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1 Basic

1.1 .vimrc

```
linenumber, relative-linenumber, mouse, cindent, expandtab,
shiftwidth, softtabstop, nowrap, ignorecase(when search), noVi
compatible, backspace
nornu when enter insert mode
```

```
1 se nu rnu mouse=a cin et sw=2 sts=2 nowrap ic nosp bs=2
2 syn on
3 au InsertLeave * se rnu
4 au InsertEnter * se nornu
```

1.2 Default Code

所有模板的 define 都在這

```
1 #include<bits/stdc++.h>
2 #define ll long long
3 #define ld long double
4 #define INF 0x3f3f3f3f
5 #define LLINF 0x3f3f3f3f3f3f3f3f
6 #define NINF 0xc1c1c1c1
7 #define NLLINF 0xc1c1c1c1c1c1c1c1
8 #define X first
9 #define Y second
10 #define PB emplace_back
11 #define pll pair<long, long>
12 #define MEM(a,n) memset(a, n, sizeof(a))
13 using namespace std;
14 const int MXN = 4e5+5;
15
16 void sol(){}
17 int main(){
18     int t=1;
19     cin >> t;
20     while(t--){
21         sol(); } }
```

1.3 Common Sense

陣列過大時本機的指令：

```
1 windows: g++ -Wl,-stack,40000000 a.cpp
1 linux: ulimit -s unlimited
1 1e7 的 int 陣列 = 4e7 byte = 40 mb
1 STL 式模板函式名稱定義：
1 .init(n, ...) => 初始化並重置全部變數, 0-base
1 .addEdge(u, v, ...) => 加入一條邊, 有向圖為 u -> v, 無向圖為 u <-> v
1 .run() => 執行並回傳答案
1 .build() => 查詢前處理
1 .query(...) => 查詢並回傳答案
1 memset 設 -0x3f 的值是 -0x3e3e3e3f / 0xc1c1c1c1
```

2 flow

2.1 MinCostFlow

2.2 Dinic

求最大流 $O(N^2 E)$, 求二分最大匹配 $O(E\sqrt{N})$

```
2 dinic.init(n, st, en) => 0-base
2 dinic.addEdge(u, v, f) => u -> v, flow f units
2 dinic.run() => return max flow from st to en
3 Dinic 玄學: 若 TLE, 可以先加 "正向邊" 且每次都 run(), 再全加一次每次都
3 run().
3 範例 code 待補
```

```
31 const int MXN = 10005;
42 struct Dinic{
43     struct Edge{ ll v, f, re; };
44     int n, s, t, lvl[MXN];
45     vector<Edge> e[MXN];
46     void init(int _n, int _s, int _t){
47         n = _n; s = _s; t = _t;
48         for(int i = 0; i < n; ++i) e[i].clear(); }
49     void addEdge(int u, int v, ll f = 1){
50         e[u].push_back({v, f, e[v].size()});
51         e[v].push_back({u, 0, e[u].size() - 1}); }
52     bool bfs(){
53         memset(lvl, -1, n * 4);
54         queue<int> q;
55         q.push(s);
56         lvl[s] = 0;
57         while(!q.empty()){
58             int u = q.front(); q.pop();
59             for(auto &i : e[u])
60                 if(i.f > 0 && lvl[i.v] == -1)
61                     lvl[i.v] = lvl[u] + 1, q.push(i.v); }
62         return lvl[t] != -1; }
63     ll dfs(int u, ll nf){
64         if(u == t) return nf;
65         ll res = 0;
66         for(auto &i : e[u])
67             if(i.f > 0 && lvl[i.v] == lvl[u] + 1){
68                 int tmp = dfs(i.v, min(nf, i.f));
69                 res += tmp, nf -= tmp, i.f -= tmp;
70                 e[i.v][i.re].f += tmp;
71                 if(nf == 0) return res; }
72         if(!res) lvl[u] = -1;
73         return res; }
74     ll run(ll res){
75         while(bfs()) res += dfs(s, LLINF);
76         return res; } }
```

2.3 Hungarian

2.4 Kuhn Munkres 最大完美二分匹配

二分完全圖最大權完美匹配 $O(n^3)$

轉換：

最大權匹配 (沒邊就補 0)

最小權完美匹配 (權重取負)

最大權重積 (ll 改 ld, memset 改 fill, w 取自然對數 $\log(w)$, 答案為 $\exp(ans)$)

二分圖判斷: DFS 建樹記深度 -> 有邊的兩點深度奇偶性相同 -> 奇環 -> 非二分圖

二分圖最小頂點覆蓋 = 最大匹配

| 最大匹配 | + | 最小邊覆蓋 | = |V|

| 最小點覆蓋 | + | 最大獨立集 | = |V|

| 最大匹配 | = | 最小點覆蓋 |

最大團 = 補圖的最大獨立集

```
1 const int MXN = 1005;
2 struct KM{ // 1-base
3     int n, mx[MXN], my[MXN], pa[MXN];
4     ll g[MXN][MXN], lx[MXN], ly[MXN], sy[MXN];
5     bool vx[MXN], vy[MXN];
6     void init(int _n){
7         n = _n;
8         MEM(g, 0); }
9     void addEdge(int x, int y, ll w){ g[x][y] = w; }
```

```

10 void augment(int y){
11     for(int x, z; y; y = z)
12         x = pa[y], z = mx[x], my[y] = x, mx[x] = y; }
13 void bfs(int st){
14     for(int i = 1; i <= n; ++i) sy[i] = LLINF, vx[i] =
15         vy[i] = 0;
16     queue<int> q; q.push(st);
17     for(;;){
18         while(!q.empty()){
19             int x = q.front(); q.pop();
20             vx[x] = 1;
21             for(int y = 1; y <= n; ++y)
22                 if(!vy[y]){
23                     ll t = lx[x] + ly[y] - g[x][y];
24                     if(t == 0){
25                         pa[y] = x;
26                         if(!my[y]){ augment(y); return; }
27                         vy[y] = 1, q.push(my[y]); }
28                     else if(sy[y] > t) pa[y] = x, sy[y] = t; }
29             }
30     ll cut = LLINF;
31     for(int y = 1; y <= n; ++y)
32         if(!vy[y] && cut > sy[y]) cut = sy[y];
33     for(int j = 1; j <= n; ++j){
34         if(vx[j]) lx[j] -= cut;
35         if(vy[j]) ly[j] += cut;
36         else sy[j] -= cut; }
37     for(int y = 1; y <= n; ++y)
38         if(!vy[y] && sy[y] == 0){
39             if(!my[y]){ augment(y); return; }
40             vy[y]=1, q.push(my[y]); } } }
41 ll run(){
42     MEM(mx, 0), MEM(my, 0), MEM(ly, 0), MEM(lx, -0x3f);
43     for(int x = 1; x <= n; ++x) for(int y = 1; y <= n;
44         ++y)
45         lx[x] = max(lx[x], g[x][y]);
46     for(int x = 1; x <= n; ++x) bfs(x);
47     ll ret = 0;
48     for(int y = 1; y <= n; ++y) ret += g[my[y]][y];
49     return ret; } };
```

2.5 Directed MST

```

1 /* Edmond's algoirthm for Directed MST
2  * runs in O(VE) */
3 const int MAXV = 10010;
4 const int MAXE = 10010;
5 const int INF = 2147483647;
6 struct Edge{
7     int u, v, c;
8     Edge(int x=0, int y=0, int z=0) : u(x), v(y), c(z){}
9 };
10 int V, E, root;
11 Edge edges[MAXE];
12 inline int newV(){ return ++ V; }
13 inline void addEdge(int u, int v, int c)
14 { edges[++E] = Edge(u, v, c); }
15 bool con[MAXV];
16 int mnInW[MAXV], prv[MAXV], cyc[MAXV], vis[MAXV];
17 inline int DMST(){
18     fill(con, con+V+1, 0);
19     int r1 = 0, r2 = 0;
20     while(1){
21         fill(mnInW, mnInW+V+1, INF);
22         fill(prv, prv+V+1, -1);
23         REP(i, 1, E){
24             int u=edges[i].u, v=edges[i].v, c=edges[i].c;
25             if(u != v && v != root && c < mnInW[v])
26                 mnInW[v] = c, prv[v] = u;
27         }
28         fill(vis, vis+V+1, -1);
29         fill(cyc, cyc+V+1, -1);
30         r1 = 0;
31         bool jf = 0;
32         REP(i, 1, V){
33             if(con[i]) continue;
34             if(prv[i] == -1 && i != root) return -1;
35             if(prv[i] > 0) r1 += mnInW[i];
36             int s;
37             for(s = i; s != -1 && vis[s] == -1; s = prv[s])
38                 vis[s] = i;
39             if(s > 0 && vis[s] == i){
```

```

40         // get a cycle
41         jf = 1; int v = s;
42         do{
43             cyc[v] = s, con[v] = 1;
44             r2 += mnInW[v]; v = prv[v];
45         }while(v != s);
46         con[s] = 0;
47     } }
48     if(!jf) break;
49     REP(i, 1, E){
50         int &u = edges[i].u;
51         int &v = edges[i].v;
52         if(cyc[v] > 0) edges[i].c -= mnInW[edges[i].v];
53         if(cyc[u] > 0) edges[i].u = cyc[edges[i].u];
54         if(cyc[v] > 0) edges[i].v = cyc[edges[i].v];
55         if(u == v) edges[i--] = edges[E--];
56     } }
57     return r1+r2;
58 }
```

3 Math

3.1 Fast Pow & Inverse & Combination

$f_{pow}(a, b, m) = a^b \pmod{m}$
 $fa[i] = i! \pmod{MOD}$
 $fi[i] = i!^{-1} \equiv 1 \pmod{MOD}$
 $c(a, b) = \binom{a}{b} \pmod{MOD}$

```

1 ll fpow(ll a, ll b, ll m){
2     ll ret = 1;
3     a %= m;
4     while(b){
5         if(b&1) ret = ret * a % m;
6         a = a * a % m;
7         b >>= 1; }
8     return ret; }
9
10 ll fa[MXN], fi[MXN];
11 void init(){
12     fa[0] = 1;
13     for(ll i = 1; i < MXN; ++i)
14         fa[i] = fa[i - 1] * i % MOD;
15     fi[MXN - 1] = fpow(fa[MXN - 1], MOD - 2, MOD);
16     for(ll i = MXN - 1; i > 0; --i)
17         fi[i - 1] = fi[i] * i % MOD; }
18
19 ll c(ll a, ll b){
20     return fa[a] * fi[b] % MOD * fi[a - b] % MOD; }
```

3.2 FFT

```

1 const int MAXN = 262144;
2 typedef long double ld;
3 typedef complex<ld> cplx; //real() ,imag()
4 const ld PI = acos(-1);
5 const cplx I(0, 1);
6 cplx omega[MAXN+1];
7 void pre_fft(){
8     for(int i=0; i<=MAXN; i++)
9         omega[i] = exp(i * 2 * PI / MAXN * I);
10 }
11 void fft(int n, cplx a[], bool inv=false){
12     int basic = MAXN / n;
13     int theta = basic;
14     for (int m = n; m >= 2; m >= 1) {
15         int mh = m >> 1;
16         for (int i = 0; i < mh; i++) {
17             cplx w = omega[inv ? MAXN-(i*theta%MAXN)
18                 : i*theta%MAXN];
19             for (int j = i; j < n; j += m) {
20                 int k = j + mh;
21                 cplx x = a[j] - a[k];
22                 a[j] += a[k];
23                 a[k] = w * x;
24             }
25             theta = (theta * 2) % MAXN;
26         }
27     }
28     int i = 0;
29     for (int j = 1; j < n - 1; j++) {
30         for (int k = n >> 1; k > (i ^= k); k >= 1);
31         if (j < i) swap(a[i], a[j]);
```

```

32 if(inv) for (i = 0; i < n; i++) a[i] /= n;
33 }
34 cplx arr[MAXN+1];
35 inline void mul(int _n, ll a[], int _m, ll b[], ll ans[])
36 {
37     int n=1, sum=_n+_m-1;
38     while(n<sum)
39         n<<=1;
40     for(int i=0; i<n; i++)
41     {
42         double x=(i<_n?a[i]:0), y=(i<_m?b[i]:0);
43         arr[i]=complex<double>(x+y, x-y);
44     }
45     fft(n, arr);
46     for(int i=0; i<n; i++)
47         arr[i]=arr[i]*arr[i];
48     fft(n, arr, true);
49     for(int i=0; i<sum; i++){
50         ans[i]=(long long int)(arr[i].real()/4 +
51             (arr[i].real() > 0 ? 0.5 : -0.5));
52     }
53 }

```

3.3 Miller Rabin

```

1 // n < 4,759,123,141      3 : 2, 7, 61
2 // n < 1,122,004,669,633  4 : 2, 13, 23, 1662803
3 // n < 3,474,749,660,383  6 : pirmses <= 13
4 // n < 2^64              7 :
5 // 2, 325, 9375, 28178, 450775, 9780504, 1795265022
6 // Make sure testing integer is in range [2, n-2] if
7 // you want to use magic.
8 LL magic[]={}
9 bool witness(LL a, LL n, LL u, int t){
10     if(!a) return 0;
11     LL x=mypow(a, u, n);
12     for(int i=0; i<t; i++){
13         LL nx=mul(x, x, n);
14         if(nx==1&&x!=1&&x!=n-1) return 1;
15         x=nx;
16     }
17     return x!=1;
18 }
19 bool miller_rabin(LL n) {
20     int s=(magic number size)
21     // iterate s times of witness on n
22     if(n<2) return 0;
23     if(!(n&1)) return n == 2;
24     ll u=n-1; int t=0;
25     // n-1 = u*2^t
26     while(!(u&1)) u>>=1, t++;
27     while(s--){
28         LL a=magic[s]%n;
29         if(witness(a, n, u, t)) return 0;
30     }
31     return 1;
32 }

```

3.4 Chinese Remainder

```

1 LL x[N], m[N];
2 LL CRT(LL x1, LL m1, LL x2, LL m2) {
3     LL g = __gcd(m1, m2);
4     if((x2 - x1) % g) return -1; // no sol
5     m1 /= g; m2 /= g;
6     pair<LL, LL> p = gcd(m1, m2);
7     LL lcm = m1 * m2 * g;
8     LL res = p.first * (x2 - x1) * m1 + x1;
9     return (res % lcm + lcm) % lcm;
10 }
11 LL solve(int n){ // n>=2, be careful with no solution
12     LL res=CRT(x[0], m[0], x[1], m[1]), p=m[0]/__gcd(m[0], m[1])*m[1];
13     for(int i=2; i<n; i++){
14         res=CRT(res, p, x[i], m[i]);
15         p=p/__gcd(p, m[i])*m[i];
16     }
17     return res;
18 }

```

3.5 Pollard Rho

```

1 // does not work when n is prime
2 LL f(LL x, LL mod){ return add(mul(x, x, mod), 1, mod); }
3 LL pollard_rho(LL n) {
4     if(!(n&1)) return 2;
5     while(true){
6         LL y=2, x=rand()%(n-1)+1, res=1;
7         for(int sz=2; res==1; sz*=2) {
8             for(int i=0; i<sz && res<=1; i++) {
9                 x = f(x, n);
10                res = __gcd(abs(x-y), n);
11            }
12            y = x;
13        }
14        if (res!=0 && res!=n) return res;
15    } }

```

3.6 Primes

```

1 /* 12721, 13331, 14341, 75577, 123457, 222557, 556679
2 * 999983, 1097774749, 1076767633, 100102021, 999997771
3 * 1001010013, 1000512343, 987654361, 999991231
4 * 999888733, 98789101, 987777733, 999991921, 1010101333
5 * 1010102101, 1000000000039, 100000000000037
6 * 2305843009213693951, 4611686018427387847
7 * 9223372036854775783, 18446744073709551557 */
8 int mu[ N ], p_tbl[ N ];
9 vector<int> primes;
10 void sieve() {
11     mu[ 1 ] = p_tbl[ 1 ] = 1;
12     for( int i = 2 ; i < N ; i ++ ){
13         if( !p_tbl[ i ] ){
14             p_tbl[ i ] = i;
15             primes.push_back( i );
16             mu[ i ] = -1;
17         }
18         for( int p : primes ){
19             int x = i * p;
20             if( x >= M ) break;
21             p_tbl[ x ] = p;
22             mu[ x ] = -mu[ i ];
23             if( i % p == 0 ){
24                 mu[ x ] = 0;
25                 break;
26             }
27         }
28     }
29     vector<int> factor( int x ){
30         vector<int> fac{ 1 };
31         while( x > 1 ){
32             int fn = SZ(fac), p = p_tbl[ x ], pos = 0;
33             while( x % p == 0 ){
34                 x /= p;
35                 for( int i = 0 ; i < fn ; i ++ )
36                     fac.PB( fac[ pos ++ ] * p );
37             }
38         }
39         return fac;
40     }
41 }

```

4 Geometry

4.1 definition

```

1 typedef long double ld;
2 const ld eps = 1e-8;
3 int dcmp(ld x) {
4     if(abs(x) < eps) return 0;
5     else return x < 0 ? -1 : 1;
6 }
7 struct Pt {
8     ld x, y;
9     Pt(ld _x=0, ld _y=0):x(_x), y(_y) {}
10 }
11 Pt operator+(const Pt &a) const {
12     return Pt(x+a.x, y+a.y);
13 }
14 Pt operator-(const Pt &a) const {
15     return Pt(x-a.x, y-a.y);
16 }
17 Pt operator*(const ld &a) const {
18     return Pt(x*a, y*a);
19 }
20 Pt operator/(const ld &a) const {
21     return Pt(x/a, y/a);
22 }

```

```

23 ld operator*(const Pt &a) const {
24     return x*a.x + y*a.y;
25 }
26 ld operator^(const Pt &a) const {
27     return x*a.y - y*a.x;
28 }
29 bool operator<(const Pt &a) const {
30     return x < a.x || (x == a.x && y < a.y);
31     //return dcmp(x-a.x) < 0 || (dcmp(x-a.x) == 0 &&
32         dcmp(y-a.y) < 0);
33 }
34 bool operator==(const Pt &a) const {
35     return dcmp(x-a.x) == 0 && dcmp(y-a.y) == 0;
36 };
37 ld norm2(const Pt &a) {
38     return a*a;
39 }
40 ld norm(const Pt &a) {
41     return sqrt(norm2(a));
42 }
43 Pt perp(const Pt &a) {
44     return Pt(-a.y, a.x);
45 }
46 Pt rotate(const Pt &a, ld ang) {
47     return Pt(a.x*cos(ang)-a.y*sin(ang), a.x*sin(ang)+a.y
48         *cos(ang));
49 }
50 struct Line {
51     Pt s, e, v; // start, end, end-start
52     ld ang;
53     Line(Pt _s=Pt(0, 0), Pt _e=Pt(0, 0)):s(_s), e(_e) { v
54         = e-s; ang = atan2(v.y, v.x); }
55 }
56 bool operator<(const Line &L) const {
57     return ang < L.ang;
58 }
59 struct Circle {
60     Pt o; ld r;
61     Circle(Pt _o=Pt(0, 0), ld _r=0):o(_o), r(_r) {}
62 };

```

4.2 Convex Hull

```

1 double cross(Pt o, Pt a, Pt b){
2     return (a-o) ^ (b-o);
3 }
4 vector<Pt> convex_hull(vector<Pt> pt){
5     sort(pt.begin(),pt.end());
6     int top=0;
7     vector<Pt> stk(2*pt.size());
8     for (int i=0; i<(int)pt.size(); i++){
9         while (top >= 2 && cross(stk[top-2],stk[top-1],pt[i]
10             )) <= 0)
11             top--;
12         stk[top++] = pt[i];
13     }
14     for (int i=pt.size()-2, t=top+1; i>=0; i--){
15         while (top >= t && cross(stk[top-2],stk[top-1],pt[i]
16             )) <= 0)
17             top--;
18         stk[top++] = pt[i];
19     }
20     stk.resize(top-1);
21     return stk;
22 }

```

4.3 Scan line

```

1 struct node1 {
2     double l, r;
3     double sum;
4 } cl[maxn << 3];
5 struct node2 {
6     double x, y1, y2;
7     int flag;
8 } p[maxn << 3];
9 bool cmp(node2 a, node2 b) { return a.x < b.x; }
10 void pushup(int rt) {
11     if (lazy[rt] > 0) cl[rt].sum = cl[rt].r - cl[rt].l;

```

```

12     else cl[rt].sum = cl[rt * 2].sum + cl[rt * 2 + 1].sum
13         ;}
14 void build(int rt, int l, int r) {
15     if (r - l > 1) {
16         cl[rt].l = s[l];
17         cl[rt].r = s[r];
18         build(rt * 2, l, (l + r) / 2);
19         build(rt * 2 + 1, (l + r) / 2, r);
20         pushup(rt);
21     } else {
22         cl[rt].l = s[l];
23         cl[rt].r = s[r];
24         cl[rt].sum = 0;
25     }
26     return;
27 }
28 void update(int rt, double y1, double y2, int flag) {
29     if (cl[rt].l == y1 && cl[rt].r == y2) {
30         lazy[rt] += flag;
31         pushup(rt);
32         return;
33     } else {
34         if (cl[rt * 2].r > y1) update(rt * 2, y1, min(cl[rt
35             * 2].r, y2), flag);
36         if (cl[rt * 2 + 1].l < y2)
37             update(rt * 2 + 1, max(cl[rt * 2 + 1].l, y1), y2,
38                 flag);
39         pushup(rt);
40     }
41 }

```

5 Tree

5.1 LCA

求樹上兩點的最低共同祖先

$lca.init(n) \Rightarrow 0\text{-base}$

$lca.addEdge(u, v) \Rightarrow u \leftrightarrow v$

$lca.build(root, root) \Rightarrow O(n \lg n)$

$lca.qlca(u, v) \Rightarrow O(\lg n)$ u, v 的 LCA

$lca.qdis(u, v) \Rightarrow O(\lg n)$ u, v 的距離 (可用倍增法帶權)

$lca.anc[u][i] \Rightarrow u$ 的第 2^i 個祖先

```

1 const int MXN = 5e5+5;
2 struct LCA{
3     int n, lgn, ti = 0;
4     int anc[MXN][24], in[MXN], out[MXN];
5     vector<int> g[MXN];
6     void init(int _n){
7         n = _n, lgn = __lg(n) + 5;
8         for(int i = 0; i < n; ++i) g[i].clear();
9     }
10    void addEdge(int u, int v){ g[u].PB(v), g[v].PB(u); }
11    void build(int u, int f){
12        in[u] = ti++;
13        int cur = f;
14        for(int i = 0; i < lgn; ++i)
15            anc[u][i] = cur, cur = anc[cur][i];
16        for(auto u : g[u]) if(u != f) build(u, u);
17        out[u] = ti++;
18    }
19    bool isanc(int a, int u){
20        return in[a] <= in[u] && out[a] >= out[u];
21    }
22    int qlca(int u, int v){
23        if(isanc(u, v)) return u;
24        if(isanc(v, u)) return v;
25        for(int i = lgn-1; i >= 0; --i)
26            if(!isanc(anc[u][i], v)) u = anc[u][i];
27        return anc[u][0];
28    }
29    int qdis(int u, int v){
30        int dis = !isanc(u, v) + !isanc(v, u);
31        for(int i = lgn - 1; i >= 0; --i){
32            if(!isanc(anc[u][i], v)) u = anc[u][i];
33            if(!isanc(anc[v][i], u)) v = anc[v][i];
34            dis += 1<<i;
35        }
36        return dis;
37    }
38 }

```

6 Graph

6.1 DominatorTree

```

1 const int MAXN = 100010;
2 struct DominatorTree{
3     #define REP(i,s,e) for(int i=(s);i<=(e);i++)
4     #define REPD(i,s,e) for(int i=(s);i>=(e);i--)
5     int n, m, s;
6     vector<int> g[ MAXN ], pred[ MAXN ];

```

```

7 vector< int > cov[ MAXN ];
8 int dfn[ MAXN ], nfd[ MAXN ], ts;
9 int par[ MAXN ]; //idom[u] s到u的最後一個必經點
10 int sdom[ MAXN ], idom[ MAXN ];
11 int mom[ MAXN ], mn[ MAXN ];
12 inline bool cmp( int u , int v )
13 { return dfn[ u ] < dfn[ v ]; }
14 int eval( int u ){
15     if( mom[ u ] == u ) return u;
16     int res = eval( mom[ u ] );
17     if( cmp( sdom[ mn[ mom[ u ] ] ] , sdom[ mn[ u ] ] ) )
18         mn[ u ] = mn[ mom[ u ] ];
19     return mom[ u ] = res;
20 }
21 void init( int _n , int _m , int _s ){
22     ts = 0; n = _n; m = _m; s = _s;
23     REP( i , 1 , n ) g[ i ].clear(), pred[ i ].clear();
24 }
25 void addEdge( int u , int v ){
26     g[ u ].push_back( v );
27     pred[ v ].push_back( u );
28 }
29 void dfs( int u ){
30     ts++;
31     dfn[ u ] = ts;
32     nfd[ ts ] = u;
33     for( int v : g[ u ] ) if( dfn[ v ] == 0 ){
34         par[ v ] = u;
35         dfs( v );
36     }
37 }
38 void build(){
39     REP( i , 1 , n ){
40         dfn[ i ] = nfd[ i ] = 0;
41         cov[ i ].clear();
42         mom[ i ] = mn[ i ] = sdom[ i ] = i;
43     }
44     dfs( s );
45     REPD( i , n , 2 ){
46         int u = nfd[ i ];
47         if( u == 0 ) continue;
48         for( int v : pred[ u ] ) if( dfn[ v ] ){
49             eval( v );
50             if( cmp( sdom[ mn[ v ] ] , sdom[ u ] ) )
51                 sdom[ u ] = sdom[ mn[ v ] ];
52         }
53         cov[ sdom[ u ] ].push_back( u );
54         mom[ u ] = par[ u ];
55         for( int w : cov[ par[ u ] ] ){
56             eval( w );
57             if( cmp( sdom[ mn[ w ] ] , par[ u ] ) )
58                 idom[ w ] = mn[ w ];
59             else idom[ w ] = par[ u ];
60         }
61         cov[ par[ u ] ].clear();
62     }
63     REP( i , 2 , n ){
64         int u = nfd[ i ];
65         if( u == 0 ) continue;
66         if( idom[ u ] != sdom[ u ] )
67             idom[ u ] = idom[ idom[ u ] ];
68     }
69 }
70 } domT;

```

6.2 MaximumClique 最大團

```

1 #define N 111
2 struct MaxClique{ // 0-base
3     typedef bitset<N> Int;
4     Int linkto[N] , v[N];
5     int n;
6     void init(int _n){
7         n = _n;
8         for(int i = 0 ; i < n ; i++){
9             linkto[i].reset(); v[i].reset();
10        }
11    }
12    void addEdge(int a , int b)
13    { v[a][b] = v[b][a] = 1; }
14    int popcount(const Int& val)
15    { return val.count(); }

```

```

16 int lowbit(const Int& val)
17 { return val._Find_first(); }
18 int ans , stk[N];
19 int id[N] , di[N] , deg[N];
20 Int cans;
21 void maxclique(int elem_num, Int candi){
22     if(elem_num > ans){
23         ans = elem_num; cans.reset();
24         for(int i = 0 ; i < elem_num ; i++){
25             cans[id[stk[i]]] = 1;
26         }
27     }
28     int potential = elem_num + popcount(candi);
29     if(potential <= ans) return;
30     int pivot = lowbit(candi);
31     Int smaller_candi = candi & (~linkto[pivot]);
32     while(smaller_candi.count() && potential > ans){
33         int next = lowbit(smaller_candi);
34         candi[next] = !candi[next];
35         smaller_candi[next] = !smaller_candi[next];
36         potential--;
37         if(next == pivot || (smaller_candi & linkto[next]
38             ).count()){
39             stk[elem_num] = next;
40             maxclique(elem_num + 1, candi & linkto[next]);
41         }
42     }
43 }
44 int solve(){
45     for(int i = 0 ; i < n ; i++){
46         id[i] = i; deg[i] = v[i].count();
47     }
48     sort(id , id + n , [&](int id1, int id2){
49         return deg[id1] > deg[id2]; });
50     for(int i = 0 ; i < n ; i++) di[id[i]] = i;
51     for(int i = 0 ; i < n ; i++)
52         for(int j = 0 ; j < n ; j++)
53             if(v[i][j]) linkto[di[i]][di[j]] = 1;
54     Int cand; cand.reset();
55     for(int i = 0 ; i < n ; i++) cand[i] = 1;
56     ans = 1;
57     cans.reset(); cans[0] = 1;
58     maxclique(0, cand);
59     return ans;
60 } solver;

```

6.3 Strongly Connected Component

```

1 struct Scc{
2     int n, nScc, vst[MXN], bln[MXN];
3     vector<int> E[MXN], rE[MXN], vec;
4     void init(int _n){
5         n = _n;
6         for (int i=0; i<MXN; i++)
7             E[i].clear(), rE[i].clear();
8     }
9     void addEdge(int u, int v){
10         E[u].PB(v); rE[v].PB(u);
11     }
12     void DFS(int u){
13         vst[u]=1;
14         for (auto v : E[u]) if (!vst[v]) DFS(v);
15         vec.PB(u);
16     }
17     void rDFS(int u){
18         vst[u] = 1; bln[u] = nScc;
19         for (auto v : rE[u]) if (!vst[v]) rDFS(v);
20     }
21     void solve(){
22         nScc = 0;
23         vec.clear();
24         FZ(vst);
25         for (int i=0; i<n; i++)
26             if (!vst[i]) DFS(i);
27         reverse(vec.begin(),vec.end());
28         FZ(vst);
29         for (auto v : vec)
30             if (!vst[v]){
31                 rDFS(v); nScc++;
32             }
33     }
34 };

```


7 String

7.1 Rolling Hash

```
1 struct RollingHash {
2     const int p1 = 44129; // 65537, 40961, 90001, 971651
3     vector<ll> pre;
4     void init(string s) {
5         pre.resize(s.size() + 1); pre[0] = 0;
6         for (int i = 0; i < (int)s.size(); i++)
7             pre[i + 1] = (pre[i] * p1 + s[i]) % MOD;
8     }
9     ll query(int l, int r) {return (pre[r + 1] - pre[l] *
10         fpow(p1, r - l + 1));}
11 }
```

7.2 KMP

```
1 /*
2 len-failure[k]:
3 在k結尾的情況下，這個子字串可以由開頭
4 長度為(len-failure[k])的部分重複出現來表達
5
6 failure[k]:
7 failure[k]為次長相同前綴後綴
8 如果我們不只想求最多，而且以0-base做為考量
9 ，那可能的長度由大到小會是
10 failuer[k]、failure[failuer[k]-1]
11 、failure[failure[failuer[k]-1]-1]..
12 直到有值為0為止
13 */
14 int failure[MXN];
15 void KMP(string& t, string& p)
16 {
17     if (p.size() > t.size()) return;
18     for (int i=1, j=failure[0]=-1; i<p.size(); ++i)
19     {
20         while (j >= 0 && p[j+1] != p[i])
21             j = failure[j];
22         if (p[j+1] == p[i]) j++;
23         failure[i] = j;
24     }
25     for (int i=0, j=-1; i<t.size(); ++i)
26     {
27         while (j >= 0 && p[j+1] != t[i])
28             j = failure[j];
29         if (p[j+1] == t[i]) j++;
30         if (j == p.size()-1)
31         {
32             cout << i - p.size() + 1 << " ";
33             j = failure[j];
34         }
35     }
36 }
```

7.3 Aho-Corasick

```
1 struct Acautomata{
2     struct Node{
3         int cnt,i;
4         Node *go[26], *fail, *dic;
5         Node (){
6             cnt = 0; fail = 0; dic=0;
7             memset(go,0,sizeof(go));
8         }
9     }pool[1048576],*root;
10     int nMem,n_pattern;
11     Node* new_Node(){
12         pool[nMem] = Node();
13         return &pool[nMem++];
14     }
15     void init() {nMem=0;root=new_Node();n_pattern=0;}
16     void add(const string &str) {insert(root,str,0);}
17     void insert(Node *cur, const string &str, int pos){
18         for(int i=pos;i<str.size();i++){
19             if(!cur->go[str[i]-'a'])
20                 cur->go[str[i]-'a'] = new_Node();
21             cur=cur->go[str[i]-'a'];
22         }
23         cur->cnt++; cur->i=n_pattern++;
24     }
25     void make_fail(){
26         queue<Node*> que;
```

```
27         que.push(root);
28         while (!que.empty()){
29             Node* fr=que.front(); que.pop();
30             for (int i=0; i<26; i++){
31                 if (fr->go[i]){
32                     Node *ptr = fr->fail;
33                     while (ptr && !ptr->go[i]) ptr = ptr->fail;
34                     fr->go[i]->fail=ptr=(ptr?ptr->go[i]:root);
35                     fr->go[i]->dic=(ptr->cnt?ptr:ptr->dic);
36                     que.push(fr->go[i]);
37                 }
38             }
39             void query(string s){
40                 Node *cur=root;
41                 for(int i=0;i<(int)s.size();i++){
42                     while(cur&&!cur->go[s[i]-'a']) cur=cur->fail;
43                     cur=(cur?cur->go[s[i]-'a']:root);
44                     if(cur->i>=0) ans[cur->i]++;
45                     for(Node *tmp=cur->dic;tmp;tmp=tmp->dic)
46                         ans[tmp->i]++;
47                 } // ans[i] : number of occurrence of pattern i
48             }
49 }
```

7.4 Z Value

```
1 char s[MAXN];
2 int len,z[MAXN];
3 void Z_value() { //z[i] = lcp(s[1...],s[i...])
4     int i,j,left,right;
5     left=right=0; z[0]=len;
6     for(i=1;i<len;i++){
7         j=max(min(z[i-left],right-i),0);
8         for(;i+j<len&&s[i+j]==s[j];j++);
9         z[i]=j;
10        if(i+z[i]>right) {
11            right=i+z[i];
12            left=i;
13        }
14    }
```

7.5 sa

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 #define N 100010
4 char T[ N ];
5 int n , RA[ N ], tempRA[ N ], SA[ N ], tempSA[ N ], c
6 [ N ];
7 void countingSort( int k ){
8     int i , sum , maxi = max( 300 , n );
9     memset( c , 0 , sizeof c );
10    for ( i = 0 ; i < n ; i ++ ) c[ ( i + k < n ) ? RA[i]
11        + k : 0 ] ++ ;
12    for ( i = sum = 0 ; i < maxi ; i ++ ) { int t = c[i]
13        ; c[i] = sum ; sum += t ; }
14    for ( i = 0 ; i < n ; i ++ )
15        tempSA[ c[ SA[ i ] + k < n ] ? RA[ SA[ i ] + k ]
16            : 0 ] ++ = SA[ i ] ;
17    for ( i = 0 ; i < n ; i ++ ) SA[ i ] = tempSA[ i ] ;
18 }
19 void constructSA(){
20     int r;
21     for ( int i = 0 ; i < n ; i ++ ) RA[ i ] = T[ i ] - '
22         ' ;
23     for ( int i = 0 ; i < n ; i ++ ) SA[ i ] = i ;
24     for ( int k = 1 ; k < n ; k <= 1 ) {
25         countingSort( k ) ; countingSort( 0 ) ;
26         tempRA[ SA[ 0 ] ] = r = 0 ;
27         for ( int i = 1 ; i < n ; i ++ )
28             tempRA[ SA[ i ] ] = ( RA[ SA[ i ] ] == RA[ SA[ i
29                 - 1 ] ] && RA[ SA[ i ] + k ] == RA[ SA[ i - 1
30                     ] + k ] ) ? r : ++ r ;
31         for ( int i = 0 ; i < n ; i ++ ) RA[ i ] = tempRA[
32             i ] ;
33     }
34 }
35 int main() {
36     n = (int)strlen( gets( T ) ) ;
37     T[ n ++ ] = ' ' ; // important bug fix!
38     constructSA() ;
39     return 0;
40 }
```

7.6 ParTree

```

1 // len[s]是對應的回文長度
2 // num[s]是有幾個回文後綴
3 // cnt[s]是這個回文字串在整個字串中的出現次數
4 // fail[s]是他長度次長的回文後綴，aba的fail是a
5 const int MXN = 1000010;
6 struct PalT{
7     int nxt[MXN][26], fail[MXN], len[MXN];
8     int tot, lst, n, state[MXN], cnt[MXN], num[MXN];
9     int diff[MXN], sfail[MXN], fac[MXN], dp[MXN];
10    char s[MXN]={'-1'};
11    int newNode(int l, int f){
12        len[tot]=l, fail[tot]=f, cnt[tot]=num[tot]=0;
13        memset(nxt[tot], 0, sizeof(nxt[tot]));
14        diff[tot]=(l>0?l-len[f]:0);
15        sfail[tot]=(l>0&&diff[tot]==diff[f]?sfail[f]:f);
16        return tot++;
17    }
18    int getfail(int x){
19        while(s[n-len[x]-1]!=s[n]) x=fail[x];
20        return x;
21    }
22    int getmin(int v){
23        dp[v]=fac[n-len[saile[v]]-diff[v]];
24        if(diff[v]==diff[fail[v]])
25            dp[v]=min(dp[v], dp[fail[v]]);
26        return dp[v]+1;
27    }
28    int push(){
29        int c=s[n]-'a', np=getfail(lst);
30        if(!(lst=nxt[np][c])){
31            lst=newNode(len[np]+2, nxt[getfail(fail[np])][c]);
32            nxt[np][c]=lst; num[lst]=num[fail[lst]]+1;
33        }
34        fac[n]=n;
35        for(int v=lst; len[v]>0; v=saile[v])
36            fac[n]=min(fac[n], getmin(v));
37        return ++cnt[lst], lst;
38    }
39    void init(const char *_s){
40        tot=lst=n=0;
41        newNode(0, 1), newNode(-1, 1);
42        for(; _s[n];) s[n+1]=_s[n], ++n, state[n-1]=push();
43        for(int i=tot-1; i>1; i--) cnt[fail[i]]+=cnt[i];
44    }
45 }palt;

```

8 Data Structure

8.1 Treap

Treap *th = nullptr
 th = merge(th, new Treap(val)) \Rightarrow 新增元素到 th
 th = merge(merge(tl, tm), tr) \Rightarrow 合併 tl, tm, tr 到 th
 split(th, k, tl, tr) \Rightarrow 分割 th, tl 的元素 $\leq k$ (失去 BST 性質後不能用)
 kth(th, k, tl, tr) \Rightarrow 分割 th, gsz(tl) $\leq k$ ($<$ when gsz(th) $< k$)
 gsz \Rightarrow get size | gsum \Rightarrow get sum | th \rightarrow rev \wedge 1 \Rightarrow 反轉 th
 帶懶標版本，並示範 sum/rev 如何 pull/push
 注意 Treap 複雜度好但常數大，動作能用其他方法就用，並做 io 等優化

```

1 struct Treap{
2     Treap *l, *r;
3     int pri, sz, rev;
4     ll val, sum;
5     Treap(int _val): l(nullptr), r(nullptr),
6         pri(rand()), sz(1), rev(0),
7         val(_val), sum(_val){};
8
9     ll gsz(Treap *x){ return x ? x->sz : 0; }
10    ll gsum(Treap *x){ return x ? x->sum : 0; }
11
12    Treap* pull(Treap *x){
13        x->sz = gsz(x->l) + gsz(x->r) + 1;
14        x->sum = x->val + gsum(x->l) + gsum(x->r);
15        return x;
16    }
17    void push(Treap *x){
18        if(x->rev){
19            swap(x->l, x->r);
20            if(x->l) x->l->rev ^= 1;
21            if(x->r) x->r->rev ^= 1;
22            x->rev = 0;
23        }
24    }
25    Treap* merge(Treap* a, Treap* b){

```

```

24    if(!a || !b) return a ? a : b;
25    push(a), push(b);
26    if(a->pri > b->pri){
27        a->r = merge(a->r, b);
28        return pull(a);
29    }
30    else{
31        b->l = merge(a, b->l);
32        return pull(b);
33    }
34    void split(Treap *x, int k, Treap *&a, Treap *&b){
35        if(!x) a = b = nullptr;
36        else{
37            push(x);
38            if(x->val <= k) a = x, split(x->r, k, a->r, b);
39            else b = x, split(x->l, k, a, b->l);
40            pull(x);
41        }
42    }
43    void kth(Treap *x, int k, Treap *&a, Treap *&b){
44        if(!x) a = b = nullptr;
45        else{
46            push(x);
47            if(gsz(x->l) < k)
48                a = x, kth(x->r, k - gsz(x->l) - 1, a->r, b);
49            else b = x, kth(x->l, k, a, b->l);
50            pull(x);
51        }
52    }

```

9 Others

Prime	Root	Prime	Root
7681	17	167772161	3
12289	11	104857601	3
40961	3	985661441	3
65537	3	998244353	3
786433	10	1107296257	10
5767169	3	2013265921	31
7340033	3	2810183681	11
23068673	3	2885681153	3
469762049	3	605028353	3