Vaccinated Team Notes

Contents

1 Number theory

1.1 Count primes up to N

```cpp
// To initialize, call init_count_primes() first.
// Function count_primes(N) will compute the number of prime numbers lower
    than
// or equal to N.
//
// Time complexity: Around O(N ^ 0.75)
//
// Constants to configure:
// - MAX is the maximum value of sqrt(N) + 2
bool prime[MAX];
int prec[MAX];
vector<int> P;
llint rec(llint N, int K) {
    if (N <= 1 || K < 0) return 0;
    if (N <= P[K]) return N-1;

    if (N < MAX && llint(P[K])*P[K] > N) return N-1 - prec[N] + prec[P[K]];
    const int LIM = 250;
    static int memo[LIM*LIM][LIM];
    bool ok = N < LIM*LIM;
    if (ok && memo[N][K]) return memo[N][K];
    llint ret = N/P[K] - rec(N/P[K], K-1) + rec(N, K-1);
    if (ok) memo[N][K] = ret;
    return ret;
}
llint count_primes(llint N) {
    if (N < MAX) return prec[N];
    int K = prec[(int)sqrt(N) + 1];
    return N-1 - rec(N, K) + prec[P[K]];
}
void init_count_primes() {
    prime[2] = true;
    for (int i = 3; i < MAX; i += 2) prime[i] = true;
    for (int i = 3; i*i < MAX; i += 2) if (prime[i])
        for (int j = i*i; j < MAX; j += i+i)
            prime[j] = false;
    REP(i, MAX) if (prime[i]) P.push_back(i);
    FOR(i, 1, MAX) prec[i] = prec[i-1] + prime[i];
}
```

1.2 Extended Euclide

```cpp
int bezout(int a, int b) {
    // return x such that ax + by == gcd(a, b)
    int xa = 1, xb = 0;
    while (b) {
        int q = a / b;
        int r = a - q * b, xr = xa - q * xb;
        a = b; xa = xb;
        b = r; xb = xr;
    }
    return xa;
}

pair<int, int> solve(int a, int b, int c) {
    // solve ax + by == c
    int d = __gcd(a, b);
    int x = bezout(a, b);
    int y = (d - a * x) / b;
    c /= d;
    return make_pair(x * c, y * c);
}

int main() {
    int a = 100, b = 128;
    int c = __gcd(a, b);
    int x = bezout(a, b);
    int y = (c - a * x) / b;
    cout << x << ' ' << y << endl;
    pair<int, int> xy = solve(100, 128, 40);
    cout << xy.first << ' ' << xy.second << endl;
    return 0;
}
```

1.3 System of linear equations

```cpp
// extended version, uses diophantine equation solver to solve system of
    congruent equations
pair<int, int> solve(int a, int b, int c) {
    int cc = c;
    // solve ax + by == c
    int d = __gcd(a, b);
    int x = bezout(a / d, b / d);
    int y = (d - a * x) / b;
    c /= d;
    return make_pair(x * c, y * c);
}

int lcm(int a, int b) {
    return a / __gcd(a, b) * b;
}

// use this if input is large, make sure (#define int long long)
int mul(int a, int b, int p) {
    a %= p, b %= p;
    int q = (int) ((long double) a * b / p);
    int r = a * b - q * p;
    while (r < 0) r += p;
    while (r >= p) r -= p;
    return r;
}

int solveSystem(vector<int> a, vector<int> b) {
    // xi mod bi = ai
    int A = a[0], B = b[0];
    // x mod B = A
    for (int i = 1; i < a.size(); ++i) {
        int curB = b[i], curA = a[i];
```

```
        // x = Bi + A = curB * j + curA
        pair<int, int> ij = solve(B, -curB, curA - A);
        if (B * ij.first + A != curB * ij.second + curA) return -1;
        int newB = lcm(B, curB);
        int newA = (mul(B, ij.first, newB) + A) % newB;
        if (newA < 0) newA += newB;
        A = newA; B = newB;
        if (i + 1 == a.size()) return A;
    }
    return -1;
}

int main() {
    vector<int> a = {0, 3, 3};
    vector<int> b = {3, 6, 9};
    cout << solveSystem(a, b) << endl;
    return 0;
}
```

1.4 Pollard Rho

```
#include <bits/stdc++.h>

using namespace std;

struct PollardRho {
    long long n;
    map<long long, int> ans;
    PollardRho(long long n) : n(n) {}
    long long random(long long u) {
        return abs(rand()) % u;
    }
    long long mul(long long a, long long b, long long p) {
        a %= p; b %= p;
        long long q = (long long)((long double) a * b / p);
        long long r = a * b - q * p;
        while (r < 0) r += p;
        while (r >= p) r -= p;
        return r;
    }

    long long pow(long long u, long long v, long long n) {
        long long res = 1;
        while (v) {
            if (v & 1) res = mul(res, u , n);
            u = mul(u, u, n);
            v >>= 1;
        }
        return res;
    }

    bool rabin(long long n) {
        if (n < 2) return 0;
        if (n == 2) return 1;
        long long s = 0, m = n - 1;
        while (m % 2 == 0) {
            s++;
            m >>= 1;
        }
        // 1 - 0.9 ^ 40
        for (int it = 1; it <= 40; it++) {
            long long u = random(n - 2) + 2;
            long long f = pow(u, m, n);
            if (f == 1 || f == n - 1) continue;
            for (int i = 1; i < s; i++) {
                f = mul(f, f, n);
                if (f == 1) return 0;
                if (f == n - 1) break;
            }
            if (f != n - 1) return 0;
        }
        return 1;
    }

    long long f(long long x, long long n) {
        return (mul(x, x, n) + 1) % n;
    }

    long long findfactor(long long n) {
        long long x = random(n - 1) + 2;
        long long y = x;
        long long p = 1;
        while (p == 1) {
            x = f(x, n);
            y = f(f(y, n), n);
            p = __gcd(abs(x - y), n);
        }
        return p;
    }

    void pollard_rho(long long n) {
        if (n <= 1000000) {
            for (int i = 2; i * i <= n; i++) {
                while (n % i == 0) {
                    ans[i]++;
                    n /= i;
                }
            }
            if (n > 1) ans[n]++;
            return;
        }
        if (rabin(n)) {
            ans[n]++;
            return;
        }
        long long p = 0;
        while (p == 0 || p == n) {
            p = findfactor(n);
        }
        pollard_rho(n / p);
        pollard_rho(p);
    }
};

int main() {
    long long n;
    cin >> n;
    PollardRho f(n);
    f.pollard_rho(f.n);
    for (auto x : f.ans) {
        cout << x.first << " " << x.second << endl;
    }
}
```

1.5 Cubic

```
const double EPS = 1e-6;
struct Result {
    int n; // Number of solutions
    double x[3]; // Solutions
};
Result solve_cubic(double a, double b, double c, double d) {
    long double a1 = b/a, a2 = c/a, a3 = d/a;
    long double q = (a1*a1 - 3*a2)/9.0, sq = -2*sqrt(q);
    long double r = (2*a1*a1*a1 - 9*a1*a2 + 27*a3)/54.0;
    double z = r*r-q*q*q, theta;
    Result s;
    if(z <= EPS) {
        s.n = 3; theta = acos(r/sqrt(q*q*q));
        s.x[0] = sq*cos(theta/3.0) - a1/3.0;
        s.x[1] = sq*cos((theta+2.0*PI)/3.0) - a1/3.0;
        s.x[2] = sq*cos((theta+4.0*PI)/3.0) - a1/3.0;
    }
    else {
        s.n = 1; s.x[0] = pow(sqrt(z)+fabs(r),1/3.0);
        s.x[0] += q/s.x[0]; s.x[0] *= (r < 0) ? 1 : -1;
        s.x[0] -= a1/3.0;
    }
    return s;
}
```

1.6 PythagoreTriple

```
// sinh bo 3 pytago nguyen thuy voi x, y, z <= n
vector< vector<int> > genPrimitivePytTriples(int n) {
    vector< vector<int> > ret;
    for (int r=1; r*r<=n; ++r) for (int s=(r%2==0)?1:2; s<r; s+=2) if (__gcd(
         r,s)==1) {
        vector<int> t;
        t.push_back(r*r+s*s); //z
        t.push_back(2*r*s); // y
        t.push_back(r*r-s*s); // x
        if (t[0]<=n) ret.push_back(t);
    }
    sort(ret.begin(), ret.end());
    return ret;
}
// a^2 + b^2 == c^2
// To generate all primitive triples:
// a = m^2 - n^2, b = 2mn, c = m^2 + n^2 (m > n)
// Primitive triples iff gcd(m, n) == 1 && (m - n) % 2 == 1
```

1.7 Tonelli-Shanks

```
long pow_mod(long x, long n, long p) {
  if (n == 0) return 1;
  if (n & 1)
    return (pow_mod(x, n-1, p) * x) % p;
  x = pow_mod(x, n/2, p);
  return (x * x) % p;
}

/* Takes as input an odd prime p and n < p and returns r
 * such that r * r = n [mod p]. */
long tonelli_shanks(long n, long p) {
  long s = 0;
  long q = p - 1;
  while ((q & 1) == 0) { q /= 2; ++s; }
  if (s == 1) {
    long r = pow_mod(n, (p+1)/4, p);
    if ((r * r) % p == n) return r;
    return 0;
  }
  // Find the first quadratic non-residue z by brute-force search
  long z = 1;
  while (pow_mod(++z, (p-1)/2, p) != p - 1);
  long c = pow_mod(z, q, p);
  long r = pow_mod(n, (q+1)/2, p);
  long t = pow_mod(n, q, p);
  long m = s;
  while (t != 1) {
    long tt = t;
    long i = 0;
    while (tt != 1) {
      tt = (tt * tt) % p;
      ++i;
      if (i == m) return 0;
    }
    long b = pow_mod(c, pow_mod(2, m-i-1, p-1), p);
    long b2 = (b * b) % p;
    r = (r * b) % p;
    t = (t * b2) % p;
    c = b2;
    m = i;
  }
  if ((r * r) % p == n) return r;
```

```
    return 0;
}
```

2 String

2.1 Suffix Array

```
#include <bits/stdc++.h>

using namespace std;

struct SuffixArray {
    static const int N = 100010;

    int n;
    char *s;
    int sa[N], tmp[N], pos[N];
    int len, cnt[N], lcp[N];

    SuffixArray(char *t) {
        s = t;
        n = strlen(s + 1);
        buildSA();
    }

    bool cmp(int u, int v) {
        if (pos[u] != pos[v]) {
            return pos[u] < pos[v];
        }
        return (u + len <= n && v + len <= n) ? pos[u + len] < pos[v + len] :
             u > v;
    }

    void radix(int delta) {
        memset(cnt, 0, sizeof cnt);
        for (int i = 1; i <= n; i++) {
            cnt[i + delta <= n ? pos[i + delta] : 0]++;
        }
        for (int i = 1; i < N; i++) {
            cnt[i] += cnt[i - 1];
        }
        for (int i = n; i > 0; i--) {
            int id = sa[i];
            tmp[cnt[id + delta <= n ? pos[id + delta] : 0]--] = id;
        }
        for (int i = 1; i <= n; i++) {
            sa[i] = tmp[i];
        }
    }

    void buildSA() {
        for (int i = 1; i <= n; i++) {
            sa[i] = i;
            pos[i] = s[i];
        }
        len = 1;
        while (1) {
            radix(len);
            radix(0);
            tmp[1] = 1;
            for (int i = 2; i <= n; i++) {
                tmp[i] = tmp[i - 1] + cmp(sa[i - 1], sa[i]);
            }
            for (int i = 1; i <= n; i++) {
                pos[sa[i]] = tmp[i];
            }
            if (tmp[n] == n) {
                break;
            }
            len <<= 1;
        }

        len = 0;
        for (int i = 1; i <= n; i++) {
            if (pos[i] == n) {
                continue;
            }
            int j = sa[pos[i] + 1];
            while (s[i + len] == s[j + len]) {
                len++;
            }
            lcp[pos[i]] = len;
            if (len) {
                len--;
            }
        }
    }
};
```

2.2 Aho Corasick

```
struct AhoCorasick {
    const int N = 30030;

    int fail[N];
    int to[N][26];
    int ending[N];
    int sz;

    AhoCorasick() {
        sz = 1;
    }

    int add(const string &s) {
        int node = 1;
        for (int i = 0; i < s.size(); ++i) {
            if (!to[node][s[i] - 'a']) {
                to[node][s[i] - 'a'] = ++sz;
            }
            node = to[node][s[i] - 'a'];
        }
        ending[node] = true;
        return node;
    }

    void push() {
        queue<int> Q;
        Q.push(1);
        fail[1] = 1;
        while (!Q.empty()) {
            int u = Q.front(); Q.pop();
            for (int i = 0; i < 26; ++i) {
                int &v = to[u][i];
                if (!v) {
                    v = u == 1 ? 1 : to[fail[u]][i];
                } else {
                    fail[v] = u == 1 ? 1 : to[fail[u]][i];
                    ending[v] |= ending[fail[v]];
                    Q.push(v);
                }
            }
        }
    }
};
```

2.3 Z algorithm

```
vector<int> calcZ(const string &s) {
    int L = 0, R = 0;
    int n = s.size();
    vector<int> Z(n);
    Z[0] = n;
    for (int i = 1; i < n; i++) {
        if (i > R)
        {
            L = R = i;
            while (R < n && s[R] == s[R - L]) R++;
            Z[i] = R - L; R--;
        }
        else
        {
            int k = i - L;
            if (Z[k] < R - i + 1) Z[i] = Z[k];
            else
            {
                L = i;
                while (R < n && s[R] == s[R - L]) R++;
                Z[i] = R - L; R--;
            }
        }
    }
    return Z;
}
```

2.4 Manacher

```
struct Manacher {
    int n;
    vector<int> d; //Radius of odd palindromes
    vector<int> e; //Radius of even palindromes
    int build(char* s) {
        n = strlen(s), d.resize(n), e.resize(n);
        int res = 0;
        int l = 0, r = -1;
        for (int i = 0; i < n; ++i) {
            int k = (i > r) ? 1 : min(d[l + r - i], r - i) + 1;
            while (i - k >= 0 && i + k < n && s[i - k] == s[i + k]) k++;
            d[i] = --k;
            res = max(res, k + k + 1);
            if (r < i + k) {
                l = i - k;
                r = i + k;
            }
        }
        l = 0; r = -1;
        for (int i = 0; i < n; ++i) {
            int k = (i > r) ? 1 : min(e[l + r - i + 1], r - i + 1) + 1;
            while (i - k >= 0 && i + k - 1 < n && s[i - k] == s[i + k - 1]) k
                ++;
            e[i] = --k;
            res = max(res, k + k);
            if (r < i + k - 1) {
                l = i - k;
                r = i + k - 1;
            }
        }
        return res;
    }
}
```

2.5 Suffix Automaton

```
//set last = 0 everytime we add new string
struct SuffixAutomaton {
    static const int N = 100000;
    static const int CHARACTER = 26;
    int suf[N * 2], nxt[N * 2][CHARACTER], cnt, last, len[N * 2];

    SuffixAutomaton() {
        memset(suf, -1, sizeof suf);
```

```
        memset(nxt, -1, sizeof nxt);
        memset(len, 0, sizeof len);
        last = cnt = 0;
    }

    int getNode(int last, int u) {
        int q = nxt[last][u];
        if (len[last] + 1 == len[q]) {
            return q;
        }
        int clone = ++cnt;
        len[clone] = len[last] + 1;
        for (int i = 0; i < CHARACTER; i++) {
            nxt[clone][i] = nxt[q][i];
        }
        while (last != -1 && nxt[last][u] == q) {
            nxt[last][u] = clone;
            last = suf[last];
        }
        suf[clone] = suf[q];
        return suf[q] = clone;
    }

    void add(int u) {
        if (nxt[last][u] == -1) {
            int newNode = ++cnt;
            len[newNode] = len[last] + 1;
            while (last != -1 && nxt[last][u] == -1) {
                nxt[last][u] = newNode;
                last = suf[last];
            }
            if (last == -1) {
                suf[newNode] = 0;
                last = newNode;
                return;
            }
            suf[newNode] = getNode(last, u);
            last = newNode;
        } else {
            last = getNode(last, u);
        }
    }
};
```

2.6 ALCS

```
define
    a: row, b: col
    c_l,i,j: largest weighted path from (0, i) to (l, j)
    f_l,j: for all (l, j), 0 <= l <= n_a, 1 <= j <= n_b, f_l,j is the
        smallest value i < j such that C_l,i,j = C_l,i,j-1 + 1
    g_l,j: for all (l, j), 1 <= l <= n_a, 0 <= j <= n_b, g_l,j is the
        smallest value i <= j such that C_l,i,j = C_l-1,i,j

const int N = 2010;
int n, m;
char a[N], b[N];
int f[N][N], g[N][N];
int main() {
    ios_base::sync_with_stdio(0);
    cin.tie(0);
    int tc;
    cin >> tc;
    while (tc--) {
        cin >> (a + 1);
        cin >> (b + 1);
        n = strlen(a + 1);
        m = strlen(b + 1);
        for (int i = 1; i <= m; i++) f[0][i] = i;
        for (int i = 1; i <= n; i++) {
            for (int j = 1; j <= m; j++) {
                if (a[i] == b[j]) {
                    f[i][j] = g[i][j - 1];
                    g[i][j] = f[i - 1][j];
                } else {
                    f[i][j] = max(f[i - 1][j], g[i][j - 1]);
                    g[i][j] = min(f[i - 1][j], g[i][j - 1]);
                }
            }
        }
        int q;
        cin >> q;
        for (int i = 1; i <= q; i++) {
            int l, r, k;
            // substring a(1, r) and b(1, k)
            cin >> l >> r >> k;
            int res = 0;
            for (int j = 1; j <= r; j++) res += (f[k][j] < l);
            cout << res << ' ';
        }
        cout << '\n';
    }
    return 0;
}
```

2.7 Palindromic Tree

```
const int N = 1e5, SIZE = 26;

int s[N], len[N], link[N], to[N][SIZE], depth[N];
int n, last, sz;

void init() {
    s[n++] = -1;
    link[0] = 1;
    len[1] = -1;
    sz = 2;
}

int get_link(int v) {
    while (s[n - len[v] - 2] != s[n - 1]) v = link[v];
    return v;
}

int add_letter(int c) {
    s[n++] = c;
    last = get_link(last);
    if (!to[last][c]) {
        len [sz] = len[last] + 2;
        link[sz] = to[get_link(link[last])][c];
        to[last][c] = sz++;
    }
    last = to[last][c];
    return len[last];
}
```

2.8 Lyndon Factorization

```
// https://cp-algorithms.com/string/lyndon_factorization.html
vector<string> duval(string const& s) {
    int n = s.size();
    int i = 0;
    vector<string> factorization;
    while (i < n) {
        int j = i + 1, k = i;
        while (j < n && s[k] <= s[j]) {
            if (s[k] < s[j])
                k = i;
            else
                k++;
            j++;
        }
        while (i <= k) {
            factorization.push_back(s.substr(i, j - k));
            i += j - k;
        }
    }
    return factorization;
}
string min_cyclic_string(string s) {
    s += s;
    int n = s.size();
    int i = 0, ans = 0;
    while (i < n / 2) {
        ans = i;
        int j = i + 1, k = i;
        while (j < n && s[k] <= s[j]) {
            if (s[k] < s[j])
                k = i;
            else
                k++;
            j++;
        }
        while (i <= k)
            i += j - k;
    }
    return s.substr(ans, n / 2);
}
```

3 Geometry

3.1 Geometry

```
#define EPS 1e-6
inline int cmp(double a, double b) { return (a < b - EPS) ? -1 : ((a > b +
      EPS) ? 1 : 0); }
struct Point {
    double x, y;
    Point() { x = y = 0.0; }
    Point(double x, double y) : x(x), y(y) {}

    Point operator + (const Point& a) const { return Point(x+a.x, y+a.y); }
    Point operator - (const Point& a) const { return Point(x-a.x, y-a.y); }
    Point operator * (double k) const { return Point(x*k, y*k); }
    Point operator / (double k) const { return Point(x/k, y/k); }

    double operator * (const Point& a) const { return x*a.x + y*a.y; } // dot
          product
    double operator % (const Point& a) const { return x*a.y - y*a.x; } //
         cross product
    double norm() { return x*x + y*y; }
    double len() { return sqrt(norm()); } // hypot(x, y);
    Point rotate(double alpha) {
        double cosa = cos(alpha), sina = sin(alpha);
        return Point(x * cosa - y * sina, x * sina + y * cosa);
    }
};
double angle(Point a, Point o, Point b) { // min of directed angle AOB & BOA
    a = a - o; b = b - o;
    return acos((a * b) / sqrt(a.norm()) / sqrt(b.norm()));
}
double directed_angle(Point a, Point o, Point b) { // angle AOB, in range [0,
      2*PI)
    double t = -atan2(a.y - o.y, a.x - o.x)
            + atan2(b.y - o.y, b.x - o.x);
    while (t < 0) t += 2*PI;
    return t;
}
// Distance from p to Line ab (closest Point --> c)
double distToLine(Point p, Point a, Point b, Point &c) {
    Point ap = p - a, ab = b - a;
    double u = (ap * ab) / ab.norm();
    c = a + (ab * u);
    return (p-c).len();
```

```
}
// Distance from p to segment ab (closest Point --> c)
double distToLineSegment(Point p, Point a, Point b, Point &c) {
    Point ap = p - a, ab = b - a;
    double u = (ap * ab) / ab.norm();
    if (u < 0.0) {
        c = Point(a.x, a.y);
        return (p - a).len();
    }
    if (u > 1.0) {
        c = Point(b.x, b.y);
        return (p - b).len();
    }
    return distToLine(p, a, b, c);
}
// NOTE: WILL NOT WORK WHEN a = b = 0.
struct Line {
    double a, b, c;
    Point A, B; // Added for polygon intersect line. Do not rely on
           assumption that these are valid

    Line(double a, double b, double c) : a(a), b(b), c(c) {}

    Line(Point A, Point B) : A(A), B(B) {
        a = B.y - A.y;
        b = A.x - B.x;
        c = - (a * A.x + b * A.y);
    }
    Line(Point P, double m) {
        a = -m; b = 1;
        c = -((a * P.x) + (b * P.y));
    }
    double f(Point A) {
        return a*A.x + b*A.y + c;
    }
};
bool areParallel(Line l1, Line l2) {
    return cmp(l1.a*l2.b, l1.b*l2.a) == 0;
}
bool areSame(Line l1, Line l2) {
    return areParallel(l1 ,l2) && cmp(l1.c*l2.a, l2.c*l1.a) == 0
                && cmp(l1.c*l2.b, l1.b*l2.c) == 0;
}
bool areIntersect(Line l1, Line l2, Point &p) {
    if (areParallel(l1, l2)) return false;
    double dx = l1.b*l2.c - l2.b*l1.c;
    double dy = l1.c*l2.a - l2.c*l1.a;
    double d  = l1.a*l2.b - l2.a*l1.b;
    p = Point(dx/d, dy/d);
    return true;
}
void closestPoint(Line l, Point p, Point &ans) {
    if (fabs(l.b) < EPS) {
        ans.x = -(l.c) / l.a; ans.y = p.y;
        return;
    }
    if (fabs(l.a) < EPS) {
        ans.x = p.x; ans.y = -(l.c) / l.b;
        return;
    }
    Line perp(l.b, -l.a, - (l.b*p.x - l.a*p.y));
    areIntersect(l, perp, ans);
}
void reflectionPoint(Line l, Point p, Point &ans) {
    Point b;
    closestPoint(l, p, b);
    ans = p + (b - p) * 2;
}
struct Circle : Point {
    double r;
    Circle(double x = 0, double y = 0, double r = 0) : Point(x, y), r(r) {}
    Circle(Point p, double r) : Point(p), r(r) {}
    bool contains(Point p) { return (*this - p).len() <= r + EPS; }
};

// Find common tangents to 2 circles
// Tested:
// - http://codeforces.com/gym/100803/ - H
// Helper method
void tangents(Point c, double r1, double r2, vector<Line> & ans) {
    double r = r2 - r1;
    double z = sqr(c.x) + sqr(c.y);
    double d = z - sqr(r);
    if (d < -EPS)  return;
    d = sqrt(fabs(d));
    Line l((c.x * r + c.y * d) / z,
            (c.y * r - c.x * d) / z,
            r1);
    ans.push_back(l);
}
// Actual method: returns vector containing all common tangents
vector<Line> tangents(Circle a, Circle b) {
    vector<Line> ans; ans.clear();
    for (int i=-1; i<=1; i+=2)
        for (int j=-1; j<=1; j+=2)
            tangents(b-a, a.r*i, b.r*j, ans);
    for(int i = 0; i < ans.size(); ++i)
        ans[i].c -= ans[i].a * a.x + ans[i].b * a.y;
    vector<Line> ret;
    for(int i = 0; i < (int) ans.size(); ++i) {
        bool ok = true;
        for(int j = 0; j < i; ++j)
            if (areSame(ret[j], ans[i])) {
                ok = false;
                break;
            }
        if (ok) ret.push_back(ans[i]);
    }
    return ret;
}
// Circle & line intersection
vector<Point> intersection(Line l, Circle cir) {
    double r = cir.r, a = l.a, b = l.b, c = l.c + l.a*cir.x + l.b*cir.y;
    vector<Point> res;
    double x0 = -a*c/(a*a+b*b),  y0 = -b*c/(a*a+b*b);
    if (c*c > r*r*(a*a+b*b)+EPS) return res;
    else if (fabs(c*c - r*r*(a*a+b*b)) < EPS) {
        res.push_back(Point(x0, y0) + Point(cir.x, cir.y));
        return res;
    }
    else {
        double d = r*r - c*c/(a*a+b*b);
        double mult = sqrt (d / (a*a+b*b));
        double ax,ay,bx,by;
        ax = x0 + b * mult;
        bx = x0 - b * mult;
        ay = y0 - a * mult;
        by = y0 + a * mult;
        res.push_back(Point(ax, ay) + Point(cir.x, cir.y));
        res.push_back(Point(bx, by) + Point(cir.x, cir.y));
        return res;
    }
}
// helper functions for commonCircleArea
double cir_area_solve(double a, double b, double c) {
    return acos((a*a + b*b - c*c) / 2 / a / b);
}
double cir_area_cut(double a, double r) {
    double s1 = a * r * r / 2;
    double s2 = sin(a) * r * r / 2;
    return s1 - s2;
}
double commonCircleArea(Circle c1, Circle c2) { //return the common area of
       two circle
    if (c1.r < c2.r) swap(c1, c2);
    double d = (c1 - c2).len();
    if (d + c2.r <= c1.r + EPS) return c2.r*c2.r*M_PI;
    if (d >= c1.r + c2.r - EPS) return 0.0;
    double a1 = cir_area_solve(d, c1.r, c2.r);
    double a2 = cir_area_solve(d, c2.r, c1.r);
    return cir_area_cut(a1*2, c1.r) + cir_area_cut(a2*2, c2.r);
}
// Check if 2 circle intersects. Return true if 2 circles touch
bool areIntersect(Circle u, Circle v) {
    if (cmp((u - v).len(), u.r + v.r) > 0) return false;
    if (cmp((u - v).len() + v.r, u.r) < 0) return false;
    if (cmp((u - v).len() + u.r, v.r) < 0) return false;
    return true;
}
// If 2 circle touches, will return 2 (same) points
// If 2 circle are same --> be careful
vector<Point> circleIntersect(Circle u, Circle v) {
    vector<Point> res;
    if (!areIntersect(u, v)) return res;
    double d = (u - v).len();
    double alpha = acos((u.r * u.r + d*d - v.r * v.r) / 2.0 / u.r / d);

    Point p1 = (v - u).rotate(alpha);
    Point p2 = (v - u).rotate(-alpha);
    res.push_back(p1 / p1.len() * u.r + u);
    res.push_back(p2 / p2.len() * u.r + u);
    return res;
}
Point centroid(Polygon p) {
    Point c(0,0);
    double scale = 6.0 * signed_area(p);
    for (int i = 0; i < p.size(); i++){
        int j = (i+1) % p.size();
        c = c + (p[i]+p[j])*(p[i].x*p[j].y - p[j].x*p[i].y);
    }
    return c / scale;
}
// Cut a polygon with a line. Returns one half.
// To return the other half, reverse the direction of Line l (by negating l.a
    , l.b)
// The line must be formed using 2 points
Polygon polygon_cut(const Polygon& P, Line l) {
    Polygon Q;
    for(int i = 0; i < P.size(); ++i) {
        Point A = P[i], B = (i == P.size()-1) ? P[0] : P[i+1];
        if (ccw(l.A, l.B, A) != -1) Q.push_back(A);
        if (ccw(l.A, l.B, A)*ccw(l.A, l.B, B) < 0) {
            Point p; areIntersect(Line(A, B), l, p);
            Q.push_back(p);
        }
    }
    return Q;
}
// Find intersection of 2 convex polygons
// Helper method
bool intersect_1pt(Point a, Point b,
    Point c, Point d, Point &r) {
    double D =  (b - a) % (d - c);
    if (cmp(D, 0) == 0) return false;
    double t =  ((c - a) % (d - c)) / D;
    double s = -((a - c) % (b - a)) / D;
    r = a + (b - a) * t;
    return cmp(t, 0) >= 0 && cmp(t, 1) <= 0 && cmp(s, 0) >= 0 && cmp(s, 1) <=
        0;
}
Polygon convex_intersect(Polygon P, Polygon Q) {
    const int n = P.size(), m = Q.size();
    int a = 0, b = 0, aa = 0, ba = 0;
    enum { Pin, Qin, Unknown } in = Unknown;
    Polygon R;
    do {
        int a1 = (a+n-1) % n, b1 = (b+m-1) % m;
        double C = (P[a] - P[a1]) % (Q[b] - Q[b1]);
        double A = (P[a1] - Q[b]) % (P[a] - Q[b]);
        double B = (Q[b1] - P[a]) % (Q[b] - P[a]);
        Point r;
        if (intersect_1pt(P[a1], P[a], Q[b1], Q[b], r)) {
            if (in == Unknown) aa = ba = 0;
            R.push_back( r );
            in = B > 0 ? Pin : A > 0 ? Qin : in;
        }
        if (C == 0 && B == 0 && A == 0) {
            if (in == Pin) { b = (b + 1) % m; ++ba; }
            else           { a = (a + 1) % m; ++aa; }
        } else if (C >= 0) {
            if (A > 0) { if (in == Pin) R.push_back(P[a]); a = (a+1)%n; ++aa;
                }
            else       { if (in == Qin) R.push_back(Q[b]); b = (b+1)%m; ++ba;
                }
        } else {
            if (B > 0) { if (in == Qin) R.push_back(Q[b]); b = (b+1)%m; ++ba;
```

```
                    }
            else        { if (in == Pin) R.push_back(P[a]); a = (a+1)%n; ++aa;
                    }
            }
        } while ( (aa < n || ba < m) && aa < 2*n && ba < 2*m );
        if (in == Unknown) {
            if (in_convex(Q, P[0])) return P;
            if (in_convex(P, Q[0])) return Q;
        }
        return R;
}
// Find the diameter of polygon.
// Rotating callipers
double convex_diameter(Polygon pt) {
    const int n = pt.size();
    int is = 0, js = 0;
    for (int i = 1; i < n; ++i) {
        if (pt[i].y > pt[is].y) is = i;
        if (pt[i].y < pt[js].y) js = i;
    }
    double maxd = (pt[is]-pt[js]).norm();
    int i, maxi, j, maxj;
    i = maxi = is;
    j = maxj = js;
    do {
        int jj = j+1; if (jj == n) jj = 0;
        if ((pt[i] - pt[jj]).norm() > (pt[i] - pt[j]).norm()) j = (j+1) % n;
        else i = (i+1) % n;
        if ((pt[i]-pt[j]).norm() > maxd) {
            maxd = (pt[i]-pt[j]).norm();
            maxi = i; maxj = j;
        }
    } while (i != is || j != js);
    return maxd; /* farthest pair is (maxi, maxj). */
}
// Check if we can form triangle with edges x, y, z.
bool isSquare(long long x) { /* */ }
bool isIntegerCoordinates(int x, int y, int z) {
    long long s=(long long)(x+y+z)*(x+y-z)*(x+z-y)*(y+z-x);
    return (s%4==0 && isSquare(s/4));
}

// Smallest enclosing circle:
// Given N points. Find the smallest circle enclosing these points.
// Amortized complexity: O(N)
struct SmallestEnclosingCircle {
    Circle getCircle(vector<Point> points) {
        assert(!points.empty());
        random_shuffle(points.begin(), points.end());
        Circle c(points[0], 0);
        int n = points.size();
        for (int i = 1; i < n; i++)
            if ((points[i] - c).len() > c.r + EPS) {
                c = Circle(points[i], 0);
                for (int j = 0; j < i; j++)
                    if ((points[j] - c).len() > c.r + EPS) {
                        c = Circle((points[i] + points[j]) / 2, (points[i] -
                            points[j]).len() / 2);
                        for (int k = 0; k < j; k++)
                            if ((points[k] - c).len() > c.r + EPS)
                                c = getCircumcircle(points[i], points[j],
                                    points[k]);
                    }
            }
        return c;
    }
    // NOTE: This code work only when a, b, c are not collinear and no 2
        points are same --> DO NOT
    // copy and use in other cases.
    Circle getCircumcircle(Point a, Point b, Point c) {
        assert(a != b && b != c && a != c);
        assert(ccw(a, b, c));
        double d = 2.0 * (a.x * (b.y - c.y) + b.x * (c.y - a.y) + c.x * (a.y
            - b.y));
        assert(fabs(d) > EPS);
        double x = (a.norm() * (b.y - c.y) + b.norm() * (c.y - a.y) + c.norm
            () * (a.y - b.y)) / d;
        double y = (a.norm() * (c.x - b.x) + b.norm() * (a.x - c.x) + c.norm
            () * (b.x - a.x)) / d;
        Point p(x, y);
        return Circle(p, (p - a).len());
    }
};
bool inside(const Point &u, const vector<Point> &a) {
    for (int i = 0; i < n; i++) {
        if (cmp((a[i] - u) % (a[i == n - 1 ? 0 : i + 1] - u), 0.0) != 0)
            continue;
        if (cmp((a[i] - u) * (a[i == n - 1 ? 0 : i + 1] - u), 0.0) > 0)
            continue;
        return 1;
    }
    int res = 0;
    for (int i = 0; i < n; i++) {
        Point v = a[i], w = a[i == n - 1 ? 0 : i + 1];
        if (cmp(v.x, w.x) == 0) continue;
        if (v.x > w.x) swap(v, w);
        if (u.x < v.x - EPS) continue;
        if (u.x > w.x - EPS) continue;
        res ^= (cmp((u - v) % (w - v), 0) >= 0);
    }
    return res;
}
```

4 Numerical algorithms

4.1 Gauss Elimination

```
const int INF = 1e9;
const double EPS = 1e-9;
int gauss(vector<vector<double> > a, vector<double> &ans) {
    int m = a.size(), n = a[0].size() - 1;
    vector<int> where (n, -1); // corresponding row for each column
    for (int row = 0, col = 0; col < n; ++col) {
        // find the maximum abs value on the current column to reduce
            precision errors
        int maxRow = row;
        for (int i = row + 1; i < m; ++i) {
            if (abs(a[i][col]) > abs(a[maxRow][col]))
            maxRow = i;
        }
        // if cannot find anything rather than zero then forget the current
            column
        if (abs(a[maxRow][col]) < EPS) continue;
        if (maxRow != row) swap(a[maxRow], a[row]);
        where[col] = row;
        for (int i = 0; i < m; ++i) if (i != row) {
            double coef = a[i][col] / a[row][col];
            for (int j = col; j <= n; ++j) {
                a[i][j] -= a[row][j] * coef;
            }
        }
        ++row; // only when found a non-zero element
    }
    ans.assign(m, 0); // default value = 0
    for (int i = 0; i < n; ++i) if (where[i] != -1) {
        ans[i] = a[where[i]][n] / a[where[i]][i];
    }
    // recheck
    for (int i = 0; i < m; ++i) {
        double sum = 0;
        for (int j = 0; j < n; ++j) {
            sum += a[i][j] * ans[j];
        }
        if (abs(sum - a[i][n]) > EPS) return 0; // no solution
    }
    // search for independent variables
    for (int i = 0; i < n; ++i) if (where[i] == -1) return INF; // infinite
        many solution
    return 1; // one solution saved in vector ans
}
```

4.2 Simplex Algorithm

```
/**
 * minimize c^T * x
 * subject to Ax <= b
 * and x >= 0
 * The input matrix a will have the following form
 * 0 c c c c c
 * b A A A A A
 * b A A A A A
 * b A A A A A
 * Result vector will be: val x x x x x
 **/

typedef long double ld;
const ld EPS = 1e-8;
struct LPSolver {
    static vector<ld> simplex(vector<vector<ld>> a) {
        int n = (int) a.size() - 1;
        int m = (int) a[0].size() - 1;
        vector<int> left(n + 1);
        vector<int> up(m + 1);
        iota(left.begin(), left.end(), m);
        iota(up.begin(), up.end(), 0);
        auto pivot = [&](int x, int y) {
            swap(left[x], up[y]);
            ld k = a[x][y];
            a[x][y] = 1;
            vector<int> pos;
            for (int j = 0; j <= m; j++) {
                a[x][j] /= k;
                if (fabs(a[x][j]) > EPS) pos.push_back(j);
            }
            for (int i = 0; i <= n; i++) {
                if (fabs(a[i][y]) < EPS || i == x) continue;
                k = a[i][y];
                a[i][y] = 0;
                for (int j : pos) a[i][j] -= k * a[x][j];
            }
        };
        while (1) {
            int x = -1;
            for (int i = 1; i <= n; i++) {
                if (a[i][0] < -EPS && (x == -1 || a[i][0] < a[x][0])) {
                    x = i;
                }
            }
            if (x == -1) break;
            int y = -1;
                for (int j = 1; j <= m; j++) {
                    if (a[x][j] < -EPS && (y == -1 || a[x][j] < a[x][y])) {
                    y = j;
                }
            }
            if (y == -1) return vector<ld>(); // infeasible
            pivot(x, y);
        }
        while (1) {
            int y = -1;
            for (int j = 1; j <= m; j++) {
                if (a[0][j] > EPS && (y == -1 || a[0][j] > a[0][y])) {
                    y = j;
                }
            }
            if (y == -1) break;
            int x = -1;
            for (int i = 1; i <= n; i++) {
                if (a[i][y] > EPS && (x == -1 || a[i][0] / a[i][y] < a[x][0]
                    / a[x][y])) {
                    x = i;
                }
            }
            if (x == -1) return vector<ld>(); // unbounded
```

```
            pivot(x, y);
        }
        vector<ld> ans(m + 1);
        for (int i = 1; i <= n; i++) {
            if (left[i] <= m) ans[left[i]] = a[i][0];
        }
        ans[0] = -a[0][0];
        return ans;
    }
};
```

4.3 NTT

```
//Poly Invert: R(2n) = 2R(n) - R(n) ^ 2 * F where R(z) = invert F(z)
//Poly Sqrt: 2 * S(2n) = S(n) + F * S(n) ^ -1
const int MOD = 998244353;
struct NTT {
    int base = 1;
    int maxBase = 0;
    int root = 2;
    vector<int> w = {0, 1};
    vector<int> rev = {0, 1};
    NTT () {
        int u = MOD - 1;
        while (u % 2 == 0) {
            u >>= 1;
            maxBase++;
        }
        while (power(root, 1 << maxBase) != 1 || power(root, 1 << (maxBase -
            1)) == 1) root++;
    }
    void ensure(int curBase) {
        assert(curBase <= maxBase);
        if (curBase <= base) return;
        rev.resize(1 << curBase);
        for (int i = 0; i < (1 << curBase); i++) {
            rev[i] = (rev[i >> 1] >> 1) + ((i & 1) << (curBase - 1));
        }
        w.resize(1 << curBase);
        for (; base < curBase; base++) {
            int wc = power(root, 1 << (maxBase - base - 1));
            for (int i = 1 << (base - 1); i < (1 << base); i++) {
                w[i << 1] = w[i];
                w[i << 1 | 1] = mul(w[i], wc);
            }
        }
    }
    void fft(vector<int> &a) {
        int n = a.size();
        int curBase = 0;
        while ((1 << curBase) < n) curBase++;
        int shift = base - curBase;
        for (int i = 0; i < n; i++) {
            if (i < (rev[i] >> shift)) swap(a[i], a[rev[i] >> shift]);
        }
        for (int k = 1; k < n; k <<= 1) {
            for (int i = 0; i < k; i++) {
                for (int j = i; j < n; j += k * 2) {
                    int foo = a[j];
                    int bar = mul(a[j + k], w[i + k]);
                    a[j] = add(foo, bar);
                    a[j + k] = sub(foo, bar);
                }
            }
        }
    }
    vector<int> mult(vector<int> a, vector<int> b) {
        int nResult = a.size() + b.size() - 1;
        int curBase = 0;
        while ((1 << curBase) < nResult) curBase++;
        ensure(curBase);
        int n = 1 << curBase;
        a.resize(n), b.resize(n);
        fft(a);
        fft(b);
        int invN = inv(n);
        for (int i = 0; i < n; i++) {
            a[i] = mul(mul(a[i], b[i]), invN);
        }
        reverse(a.begin() + 1, a.end());
        fft(a);
        a.resize(nResult);
        return a;
    }
    vector<int> polyInv(vector<int> r, vector<int> f) {
        vector<int> foo = mult(r, f);
        foo.resize(f.size());
        foo[0] = sub(2, foo[0]);
        for (int i = 1; i < foo.size(); i++) {
            foo[i] = sub(0, foo[i]);
        }
        vector<int> res = mult(r, foo);
        res.resize(f.size());
        return res;
    }
    vector<int> polySqrt(vector<int> s, vector<int> invS, vector<int> f) {
        vector<int> res = mult(f, invS);
        res.resize(f.size());
        for (int i = 0; i < s.size(); i++) {
            res[i] = add(res[i], s[i]);
        }
        for (int i = 0; i < res.size(); i++) {
            res[i] = mul(res[i], INV_2);
        }
        return res;
    }
    vector<int> getSqrt(vector<int> c, int sz) {
        vector<int> sqrtC = {1}, invSqrtC = {1}; //change this if c[0] != 1
        for (int k = 1; k < (1 << sz); k <<= 1) {
            vector<int> foo(c.begin(), c.begin() + (k * 2));
            vector<int> bar = sqrtC;
            bar.resize(bar.size() * 2, 0);
            vector<int> tempInv = polyInv(invSqrtC, bar);
            sqrtC = polySqrt(sqrtC, tempInv, foo);
            invSqrtC = polyInv(invSqrtC, sqrtC);
        }
        return sqrtC;
    }
    vector<int> getInv(vector<int> c, int sz) {
        vector<int> res = {INV_2}; // change this if c[0] != 2
        for (int k = 1; k < (1 << sz); k <<= 1) {
            vector<int> foo(c.begin(), c.begin() + (k * 2));
            res = polyInv(res, foo);
        }
        return res;
    }
} ntt;
```

4.4 FFT

```
typedef complex<double> cmplx;
typedef vector<complex<double> > VC;
const double PI = acos(-1);
struct FFT {
    static void fft(VC &u, int sign) {
        int n = u.size();
        double theta = 2. * PI * sign / n;
        for (int m = n; m >= 2; m >>= 1, theta *= 2.) {
            cmplx w(1, 0), wDelta = polar(1., theta);
            for (int i = 0, mh = m >> 1; i < mh; i++) {
                for (int j = i; j < n; j += m) {
                    int k = j + mh;
                    cmplx temp = u[j] - u[k];
                    u[j] += u[k];
                    u[k] = w * temp;
                }
                w *= wDelta;
            }
        }
        for (int i = 1, j = 0; i < n; i++) {
            for (int k = n >> 1; k > (j ^= k); k >>= 1);
            if (j < i) {
                swap(u[i], u[j]);
            }
        }
    }

    static vector<int> mul(const vector<int> &a, const vector<int> &b) {
        int newSz = a.size() + b.size() - 1;
        int fftSz = 1;
        while (fftSz < newSz) {
            fftSz <<= 1;
        }
        VC aa(fftSz, 0.), bb(fftSz, 0.);
        for (int i = 0; i < a.size(); i++) {
            aa[i] = a[i];
        }
        for (int i = 0; i < b.size(); i++) {
            bb[i] = b[i];
        }
        fft(aa, 1);
        fft(bb, 1);
        for (int i = 0; i < fftSz; i++) {
            aa[i] *= bb[i];
        }
        fft(aa, -1);
        vector<int> res(newSz);
        for (int i = 0; i < newSz; i++) {
            res[i] = (int)(aa[i].real() / fftSz + 0.5);
        }
        return res;
    }
};
```

4.5 Bitwise FFT

```
/*
* matrix:
* +1 +1
* +1 -1
*/
void XORFFT(int a[], int n, int p, int invert) {
    for (int i = 1; i < n; i <<= 1) {
        for (int j = 0; j < n; j += i << 1) {
            for (int k = 0; k < i; k++) {
                int u = a[j + k], v = a[i + j + k];
                a[j + k] = u + v;
                if (a[j + k] >= p) a[j + k] -= p;
                a[i + j + k] = u - v;
                if (a[i + j + k] < 0) a[i + j + k] += p;
            }
        }
    }
    if (invert) {
        long long inv = fpow(n, p - 2, p);
        for (int i = 0; i < n; i++) a[i] = a[i] * inv % p;
    }
}
/*
* Matrix:
* +1 +1
* +1 +0
*/
void ORFFT(int a[], int n, int p, int invert) {
    for (int i = 1; i < n; i <<= 1) {
        for (int j = 0; j < n; j += i << 1) {
            for (int k = 0; k < i; k++) {
                int u = a[j + k], v = a[i + j + k];
                if (!invert) {
                    a[j + k] = u + v;
                    a[i + j + k] = u;
                    if (a[j + k] >= p) a[j + k] -= p;
```

```
                }
                else {
                    a[j + k] = v;
                    a[i + j + k] = u - v;
                    if (a[i + j + k] < 0) a[i + j + k] += p;
                }
            }
        }
    }
}
/*
* matrix:
* +0 +1
* +1 +1
*/
void ANDFFT(int a[], int n, int p, int invert) {
    for (int i = 1; i < n; i <<= 1) {
        for (int j = 0; j < n; j += i << 1) {
            for (int k = 0; k < i; k++) {
                int u = a[j + k], v = a[i + j + k];
                if (!invert) {
                    a[j + k] = v;
                    a[i + j + k] = u + v;
                    if (a[i + j + k] >= p) a[i + j + k] -= p;
                }
                else {
                    a[j + k] = v - u;
                    if (a[j + k] < 0) a[j + k] += p;
                    a[i + j + k] = u;
                }
            }
        }
    }
}
```

4.6 FFT chemthan

```
#define double long double
namespace FFT {
    const int maxf = 1 << 17;
    struct cp {
        double x, y;
        cp(double x = 0, double y = 0) : x(x), y(y) {}
        cp operator + (const cp& rhs) const {
            return cp(x + rhs.x, y + rhs.y);
        }
        cp operator - (const cp& rhs) const {
            return cp(x - rhs.x, y - rhs.y);
        }
        cp operator * (const cp& rhs) const {
            return cp(x * rhs.x - y * rhs.y, x * rhs.y + y * rhs.x);
        }
        cp operator !() const {
            return cp(x, -y);
        }
    } rts[maxf + 1];
    cp fa[maxf], fb[maxf];
    cp fc[maxf], fd[maxf];

    int bitrev[maxf];
    void fftinit() {
        int k = 0; while ((1 << k) < maxf) k++;
        bitrev[0] = 0;
        for (int i = 1; i < maxf; i++) {
            bitrev[i] = bitrev[i >> 1] >> 1 | ((i & 1) << k - 1);
        }
        double PI = acos((double) -1.0);
        rts[0] = rts[maxf] = cp(1, 0);
        for (int i = 1; i + i <= maxf; i++) {
            rts[i] = cp(cos(i * 2 * PI / maxf), sin(i * 2 * PI / maxf));
        }
        for (int i = maxf / 2 + 1; i < maxf; i++) {
            rts[i] = !rts[maxf - i];
        }
    }
    void dft(cp a[], int n, int sign) {
        static int isinit;
        if (!isinit) {
            isinit = 1;
            fftinit();
        }
        int d = 0; while ((1 << d) * n != maxf) d++;
        for (int i = 0; i < n; i++) {
            if (i < (bitrev[i] >> d)) {
                swap(a[i], a[bitrev[i] >> d]);
            }
        }
        for (int len = 2; len <= n; len <<= 1) {
            int delta = maxf / len * sign;
            for (int i = 0; i < n; i += len) {
                cp *x = a + i,*y = a + i + (len >> 1), *w = sign > 0 ? rts :
                    rts + maxf;
                for (int k = 0; k + k < len; k++) {
                    cp z = *y * *w;
                    *y = *x - z, *x = *x + z;
                    x++, y++, w += delta;
                }
            }
        }
        if (sign < 0) {
            for (int i = 0; i < n; i++) {
                a[i].x /= n;
                a[i].y /= n;
            }
        }
    }
    void multiply(int a[], int b[], int na, int nb, long long c[]) {
        int n = na + nb - 1; while (n != (n & -n)) n += n & -n;
        for (int i = 0; i < n; i++) fa[i] = fb[i] = cp();
        for (int i = 0; i < na; i++) fa[i] = cp(a[i]);
        for (int i = 0; i < nb; i++) fb[i] = cp(b[i]);
        dft(fa, n, 1), dft(fb, n, 1);
        for (int i = 0; i < n; i++) fa[i] = fa[i] * fb[i];
        dft(fa, n, -1);
        for (int i = 0; i < n; i++) c[i] = (long long) floor(fa[i].x + 0.5);
    }
    void multiply(int a[], int b[], int na, int nb, int c[], int mod = (int)
        1e9 + 7) {
        int n = na + nb - 1;
        while (n != (n & -n)) n += n & -n;
        for (int i = 0; i < n; i++) fa[i] = fb[i] = cp();
        static const int magic = 15;
        for (int i = 0; i < na; i++) fa[i] = cp(a[i] >> magic, a[i] & (1 <<
            magic) - 1);
        for (int i = 0; i < nb; i++) fb[i] = cp(b[i] >> magic, b[i] & (1 <<
            magic) - 1);
        dft(fa, n, 1), dft(fb, n, 1);
        for (int i = 0; i < n; i++) {
            int j = (n - i) % n;
            cp x = fa[i] + !fa[j];
            cp y = fb[i] + !fb[j];
            cp z = !fa[j] - fa[i];
            cp t = !fb[j] - fb[i];
            fc[i] = (x * t + y * z) * cp(0, 0.25);
            fd[i] = x * y * cp(0, 0.25) + z * t * cp(-0.25, 0);
        }
        dft(fc, n, -1), dft(fd, n, -1);
        for (int i = 0; i < n; i++) {
            long long u = ((long long) floor(fc[i].x + 0.5)) % mod;
            long long v = ((long long) floor(fd[i].x + 0.5)) % mod;
            long long w = ((long long) floor(fd[i].y + 0.5)) % mod;
            c[i] = ((u << 15) + v + (w << 30)) % mod;
        }
    }
    vector<int> multiply(vector<int> a, vector<int> b, int mod = (int) 1e9 +
        7) {
        static int fa[maxf], fb[maxf], fc[maxf];
        int na = a.size(), nb = b.size();
        for (int i = 0; i < na; i++) fa[i] = a[i];
        for (int i = 0; i < nb; i++) fb[i] = b[i];
        multiply(fa, fb, na, nb, fc, mod);
        int k = na + nb - 1;
        vector<int> res(k);
        for (int i = 0; i < k; i++) res[i] = fc[i];
        return res;
    }
}
```

4.7 Interpolation

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

/*
 * Complexity: O(Nlog(mod), N)
 */
#define IP Interpolation
namespace Interpolation {
    const int mod = (int) 1e9 + 7;
    const int maxn = 1e5 + 5;
    int a[maxn];
    int fac[maxn];
    int ifac[maxn];
    int prf[maxn];
    int suf[maxn];

    int fpow(int n, int k) {
        int r = 1;
        for (; k; k >>= 1) {
            if (k & 1) r = (long long) r * n % mod;
            n = (long long) n * n % mod;
        }
        return r;
    }
    void upd(int u, int v) {
        a[u] = v;
    }
    void build() {
        fac[0] = ifac[0] = 1;
        for (int i = 1; i < maxn; i++) {
            fac[i] = (long long) fac[i - 1] * i % mod;
            ifac[i] = fpow(fac[i], mod - 2);
        }
    }
    //Calculate P(x) of degree k - 1, k values form 1 to k
    //P(i) = a[i]
    int calc(int x, int k) {
        prf[0] = suf[k + 1] = 1;
        for (int i = 1; i <= k; i++) {
            prf[i] = (long long) prf[i - 1] * (x - i + mod) % mod;
        }
        for (int i = k; i >= 1; i--) {
            suf[i] = (long long) suf[i + 1] * (x - i + mod) % mod;
        }
        int res = 0;
        for (int i = 1; i <= k; i++) {
            if (!((k - i) & 1)) {
                res = (res + (long long) prf[i - 1] * suf[i + 1] % mod
                    * ifac[i - 1] % mod * ifac[k - i] % mod * a[i]) % mod
                    ;
            }
            else {
                res = (res - (long long) prf[i - 1] * suf[i + 1] % mod
                    * ifac[i - 1] % mod * ifac[k - i] % mod * a[i] % mod
                    + mod) % mod;
            }
        }
        return res;
    }
}

const int mod = (int) 1e9 + 7;

int main() {
    IP::build();
    for (int i = 1; i < IP::maxn; i++) {
```

```
        IP::a[i] = ((long long) 3111 * i * i * i - (long long) 54 * i * i +
             13 * i) % mod;
    }
    assert(IP::calc(1234, 4) == IP::a[1234]);
    cerr << "\nTime elapsed: " << 1000 * clock() / CLOCKS_PER_SEC << "ms\n";
    return 0;
}
```

4.8 Binary vector space

```
int basis[d]; // basis[i] keeps the mask of the vector whose f value is i

int sz; // Current size of the basis

void insertVector(int mask) {
for (int i = 0; i < d; i++) {
    if ((mask & 1 << i) == 0) continue; // continue if i != f(mask)

    if (!basis[i]) { // If there is no basis vector with the i'th bit set,
         then insert this vector into the basis
        basis[i] = mask;
        ++sz;

        return;
    }

    mask ^= basis[i]; // Otherwise subtract the basis vector from this vector
}
```

4.9 DiophanteMod

```
// l <= a * k <= r (k > 0) (l <= r) (mod)
long long solve(long long l, long long r, long long a, long long mod) {
    if (a == 0) return INF;
    if (a * 2 > mod) return solve(mod - r, mod - l, mod - a, mod);
    long long firstVal = getCeil(l, a);
    if (a * firstVal <= r) return firstVal;
    if (mod % a == 0) return INF;
    long long kPrime = solve(l % a, r % a, a - mod % a, a);
    if (kPrime == INF) return INF;
    long long res = getCeil(kPrime * mod + l, a);
    return getCeil(kPrime * mod + l, a);
}
```

4.10 Berlekamp-Massey

```
#include <bits/stdc++.h>
using namespace std;
// linear recurrence: a[i] = sum(a[i - j] * p[j]) (sum from 1->m)
// calculate a[k] in O(m^2log(k)) (better than matrix multiplication O(m^3log
     (k)))
// Usage:
// calculate a[0], ..., a[m + m] (2 * m elements is enough) and call calc(
     vector<int>, int)
template<const int maxn, const int mod>
struct linear_solver {
    static const long long sqmod = (long long) mod * mod;
    int n;
    int a[maxn], h[maxn], s[maxn], t[maxn];
    long long t_[maxn];

    inline int fpow(int a, long long b) {
        int res = 1;
        while (b) {
            if (b & 1) res = (long long) res * a % mod;
            a = (long long) a * a % mod;
            b >>= 1;
        }
        return res;
    }
    inline vector<int> BM(vector<int> x) {
        vector<int> ls, cur;
        int lf, ld;
        for (int i = 0; i < (int) x.size(); i++) {
            long long t = 0;
            for (int j = 0; j < (int) cur.size(); j++) {
                t += (long long) x[i - j - 1] * cur[j];
                t -= sqmod <= t ? sqmod : 0;
            }
            t %= mod;
            if ((t - x[i]) % mod == 0) continue;
            if (!cur.size()) {
                cur.resize(i + 1);
                lf = i;
                ld = t - x[i];
                ld += ld < 0 ? mod : 0;
                continue;
            }
            int k = (long long) (t - x[i] + mod) * fpow(ld, mod - 2) % mod;
            vector<int> c(i - lf - 1);
            c.push_back(k);
            for (int j = 0; j < (int) ls.size(); j++) {
                c.push_back((long long) k * (mod - ls[j]) % mod);
            }
            if (c.size() < cur.size()) c.resize(cur.size());
            for (int j = 0; j < (int) cur.size(); j++) {
                c[j] += cur[j];
                c[j] -= mod <= c[j] ? mod : 0;
            }
            if (i - lf + (int) ls.size() >= (int) cur.size()) {
                ls = cur, lf = i;
                ld = t - x[i];
                ld += ld < 0 ? mod : 0;
            }
            cur = c;
        }
        for (int i = 0; i < (int) cur.size(); i++) {
            cur[i] = (cur[i] % mod + mod) % mod;
        }
        return cur;
    }
    inline void mult(int* p, int* q) {
        for (int i = 0; i < n + n; i++) t_[i] = 0;
        for (int i = 0; i < n; i++) if (p[i]) {
            for (int j = 0; j < n; j++) {
                t_[i + j] += (long long) p[i] * q[j];
                t_[i + j] -= sqmod <= t_[i + j] ? sqmod : 0;
            }
        }
        for (int i = n + n - 1; n <= i; i--) if (t_[i]) {
            t_[i] %= mod;
            for (int j = n - 1; ~j; j--) {
                t_[i - j - 1] += t_[i] * h[j];
                t_[i - j - 1] -= sqmod <= t_[i - j - 1] ? sqmod : 0;
            }
        }
        for (int i = 0; i < n; i++) p[i] = t_[i] % mod;
    }
    inline long long calc(long long k) {
        for (int i = n; ~i; i--) {
            s[i] = t[i] = 0;
        }
        s[0] = 1;
        if (n != 1) {
            t[1] = 1;
        }
        else {
            t[0] = h[0];
        }
        while (k) {
            if (k & 1) mult(s, t);
            mult(t, t); k >>= 1;
        }
        long long sum = 0;
        for (int i = 0; i < n; i++) {
            sum = (sum + (long long) s[i] * a[i]) % mod;
        }
        return (sum % mod + mod) % mod;
    }
    inline int calc(vector<int> x, long long k) {
        if (k < (int) x.size()) return x[k];
        vector<int> v = BM(x);
        n = v.size();
        if (!n) return 0;
        for (int i = 0; i < n; i++) h[i] = v[i], a[i] = x[i];
        return calc(k);
    }
};
linear_solver<1 << 18, (int) 1e9 + 7> ls;

const int mod = (int) 1e9 + 7;
const int maxn = 1 << 20;
int a[maxn];
int sa[maxn];

int main() {
    a[1] = 1;
    for (int i = 2; i < maxn; i++) {
        a[i] = ((long long) a[i - 1] * 3 + (long long) a[i - 2] * 5) % mod;
    }
    vector<int> sample;
    for (int i = 0; i < maxn; i++) {
        if (i) sa[i] = sa[i - 1];
        sa[i] = (sa[i] + a[i]) % mod;
        if (i < 2 * 1 + 4) {
            sample.push_back(sa[i]);
        }
    }
    cerr << ls.calc(sample, 50000) << " " << sa[50000] << "\n";
    cerr << "\nTime elapsed: " << 1000 * clock() / CLOCKS_PER_SEC << "ms\n";
    return 0;
}
```

4.11 Linear Sieve

```
vector <int> prime;
bool is_composite[MAXN];
void sieve (int n) {
        fill (is_composite, is_composite + n, false);
        for (int i = 2; i < n; ++i) {
                if (!is_composite[i]) prime.push_back (i);
                for (int j = 0; j < prime.size () && i * prime[j] < n; ++j) {
                        is_composite[i * prime[j]] = true;
                        if (i % prime[j] == 0) break;
                }
        }
}
```

5 Graph algorithms

5.1 Arborescence

```
namespace Arborescence {
    const int maxv = 2550;
    const int maxe = maxv * maxv;
    const long long INF = (long long) 1e18;

    struct edge_t {
        int u, v;
```

```
        long long w;
        edge_t(int u = 0, int v = 0, long long w = 0) : u(u), v(v), w(w) {}
    } edge[maxe];

    int ec;
    int id[maxv], pre[maxv];
    long long in[maxv];
    int vis[maxv];

    void init() {
        ec = 0;
    }

    void add(int u, int v, int w) {
        // 1-indexed
        edge[++ec] = edge_t(u, v, w);
    }

    long long mst(int n, int rt) {
        long long res = 0;
        int idx;
        while (1) {
            for (int i = 1; i <= n; i++) {
                in[i] = INF, vis[i] = -1, id[i] = -1;
            }
            for (int i = 1; i <= ec; i++) {
                int u = edge[i].u, v = edge[i].v;
                if (u == v || in[v] <= edge[i].w) continue;
                in[v] = edge[i].w, pre[v] = u;
            }
            pre[rt] = rt, in[rt] = 0;
            for (int i = 1; i <= n; i++) {
                res += in[i];
                if (in[i] == INF) return -1;
            }

            idx = 0;
            for (int i = 1; i <= n; i++) {
                if (vis[i] != -1) continue;
                int u = i, v;
                while (vis[u] == -1) {
                    vis[u] = i;
                    u = pre[u];
                }
                if (vis[u] != i || u == rt) continue;
                for (v = u, u = pre[u], idx++; u != v; u = pre[u]) id[u] =
                     idx;
                id[v] = idx;
            }
            if (idx == 0) return res;
            for (int i = 1; i <= n; i++) if (id[i] == -1) id[i] = ++idx;
            for (int i = 1; i <= ec; i++) {
                int u = edge[i].u, v = edge[i].v;
                edge[i].u = id[u], edge[i].v = id[v];
                edge[i].w -= in[v];
            }
            n = idx, rt = id[rt];
        }
        return res;
    }
}
```

5.2 Arborescence With Trace

```
namespace Arborescence {
    static const int maxv = 2555 + 5;
    static const int maxe = maxv * maxv;
    int n, m, root;
    int pre[maxv], node[maxv], vis[maxv], best[maxv];
    struct Cost;
    vector<Cost> costlist;
    struct Cost {
        int id;
        long long val;
        int used, a, b, pos;
        Cost() {val = -1; used = 0;}
        Cost(int id, long long val, bool temp) : id(id), val(val) {
            a = b = -1, used = 0;
            pos = costlist.size();
            costlist.push_back(*this);
        }
        Cost(int a, int b) : a(a), b(b) {
            id = -1;
            val = costlist[a].val - costlist[b].val;
            used = 0; pos = costlist.size();
            costlist.push_back(*this);
        }
        void push() {
            if (id == -1) {
                costlist[a].used += used;
                costlist[b].used -= used;
            }
        }
    };
    struct Edge {
        int u, v;
        Cost cost;
        Edge() {}
        Edge(int id, int u, int v, long long c) : u(u), v(v) {
            cost = Cost(id, c, 0);
        }
    } edge[maxe];

    void init(int _n) {
        n = _n; m = 0;
        costlist.clear();
    }
    void add(int id, int u, int v, long long c) {
        // zero indexed
        edge[m++] = Edge(id, u, v, c);
    }
    long long mst(int root) {
        long long res = 0;
        while (1) {
            for (int i = 0; i < n; i++) best[i] = -1;
            for (int e = 0; e < m; e++) {
                int u = edge[e].u, v = edge[e].v;
                if ((best[v] == -1 || edge[e].cost.val < costlist[best[v]].
                     val) && u != v) {
                    pre[v] = u;
                    best[v] = edge[e].cost.pos;
                }
            }
            for (int i = 0; i < n; i++) if (i != root && best[i] == -1)
                 return -1;
            int cntnode = 0;
            memset(node, -1, sizeof(node));
            memset(vis, -1, sizeof(vis));
            for (int i = 0; i < n; i++) if (i != root) {
                res += costlist[best[i]].val;
                costlist[best[i]].used++;
                int v = i;
                while (vis[v] != i && node[v] == -1 && v != root) {
                    vis[v] = i;
                    v = pre[v];
                }
                if (v != root && node[v] == -1) {
                    for (int u = pre[v]; u != v; u = pre[u]) node[u] =
                         cntnode;
                    node[v] = cntnode++;
                }
            }
            if (cntnode == 0) break;
            for (int i = 0; i < n; i++) if (node[i] == -1) node[i] = cntnode
                 ++;
            for (int e = 0; e < m; e++) {
                int v = edge[e].v;
                edge[e].u = node[edge[e].u];
                edge[e].v = node[edge[e].v];
                if (edge[e].u != edge[e].v) edge[e].cost = Cost(edge[e].cost.
                     pos, best[v]);
            }
            n = cntnode;
            root = node[root];
        }
        return res;
    }
    vector<int> trace() {
        vector<int> res;
        for (int i = costlist.size() - 1; i >= 0; i--) costlist[i].push();
        for (int i = 0; i < costlist.size(); i++) {
            Cost cost = costlist[i];
            if (cost.id != -1 && cost.used > 0) res.push_back(cost.id);
        }
        return res;
    }
}
```

5.3 Bridges and Articulations

```
void dfs(int u, int p) {
    num[u] = low[u] = ++cnt;
    st.push_back(u);
    for (auto v : adj[u]) {
        if (!num[v]) {
            if (u == 1) nChild++; // root = 1
            dfs(v, u);
            if (low[v] >= num[u]) { // u is articulation point, EXCEPT for 1
                isArticulation[u] = 1;
                numComp++;
                while (!st.empty()) {
                    int x = st.back();
                    st.pop_back();
                    ls[numComp].push_back(x);
                    if (x == v) break;
                }
                ls[numComp].push_back(u);
            }
            if (low[v] > num[u]) { // u - v bridge
                nBridge++;
            }
            low[u] = min(low[u], low[v]);
        } else if (v != p) {
            low[u] = min(low[u], num[v]);
        }
    }
}
if (nChild <= 1) isArticulation[1] = 0;
```

5.4 Bipartite Maximum Matching

```
struct BipartiteGraph {
    vector< vector<int> > a;
    vector<int> match;
    vector<bool> was;
    int m, n;

    BipartiteGraph(int m, int n) {
        // zero-indexed
        this->m = m; this->n = n;
        a.resize(m);
        match.assign(n, -1);
        was.assign(n, false);
    }

    void addEdge(int u, int v) {
        a[u].push_back(v);
    }

    bool dfs(int u) {
        for (int v : a[u]) if (!was[v]) {
```

```
            was[v] = true;
            if (match[v] == -1 || dfs(match[v])) {
                match[v] = u;
                return true;
            }
        }
        return false;
    }

    int maximumMatching() {
        vector<int> buffer;
        for (int i = 0; i < m; ++i) buffer.push_back(i);
        bool stop = false;
        int ans = 0;
        do {
            stop = true;
            for (int i = 0; i < n; ++i) was[i] = false;
            for (int i = (int)buffer.size() - 1; i >= 0; --i) {
                int u = buffer[i];
                if (dfs(u)) {
                    ++ans;
                    stop = false;
                    buffer[i] = buffer.back();
                    buffer.pop_back();
                }
            }
        } while (!stop);
        return ans;
    }

    vector<int> konig() {
        // returns minimum vertex cover, run this after maximumMatching()
        vector<bool> matched(m);
        for (int i = 0; i < n; ++i) {
            if (match[i] != -1) matched[match[i]] = true;
        }
        queue<int> Q;
        was.assign(m + n, false);
        for (int i = 0; i < m; ++i) {
            if (!matched[i]) {
                was[i] = true;
                Q.push(i);
            }
        }

        while (!Q.empty()) {
            int u = Q.front(); Q.pop();
            for (int v : a[u]) if (!was[m + v]) {
                was[m + v] = true;
                if (match[v] != -1 && !was[match[v]]) {
                    was[match[v]] = true;
                    Q.push(match[v]);
                }
            }
        }

        vector<int> res;
        for (int i = 0; i < m; ++i) {
            if (!was[i]) res.push_back(i);
        }
        for (int i = m; i < m + n; ++i) {
            if (was[i]) res.push_back(i);
        }

        return res;
    }
};
```

5.5 General Matching

```
/*
* Complexity: O(E*sqrt(V))
* Indexing from 1
*/
struct Blossom {
    static const int MAXV = 1e3 + 5;
    static const int MAXE = 1e6 + 5;
    int n, E, lst[MAXV], next[MAXE], adj[MAXE];
    int nxt[MAXV], mat[MAXV], dad[MAXV], col[MAXV];
    int que[MAXV], qh, qt;
    int vis[MAXV], act[MAXV];
    int tag, total;

    void init(int n) {
        this->n = n;
        for (int i = 0; i <= n; i++) {
            lst[i] = nxt[i] = mat[i] = vis[i] = 0;
        }
        E = 1, tag = total = 0;
    }
    void add(int u,int v) {
        if (!mat[u] && !mat[v]) mat[u] = v, mat[v] = u, total++;
        E++, adj[E] = v, next[E] = lst[u], lst[u] = E;
        E++, adj[E] = u, next[E] = lst[v], lst[v] = E;
    }
    int lca(int u, int v) {
        tag++;
        for(; ; swap(u, v)) {
            if (u) {
                if (vis[u = dad[u]] == tag) {
                    return u;
                }
                vis[u] = tag;
                u = nxt[mat[u]];
            }
        }
    }
    void blossom(int u, int v, int g) {
        while (dad[u] != g) {
            nxt[u] = v;
            if (col[mat[u]] == 2) {
                col[mat[u]] = 1;
                que[++qt] = mat[u];
            }
            if (u == dad[u]) dad[u] = g;
            if (mat[u] == dad[mat[u]]) dad[mat[u]] = g;
            v = mat[u];
            u = nxt[v];
        }
    }
    int augument(int s) {
        for (int i = 1; i <= n; i++) {
            col[i] = 0;
            dad[i] = i;
        }
        qh = 0; que[qt = 1] = s; col[s] = 1;
        for (int u, v, i; qh < qt; ) {
            act[u = que[++qh]] = 1;
            for (i = lst[u];i ; i = next[i]) {
                v = adj[i];
                if (col[v] == 0) {
                    nxt[v] = u;
                    col[v] = 2;
                    if (!mat[v]) {
                        for (; v; v = u) {
                            u = mat[nxt[v]];
                            mat[v] = nxt[v];
                            mat[nxt[v]] = v;
                        }
                        return 1;
                    }
                    col[mat[v]] = 1;
                    que[++qt] = mat[v];
                }
                else if (dad[u] != dad[v] && col[v] == 1) {
                    int g = lca(u, v);
                    blossom(u, v, g);
                    blossom(v, u, g);
                    for (int j = 1; j <= n; j++) {
                        dad[j] = dad[dad[j]];
                    }
                }
            }
        }
        return 0;
    }
    int maxmat() {
        for (int i = 1; i <= n; i++) {
            if (!mat[i]) {
                total += augument(i);
            }
        }
        return total;
    }
}
```

5.6 Dinic Flow

```
/*
    U = max capacity
    Complexity: O(V^2 * E)
    O(min(E^{1/2}, V^{2/3}) * E) if U = 1
    O(V^{1/2} * E)$ for bipartite matching.
*/
template <typename flow_t = int>
struct DinicFlow {
    const flow_t INF = numeric_limits<flow_t>::max() / 2; // 1e9

    int n, s, t;
    vector<vector<int>> adj;
    vector<int> d, cur;
    vector<int> to;
    vector<flow_t> c, f;

    DinicFlow(int n, int s, int t) : n(n), s(s), t(t), adj(n, vector<int>()),
          d(n, -1), cur(n, 0) {}

    int addEdge(int u, int v, flow_t _c) {
        adj[u].push_back(to.size());
        to.push_back(v); f.push_back(0); c.push_back(_c);
        adj[v].push_back(to.size());
        to.push_back(u); f.push_back(0); c.push_back(0);
        return (int)to.size() - 2;
    }

    bool bfs() {
        fill(d.begin(), d.end(), -1);
        d[s] = 0;
        queue<int> q;
        q.push(s);
        while (!q.empty()) {
            int u = q.front(); q.pop();
            for (auto edgeId : adj[u]) {
                int v = to[edgeId];
                if (d[v] == -1 && f[edgeId] < c[edgeId]) {
                    d[v] = d[u] + 1;
                    if (v == t) return 1;
                    q.push(v);
                }
            }
        }
        return d[t] != -1;
    }

    flow_t dfs(int u, flow_t res) {
        if (u == t || !res) return res;
        for (int &i = cur[u]; i < adj[u].size(); i++) {
            int edgeId = adj[u][i];
            int v = to[edgeId];
            if (d[v] == d[u] + 1 && f[edgeId] < c[edgeId]) {
                flow_t foo = dfs(v, min(res, c[edgeId] - f[edgeId]));
                if (foo) {
                    f[edgeId] += foo;
                    f[edgeId ^ 1] -= foo;
                    return foo;
                }
```

```
            }
        }
        return 0;
    }

    flow_t maxFlow() {
        flow_t res = 0;
        while (bfs()) {
            fill(cur.begin(), cur.end(), 0);
            while (flow_t aug = dfs(s, INF)) res += aug;
        }
        return res;
    }
};
```

5.7 Dinic Flow With Scaling

```
/*
    U = max capacity
    Complexity: O(V * E * log(U))
    O(min(E^{1/2}, V^{2/3}) * E) if U = 1
    O(V^{1/2} * E)$ for bipartite matching.
    Tested: https://vn.spoj.com/problems/FFLOW/
    --> CHANGE LIM TO MAX CAPACITY<--
*/
template <typename flow_t = int>
struct DinicFlow {
    const flow_t INF = numeric_limits<flow_t>::max() / 2; // 1e9

    int n, s, t;
    vector<vector<int>> adj;
    vector<int> d, cur;
    vector<int> to;
    vector<flow_t> c, f;

    DinicFlow(int n, int s, int t) : n(n), s(s), t(t), adj(n, vector<int>()),
        d(n, -1), cur(n, 0) {}

    int addEdge(int u, int v, flow_t _c) {
        adj[u].push_back(to.size());
        to.push_back(v); f.push_back(0); c.push_back(_c);
        adj[v].push_back(to.size());
        to.push_back(u); f.push_back(0); c.push_back(0);
        return (int)to.size() - 2;
    }

    bool bfs(flow_t lim) {
        fill(d.begin(), d.end(), -1);
        d[s] = 0;
        queue<int> q;
        q.push(s);
        while (!q.empty()) {
            int u = q.front(); q.pop();
            for (auto edgeId : adj[u]) {
                int v = to[edgeId];
                if (d[v] == -1 && lim <= c[edgeId] - f[edgeId]) {
                    d[v] = d[u] + 1;
                    if (v == t) return 1;
                    q.push(v);
                }
            }
        }
        return d[t] != -1;
    }

    flow_t dfs(int u, flow_t res) {
        if (u == t || !res) return res;
        for (int &i = cur[u]; i < adj[u].size(); i++) {
            int edgeId = adj[u][i];
            int v = to[edgeId];
            if (d[v] == d[u] + 1 && res <= c[edgeId] - f[edgeId]) {
                flow_t foo = dfs(v, res);
                if (foo) {
                    f[edgeId] += foo;
                    f[edgeId ^ 1] -= foo;
                    return foo;
                }
            }
        }
        return 0;
    }

    flow_t maxFlow() {
        flow_t res = 0;
        flow_t lim = (flow_t)1 << int(round(log2(INF))); // change this to
            max capacity
        while (lim >= 1) {
            if (!bfs(lim)) {
                lim >>= 1;
                continue;
            }
            fill(cur.begin(), cur.end(), 0);
            while (flow_t aug = dfs(s, lim)) res += aug;
        }
        return res;
    }
};
```

5.8 Gomory Hu Tree

```
// a weighted tree that represents the minimum s-t cuts for all s-t pairs in
    the graph
vector<pair<pair<int, int>, flow_t> > gomory_hu() {
    vector<pair<pair<int, int>, flow_t> > tree;
    vector<int> p(n);
    for (int u = 1; u < n; u++) {
        tree.push_back(make_pair(make_pair(p[u], u), maxflow(u, p[u])));
        for (int v = u + 1; v < n; ++v) {
            if (lev[v] && p[v] == p[u]) {
                p[v] = u;
            }
        }
    }
    return tree;
}
```

5.9 Min Cost-Max Flow

```
/*
    Complexity: O(V^2 * E^2)
    O(VE) phases, O(VE) for SPFA
    Tested: https://open.kattis.com/problems/mincostmaxflow
*/
template <typename flow_t = int, typename cost_t = int>
struct MinCostMaxFlow {
    const flow_t FLOW_INF = numeric_limits<flow_t>::max() / 2; // 1e9
    const cost_t COST_INF = numeric_limits<cost_t>::max() / 2; // 1e9

    int n, s, t;
    vector<vector<int>> adj;
    vector<int> to;
    vector<flow_t> f, c;
    vector<cost_t> cost;

    vector<cost_t> d;
    vector<bool> inQueue;
    vector<int> prev;

    MinCostMaxFlow(int n, int s, int t) : n(n), s(s), t(t), adj(n, vector<int
        >()), d(n, -1), inQueue(n, 0), prev(n, -1) {}

    int addEdge(int u, int v, flow_t _c, cost_t _cost) {
        adj[u].push_back(to.size());
        to.push_back(v); f.push_back(0); c.push_back(_c); cost.push_back(
            _cost);
        adj[v].push_back(to.size());
        to.push_back(u); f.push_back(0); c.push_back(0); cost.push_back(-
            _cost);
        return (int)to.size() - 2;
    }

    pair<flow_t, cost_t> maxFlow() {
        flow_t res = 0;
        cost_t minCost = 0;
        while (1) {
            fill(prev.begin(), prev.end(), -1);
            fill(d.begin(), d.end(), COST_INF);
            d[s] = 0;
            inQueue[s] = 1;
            queue<int> q;
            q.push(s);
            while (!q.empty()) {
                int u = q.front();
                q.pop();
                inQueue[u] = 0;
                for (int id : adj[u]) {
                    int v = to[id];
                    if (d[v] > d[u] + cost[id] && f[id] < c[id]) {
                        d[v] = d[u] + cost[id];
                        prev[v] = id;
                        if (!inQueue[v]) {
                            inQueue[v] = 1;
                            q.push(v);
                        }
                    }
                }
            }
            if (prev[t] == -1) break;
            int x = t;
            flow_t now = FLOW_INF;
            while (x != s) {
                int id = prev[x];
                now = min(now, c[id] - f[id]);
                x = to[id ^ 1];
            }
            x = t;
            while (x != s) {
                int id = prev[x];
                minCost += cost[id] * now;
                f[id] += now;
                f[id ^ 1] -= now;
                x = to[id ^ 1];
            }
            res += now;
        }
        return {res, minCost};
    }
};
```

5.10 Min Cost Max Flow Potential

```
/*
    Complexity: O(VE * ElogN + VE)
    O(VE) phases, O(ElogN) for Dijkstra, O(VE) for the initial SPFA
    Tested: https://open.kattis.com/problems/mincostmaxflow
            https://codeforces.com/problemset/problem/164/C (92ms vs 936ms)

    --> RUN INIT BEFORE MAXFLOW IF WE HAVE NEG-EDGES <--
*/
template <typename flow_t = int, typename cost_t = int>
struct MinCostMaxFlow {
    const flow_t FLOW_INF = numeric_limits<flow_t>::max() / 2; // 1e9
    const cost_t COST_INF = numeric_limits<cost_t>::max() / 2; // 1e9

    int n, s, t;
    vector<vector<int>> adj;
```

```
    vector<int> to;
    vector<flow_t> f, c;
    vector<cost_t> cost;

    vector<cost_t> pot;
    vector<cost_t> d;
    vector<int> prev;
    vector<bool> used;

    MinCostMaxFlow(int n, int s, int t) : n(n), s(s), t(t), adj(n, vector<int
        >()), d(n, -1), prev(n, -1), pot(n, 0), used(n, 0) {}

    int addEdge(int u, int v, flow_t _c, cost_t _cost) {
        adj[u].push_back(to.size());
        to.push_back(v); f.push_back(0); c.push_back(_c); cost.push_back(
            _cost);
        adj[v].push_back(to.size());
        to.push_back(u); f.push_back(0); c.push_back(0); cost.push_back(-
            _cost);
        return (int)to.size() - 2;
    }

    bool dijkstra() {
        fill(prev.begin(), prev.end(), -1);
        fill(d.begin(), d.end(), COST_INF);
        fill(used.begin(), used.end(), 0);
        d[s] = 0;
        set<pair<cost_t, int>> ss;
        ss.insert({0, s});
        while (!ss.empty()) {
            int u = ss.begin()->second; ss.erase(ss.begin());
            if (used[u]) continue;
            used[u] = 1;
            for (int id : adj[u]) {
                int v = to[id];
                cost_t now = d[u] + pot[u] - pot[v] + cost[id];
                if (!used[v] && d[v] > now && f[id] < c[id]) {
                    d[v] = now;
                    prev[v] = id;
                    ss.insert({d[v], v});
                }
            }
        }
        for (int i = 0; i < n; i++) pot[i] += d[i];
        return prev[t] != -1;
    }

    pair<flow_t, cost_t> maxFlow() {
        flow_t res = 0;
        cost_t minCost = 0;
        while (dijkstra()) {
            int x = t;
            flow_t now = FLOW_INF;
            while (x != s) {
                int id = prev[x];
                now = min(now, c[id] - f[id]);
                x = to[id ^ 1];
            }
            x = t;
            while (x != s) {
                int id = prev[x];
                minCost += cost[id] * now;
                f[id] += now;
                f[id ^ 1] -= now;
                x = to[id ^ 1];
            }
            res += now;
        }
        return {res, minCost};
    }

    void init() {
        fill(pot.begin(), pot.end(), COST_INF);
        pot[s] = 0;
        bool changed = 1;
        while (changed) { // be careful for NEG cycle
            changed = 0;
            for (int i = 0; i < n; i++) if (pot[i] < COST_INF) {
                for (int id : adj[i]) {
                    int v = to[id];
                    if (pot[v] > pot[i] + cost[id] && f[id] < c[id]) {
                        pot[v] = pot[i] + cost[id];
                        changed = 1;
                    }
                }
            }
        }
    }
};
```

5.11 Bounded Feasible Flow

```
struct BoundedFlow {
    int low[N][N], high[N][N];
    int c[N][N];
    int f[N][N];
    int n, s, t;

    void reset() {
        memset(low, 0, sizeof low);
        memset(high, 0, sizeof high);
        memset(c, 0, sizeof c);
        memset(f, 0, sizeof f);
        n = s = t = 0;
    }
    void addEdge(int u, int v, int d, int c) {
        low[u][v] = d; high[u][v] = c;
    }

    int flow;
    int trace[N];

    bool findPath() {
        memset(trace, 0, sizeof trace);
        queue<int> Q;
        Q.push(s);
        while (!Q.empty()) {
            int u = Q.front(); Q.pop();
            for (int v = 1; v <= n; ++v) if (c[u][v] > f[u][v] && !trace[v])
                {
                trace[v] = u;
                if (v == t) return true;
                Q.push(v);
            }
        }
        return false;
    }

    void incFlow() {
        int delta = INF;
        for (int v = t; v != s; v = trace[v])
            delta = min(delta, c[trace[v]][v] - f[trace[v]][v]);
        for (int v = t; v != s; v = trace[v])
            f[trace[v]][v] += delta, f[v][trace[v]] -= delta;
        flow += delta;
    }

    int maxFlow() {
        flow = 0;
        while (findPath()) incFlow();
        return flow;
    }
    bool feasible() {
        c[t][s] = INF;
        s = n + 1; t = n + 2;
        int sum = 0;
        for (int u = 1; u <= n; ++u) for (int v = 1; v <= n; ++v) {
            c[s][v] += low[u][v];
            c[u][t] += low[u][v];
            c[u][v] += high[u][v] - low[u][v];
            sum += low[u][v];
        }
        n += 2;
        return maxFlow() == sum;
    }
};
```

5.12 Hungarian Algorithm

```
struct BipartiteGraph {
    const int INF = 1e9;

    vector<vector<int> > c; // cost matrix
    vector<int> fx, fy; // potentials
    vector<int> matchX, matchY; // corresponding vertex
    vector<int> trace; // last vertex from the left side
    vector<int> d, arg; // distance from the tree && the corresponding node
    queue<int> Q; // queue used for BFS

    int n; // assume that |L| = |R| = n
    int start; // current root of the tree
    int finish; // leaf node of the augmenting path

    BipartiteGraph(int n) {
        this->n = n;
        c = vector<vector<int> >(n + 1, vector<int>(n + 1, INF));
        fx = fy = matchX = matchY = trace = d = arg = vector<int>(n + 1);
    }

    void addEdge(int u, int v, int cost) { c[u][v] = min(c[u][v], cost); }
    int cost(int u, int v) { return c[u][v] - fx[u] - fy[v]; }

    void initBFS(int root) {
        start = root;
        Q = queue<int>(); Q.push(start);
        for (int i = 1; i <= n; ++i) {
            trace[i] = 0;
            d[i] = cost(start, i);
            arg[i] = start;
        }
    }

    int findPath() {
        while (!Q.empty()) {
            int u = Q.front(); Q.pop();
            for (int v = 1; v <= n; ++v) if (trace[v] == 0) {
                int w = cost(u, v);
                if (w == 0) {
                    trace[v] = u;
                    if (matchY[v] == 0) return v;
                    Q.push(matchY[v]);
                }
                if (d[v] > w) d[v] = w, arg[v] = u;
            }
        }
        return 0;
    }

    void enlarge() {
        for (int y = finish, next; y; y = next) {
            int x = trace[y];
            next = matchX[x];
            matchX[x] = y;
            matchY[y] = x;
        }
    }

    void update() {
        int delta = INF;
        for (int i = 1; i <= n; ++i) if (trace[i] == 0) delta = min(delta, d[
            i]);
        fx[start] += delta;
        for (int i = 1; i <= n; ++i) {
            if (trace[i] != 0) {
                fx[matchY[i]] += delta;
                fy[i] -= delta;
```

```
            } else {
                d[i] -= delta;
                if (d[i] == 0) {
                    trace[i] = arg[i];
                    if (matchY[i] == 0)
                        finish = i;
                    else
                        Q.push(matchY[i]);
                }
            }
        }
    }

    void hungarian() {
        for (int i = 1; i <= n; ++i) {
            initBFS(i);
            do {
                finish = findPath();
                if (finish == 0) update();
            } while (finish == 0);
            enlarge();
        }
    }

    void show() {
        int ans = 0;
        for (int i = 1; i <= n; ++i) if (matchX[i]) ans += c[i][matchX[i]];
        cout << ans << endl;
        for (int i = 1; i <= n; ++i) cout << i << ' ' << matchX[i] << endl;
    }
};
```

5.13 Undirected mincut

```
/*
 * Find minimum cut in undirected weighted graph
 * Complexity: O(V^3)
 */
#define SW StoerWagner
#define cap_t int
namespace StoerWagner {
    int n;
    vector<vector<cap_t> > graph;
    vector<int> cut;

    void init(int _n) {
        n = _n;
        graph = vector<vector<cap_t>>(n, vector<cap_t>(n, 0));
    }
    void addEdge(int a, int b, cap_t w) {
        if (a == b) return;
        graph[a][b] += w;
        graph[b][a] += w;
    }
    pair<cap_t, pair<int, int> > stMinCut(vector<int> &active) {
        vector<cap_t> key(n);
        vector<int> v(n);
        int s = -1, t = -1;
        for (int i = 0; i < active.size(); i++) {
            cap_t maxv = -1;
            int cur = -1;
            for (auto j : active) {
                if (v[j] == 0 && maxv < key[j]) {
                    maxv = key[j];
                    cur = j;
                }
            }
            t = s;
            s = cur;
            v[cur] = 1;
            for (auto j : active) key[j] += graph[cur][j];
        }
        return make_pair(key[s], make_pair(s, t));
    }
    cap_t solve() {
        cap_t res = numeric_limits <cap_t>::max();
        vector<vector<int>> grps;
        vector<int> active;
        cut.resize(n);
        for (int i = 0; i < n; i++) grps.emplace_back(1, i);
        for (int i = 0; i < n; i++) active.push_back(i);
        while (active.size() >= 2) {
            auto stcut = stMinCut(active);
            if (stcut.first < res) {
                res = stcut.first;
                fill(cut.begin(), cut.end(), 0);
                for (auto v : grps[stcut.second.first]) cut[v] = 1;
            }
            int s = stcut.second.first, t = stcut.second.second;
            if (grps[s].size() < grps[t].size()) swap(s, t);
            active.erase(find(active.begin(), active.end(), t));
            grps[s].insert(grps[s].end(), grps[t].begin(), grps[t].end());
            for (int i = 0; i < n; i++) {
                graph[i][s] += graph[i][t];
                graph[i][t] = 0;
            }
            for (int i = 0; i < n; i++) {
                graph[s][i] += graph[t][i];
                graph[t][i] = 0;
            }
            graph[s][s] = 0;
        }
        return res;
    }
}
```

5.14 Eulerian Path/Circuit

```
struct EulerianGraph {
    vector< vector< pair<int, int> > > a;
    int num_edges;

    EulerianGraph(int n) {
        a.resize(n + 1);
        num_edges = 0;
    }

    void add_edge(int u, int v, bool undirected = true) {
        a[u].push_back(make_pair(v, num_edges));
        if (undirected) a[v].push_back(make_pair(u, num_edges));
        num_edges++;
    }

    vector<int> get_eulerian_path() {
        vector<int> path, s;
        vector<bool> was(num_edges);

        s.push_back(1);
        // start of eulerian path
        // directed graph: deg_out - deg_in == 1
        // undirected graph: odd degree
        // for eulerian cycle: any vertex is OK

        while (!s.empty()) {
            int u = s.back();
            bool found = false;
            while (!a[u].empty()) {
                int v = a[u].back().first;
                int e = a[u].back().second;
                a[u].pop_back();
                if (was[e]) continue;
                was[e] = true;
                s.push_back(v);
                found = true;
                break;
            }
            if (!found) {
                path.push_back(u);
                s.pop_back();
            }
        }
        reverse(path.begin(), path.end());
        return path;
    }
};
```

5.15 2-SAT

```
inline int pos(int u) { return u << 1; }
inline int neg(int u) { return u << 1 | 1; }
// ZERO-indexed
// color[i] = 1 means we choose i
struct TwoSAT {
    int n;
    int numComp;
    vector<int> adj[V];
    int low[V], num[V], root[V], cntTarjan;
    vector<int> stTarjan;
    int color[V];

    TwoSAT(int n) : n(n * 2) {
        memset(root, -1, sizeof root);
        memset(low, -1, sizeof low);
        memset(num, -1, sizeof num);
        memset(color, -1, sizeof color);
        cntTarjan = 0;
        stTarjan.clear();
    }

    // u | v
    void addEdge(int u, int v) {
        adj[u ^ 1].push_back(v);
        adj[v ^ 1].push_back(u);
    }

    void tarjan(int u) {
        stTarjan.push_back(u);
        num[u] = low[u] = cntTarjan++;
        for (int v : adj[u]) {
            if (root[v] != -1) continue;
            if (low[v] == -1) tarjan(v);
            low[u] = min(low[u], low[v]);
        }
        if (low[u] == num[u]) {
            while (1) {
                int v = stTarjan.back();
                stTarjan.pop_back();
                root[v] = numComp;
                if (u == v) break;
            }
            numComp++;
        }
    }

    bool solve() {
        for (int i = 0; i < n; i++) if (root[i] == -1) tarjan(i);
        for (int i = 0; i < n; i += 2) {
            if (root[i] == root[i ^ 1]) return 0;
            color[i >> 1] = (root[i] < root[i ^ 1]);
        }
        return 1;
    }
};
```

5.16 SPFA

```
struct Graph {
```

```
    vector< vector< pair<int, int> > > a;
    vector<int> d;
    int n;

    Graph(int n) {
        this->n = n;
        a.resize(n);
    }

    void add_edge(int u, int v, int c) {
        // x[u] - x[v] <= c
        a[v].push_back(make_pair(u, c));
    }

    bool spfa(int s) {
        // return false if found negative cycle from s
        queue<int> Q;
        vector<bool> inqueue(n);
        d.assign(n, INF);
        d[s] = 0;
        Q.push(s); inqueue[s] = 1;

        vector<int> cnt(n);
        cnt[s] = 1;

        while (!Q.empty()) {
            int u = Q.front(); Q.pop(); inqueue[u] = 0;
            for (auto e : a[u]) {
                int v = e.first;
                int c = e.second;
                if (d[v] > d[u] + c) {
                    d[v] = d[u] + c;
                    cnt[v]++;
                    if (cnt[v] >= n) return false;
                    if (!inqueue[v]) {
                        Q.push(v);
                        inqueue[v] = 1;
                    }
                }
            }
        }

        return true;
    }

    int spfa(int s, int t) {
        assert(spfa(s));
        return d[t];

    }
};
```

6 Data structures

6.1 Treap

```
class Treap {
    struct Node {
        int key;
        uint32_t prior;
        bool rev_lazy;
        int size;
        Node *l, *r;
        Node(int key): key(key), prior(rand()), rev_lazy(false), size(1), l(
             nullptr), r(nullptr) {}
        ~Node() { delete l; delete r; }
    };

    inline int size(Node *x) { return x ? x->size : 0; }

    void push(Node *x) {
        if (x && x->rev_lazy) {
            x->rev_lazy = false;
            swap(x->l, x->r);
            if (x->l) x->l->rev_lazy ^= true;
            if (x->r) x->r->rev_lazy ^= true;
        }
    }

    inline void update(Node *x) {
        if (x) {
            x->size = size(x->l) + size(x->r) + 1;
        }
    }

    void join(Node *&t, Node *l, Node *r) {
        push(l); push(r);
        if (!l || !r)
            t = l ? l : r;
        else if (l->prior < r->prior)
            join(l->r, l->r, r), t = l;
        else
            join(r->l, l, r->l), t = r;
        update(t);
    }

    void splitByKey(Node *v, int x, Node* &l, Node* &r) {
        if (!v) return void(l = r = nullptr);
        push(v);
        if (v->key < x)
            splitByKey(v->r, x, v->r, r), l = v;
        else
            splitByKey(v->l, x, l, v->l), r = v;
        update(v);
    }

    void splitByIndex(Node *v, int x, Node* &l, Node* &r) {
        if (!v) return void(l = r = nullptr);
        push(v);
        int index = size(v->l) + 1;
        if (index < x)
            splitByIndex(v->r, x - index, v->r, r), l = v;
        else
            splitByIndex(v->l, x, l, v->l), r = v;
        update(v);
    }

    void show(Node *x) {
        if (!x) return;
        push(x);
        show(x->l);
        cerr << x->key << ' ';
        show(x->r);
    }

    Node *root;
    Node *l, *m, *r;

    public:
    Treap() { root = NULL; }
    ~Treap() { delete root; }
    int size() { return size(root); }

    int insert(int x) {
        splitByKey(root, x, l, m);
        splitByKey(m, x + 1, m, r);
        int ans = 0;
        if (!m) m = new Node(x), ans = size(l) + 1;
        join(l, l, m);
        join(root, l, r);
        return ans;
    }

    int erase(int x) {
        splitByKey(root, x, l, m);
        splitByKey(m, x + 1, m, r);
        int ans = 0;
        if (m) {
            ans = size(l) + 1;
            delete m;
        }
        join(root, l, r);
        return ans;
    }

    void insertAt(int pos, int x) {
        splitByIndex(root, pos, l, r);
        join(l, l, new Node(x));
        join(root, l, r);
    }

    void eraseAt(int x) {
        splitByIndex(root, x, l, m);
        splitByIndex(m, 2, m, r);
        delete m;
        join(root, l, r);
    }

    void updateAt(int pos, int newValue) {
        eraseAt(pos);
        insertAt(pos, newValue);
    }

    int valueAt(int pos) {
        splitByIndex(root, pos, l, m);
        splitByIndex(m, 2, m, r);
        int res = m->key;
        join(l, l, m);
        join(root, l, r);
        return res;
    }

    void reverse(int from, int to) {
        splitByIndex(root, from, l, m);
        splitByIndex(m, to - from + 2, m, r);
        m->rev_lazy ^= 1;
        join(l, l, m);
        join(root, l, r);
    }

    void show() {
        cerr << "Size = " << size() << " ";
        cerr << "[";
        show(root);
        cerr << "]\n";
    }
};
```

6.2 Big Integer

```
typedef vector<int> bigInt;
const int BASE = 1000;
const int LENGTH = 3;

// * Refine function
bigInt& fix(bigInt &a) {
    a.push_back(0);
    for (int i = 0; i + 1 < a.size(); ++i) {
        a[i + 1] += a[i] / BASE; a[i] %= BASE;
        if (a[i] < 0) a[i] += BASE, --a[i + 1];
    }
    while (a.size() > 1 && a.back() == 0) a.pop_back();
    return a;
}

// * Constructors
bigInt big(int x) {
    bigInt result;
    while (x > 0) {
        result.push_back(x % BASE);
        x /= BASE;
    }
    return result;
```

```
}

bigInt big(string s) {
    bigInt result(s.size() / LENGTH + 1);
    for (int i = 0; i < s.size(); ++i) {
        int pos = (s.size() - i - 1) / LENGTH;
        result[pos] = result[pos] * 10 + s[i] - '0';
    }
    return fix(result), result;
}

// * Compare operators

int compare(bigInt &a, bigInt &b) {
    if (a.size() != b.size()) return (int)a.size() - (int)b.size();
    for (int i = (int) a.size() - 1; i >= 0; --i)
        if (a[i] != b[i]) return a[i] - b[i];
    return 0;
}

#define DEFINE_OPERATOR(x) bool operator x (bigInt &a, bigInt &b) { return
      compare(a, b) x 0; }
DEFINE_OPERATOR(==)
DEFINE_OPERATOR(!=)
DEFINE_OPERATOR(>)
DEFINE_OPERATOR(<)
DEFINE_OPERATOR(>=)
DEFINE_OPERATOR(<=)
#undef DEFINE_OPERATOR

// * Arithmetic operators

void operator += (bigInt &a, bigInt b) {
    a.resize(max(a.size(), b.size()));
    for (int i = 0; i < b.size(); ++i)
        a[i] += b[i];
    fix(a);
}

void operator -= (bigInt &a, bigInt b) {
    for (int i = 0; i < b.size(); ++i)
        a[i] -= b[i];
    fix(a);
}

void operator *= (bigInt &a, int b) {
    for (int i = 0; i < a.size(); ++i)
        a[i] *= b;
    fix(a);
}

void divide(bigInt a, int b, bigInt &q, int &r) {
    for (int i = int(a.size()) - 1; i >= 0; --i) {
        r = r * BASE + a[i];
        q.push_back(r / b); r %= b;
    }
    reverse(q.begin(), q.end());
    fix(q);
}

bigInt operator + (bigInt a, bigInt b) { a += b; return a; }
bigInt operator - (bigInt a, bigInt b) { a -= b; return a; }
bigInt operator * (bigInt a, int b) { a *= b; return a; }

bigInt operator / (bigInt a, int b) {
    bigInt q; int r = 0;
    divide(a, b, q, r);
    return q;
}
int operator % (bigInt a, int b) {
    bigInt q; int r = 0;
    divide(a, b, q, r);
    return r;
}

bigInt operator * (bigInt a, bigInt b) {
    bigInt result (a.size() + b.size());
    for (int i = 0; i < a.size(); ++i)
        for (int j = 0; j < b.size(); ++j)
            result[i + j] += a[i] * b[j];
    return fix(result);
}

// * I/O routines

istream& operator >> (istream& cin, bigInt &a) {
    string s; cin >> s;
    a = big(s);
    return cin;
}

ostream& operator << (ostream& cout, const bigInt &a) {
    cout << a.back();
    for (int i = (int)a.size() - 2; i >= 0; --i)
        cout << setw(LENGTH) << setfill('0') << a[i];
    return cout;
}
```

6.3 Convex Hull IT

```
struct Line {
    long long a, b; // y = ax + b
    Line(long long a = 0, long long b = -INF): a(a), b(b) {}
    long long eval(long long x) {
        return a * x + b;
    }
};

struct Node {
    Line line;
    int l, r;
    Node *left, *right;
    Node(int l, int r): l(l), r(r), left(NULL), right(NULL), line() {}

    void update(int i, int j, Line newLine) {
        if (r < i || j < l) return;
        if (i <= l && r <= j) {
            Line AB = line, CD = newLine;
            if (AB.eval(valueX[l]) < CD.eval(valueX[l])) swap(AB, CD);
            if (AB.eval(valueX[r]) >= CD.eval(valueX[r])) {
                line = AB;
                return;
            }
            int mid = valueX[l + r >> 1];
            if (AB.eval(mid) < CD.eval(mid))
                line = CD, left->update(i, j, AB);
            else
                line = AB, right->update(i, j, CD);
            return;
        }
        left->update(i, j, newLine);
        right->update(i, j, newLine);
    }

    long long getMax(int i) {
        if (l == r) return line.eval(valueX[i]);
        if (i <= (l + r >> 1)) return max(line.eval(valueX[i]), left->getMax(
            i));
        return max(line.eval(valueX[i]), right->getMax(i));
    }
};

Node* build(int l, int r) {
    Node *x = new Node(l, r);
    if (l == r) return x;
    x->left = build(l, l + r >> 1);
    x->right = build((l + r >> 1) + 1, r);
    return x;
}
```

6.4 Link Cut Tree

```
// treequery returns sum weight of child in subtree
// to change it to sum weight of child in root->u
// comment all update on w and return x->s instead
struct node_t {
    node_t *p, *l, *r;
    int size, rev;
    int s, w;
    node_t() : p(0), l(0), r(0), size(1), rev(0), s(1), w(1) {}
};

int isrt(node_t* x) {
    return !(x->p) || (x->p->l != x && x->p->r != x);
}

int left(node_t* x) {
    return x->p->l == x;
}

void setchild(node_t* x, node_t* p, int l) {
    (l ? p->l : p->r) = x;
    if (x) x->p = p;
}

void push(node_t* x) {
    node_t* u = x->l;
    node_t* v = x->r;
    if (x->rev) {
        if (u) swap(u->l, u->r), u->rev ^= 1;
        if (v) swap(v->l, v->r), v->rev ^= 1;
        x->rev = 0;
    }
}

int size(node_t* x) {
    return x ? x->size : 0;
}

int sum(node_t* x) {
    return x ? x->s : 0;
}

void pull(node_t* x) {
    x->size = size(x->l) + 1 + size(x->r);
    x->s = sum(x->l) + x->w + sum(x->r);
}

void rotate(node_t* x) {
    node_t *p = x->p, *g = p->p;
    int l = left(x);
    setchild(l ? x->r : x->l, p, l);
    if (!isrt(p)) setchild(x, g, left(p));
    else x->p = g;
    setchild(p, x, !l);
    pull(p);
}

node_t* splay(node_t* x) {
    push(x);
    while (!isrt(x)) {
        node_t *p = x->p, *g = p->p;
        if (g) push(g);
        push(p), push(x);
        if (!isrt(p)) rotate(left(x) != left(p) ? x : p);
        rotate(x);
    }
    pull(x);
    return x;
}

node_t* access(node_t* x) {
    node_t* z = 0;
    for (node_t* y = x; y; y = y->p) {
        splay(y);
```

```
        y->w += sum(y->r);
        y->r = z;
        y->w -= sum(y->r);
        pull(z = y);
    }
    splay(x);
    return z;
}

void link(node_t* x, node_t* p) {
    access(x), access(p);
    x->p = p;
    p->w += sum(x);
}

void cut(node_t* x) {
    access(x);
    x->l->p = 0, x->l = 0;
    pull(x);
}

void makeroot(node_t* x) {
    access(x);
    x->rev ^= 1;
    swap(x->l, x->r);
}

node_t* findroot(node_t* x) {
    access(x);
    while (x->l) push(x), x = x->l;
    push(x);
    return splay(x);
}

node_t* lca(node_t* x, node_t* y) {
    if (findroot(x) != findroot(y)) return 0;
    access(x);
    return access(y);
}

int connect(node_t* x, node_t* y) {
    if (x == y) return 1;
    access(x), access(y);
    return x->p != 0;
}

int treequery(node_t* x) {
    access(x);
    return x->w;
}
```

6.5 Ordered Set

```
#include <ext/pb_ds/assoc_container.hpp>
using namespace __gnu_pbds;
/*
    change null_type to int if we want to use map instead
    find_by_order(k) returns an iterator to the k-th element (0-indexed)
    order_of_key(k) returns numbers of item being strictly smaller than k
*/
template<typename T = int>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
      tree_order_statistics_node_update>;
```

6.6 Unordered Map

```
struct custom_hash {
    static uint64_t splitmix64(uint64_t x) {
        // http://xorshift.di.unimi.it/splitmix64.c
        x += 0x9e3779b97f4a7c15;
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }

    size_t operator()(uint64_t x) const {
        static const uint64_t FIXED_RANDOM = chrono::steady_clock::now().
            time_since_epoch().count();
        return splitmix64(x + FIXED_RANDOM);
    }
};
unordered_map<long long, int, custom_hash> safe_map;
gp_hash_table<long long, int, custom_hash> safe_hash_table;
```

7 Miscellaneous

7.1 RNG

```
mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
//use mt19937_64 if we want 64-bit number
```

7.2 SQRT forloop

```
for (int i = 1, la; i <= n; i = la + 1) {
    la = n / (n / i);
    //n / x yields the same value for i <= x <= la.
}
```