 1) return arr[i](x);
24     return max({arr[i](x), query(x, i << 1, l, m),
25         query(x, i << 1 | 1, m, r)});

```

```
25 #undef m
```

3.7 Sparse Table

```

1 const int lgmx = 19;
2
3 int n, q;
4 int spt[lgmx][maxn];
5
6 void build() {
7     FOR(k, 1, lgmx, 1) {
8         for (int i = 0; i + (1 << k) - 1 < n; i++) {
9             spt[k][i] = min(spt[k - 1][i], spt[k - 1][i
10                 + (1 << (k - 1))]);
11         }
12     }
13 }
14 int query(int l, int r) {
15     int ln = len(l, r);
16     int lg = __lg(ln);
17     return min(spt[lg][l], spt[lg][r - (1 << lg) + 1]);
18 }

```

3.8 Time Segment Tree

```

1 constexpr int maxn = 1e5 + 5;
2 V<P<int>> arr[(maxn + 1) << 2];
3 V<int> dsu, sz;
4 V<tuple<int, int, int>> his;
5 int cnt, q;
6 int find(int x) {
7     return x == dsu[x] ? x : find(dsu[x]);
8 };
9 inline bool merge(int x, int y) {
10     int a = find(x), b = find(y);
11     if (a == b) return false;
12     if (sz[a] > sz[b]) swap(a, b);
13     his.emplace_back(a, b, sz[b]), dsu[a] = b, sz[b] +=
14         sz[a];
15     return true;
16 };
17 inline void undo() {
18     auto [a, b, s] = his.back();
19     his.pop_back();
20     dsu[a] = a, sz[b] = s;
21 }
22 #define m ((l + r) >> 1)
23 void insert(int ql, int qr, P<int> x, int i = 1, int l
24     = 0, int r = q) {
25     // debug(ql, qr, x); return;
26     if (qr <= l || r <= ql) return;
27     if (ql <= l && r <= qr) {
28         arr[i].push_back(x);
29         return;
30     }
31     if (qr <= m)
32         insert(ql, qr, x, i << 1, l, m);
33     else if (m <= ql)
34         insert(ql, qr, x, i << 1 | 1, m, r);
35     else {
36         insert(ql, qr, x, i << 1, l, m);
37         insert(ql, qr, x, i << 1 | 1, m, r);
38     }
39 }
40 void traversal(V<int>& ans, int i = 1, int l = 0, int r
41     = q) {
42     int opcnt = 0;
43     // debug(i, l, r);
44     for (auto [a, b] : arr[i])
45         if (merge(a, b))
46             opcnt++, cnt--;
47     if (r - l == 1)
48         ans[l] = cnt;
49     else {
50         traversal(ans, i << 1, l, m);
51         traversal(ans, i << 1 | 1, m, r);
52     }
53     while (opcnt--)
54         undo(), cnt++;
55     arr[i].clear();

```

```

54 #undef m
55 inline void solve() {
56     int n, m;
57     cin >> n >> m >> q, q++;
58     dsu.resize(cnt = n), sz.assign(n, 1);
59     iota(dsu.begin(), dsu.end(), 0);
60     // a, b, time, operation
61     unordered_map<ll, V<int>> s;
62     for (int i = 0; i < m; i++) {
63         int a, b;
64         cin >> a >> b;
65         if (a > b) swap(a, b);
66         s[((ll)a << 32) | b].emplace_back(0);
67     }
68     for (int i = 1; i < q; i++) {
69         int op, a, b;
70         cin >> op >> a >> b;
71         if (a > b) swap(a, b);
72         switch (op) {
73             case 1:
74                 s[((ll)a << 32) | b].push_back(i);
75                 break;
76             case 2:
77                 auto tmp = s[((ll)a << 32) | b].back();
78                 s[((ll)a << 32) | b].pop_back();
79                 insert(tmp, i, P<int>{a, b});
80             }
81     }
82     for (auto [p, v] : s) {
83         int a = p >> 32, b = p & -1;
84         while (v.size()) {
85             insert(v.back(), q, P<int>{a, b});
86             v.pop_back();
87         }
88     }
89     V<int> ans(q);
90     traversal(ans);
91     for (auto i : ans)
92         cout << i << ' ';
93     cout << endl;
94 }

```

3.9 Dynamic Median

```

1 struct Dynamic_Median {
2     multiset<long long> lo, hi;
3     long long slo = 0, shi = 0;
4     void rebalance() {
5         // keep sz(lo) >= sz(hi) and sz(lo) - sz(hi) <= 1
6         while((int)lo.size() > (int)hi.size() + 1) {
7             auto it = prev(lo.end());
8             long long x = *it;
9             lo.erase(it); slo -= x;
10            hi.insert(x); shi += x;
11        }
12        while((int)lo.size() < (int)hi.size()) {
13            auto it = hi.begin();
14            long long x = *it;
15            hi.erase(it); shi -= x;
16            lo.insert(x); slo += x;
17        }
18    }
19    void add(long long x) {
20        if(lo.empty() || x <= *prev(lo.end())) {
21            lo.insert(x); slo += x;
22        }
23        else {
24            hi.insert(x); shi += x;
25        }
26        rebalance();
27    }
28    void remove_one(long long x) {
29        if(!lo.empty() && x <= *prev(lo.end())) {
30            auto it = lo.find(x);
31            if(it != lo.end()) {
32                lo.erase(it); slo -= x;
33            }
34            else {
35                auto it2 = hi.find(x);
36                hi.erase(it2); shi -= x;
37            }
38        }
39    }

```

```

38     }
39     else {
40         auto it = hi.find(x);
41         if(it != hi.end()) {
42             hi.erase(it); shi -= x;
43         }
44         else {
45             auto it2 = lo.find(x);
46             lo.erase(it2); slo -= x;
47         }
48     }
49     rebalance();
50 }
51 };

```

3.10 SOS DP

```

1 for (int mask = 0; mask < (1 << n); mask++) {
2     for (int submask = mask; submask != 0; submask = (
3         submask - 1) & mask) {
4         int subset = mask ^ submask;
5     }
6 }

```

4 Flow / Matching

4.1 Dinic

```

1 struct Dinic {
2     struct Edge { int to, cap, rev; };
3     int n, s, t;
4     vector<vector<Edge>> g;
5     vector<int> level, it;
6
7     void init(int _n, int _s, int _t){
8         n=_n; s=_s; t=_t;
9         g.assign(n, {});
10        level.assign(n, 0);
11        it.assign(n, 0);
12    }
13    void add(int a, int b, int c){
14        Edge f{b, c, (int)g[b].size()};
15        Edge r{a, 0, (int)g[a].size()};
16        g[a].push_back(f);
17        g[b].push_back(r);
18    }
19    bool bfs(){
20        fill(level.begin(), level.end(), -1);
21        queue<int> q; level[s]=0; q.push(s);
22        while(!q.empty()){
23            int u=q.front(); q.pop();
24            for(const auto &e: g[u]){
25                if(e.cap>0 && level[e.to]==-1){
26                    level[e.to]=level[u]+1;
27                    q.push(e.to);
28                }
29            }
30        }
31        return level[t]!=-1;
32    }
33    int dfs(int u, int f){
34        if(!f || u==t) return f;
35        for(int &i=it[u]; i<(int)g[u].size(); ++i){
36            auto &e=g[u][i];
37            if(e.cap>0 && level[e.to]==level[u]+1){
38                int got=dfs(e.to, min(f, e.cap));
39                if(got){
40                    e.cap-=got;
41                    g[e.to][e.rev].cap+=got;
42                    return got;
43                }
44            }
45        }
46        return 0;
47    }
48    int maxflow(){
49        int flow=0, add;
50        while(bfs()){
51            fill(it.begin(), it.end(), 0);
52            while((add=dfs(s, INF))) flow+=add;
53        }
54        return flow;
55    }

```

```

55     }
56 };

4.2 MCMF

1 struct MCMF {
2     int n, s, t, par[N + 5], p_i[N + 5], dis[N + 5],
3     vis[N + 5];
4     struct edge {
5         int to, cap, rev, cost;
6     };
7     vector<edge> path[N];
8     void init(int _n, int _s, int _t) {
9         n = _n, s = _s, t = _t;
10        FOR(i, 0, 2 * n + 5)
11            par[i] = p_i[i] = vis[i] = 0;
12    }
13    void add(int a, int b, int c, int d) {
14        path[a].pb({b, c, sz(path[b]), d});
15        path[b].pb({a, 0, sz(path[a]) - 1, -d});
16    }
17    void spfa() {
18        FOR(i, 0, n * 2 + 5)
19            dis[i] = INF,
20            vis[i] = 0;
21        dis[s] = 0;
22        queue<int> q;
23        q.push(s);
24        while (!q.empty()) {
25            int now = q.front();
26            q.pop();
27            vis[now] = 0;
28            for (int i = 0; i < sz(path[now]); i++) {
29                edge e = path[now][i];
30                if (e.cap > 0 && dis[e.to] > dis[now] +
31                    e.cost) {
32                    dis[e.to] = dis[now] + e.cost;
33                    par[e.to] = now;
34                    p_i[e.to] = i;
35                    if (vis[e.to] == 0) {
36                        vis[e.to] = 1;
37                        q.push(e.to);
38                    }
39                }
40            }
41        }
42    }
43    pii flow() {
44        int flow = 0, cost = 0;
45        while (true) {
46            spfa();
47            if (dis[t] == INF)
48                break;
49            int mn = INF;
50            for (int i = t; i != s; i = par[i])
51                mn = min(mn, path[par[i]][p_i[i]].cap);
52            flow += mn;
53            cost += dis[t] * mn;
54            for (int i = t; i != s; i = par[i]) {
55                edge &now = path[par[i]][p_i[i]];
56                now.cap -= mn;
57                path[i][now.rev].cap += mn;
58            }
59            return mp(flow, cost);
60    }
};

```

4.3 KM

```

1 struct KM {
2     int n, mx[1005], my[1005], pa[1005];
3     int g[1005][1005], lx[1005], ly[1005], sy[1005];
4     bool vx[1005], vy[1005];
5     void init(int _n) {
6         n = _n;
7         FOR(i, 1, n + 1)
8             fill(g[i], g[i] + 1 + n, 0);
9     }
10    void add(int a, int b, int c) { g[a][b] = c; }
11    void augment(int y) {
12        for (int x, z; y; y = z)

```

```

13        x = pa[y], z = mx[x], my[y] = x, mx[x] = y;
14    }
15    void bfs(int st) {
16        FOR(i, 1, n + 1)
17            sy[i] = INF,
18            vx[i] = vy[i] = 0;
19        queue<int> q;
20        q.push(st);
21        for (;;) {
22            while (!q.empty()) {
23                int x = q.front();
24                q.pop();
25                vx[x] = 1;
26                FOR(y, 1, n + 1)
27                    if (!vy[y]) {
28                        int t = lx[x] + ly[y] - g[x][y];
29                        if (t == 0) {
30                            pa[y] = x;
31                            if (!my[y]) {
32                                augment(y);
33                                return;
34                            }
35                            vy[y] = 1, q.push(my[y]);
36                        } else if (sy[y] > t)
37                            pa[y] = x, sy[y] = t;
38                    }
39            }
40            int cut = INF;
41            FOR(y, 1, n + 1)
42                if (!vy[y] && cut > sy[y]) cut = sy[y];
43            FOR(j, 1, n + 1) {
44                if (vx[j]) lx[j] -= cut;
45                if (vy[j])
46                    ly[j] += cut;
47                else
48                    sy[j] -= cut;
49            }
50            FOR(y, 1, n + 1) {
51                if (!vy[y] && sy[y] == 0) {
52                    if (!my[y]) {
53                        augment(y);
54                        return;
55                    }
56                    vy[y] = 1;
57                    q.push(my[y]);
58                }
59            }
60        }
61    }
62    int solve() {
63        fill(mx, mx + n + 1, 0);
64        fill(my, my + n + 1, 0);
65        fill(ly, ly + n + 1, 0);
66        fill(lx, lx + n + 1, 0);
67        FOR(x, 1, n + 1)
68            FOR(y, 1, n + 1)
69                lx[x] = max(lx[x], g[x][y]);
70        FOR(x, 1, n + 1)
71            bfs(x);
72        int ans = 0;
73        FOR(y, 1, n + 1)
74            ans += g[my[y]][y];
75        return ans;
76    }
77 };

```

4.4 Hopcroft-Karp

```

1 struct HopcroftKarp {
2     // id: X = [1, nx], Y = [nx+1, nx+ny]
3     int n, nx, ny, m, MXCNT;
4     vector<vector<int>> g;
5     vector<int> mx, my, dis, vis;
6     void init(int nnx, int nny, int mm) {
7         nx = nnx, ny = nny, m = mm;
8         n = nx + ny + 1;
9         g.clear();
10        g.resize(n);
11    }
12    void add(int x, int y) {
13        g[x].emplace_back(y);
14        g[y].emplace_back(x);

```

```

15 }
16 bool dfs(int x) {
17     vis[x] = true;
18     Each(y, g[x]) {
19         int px = my[y];
20         if (px == -1 ||
21             (dis[px] == dis[x] + 1 &&
22              !vis[px] && dfs(px))) {
23             mx[x] = y;
24             my[y] = x;
25             return true;
26         }
27     }
28     return false;
29 }
30 void get() {
31     mx.clear();
32     mx.resize(n, -1);
33     my.clear();
34     my.resize(n, -1);
35
36     while (true) {
37         queue<int> q;
38         dis.clear();
39         dis.resize(n, -1);
40         for (int x = 1; x <= nx; x++) {
41             if (mx[x] == -1) {
42                 dis[x] = 0;
43                 q.push(x);
44             }
45         }
46         while (!q.empty()) {
47             int x = q.front();
48             q.pop();
49             Each(y, g[x]) {
50                 if (my[y] != -1 && dis[my[y]] ==
51                     -1) {
52                     dis[my[y]] = dis[x] + 1;
53                     q.push(my[y]);
54                 }
55             }
56         }
57         bool brk = true;
58         vis.clear();
59         vis.resize(n, 0);
60         for (int x = 1; x <= nx; x++)
61             if (mx[x] == -1 && dfs(x))
62                 brk = false;
63
64         if (brk) break;
65     }
66     MXCNT = 0;
67     for (int x = 1; x <= nx; x++)
68         if (mx[x] != -1) MXCNT++;
69 }
70 } hk;

```

4.5 Blossom

```

1 const int N=5e2+10;
2 struct Graph{
3     int to[N],bro[N],head[N],e;
4     int lnk[N],vis[N],stp,n;
5     void init(int _n){
6         stp=0;e=1;n=_n;
7         FOR(i,0,n+1)head[i]=lnk[i]=vis[i]=0;
8     }
9     void add(int u,int v){
10         to[e]=v,bro[e]=head[u],head[u]=e++;
11         to[e]=u,bro[e]=head[v],head[v]=e++;
12     }
13     bool dfs(int x){
14         vis[x]=stp;
15         for(int i=head[x];i;i=bro[i])
16         {
17             int v=to[i];
18             if(!lnk[v])
19             {
20                 lnk[x]=v;lnk[v]=x;
21                 return true;
22             }

```

```

23         else if(vis[lnk[v]]<stp)
24         {
25             int w=lnk[v];
26             lnk[x]=v,lnk[v]=x,lnk[w]=0;
27             if(dfs(w))return true;
28             lnk[w]=v,lnk[v]=w,lnk[x]=0;
29         }
30     }
31     return false;
32 }
33 int solve(){
34     int ans=0;
35     FOR(i,1,n+1){
36         if(!lnk[i]){
37             stp++;
38             ans+=dfs(i);
39         }
40     }
41     return ans;
42 }
43 void print_matching(){
44     FOR(i,1,n+1)
45         if(i<graph.lnk[i])
46             cout<<i<<" "<<graph.lnk[i]<<endl;
47 }
48 };

```

4.6 Weighted Blossom

```

1 struct WeightGraph { // 1-based
2     static const int inf = INT_MAX;
3     static const int maxn = 514;
4     struct edge {
5         int u, v, w;
6         edge() {}
7         edge(int u, int v, int w) : u(u), v(v), w(w) {}
8     };
9     int n, n_x;
10    edge g[maxn * 2][maxn * 2];
11    int lab[maxn * 2];
12    int match[maxn * 2], slack[maxn * 2], st[maxn * 2],
13        pa[maxn * 2];
14    int flo_from[maxn * 2][maxn + 1], S[maxn * 2], vis[
15        maxn * 2];
16    vector<int> flo[maxn * 2];
17    queue<int> q;
18    int e_delta(const edge &e) { return lab[e.u] + lab[
19        e.v] - g[e.u][e.v].w * 2; }
20    void update_slack(int u, int x) {
21        if (!slack[x] || e_delta(g[u][x]) < e_delta(g[
22            slack[x]][x])) slack[x] = u;
23    }
24    void set_slack(int x) {
25        slack[x] = 0;
26        for (int u = 1; u <= n; ++u)
27            if (g[u][x].w > 0 && st[u] != x && S[st[u]]
28                == 0)
29                update_slack(u, x);
30    }
31    void q_push(int x) {
32        if (x <= n)
33            q.push(x);
34        else
35            for (size_t i = 0; i < flo[x].size(); i++)
36                q_push(flo[x][i]);
37    }
38    void set_st(int x, int b) {
39        st[x] = b;
40        if (x > n)
41            for (size_t i = 0; i < flo[x].size(); ++i)
42                set_st(flo[x][i], b);
43    }
44    int get_pr(int b, int xr) {
45        int pr = find(flo[b].begin(), flo[b].end(), xr)
46            - flo[b].begin();
47        if (pr % 2 == 1) {
48            reverse(flo[b].begin() + 1, flo[b].end());
49            return (int)flo[b].size() - pr;
50        }
51        return pr;
52    }
53    void set_match(int u, int v) {

```



```

46     match[u] = g[u][v].v;
47     if (u <= n) return;
48     edge e = g[u][v];
49     int xr = flo_from[u][e.u], pr = get_pr(u, xr);
50     for (int i = 0; i < pr; ++i) set_match(flo[u][i], flo[u][i ^ 1]);
51     set_match(xr, v);
52     rotate(flo[u].begin(), flo[u].begin() + pr, flo[u].end());
53 }
54 void augment(int u, int v) {
55     for (;;) {
56         int xnv = st[match[u]];
57         set_match(u, v);
58         if (!xnv) return;
59         set_match(xnv, st[pa[xnv]]);
60         u = st[pa[xnv]], v = xnv;
61     }
62 }
63 int get_lca(int u, int v) {
64     static int t = 0;
65     for (++t; u || v; swap(u, v)) {
66         if (u == 0) continue;
67         if (vis[u] == t) return u;
68         vis[u] = t;
69         u = st[match[u]];
70         if (u) u = st[pa[u]];
71     }
72     return 0;
73 }
74 void add_blossom(int u, int lca, int v) {
75     int b = n + 1;
76     while (b <= n_x && st[b]) ++b;
77     if (b > n_x) ++n_x;
78     lab[b] = 0, S[b] = 0;
79     match[b] = match[lca];
80     flo[b].clear();
81     flo[b].push_back(lca);
82     for (int x = u, y; x != lca; x = st[pa[y]])
83         flo[b].push_back(x), flo[b].push_back(y = st[match[x]]), q_push(y);
84     reverse(flo[b].begin() + 1, flo[b].end());
85     for (int x = v, y; x != lca; x = st[pa[y]])
86         flo[b].push_back(x), flo[b].push_back(y = st[match[x]]), q_push(y);
87     set_st(b, b);
88     for (int x = 1; x <= n_x; ++x) g[b][x].w = g[x][b].w = 0;
89     for (int x = 1; x <= n; ++x) flo_from[b][x] = 0;
90     for (size_t i = 0; i < flo[b].size(); ++i) {
91         int xs = flo[b][i];
92         for (int x = 1; x <= n_x; ++x)
93             if (g[b][x].w == 0 || e_delta(g[xs][x]) < e_delta(g[b][x]))
94                 g[b][x] = g[xs][x], g[x][b] = g[x][xs];
95         for (int x = 1; x <= n; ++x)
96             if (flo_from[xs][x]) flo_from[b][x] = xs;
97     }
98     set_slack(b);
99 }
100 void expand_blossom(int b) {
101     for (size_t i = 0; i < flo[b].size(); ++i)
102         set_st(flo[b][i], flo[b][i]);
103     int xr = flo_from[b][g[b][pa[b]].u], pr = get_pr(b, xr);
104     for (int i = 0; i < pr; i += 2) {
105         int xs = flo[b][i], xns = flo[b][i + 1];
106         pa[xs] = g[xns][xs].u;
107         S[xs] = 1, S[xns] = 0;
108         slack[xs] = 0, set_slack(xns);
109         q_push(xns);
110     }
111     S[xr] = 1, pa[xr] = pa[b];
112     for (size_t i = pr + 1; i < flo[b].size(); ++i) {
113         int xs = flo[b][i];
114         S[xs] = -1, set_slack(xs);
115     }
116     st[b] = 0;
117 }
118 bool on_found_edge(const edge &e) {
119     int u = st[e.u], v = st[e.v];
120     if (S[v] == -1) {
121         pa[v] = e.u, S[v] = 1;
122         int nu = st[match[v]];
123         slack[v] = slack[nu] = 0;
124         S[nu] = 0, q_push(nu);
125     } else if (S[v] == 0) {
126         int lca = get_lca(u, v);
127         if (!lca)
128             return augment(u, v), augment(v, u), true;
129         else
130             add_blossom(u, lca, v);
131     }
132     return false;
133 }
134 bool matching() {
135     memset(S + 1, -1, sizeof(int) * n_x);
136     memset(slack + 1, 0, sizeof(int) * n_x);
137     q = queue<int>();
138     for (int x = 1; x <= n_x; ++x)
139         if (st[x] == x && !match[x]) pa[x] = 0, S[x] = 0, q_push(x);
140     if (q.empty()) return false;
141     for (;;) {
142         while (q.size()) {
143             int u = q.front();
144             q.pop();
145             if (S[st[u]] == 1) continue;
146             for (int v = 1; v <= n; ++v)
147                 if (g[u][v].w > 0 && st[u] != st[v]) {
148                     if (e_delta(g[u][v]) == 0) {
149                         if (on_found_edge(g[u][v]))
150                             return true;
151                     } else
152                         update_slack(u, st[v]);
153                 }
154             int d = inf;
155             for (int b = n + 1; b <= n_x; ++b)
156                 if (st[b] == b && S[b] == 1) d = min(d, lab[b] / 2);
157             for (int x = 1; x <= n_x; ++x)
158                 if (st[x] == x && slack[x]) {
159                     if (S[x] == -1)
160                         d = min(d, e_delta(g[slack[x]][x]));
161                     else if (S[x] == 0)
162                         d = min(d, e_delta(g[slack[x]][x]) / 2);
163                 }
164             for (int u = 1; u <= n; ++u) {
165                 if (S[st[u]] == 0) {
166                     if (lab[u] <= d) return 0;
167                     lab[u] -= d;
168                 } else if (S[st[u]] == 1)
169                     lab[u] += d;
170             }
171             for (int b = n + 1; b <= n_x; ++b)
172                 if (st[b] == b) {
173                     if (S[st[b]] == 0)
174                         lab[b] += d * 2;
175                     else if (S[st[b]] == 1)
176                         lab[b] -= d * 2;
177                 }
178             q = queue<int>();
179             for (int x = 1; x <= n_x; ++x)
180                 if (st[x] == x && slack[x] && st[slack[x]] != x && e_delta(g[slack[x]][x]) == 0)
181                     if (on_found_edge(g[slack[x]][x]))
182                         return true;
183             for (int b = n + 1; b <= n_x; ++b)
184                 if (st[b] == b && S[b] == 1 && lab[b] == 0) expand_blossom(b);
185         }
186         return false;
187     }
188 }
189 pair<long long, int> solve() {

```

```

188     memset(match + 1, 0, sizeof(int) * n);
189     n_x = n;
190     int n_matches = 0;
191     long long tot_weight = 0;
192     for (int u = 0; u <= n; ++u) st[u] = u, flo[u].
        clear();
193     int w_max = 0;
194     for (int u = 1; u <= n; ++u)
195         for (int v = 1; v <= n; ++v) {
196             flo_from[u][v] = (u == v ? u : 0);
197             w_max = max(w_max, g[u][v].w);
198         }
199     for (int u = 1; u <= n; ++u) lab[u] = w_max;
200     while (matching()) ++n_matches;
201     for (int u = 1; u <= n; ++u)
202         if (match[u] && match[u] < u)
203             tot_weight += g[u][match[u]].w;
204     return make_pair(tot_weight, n_matches);
205 }
206 void add_edge(int ui, int vi, int wi) { g[ui][vi].w
    = g[vi][ui].w = wi; }
207 void init(int _n) {
208     n = _n;
209     for (int u = 1; u <= n; ++u)
210         for (int v = 1; v <= n; ++v)
211             g[u][v] = edge(u, v, 0);
212 }
213 };

```

4.7 Cover / Independent Set

```

1 V(E) Cover: choose some V(E) to cover all E(V)
2 V(E) Independ: set of V(E) not adj to each other
3
4 M = Max Matching
5 Cv = Min V Cover
6 Ce = Min E Cover
7 Iv = Max V Ind
8 Ie = Max E Ind (equiv to M)
9
10 M = Cv (Konig Theorem)
11 Iv = V \ Cv
12 Ce = V - M
13
14 Construct Cv:
15 1. Run Dinic
16 2. Find s-t min cut
17 3. Cv = {X in T} + {Y in S}

```

4.8 Hungarian Algorithm

```

1 const int N = 2e3;
2 int match[N];
3 bool vis[N];
4 int n;
5 vector<int> ed[N];
6 int match_cnt;
7 bool dfs(int u) {
8     vis[u] = 1;
9     for(int i : ed[u]) {
10         if(match[i] == 0 || !vis[match[i]] && dfs(match
            [i])) {
11             match[i] = u;
12             return true;
13         }
14     }
15     return false;
16 }
17 void hungary() {
18     memset(match, 0, sizeof(match));
19     match_cnt = 0;
20     for(int i = 1; i <= n; i++) {
21         memset(vis, 0, sizeof(vis));
22         if(dfs(i)) match_cnt++;
23     }
24 }

```

5 Graph

5.1 Heavy-Light Decomposition

```

1 const int N = 2e5 + 5;
2 int n, dfn[N], son[N], top[N], num[N], dep[N], p[N];
3 vector<int> path[N];
4 struct node {
5     int mx, sum;
6 } seg[N << 2];
7 void update(int x, int l, int r, int qx, int val) {
8     if (l == r) {
9         seg[x].mx = seg[x].sum = val;
10        return;
11    }
12    int mid = (l + r) >> 1;
13    if (qx <= mid) update(x << 1, l, mid, qx, val);
14    else update(x << 1 | 1, mid + 1, r, qx, val);
15    seg[x].mx = max(seg[x << 1].mx, seg[x << 1 | 1].mx);
16    seg[x].sum = seg[x << 1].sum + seg[x << 1 | 1].sum;
17 }
18 int big(int x, int l, int r, int ql, int qr) {
19     if (ql <= l && r <= qr) return seg[x].mx;
20     int mid = (l + r) >> 1;
21     int res = -INF;
22     if (ql <= mid) res = max(res, big(x << 1, l, mid,
        ql, qr));
23     if (mid < qr) res = max(res, big(x << 1 | 1, mid +
        1, r, ql, qr));
24     return res;
25 }
26 int ask(int x, int l, int r, int ql, int qr) {
27     if (ql <= l && r <= qr) return seg[x].sum;
28     int mid = (l + r) >> 1;
29     int res = 0;
30     if (ql <= mid) res += ask(x << 1, l, mid, ql, qr);
31     if (mid < qr) res += ask(x << 1 | 1, mid + 1, r, ql
        , qr);
32     return res;
33 }
34 void dfs1(int now) {
35     son[now] = -1;
36     num[now] = 1;
37     for (auto i : path[now]) {
38         if (!dep[i]) {
39             dep[i] = dep[now] + 1;
40             p[i] = now;
41             dfs1(i);
42             num[now] += num[i];
43             if (son[now] == -1 || num[i] > num[son[now]
                ]) son[now] = i;
44         }
45     }
46 }
47 int cnt;
48 void dfs2(int now, int t) {
49     top[now] = t;
50     cnt++;
51     dfn[now] = cnt;
52     if (son[now] == -1) return;
53     dfs2(son[now], t);
54     for (auto i : path[now])
55         if (i != p[now] && i != son[now]) dfs2(i, i);
56 }
57 int path_big(int x, int y) {
58     int res = -INF;
59     while (top[x] != top[y]) {
60         if (dep[top[x]] < dep[top[y]]) swap(x, y);
61         res = max(res, big(1, 1, n, dfn[top[x]], dfn[x
            ]));
62         x = p[top[x]];
63     }
64     if (dfn[x] > dfn[y]) swap(x, y);
65     res = max(res, big(1, 1, n, dfn[x], dfn[y]));
66     return res;
67 }
68 int path_sum(int x, int y) {
69     int res = 0;
70     while (top[x] != top[y]) {
71         if (dep[top[x]] < dep[top[y]]) swap(x, y);
72         res += ask(1, 1, n, dfn[top[x]], dfn[x]);
73         x = p[top[x]];
74     }
75     if (dfn[x] > dfn[y]) swap(x, y);
76     res += ask(1, 1, n, dfn[x], dfn[y]);

```



```

77     return res;
78 }
79 void buildTree() {
80     FOR(i, 0, n - 1) {
81         int a, b;
82         cin >> a >> b;
83         path[a].pb(b);
84         path[b].pb(a);
85     }
86 }
87 void buildHLD(int root) {
88     dep[root] = 1;
89     dfs1(root);
90     dfs2(root, root);
91     FOR(i, 1, n + 1) {
92         int now;
93         cin >> now;
94         update(1, 1, n, dfn[i], now);
95     }
96 }

```

5.2 Centroid Decomposition

```

1 #include <bits/stdc++.h>
2 using namespace std;
3 const int N = 1e5 + 5;
4 vector<int> a[N];
5 int sz[N], lv[N];
6 bool used[N];
7 int f_sz(int x, int p) {
8     sz[x] = 1;
9     for (int i : a[x])
10         if (i != p && !used[i])
11             sz[x] += f_sz(i, x);
12     return sz[x];
13 }
14 int f_cen(int x, int p, int total) {
15     for (int i : a[x]) {
16         if (i != p && !used[i] && 2 * sz[i] > total)
17             return f_cen(i, x, total);
18     }
19     return x;
20 }
21 void cd(int x, int p) {
22     int total = f_sz(x, p);
23     int cen = f_cen(x, p, total);
24     lv[cen] = lv[p] + 1;
25     used[cen] = 1;
26     // cout << "cd: " << x << " " << p << " " << cen <<
27     // "\n";
28     for (int i : a[cen]) {
29         if (!used[i])
30             cd(i, cen);
31     }
32 }
33 int main() {
34     ios_base::sync_with_stdio(0);
35     cin.tie(0);
36     int n;
37     cin >> n;
38     for (int i = 0, x, y; i < n - 1; i++) {
39         cin >> x >> y;
40         a[x].push_back(y);
41         a[y].push_back(x);
42     }
43     cd(1, 0);
44     for (int i = 1; i <= n; i++)
45         cout << (char)('A' + lv[i] - 1) << " ";
46     cout << "\n";

```

5.3 Bellman-Ford + SPFA

```

1 int n, m;
2
3 // Graph
4 vector<vector<pair<int, ll>>> g;
5 vector<ll> dis;
6 vector<bool> negCycle;
7
8 // SPFA
9 vector<int> rlx;

```

```

10 queue<int> q;
11 vector<bool> inq;
12 vector<int> pa;
13 void SPFA(vector<int>& src) {
14     dis.assign(n + 1, LINF);
15     negCycle.assign(n + 1, false);
16     rlx.assign(n + 1, 0);
17     while (!q.empty()) q.pop();
18     inq.assign(n + 1, false);
19     pa.assign(n + 1, -1);
20
21     for (auto& s : src) {
22         dis[s] = 0;
23         q.push(s);
24         inq[s] = true;
25     }
26
27     while (!q.empty()) {
28         int u = q.front();
29         q.pop();
30         inq[u] = false;
31         if (rlx[u] >= n) {
32             negCycle[u] = true;
33         } else
34             for (auto& e : g[u]) {
35                 int v = e.first;
36                 ll w = e.second;
37                 if (dis[v] > dis[u] + w) {
38                     dis[v] = dis[u] + w;
39                     rlx[v] = rlx[u] + 1;
40                     pa[v] = u;
41                     if (!inq[v]) {
42                         q.push(v);
43                         inq[v] = true;
44                     }
45                 }
46             }
47     }
48 }
49
50 // Bellman-Ford
51 queue<int> q;
52 vector<int> pa;
53 void BellmanFord(vector<int>& src) {
54     dis.assign(n + 1, LINF);
55     negCycle.assign(n + 1, false);
56     pa.assign(n + 1, -1);
57
58     for (auto& s : src) dis[s] = 0;
59
60     for (int rlx = 1; rlx <= n; rlx++) {
61         for (int u = 1; u <= n; u++) {
62             if (dis[u] == LINF) continue; // Important
63             !!
64             for (auto& e : g[u]) {
65                 int v = e.first;
66                 ll w = e.second;
67                 if (dis[v] > dis[u] + w) {
68                     dis[v] = dis[u] + w;
69                     pa[v] = u;
70                     if (rlx == n) negCycle[v] = true;
71                 }
72             }
73         }
74     }
75 }
76
77 // Negative Cycle Detection
78 void NegCycleDetect() {
79     /* No Neg Cycle: NO
80     Exist Any Neg Cycle:
81     YES
82     v0 v1 v2 ... vk v0 */
83
84     vector<int> src;
85     for (int i = 1; i <= n; i++)
86         src.emplace_back(i);
87
88     SPFA(src);
89     // BellmanFord(src);
90
91     int ptr = -1;

```

```

91     for (int i = 1; i <= n; i++)
92         if (negCycle[i]) {
93             ptr = i;
94             break;
95         }
96
97     if (ptr == -1) {
98         return cout << "NO" << endl, void();
99     }
100
101     cout << "YES\n";
102     vector<int> ans;
103     vector<bool> vis(n + 1, false);
104
105     while (true) {
106         ans.emplace_back(ptr);
107         if (vis[ptr]) break;
108         vis[ptr] = true;
109         ptr = pa[ptr];
110     }
111     reverse(ans.begin(), ans.end());
112
113     vis.assign(n + 1, false);
114     for (auto& x : ans) {
115         cout << x << ' ';
116         if (vis[x]) break;
117         vis[x] = true;
118     }
119     cout << endl;
120 }
121
122 // Distance Calculation
123 void calcDis(int s) {
124     vector<int> src;
125     src.emplace_back(s);
126     SPFA(src);
127     // BellmanFord(src);
128
129     while (!q.empty()) q.pop();
130     for (int i = 1; i <= n; i++)
131         if (negCycle[i]) q.push(i);
132
133     while (!q.empty()) {
134         int u = q.front();
135         q.pop();
136         for (auto& e : g[u]) {
137             int v = e.first;
138             if (!negCycle[v]) {
139                 q.push(v);
140                 negCycle[v] = true;
141             }
142         }
143     }
144 }

```

5.4 BCC - AP

```

1 int n, m;
2 int low[maxn], dfn[maxn], instp;
3 vector<int> E, g[maxn];
4 bitset<maxn> isap;
5 bitset<maxn> vis;
6 stack<int> stk;
7 int bccnt;
8 vector<int> bcc[maxn];
9 inline void popout(int u) {
10     bccnt++;
11     bcc[bccnt].emplace_back(u);
12     while (!stk.empty()) {
13         int v = stk.top();
14         if (u == v) break;
15         stk.pop();
16         bcc[bccnt].emplace_back(v);
17     }
18 }
19 void dfs(int u, bool rt = 0) {
20     stk.push(u);
21     low[u] = dfn[u] = ++instp;
22     int kid = 0;
23     Each(e, g[u]) {
24         if (vis[e]) continue;
25         vis[e] = true;

```

```

26         int v = E[e] ^ u;
27         if (!dfn[v]) {
28             // tree edge
29             kid++;
30             dfs(v);
31             low[u] = min(low[u], low[v]);
32             if (!rt && low[v] >= dfn[u]) {
33                 // bcc found: u is ap
34                 isap[u] = true;
35                 popout(u);
36             }
37         } else {
38             // back edge
39             low[u] = min(low[u], dfn[v]);
40         }
41     }
42     // special case: root
43     if (rt) {
44         if (kid > 1) isap[u] = true;
45         popout(u);
46     }
47 }
48 void init() {
49     cin >> n >> m;
50     fill(low, low + maxn, INF);
51     REP(i, m) {
52         int u, v;
53         cin >> u >> v;
54         g[u].emplace_back(i);
55         g[v].emplace_back(i);
56         E.emplace_back(u ^ v);
57     }
58 }
59 void solve() {
60     FOR(i, 1, n + 1, 1) {
61         if (!dfn[i]) dfs(i, true);
62     }
63     vector<int> ans;
64     int cnt = 0;
65     FOR(i, 1, n + 1, 1) {
66         if (isap[i]) cnt++, ans.emplace_back(i);
67     }
68     cout << cnt << endl;
69     Each(i, ans) cout << i << ' ';
70     cout << endl;
71 }

```

5.5 BCC - Bridge

```

1 int n, m;
2 vector<int> g[maxn], E;
3 int low[maxn], dfn[maxn], instp;
4 int bccnt, bccid[maxn];
5 stack<int> stk;
6 bitset<maxn> vis, isbrg;
7 void init() {
8     cin >> n >> m;
9     REP(i, m) {
10         int u, v;
11         cin >> u >> v;
12         E.emplace_back(u ^ v);
13         g[u].emplace_back(i);
14         g[v].emplace_back(i);
15     }
16     fill(low, low + maxn, INF);
17 }
18 void popout(int u) {
19     bccnt++;
20     while (!stk.empty()) {
21         int v = stk.top();
22         if (v == u) break;
23         stk.pop();
24         bccid[v] = bccnt;
25     }
26 }
27 void dfs(int u) {
28     stk.push(u);
29     low[u] = dfn[u] = ++instp;
30
31     Each(e, g[u]) {
32         if (vis[e]) continue;
33         vis[e] = true;

```

```

34
35     int v = E[e] ^ u;
36     if (dfn[v]) {
37         // back edge
38         low[u] = min(low[u], dfn[v]);
39     } else {
40         // tree edge
41         dfs(v);
42         low[u] = min(low[u], low[v]);
43         if (low[v] == dfn[v]) {
44             isbrg[e] = true;
45             popout(u);
46         }
47     }
48 }
49 }
50 void solve() {
51     FOR(i, 1, n + 1, 1) {
52         if (!dfn[i]) dfs(i);
53     }
54     vector<pii> ans;
55     vis.reset();
56     FOR(u, 1, n + 1, 1) {
57         Each(e, g[u]) {
58             if (!isbrg[e] || vis[e]) continue;
59             vis[e] = true;
60             int v = E[e] ^ u;
61             ans.emplace_back(mp(u, v));
62         }
63     }
64     cout << (int)ans.size() << endl;
65     Each(e, ans) cout << e.F << ' ' << e.S << endl;
66 }

```

5.6 SCC - Tarjan

```

1 // 2-SAT
2 vector<int> E, g[maxn]; // 1~n, n+1~2n
3 int low[maxn], in[maxn], instp;
4 int scnt, sccid[maxn];
5 stack<int> stk;
6 bitset<maxn> ins, vis;
7 int n, m;
8 void init() {
9     cin >> m >> n;
10    E.clear();
11    fill(g, g + maxn, vector<int>());
12    fill(low, low + maxn, INF);
13    memset(in, 0, sizeof(in));
14    instp = 1;
15    scnt = 0;
16    memset(sccid, 0, sizeof(sccid));
17    ins.reset();
18    vis.reset();
19 }
20 inline int no(int u) {
21     return (u > n ? u - n : u + n);
22 }
23 int ecnt = 0;
24 inline void clause(int u, int v) {
25     E.eb(no(u) ^ v);
26     g[no(u)].eb(ecnt++);
27     E.eb(no(v) ^ u);
28     g[no(v)].eb(ecnt++);
29 }
30 void dfs(int u) {
31     in[u] = instp++;
32     low[u] = in[u];
33     stk.push(u);
34     ins[u] = true;
35
36     Each(e, g[u]) {
37         if (vis[e]) continue;
38         vis[e] = true;
39
40         int v = E[e] ^ u;
41         if (ins[v])
42             low[u] = min(low[u], in[v]);
43         else if (!in[v]) {
44             dfs(v);
45             low[u] = min(low[u], low[v]);
46         }

```

```

47     }
48     if (low[u] == in[u]) {
49         sccnt++;
50         while (!stk.empty()) {
51             int v = stk.top();
52             stk.pop();
53             ins[v] = false;
54             sccid[v] = sccnt;
55             if (u == v) break;
56         }
57     }
58 }
59 int main() {
60     init();
61     REP(i, m) {
62         char su, sv;
63         int u, v;
64         cin >> su >> u >> sv >> v;
65         if (su == '-') u = no(u);
66         if (sv == '-') v = no(v);
67         clause(u, v);
68     }
69     FOR(i, 1, 2 * n + 1, 1) {
70         if (!in[i]) dfs(i);
71     }
72     FOR(u, 1, n + 1, 1) {
73         int du = no(u);
74         if (sccid[u] == sccid[du]) {
75             return cout << "IMPOSSIBLE\n", 0;
76         }
77     }
78     FOR(u, 1, n + 1, 1) {
79         int du = no(u);
80         cout << (sccid[u] < sccid[du] ? '+' : '-') << '
81         '
82     }
83     cout << endl;
84 }

```

5.7 SCC - Kosaraju

```

1 const int N = 1e5 + 10;
2 vector<int> ed[N], ed_b[N]; // 反邊
3 vector<int> SCC(N); // 最後SCC的分組
4 bitset<N> vis;
5 int SCC_cnt;
6 int n, m;
7 vector<int> pre; // 後序遍歷
8
9 void dfs(int x) {
10     vis[x] = 1;
11     for (int i : ed[x]) {
12         if (vis[i]) continue;
13         dfs(i);
14     }
15     pre.push_back(x);
16 }
17
18 void dfs2(int x) {
19     vis[x] = 1;
20     SCC[x] = SCC_cnt;
21     for (int i : ed_b[x]) {
22         if (vis[i]) continue;
23         dfs2(i);
24     }
25 }
26
27 void kosaraju() {
28     for (int i = 1; i <= n; i++) {
29         if (!vis[i]) {
30             dfs(i);
31         }
32     }
33     SCC_cnt = 0;
34     vis = 0;
35     for (int i = n - 1; i >= 0; i--) {
36         if (!vis[pre[i]]) {
37             SCC_cnt++;
38             dfs2(pre[i]);
39         }
40     }

```

41 }

5.8 Eulerian Path - Undir

```

1 // from 1 to n
2 #define gg return cout << "IMPOSSIBLE\n", void();
3
4 int n, m;
5 vector<int> g[maxn];
6 bitset<maxn> inodd;
7
8 void init() {
9     cin >> n >> m;
10    inodd.reset();
11    for (int i = 0; i < m; i++) {
12        int u, v;
13        cin >> u >> v;
14        inodd[u] = inodd[u] ^ true;
15        inodd[v] = inodd[v] ^ true;
16        g[u].emplace_back(v);
17        g[v].emplace_back(u);
18    }
19 }
20 stack<int> stk;
21 void dfs(int u) {
22     while (!g[u].empty()) {
23         int v = g[u].back();
24         g[u].pop_back();
25         dfs(v);
26     }
27     stk.push(u);
28 }

```

5.9 Eulerian Path - Dir

```

1 // from node 1 to node n
2 #define gg return cout << "IMPOSSIBLE\n", 0
3
4 int n, m;
5 vector<int> g[maxn];
6 stack<int> stk;
7 int in[maxn], out[maxn];
8
9 void init() {
10    cin >> n >> m;
11    for (int i = 0; i < m; i++) {
12        int u, v;
13        cin >> u >> v;
14        g[u].emplace_back(v);
15        out[u]++, in[v]++;
16    }
17    for (int i = 1; i <= n; i++) {
18        if (i == 1 && out[i] - in[i] != 1) gg;
19        if (i == n && in[i] - out[i] != 1) gg;
20        if (i != 1 && i != n && in[i] != out[i]) gg;
21    }
22 }
23 void dfs(int u) {
24     while (!g[u].empty()) {
25         int v = g[u].back();
26         g[u].pop_back();
27         dfs(v);
28     }
29     stk.push(u);
30 }
31 void solve() {
32     dfs(1) for (int i = 1; i <= n; i++) if ((int)g[i].size()) gg;
33     while (!stk.empty()) {
34         int u = stk.top();
35         stk.pop();
36         cout << u << ' ';
37     }
38 }

```

5.10 Hamilton Path

```

1 // top down DP
2 // Be Aware Of Multiple Edges
3 int n, m;
4 ll dp[maxn][1<<maxn];

```

```

5 int adj[maxn][maxn];
6
7 void init() {
8     cin >> n >> m;
9     fill(dp[0], dp[maxn-1]+(1<<maxn), -1);
10 }
11
12 void DP(int i, int msk) {
13     if (dp[i][msk] != -1) return;
14     dp[i][msk] = 0;
15     REP(j, n) if (j != i && (msk & (1<<j)) && adj[j][i]) {
16         int sub = msk ^ (1<<i);
17         if (dp[j][sub] == -1) DP(j, sub);
18         dp[i][msk] += dp[j][sub] * adj[j][i];
19         if (dp[i][msk] >= MOD) dp[i][msk] %= MOD;
20     }
21 }
22
23 int main() {
24     WiWiHorz
25     init();
26
27     REP(i, m) {
28         int u, v;
29         cin >> u >> v;
30         if (u == v) continue;
31         adj[--u][--v]++;
32     }
33
34     dp[0][1] = 1;
35     FOR(i, 1, n, 1) {
36         dp[i][1] = 0;
37         dp[i][1|(1<<i)] = adj[0][i];
38     }
39     FOR(msk, 1, (1<<n), 1) {
40         if (msk == 1) continue;
41         dp[0][msk] = 0;
42     }
43
44     DP(n-1, (1<<n)-1);
45     cout << dp[n-1][(1<<n)-1] << endl;
46
47     return 0;
48 }

```

5.11 Kth Shortest Path

```

1 // time: O(|E| \lg |E|/|V| \lg |V|/K)
2 // memory: O(|E| \lg |E|/|V|)
3 struct KSP { // 1-base
4     struct nd {
5         int u, v;
6         ll d;
7         nd(int ui = 0, int vi = 0, ll di = INF) {
8             u = ui;
9             v = vi;
10            d = di;
11        }
12    };
13    struct heap {
14        nd* edge;
15        int dep;
16        heap* chd[4];
17    };
18    static int cmp(heap* a, heap* b) { return a->edge->d > b->edge->d; }
19    struct node {
20        int v;
21        ll d;
22        heap* H;
23        nd* E;
24        node() {}
25        node(ll _d, int _v, nd* _E) {
26            d = _d;
27            v = _v;
28            E = _E;
29        }
30        node(heap* _H, ll _d) {
31            H = _H;

```

```

32     d = _d;
33 }
34 friend bool operator<(node a, node b) { return
    a.d > b.d; }
35 };
36 int n, k, s, t, dst[N];
37 nd* nxt[N];
38 vector<nd*> g[N], rg[N];
39 heap *nullNd, *head[N];
40 void init(int _n, int _k, int _s, int _t) {
41     n = _n;
42     k = _k;
43     s = _s;
44     t = _t;
45     for (int i = 1; i <= n; i++) {
46         g[i].clear();
47         rg[i].clear();
48         nxt[i] = NULL;
49         head[i] = NULL;
50         dst[i] = -1;
51     }
52 }
53 void addEdge(int ui, int vi, ll di) {
54     nd* e = new nd(ui, vi, di);
55     g[ui].push_back(e);
56     rg[vi].push_back(e);
57 }
58 queue<int> dfsQ;
59 void dijkstra() {
60     while (dfsQ.size()) dfsQ.pop();
61     priority_queue<node> Q;
62     Q.push(node(0, t, NULL));
63     while (!Q.empty()) {
64         node p = Q.top();
65         Q.pop();
66         if (dst[p.v] != -1) continue;
67         dst[p.v] = p.d;
68         nxt[p.v] = p.E;
69         dfsQ.push(p.v);
70         for (auto e : rg[p.v]) Q.push(node(p.d + e
            ->d, e->u, e));
71     }
72 }
73 heap* merge(heap* curNd, heap* newNd) {
74     if (curNd == nullNd) return newNd;
75     heap* root = new heap;
76     memcpy(root, curNd, sizeof(heap));
77     if (newNd->edge->d < curNd->edge->d) {
78         root->edge = newNd->edge;
79         root->chd[2] = newNd->chd[2];
80         root->chd[3] = newNd->chd[3];
81         newNd->edge = curNd->edge;
82         newNd->chd[2] = curNd->chd[2];
83         newNd->chd[3] = curNd->chd[3];
84     }
85     if (root->chd[0]->dep < root->chd[1]->dep)
86         root->chd[0] = merge(root->chd[0], newNd);
87     else
88         root->chd[1] = merge(root->chd[1], newNd);
89     root->dep = max(root->chd[0]->dep,
90         root->chd[1]->dep) +
91         1;
92     return root;
93 }
94 vector<heap*> V;
95 void build() {
96     nullNd = new heap;
97     nullNd->dep = 0;
98     nullNd->edge = new nd;
99     fill(nullNd->chd, nullNd->chd + 4, nullNd);
100    while (not dfsQ.empty()) {
101        int u = dfsQ.front();
102        dfsQ.pop();
103        if (!nxt[u])
104            head[u] = nullNd;
105        else
106            head[u] = head[nxt[u]->v];
107        V.clear();
108        for (auto& e : g[u]) {
109            int v = e->v;
110            if (dst[v] == -1) continue;
111            e->d += dst[v] - dst[u];

```

```

112         if (nxt[u] != e) {
113             heap* p = new heap;
114             fill(p->chd, p->chd + 4, nullNd);
115             p->dep = 1;
116             p->edge = e;
117             V.push_back(p);
118         }
119     }
120     if (V.empty()) continue;
121     make_heap(V.begin(), V.end(), cmp);
122 #define L(X) ((X << 1) + 1)
123 #define R(X) ((X << 1) + 2)
124     for (size_t i = 0; i < V.size(); i++) {
125         if (L(i) < V.size())
126             V[i]->chd[2] = V[L(i)];
127         else
128             V[i]->chd[2] = nullNd;
129         if (R(i) < V.size())
130             V[i]->chd[3] = V[R(i)];
131         else
132             V[i]->chd[3] = nullNd;
133     }
134     head[u] = merge(head[u], V.front());
135 }
136 }
137 vector<ll> ans;
138 void first_K() {
139     ans.clear();
140     priority_queue<node> Q;
141     if (dst[s] == -1) return;
142     ans.push_back(dst[s]);
143     if (head[s] != nullNd)
144         Q.push(node(head[s], dst[s] + head[s]->edge
            ->d));
145     for (int _ = 1; _ < k and not Q.empty(); _++) {
146         node p = Q.top(); q;
147         Q.pop();
148         ans.push_back(p.d);
149         if (head[p.H->edge->v] != nullNd) {
150             q.H = head[p.H->edge->v];
151             q.d = p.d + q.H->edge->d;
152             Q.push(q);
153         }
154     }
155     for (int i = 0; i < 4; i++)
156         if (p.H->chd[i] != nullNd) {
157             q.H = p.H->chd[i];
158             q.d = p.d - p.H->edge->d + p.H->chd
159                 [i]->edge->d;
160             Q.push(q);
161         }
162 }
163 void solve() { // ans[i] stores the i-th shortest
164     // path
165     dijkstra();
166     build();
167     first_K(); // ans.size() might less than k
168 }
169 } solver;

```

5.12 System of Difference Constraints

```

1 vector<vector<pair<int, ll>>> G;
2 void add(int u, int v, ll w) {
3     G[u].emplace_back(make_pair(v, w));
4 }

```

- $x_u - x_v \leq c \Rightarrow \text{add}(v, u, c)$
- $x_u - x_v \geq c \Rightarrow \text{add}(u, v, -c)$
- $x_u - x_v = c \Rightarrow \text{add}(v, u, c), \text{add}(u, v, -c)$
- $x_u \geq c \Rightarrow \text{add super vertex } x_0 = 0, \text{ then } x_u - x_0 \geq c \Rightarrow \text{add}(u, 0, -c)$
- Don't forget non-negative constraints for every variable if specified implicitly.

- Interval sum \Rightarrow Use prefix sum to transform into differential constraints. Don't forget $S_{i+1} - S_i \geq 0$ if x_i needs to be non-negative.
- $\frac{x_u}{x_v} \leq c \Rightarrow \log x_u - \log x_v \leq \log c$

6 String

6.1 Aho Corasick

```

1 struct ACautomata {
2     struct Node {
3         int cnt;
4         Node *go[26], *fail, *dic;
5         Node() {
6             cnt = 0;
7             fail = 0;
8             dic = 0;
9             memset(go, 0, sizeof(go));
10        }
11    } pool[1048576], *root;
12    int nMem;
13    Node *new_Node() {
14        pool[nMem] = Node();
15        return &pool[nMem++];
16    }
17    void init() {
18        nMem = 0;
19        root = new_Node();
20    }
21    void add(const string &str) { insert(root, str, 0); }
22    void insert(Node *cur, const string &str, int pos) {
23        for (int i = pos; i < str.size(); i++) {
24            if (!cur->go[str[i] - 'a'])
25                cur->go[str[i] - 'a'] = new_Node();
26            cur = cur->go[str[i] - 'a'];
27        }
28        cur->cnt++;
29    }
30    void make_fail() {
31        queue<Node*> que;
32        que.push(root);
33        while (!que.empty()) {
34            Node *fr = que.front();
35            que.pop();
36            for (int i = 0; i < 26; i++) {
37                if (fr->go[i]) {
38                    Node *ptr = fr->fail;
39                    while (ptr && !ptr->go[i]) ptr = ptr->fail;
40                    fr->go[i]->fail = ptr = (ptr ? ptr->go[i] : root);
41                    fr->go[i]->dic = (ptr->cnt ? ptr : ptr->dic);
42                    que.push(fr->go[i]);
43                }
44            }
45        }
46    }
47 } AC;

```

6.2 KMP

```

1 vector<int> f;
2 void buildFailFunction(string &s) {
3     f.resize(s.size(), -1);
4     for (int i = 1; i < s.size(); i++) {
5         int now = f[i - 1];
6         while (now != -1 and s[now + 1] != s[i]) now = f[now];
7         if (s[now + 1] == s[i]) f[i] = now + 1;
8     }
9 }
10
11 void KMPmatching(string &a, string &b) {
12     for (int i = 0, now = -1; i < a.size(); i++) {
13         while (a[i] != b[now + 1] and now != -1) now = f[now];

```

```

14         if (a[i] == b[now + 1]) now++;
15         if (now + 1 == b.size()) {
16             cout << "found a match start at position "
17                  << i - now << endl;
18             now = f[now];
19         }
20     }

```

6.3 Z Value

```

1 string is, it, s;
2 int n;
3 vector<int> z;
4 void init() {
5     cin >> is >> it;
6     s = it + '0' + is;
7     n = (int)s.size();
8     z.resize(n, 0);
9 }
10 void solve() {
11     int ans = 0;
12     z[0] = n;
13     for (int i = 1, l = 0, r = 0; i < n; i++) {
14         if (i <= r) z[i] = min(z[i - l], r - i + 1);
15         while (i + z[i] < n && s[z[i]] == s[i + z[i]])
16             z[i]++;
17         if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
18         if (z[i] == (int)it.size()) ans++;
19     }
20     cout << ans << endl;

```

6.4 Manacher

```

1 int n;
2 string S, s;
3 vector<int> m;
4 void manacher() {
5     s.clear();
6     s.resize(2 * n + 1, '.');
7     for (int i = 0, j = 1; i < n; i++, j += 2) s[j] = S[i];
8     m.clear();
9     m.resize(2 * n + 1, 0);
10    // m[i] := max k such that s[i-k, i+k] is
11    // palindrome
12    int mx = 0, mxk = 0;
13    for (int i = 1; i < 2 * n + 1; i++) {
14        if (mx - (i - mx) >= 0) m[i] = min(m[mx - (i - mx)], mx + mxk - i);
15        while (0 <= i - m[i] - 1 && i + m[i] + 1 < 2 * n + 1 && s[i - m[i] - 1] == s[i + m[i] + 1]) m[i]++;
16        if (i + m[i] > mx + mxk) mx = i, mxk = m[i];
17    }
18 }
19 void init() {
20     cin >> S;
21     n = (int)S.size();
22 }
23 void solve() {
24     manacher();
25     int mx = 0, ptr = 0;
26     for (int i = 0; i < 2 * n + 1; i++)
27         if (mx < m[i]) {
28             mx = m[i];
29             ptr = i;
30         }
31     for (int i = ptr - mx; i <= ptr + mx; i++)
32         if (s[i] != '.') cout << s[i];
33     cout << endl;
34 }

```

6.5 Suffix Array

```

1 #define F first
2 #define S second
3 struct SuffixArray { // don't forget s += "$";
4     int n;

```



```

5 string s;
6 vector<int> suf, lcp, rk;
7 vector<int> cnt, pos;
8 vector<pair<pii, int>> buc[2];
9 void init(string _s) {
10     s = _s;
11     n = (int)s.size();
12     // resize(n): suf, rk, cnt, pos, lcp, buc[0~1]
13 }
14 void radix_sort() {
15     for (int t : {0, 1}) {
16         fill(cnt.begin(), cnt.end(), 0);
17         for (auto& i : buc[t]) cnt[(t ? i.F.F : i.F.S)]++;
18         for (int i = 0; i < n; i++)
19             pos[i] = (i ? 0 : pos[i - 1] + cnt[i - 1]);
20         for (auto& i : buc[t])
21             buc[t ^ 1][pos[(t ? i.F.F : i.F.S)]++] = i;
22     }
23 }
24 bool fill_suf() {
25     bool end = true;
26     for (int i = 0; i < n; i++) suf[i] = buc[0][i].S;
27     rk[suf[0]] = 0;
28     for (int i = 1; i < n; i++) {
29         int dif = (buc[0][i].F != buc[0][i - 1].F);
30         end &= dif;
31         rk[suf[i]] = rk[suf[i - 1]] + dif;
32     }
33     return end;
34 }
35 void sa() {
36     for (int i = 0; i < n; i++)
37         buc[0][i] = make_pair(make_pair(s[i], s[i]), i);
38     sort(buc[0].begin(), buc[0].end());
39     if (fill_suf()) return;
40     for (int k = 0; (1 << k) < n; k++) {
41         for (int i = 0; i < n; i++)
42             buc[0][i] = make_pair(make_pair(rk[i], rk[(i + (1 << k)) % n]), i);
43         radix_sort();
44         if (fill_suf()) return;
45     }
46 }
47 void LCP() {
48     int k = 0;
49     for (int i = 0; i < n - 1; i++) {
50         if (rk[i] == 0) continue;
51         int pi = rk[i];
52         int j = suf[pi - 1];
53         while (i + k < n && j + k < n && s[i + k] == s[j + k]) k++;
54         lcp[pi] = k;
55         k = max(k - 1, 0);
56     }
57 }
58 };
59 SuffixArray suffixarray;

```

6.6 Minimum Rotation

```

1 // rotate(begin(s), begin(s)+minRotation(s), end(s))
2 int minRotation(string s) {
3     int a = 0, n = s.size();
4     s += s;
5     for (int b = 0; b < n; b++)
6         for (int k = 0; k < n; k++) {
7             if (a + k == b || s[a + k] < s[b + k]) {
8                 b += max(0, k - 1);
9                 break;
10            }
11            if (s[a + k] > s[b + k]) {
12                a = b;
13                break;
14            }
15        }
16     return a;
17 }

```

6.7 Lyndon Factorization

```

1 vector<string> duval(string const& s) {
2     int n = s.size();
3     int i = 0;
4     vector<string> factorization;
5     while (i < n) {
6         int j = i + 1, k = i;
7         while (j < n && s[k] <= s[j]) {
8             if (s[k] < s[j])
9                 k = i;
10            else
11                k++;
12            j++;
13        }
14        while (i <= k) {
15            factorization.push_back(s.substr(i, j - k));
16            i += j - k;
17        }
18    }
19    return factorization; // O(n)
20 }

```

6.8 Rolling Hash

```

1 const ll C = 27;
2 inline int id(char c) { return c - 'a' + 1; }
3 struct RollingHash {
4     string s;
5     int n;
6     ll mod;
7     vector<ll> Cexp, hs;
8     RollingHash(string& _s, ll _mod) : s(_s), n((int)_s.size()), mod(_mod) {
9         Cexp.assign(n, 0);
10        hs.assign(n, 0);
11        Cexp[0] = 1;
12        for (int i = 1; i < n; i++) {
13            Cexp[i] = Cexp[i - 1] * C;
14            if (Cexp[i] >= mod) Cexp[i] %= mod;
15        }
16        hs[0] = id(s[0]);
17        for (int i = 1; i < n; i++) {
18            hs[i] = hs[i - 1] * C + id(s[i]);
19            if (hs[i] >= mod) hs[i] %= mod;
20        }
21    }
22    inline ll query(int l, int r) {
23        ll res = hs[r] - (l ? hs[l - 1] * Cexp[r - l + 1] : 0);
24        res = (res % mod + mod) % mod;
25        return res;
26    }
27 };

```

6.9 Trie

```

1 pii a[N][26];
2
3 void build(string &s) {
4     static int idx = 0;
5     int n = s.size();
6     for (int i = 0, v = 0; i < n; i++) {
7         pii &now = a[v][s[i] - 'a'];
8         if (now.first != -1)
9             v = now.first;
10        else
11            v = now.first = ++idx;
12        if (i == n - 1)
13            now.second++;
14    }
15 }

```

7 Geometry

7.1 Basic Operations

```

1 // typedef long long T;
2 typedef long double T;
3 const long double eps = 1e-12;

```

```

4  short sgn(T x) {
5      if (abs(x) < eps) return 0;
6      return x < 0 ? -1 : 1;
7  }
8
9
10 struct Pt {
11     T x, y;
12     Pt(T _x = 0, T _y = 0) : x(_x), y(_y) {}
13     Pt operator+(Pt a) { return Pt(x + a.x, y + a.y); }
14     Pt operator-(Pt a) { return Pt(x - a.x, y - a.y); }
15     Pt operator*(T a) { return Pt(x * a, y * a); }
16     Pt operator/(T a) { return Pt(x / a, y / a); }
17     T operator*(Pt a) { return x * a.x + y * a.y; }
18     T operator^(Pt a) { return x * a.y - y * a.x; }
19     bool operator<(Pt a) { return x < a.x || (x == a.x
20         && y < a.y); }
21     // return sgn(x-a.x) < 0 || (sgn(x-a.x) == 0 && sgn
22         (y-a.y) < 0); }
23     bool operator==(Pt a) { return sgn(x - a.x) == 0 &&
24         sgn(y - a.y) == 0; }
25 };
26
27 Pt mv(Pt a, Pt b) { return b - a; }
28 T len2(Pt a) { return a * a; }
29 T dis2(Pt a, Pt b) { return len2(b - a); }
30 Pt rotate(Pt u) { return {-u.y, u.x}; }
31 Pt unit(Pt x) { return x / sqrtl(x * x); }
32 short ori(Pt a, Pt b) { return ((a ^ b) > 0) - ((a ^ b)
33     < 0); }
34 bool onseg(Pt p, Pt l1, Pt l2) {
35     Pt a = mv(p, l1), b = mv(p, l2);
36     return ((a ^ b) == 0) && ((a * b) <= 0);
37 }
38
39 inline T cross(const Pt &a, const Pt &b, const Pt &c) {
40     return (b.x - a.x) * (c.y - a.y)
41         - (b.y - a.y) * (c.x - a.x);
42 }
43
44 long double polar_angle(Pt ori, Pt pt) {
45     return atan2(pt.y - ori.y, pt.x - ori.x);
46 }
47
48 // slope to degree atan(Slope) * 180.0 / acos(-1.0);
49 bool argcmp(Pt u, Pt v) {
50     auto half = [](const Pt &p) {
51         return p.y > 0 || (p.y == 0 && p.x >= 0);
52     };
53     if (half(u) != half(v)) return half(u) < half(v);
54     return sgn(u ^ v) > 0;
55 }
56
57 int ori(Pt &o, Pt &a, Pt &b) {
58     return sgn((a - o) ^ (b - o));
59 }
60
61 struct Line {
62     Pt a, b;
63     Pt dir() { return b - a; }
64 };
65
66 int PtSide(Pt p, Line L) {
67     return sgn(ori(L.a, L.b, p)); // for int
68     return sgn(ori(L.a, L.b, p) / sqrt(len2(L.a - L.b))
69         );
70 }
71
72 bool PtOnSeg(Pt p, Line L) {
73     return PtSide(p, L) == 0 and sgn((p - L.a) * (p - L
74         .b)) <= 0;
75 }
76
77 Pt proj(Pt &p, Line &l) {
78     Pt d = l.b - l.a;
79     T d2 = len2(d);
80     if (sgn(d2) == 0) return l.a;
81     T t = ((p - l.a) * d) / d2;
82     return l.a + d * t;
83 }
84
85 struct Cir {
86     Pt o;
87     T r;
88 };
89
90 bool disjunct(Cir a, Cir b) {
91     return sgn(sqrtl(len2(a.o - b.o)) - a.r - b.r) >=
92         0;
93 }
94
95 bool contain(Cir a, Cir b) {

```

```

79     return sgn(a.r - b.r - sqrtl(len2(a.o - b.o))) >=
80         0;
81 }

```

7.2 Sort by Angle

```

1  int ud(Pt a) { // up or down half plane
2      if (a.y > 0) return 0;
3      if (a.y < 0) return 1;
4      return (a.x >= 0 ? 0 : 1);
5  }
6  sort(pts.begin(), pts.end(), [&](const Pt &a, const Pt &
7      b) {
8      if (ud(a) != ud(b)) return ud(a) < ud(b);
9      return (a ^ b) > 0;
10 });

```

7.3 Intersection

```

1  bool line_intersect_check(Pt p1, Pt p2, Pt q1, Pt q2) {
2      if (onseg(p1, q1, q2) || onseg(p2, q1, q2) || onseg
3          (q1, p1, p2) || onseg(q2, p1, p2)) return true;
4      Pt p = mv(p1, p2), q = mv(q1, q2);
5      return (ori(p, mv(p1, q1)) * ori(p, mv(p1, q2)) <
6          0) && (ori(q, mv(q1, p1)) * ori(q, mv(q1, p2))
7          < 0);
8  }
9  // long double
10 Pt line_intersect(Pt a1, Pt a2, Pt b1, Pt b2) {
11     Pt da = mv(a1, a2), db = mv(b1, b2);
12     T det = da ^ db;
13     if (sgn(det) == 0) { // parallel
14         // return Pt(NAN, NAN);
15     }
16     T t = ((b1 - a1) ^ db) / det;
17     return a1 + da * t;
18 }
19
20 vector<Pt> CircleInter(Cir a, Cir b) {
21     double d2 = len2(a.o - b.o), d = sqrt(d2);
22     if (d < max(a.r, b.r) - min(a.r, b.r) || d > a.r +
23         b.r) return {};
24     Pt u = (a.o + b.o) / 2 + (a.o - b.o) * ((b.r * b.r
25         - a.r * a.r) / (2 * d2));
26     double A = sqrt((a.r + b.r + d) * (a.r - b.r + d) *
27         (a.r + b.r - d) * (-a.r + b.r + d));
28     Pt v = rotate(b.o - a.o) * A / (2 * d2);
29     if (sgn(v.x) == 0 and sgn(v.y) == 0) return {u};
30     return {u - v, u + v}; // counter clockwise of a
31 }
32
33 vector<Pt> CircleLineInter(Cir c, Line l) {
34     Pt H = proj(c.o, l);
35     Pt dir = unit(l.b - l.a);
36     T h = sqrtl(len2(H - c.o));
37     if (sgn(h - c.r) > 0) return {};
38     T d = sqrtl(max((T)0, c.r * c.r - h * h));
39     if (sgn(d) == 0) return {H};
40     return {H - dir * d, H + dir * d};
41 }

```

7.4 Polygon Area

```

1  // 2 * area
2  T dbPoly_area(vector<Pt> &e) {
3      T res = 0;
4      int sz = e.size();
5      for (int i = 0; i < sz; i++) {
6          res += e[i] ^ e[(i + 1) % sz];
7      }
8      return abs(res);
9  }

```

7.5 Convex Hull

```

1  vector<Pt> convexHull(vector<Pt> pts) {
2      vector<Pt> hull;
3      sort(pts.begin(), pts.end());
4      for (int i = 0; i < pts.size(); i++) {
5          int b = hull.size();
6          for (auto ei : pts) {
7              while (hull.size() - b >= 2 && ori(mv(hull[
8                  hull.size() - 2], hull.back()), mv(hull[
9                  hull.size() - 2], ei)) == -1) {

```

```

8         hull.pop_back();
9     }
10    hull.emplace_back(ei);
11    }
12    hull.pop_back();
13    reverse(pts.begin(), pts.end());
14 }
15 return hull;
16 }

```

7.6 Point In Convex

```

1 bool point_in_convex(const vector<Pt> &C, Pt p, bool
  strict = true) {
2     // only works when no three point are collinear
3     int n = C.size();
4     int a = 1, b = n - 1, r = !strict;
5     if (n == 0) return false;
6     if (n < 3) return r && onseg(p, C[0], C.back());
7     if (ori(mv(C[0], C[a]), mv(C[0], C[b])) > 0) swap(a
      , b);
8     if (ori(mv(C[0], C[a]), mv(C[0], p)) >= r || ori(mv
      (C[0], C[b]), mv(C[0], p)) <= -r) return false;
9     while (abs(a - b) > 1) {
10        int c = (a + b) / 2;
11        if (ori(mv(C[0], C[c]), mv(C[0], p)) > 0) b = c
12        ;
13        else a = c;
14    }
15    return ori(mv(C[a], C[b]), mv(C[a], p)) < r;

```

7.7 Point Segment Distance

```

1 double point_segment_dist(Pt q0, Pt q1, Pt p) {
2     if (q0 == q1) {
3         double dx = double(p.x - q0.x);
4         double dy = double(p.y - q0.y);
5         return sqrt(dx * dx + dy * dy);
6     }
7     T d1 = (q1 - q0) * (p - q0);
8     T d2 = (q0 - q1) * (p - q1);
9     if (d1 >= 0 && d2 >= 0) {
10        double area = fabs(double((q1 - q0) ^ (p - q0))
11        );
12        double base = sqrt(double(dis2(q0, q1)));
13        return area / base;
14    }
15    double dx0 = double(p.x - q0.x), dy0 = double(p.y -
16    q0.y);
17    double dx1 = double(p.x - q1.x), dy1 = double(p.y -
18    q1.y);
19    return min(sqrt(dx0 * dx0 + dy0 * dy0), sqrt(dx1 *
20    dx1 + dy1 * dy1));
21 }

```

7.8 Point in Polygon

```

1 short inPoly(vector<Pt>& pts, Pt p) {
2     // 0=Bound 1=In -1=Out
3     int n = pts.size();
4     for (int i = 0; i < pts.size(); i++) if (onseg(p,
5     pts[i], pts[(i + 1) % n])) return 0;
6     int cnt = 0;
7     for (int i = 0; i < pts.size(); i++) if (
8     line_intersect_check(p, Pt(p.x + 1, p.y + 2e9),
9     pts[i], pts[(i + 1) % n])) cnt ^= 1;
10    return (cnt ? 1 : -1);
11 }

```

7.9 Minimum Euclidean Distance

```

1 long long Min_Euclidean_Dist(vector<Pt> &pts) {
2     sort(pts.begin(), pts.end());
3     set<pair<long long, long long>> s;
4     s.insert({pts[0].y, pts[0].x});
5     long long l = 0, best = LLONG_MAX;
6     for (int i = 1; i < (int)pts.size(); i++) {
7         Pt now = pts[i];
8         long long lim = (long long)ceil(sqrt1((long
9         double)best));

```

```

9         while (now.x - pts[l].x > lim) {
10            s.erase({pts[l].y, pts[l].x}); l++;
11        }
12        auto low = s.lower_bound({now.y - lim,
13        LLONG_MIN});
14        auto high = s.upper_bound({now.y + lim,
15        LLONG_MAX});
16        for (auto it = low; it != high; it++) {
17            long long dy = it->first - now.y;
18            long long dx = it->second - now.x;
19            best = min(best, dx * dx + dy * dy);
20        }
21        s.insert({now.y, now.x});
22    }
23    return best;
24 }

```

7.10 Minkowski Sum

```

1 void reorder(vector<Pt> &P) {
2     rotate(P.begin(), min_element(P.begin(), P.end()),
3     [&](Pt a, Pt b) { return make_pair(a.y, a.x) <
4     make_pair(b.y, b.x); }), P.end());
5 }
6 vector<Pt> Minkowski(vector<Pt> P, vector<Pt> Q) {
7     // P, Q: convex polygon
8     reorder(P), reorder(Q);
9     int n = P.size(), m = Q.size();
10    P.push_back(P[0]), P.push_back(P[1]), Q.push_back(Q
11    [0]), Q.push_back(Q[1]);
12    vector<Pt> ans;
13    for (int i = 0, j = 0; i < n || j < m; ) {
14        ans.push_back(P[i] + Q[j]);
15        auto val = (P[i + 1] - P[i]) ^ (Q[j + 1] - Q[j]);
16        if (val >= 0) i++;
17        if (val <= 0) j++;
18    }
19    return ans;
20 }

```

7.11 Lower Concave Hull

```

1 struct Line {
2     mutable ll m, b, p;
3     bool operator<(const Line& o) const { return m < o.m;
4     }
5     bool operator<(ll x) const { return p < x; }
6 };
7 struct LineContainer : multiset<Line, less<>> {
8     // (for doubles, use inf = 1/.0, div(a,b) = a/b)
9     const ll inf = LLONG_MAX;
10    ll div(ll a, ll b) { // floored division
11        return a / b - ((a ^ b) < 0 && a % b); }
12    bool isect(iterator x, iterator y) {
13        if (y == end()) { x->p = inf; return false; }
14        if (x->m == y->m) x->p = x->b > y->b ? inf : -inf;
15        else x->p = div(y->b - x->b, x->m - y->m);
16        return x->p >= y->p;
17    }
18    void add(ll m, ll b) {
19        auto z = insert({m, b, 0}), y = z++, x = y;
20        while (isect(y, z)) z = erase(z);
21        if (x != begin() && isect(--x, y)) isect(x, y =
22        erase(y));
23        while ((y = x) != begin() && (--x)->p >= y->p)
24            isect(x, erase(y));
25    }
26    ll query(ll x) {
27        assert(!empty());
28        auto l = *lower_bound(x);
29        return l.m * x + l.b;
30    }
31 };

```

7.12 Pick's Theorem

Consider a polygon which vertices are all lattice points.
 Let i = number of points inside the polygon.
 Let b = number of points on the boundary of the polygon.

Then we have the following formula:

$$Area = i + \frac{b}{2} - 1$$

7.13 Rotating SweepLine

```

1 double cross(const Pt &a, const Pt &b) {
2     return a.x*b.y - a.y*b.x;
3 }
4 int rotatingCalipers(const vector<Pt>& hull) {
5     int m = hull.size();
6     if (m < 2) return 0;
7     int j = 1;
8     T maxd = 0;
9     for (int i = 0; i < m; ++i) {
10        int ni = (i + 1) % m;
11        while (abs(cross({hull[ni].x - hull[i].x, hull[ni].y - hull[i].y}, {hull[(j+1)%m].x - hull[i].x, hull[(j+1)%m].y - hull[i].y})) > abs(cross({hull[ni].x - hull[i].x, hull[ni].y - hull[i].y}, {hull[j].x - hull[i].x, hull[j].y - hull[i].y}))) {
12            j = (j + 1) % m;
13        }
14        maxd = max(maxd, dis2(hull[i], hull[j]));
15        maxd = max(maxd, dis2(hull[ni], hull[j]));
16    }
17    return maxd; // TODO
18 }

```

7.14 Half Plane Intersection

```

1 bool cover(Line& L, Line& P, Line& Q) {
2     long double u = (Q.a - P.a) ^ Q.dir();
3     long double v = P.dir() ^ Q.dir();
4     long double x = P.dir().x * u + (P.a - L.a).x * v;
5     long double y = P.dir().y * u + (P.a - L.a).y * v;
6     return sgn(x * L.dir().y - y * L.dir().x) * sgn(v) >= 0;
7 }
8 vector<Line> HPI(vector<Line> P) {
9     sort(P.begin(), P.end(), [&](Line& l, Line& m) {
10         if (argcmp(l.dir(), m.dir()) return true;
11         if (argcmp(m.dir(), l.dir()) return false;
12         return ori(m.a, m.b, l.a) > 0;
13     });
14     int l = 0, r = -1;
15     for (size_t i = 0; i < P.size(); ++i) {
16         if (i && !argcmp(P[i - 1].dir(), P[i].dir())) continue;
17         while (l < r && cover(P[i], P[r - 1], P[r])) --r;
18         while (l < r && cover(P[i], P[l], P[l + 1])) ++l;
19         P[++r] = P[i];
20     }
21     while (l < r && cover(P[l], P[r - 1], P[r])) --r;
22     while (l < r && cover(P[r], P[l], P[l + 1])) ++l;
23     if (r - l <= 1 || !argcmp(P[l].dir(), P[r].dir())) return {};
24     if (cover(P[l + 1], P[l], P[r])) return {};
25     return vector<Line>(P.begin() + l, P.begin() + r + 1);
26 }

```

7.15 Minimum Enclosing Circle

```

1 const int INF = 1e9;
2 Pt circumcenter(Pt A, Pt B, Pt C) {
3     // a1(x-A.x) + b1(y-A.y) = c1
4     // a2(x-A.x) + b2(y-A.y) = c2
5     // solve using Cramer's rule
6     T a1 = B.x - A.x, b1 = B.y - A.y, c1 = dis2(A, B) / 2.0;
7     T a2 = C.x - A.x, b2 = C.y - A.y, c2 = dis2(A, C) / 2.0;
8     T D = Pt(a1, b1) ^ Pt(a2, b2);

```

```

9     T Dx = Pt(c1, b1) ^ Pt(c2, b2);
10    T Dy = Pt(a1, c1) ^ Pt(a2, c2);
11    if (D == 0) return Pt(-INF, -INF);
12    return A + Pt(Dx / D, Dy / D);
13 }
14 Pt center;
15 T r2;
16 void minEncloseCircle(vector<Pt> pts) {
17     mt19937 gen(chrono::steady_clock::now().time_since_epoch().count());
18     shuffle(pts.begin(), pts.end(), gen);
19     center = pts[0], r2 = 0;
20
21     for (int i = 0; i < pts.size(); i++) {
22         if (dis2(center, pts[i]) <= r2) continue;
23         center = pts[i], r2 = 0;
24         for (int j = 0; j < i; j++) {
25             if (dis2(center, pts[j]) <= r2) continue;
26             center = (pts[i] + pts[j]) / 2.0;
27             r2 = dis2(center, pts[i]);
28             for (int k = 0; k < j; k++) {
29                 if (dis2(center, pts[k]) <= r2) continue;
30                 center = circumcenter(pts[i], pts[j], pts[k]);
31                 r2 = dis2(center, pts[i]);
32             }
33         }
34     }
35 }

```

7.16 Union of Circles

```

1 // Area[i] : area covered by at least i circle
2 vector<T> CircleUnion(const vector<Cir> &C) {
3     const int n = C.size();
4     vector<T> Area(n + 1);
5     auto check = [&](int i, int j) {
6         if (!contain(C[i], C[j])) return false;
7         return sgn(C[i].r - C[j].r) > 0 or (sgn(C[i].r - C[j].r) == 0 and i < j);
8     };
9     struct Teve {
10         double ang; int add; Pt p;
11         bool operator<(const Teve &b) { return ang < b.ang; }
12     };
13     auto ang = [&](Pt p) { return atan2(p.y, p.x); };
14     for (int i = 0; i < n; i++) {
15         int cov = 1;
16         vector<Teve> event;
17         for (int j = 0; j < n; j++) if (i != j) {
18             if (check(j, i)) cov++;
19             else if (!check(i, j) and !disjunct(C[i], C[j])) {
20                 auto I = CircleInter(C[i], C[j]);
21                 assert(I.size() == 2);
22                 double a1 = ang(I[0] - C[i].o), a2 = ang(I[1] - C[i].o);
23                 event.push_back({a1, 1, I[0]});
24                 event.push_back({a2, -1, I[1]});
25                 if (a1 > a2) cov++;
26             }
27         }
28     }
29     if (event.empty()) {
30         Area[cov] += acos(-1) * C[i].r * C[i].r;
31         continue;
32     }
33     sort(event.begin(), event.end());
34     event.push_back(event[0]);
35     for (int j = 0; j + 1 < event.size(); j++) {
36         cov += event[j].add;
37         Area[cov] += (event[j].p ^ event[j + 1].p) / 2.;
38         double theta = event[j + 1].ang - event[j].ang;
39         if (theta < 0) theta += 2 * acos(-1);
40         Area[cov] += (theta - sin(theta)) * C[i].r * C[i].r / 2.;
41     }
42 }

```

```

43 |     return Area;
44 | }

```

7.17 Area Of Circle Polygon

```

1 | double AreaOfCirclePoly(Cir C, vector<Pt> &P) {
2 |     auto arg = [&](Pt p, Pt q) { return atan2l(p ^ q, p
      * q); };
3 |     double r2 = (double)(C.r * C.r / 2);
4 |     auto tri = [&](Pt p, Pt q) {
5 |         Pt d = q - p;
6 |         T a = (d * p) / (d * d);
7 |         T b = ((p * p) - C.r * C.r) / (d * d);
8 |         T det = a * a - b;
9 |         if (det <= 0) return (double)(arg(p, q) * r2);
10 |         T s = max((T)0.0L, -a - sqrtl(det));
11 |         T t = min((T)1.0L, -a + sqrtl(det));
12 |         if (t < 0 || 1 <= s) return (double)(arg(p, q)
      * r2);
13 |         Pt u = p + d * s, v = p + d * t;
14 |         return (double)(arg(p, u) * r2 + (u ^ v) / 2 +
      arg(v, q) * r2);
15 |     };
16 |     long double sum = 0.0L;
17 |     for (int i = 0; i < (int)P.size(); i++)
18 |         sum += tri(P[i] - C.o, P[(i + 1) % P.size()] -
      C.o);
19 |     return (double)fabsl(sum);
20 | }

```

8 Number Theory

8.1 FFT

```

1 | typedef complex<double> cp;
2 |
3 | const double pi = acos(-1);
4 | const int NN = 131072;
5 |
6 | struct FastFourierTransform {
7 |     /*
8 |         Iterative Fast Fourier Transform
9 |         How this works? Look at this
10 |         0th recursion 0(000) 1(001) 2(010)
      3(011) 4(100) 5(101) 6(110)
      7(111)
11 |         1th recursion 0(000) 2(010) 4(100)
      6(110) | 1(011) 3(011) 5(101)
      7(111)
12 |         2th recursion 0(000) 4(100) | 2(010)
      6(110) | 1(011) 5(101) | 3(011)
      7(111)
13 |         3th recursion 0(000) | 4(100) | 2(010) |
      6(110) | 1(011) | 5(101) | 3(011) |
      7(111)
14 |         All the bits are reversed => We can save
      the reverse of the numbers in an array!
15 |     */
16 |     int n, rev[NN];
17 |     cp omega[NN], iomega[NN];
18 |     void init(int n_) {
19 |         n = n_;
20 |         for (int i = 0; i < n; i++) {
21 |             // Calculate the nth roots of unity
22 |             omega[i] = cp(cos(2 * pi * i / n), sin(2 *
      pi * i / n));
23 |             iomega[i] = conj(omega[i]);
24 |         }
25 |         int k = __lg(n);
26 |         for (int i = 0; i < n; i++) {
27 |             int t = 0;
28 |             for (int j = 0; j < k; j++) {
29 |                 if (i & (1 << j)) t |= (1 << (k - j -
      1));
30 |             }
31 |             rev[i] = t;
32 |         }
33 |     }
34 |
35 |     void transform(vector<cp> &a, cp *xomega) {
36 |         for (int i = 0; i < n; i++)

```

```

37 |         if (i < rev[i]) swap(a[i], a[rev[i]]);
38 |         for (int len = 2; len <= n; len <= 1) {
39 |             int mid = len >> 1;
40 |             int r = n / len;
41 |             for (int j = 0; j < n; j += len)
42 |                 for (int i = 0; i < mid; i++) {
43 |                     cp tmp = xomega[r * i] * a[j + mid
      + i];
44 |                     a[j + mid + i] = a[j + i] - tmp;
45 |                     a[j + i] = a[j + i] + tmp;
46 |                 }
47 |             }
48 |         }
49 |
50 |         void fft(vector<cp> &a) { transform(a, omega); }
51 |         void ifft(vector<cp> &a) {
52 |             transform(a, iomega);
53 |             for (int i = 0; i < n; i++) a[i] /= n;
54 |         }
55 |     } FFT;
56 |
57 |     const int MAXN = 262144;
58 |     // (must be 2^k)
59 |     // 262144, 524288, 1048576, 2097152, 4194304
60 |     // before any usage, run pre_fft() first
61 |     typedef long double ld;
62 |     typedef complex<ld> cplx; // real(), imag()
63 |     const ld PI = acosl(-1);
64 |     const cplx I(0, 1);
65 |     cplx omega[MAXN + 1];
66 |     void pre_fft() {
67 |         for (int i = 0; i <= MAXN; i++) {
68 |             omega[i] = exp(i * 2 * PI / MAXN * I);
69 |         }
70 |     }
71 |     // n must be 2^k
72 |     void fft(int n, cplx a[], bool inv = false) {
73 |         int basic = MAXN / n;
74 |         int theta = basic;
75 |         for (int m = n; m >= 2; m >>= 1) {
76 |             int mh = m >> 1;
77 |             for (int i = 0; i < mh; i++) {
78 |                 cplx w = omega[inv ? MAXN - (i * theta %
      MAXN) : i * theta % MAXN];
79 |                 for (int j = i; j < n; j += m) {
80 |                     int k = j + mh;
81 |                     cplx x = a[j] - a[k];
82 |                     a[j] += a[k];
83 |                     a[k] = w * x;
84 |                 }
85 |             }
86 |             theta = (theta * 2) % MAXN;
87 |         }
88 |         int i = 0;
89 |         for (int j = 1; j < n - 1; j++) {
90 |             for (int k = n >> 1; k > (i ^= k); k >>= 1);
91 |             if (j < i) swap(a[i], a[j]);
92 |         }
93 |         if (inv) {
94 |             for (i = 0; i < n; i++) a[i] /= n;
95 |         }
96 |     }
97 |     cplx arr[MAXN + 1];
98 |     inline void mul(int _n, long long a[], int _m, long
      long b[], long long ans[]) {
99 |         int n = 1, sum = _n + _m - 1;
100 |         while (n < sum) n <= 1;
101 |         for (int i = 0; i < n; i++) {
102 |             double x = (i < _n ? a[i] : 0), y = (i < _m ?
      b[i] : 0);
103 |             arr[i] = complex<double>(x + y, x - y);
104 |         }
105 |         fft(n, arr);
106 |         for (int i = 0; i < n; i++) arr[i] = arr[i] * arr[i];
107 |         fft(n, arr, true);
108 |         for (int i = 0; i < sum; i++) ans[i] = (long long
      int)(arr[i].real() / 4 + 0.5);
109 |     }
110 |
111 |     long long a[MAXN];
112 |     long long b[MAXN];

```



```

113 long long ans[MAXN];
114 int a_length;
115 int b_length;

```

8.2 Pollard's rho

```

1 ll add(ll x, ll y, ll p) {
2     return (x + y) % p;
3 }
4 ll qMul(ll x, ll y, ll mod) {
5     ll ret = x * y - (ll)((long double)x / mod * y) *
        mod;
6     return ret < 0 ? ret + mod : ret;
7 }
8 ll f(ll x, ll mod) { return add(qMul(x, x, mod), 1, mod); }
9 ll pollard_rho(ll n) {
10     if (!(n & 1)) return 2;
11     while (true) {
12         ll y = 2, x = rand() % (n - 1) + 1, res = 1;
13         for (int sz = 2; res == 1; sz *= 2) {
14             for (int i = 0; i < sz && res <= 1; i++) {
15                 x = f(x, n);
16                 res = __gcd(llabs(x - y), n);
17             }
18             y = x;
19         }
20         if (res != 0 && res != n) return res;
21     }
22 }
23 vector<ll> ret;
24 void fact(ll x) {
25     if (miller_rabin(x)) {
26         ret.push_back(x);
27         return;
28     }
29     ll f = pollard_rho(x);
30     fact(f);
31     fact(x / f);
32 }

```

8.3 Miller Rabin

```

1 // n < 4,759,123,141          3 : 2, 7, 61
2 // n < 1,122,004,669,633    4 : 2, 13, 23, 1662803
3 // n < 3,474,749,660,383    6 : pimes <= 13
4 // n < 2^64                  7 :
5 // 2, 325, 9375, 28178, 450775, 9780504, 1795265022
6 bool witness(ll a, ll n, ll u, int t) {
7     if (!(a % n)) return 0;
8     ll x = mypow(a, u, n);
9     for (int i = 0; i < t; i++) {
10         ll nx = mul(x, x, n);
11         if (nx == 1 && x != 1 && x != n - 1) return 1;
12         x = nx;
13     }
14     return x != 1;
15 }
16 bool miller_rabin(ll n, int s = 100) {
17     // iterate s times of witness on n
18     // return 1 if prime, 0 otherwise
19     if (n < 2) return 0;
20     if (!(n & 1)) return n == 2;
21     ll u = n - 1;
22     int t = 0;
23     while (!(u & 1)) u >>= 1, t++;
24     while (s--) {
25         ll a = randll() % (n - 1) + 1;
26         if (witness(a, n, u, t)) return 0;
27     }
28     return 1;
29 }

```

8.4 Fast Power

Note: $a^n \equiv a^{(n \bmod (p-1))} \pmod{p}$

8.5 Extend GCD

```

1 ll GCD;
2 pll extgcd(ll a, ll b) {
3     if (b == 0) {

```

```

4         GCD = a;
5         return pll{1, 0};
6     }
7     pll ans = extgcd(b, a % b);
8     return pll{ans.S, ans.F - a / b * ans.S};
9 }
10 pll bezout(ll a, ll b, ll c) {
11     bool negx = (a < 0), negy = (b < 0);
12     pll ans = extgcd(abs(a), abs(b));
13     if (c % GCD != 0) return pll{-LLINF, -LLINF};
14     return pll{ans.F * c / GCD * (negx ? -1 : 1),
15               ans.S * c / GCD * (negy ? -1 : 1)};
16 }
17 ll inv(ll a, ll p) {
18     if (p == 1) return -1;
19     pll ans = bezout(a % p, -p, 1);
20     if (ans == pll{-LLINF, -LLINF}) return -1;
21     return (ans.F % p + p) % p;
22 }

```

8.6 Mu + Phi

```

1 const int maxn = 1e6 + 5;
2 ll f[maxn];
3 vector<int> lpf, prime;
4 void build() {
5     lpf.clear();
6     lpf.resize(maxn, 1);
7     prime.clear();
8     f[1] = ...; /* mu[1] = 1, phi[1] = 1 */
9     for (int i = 2; i < maxn; i++) {
10         if (lpf[i] == 1) {
11             lpf[i] = i;
12             prime.emplace_back(i);
13             f[i] = ...; /* mu[i] = 1, phi[i] = i-1 */
14         }
15         for (auto& j : prime) {
16             if (i * j >= maxn) break;
17             lpf[i * j] = j;
18             if (i % j == 0)
19                 f[i * j] = ...; /* 0, phi[i]*j */
20             else
21                 f[i * j] = ...; /* -mu[i], phi[i]*phi[j] */
22             if (j >= lpf[i]) break;
23         }
24     }
25 }

```

8.7 Discrete Log

```

1 long long mod_pow(long long a, long long e, long long p)
2 ){
3     long long r = 1 % p;
4     while(e){
5         if(e & 1) r = (__int128)r * a % p;
6         a = (__int128)a * a % p;
7         e >>= 1;
8     }
9     return r;
10 }
11 long long mod_inv(long long a, long long p){
12     return mod_pow((a%p+p)%p, p-2, p);
13 }
14 // BSGS: solve a^x = y (mod p), gcd(a,p)=1, p prime,
15 // return minimal x>=0, or -1 if no solution
16 long long bsgs(long long a, long long y, long long p){
17     a%=p; y%=p;
18     if(y==1%p) return 0; // x=0
19     long long m = (long long)ceil(sqrt((long double)p));
20     ;
21     // baby steps: a^j
22     unordered_map<long long, long long> table;
23     table.reserve(m*2);
24     long long cur = 1%p;
25     for(long long j=0; j<m; ++j){
26         if(!table.count(cur)) table[cur]=j;
27         cur = (__int128)cur * a % p;
28     }
29     long long am = mod_pow(a, m, p);
30     long long am_inv = mod_inv(am, p);
31     long long gamma = y % p;

```



```

29 for(long long i=0;i<=m;++i){
30     auto it = table.find(gamma);
31     if(it != table.end()){
32         long long x = i*m + it->second;
33         return x;
34     }
35     gamma = (__int128)gamma * am_inv % p;
36 }
37 return -1;
38 }

```

8.8 sqrt mod

```

1 // the Jacobi symbol is a generalization of the
2 // Legendre symbol,
3 // such that the bottom doesn't need to be prime.
4 // (n/p) -> same as legendre
5 // (n/ab) = (n/a)(n/b)
6 // work with long long
7 int Jacobi(int a, int m) {
8     int s = 1;
9     for (; m > 1; ) {
10         a %= m;
11         if (a == 0) return 0;
12         const int r = __builtin_ctz(a);
13         if ((r & 1) && ((m + 2) & 4)) s = -s;
14         a >>= r;
15         if (a & m & 2) s = -s;
16         swap(a, m);
17     }
18     return s;
19 }
20 // solve x^2 = a (mod p)
21 // 0: a == 0
22 // -1: a isn't a quad res of p
23 // else: return X with X^2 % p == a
24 // doesn't work with long long
25 int QuadraticResidue(int a, int p) {
26     if (p == 2) return a & 1;
27     if (int jc = Jacobi(a, p); jc <= 0) return jc;
28     int b, d;
29     for (; ; ) {
30         b = rand() % p;
31         d = (1LL * b * b + p - a) % p;
32         if (Jacobi(d, p) == -1) break;
33     }
34     int f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
35     for (int e = (1LL + p) >> 1; e; e >>= 1) {
36         if (e & 1) {
37             tmp = (1LL * g0 * f0 + 1LL * d * (1LL * g1
38                 * f1 % p)) % p;
39             g1 = (1LL * g0 * f1 + 1LL * g1 * f0) % p;
40             g0 = tmp;
41         }
42         tmp = (1LL * f0 * f0 + 1LL * d * (1LL * f1 * f1
43             % p)) % p;
44         f1 = (2LL * f0 * f1) % p;
45         f0 = tmp;
46     }
47     return g0;
48 }

```

8.9 Primitive Root

```

1 unsigned long long primitiveRoot(u11 p) {
2     auto fac = factor(p - 1);
3     sort(all(fac));
4     fac.erase(unique(all(fac)), fac.end());
5     auto test = [p, fac](u11 x) {
6         for(u11 d : fac)
7             if (modpow(x, (p - 1) / d, p) == 1)
8                 return false;
9         return true;
10    };
11    uniform_int_distribution<unsigned long long> unif
12    (1, p - 1);
13    unsigned long long root;
14    while(!test(root = unif(rng)));
15    return root;
16 }

```

8.10 Other Formulas

- Inversion:
 $aa^{-1} \equiv 1 \pmod{m}$. a^{-1} exists iff $\gcd(a, m) = 1$.
- Linear inversion:
 $a^{-1} \equiv (m - \lfloor \frac{m}{a} \rfloor) \times (m \bmod a)^{-1} \pmod{m}$
- Fermat's little theorem:
 $a^p \equiv a \pmod{p}$ if p is prime.
- Euler function:
 $\phi(n) = n \prod_{p|n} \frac{p-1}{p}$
- Euler theorem:
 $a^{\phi(n)} \equiv 1 \pmod{n}$ if $\gcd(a, n) = 1$.
- Extended Euclidean algorithm:
 $ax + by = \gcd(a, b) = \gcd(b, a \bmod b) = \gcd(b, a - \lfloor \frac{a}{b} \rfloor b) = bx_1 + (a - \lfloor \frac{a}{b} \rfloor b)y_1 = ay_1 + b(x_1 - \lfloor \frac{a}{b} \rfloor y_1)$
- Divisor function:
 $\sigma_x(n) = \sum_{d|n} d^x$. $n = \prod_{i=1}^r p_i^{a_i}$.
 $\sigma_x(n) = \prod_{i=1}^r \frac{p_i^{(a_i+1)x} - 1}{p_i^x - 1}$ if $x \neq 0$. $\sigma_0(n) = \prod_{i=1}^r (a_i + 1)$.
- Chinese remainder theorem (Coprime Moduli):
 $x \equiv a_i \pmod{m_i}$.
 $M = \prod m_i$. $M_i = M/m_i$. $t_i = M_i^{-1}$.
 $x = kM + \sum a_i t_i M_i$, $k \in \mathbb{Z}$.
- Chinese remainder theorem:
 $x \equiv a_1 \pmod{m_1}, x \equiv a_2 \pmod{m_2} \Rightarrow x = m_1 p + a_1 = m_2 q + a_2 \Rightarrow m_1 p - m_2 q = a_2 - a_1$
Solve for (p, q) using ExtGCD.
 $x \equiv m_1 p + a_1 \equiv m_2 q + a_2 \pmod{\text{lcm}(m_1, m_2)}$
- Avoiding Overflow: $ca \bmod cb = c(a \bmod b)$
- Dirichlet Convolution: $(f * g)(n) = \sum_{d|n} f(d)g(n/d)$
- Important Multiplicative Functions + Properties:
 1. $\epsilon(n) = [n = 1]$
 2. $1(n) = 1$
 3. $id(n) = n$
 4. $\mu(n) = 0$ if n has squared prime factor
 5. $\mu(n) = (-1)^k$ if $n = p_1 p_2 \dots p_k$
 6. $\epsilon = \mu * 1$
 7. $\phi = \mu * id$
 8. $[n = 1] = \sum_{d|n} \mu(d)$
 9. $[gcd = 1] = \sum_{d|gcd} \mu(d)$
- Möbius inversion: $f = g * 1 \Leftrightarrow g = f * \mu$

8.11 Polynomial

```

1 const int maxk = 20;
2 const int maxn = 1<<maxk;
3 const ll LINF = 1e18;
4
5 /* P = r*2^k + 1
6 P      r      k      g
7 998244353      119 23   3
8 1004535809      479 21   3
9
10 P      r      k      g
11 3      1      1      2
12 5      1      2      2
13 17     1      4      3
14 97     3      5      5
15 193    3      6      5
16 257    1      8      3
17 7681   15     9      17
18 12289   3     12     11

```

```

19 40961          5 13 3
20 65537          1 16 3
21 786433         3 18 10
22 5767169        11 19 3
23 7340033         7 20 3
24 23068673        11 21 3
25 104857601       25 22 3
26 167772161       5 25 3
27 469762049       7 26 3
28 1004535809      479 21 3
29 2013265921      15 27 31
30 2281701377      17 27 3
31 3221225473       3 30 5
32 75161927681     35 31 3
33 77309411329      9 33 7
34 206158430209     3 36 22
35 2061584302081   15 37 7
36 2748779069441   5 39 3
37 6597069766657   3 41 5
38 39582418599937   9 42 5
39 79164837199873   9 43 5
40 263882790666241 15 44 7
41 1231453023109121 35 45 3
42 1337006139375617 19 46 3
43 3799912185593857 27 47 5
44 4222124650659841 15 48 19
45 7881299347898369 7 50 6
46 31525197391593473 7 52 3
47 180143985094819841 5 55 6
48 1945555039024054273 27 56 5
49 4179340454199820289 29 57 3
50 9097271247288401921 505 54 6 */
51
52 const int g = 3;
53 const ll MOD = 998244353;
54
55 ll pw(ll a, ll n) { /* fast pow */ }
56
57 #define siz(x) (int)x.size()
58
59 template<typename T>
60 vector<T>& operator+=(vector<T>& a, const vector<T>& b) {
61     if (siz(a) < siz(b)) a.resize(siz(b));
62     for (int i = 0; i < min(siz(a), siz(b)); i++) {
63         a[i] += b[i];
64         a[i] -= a[i] >= MOD ? MOD : 0;
65     }
66     return a;
67 }
68
69 template<typename T>
70 vector<T>& operator--=(vector<T>& a, const vector<T>& b) {
71     if (siz(a) < siz(b)) a.resize(siz(b));
72     for (int i = 0; i < min(siz(a), siz(b)); i++) {
73         a[i] -= b[i];
74         a[i] += a[i] < 0 ? MOD : 0;
75     }
76     return a;
77 }
78
79 template<typename T>
80 vector<T> operator-(const vector<T>& a) {
81     vector<T> ret(siz(a));
82     for (int i = 0; i < siz(a); i++) {
83         ret[i] = -a[i] < 0 ? -a[i] + MOD : -a[i];
84     }
85     return ret;
86 }
87
88 vector<ll> X, iX;
89 vector<int> rev;
90
91 void init_ntt() {
92     X.clear(); X.resize(maxn, 1); // x1 = g^((p-1)/n)
93     iX.clear(); iX.resize(maxn, 1);
94
95     ll u = pw(g, (MOD-1)/maxn);
96     ll iu = pw(u, MOD-2);
97
98     for (int i = 1; i < maxn; i++) {
99         X[i] = X[i-1] * u;
100        iX[i] = iX[i-1] * iu;
101        if (X[i] >= MOD) X[i] %= MOD;
102        if (iX[i] >= MOD) iX[i] %= MOD;
103    }
104
105    rev.clear(); rev.resize(maxn, 0);
106    for (int i = 1, hb = -1; i < maxn; i++) {
107        if (!(i & (i-1))) hb++;
108        rev[i] = rev[i ^ (1<<hb)] | (1<<(maxk-hb-1));
109    }
110
111    template<typename T>
112    void NTT(vector<T>& a, bool inv=false) {
113
114        int _n = (int)a.size();
115        int k = __lg(_n) + ((1<<__lg(_n)) != _n);
116        int n = 1<<k;
117        a.resize(n, 0);
118
119        short shift = maxk-k;
120        for (int i = 0; i < n; i++)
121            if (i > (rev[i]>>shift))
122                swap(a[i], a[rev[i]>>shift]);
123
124        for (int len = 2, half = 1, div = maxn>>1; len <= n
125            ; len<=1, half<=1, div>=1) {
126            for (int i = 0; i < n; i += len) {
127                for (int j = 0; j < half; j++) {
128                    T u = a[i+j];
129                    T v = a[i+j+half] * (inv ? iX[j*div] :
130                        X[j*div]) % MOD;
131                    a[i+j] = (u+v >= MOD ? u+v-MOD : u+v);
132                    a[i+j+half] = (u-v < 0 ? u-v+MOD : u-v);
133                }
134            }
135            if (inv) {
136                T dn = pw(n, MOD-2);
137                for (auto& x : a) {
138                    x *= dn;
139                    if (x >= MOD) x %= MOD;
140                }
141            }
142        }
143
144        template<typename T>
145        inline void resize(vector<T>& a) {
146            int cnt = (int)a.size();
147            for (; cnt > 0; cnt--) if (a[cnt-1]) break;
148            a.resize(max(cnt, 1));
149        }
150
151        template<typename T>
152        vector<T>& operator*=(vector<T>& a, vector<T> b) {
153            int na = (int)a.size();
154            int nb = (int)b.size();
155            a.resize(na + nb - 1, 0);
156            b.resize(na + nb - 1, 0);
157
158            NTT(a); NTT(b);
159            for (int i = 0; i < (int)a.size(); i++) {
160                a[i] *= b[i];
161                if (a[i] >= MOD) a[i] %= MOD;
162            }
163            NTT(a, true);
164
165            resize(a);
166            return a;
167        }
168
169        template<typename T>
170        void inv(vector<T>& ia, int N) {
171            vector<T> _a(move(ia));
172            ia.resize(1, pw(_a[0], MOD-2));
173            vector<T> a(1, -_a[0] + (-_a[0] < 0 ? MOD : 0));
174
175            for (int n = 1; n < N; n<=1) {
176                // n -> 2*n
177                // ia' = ia(2-a*ia);
178                for (int i = n; i < min(siz(_a), (n<<1)); i++)
179                    a.emplace_back(-_a[i] + (-_a[i] < 0 ? MOD : 0));
180            }
181        }
182    }

```

```

177     vector<T> tmp = ia;
178     ia *= a;
179     ia.resize(n<<1);
180     ia[0] = ia[0] + 2 >= MOD ? ia[0] + 2 - MOD : ia
181         [0] + 2;
182     ia *= tmp;
183     ia.resize(n<<1);
184 }
185 ia.resize(N);
186 }
187
188 template<typename T>
189 void mod(vector<T>& a, vector<T>& b) {
190     int n = (int)a.size()-1, m = (int)b.size()-1;
191     if (n < m) return;
192
193     vector<T> ra = a, rb = b;
194     reverse(ra.begin(), ra.end()); ra.resize(min(n+1, n
195         -m+1));
196     reverse(rb.begin(), rb.end()); rb.resize(min(m+1, n
197         -m+1));
198
199     inv(rb, n-m+1);
200
201     vector<T> q = move(ra);
202     q *= rb;
203     q.resize(n-m+1);
204     reverse(q.begin(), q.end());
205
206     q *= b;
207     a -= q;
208     resize(a);
209 }
210
211 /* Kitamasa Method (Fast Linear Recurrence):
212 Find a[K] (Given a[j] = c[0]a[j-N] + ... + c[N-1]a[j
213 -1])
214 Let B(x) = x^N - c[N-1]x^(N-1) - ... - c[1]x^1 - c[0]
215 Let R(x) = x^K mod B(x) (get x^K using fast pow and
216 use poly mod to get R(x))
217 Let r[i] = the coefficient of x^i in R(x)
218 => a[K] = a[0]r[0] + a[1]r[1] + ... + a[N-1]r[N-1] */

```

9 Linear Algebra

9.1 Gaussian-Jordan Elimination

```

1 int n;
2 vector<vector<ll>> v;
3 void gauss(vector<vector<ll>>& v) {
4     int r = 0;
5     for (int i = 0; i < n; i++) {
6         bool ok = false;
7         for (int j = r; j < n; j++) {
8             if (v[j][i] != 0) continue;
9             swap(v[j], v[r]);
10            ok = true;
11            break;
12        }
13        if (!ok) continue;
14        ll div = inv(v[r][i]);
15        for (int j = 0; j < n + 1; j++) {
16            v[r][j] *= div;
17            if (v[r][j] >= MOD) v[r][j] %= MOD;
18        }
19        for (int j = 0; j < n; j++) {
20            if (j == r) continue;
21            ll t = v[j][i];
22            for (int k = 0; k < n + 1; k++) {
23                v[j][k] -= v[r][k] * t % MOD;
24                if (v[j][k] < 0) v[j][k] += MOD;
25            }
26        }
27        r++;
28    }
29 }

```

9.2 Determinant

1. Use GJ Elimination, if there's any row consists of only

0, then det = 0, otherwise det = product of diagonal elements.

2. Properties of det:

- Transpose: Unchanged
- Row Operation 1 - Swap 2 rows: $-det$
- Row Operation 2 - $k\vec{r}_i$: $k \times det$
- Row Operation 3 - $k\vec{r}_i$ add to \vec{r}_j : Unchanged

10 Combinatorics

10.1 Catalan Number

$$C_0 = 1, C_n = \sum_{i=0}^{n-1} C_i C_{n-1-i}, C_n = C_n^{2n} - C_{n-1}^{2n}$$

0	1	1	2	5
4	14	42	132	429
8	1430	4862	16796	58786
12	208012	742900	2674440	9694845

10.2 Burnside's Lemma

Let X be the original set.

Let G be the group of operations acting on X .

Let X^g be the set of x not affected by g .

Let X/G be the set of orbits.

Then the following equation holds:

$$|X/G| = \frac{1}{|G|} \sum_{g \in G} |X^g|$$

11 Special Numbers

11.1 Fibonacci Series

1	1	1	2	3
5	5	8	13	21
9	34	55	89	144
13	233	377	610	987
17	1597	2584	4181	6765
21	10946	17711	28657	46368
25	75025	121393	196418	317811
29	514229	832040	1346269	2178309
33	3524578	5702887	9227465	14930352

$$f(45) \approx 10^9, f(88) \approx 10^{18}$$

11.2 Prime Numbers

- First 50 prime numbers:

1	2	3	5	7	11
6	13	17	19	23	29
11	31	37	41	43	47
16	53	59	61	67	71
21	73	79	83	89	97
26	101	103	107	109	113
31	127	131	137	139	149
36	151	157	163	167	173
41	179	181	191	193	197
46	199	211	223	227	229

- Very large prime numbers:

1000001333	1000500889	2500001909
2000000659	900004151	850001359

- $\pi(n) \equiv$ Number of primes $\leq n \approx n/((\ln n) - 1)$
 $\pi(100) = 25, \pi(200) = 46$
 $\pi(500) = 95, \pi(1000) = 168$
 $\pi(2000) = 303, \pi(4000) = 550$
 $\pi(10^4) = 1229, \pi(10^5) = 9592$
 $\pi(10^6) = 78498, \pi(10^7) = 664579$

