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1 Reminder

1.1 Bug List

- 沒開 long long
- 本地編譯請開 -Wall -Wextra -Wshadow -fsanitize=address
- 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 =
- 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
- 少碰動態開點，能離散化就離散化
- DFS 的時候不小心覆寫到全域變數
- 浮點數誤差
- 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 -fsanitize=address -Wall -Wextra -Wshadow $2/$1 -o $2/out
if [ "$?" -ne 0 ]
then
    exit 1
fi
echo
echo "Done compiling"
echo "===== "
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 Stress

```
g++ gen.cpp -o gen.out
g++ ac.cpp -o ac.out
g++ wa.cpp -o wa.out
for ((i=0;;i++))
do
    echo "$i"
    ./gen.out > in.txt
    ./ac.out < in.txt > ac.txt
    ./wa.out < in.txt > wa.txt
    diff ac.txt wa.txt || break
done
```

2.4 Others

```
#pragma GCC optimize("Ofast,unroll-loops,no-stack-protector,fast-math")
#pragma GCC target("see,see2,see3,see4,avx2,bmi,bmi2,lzcnt,popcnt,tune=native")
```

```

3 #pragma GCC optimize("trapv")
4 mt19937 gen(chrono::steady_clock::now().
  time_since_epoch().count());
5 uniform_int_distribution<int> dis(1, 100);
6 cout << dis(gen) << endl;
7 shuffle(v.begin(), v.end(), gen);
8
9 struct edge {
10     int a, b, w;
11     friend istream& operator>>(istream& in, edge& x) {
12         in >> x.a >> x.b >> x.w; }
13     friend ostream& operator<<(ostream& out, const edge
14         & x) {
15         out << "(" << x.a << ", " << x.b << ", " << x.w
16         << ")";
17         return out;
18     }
19 };
20 struct cmp {
21     bool operator()(const edge& x, const edge& y) const
22     { return x.w < y.w; }
23 };
24 set<edge, cmp> st; // 遞增
25 map<edge, long long, cmp> mp; // 遞增
26 priority_queue<edge, vector<edge>, cmp> pq; // 遞減
27
28 #include <bits/extc++.h>
29 #include <ext/pb_ds/assoc_container.hpp>
30 #include <ext/pb_ds/tree_policy.hpp>
31 using namespace __gnu_pbds;
32
33 // map
34 tree<int, int, less<>, rb_tree_tag,
35     tree_order_statistics_node_update> tr;
36 tr.order_of_key(element);
37 tr.find_by_order(rank);
38
39 // set
40 tree<int, null_type, less<>, rb_tree_tag,
41     tree_order_statistics_node_update> tr;
42 tr.order_of_key(element);
43 tr.find_by_order(rank);
44
45 // hash table
46 gp_hash_table<int, int> ht;
47 ht.find(element);
48 ht.insert({key, value});
49 ht.erase(element);
50
51 // priority queue
52 __gnu_pbds::priority_queue<int, less<int>> big_q;
53 // Big First
54 __gnu_pbds::priority_queue<int, greater<int>> small_q;
55 // Small First
56 q1.join(q2); // join

```

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 -
19            1);
20        long long ret = 0;

```

```

21 while (l <= r) ret += bit[r], r -= r & -r;
22 return ret;
23 }
24 } bm;

```

3.2 Lazy Propagation Segment Tree

```

1 struct lazy_propagation{
2     // 0-based, [l, r], tg[0]->add, tg[1]->set
3     ll seg[N * 4], tg[2][N*4];
4     void assign (bool op, ll val, int idx){
5         if (op == 0){
6             if (tg[1][idx]) tg[1][idx] += val;
7             else tg[0][idx] += val;
8         }
9         else seg[idx] = 0, tg[0][idx] = 0, tg[1][idx]
10            = val;
11    }
12    ll sum (int idx, int len){
13        if (tg[1][idx]) return tg[1][idx] * len;
14        return tg[0][idx] * len + seg[idx];
15    }
16    void pull (int idx, int len){
17        seg[idx] = sum(2*idx, (len+1)/2) + sum(2*idx+1,
18            len/2);
19    }
20    void push (int idx){
21        if (!tg[0][idx] && !tg[1][idx]) return ;
22        if (tg[0][idx]){
23            assign(0, tg[0][idx], 2*idx);
24            assign(0, tg[0][idx], 2*idx+1);
25            tg[0][idx] = 0;
26        }
27        else{
28            assign(1, tg[1][idx], 2*idx);
29            assign(1, tg[1][idx], 2*idx+1);
30            tg[1][idx] = 0;
31        }
32    }
33    void update (bool op, ll val, int gl, int gr, int l
34        , int r, int idx){
35        if (r < l || gr < l || r < gl) return ;
36        if (gl <= l && r <= gr){
37            assign(op, val, idx);
38            return ;
39        }
40        int mid = (l + r) / 2;
41        push(idx);
42        update(op, val, gl, gr, l, mid, 2*idx);
43        update(op, val, gl, gr, mid+1, r, 2*idx+1);
44        pull(idx, r-l+1);
45    }
46    ll query (int gl, int gr, int l, int r, int idx){
47        if (r < l || gr < l || r < gl) return 0;
48        if (gl <= l && r <= gr) return sum(idx, r-l+1);
49
50        push(idx), pull(idx, r-l+1);
51        int mid = (l + r) / 2;
52        return query(gl, gr, l, mid, 2*idx) + query(gl,
53            gr, mid+1, r, 2*idx+1);
54    }
55 }bm;

```

3.3 Treap

```

1 mt19937 rng(random_device{}());
2 struct Treap {
3     Treap *l, *r;
4     int val, sum, real, tag, num, pri, rev;
5     Treap(int k) {
6         l = r = NULL;
7         val = sum = k;
8         num = 1;
9         real = -1;
10        tag = 0;
11        rev = 0;
12        pri = rng();
13    }
14 };
15 int siz(Treap *now) { return now ? now->num : 0; }
16 int sum(Treap *now) {

```

```

17     if (!now) return 0;
18     if (now->real != -1) return (now->real + now->tag)
        * now->num;
19     return now->sum + now->tag * now->num;
20 }
21 void pull(Treap *&now) {
22     now->num = siz(now->l) + siz(now->r) + 1ll;
23     now->sum = sum(now->l) + sum(now->r) + now->val +
        now->tag;
24 }
25 void push(Treap *&now) {
26     if (now->rev) {
27         swap(now->l, now->r);
28         now->l->rev ^= 1;
29         now->r->rev ^= 1;
30         now->rev = 0;
31     }
32     if (now->real != -1) {
33         now->real += now->tag;
34         if (now->l) {
35             now->l->tag = 0;
36             now->l->real = now->real;
37             now->l->val = now->real;
38         }
39         if (now->r) {
40             now->r->tag = 0;
41             now->r->real = now->real;
42             now->r->val = now->real;
43         }
44         now->val = now->real;
45         now->sum = now->real * now->num;
46         now->real = -1;
47         now->tag = 0;
48     } else {
49         if (now->l) now->l->tag += now->tag;
50         if (now->r) now->r->tag += now->tag;
51         now->sum += sum(now);
52         now->val += now->tag;
53         now->tag = 0;
54     }
55 }
56 Treap *merge(Treap *a, Treap *b) {
57     if (!a || !b) return a ? a : b;
58     else if (a->pri > b->pri) {
59         push(a);
60         a->r = merge(a->r, b);
61         pull(a);
62         return a;
63     } else {
64         push(b);
65         b->l = merge(a, b->l);
66         pull(b);
67         return b;
68     }
69 }
70 void split_size(Treap *rt, Treap *&a, Treap *&b, int
    val) {
71     if (!rt) {
72         a = b = NULL;
73         return;
74     }
75     push(rt);
76     if (siz(rt->l) + 1 > val) {
77         b = rt;
78         split_size(rt->l, a, b->l, val);
79         pull(b);
80     } else {
81         a = rt;
82         split_size(rt->r, a->r, b, val - siz(a->l) - 1);
83         pull(a);
84     }
85 }
86 void split_val(Treap *rt, Treap *&a, Treap *&b, int val)
    {
87     if (!rt) {
88         a = b = NULL;
89         return;
90     }
91     push(rt);
92     if (rt->val <= val) {
93         a = rt;

```

```

94         split_val(rt->r, a->r, b, val);
95         pull(a);
96     } else {
97         b = rt;
98         split_val(rt->l, a, b->l, val);
99         pull(b);
100     }
101 }

```

3.4 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 ? 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 }

```

3.5 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>::
        max();
22     if (r - l == 1) return arr[i](x);
23     return max({arr[i](x), query(x, i << 1, l, m),
        query(x, i << 1 | 1, m, r)});
24 }

```

25 #undef m

3.6 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 }

```

3.7 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();
56 }

```

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 }

```

3.8 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) <=
6             1
7         while((int)lo.size() > (int)hi.size() + 1) {
8             auto it = prev(lo.end());
9             long long x = *it;
10             lo.erase(it); slo -= x;
11             hi.insert(x); shi += x;
12         }
13         while((int)lo.size() < (int)hi.size()) {
14             auto it = hi.begin();
15             long long x = *it;
16             hi.erase(it); shi -= x;
17             lo.insert(x); slo += x;
18         }
19     }
20     void add(long long x) {
21         if(lo.empty() || x <= *prev(lo.end())) {
22             lo.insert(x); slo += x;
23         }
24         else {
25             hi.insert(x); shi += x;
26         }
27         rebalance();
28     }
29     void remove_one(long long x) {
30         if(!lo.empty() && x <= *prev(lo.end())) {
31             auto it = lo.find(x);
32             if(it != lo.end()) {
33                 lo.erase(it); slo -= x;
34             }
35         }
36         else {
37             auto it2 = hi.find(x);
38             hi.erase(it2); shi -= x;
39         }
40     }
41 }

```

```

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 };

```

3.9 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 using namespace std;
2 const int N = 2000 + 5;
3 int n, m, s, t, level[N], iter[N];
4 struct edge {int to, cap, rev;};
5 vector<edge> path[N];
6 void add(int a, int b, int c) {
7     path[a].pb({b, c, sz(path[b])});
8     path[b].pb({a, 0, sz(path[a]) - 1});
9 }
10 void bfs() {
11     memset(level, -1, sizeof(level));
12     level[s] = 0;
13     queue<int> q;
14     q.push(s);
15     while (q.size()) {
16         int now = q.front(); q.pop();
17         for (edge e : path[now]) if (e.cap > 0 && level
18             [e.to] == -1) {
19             level[e.to] = level[now] + 1;
20             q.push(e.to);
21         }
22     }
23 int dfs(int now, int flow) {
24     if (now == t) return flow;
25     for (int &i = iter[now]; i < sz(path[now]); i++) {
26         edge &e = path[now][i];
27         if (e.cap > 0 && level[e.to] == level[now] + 1) {
28             int res = dfs(e.to, min(flow, e.cap));
29             if (res > 0) {
30                 e.cap -= res;
31                 path[e.to][e.rev].cap += res;
32                 return res;
33             }
34         }
35     }
36     return 0;
37 }
38 int dinic() {
39     int res = 0;
40     while (true) {
41         bfs();
42         if (level[t] == -1) break;
43         memset(iter, 0, sizeof(iter));
44         int now = 0;
45         while ((now = dfs(s, INF)) > 0) res += now;
46     }
47     return res;
48 }

```

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        }
60        return mp(flow, cost);
61    }
62 };

```

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     if (brk) break;
64 }
65 MXCNT = 0;
66 for (int x = 1; x <= nx; x++)
67     if (mx[x] != -1) MXCNT++;
68 }
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 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

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)

10 M = Cv (Konig Theorem)
11 Iv = V \ Cv
12 Ce = V - M

14 Construct Cv:
15 1. Run Dinic
16 2. Find s-t min cut
17 3. Cv = {X in T} + {Y in S}

4.7 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 // Negative Cycle Detection
77 void NegCycleDetect() {
78     /* No Neg Cycle: NO
79     Exist Any Neg Cycle:
80     YES
81     v0 v1 v2 ... vk v0 */
82
83     vector<int> src;
84     for (int i = 1; i <= n; i++)
85         src.emplace_back(i);
86
87     SPFA(src);
88     // BellmanFord(src);
89
90     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 sccnt, 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    sccnt = 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         ' << endl;
82     }
83 }

```

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].
33         size()) gg;
34     while (!stk.empty()) {
35         int u = stk.top();
36         stk.pop();
37         cout << u << ' ';
38     }
39 }

```

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->
19        d > b->edge->d; }
20    struct node {
21        int v;
22        ll d;
23        heap* H;
24        nd* E;
25        node() {}
26        node(ll _d, int _v, nd* _E) {
27            d = _d;
28            v = _v;
29            E = _E;
30        }
31        node(heap* _H, ll _d) {
32            H = _H;
33            d = _d;
34        }
35        friend bool operator<(node a, node b) { return
36            a.d > b.d; }
37    };
38    int n, k, s, t, dst[N];
39    nd* nxt[N];
40    vector<nd*> g[N], rg[N];
41    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
71             ->d, e->u, e));
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
145             ->d));
146     for (int _ = 1; _ < k and not Q.empty(); _++) {
147         node p = Q.top(); q;
148         Q.pop();
149         ans.push_back(p.d);
150         if (head[p.H->edge->v] != nullNd) {
151             q.H = head[p.H->edge->v];
152             q.d = p.d + q.H->edge->d;
153             Q.push(q);
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; // 停在此節點的數量
4         Node *go[26], *fail, *dic;
5         // 子節點 fail指標 最近的模式結尾
6         Node() {
7             cnt = 0;
8             fail = 0;
9             dic = 0;
10            memset(go, 0, sizeof(go));
11        }
12    } pool[1048576], *root;
13    int nMem;
14    Node *new_Node() {
15        pool[nMem] = Node();
16        return &pool[nMem++];
17    }
18    void init() {
19        nMem = 0;
20        root = new_Node();
21    }
22    void add(const string &str) { insert(root, str, 0); }
23    void insert(Node *cur, const string &str, int pos) {
24        for (int i = pos; i < str.size(); i++) {
25            if (!cur->go[str[i] - 'a'])
26                cur->go[str[i] - 'a'] = new_Node();
27            cur = cur->go[str[i] - 'a'];
28        }
29        cur->cnt++;
30    }
31    void make_fail() { // 全部 add 完做
32        queue<Node*> que;
33        que.push(root);
34        while (!que.empty()) {
35            Node *fr = que.front();
36            que.pop();
37            for (int i = 0; i < 26; i++) {
38                if (fr->go[i]) {
39                    Node *ptr = fr->fail;
40                    while (ptr && !ptr->go[i]) ptr = ptr->fail;
41                    fr->go[i]->fail = ptr = (ptr ? ptr->go[i] : root);
42                    fr->go[i]->dic = (ptr->cnt ? ptr : ptr->dic);
43                    que.push(fr->go[i]);
44                }
45            }
46        }
47    }
48    // 出現過不同string的總數
49    int query_unique(const string& text) {
50        Node* p = root;
51        int ans = 0;
52        for (char ch : text) {
53            int i = ch - 'a';
54            while (p && !p->go[i]) p = p->fail;
55            p = p ? p->go[i] : root;
56            if (p->cnt) {ans += p->cnt; p->cnt = 0;}
57            for (Node* t = p->dic; t; t = t->dic) if (t->cnt) {
58                ans += t->cnt; t->cnt = 0;
59            }
60        }
61        return ans;
62    }
63 } AC;

```

6.2 KMP

```

1 vector<int> f;
2 // 沒匹配到可以退回哪裡
3 void buildFailFunction(string &s) {
4     f.resize(s.size(), -1);
5     for (int i = 1; i < s.size(); i++) {

```

```

6         int now = f[i - 1];
7         while (now != -1 and s[now + 1] != s[i]) now = f[now];
8         if (s[now + 1] == s[i]) f[i] = now + 1;
9     }
10 }
11
12 void KMPmatching(string &a, string &b) {
13     for (int i = 0, now = -1; i < a.size(); i++) {
14         while (a[i] != b[now + 1] and now != -1) now = f[now];
15         if (a[i] == b[now + 1]) now++;
16         if (now + 1 == b.size()) {
17             cout << "found a match start at position "
18                  << i - now << endl;
19             now = f[now];
20         }
21     }
22 }

```

6.3 Z Value

```

1 string is, it, s;
2 // is: 被搜尋 it: 要找的
3 int n;
4 vector<int> z;
5 // 計算每個位置 i 開始的字串, 和 s 的共前綴長度
6 void init() {
7     cin >> is >> it;
8     s = it + '0' + is;
9     n = (int)s.size();
10    z.resize(n, 0);
11 }
12 void solve() {
13     int ans = 0;
14     z[0] = n;
15     for (int i = 1, l = 0, r = 0; i < n; i++) {
16         if (i <= r) z[i] = min(z[i - l], r - i + 1);
17         while (i + z[i] < n && s[z[i]] == s[i + z[i]])
18             z[i]++;
19         if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
20         if (z[i] == (int)it.size()) ans++;
21     }
22     cout << ans << endl;
23 }

```

6.4 Manacher

```

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

```

```

29     mx = m[i];
30     ptr = i;
31 }
32 for (int i = ptr - mx; i <= ptr + mx; i++)
33     if (s[i] != '.') cout << s[i];
34 cout << endl;
35 }

```

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     // 後綴陣列: suf[i] = 第 i 小的後綴起點
8     // LCP 陣列: lcp[i] = suf[i] 與 suf[i-1] 的最長共同
9     // 前綴長度
10    // rank 陣列: rk[i] = 起點在 i 的後綴的名次
11    vector<int> cnt, pos;
12    vector<pair<pair<int, int>, int>> buc[2];
13    void init(string _s) {
14        s = _s;
15        n = (int)s.size();
16        // resize(n): suf, rk, cnt, pos, lcp, buc[0~1]
17        suf.assign(n, 0);
18        rk.assign(n, 0);
19        lcp.assign(n, 0);
20        cnt.assign(n, 0);
21        pos.assign(n, 0);
22        buc[0].assign(n, {{0,0},0});
23        buc[1].assign(n, {{0,0},0});
24    }
25    void radix_sort() {
26        for (int t : {0, 1}) {
27            fill(cnt.begin(), cnt.end(), 0);
28            for (auto& i : buc[t]) cnt[(t ? i.F.F : i.F.S)++]++;
29            for (int i = 0; i < n; i++)
30                pos[i] = (!i ? 0 : pos[i - 1] + cnt[i - 1]);
31            for (auto& i : buc[t])
32                buc[t ^ 1][pos[(t ? i.F.F : i.F.S)++] += 1] = i;
33        }
34    }
35    bool fill_suf() {
36        bool end = true;
37        for (int i = 0; i < n; i++) suf[i] = buc[0][i].S;
38        rk[suf[0]] = 0;
39        for (int i = 1; i < n; i++) {
40            int dif = (buc[0][i].F != buc[0][i - 1].F);
41            end &= dif;
42            rk[suf[i]] = rk[suf[i - 1]] + dif;
43        }
44        return end;
45    }
46    void sa() {
47        for (int i = 0; i < n; i++)
48            buc[0][i] = make_pair(make_pair(s[i], s[i]), i);
49        sort(buc[0].begin(), buc[0].end());
50        if (fill_suf()) return;
51        for (int k = 0; (1 << k) < n; k++) {
52            for (int i = 0; i < n; i++)
53                buc[0][i] = make_pair(make_pair(rk[i], rk[(i + (1 << k)) % n]), i);
54            radix_sort();
55            if (fill_suf()) return;
56        }
57    }
58    void LCP() {
59        int k = 0;
60        for (int i = 0; i < n - 1; i++) {
61            if (rk[i] == 0) continue;
62            int pi = rk[i];
63            int j = suf[pi - 1];
64            while (i + k < n && j + k < n && s[i + k] == s[j + k]) k++;

```

```

64     lcp[pi] = k;
65     k = max(k - 1, 0);
66 }
67 }
68 };
69 SuffixArray suffixarray;

```

6.6 Suffix Automaton

```

1 struct SAM {
2     struct State {
3         int next[26];
4         int link, len;
5         // suffix link, 指向最長真後綴所對應的狀態
6         // 該狀態代表的字串集合中的最長字串長度
7         State() : link(-1), len(0) { memset(next, -1,
8             sizeof next); }
9     };
10    vector<State> st;
11    int last;
12    vector<long long> occ; // 每個狀態的出現次數 (
13    // endpos 個數)
14    vector<int> first_bkpos; // 出現在哪裡
15    SAM(int maxlen = 0) {
16        st.reserve(2 * maxlen + 5); st.push_back(State());
17        last = 0;
18        occ.reserve(2 * maxlen + 5); occ.push_back(0);
19        first_bkpos.push_back(-1);
20    }
21    void extend(int c) {
22        int cur = (int)st.size();
23        st.push_back(State());
24        occ.push_back(0);
25        first_bkpos.push_back(0);
26        st[cur].len = st[last].len + 1;
27        first_bkpos[cur] = st[cur].len - 1;
28        int p = last;
29        while (p != -1 && st[p].next[c] == -1) {
30            st[p].next[c] = cur;
31            p = st[p].link;
32        }
33        if (p == -1) {
34            st[cur].link = 0;
35        } else {
36            int q = st[p].next[c];
37            if (st[p].len + 1 == st[q].len) {
38                st[cur].link = q;
39            } else {
40                int clone = (int)st.size();
41                st.push_back(st[q]);
42                first_bkpos.push_back(first_bkpos[q]);
43                occ.push_back(0);
44                st[clone].len = st[p].len + 1;
45                while (p != -1 && st[p].next[c] == q) {
46                    st[p].next[c] = clone;
47                    p = st[p].link;
48                }
49                st[q].link = st[cur].link = clone;
50            }
51        }
52        last = cur;
53        occ[cur] += 1;
54    }
55    void finalize_occ() {
56        int m = (int)st.size();
57        vector<int> order(m);
58        iota(order.begin(), order.end(), 0);
59        sort(order.begin(), order.end(), [&](int a, int b) {
60            return st[a].len > st[b].len; });
61        for (int v : order) {
62            int p = st[v].link;
63            if (p != -1) occ[p] += occ[v];
64        }
65    }
66 };

```

6.7 Minimum Rotation

```

1 // rotate(begin(s), begin(s)+minRotation(s), end(s))
2 // 找出字串的最小字典序旋轉
3 int minRotation(string s) {

```



```

4   int a = 0, n = s.size();
5   s += s;
6   for (int b = 0; b < n; b++)
7       for (int k = 0; k < n; k++) {
8           if (a + k == b || s[a + k] < s[b + k]) {
9               b += max(0, k - 1);
10              break;
11          }
12          if (s[a + k] > s[b + k]) {
13              a = b;
14              break;
15          }
16      }
17   return a;
18 }

```

6.8 Lyndon Factorization

```

1 // Duval: 將字串唯一分解為字典序非遞增的 Lyndon 子字串
2 vector<string> duval(string const& s) {
3     int n = s.size();
4     int i = 0;
5     vector<string> factorization;
6     while (i < n) {
7         int j = i + 1, k = i;
8         while (j < n && s[k] <= s[j]) {
9             if (s[k] < s[j])
10                k = i;
11             else
12                k++;
13             j++;
14         }
15         while (i <= k) {
16             factorization.push_back(s.substr(i, j - k));
17             i += j - k;
18         }
19     }
20     return factorization; // O(n)
21 }

```

6.9 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
9         .size()), mod(_mod) {
10         Cexp.assign(n, 0);
11         hs.assign(n, 0);
12         Cexp[0] = 1;
13         for (int i = 1; i < n; i++) {
14             Cexp[i] = Cexp[i - 1] * C;
15             if (Cexp[i] >= mod) Cexp[i] %= mod;
16         }
17         hs[0] = id(s[0]);
18         for (int i = 1; i < n; i++) {
19             hs[i] = hs[i - 1] * C + id(s[i]);
20             if (hs[i] >= mod) hs[i] %= mod;
21         }
22     }
23     inline ll query(int l, int r) {
24         ll res = hs[r] - (l ? hs[l - 1] * Cexp[r - l +
25             1] : 0);
26         res = (res % mod + mod) % mod;
27         return res;
28     }
29 };

```

6.10 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
5 short sgn(T x) {
6     if (abs(x) < eps) return 0;
7     return x < 0 ? -1 : 1;
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 / sqrt1(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 // slope to degree atan(Slope) * 180.0 / acos(-1.0);
48 bool argcmp(Pt u, Pt v) {
49     auto half = [](const Pt& p) {
50         return p.y > 0 || (p.y == 0 && p.x >= 0);
51     };
52     if (half(u) != half(v)) return half(u) < half(v);
53     return sgn(u ^ v) > 0;
54 }
55
56 int ori(Pt& o, Pt& a, Pt& b) {
57     return sgn((a - o) ^ (b - o));
58 }
59
60 struct Line {
61     Pt a, b;
62     Pt dir() { return b - a; }
63 };
64
65 int PtSide(Pt p, Line L) {
66     return sgn(ori(L.a, L.b, p)); // for int
67     return sgn(ori(L.a, L.b, p) / sqrt(len2(L.a - L.b))
68         );
69 }
70
71 bool PtOnSeg(Pt p, Line L) {

```

```

62     return PtSide(p, L) == 0 and sgn((p - L.a) * (p - L
        .b)) <= 0;
63 }
64 Pt proj(Pt& p, Line& l) {
65     Pt d = l.b - l.a;
66     T d2 = len2(d);
67     if (sgn(d2) == 0) return l.a;
68     T t = ((p - l.a) * d) / d2;
69     return l.a + d * t;
70 }
71 struct Cir {
72     Pt o;
73     T r;
74 };
75 bool disjunct(Cir a, Cir b) {
76     return sgn(sqrtl(len2(a.o - b.o)) - a.r - b.r) >=
        0;
77 }
78 bool contain(Cir a, Cir b) {
79     return sgn(a.r - b.r - sqrtl(len2(a.o - b.o))) >=
        0;
80 }

```

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&
    b) {
7     if (ud(a) != ud(b)) return ud(a) < ud(b);
8     return (a ^ b) > 0;
9 });

```

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

```

7.4 Polygon Area

```

1 // 2 * area

```

```

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

```

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 < 2; i++) {
5         int b = hull.size();
6         for (auto ei : pts) {
7             while (hull.size() - b >= 2 && ori(mv(hull[
                hull.size() - 2], hull.back()), mv(hull[
                    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        else a = c;
13    }
14    return ori(mv(C[a], C[b]), mv(C[a], p)) < r;
15 }

```

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        double base = sqrt(double(dis2(q0, q1)));
12        return area / base;
13    }
14    double dx0 = double(p.x - q0.x), dy0 = double(p.y -
        q0.y);
15    double dx1 = double(p.x - q1.x), dy1 = double(p.y -
        q1.y);
16    return min(sqrt(dx0 * dx0 + dy0 * dy0), sqrt(dx1 *
        dx1 + dy1 * dy1));
17 }

```

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,
      pts[i], pts[(i + 1) % n])) return 0;
5   int cnt = 0;
6   for (int i = 0; i < pts.size(); i++) if (
      line_intersect_check(p, Pt(p.x + 1, p.y + 2e9),
      pts[i], pts[(i + 1) % n])) cnt ^= 1;
7   return (cnt ? 1 : -1);
8 }

```

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(sqrt(1.0 * (long
      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,
      LLONG_MIN});
13    auto high = s.upper_bound({now.y + lim,
      LLONG_MAX});
14    for (auto it = low; it != high; it++) {
15      long long dy = it->first - now.y;
16      long long dx = it->second - now.x;
17      best = min(best, dx * dx + dy * dy);
18    }
19    s.insert({now.y, now.x});
20  }
21  return best;
22 }

```

7.10 Minkowski Sum

```

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

```

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   bool operator<(ll x) const { return p < x; }
5 };
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 =
      erase(y));
22   while ((y = x) != begin() && (--x)->p >= y->p)
23     isect(x, erase(y));
24  }
25  ll query(ll x) {
26    assert(!empty());
27    auto l = *lower_bound(x);
28    return l.m * x + l.b;
29  }
30 };

```

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
15   int l = 0, r = -1;
16   for (size_t i = 0; i < P.size(); ++i) {
17     if (i && !argcmp(P[i - 1].dir(), P[i].dir()))
18       continue;
19     while (l < r && cover(P[i], P[r - 1], P[r])) --
20       r;
21     while (l < r && cover(P[i], P[l], P[l + 1])) ++
22       l;
23     P[++r] = P[i];
24   }
25   while (l < r && cover(P[l], P[r - 1], P[r])) --r;
26   while (l < r && cover(P[r], P[l], P[l + 1])) ++l;

```

```

25 if (r - 1 <= 1 || !argcmp(P[l].dir(), P[r].dir()))
26     return {};
27 if (cover(P[l + 1], P[l], P[r])) return {};
28 return vector<Line>(P.begin() + 1, P.begin() + r +
29     1);

```

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) /
7         2.0;
8     T a2 = C.x - A.x, b2 = C.y - A.y, c2 = dis2(A, C) /
9         2.0;
10    T D = Pt(a1, b1) ^ Pt(a2, b2);
11    T Dx = Pt(c1, b1) ^ Pt(c2, b2);
12    T Dy = Pt(a1, c1) ^ Pt(a2, c2);
13    if (D == 0) return Pt(-INF, -INF);
14    return A + Pt(Dx / D, Dy / D);
15 }
16 Pt center;
17 T r2;
18 void minEncloseCircle(vector<Pt> pts) {
19     mt19937 gen(chrono::steady_clock::now().
20         time_since_epoch().count());
21     shuffle(pts.begin(), pts.end(), gen);
22     center = pts[0], r2 = 0;
23     for (int i = 0; i < pts.size(); i++) {
24         if (dis2(center, pts[i]) <= r2) continue;
25         center = pts[i], r2 = 0;
26         for (int j = 0; j < i; j++) {
27             if (dis2(center, pts[j]) <= r2) continue;
28             center = (pts[i] + pts[j]) / 2.0;
29             r2 = dis2(center, pts[i]);
30             for (int k = 0; k < j; k++) {
31                 if (dis2(center, pts[k]) <= r2)
32                     continue;
33                 center = circumcenter(pts[i], pts[j],
34                     pts[k]);
35                 r2 = dis2(center, pts[i]);
36             }
37         }
38     }
39 }

```

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]))
7             return false;
8         return sgn(C[i].r - C[j].r) > 0 or (sgn(C[i].r
9             - C[j].r) == 0 and i < j);
10    };
11    struct Teve {
12        double ang; int add; Pt p;
13        bool operator<(const Teve &b) { return ang < b.
14            ang; }
15    };
16    auto ang = [&](Pt p) { return atan2(p.y, p.x); };
17    for (int i = 0; i < n; i++) {
18        int cov = 1;
19        vector<Teve> event;
20        for (int j = 0; j < n; j++) if (i != j) {
21            if (check(j, i)) cov++;
22            else if (!check(i, j) and !disjunct(C[i], C
23                [j])) {
24                auto I = CircleInter(C[i], C[j]);
25                assert(I.size() == 2);
26                double a1 = ang(I[0] - C[i].o), a2 =
27                    ang(I[1] - C[i].o);
28                event.push_back({a1, 1, I[0]});
29                event.push_back({a2, -1, I[1]});
30            }
31        }
32    }
33 }

```

```

26     if (a1 > a2) cov++;
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)
38         / 2.;
39     double theta = event[j + 1].ang - event[j].
40         ang;
41     if (theta < 0) theta += 2 * acos(-1);
42     Area[cov] += (theta - sin(theta)) * C[i].r
43         * C[i].r / 2.;
44 }
45 }
46 return Area;
47 }

```

7.17 Area Of Circle Polygon

```

1 double AreaOfCirclePoly(Cir C, vector<Pt> &P) {
2     auto arg = [&](Pt p, Pt q) { return atan2(p ^ q, p
3         * q); };
4     double r2 = (double)(C.r * C.r / 2);
5     auto tri = [&](Pt p, Pt q) {
6         Pt d = q - p;
7         T a = (d * p) / (d * d);
8         T b = ((p * p) - C.r * C.r) / (d * d);
9         T det = a * a - b;
10        if (det <= 0) return (double)(arg(p, q) * r2);
11        T s = max((T)0.0L, -a - sqrtl(det));
12        T t = min((T)1.0L, -a + sqrtl(det));
13        if (t < 0 || 1 <= s) return (double)(arg(p, q)
14            * r2);
15        Pt u = p + d * s, v = p + d * t;
16        return (double)(arg(p, u) * r2 + (u ^ v) / 2 +
17            arg(v, q) * r2);
18    };
19    long double sum = 0.0L;
20    for (int i = 0; i < (int)P.size(); i++)
21        sum += tri(P[i] - C.o, P[(i + 1) % P.size()] -
22            C.o);
23    return (double)fabs1(sum);
24 }

```

7.18 3D Point

```

1 struct Pt {
2     double x, y, z;
3     Pt(double _x = 0, double _y = 0, double _z = 0): x(_x
4         ), y(_y), z(_z){}
5     Pt operator + (const Pt &o) const
6     { return Pt(x + o.x, y + o.y, z + o.z); }
7     Pt operator - (const Pt &o) const
8     { return Pt(x - o.x, y - o.y, z - o.z); }
9     Pt operator * (const double &k) const
10    { return Pt(x * k, y * k, z * k); }
11    Pt operator / (const double &k) const
12    { return Pt(x / k, y / k, z / k); }
13    double operator * (const Pt &o) const
14    { return x * o.x + y * o.y + z * o.z; }
15    Pt operator ^ (const Pt &o) const
16    { return {Pt(y * o.z - z * o.y, z * o.x - x * o.z, x
17        * o.y - y * o.x)}; }
18 };
19 double abs2(Pt o) { return o * o; }
20 double abs(Pt o) { return sqrt(abs2(o)); }
21 Pt cross3(Pt a, Pt b, Pt c)
22 { return (b - a) ^ (c - a); }
23 double area(Pt a, Pt b, Pt c)
24 { return abs(cross3(a, b, c)); }
25 double volume(Pt a, Pt b, Pt c, Pt d)
26 { return cross3(a, b, c) * (d - a); }
27 bool coplaner(Pt a, Pt b, Pt c, Pt d)
28 { return sign(volume(a, b, c, d)) == 0; }
29 Pt proj(Pt o, Pt a, Pt b, Pt c) // o proj to plane abc
30 { Pt n = cross3(a, b, c);

```

```

29 return o - n * ((o - a) * (n / abs2(n)));}
30 Pt line_plane_intersect(Pt u, Pt v, Pt a, Pt b, Pt c) {
31 // intersection of line uv and plane abc
32 Pt n = cross3(a, b, c);
33 double s = n * (u - v);
34 if (sign(s) == 0) return {-1, -1, -1}; // not found
35 return v + (u - v) * ((n * (a - v)) / s); }
36 Pt rotateAroundAxis(Pt v, Pt axis, double theta) {
37 axis = axis / abs(axis); // axis must be unit
38 // vector
39 double cosT = cos(theta);
40 double sinT = sin(theta);
41 Pt term1 = v * cosT;
42 Pt term2 = (axis ^ v) * sinT;
43 Pt term3 = axis * ((axis * v) * (1 - cosT));
44 return term1 + term2 + term3;
}

```

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)
11      * 3(011) 4(100) 5(101) 6(110)
12      * 7(111)
13      * 1th recursion 0(000) 2(010) 4(100)
14      * 6(110) | 1(011) 3(011) 5(101)
15      * 7(111)
16      * 2th recursion 0(000) 4(100) | 2(010)
17      * 6(110) | 1(011) 5(101) | 3(011)
18      * 7(111)
19      * 3th recursion 0(000) | 4(100) | 2(010) |
20      * 6(110) | 1(011) | 5(101) | 3(011) |
21      * 7(111)
22      * All the bits are reversed => We can save
23      * the reverse of the numbers in an array!
24      */
25 int n, rev[NN];
26 cp omega[NN], iomega[NN];
27 void init(int n_) {
28     n = n_;
29     for (int i = 0; i < n; i++) {
30         // Calculate the nth roots of unity
31         omega[i] = cp(cos(2 * pi * i / n), sin(2 *
32             pi * i / n));
33         iomega[i] = conj(omega[i]);
34     }
35     int k = __lg(n);
36     for (int i = 0; i < n; i++) {
37         int t = 0;
38         for (int j = 0; j < k; j++) {
39             if (i & (1 << j)) t |= (1 << (k - j -
40                 1));
41         }
42         rev[i] = t;
43     }
44 }
45
46 void transform(vector<cp> &a, cp *xomega) {
47     for (int i = 0; i < n; i++)
48         if (i < rev[i]) swap(a[i], a[rev[i]]);
49     for (int len = 2; len <= n; len <= 1) {
50         int mid = len >> 1;
51         int r = n / len;
52         for (int j = 0; j < n; j += len)
53             for (int i = 0; i < mid; i++) {
54                 cp tmp = xomega[r * i] * a[j + mid
55                     + i];
56                 a[j + mid + i] = a[j + i] - tmp;
57                 a[j + i] = a[j + i] + tmp;
58             }
59     }
60 }

```

```

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 = acos(-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 %
79                 MAXN) : i * theta % MAXN];
80             for (int j = i; j < n; j += m) {
81                 int k = j + mh;
82                 cplx x = a[j] - a[k];
83                 a[j] += a[k];
84                 a[k] = w * x;
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
99         long b[], long long ans[]) {
100         int n = 1, sum = _n + _m - 1;
101         while (n < sum) n <= 1;
102         for (int i = 0; i < n; i++) {
103             double x = (i < _n ? a[i] : 0), y = (i < _m ? b
104                 [i] : 0);
105             arr[i] = complex<double>(x + y, x - y);
106         }
107         fft(n, arr);
108         for (int i = 0; i < n; i++) arr[i] = arr[i] * arr[i]
109             ];
110         fft(n, arr, true);
111         for (int i = 0; i < sum; i++) ans[i] = (long long
112             int)(arr[i].real() / 4 + 0.5);
113     }
114 }
115
116 long long a[MAXN];
117 long long b[MAXN];
118 long long ans[MAXN];
119 int a_length;
120 int b_length;

```

8.2 Pollard's rho

```

11 add(11 x, 11 y, 11 p) {
12     return (x + y) % p;
13 }
14 qMul(11 x, 11 y, 11 mod) {
15     11 ret = x * y - (11)((long double)x / mod * y) *
16         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 : pirmes <= 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;
32     for(long long i=0; i<m; ++i){
33         auto it = table.find(gamma);
34         if(it != table.end()){
35             long long x = i*m + it->second;
36             return x;
37         }
38         gamma = (__int128)gamma * am_inv % p;
39     }
40     return -1;
41 }

```


8.8 sqrt mod

```

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

```

8.9 Primitive Root

```

1 unsigned long long primitiveRoot(ull p) {
2     auto fac = factor(p - 1);
3     sort(all(fac));
4     fac.erase(unique(all(fac)), fac.end());
5     auto test = [p, fac](ull x) {
6         for (ull 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:

$$a^{\phi(n)} \equiv 1 \pmod{n} \text{ if } \gcd(a, n) = 1.$$

- 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:

$$\sigma_x(n) = \sum_{d|n} d^x. n = \prod_{i=1}^r p_i^{a_i}.$$

$$\sigma_x(n) = \prod_{i=1}^r \frac{p_i^{(a_i+1)x} - 1}{p_i^x - 1} \text{ if } x \neq 0. \sigma_0(n) = \prod_{i=1}^r (a_i + 1).$$

- 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:

$$1. \epsilon(n) = [n = 1]$$

$$2. 1(n) = 1$$

$$3. id(n) = n$$

$$4. \mu(n) = 0 \text{ if } n \text{ has squared prime factor}$$

$$5. \mu(n) = (-1)^k \text{ if } n = p_1 p_2 \cdots p_k$$

$$6. \epsilon = \mu * 1$$

$$7. \phi = \mu * id$$

$$8. [n = 1] = \sum_{d|n} \mu(d)$$

$$9. [gcd = 1] = \sum_{d|gcd} \mu(d)$$

- 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 3958241859937     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
136     if (inv) {
137         T dn = pw(n, MOD-2);
138         for (auto& x : a) {
139             x *= dn;
140             if (x >= MOD) x %= MOD;
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
179         for (int i = n; i < min(siz(_a), (n<<1)); i++)
180             a.emplace_back(-_a[i] + (-_a[i] < 0 ? MOD : 0));
181
182         vector<T> tmp = ia;
183         ia *= a;
184         ia.resize(n<<1);
185         ia[0] = ia[0] + 2 >= MOD ? ia[0] + 2 - MOD : ia
186             [0] + 2;
187         ia *= tmp;
188         ia.resize(n<<1);
189     }
190     ia.resize(N);
191 }

```

```

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 $\det = \text{product of diagonal elements}$.
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 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

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



