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#include <bits/stdc++.h>
using namespace std;
#define IOS ios_base::sync_with_stdio(false); cin.tie (nullptr)
#define PREC cout.precision (10); cout << fixed
#ifdef CONVICTION
#include "/home/convict/Dropbox/myfiles/sport_coding/cplib/snippets/debug.h"
#else
#define debug(x...)
#endif
//Don't practice until you get it right. Practice until you can't get it wrong
vector <int> rep, rnk;

void preproc() {
}

inline int get (int x) { return x == rep[x] ? x : rep[x] = get(rep[x]); }
inline void merge (int x, int y) {
    int rx = get(x), ry = get(y);
    if (rnk[rx] >= rnk[ry]) {
        rep[ry] = rx;
        if (rnk[rx] == rnk[ry]) {
            ++rnk[rx];
        }
    }
    else rep[rx] = ry;
}

void solve() {
    int N;
    cin >> N;
    vector <int> outDeg(N);
    vector <int> vis(N);
    rep.assign(N, 0);
    rnk.assign(N, 0);
    iota(rep.begin(), rep.end(), 0);
    for (int i = 0; i < N; ++i) {
        int ai; cin >> ai; --ai;
        if (i != ai) {
            merge(i, ai);
            outDeg[i] += 1;
        }
    }
    int res = 0;
    for (int i = 0; i < N; ++i) {
        if (outDeg[i] == 0) {
            ++res;
            vis[get(i)] = true;
        }
    }
    for (int i = 0; i < N; ++i) {
        int rp = get(i);
        debug(rp);
        if (!vis[rp]) {
            ++res;
            vis[rp] = true;
        }
    }
    cout << res - 1 << '\n';
}

signed main() {
    IOS; PREC;
    preproc();

    int tc = 1;
    // cin >> tc;
    for (int Tt = 1; Tt <= tc; ++Tt) {
        // cout << "Case #" << Tt << ": ";
        solve();
    }
    return EXIT_SUCCESS;
}

```