ICPC Notebook

template

hash.sh

```
# 使い方: sh hash.sh -> コピペ -> Ctrl + D
# コメント・空白・改行を削除して md5 でハッシュする
g++ -dD -E -P -fpreprocessed - | tr -d '[:space:]' | md5sum | cut -c-6
```

settings.sh

```
# CLion の設定
Settings → Build → CMake → Reload CMake Project
add_compile_options(-D_GLIBCXX_DEBUG)
# Caps Lock を Ctrl に変更
setxkbmap -option ctrl:nocaps
```

template.hpp   md5: b929fd

```cpp
#pragma GCC target("avx2")
#pragma GCC optimize("O3")
#pragma GCC optimize("unroll-loops")

#include <bits/stdc++.h>
using namespace std;
using ll = long long;
const ll INF = LLONG_MAX / 4;
#define all(a) begin(a), end(a)
bool chmin(auto& a, auto b) { return a > b ? a = b, 1 : 0; }
bool chmax(auto& a, auto b) { return a < b ? a = b, 1 : 0; }
#define dout(a) cout << fixed << setprecision(10) << a << endl;

int main() {
    cin.tie(0)->sync_with_stdio(0);
    // your code here...
}
```

data-structure

2d_segtree.cpp   md5: 5be105

```cpp
template<typename T, typename F> struct SegmentTree2D {
    private:
    int id(int h, int w) const { return h * 2 * W + w; }

    public:
    int H, W;
    vector<T> seg;
    const F f;
    const T I;

    SegmentTree2D(int h, int w, F _f, const T& i) : f(_f), I(i) { init(h, w); }

    void init(int h, int w) {
        H = W = 1;
        while(H < h) H <<= 1;
        while(W < w) W <<= 1;
        seg.assign(4 * H * W, I);
    }

    void set(int h, int w, const T& x) { seg[id(h + H, w + W)] = x; }

    void build() {
        for(int w = W; w < 2 * W; w++) {
            for(int h = H - 1; h; h--) { seg[id(h, w)] = f(seg[id(2 * h + 0, w)], seg[id(2 * h + 1, w)]); }
        }
        for(int h = 0; h < 2 * H; h++) {
            for(int w = W - 1; w; w--) { seg[id(h, w)] = f(seg[id(h, 2 * w + 0)], seg[id(h, 2 * w + 1)]); }
        }
    }

    T get(int h, int w) const { return seg[id(h + H, w + W)]; }
    T operator()(int h, int w) const { return seg[id(h + H, w + W)];
}
```

```cpp
    void update(int h, int w, const T& x) {
        h += H, w += W;
        seg[id(h, w)] = x;
        for(int i = h >> 1; i; i >>= 1) { seg[id(i, w)] = f(seg[id(2
* i + 0, w)], seg[id(2 * i + 1, w)]); }
        for(; h; h >>= 1) {
            for(int j = w >> 1; j; j >>= 1) { seg[id(h, j)] =
f(seg[id(h, 2 * j + 0)], seg[id(h, 2 * j + 1)]); }
        }
    }

    T _inner_query(int h, int w1, int w2) {
        T res = I;
        for(; w1 < w2; w1 >>= 1, w2 >>= 1) {
            if(w1 & 1) res = f(res, seg[id(h, w1)]), w1++;
            if(w2 & 1) --w2, res = f(res, seg[id(h, w2)]);
        }
        return res;
    }

    T query(int h1, int w1, int h2, int w2) {
        if(h1 >= h2 || w1 >= w2) return I;
        T res = I;
        h1 += H, h2 += H, w1 += W, w2 += W;
        for(; h1 < h2; h1 >>= 1, h2 >>= 1) {
            if(h1 & 1) res = f(res, _inner_query(h1, w1, w2)), h1++;
            if(h2 & 1) --h2, res = f(res, _inner_query(h2, w1, w2));
        }
        return res;
    }
};
```

beats.md

lazy_segtreeの一部を変更して作る

```diff
void all_apply(int k, F f) {
     d[k] = mappin(f, d[k]);
-    if(k < size) lz[k] = composition(f, lz[k]);
+    if(k < size){
+        lz[k] = composition(f, lz[k]);
+        if(d[k].fail)push(k), update(k);
+    }
}
```

- Sはalcoder::lazy_segtree空参照可能なメンバ変数failを持つ
- mapping関数によるSの元xへの作用の結果を得る計算が(xの持つ情報の不足が原因で)失敗した時のみ，mapping関数が返すSのインスタンスのfailの値はtrueとなる
- mapping関数による作用以外の部分で計算は失敗しない
- 要素数1の区間を管理するSの元に対するmappingは失敗してはならない

beats_example.cpp   md5: eb71ce

```cpp
// 区間chmax, chmin, add 区間sum取得
namespace RangeChMinMaxAddSum {
template<typename Num> inline Num second_lowest(Num a, Num a2, Num
c, Num c2) noexcept {
    // a < a2, c < c2 のとき全引数を昇順ソートして二番目の値
    return a == c ? std::min(a2, c2) : a2 <= c ? a2 : c2 <= a ? c2 :
std::max(a, c);
}
template<typename Num> inline Num second_highest(Num a, Num a2, Num
b, Num b2) noexcept {
    // a > a2, b > b2 のとき全引数を降順ソートして二番目の値
    return a == b ? std::max(a2, b2) : a2 >= b ? a2 : b2 >= a ? b2 :
std::min(a, b);
}

constexpr ll BINF = 1LL << 61;

struct S {
    ll lo, hi, lo2, hi2, sum;   // 区間最小・最大値, 区間最小・最大から二番
目の値, 区間総和
    unsigned sz, nlo, nhi;      // 区間要素数, 区間最小・最大値をとる要素の
個数
    bool fail;
    S() : lo(BINF), hi(-BINF), lo2(BINF), hi2(-BINF), sum(0), sz(0),
nlo(0), nhi(0), fail(0) {}
    S(ll x, unsigned sz_ = 1)
        : lo(x), hi(x), lo2(BINF), hi2(-BINF), sum(x * sz_),
sz(sz_), nlo(sz_), nhi(sz_), fail(0) {}
};
```

```cpp
S op(S l, S r) {
    S ret;
    ret.lo = min(l.lo, r.lo), ret.hi = max(l.hi, r.hi);
    ret.lo2 = second_lowest(l.lo, l.lo2, r.lo, r.lo2);
    ret.hi2 = second_highest(l.hi, l.hi2, r.hi, r.hi2);
    ret.sum = l.sum + r.sum, ret.sz = l.sz + r.sz;
    ret.nlo = l.nlo * (l.lo <= r.lo) + r.nlo * (r.lo <= l.lo);
    ret.nhi = l.nhi * (l.hi >= r.hi) + r.nhi * (r.hi >= l.hi);
    return ret;
}

struct F {
    ll lb, ub, bias;
    F(ll chmax_ = -BINF, ll chmin_ = BINF, ll add = 0) : lb(chmax_),
ub(chmin_), bias(add) {}
    static F chmin(ll x) noexcept { return F(-BINF, x, ll(0)); }
    static F chmax(ll x) noexcept { return F(x, BINF, ll(0)); }
    static F add(ll x) noexcept { return F(-BINF, BINF, x); };
};

F composition(F fnew, F fold) {
    F ret;
    ret.lb = max(min(fold.lb + fold.bias, fnew.ub), fnew.lb) -
fold.bias;
    ret.ub = min(max(fold.ub + fold.bias, fnew.lb), fnew.ub) -
fold.bias;
    ret.bias = fold.bias + fnew.bias;
    return ret;
}

F id() { return F(); }

S mapping(F f, S x) {
    if(x.sz == 0) return e();
    else if(x.lo == x.hi or f.lb == f.ub or f.lb >= x.hi or f.ub <=
x.lo) {
        return S(min(max(x.lo, f.lb), f.ub) + f.bias, x.sz);
    } else if(x.lo2 == x.hi) {
        x.lo = x.hi2 = max(x.lo, f.lb) + f.bias;
        x.hi = x.lo2 = min(x.hi, f.ub) + f.bias;
        x.sum = x.lo * x.nlo + x.hi * x.nhi;
        return x;
    } else if(f.lb < x.lo2 and f.ub > x.hi2) {
        ll nxt_lo = max(x.lo, f.lb), nxt_hi = min(x.hi, f.ub);
        x.sum += (nxt_lo - x.lo) * x.nlo - (x.hi - nxt_hi) * x.nhi +
f.bias * x.sz;
        x.lo = nxt_lo + f.bias, x.hi = nxt_hi + f.bias, x.lo2 +=
f.bias, x.hi2 += f.bias;
        return x;
    }
    x.fail = 1;
    return x;
}
using segtree = lazy_segtree<S, op, e, F, mapping, composition,
id>;
}  // namespace RangeChMinMaxAddSum
```

binary_trie.hpp   md5: af8046

```cpp
// base: b75bb1
template<typename T, int MAX_LOG = 32> struct BinaryTrie {
    struct Node {
        array<int, 2> next;
        int common;
        T lazy;
        Node() : next{-1, -1}, common(), lazy() {}
    };
    vector<Node> nodes;
    BinaryTrie() { nodes.push_back(Node()); }
    void apply_xor(T val) { nodes[0].lazy ^= val; }
    void push(int cur, int b) {
        if((nodes[cur].lazy >> b) & 1) swap(nodes[cur].next[0],
nodes[cur].next[1]);
        for(int i = 0; i < 2; i++) {
            if(nodes[cur].next[i] == -1)
nodes[nodes[cur].next[i]].lazy ^= nodes[cur].lazy;
        }
        nodes[cur].lazy = 0;
    }
    void add(T val, int cur = 0, int b = MAX_LOG - 1) {
        nodes[cur].common++;
        if(b == -1) return;
        push(cur, b);
        int nxt = (val >> (T)b) & (T)1;
        if(nodes[cur].next[nxt] == -1) {
            nodes[cur].next[nxt] = size(nodes);
            nodes.push_back(Node());
        }
```

```cpp
        add(val, nodes[cur].next[nxt], b - 1);
    }

    void erase(T val, int cur = 0, int b = MAX_LOG - 1) {
        nodes[cur].common--;
        if(b == -1) return;
        push(cur, b);
        erase(val, nodes[cur].next[(val >> b) & 1], b - 1);
    }

    T min_element(T val = 0, int cur = 0, int b = MAX_LOG - 1) {
        if(b == -1) return 0;
        push(cur, b);
        T nxt = (val >> b) & 1;
        int ind = nodes[cur].next[nxt];
        if(ind == -1 || nodes[ind].common == 0) nxt ^= 1;
        return min_element(val, nodes[cur].next[nxt], b - 1) | (nxt
<< b);
    }  // ddf699

    T max_element(T val = 0, int cur = 0, int b = MAX_LOG - 1) {
return min_element(~val); }  // 5e1a86

    int lower_bound_rank(T val, int cur = 0, int b = MAX_LOG - 1) {
        if(cur == -1 || b == -1) return 0;
        push(cur, b);
        T nxt = (val >> b) & 1;
        int ret = lower_bound_rank(val, nodes[cur].next[nxt], b - 1);
        if(nxt == 1 && nodes[cur].next[0] != -1) { ret +=
nodes[nodes[cur].next[0]].common; }
        return ret;
    }  // 05b14c

    int upper_bound_rank(T val) { return lower_bound_rank(val + 1); }
}  // 70e301

    T kth_smallest(int k, int cur = 0, int b = MAX_LOG - 1) {
        if(b == -1) return 0;
        int lower_ind = nodes[cur].next[0];
        int lower_cnt = 0;
        if(lower_ind != -1) lower_cnt = nodes[lower_ind].common;
        if(k < lower_cnt) return kth_smallest(k, nodes[cur].next[0],
b - 1);
        return kth_smallest(k - lower_cnt, nodes[cur].next[1], b - 1)
| (T(1) << b);
    }  // b85845

    T kth_largest(int k) { return kth_smallest(nodes[0].common - k);
}  // 1df41b

    int count(T val) {
        int cur = 0;
        for(int b = MAX_LOG - 1; b >= 0; b--) {
            push(cur, b);
            cur = nodes[cur].next[(val >> b) & 1];
            if(cur == -1) return 0;
        }
        return nodes[cur].common;
    }  // 2a3342

    int count() { return nodes[0].common; }  // 210f0e
};
```

cht_slope_monotone.hpp   md5: 720828

```cpp
template<typename T> class CHT {
    using P = pair<T, T>;

private:
    int head;
    vector<P> lines;
    // 最小値(最大値)を求めるxが単調であるか
    bool isMonotonicX;
    function<bool(T l, T r)> comp;

public:
    // クエリが単調であった場合はflag = trueとする
    CHT(
        bool flagX = false, function<bool(T l, T r)> compFunc = [](T
l, T r) { return l >= r; })
        : isMonotonicX(flagX), comp(compFunc), head(0){};

    bool check(P l1, P l2, P l3) {
        if(l1 < l3) swap(l1, l3);
        return (l3.second - l2.second) * (l2.first - l1.first) >=
(l2.second - l1.second) * (l3.first - l2.first);
    }
```

```cpp
    void add(T a, T b) {
        P line(a, b);
        while(lines.size() >= 2 + head && check(*(lines.end() - 2),
lines.back(), line)) lines.pop_back();
        lines.emplace_back(line);
    }

    T f(int i, T x) { return lines[i].first * x + lines[i].second; }

    T f(P line, T x) { return line.first * x + line.second; }

    T get(T x) {
        if(isMonotonicX) {
            while(lines.size() >= 2 + head && comp(f(head, x), f(head
+ 1, x))) ++head;
            return f(head, x);
        } else {
            int low = -1, high = lines.size() - 1;
            while(high - low > 1) {
                int mid = (high + low) / 2;
                (comp(f(mid, x), f(mid + 1, x)) ? low : high) = mid;
            }
            return f(high, x);
        }
    }
};
```

disjoint_sparse_table.hpp   md5: 3df31b

```cpp
template<typename SG> struct disjoint_sparse_table {
    using S = typename SG::S;
    vector<vector<S>> st;
    vector<int> lg;

    disjoint_sparse_table(const vector<S>& v) {
        int b = 0;
        while((1 << b) <= size(v)) b++;
        st.assign(b, vector<S>(size(v)));
        for(int i = 0; i < size(v); i++) st[0][i] = v[i];
        for(int i = 1; i < b; i++) {
            int shift = 1 << i;
            for(int j = 0; j < size(v); j += shift << 1) {
                int t = min(j + shift, (int)size(v));
                st[i][t - 1] = v[t - 1];
                for(int k = t - 2; k >= j; k--) st[i][k] = SG::op(v[k],
st[i][k + 1]);
                if(size(v) <= t) break;
                st[i][t] = v[t];
                for(int k = t + 1; k < min((int)size(v), t + shift);
k++) st[i][k] = SG::op(st[i][k - 1], v[k]);
            }
        }
        lg.resize(1 << b);
        for(int i = 2; i < size(lg); i++) lg[i] = lg[i >> 1] + 1;
    }
    S prod(int l, int r) {
        if(l >= --r) return st[0][l];
        int b = lg[l ^ r];
        return SG::op(st[b][l], st[b][r]);
    }
};
```

lazy_segtree.hpp   md5: caadbe

```cpp
// base: aa9fd6
unsigned int bit_ceil(unsigned int n) {
    unsigned int x = 1;
    while(x < (unsigned int)(n)) x *= 2;
    return x;
}
int countr_zero(unsigned int n) { return __builtin_ctz(n); }
constexpr int countr_zero_constexpr(unsigned int n) {
    int x = 0;
    while(!(n & (1 << x))) x++;
    return x;
}
template<class S, S (*op)(S, S), S (*e)(), class F, S (*mapping)(F,
S), F (*composition)(F, F), F (*id)()>
struct lazy_segtree {
    public:
    lazy_segtree() : lazy_segtree(0) {}
    explicit lazy_segtree(int n) : lazy_segtree(vector<S>(n, e()))
{}
    explicit lazy_segtree(const vector<S>& v) : _n(int(v.size())) {
        size = (int)bit_ceil((unsigned int)(_n));
        log = countr_zero((unsigned int)size);
        d = vector<S>(2 * size, e());
        lz = vector<F>(size, id());
        for(int i = 0; i < _n; i++) d[size + i] = v[i];
```

```cpp
        for(int i = size - 1; i >= 1; i--) { update(i); }
    }
    void set(int p, S x) {
        p += size;
        for(int i = log; i >= 1; i--) push(p >> i);
        d[p] = x;
        for(int i = 1; i <= log; i++) update(p >> i);
    }

    S get(int p) {
        p += size;
        for(int i = log; i >= 1; i--) push(p >> i);
        return d[p];
    }

    S prod(int l, int r) {
        if(l == r) return e();

        l += size;
        r += size;

        for(int i = log; i >= 1; i--) {
            if(((l >> i) << i) != l) push(l >> i);
            if(((r >> i) << i) != r) push((r - 1) >> i);
        }

        S sml = e(), smr = e();
        while(l < r) {
            if(l & 1) sml = op(sml, d[l++]);
            if(r & 1) smr = op(d[--r], smr);
            l >>= 1;
            r >>= 1;
        }

        return op(sml, smr);
    }

    void apply(int l, int r, F f) {
        if(l == r) return;

        l += size;
        r += size;

        for(int i = log; i >= 1; i--) {
            if(((l >> i) << i) != l) push(l >> i);
            if(((r >> i) << i) != r) push((r - 1) >> i);
        }

        {
            int l2 = l, r2 = r;
            while(l < r) {
                if(l & 1) all_apply(l++, f);
                if(r & 1) all_apply(--r, f);
                l >>= 1;
                r >>= 1;
            }
            l = l2;
            r = r2;
        }

        for(int i = 1; i <= log; i++) {
            if(((l >> i) << i) != l) update(l >> i);
            if(((r >> i) << i) != r) update((r - 1) >> i);
        }
    }

    template<class G> int max_right(int l, G g) {
        if(l == _n) return _n;
        l += size;
        for(int i = log; i >= 1; i--) push(l >> i);
        S sm = e();
        do {
            while(l % 2 == 0) l >>= 1;
            if(!g(op(sm, d[l]))) {
                while(l < size) {
                    push(l);
                    l = (2 * l);
                    if(g(op(sm, d[l]))) {
                        sm = op(sm, d[l]);
                        l++;
                    }
                }
                return l - size;
            }
            sm = op(sm, d[l]);
            l++;
        } while((l & -l) != l);
        return _n;
```

```cpp
    }  // d93691

    template<class G> int min_left(int r, G g) {
        if(r == 0) return 0;
        r += size;
        for(int i = log; i >= 1; i--) push((r - 1) >> i);
        S sm = e();
        do {
            r--;
            while(r > 1 && (r % 2)) r >>= 1;
            if(!g(op(d[r], sm))) {
                while(r < size) {
                    push(r);
                    r = (2 * r + 1);
                    if(g(op(d[r], sm))) {
                        sm = op(d[r], sm);
                        r--;
                    }
                }
                return r + 1 - size;
            }
            sm = op(d[r], sm);
        } while((r & -r) != r);
        return 0;
    }  // c9a7eb

private:
    int _n, size, log;
    vector<S> d;
    vector<F> lz;

    void update(int k) { d[k] = op(d[2 * k], d[2 * k + 1]); }
    void all_apply(int k, F f) {
        d[k] = mapping(f, d[k]);
        if(k < size) lz[k] = composition(f, lz[k]);
    }
    void push(int k) {
        all_apply(2 * k, lz[k]);
        all_apply(2 * k + 1, lz[k]);
        lz[k] = id();
    }
};
```

li_chao.hpp   md5: 08f964

```cpp
template<typename T> class LiChaoTree {
    int n, sz, height;
    vector<T> xs, as, bs;

    void update(T a, T b, int k, int h) {
        int l = (k << h) & (sz - 1);
        int r = l + (1 << h);

        while(1) {
            int m = (l + r) >> 1;
            T xl = xs[l], xm = xs[m];
            bool l_update = a * xl + b < as[k] * xl + bs[k];
            bool m_update = a * xm + b < as[k] * xm + bs[k];

            if(m_update) {
                swap(as[k], a);
                swap(bs[k], b);
            }
            if(h == 0) break;
            if(l_update != m_update) {
                k = k * 2;
                r = m;
            } else {
                k = k * 2 + 1;
                l = m;
            }
            h--;
        }
    }

public:
    // 最小値クエリのx座標や線分追加クエリの両端のx座標を先読みしてソートした配
列
    LiChaoTree(const vector<T>& xs) : n(xs.size()), xs(xs) {
        sz = 1, height = 0;
        while(sz < (int)xs.size()) {
            sz <<= 1;
            height++;
        }
        this->xs.resize(sz, xs.back());
        as.assign(sz * 2, 0);
        bs.assign(sz * 2, std::numeric_limits<T>::max());
    }
```

```cpp
    void add_line(T a, T b) { update(a, b, 1, height); }

    void add_segment(T a, T b, int l, int r) {
        if(l == r) return;
        l += sz, r += sz;
        int h = 0;
        while(l < r) {
            if(l & 1) update(a, b, l++, h);
            if(r & 1) update(a, b, --r, h);
            l >>= 1, r >>= 1, h++;
        }
    }

    // x = xs[i] における最小値を求める
    T get(int i) const {
        T x = xs[i];
        int k = i + sz;
        T res = as[k] * x + bs[k];
        while(k > 1) {
            k >>= 1;
            T tmp = as[k] * x + bs[k];
            if(tmp < res) res = tmp;
        }
        return res;
    }
};
```

persistent-array.hpp   md5: bb60a8

```cpp
template<typename T, int LOG> struct PersistentArray {
    struct Node {
        T data;
        Node* child[1 << LOG] = {};
        Node() {}
        Node(const T& data) : data(data) {}
    };

    Node* root;
    PersistentArray() : root(nullptr) {}

    T get(Node* t, int k) {
        if(k == 0) return t->data;
        return get(t->child[k & ((1 << LOG) - 1)], k >> LOG);
    }

    T get(const int& k) { return get(root, k); }

    pair<Node*, T*> mutable_get(Node* t, int k) {
        t = t ? new Node(*t) : new Node();
        if(k == 0) return {t, &t->data};
        auto p = mutable_get(t->child[k & ((1 << LOG) - 1)], k >> LOG);
        t->child[k & ((1 << LOG) - 1)] = p.first;
        return {t, p.second};
    }

    T* mutable_get(const int& k) {
        auto ret = mutable_get(root, k);
        root = ret.first;
        return ret.second;
    }

    Node* build(Node* t, const T& data, int k) {
        if(!t) t = new Node();
        if(k == 0) {
            t->data = data;
            return t;
        }
        auto p = build(t->child[k & ((1 << LOG) - 1)], data, k >> LOG);
        t->child[k & ((1 << LOG) - 1)] = p;
        return t;
    }

    void build(const vector<T>& v) {
        root = nullptr;
        for(int i = 0; i < v.size(); i++) { root = build(root, v[i], i); }
    }
};
```

persistent-segtree.hpp   md5: b2594f

```cpp
template<typename Monoid> struct PersistentSegmentTree {
    using F = function<Monoid(Monoid, Monoid)>;

    struct Node {
        Monoid data;
```

```cpp
        Node *l, *r;

        Node(const Monoid& data) : data(data), l(nullptr), r(nullptr)
{}
    };

    int sz;
    const F f;
    const Monoid M1;

    PersistentSegmentTree(const F f, const Monoid& M1) : f(f),
M1(M1) {}

    Node* build(vector<Monoid>& v) {
        sz = (int)v.size();
        return build(0, (int)v.size(), v);
    }

    Node* merge(Node* l, Node* r) {
        auto t = new Node(f(l->data, r->data));
        t->l = l;
        t->r = r;
        return t;
    }

    Node* build(int l, int r, vector<Monoid>& v) {
        if(l + 1 >= r) return new Node(v[l]);
        return merge(build(l, (l + r) >> 1, v), build((l + r) >> 1,
r, v));
    }

    Node* update(int a, const Monoid& x, Node* k, int l, int r) {
        if(r <= a || a + 1 <= l) return k;
        else if(a <= l && r <= a + 1) return new Node(x);
        else return merge(update(a, x, k->l, l, (l + r) >> 1),
update(a, x, k->r, (l + r) >> 1, r));
    }

    Node* update(Node* t, int k, const Monoid& x) { return update(k,
x, t, 0, sz); }

    Monoid query(int a, int b, Node* k, int l, int r) {
        if(r <= a || b <= l) return M1;
        else if(a <= l && r <= b) return k->data;
        else return f(query(a, b, k->l, l, (l + r) >> 1), query(a, b,
k->r, (l + r) >> 1, r));
    }

    Monoid query(Node* t, int a, int b) { return query(a, b, t, 0,
sz); }
};
```

persistent-uf.hpp   md5: 8d972c

```cpp
struct PersistentUnionFind {
    PersistentArray<int, 3> data;

    PersistentUnionFind() {}

    PersistentUnionFind(int sz) { data.build(vector<int>(sz, -1)); }

    int find(int k) {
        int p = data.get(k);
        return p >= 0 ? find(p) : k;
    }

    int size(int k) { return (-data.get(find(k))); }

    bool unite(int x, int y) {
        x = find(x);
        y = find(y);
        if(x == y) return false;
        auto u = data.get(x);
        auto v = data.get(y);

        if(u < v) {
            auto a = data.mutable_get(x);
            *a += v;
            auto b = data.mutable_get(y);
            *b = x;
        } else {
            auto a = data.mutable_get(y);
            *a += u;
            auto b = data.mutable_get(x);
            *b = y;
        }
        return true;
```

```
    }
};
```

potential_dsu.hpp   md5: b2e5eb

```cpp
// base: 650ffa
template<typename Abel> struct potential_dsu {
    using T = typename Abel::T;
    int tCount;
    vector<int> p, rank;
    vector<T> potential;
    int N;
    potential_dsu(int size) {
        N = size;
        p.resize(N, -1);
        rank.resize(N, 0);
        potential.resize(N, Abel::e());
        tCount = N;
    }

    bool same(int x, int y) { return leader(x) == leader(y); }

    // w[y] - w[x] = w
    void merge(int x, int y, T w) {
        w = Abel::op(w, get_potential(x));
        w = Abel::op(w, Abel::inv(get_potential(y)));
        link(leader(x), leader(y), w);
    }

    int leader(int x) {
        if(p[x] < 0) return x;
        int l = leader(p[x]);
        potential[x] = Abel::op(potential[x], potential[p[x]]);
        return p[x] = l;
    }

    T get_potential(int x) {
        leader(x);
        return potential[x];
    }

    // w[y] - w[x]
    T diff(int x, int y) { return Abel::op(get_potential(y),
Abel::inv(get_potential(x))); }

    int count() { return tCount; }  // 154012

    int size(int a) {
        // assert(0 <= a && a < _n);
        return -p[leader(a)];
    }  // 818fe7

    vector<vector<int>> groups() {
        vector<int> leader_buf(N), group_size(N);
        for(int i = 0; i < N; i++) {
            leader_buf[i] = leader(i);
            group_size[leader_buf[i]]++;
        }
        vector<vector<int>> result(N);
        for(int i = 0; i < N; i++) result[i].reserve(group_size[i]);
        for(int i = 0; i < N; i++)
result[leader_buf[i]].push_back(i);
        result.erase(remove_if(result.begin(), result.end(), [&]
(const vector<int>& v) { return v.empty(); }),
                     result.end());
        return result;
    }  // 92d7ce

    private:
    void link(int x, int y, T w) {
        if(x == y) return;
        tCount--;
        if(rank[x] < rank[y]) {
            swap(x, y);
            w = Abel::inv(w);
        }
        p[x] += p[y];
        p[y] = x;
        if(rank[x] == rank[y]) rank[x]++;
        tCount--;
        potential[y] = w;
    }
};

/*
struct Abel {
    using T = int;
    static T e() { return 0; }
    static T op(T a, T b) { return a + b; }
    static T inv(T a) { return -a; }
};

potential_dsu<Abel> dsu(N);
*/
```

range_set.hpp   md5: 1bc645

```cpp
template<bool margeAdjacent = true> struct range_set : public
map<ll, ll> {
    auto get(ll p) const {
        auto it = upper_bound(p);
        if(it == begin() || (--it)->second < p) return end();
        return it;
    }

    void insert(ll l, ll r) {
        auto itl = upper_bound(l), itr = upper_bound(r +
margeAdjacent);
        if(itl != begin()) {
            if((--itl)->second < l - margeAdjacent) ++itl;
        }
        if(itl != itr) {
            l = min(l, itl->first);
            r = max(r, prev(itr)->second);
            erase(itl, itr);
        }
        (*this)[l] = r;
    }

    void remove(ll l, ll r) {
        auto itl = upper_bound(l), itr = upper_bound(r);
        if(itl != begin())
            if((--itl)->second < l) ++itl;
        if(itl == itr) return;
        int tl = min(l, itl->first), tr = max(r, prev(itr)->second);
        erase(itl, itr);
        if(tl < l) (*this)[tl] = l - 1;
        if(r < tr) (*this)[r + 1] = tr;
    }

    bool same(ll p, ll q) {
        auto it = get(p);
        return it != end() && it->first <= q && q <= it->second;
    }
};
```

range_tree.hpp   md5: 7f74d5

```cpp
template<class K, class M> struct range_tree {
    using S = typename M::S;
    using D = typename M::D;

    private:
    vector<pair<K, K>> ps;
    vector<K> xs;
    vector<vector<K>> ys;
    vector<D> ds;
    int n;
    int id(K x) const { return lower_bound(all(xs), x) - xs.begin();
}

    int id(int k, K y) const { return lower_bound(all(ys[k]), y) -
ys[k].begin(); }

    public:
    void add(K x, K y) { ps.emplace_back(x, y); }
    void build() {
        sort(ps.begin(), ps.end());
        ps.erase(unique(all(ps)), ps.end());
        n = size(ps);
        xs.reserve(n);
        for(auto& [x, _] : ps) xs.push_back(x);
        ys.resize(2 * n);
        ds.resize(2 * n, M::init(0));
        for(int i = 0; i < n; i++) {
            ys[i + n] = {ps[i].second};
            ds[i + n] = M::init(1);
        }
        for(int i = n - 1; i > 0; i--) {
            ys[i].resize(size(ys[i << 1]) + size(ys[(i << 1) | 1]));
            merge(all(ys[i << 1]), all(ys[(i << 1) | 1]),
ys[i].begin());
            ys[i].erase(unique(all(ys[i])), ys[i].end());
            ds[i] = M::init(size(ys[i]));
        }
    }
```

```cpp
    void apply(K x, K y, S a) {
        int k = lower_bound(all(ps), make_pair(x, y)) - ps.begin() +
n;
        while(k > 0) {
            M::apply(ds[k], id(k, y), a);
            k >>= 1;
        }
    }

    S prod(K x1, K y1, K x2, K y2) {
        int a = id(x1), b = id(x2);
        a += n;
        b += n;
        S l = M::e(), r = M::e();
        while(a < b) {
            if(a & 1) {
                l = M::op(l, M::prod(ds[a], id(a, y1), id(a, y2)));
                ++a;
            }
            if(b & 1) {
                --b;
                r = M::op(M::prod(ds[b], id(b, y1), id(b, y2)), r);
            }
            a >>= 1;
            b >>= 1;
        }
        return M::op(l, r);
    }
};

/* 使い方

// モノイド
struct M {
    using S = ll;   // データ(モノイド)の型
    using D = BIT;   // ノードに持たせるデータ構造の型
    static S op(S a, S b) { return a + b; } // Sの二項演算
    static S e() { return 0; }   // Sの単位元
    static D init(int n) { return BIT(n); }   // Dを長さnで初期化する関
数
    static void apply(D& bit, int k, const S& v) { bit.add(k, v); }
// D のk番目に v を適用する関数
    static S prod(D& bit, int l, int r) { return bit.sum(l, r); } //
D の[l, r) に対するクエリを行う関数
};

rt.add(x, y): 座標 (x, y) を追加
rt.build(): クエリを受け付ける準備をする
rt.apply(x, y, a): 座標 (x, y) に a を適用
rt.prod(x1, y1, x2, y2): 座標 x \in [x1, x2), y \in [y1, y2) の領域に
クエリを行う
*/
```

segtree.hpp   md5: d32488

```cpp
// base: bafcf8
unsigned int bit_ceil(unsigned int n) {
    unsigned int x = 1;
    while(x < (unsigned int)(n)) x *= 2;
    return x;
}
int countr_zero(unsigned int n) { return __builtin_ctz(n); }
constexpr int countr_zero_constexpr(unsigned int n) {
    int x = 0;
    while(!(n & (1 << x))) x++;
    return x;
}
template<class S, S (*op)(S, S), S (*e)()> struct segtree {
    public:
    segtree() : segtree(0) {}
    explicit segtree(int n) : segtree(vector<S>(n, e())) {}
    explicit segtree(const vector<S>& v) : _n(int(v.size())) {
        size = (int)bit_ceil((unsigned int)(_n));
        log = countr_zero((unsigned int)size);
        d = vector<S>(2 * size, e());
        for(int i = 0; i < _n; i++) d[size + i] = v[i];
        for(int i = size - 1; i >= 1; i--) { update(i); }
    }

    void set(int p, S x) {
        p += size;
        d[p] = x;
        for(int i = 1; i <= log; i++) update(p >> i);
    }

    S get(int p) const { return d[p + size]; }
```

```cpp
    S prod(int l, int r) const {
        S sml = e(), smr = e();
        l += size;
        r += size;

        while(l < r) {
            if(l & 1) sml = op(sml, d[l++]);
            if(r & 1) smr = op(d[--r], smr);
            l >>= 1;
            r >>= 1;
        }
        return op(sml, smr);
    }

    S all_prod() const { return d[1]; }

    template<class F> int max_right(int l, F f) {
        if(l == _n) return _n;
        l += size;
        S sm = e();
        do {
            while(l % 2 == 0) l >>= 1;
            if(!f(op(sm, d[l]))) {
                while(l < size) {
                    l = (2 * l);
                    if(f(op(sm, d[l]))) {
                        sm = op(sm, d[l]);
                        l++;
                    }
                }
                return l - size;
            }
            sm = op(sm, d[l]);
            l++;
        } while((l & -l) != l);
        return _n;
    }  // faa03f

    template<class F> int min_left(int r, F f) {
        if(r == 0) return 0;
        r += size;
        S sm = e();
        do {
            r--;
            while(r > 1 && (r % 2)) r >>= 1;
            if(!f(op(d[r], sm))) {
                while(r < size) {
                    r = (2 * r + 1);
                    if(f(op(d[r], sm))) {
                        sm = op(d[r], sm);
                        r--;
                    }
                }
                return r + 1 - size;
            }
            sm = op(d[r], sm);
        } while((r & -r) != r);
        return 0;
    }  // efa466

    private:
    int _n, size, log;
    vector<S> d;

    void update(int k) { d[k] = op(d[2 * k], d[2 * k + 1]); }
};
```

treap.hpp   md5: fd1c1c

```cpp
// base: c8a607
// mmを使う場合，追記が必要
// friend bool operator==(const mm& a, const mm& b) { return a.x ==
b.x; }
template<class S, S (*op)(S, S), S (*e)(), class F, S (*mapping)(F,
S, int), F (*composition)(F, F), F (*id)()>
struct Treap {
    private:
    mt19937_64 mt;
    uniform_int_distribution<uint64_t> rand;
    vector<S> value, acc;
    vector<F> lazy;
    vector<ll> priority;
    vector<int> cnt, lch, rch;
    vector<bool> lazy_rev;
    int new_node(S v, ll p) {
        value.push_back(v);
        acc.push_back(e());
        lazy.push_back(id());
```

```cpp
        priority.push_back(p);
        cnt.push_back(0);
        lazy_rev.push_back(false);
        lch.push_back(-1);
        rch.push_back(-1);
        return value.size() - 1;
    }

    int root = -1;
    int get_cnt(int t) { return t == -1 ? 0 : cnt[t]; }
    S get_acc(int t) { return t == -1 ? e() : acc[t]; }
    int update(int t) {
        if(t == -1) return t;
        cnt[t] = 1 + get_cnt(lch[t]) + get_cnt(rch[t]);
        acc[t] = op(get_acc(lch[t]), op(value[t], get_acc(rch[t])));
        return t;
    }
    int push(int t) {
        if(t == -1) return t;
        if(lazy_rev[t]) {
            lazy_rev[t] = false;
            swap(lch[t], rch[t]);
            if(lch[t] != -1) lazy_rev[lch[t]] = !lazy_rev[lch[t]];
            if(rch[t] != -1) lazy_rev[rch[t]] = !lazy_rev[rch[t]];
        }
        if(lazy[t] != id()) {
            if(lch[t] != -1) {
                lazy[lch[t]] = composition(lazy[t], lazy[lch[t]]);
                acc[lch[t]] = mapping(lazy[t], acc[lch[t]],
get_cnt(lch[t]));
            }
            if(rch[t] != -1) {
                lazy[rch[t]] = composition(lazy[t], lazy[rch[t]]);
                acc[rch[t]] = mapping(lazy[t], acc[rch[t]],
get_cnt(rch[t]));
            }
            value[t] = mapping(lazy[t], value[t], 1);
            lazy[t] = id();
        }
        return update(t);
    }

    int merge(int l, int r) {
        push(l);
        push(r);
        if(l == -1) return r;
        if(r == -1) return l;
        if(priority[l] > priority[r]) {
            rch[l] = merge(rch[l], r);
            return update(l);
        } else {
            lch[r] = merge(l, lch[r]);
            return update(r);
        }
    }
    pair<int, int> split(int t, int k) {
        if(t == -1) return make_pair(-1, -1);
        push(t);
        int implicit_key = get_cnt(lch[t]) + 1;
        if(k < implicit_key) {
            auto s = split(lch[t], k);
            lch[t] = s.second;
            return make_pair(s.first, update(t));
        } else {
            auto s = split(rch[t], k - implicit_key);
            rch[t] = s.first;
            return make_pair(update(t), s.second);
        }
    }

    int insert(int t, int k, int n) {
        auto s = split(t, k);
        return merge(merge(s.first, n), s.second);
    }

    int apply(int t, int l, int r, F f) {
        auto [t1, tt] = split(t, l);
        auto [t2, t3] = split(tt, r - l);
        lazy[t2] = composition(f, lazy[t2]);
        acc[t2] = mapping(f, acc[t2], get_cnt(t2));
        return merge(merge(t1, t2), t3);
    } // 905a19 (Unordered)

    int _erase(int t, int k) {
        auto [tt, t3] = split(t, k + 1);
        auto [t1, t2] = split(tt, k);
        return merge(t1, t3);
    } // 92ef20 (Common)

    int erase_range(int t, int l, int r) {
        auto [tt, t3] = split(t, r);
        auto [t1, t2] = split(tt, l);
        return merge(t1, t3);
    } // 77074b (Common)

    pair<S, int> query(int t, int l, int r) {
        auto [t1, tt] = split(t, l);
        auto [t2, t3] = split(tt, r - l);
        S ret = acc[t2];
        return make_pair(ret, merge(merge(t1, t2), t3));
    } //  fe8e6c (Common)

    int set(int t, int k, S v) {
        auto [tt, t3] = split(t, k + 1);
        auto [t1, t2] = split(tt, k);
        push(t2);
        value[t2] = v;
        update(t2);
        return merge(merge(t1, t2), t3);
    } // 31b211 (Unordered)

    int _find(int t, S x, int offset, bool left = true) {
        if(op(get_acc(t), x) == x) {
            return -1;
        } else {
            if(left) {
                if(lch[t] != -1 && op(acc[lch[t]], x) != x) {
                    return find(lch[t], x, offset, left);
                } else {
                    return (op(value[t], x) != x) ? offset +
get_cnt(lch[t])
                                                  : find(rch[t], x,
offset + get_cnt(lch[t]) + 1, left);
                }
            } else {
                if(rch[t] != -1 && op(acc[rch[t]], x) != x) {
                    return find(rch[t], x, offset + get_cnt(lch[t]) + 1,
left);
                } else {
                    return (op(value[t], x) != x) ? offset +
get_cnt(lch[t]) : find(lch[t], x, offset, left);
                }
            }
        }
    } // b0c65b (Common)

    int reverse(int t, int l, int r) {
        auto [t1, tt] = split(t, l);
        auto [t2, t3] = split(tt, r - l);
        lazy_rev[t2] = !lazy_rev[t2];
        return merge(merge(t1, t2), t3);
    } // 3f67e3 (Unordered)

    int rotate(int t, int l, int m, int r) {
        t = reverse(t, l, r);
        t = reverse(t, l, l + r - m);
        return reverse(t, l + r - m, r);
    } // a5a67c (Unordered)

    int lower_search(int t, S x) {
        int ret = 0;
        while(t != -1) {
            if(x <= value[t]) {
                t = lch[t];
            } else {
                ret += get_cnt(lch[t]) + 1;
                t = rch[t];
            }
        }
        return ret;
    } // 0ef7d9 (Ordered)

    int upper_search(int t, S x) {
        int ret = 0;
        while(t != -1) {
            if(x < value[t]) {
                t = lch[t];
            } else {
                ret += get_cnt(lch[t]) + 1;
                t = rch[t];
            }
        }
        return ret;
    } // f91898 (Ordered)

public:
    Treap() : Treap(0) {}
```

```cpp
    Treap(int N) : Treap(vector<S>(N, e())) {}
    Treap(vector<S> V) {
        mt =
mt19937_64(chrono::steady_clock::now().time_since_epoch().count());
        rand = uniform_int_distribution<uint64_t>(1, 1e18);
        for(auto v : V) { push_back(v); }
    }

    size_t size() { return size_t(get_cnt(root)); }   // f63788
(Common)

    void insert(int ind, S x) { root = insert(root, ind, new_node(x,
rand(mt))); }   // dc467c (UnOrdered)

    void push_back(S x) { root = insert(root, int(size()),
new_node(x, rand(mt))); }   // 7fa616 (Unordered)

    void ordered_insert(S x) {
        int ind = lower_search(root, x);
        insert(ind, x);
    }   // 539d77 (Ordered)

    // Count elements in [lower, upper)
    int value_range_cnt(S lower, S upper) {
        int L = lower_search(root, lower);
        int R = lower_search(root, upper);
        return R - L;
    }   // 2d4406 (Ordered)

    // Sum of elements in [lower, upper)
    S value_range_prod(S lower, S upper) {
        int L = lower_search(root, lower);
        int R = lower_search(root, upper);
        if(L == R) return e();
        return query(L, R);
    }   // 27b9d4 (Ordered)

    // erase element x cnt times (cnt = -1 -> erase all x)
    int erase_value(S x, int cnt = -1) {
        int L = lower_search(root, x);
        int R = upper_search(root, x);
        if(cnt != -1) chmin(R, L + cnt);
        root = erase_range(root, L, R);
        return R - L;
    }   // 5c60fd (Ordered)

    int lower_search(S x) { return lower_search(root, x); }   //
9731cc (Ordered)

    int upper_search(S x) { return upper_search(root, x); }   //
ac5aa0 (Ordered)

    void apply(int l, int r, F f) { root = apply(root, l, r, f); }
// 905a19 (Unordered)

    void erase(int ind) { root = _erase(root, ind); }
    // ff257f (Common)

    void erase(int l, int r) {
        auto [tt, t3] = split(root, r);
        auto [t1, t2] = split(tt, l);
        root = merge(t1, t3);
    }   // f9ff4a (Common)

    // l .. r-1 -> r-1 .. l
    void reverse(int l, int r) { root = reverse(root, l, r); }   //
40df7d (Unordered)

    // l .. m-1, m .. r-1 -> m .. r-1, l .. m-1
    void rotate(int l, int m, int r) { root = rotate(root, l, m, r);
}   // e21b85 (Unordered)

    void set(int k, S v) { root = set(root, k, v); }   // 4ae943
(Unordered)

    // min k \in [l,r) such that op(tr[k], x) != x
    int find(int l, int r, S x, bool left = true) {
        auto [t1, tt] = split(root, l);
        auto [t2, t3] = split(tt, r - l);
        int ret = _find(t2, x, l, left);
        if(ret == -1) ret = r;
        root = merge(merge(t1, t2), t3);
        return ret;
    }   // 4f1699 (Common)

    S prod(int l, int r) {
        if(l == r) return S(0);
        auto [t, rt] = query(root, l, r);
```

```cpp
        root = rt;
        return t;
    }   // c46ac4 (Common)

    S operator[](int ind) {
        auto [tt, t3] = split(root, ind + 1);
        auto [t1, t2] = split(tt, ind);
        S ret = acc[t2];
        root = merge(merge(t1, t2), t3);
        return ret;
    }   // d2546e (Common)
};
```

undo_dsu.hpp   md5: f5d93b

```cpp
// base: edf246
struct undo_dsu {
    private:
    int _n;
    vector<int> p;
    stack<pair<int, int>> history;

    public:
    undo_dsu() : _n(0) {}
    explicit undo_dsu(int n) : _n(n), p(n, -1) {}

    int merge(int a, int b) {
        // assert(0 <= a && a < _n);
        // assert(0 <= b && b < _n);
        int x = leader(a), y = leader(b);
        if(x == y) {
            history.emplace(x, p[x]);
            history.emplace(y, p[y]);
            return x;
        }
        if(-p[x] < -p[y]) swap(x, y);
        history.emplace(x, p[x]);
        history.emplace(y, p[y]);
        p[x] += p[y];
        p[y] = x;
        return x;
    }

    bool same(int a, int b) {
        // assert(0 <= a && a < _n);
        // assert(0 <= b && b < _n);
        return leader(a) == leader(b);
    }

    int leader(int a) {
        // assert(0 <= a && a < _n);
        while(p[a] >= 0) a = p[a];
        return a;
    }

    void undo() {
        p[history.top().first] = history.top().second;
        history.pop();
        p[history.top().first] = history.top().second;
        history.pop();
    }

    int snapshot() { return history.size(); }

    void rollback(int snapshot = 0) {
        while(history.size() > snapshot) undo();
    }

    int size(int a) {
        // assert(0 <= a && a < _n);
        return -p[leader(a)];
    }   // 818fe7
};
```

wavelet_matrix.hpp   md5: 208fa9

```cpp
// base: be292e
struct BitVector {
    private:
    vector<int> vec;

    public:
    BitVector(const vector<int>& a) {
        vec.resize(a.size() + 1);
        for(int j = 0; j < (int)a.size(); j++) { vec[j + 1] = vec[j]
+ a[j]; }
    }
```

```cpp
    int rank(const int b, const int i) {
        if(b == 0) return i - vec[i];
        else return vec[i];
    }
};

template<typename T, int bit_len = 62> struct WaveletMatrix {
    private:
    vector<BitVector> B;
    vector<vector<T>> acc;
    vector<int> so;
    map<T, int> sn;
    int len;

    public:
    WaveletMatrix(vector<T> vec) {
        len = vec.size();
        acc = vector<vector<T>>(bit_len, vector<T>(len + 1));
        so = vector<int>(bit_len);
        vector<T> v(vec);
        for(int b = 0; b < bit_len; b++) {
            vector<T> cur;
            cur.reserve(len);
            vector<int> bi(len);
            for(int i = 0; i < len; i++) {
                ll bit = (v[i] >> (bit_len - b - 1)) & 1;
                if(bit == 0) {
                    cur.push_back(v[i]);
                    bi[i] = 0;
                }
            }
            so[b] = cur.size();
            for(int i = 0; i < len; i++) {
                ll bit = (v[i] >> (bit_len - b - 1)) & 1;
                if(bit == 1) {
                    cur.push_back(v[i]);
                    bi[i] = 1;
                }
            }
            B.push_back(BitVector(bi));
            for(int i = 0; i < len; i++) {
                if(B[b].get(i) == 0) acc[b][i + 1] = v[i];
                acc[b][i + 1] += acc[b][i];
            }
            v = cur;
        }
        for(int i = len - 1; i >= 0; i--) { sn[v[i]] = i; }
    }

    T access(int i) {
        T ret = 0;
        for(int j = 0; j < bit_len; j++) {
            int bit = B[j].get(i);
            ret = (ret << 1) | bit;
            i = B[j].rank(bit, i) + so[j] * bit;
        }
        return ret;
    } // 3be264

    int rank(T val, int i) {
        if(!sn.count(val)) return 0;
        for(int j = 0; j < bit_len; j++) {
            int bit = (val >> (bit_len - j - 1)) & 1;
            i = B[j].rank(bit, i) + so[j] * bit;
        }
        return i - sn[val];
    } // 88f41a

    T kthMin(int left, int right, int k) {
        T ret = 0;
        for(int j = 0; j < bit_len; j++) {
            int l = B[j].rank(0, left);
            int r = B[j].rank(0, right);
            int cnt = r - l;
            if(cnt > k) {
                left = l;
                right = r;
            } else {
                k -= cnt;
                left += so[j] - l;
                right += so[j] - r;
                ret |= (1LL << (bit_len - j - 1));
            }
        }
        return ret;
    } // 941aa0

    T kMinSum(int left, int right, int k) {
```

```cpp
        T ret = 0;
        for(int j = 0; j < bit_len; j++) {
            int l = B[j].rank(0, left);
            int r = B[j].rank(0, right);
            int cnt = r - l;
            if(cnt > k) {
                left = l;
                right = r;
            } else {
                k -= cnt;
                ret += acc[j][right] - acc[j][left];
                left += so[j] - l;
                right += so[j] - r;
            }
        }
        return ret;
    } // edb4f5

    int lessCount(int left, int right, T upper) {
        int ret = 0;
        if(upper >= (1LL << bit_len)) return right - left;
        for(int j = 0; j < bit_len; j++) {
            int l = B[j].rank(0, left);
            int r = B[j].rank(0, right);
            int cnt = r - l;
            if((upper >> (bit_len - j - 1)) & 1) {
                ret += cnt;
                left += so[j] - l;
                right += so[j] - r;
            } else {
                left = l;
                right = r;
            }
        }
        return ret;
    } // 029c6d
};
```

math

BinaryGCD.hpp   md5: f3ab31

```cpp
u64 ctz(u64 x) { return countr_zero(x); }
u64 binary_gcd(u64 x, u64 y) {
    if(!x || !y) return x | y;
    u64 n = ctz(x), m = ctz(y);
    x >>= n, y >>= m;
    while(x != y) {
        if(x > y) x = (x - y) >> ctz(x - y);
        else y = (y - x) >> ctz(y - x);
    }
    return x << min(n, m);
}
```

ExtGCD.hpp   md5: c3fa9b

```cpp
// returns gcd(a, b) and assign x, y to integers
// s.t. ax + by = gcd(a, b) and |x| + |y| is minimized
ll extgcd(ll a, ll b, ll& x, ll& y) {
    // assert(a >= 0 && b >= 0);
    if(!b) return x = 1, y = 0, a;
    ll d = extgcd(b, a % b, y, x);
    y -= a / b * x;
    return d;
}
```

combination.hpp   md5: 5a309a

```cpp
struct Combination {
    ll C_MOD;
    vector<ll> fac, finv, inv;
    Combination(ll n, ll mod) : C_MOD(mod) {
        n = max(n, 2LL);
        fac.resize(n, 0);
        finv.resize(n, 0);
        inv.resize(n, 0);
        fac[0] = fac[1] = finv[0] = finv[1] = inv[1] = 1;
        for(int i = 2; i < n; i++) {
            fac[i] = fac[i - 1] * i % mod;
            inv[i] = mod - inv[mod % i] * (mod / i) % mod;
            finv[i] = finv[i - 1] * inv[i] % mod;
        }
    }
    ll com(ll n, ll k) {
        if(n < k || n < 0 || k < 0) return 0;
        return fac[n] * (finv[k] * finv[n - k] % C_MOD) % C_MOD;
    }
};
```

crt.hpp
md5: 338cb4

```cpp
// mが互いに素になるように前処理
// lcm(m) % MODを返す
// crtの解がなければ-1を返す
ll pre_garner(vector<ll>& b, vector<ll>& m, ll MOD) {
    ll res = 1;
    for(int i = 0; i < (int)b.size(); i++) {
        for(int j = 0; j < i; j++) {
            ll g = gcd(m[i], m[j]);
            if((b[i] - b[j]) % g != 0) return -1;
            m[i] /= g;
            m[j] /= g;
            ll gi = gcd(m[i], g);
            ll gj = g / gi;
            do {
                g = gcd(gi, gj);
                gi *= g;
                gj /= g;
            } while(g != 1);
            m[i] *= gi;
            m[j] *= gj;
            b[i] %= m[i];
            b[j] %= m[j];
        }
    }
    for(int i = 0; i < size(b); i++) (res *= m[i]) %= MOD;
    return res;
}


// m が互いに素であることが保証されている場合
// b[i] = x (mod m[i]) となる最小の x \le 0 を求める
ll garner(vector<ll> b, vector<ll> m, ll MOD) {
    m.push_back(MOD);
    vector<ll> coeffs(size(m), 1);
    vector<ll> constants(size(m), 0);
    for(int k = 0; k < size(b); k++) {
        ll t = ((b[k] - constants[k]) * modinv(coeffs[k], m[k])) % m[k];
        if(t < 0) t += m[k];
        for(int i = k + 1; i < size(m); i++) {
            (constants[i] += t * coeffs[i]) %= m[i];
            (coeffs[i] *= m[k]) %= m[i];
        }
    }
    return constants.back();
}
```

floor_sum.hpp
md5: 0f7242

```cpp
ll floor_sum(const ll& n, const ll& m, ll a, ll b) {
    ll ret = 0;
    if(a >= m) ret += (n - 1) * n * (a / m) / 2, a %= m;
    if(b >= m) ret += n * (b / m), b %= m;
    ll y = (a * n + b) / m;
    if(y == 0) return ret;
    ll x = y * m - b;
    ret += (n - (x + a - 1) / a) * y;
    ret += floor_sum(y, a, m, (a - x % a) % a);
    return ret;
}
```

fwt.hpp
md5: b24224

```cpp
template<typename T> void fwt(vector<T>& f) {
    int n = f.size();
    for(int i = 1; i < n; i <<= 1) {
        for(int j = 0; j < n; j++) {
            if((j & i) == 0) {
                T x = f[j], y = f[j | i];
                f[j] = x + y, f[j | i] = x - y;
            }
        }
    }
}
```

lagrange_polynomial.hpp
md5: 5e6e39

```cpp
template<typename T> T lagrange_polynomial(const vector<T>& y, ll t, ll mod = 1000000007) {
    int n = y.size() - 1;
    if(t <= n) return y[t];
    T ret(0);
    Combination comb(n + 1, mod);
    vector<T> dp(n + 1, 1), pd(n + 1, 1);
    for(int i = 0; i < n; i++) dp[i + 1] = dp[i] * (t - i);
    for(int i = n; i > 0; i--) pd[i - 1] = pd[i] * (t - i);
    for(int i = 0; i <= n; i++) {
        T tmp = y[i] * dp[i] * pd[i] * comb.finv[i] * comb.finv[n - i];
        ret -= ((n - i) & 1 ? tmp : T(0) - tmp);
    }
    return ret;
}
```

min_of_mod_of_linear.hpp
md5: 30d270

```cpp
// depends on floor_sum
ll min_of_mod_of_linear(ll n, ll m, ll a, ll b) {
    ll fsum = floor_sum(n, m, a, b);
    ll le = -1, ri = m - 1;
    while(ri - le > 1) {
        ll mid = (le + ri) / 2;
        if(floor_sum(n, m, a, b + (m - 1 - mid)) < fsum + n) ri = mid;
        else le = mid;
    }
    return ri;
}
```

modinv.hpp
md5: a0de19

```cpp
ll modinv(ll a, ll MOD) {
    ll b = MOD, u = 1, v = 0;
    while(b) {
        ll t = a / b;
        a -= t * b;
        swap(a, b);
        u -= t * v;
        swap(u, v);
    }
    u %= MOD;
    if(u < 0) u += MOD;
    return u;
}
```

modlog.hpp
md5: 74b856

```cpp
// depends on modpow and modinv
// a^x ≡ b (mod. m) となる最小の正の整数 x を求める
long long modlog(long long a, long long b, int m) {
    a %= m, b %= m;

    // calc sqrt{M}
    long long le = -1, ri = m;
    while(ri - le > 1) {
        long long mid = (le + ri) >> 1;
        if(mid * mid >= m) ri = mid;
        else le = mid;
    }
    long long sqrtM = ri;

    // {a^0, a^1, a^2, ..., a^sqrt(m)}
    map<long long, long long> apow;
    long long r = a;
    for(long long i = 1; i < sqrtM; ++i) {
        if(!apow.count(r)) apow[r] = i;
        (r *= a) %= m;
    }

    // check each A^p
    long long A = modpow(modinv(a, m), sqrtM, m);
    r = b;
    for(long long q = 0; q < sqrtM; ++q) {
        if(r == 1 && q > 0) return q * sqrtM;
        else if(apow.count(r)) return q * sqrtM + apow[r];
        (r *= A) %= m;
    }

    // no solutions
    return -1;
}
```

modsqrt.hpp
md5: bf9df0

```cpp
int Legendre(long long a, long long p) {
    long long ret = modpow(a, (p - 1) / 2, p);

    if(ret == p - 1) ret = -1;

    return ret;
}

long long modsqrt(long long n, long long p) {
    long long Q = p - 1;
    long long S = 0;
    while(Q % 2 == 0) {
```

```cpp
        ++S;
        Q /= 2;
    }
    if(S == 1) { return modpow(n, (p + 1) / 4, p); }
    default_random_engine generator;
    uniform_int_distribution<long long> distribution(0, p);
    long long z = 1;
    while(Legendre(z, p) != -1) { z = distribution(generator); }
    long long c = modpow(z, Q, p);
    long long R = modpow(n, (Q + 1) / 2, p);
    long long t = modpow(n, Q, p);
    long long M = S;
    while(t != 1) {
        long long i;
        long long t2 = t;
        for(i = 1; i < M; i++) {
            t2 = t2 * t2 % p;
            if(t2 == 1) break;
        }
        long long b = modpow(c, 1LL << (M - i - 1), p);
        R = R * b % p;
        t = (t * b % p) * b % p;
        c = b * b % p;
        M = i;
    }
    return R;
}
```

primality.hpp   md5: d6eb6a

```cpp
bool is_prime(ll N) {
    if(N == 2) return true;
    if(N == 1 || N % 2 == 0) return false;
    ll s = 0;
    ll d = N - 1;
    while(d % 2 == 0) {
        s++;
        d /= 2;
    }
    vector<ll> tests = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};
    for(auto a : tests) {
        if(a == N) continue;
        ll X = modpow(a, d, N);
        int r = 0;
        if(X == 1) { continue; }
        while(X != N - 1) {
            X = modpow(X, 2, N);
            r++;
            if(X == 1 || r == s) return false;
        }
    }
    return true;
}
```

primitive-root.hpp   md5: a7c93d

```cpp
// depends on modpow
int primitive_root(int m) {
    if(m == 2) return 1;
    if(m == 167772161) return 3;
    if(m == 469762049) return 3;
    if(m == 754974721) return 11;
    if(m == 998244353) return 3;
    int divs[20] = {};
    divs[0] = 2;
    int cnt = 1;
    int x = (m - 1) / 2;
    while(x % 2 == 0) x /= 2;
    for(int i = 3; (long long)(i)*i <= x; i += 2) {
        if(x % i == 0) {
            divs[cnt++] = i;
            while(x % i == 0) { x /= i; }
        }
    }
    if(x > 1) { divs[cnt++] = x; }
    for(int g = 2;; g++) {
        bool ok = true;
        for(int i = 0; i < cnt; i++) {
            if(modpow(g, (m - 1) / divs[i], m) == 1) {
                ok = false;
                break;
            }
        }
        if(ok) return g;
    }
}
```

rho.hpp   md5: 820144

```cpp
ll find_prime_factor(ll N) {
    using i128 = __int128_t;
    if(N % 2 == 0) { return 2; }
    int b = int(sqrt(sqrt(sqrt(N)))) + 1;
    for(ll c = 1; c < N; c++) {
        auto f = [&](ll a) -> ll { return modpow(a, 2, N) + c; };
        ll y = 6;
        ll g = 1;
        i128 q = 1;
        int r = 1;
        int k = 0;
        ll ys = 0;
        ll x = 0;
        while(g == 1) {
            x = y;
            while(k < 3 * r / 4) {
                y = f(y);
                k++;
            }
            while(k < r && g == 1) {
                ys = y;
                for(ll i = 0; i < min(b, r - k); i++) {
                    y = f(y);
                    q *= abs(x - y);
                    q %= N;
                }
                g = gcd(ll(q), N);
                k += b;
            }
            k = r;
            r *= 2;
        }
        if(g == N) {
            g = 1;
            y = ys;
            while(g == 1) {
                y = f(y);
                g = gcd(abs(x - y), N);
            }
        }
        if(g == N) { continue; }
        if(is_prime(g)) { return g; }
        if(is_prime(N / g)) { return N / g; }
        return find_prime_factor(g);
    }
    assert(false);
}

map<ll, int> factorize(ll N) {
    map<ll, int> ret;
    while(!is_prime(N) && N > 1) {
        ll p = find_prime_factor(N);
        int s = 0;
        while(N % p == 0) {
            N /= p;
            s++;
        }
        ret[p] = s;
    }
    if(N > 1) { ret[N] = 1; }
    return ret;
}
```

modint

BarrettReduction.hpp   md5: 2ca7f3

```cpp
// using u64 = uint64_t;
struct Barrett {  // mod < 2^32
    u64 m, im;
    Barrett(u64 mod) : m(mod), im(-1ULL / m + 1) {}
    // input: a * b < 2^64, output: a * b % mod
    u64 mul(u64 a, u64 b) const {
        a *= b;
        u64 x = ((__uint128_t)a * im) >> 64;
        a -= x * m;
        if((ll)a < 0) a += m;
        return a;
    }
};
```

modint.hpp   md5: eb2b53

```cpp
const ll mod = 998244353;
struct mm {
    ll x;
```

```cpp
    mm(ll x_ = 0) : x(x_ % mod) {
        if(x < 0) x += mod;
    }
    friend mm operator-(mm a) { return -a.x; }
    friend mm operator+(mm a, mm b) { return a.x + b.x; }
    friend mm operator-(mm a, mm b) { return a.x - b.x; }
    friend mm operator*(mm a, mm b) { return a.x * b.x; }
    friend mm operator/(mm a, mm b) { return a * b.inv(); }
    // 4 行コピペ  Alt + Shift + クリックで複数カーソル
    friend mm& operator+=(mm& a, mm b) { return a = a.x + b.x; }
    friend mm& operator-=(mm& a, mm b) { return a = a.x - b.x; }
    friend mm& operator*=(mm& a, mm b) { return a = a.x * b.x; }
    friend mm& operator/=(mm& a, mm b) { return a = a * b.inv(); }
    mm inv() const { return pow(mod - 2); }
    mm pow(ll b) const {
        mm a = *this, c = 1;
        while(b) {
            if(b & 1) c *= a;
            a *= a;
            b >>= 1;
        }
        return c;
    }
};
```

FPS

FFT.hpp
md5: 6e60c3

```cpp
// {998244353, 3}, {1811939329, 13}, {2013265921, 31}
mm g = 3;  // 原始根
void fft(vector<mm>& a) {
    ll n = size(a), lg = __lg(n);
    assert((1 << lg) == n);
    vector<mm> b(n);
    for(int l = 1; l <= lg; l++) {
        ll w = n >> l;
        mm s = 1, r = g.pow(mod >> l);
        for(ll u = 0; u < n / 2; u += w) {
            for(int d = 0; d < w; d++) {
                mm x = a[u << 1 | d], y = a[u << 1 | w | d] * s;
                b[u | d] = x + y;
                b[n >> 1 | u | d] = x - y;
            }
            s *= r;
        }
        swap(a, b);
    }
}
vector<mm> conv(vector<mm> a, vector<mm> b) {
    if(a.empty() || b.empty()) return {};
    size_t s = size(a) + size(b) - 1, n = bit_ceil(s);
    // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
    a.resize(n);
    b.resize(n);
    fft(a);
    fft(b);
    mm inv = mm(n).inv();
    for(int i = 0; i < n; i++) a[i] *= b[i] * inv;
    reverse(1 + all(a));
    fft(a);
    a.resize(s);
    return a;
}
```

barlekamp_massey.hpp
md5: 50177f

```cpp
vector<mm> BerlekampMassey(const vector<mm>& s) {
    const int N = (int)s.size();
    vector<mm> b, c;
    b.reserve(N + 1);
    c.reserve(N + 1);
    b.push_back(mm(1));
    c.push_back(mm(1));
    mm y = mm(1);
    for(int ed = 1; ed <= N; ed++) {
        int l = int(c.size()), m = int(b.size());
        mm x = 0;
        for(int i = 0; i < l; i++) x += c[i] * s[ed - l + i];
        b.emplace_back(mm(0));
        m++;
        if(x.x == 0) continue;
        mm freq = x / y;
        if(l < m) {
            auto tmp = c;
            c.insert(begin(c), m - l, mm(0));
            for(int i = 0; i < m; i++) c[m - 1 - i] -= freq * b[m - 1
- i];
```

```cpp
            b = tmp;
            y = x;
        } else {
            for(int i = 0; i < m; i++) c[l - 1 - i] -= freq * b[m - 1
- i];
        }
    }
    reverse(begin(c), end(c));
    return c;
}
```

bostan_mori.hpp
md5: dbb7af

```cpp
// find [x^N] P(x)/Q(x), O(K log K log N)
// deg(Q(x)) = K, deg(P(x)) < K, Q[0] = 1
mm BostanMori(vector<mm> P, vector<mm> Q, ll N) {
    const int d = Q.size();
    for(; N; N >>= 1) {
        auto Q_neg = Q;
        for(size_t i = 1; i < Q.size(); i += 2) Q_neg[i] *= -1;
        P = conv(P, Q_neg);
        Q = conv(Q, Q_neg);
        for(size_t i = N & 1; i < P.size(); i += 2) P[i >> 1] = P[i];
        for(size_t i = 0; i < Q.size(); i += 2) Q[i >> 1] = Q[i];
        P.resize(d - 1);
        Q.resize(d);
    }
    return P[0];
}
```

fps.hpp
md5: 930ad2

```cpp
using vm = vector<mm>;
vm pre(vm f, int sz) { return vm(f.begin(), f.begin() +
min((int)f.size(), sz)); }
vm inv(vm f, int deg = -1) {
    if(deg < 0) deg = (int)f.size();
    vm res({mm(1) / f[0]});
    for(int i = 1; i < deg; i <<= 1) {
        vm ff = conv(res, conv(res, pre(f, i << 1)));
        int sz = res.size();
        for(int j = 0; j < sz; j++) res[j] += res[j];
        sz = max(sz, (int)ff.size());
        res.resize(sz);
        sz = ff.size();
        for(int j = 0; j < sz; j++) res[j] -= ff[j];
        res = pre(res, i << 1);
    }
    res.resize(deg);
    return res;
}
vm diff(vm f) {
    int n = f.size();
    vm res(n - 1);
    for(int i = 1; i < n; i++) res[i - 1] = f[i] * i;
    return res;
}
vm intg(vm f) {
    int n = (int)f.size();
    vm res(n + 1, 0);
    for(int i = 0; i < n; i++) res[i + 1] = f[i] / (i + 1);
    return res;
}
vm log(vm f, int deg = -1) {
    if(deg == -1) deg = f.size();
    vm res = intg(conv(diff(f), inv(f, deg)));
    res.resize(deg);
    return res;
}
vm exp(vm f, int deg = -1) {
    vm res(1, 1);
    if(deg == -1) deg = f.size();
    for(int i = 1; i < deg; i <<= 1) {
        vm ff1 = pre(f, i << 1);
        vm ff2 = log(res, i << 1);
        ff1.resize(max(ff1.size(), ff2.size()));
        ff1[0] += mm(1);
        int sz = ff2.size();
        for(int j = 0; j < sz; j++) ff1[j] -= ff2[j];
        res = conv(res, pre(ff1, i << 1));
    }
    res.resize(deg);
    return res;
}
vm taylor_shift(vm f, mm a) {
    int n = f.size();
    vm fac(n, 1), inv(n, 1), finv(n, 1);
    for(int i = 2; i < n; i++) {
        fac[i] = fac[i - 1] * i;
```

```cpp
        inv[i] = -inv[mod % i] * (mod / i);
        finv[i] = finv[i - 1] * inv[i];
    }
    for(int i = 0; i < n; i++) f[i] *= fac[i];
    std::reverse(f.begin(), f.end());
    vm g(n, 1);
    for(int i = 1; i < n; i++) g[i] = g[i - 1] * a * inv[i];
    f = pre(conv(f, g), n);
    reverse(f.begin(), f.end());
    for(int i = 0; i < n; i++) f[i] *= finv[i];
    return f;
}
```

fps_sparse.hpp   md5: a351bf

```cpp
using vm = vector<mm>;
vm fps_inv_sparse(vm& f) {
    int n = f.size();
    vector<pair<int, mm>> dat;
    for(int i = 0; i < n; i++)
        if(f[i].x) dat.emplace_back(i, f[i]);
    vm g(n);
    mm g0 = f[0].inv();
    g[0] = g0;
    for(int i = 1; i < n; i++) {
        mm rhs = 0;
        for(auto&& [k, fk] : dat) {
            if(k > i) break;
            rhs -= fk * g[i - k];
        }
        g[i] = rhs * g0;
    }
    return g;
}
vm fps_exp_sparse(vm& f) {
    if((int)f.size() == 0) return {mm(1)};
    int N = f.size();
    vector<pair<int, mm>> dat;
    for(int i = 1; i < N; i++)
        if(f[i].x) dat.emplace_back(i - 1, mm(i) * f[i]);
    vm F(N);
    F[0] = 1;
    for(int n = 1; n < N; n++) {
        mm rhs = 0;
        for(auto&& [k, fk] : dat) {
            if(k > n - 1) break;
            rhs += fk * F[n - 1 - k];
        }
        F[n] = rhs * mm(n).inv();
    }
    return F;
}
vm fps_log_sparse(vm& f) {
    int N = f.size();
    vector<pair<int, mm>> dat;
    for(int i = 1; i < N; i++)
        if(f[i].x) dat.emplace_back(i, f[i]);
    vm F(N), g(N - 1);
    for(int n = 0; n < N - 1; n++) {
        mm rhs = mm(n + 1) * f[n + 1];
        for(auto&& [i, fi] : dat) {
            if(i > n) break;
            rhs -= fi * g[n - i];
        }
        g[n] = rhs;
        F[n + 1] = rhs * mm(n + 1).inv();
    }
    return F;
}
vm fps_pow_product(vm& f, vm& g, mm n, mm m) {
    int N = f.size();
    using P = pair<int, mm>;
    vector<P> dat_f, dat_g;
    for(int i = 0; i < (int)f.size(); i++)
        if(f[i].x) dat_f.emplace_back(i, f[i]);
    for(int i = 0; i < (int)g.size(); i++)
        if(g[i].x) dat_g.emplace_back(i, g[i]);
    vm a(N), b(N);
    for(auto&& [i, x] : dat_f)
        for(auto&& [j, y] : dat_g) {
            if(i + j >= N + 1) continue;
            mm xy = x * y;
            if(i + j < N) a[i + j] += xy;
            if(0 < i + j && i + j <= N) b[i + j - 1] -= xy * (n *
mm(i) + m * mm(j));
        }
    vector<P> dat_a, dat_b;
    for(int i = 1; i < N; i++)
```

```cpp
        if(a[i].x) dat_a.emplace_back(i, a[i]);
    for(int i = 0; i < N; i++)
        if(b[i].x) dat_b.emplace_back(i, b[i]);
    vm F(N), df(N - 1);
    F[0] = 1;
    for(int n = 0; n < N - 1; n++) {
        mm v = 0;
        for(auto&& [i, ai] : dat_a) {
            if(i > n) break;
            v += ai * df[n - i];
        }
        for(auto&& [i, bi] : dat_b) {
            if(i > n) break;
            v += bi * F[n - i];
        }
        df[n] = -v;
        F[n + 1] = df[n] * mm(n + 1).inv();
    }
    return F;
}
```

relaxed_conv.hpp   md5: 33c76b

```cpp
template<typename T> class RelaxedConvolution {
    int N, pos;
    vector<T> f, g, buf;
    vector<vector<tuple<int, int, int, int>>> event;
    void dfs1(int le, int ri) {
        if(ri - le == 1) {
            event[le].push_back({le, le + 1, 0, 1});
            return;
        }
        int mid = (le + ri) / 2;
        event[mid].push_back({le, mid, mid - le, ri - le});
        event[ri].push_back({mid, ri, mid - le, ri - le});
        dfs1(le, mid);
        dfs1(mid, ri);
    }
    void dfs2(int le, int ri) {
        if(ri - le == 1) {
            event[le].push_back({0, 1, le, le + 1});
            return;
        }
        int mid = (le + ri) / 2;
        event[mid].push_back({mid - le, ri - le, le, mid});
        event[ri].push_back({mid - le, ri - le, mid, ri});
        dfs2(le, mid);
        dfs2(mid, ri);
    }
    void dfs(int len) {
        if(len == 1) {
            event[0].push_back({0, 1, 0, 1});
            return;
        }
        int mid = len / 2;
        event[len].push_back({mid, len, mid, len});
        dfs(mid);
        dfs1(mid, len);
        dfs2(mid, len);
    }

public:
    RelaxedConvolution(int n) {
        N = 1, pos = 0;
        while(N < n) N *= 2;
        f.resize(N);
        g.resize(N);
        buf.resize(N);
        event.resize(N + 1);
        dfs(N);
    }
    T get(T x, T y) {
        f[pos] = x, g[pos] = y;
        for(auto [fl, fr, gl, gr] : event[pos]) {
            vector<T> A({f.begin() + fl, f.begin() + fr});
            vector<T> B({g.begin() + gl, g.begin() + gr});
            auto ret = conv(A, B);
            int sz = ret.size();
            for(int i = 0; i < sz; i++) {
                if(i + fl + gl >= N) break;
                buf[i + fl + gl] += ret[i];
            }
        }
        return buf[pos++];
    }
};
```

graph

bi_connected_components.hpp   md5: 9883af

```cpp
struct BiConnectedComponents : LowLink {
  public:
    using LowLink::bridge;
    using LowLink::g;
    using LowLink::low;
    using LowLink::ord;

    vector<int> comp;
    vector<vector<int>> tree;
    vector<vector<int>> group;

    void build(const vector<vector<int>>& g) {
        comp.assign(size(g), -1);
        int k = 0;
        for(int i = 0; i < size(comp); i++) {
            if(comp[i] == -1) { dfs(i, -1, k); }
        }
        group.resize(k);
        for(int i = 0; i < size(g); i++) {
group[comp[i]].push_back(i); }
        tree.resize(k);
        for(auto& e : bridge) {
            tree[comp[e.first]].push_back(comp[e.second]);
            tree[comp[e.second]].push_back(comp[e.first]);
        }
    }

    explicit BiConnectedComponents(const vector<vector<int>>& g) :
LowLink(g) { build(g); }

  private:
    vector<int> used;
    vector<pair<int, int>> tmp;

    void dfs(int cur, int pre, int& k) {
        if(pre != -1 && ord[pre] >= low[cur]) comp[cur] = comp[pre];
        else comp[cur] = k++;
        for(auto to : g[cur]) {
            if(comp[to] == -1) dfs(to, cur, k);
        }
    }
};
```

eulerian_trail.hpp   md5: 89bed1

```cpp
// base: 72bf84
template<bool directed> struct EulerianTrail {
    vector<vector<pair<int, int>>> G;
    vector<pair<int, int>> es;
    int M;
    vector<int> usedV, usedE, deg;

    EulerianTrail(int N) : G(N), deg(N), usedV(N), M(0) {}

    void add_edge(int a, int b) {
        es.emplace_back(a, b);
        G[a].emplace_back(b, M);
        if(directed) {
            deg[a]++;
            deg[b]--;
        } else {
            G[b].emplace_back(a, M);
            deg[a]++;
            deg[b]++;
        }
        M++;
    }

    vector<int> go(int s) {
        stack<pair<int, int>> st;
        vector<int> ord;
        st.emplace(s, -1);
        while(!st.empty()) {
            int i = st.top().first;
            usedV[i] = true;
            if(G[i].empty()) {
                ord.emplace_back(st.top().second);
                st.pop();
            } else {
                auto e = G[i].back();
                G[i].pop_back();
                if(usedE[e.second]) continue;
                usedE[e.second] = true;
                if(!directed && es[e.second].first != i)
```

```cpp
                    swap(es[e.second].first, es[e.second].second);
                st.emplace(e);
            }
        }
        ord.pop_back();
        reverse(all(ord));
        return ord;
    }

    vector<vector<int>> enumerate_et() {
        if(directed) {
            for(auto& p : deg)
                if(p != 0) return {};
        } else {
            for(auto& p : deg) {
                if(p & 1) return {};
            }
        }
        usedE.assign(M, 0);
        vector<vector<int>> ret;
        for(int i = 0; i < size(G); i++) {
            if(G[i].empty() || usedV[i]) continue;
            ret.emplace_back(go(i));
        }
        return ret;
    } // a9700f

    vector<vector<int>> enumerate_semi_et() {
        dsu d(size(G));
        for(auto& p : es) d.merge(p.first, p.second);
        vector<vector<int>> group(size(G));
        for(int i = 0; i < size(G); i++)
group[d.leader(i)].emplace_back(i);
        vector<vector<int>> ret;
        usedE.assign(M, 0);
        for(auto& vs : group) {
            if(vs.empty()) continue;
            int latte = -1, malta = -1;
            if(directed) {
                for(auto& p : vs) {
                    if(abs(deg[p]) > 1) return {};
                    else if(deg[p] == 1) {
                        if(latte >= 0) return {};
                        latte = p;
                    }
                }
            } else {
                for(auto& p : vs) {
                    if(deg[p] & 1) {
                        if(latte == -1) latte = p;
                        else if(malta == -1) malta = p;
                        else return {};
                    }
                }
            }
            ret.emplace_back(go(latte == -1 ? vs.front() : latte));
            if(ret.back().empty()) ret.pop_back();
        }
        return ret;
    } // 97a2af

    pair<int, int> get_edge(int i) { return es[i]; } // c83977
};
```

low_link.hpp   md5: 862a6c

```cpp
struct LowLink {
    vector<vector<int>> g;
    vector<int> ord, low;
    vector<int> articulation;
    vector<bool> visited;
    vector<pair<int, int>> bridge;

    void dfs(int cur, int pre, int& k) {
        visited[cur] = true;
        ord[cur] = low[cur] = k++;
        bool isArticulation = false, beet = false;
        int cnt = 0;
        for(auto to : g[cur]) {
            if(to == pre && !exchange(beet, true)) continue;
            if(!visited[to]) {
                cnt++;
                dfs(to, cur, k);
                chmin(low[cur], low[to]);
                isArticulation |= pre != -1 && low[to] >= ord[cur];
                if(ord[cur] < low[to]) bridge.emplace_back(min(cur,
to), max(cur, to));
            } else chmin(low[cur], ord[to]);
```

```cpp
        }
        isArticulation |= pre == -1 && cnt > 1;
        if(isArticulation) articulation.push_back(cur);
    }

    void build(const vector<vector<int>>& g) {
        int n = g.size();
        this->g = g;
        ord.assign(n, -1);
        low.assign(n, -1);
        visited.assign(n, false);
        int k = 0;
        for(int i = 0; i < n; i++)
            if(!visited[i]) dfs(i, -1, k);
    }

    LowLink(const vector<vector<int>>& g) { build(g); }
};
```

manhattan_mst.hpp   md5: 8b7b06

```cpp
// 候補の辺を O(N) 本に減らす。MST時は追加でsort，UF等の必要あり。
template<typename T> vector<tuple<T, int, int>>
manhattan_mst(vector<T> xs, vector<T> ys) {
    assert(xs.size() == ys.size());
    vector<tuple<T, int, int>> ret;
    int n = (int)xs.size();

    vector<int> ord(n);
    iota(ord.begin(), ord.end(), 0);

    for(int s = 0; s < 2; s++) {
        for(int t = 0; t < 2; t++) {
            auto cmp = [&](int i, int j) -> bool { return xs[i] +
ys[i] < xs[j] + ys[j]; };
            sort(ord.begin(), ord.end(), cmp);

            map<T, int> idx;
            for(int i : ord) {
                for(auto it = idx.lower_bound(-ys[i]); it != idx.end();
it = idx.erase(it)) {
                    int j = it->second;
                    if(xs[i] - xs[j] < ys[i] - ys[j]) break;
                    ret.emplace_back(abs(xs[i] - xs[j]) + abs(ys[i] -
ys[j]), i, j);
                }
                idx[-ys[i]] = i;
            }
            swap(xs, ys);
        }
        for(int i = 0; i < n; i++) xs[i] *= -1;
    }
    return ret;
}
```

max_flow.hpp   md5: a7f1d5

```cpp
// base: 9927a4
template<class Cap> struct mf_graph {
    public:
    mf_graph() : _n(0) {}
    mf_graph(int n) : _n(n), g(n) {}

    int add_edge(int from, int to, Cap cap) {
        int m = size(pos);
        pos.push_back({from, size(g[from])});
        int from_id = size(g[from]);
        int to_id = size(g[to]);
        if(from == to) to_id++;
        g[from].push_back(_edge{to, to_id, cap});
        g[to].push_back(_edge{from, from_id, 0});
        return m;
    }

    Cap flow(int s, int t, Cap flow_limit =
numeric_limits<Cap>::max()) {
        vector<int> level(_n), iter(_n);
        queue<int> que;
        auto bfs = [&]() {
            fill(all(level), -1);
            level[s] = 0;
            while(!que.empty()) que.pop();
            que.push(s);
            while(!que.empty()) {
                int v = que.front();
                que.pop();
                for(auto e : g[v]) {
                    if(e.cap == 0 || level[e.to] >= 0) continue;
                    level[e.to] = level[v] + 1;
                    if(e.to == t) return;
                    que.push(e.to);
                }
            }
        };
        auto dfs = [&](auto self, int v, Cap up) {
            if(v == s) return up;
            Cap res = 0;
            int level_v = level[v];
            for(int& i = iter[v]; i < size(g[v]); i++) {
                _edge& e = g[v][i];
                if(level_v <= level[e.to] || g[e.to][e.rev].cap == 0)
continue;
                Cap d = self(self, e.to, min(up - res, g[e.to]
[e.rev].cap));
                if(d <= 0) continue;
                g[v][i].cap += d;
                g[e.to][e.rev].cap -= d;
                res += d;
                if(res == up) break;
            }
            return res;
        };

        Cap flow = 0;
        while(flow < flow_limit) {
            bfs();
            if(level[t] == -1) break;
            fill(all(iter), 0);
            while(flow < flow_limit) {
                Cap f = dfs(dfs, t, flow_limit - flow);
                if(!f) break;
                flow += f;
            }
        }
        return flow;
    }

    vector<bool> min_cut(int s) {
        vector<bool> visited(_n);
        queue<int> que;
        que.push(s);
        visited[s] = true;
        while(!que.empty()) {
            int v = que.front();
            que.pop();
            for(auto e : g[v]) {
                if(e.cap && !visited[e.to]) {
                    visited[e.to] = true;
                    que.push(e.to);
                }
            }
        }
        return visited;
    } // 8735cf

    struct edge {
        int from, to;
        Cap cap, flow;
    }; // 9fe107

    edge get_edge(int i) {
        int m = size(pos);
        auto _e = g[pos[i].first][pos[i].second];
        auto _re = g[_e.to][_e.rev];
        return edge{pos[i].first, _e.to, _e.cap + _re.cap, _re.cap};
    } // ad4299

    vector<edge> edges() {
        int m = size(pos);
        vector<edge> result;
        for(int i = 0; i < m; i++) result.push_back(get_edge(i));
        return result;
    } // 5948b8

    void change_edge(int i, Cap new_cap, Cap new_flow) {
        int m = size(pos);
        auto& _e = g[pos[i].first][pos[i].second];
        auto& _re = g[_e.to][_e.rev];
        _e.cap = new_cap - new_flow;
        _re.cap = new_flow;
    } // 558c35

    private:
    int _n;
    struct _edge {
        int to, rev;
```

```cpp
        Cap cap;
    };
    vector<pair<int, int>> pos;
    vector<vector<_edge>> g;
};
```

min_cost_flow.hpp   md5: 17d51b

```cpp
// base: 4e9f1c
template<class Cap, class Cost> struct mcf_graph {
  public:
    mcf_graph() {}
    mcf_graph(int n) : _n(n), g(n) {}

    int add_edge(int from, int to, Cap cap, Cost cost) {
        int m = size(pos);
        pos.push_back({from, size(g[from])});
        int from_id = size(g[from]);
        int to_id = size(g[to]);
        if(from == to) to_id++;
        g[from].push_back(_edge{to, to_id, cap, cost});
        g[to].push_back(_edge{from, from_id, 0, -cost});
        return m;
    }

    pair<Cap, Cost> flow(int s, int t, Cap flow_limit =
numeric_limits<Cap>::max()) {
        return slope(s, t, flow_limit).back();
    }
    vector<pair<Cap, Cost>> slope(int s, int t, Cap flow_limit =
numeric_limits<Cap>::max()) {
        vector<Cost> dual(_n, 0), dist(_n);
        vector<int> pv(_n), pe(_n);
        vector<bool> vis(_n);
        auto dual_ref = [&]() {
            fill(all(dist), numeric_limits<Cost>::max());
            fill(all(pv), -1);
            fill(all(pe), -1);
            fill(all(vis), false);
            struct Q {
                Cost key;
                int to;
                bool operator<(const Q& r) const { return key > r.key; }
            };
            priority_queue<Q> que;
            dist[s] = 0;
            que.push(Q{0, s});
            while(!que.empty()) {
                int v = que.top().to;
                que.pop();
                if(vis[v]) continue;
                vis[v] = true;
                if(v == t) break;
                for(int i = 0; i < size(g[v]); i++) {
                    auto e = g[v][i];
                    if(vis[e.to] || !e.cap) continue;
                    Cost cost = e.cost - dual[e.to] + dual[v];
                    if(chmin(dist[e.to], dist[v] + cost)) {
                        pv[e.to] = v;
                        pe[e.to] = i;
                        que.push(Q{dist[e.to], e.to});
                    }
                }
            }
            if(!vis[t]) return false;
            for(int v = 0; v < _n; v++)
                if(vis[v]) dual[v] -= dist[t] - dist[v];
            return true;
        };
        Cap flow = 0;
        Cap cost = 0, prev_cost_per_flow = -1;
        vector<pair<Cap, Cost>> result;
        result.push_back({flow, cost});
        while(flow < flow_limit) {
            if(!dual_ref()) break;
            Cap c = flow_limit - flow;
            for(int v = t; v != s; v = pv[v]) { c = min(c, g[pv[v]]
[pe[v]].cap); }
            for(int v = t; v != s; v = pv[v]) {
                auto& e = g[pv[v]][pe[v]];
                e.cap -= c;
                g[v][e.rev].cap += c;
            }
            Cost d = -dual[s];
            flow += c;
            cost += c * d;
            if(prev_cost_per_flow == d) { result.pop_back(); }
```

```cpp
            result.push_back({flow, cost});
            prev_cost_per_flow = d;
        }
        return result;
    }

    struct edge {
        int from, to;
        Cap cap, flow;
    };   // 9fe107

    edge get_edge(int i) {
        int m = size(pos);
        auto _e = g[pos[i].first][pos[i].second];
        auto _re = g[_e.to][_e.rev];
        return edge({pos[i].first, _e.to, _e.cap + _re.cap,
_re.cap});
    } // d7bd7e

    vector<edge> edges() {
        int m = size(pos);
        vector<edge> result;
        for(int i = 0; i < m; i++) result.push_back(get_edge(i));
        return result;
    } // 5948b8

    void change_edge(int i, Cap new_cap, Cap new_flow) {
        int m = size(pos);
        auto& _e = g[pos[i].first][pos[i].second];
        auto& _re = g[_e.to][_e.rev];
        _e.cap = new_cap - new_flow;
        _re.cap = new_flow;
    } // 558c35

  private:
    int _n;
    struct _edge {
        int to, rev;
        Cap cap;
        Cost cost;
    };

    vector<pair<int, int>> pos;
    vector<vector<_edge>> g;
};
```

scc.hpp   md5: 9f5fd6

```cpp
// base: 3085f6
struct scc_graph {
  public:
    explicit scc_graph(int _n = 0) : n(_n), G(_n), rG(_n), comp(_n,
-1), visited(_n, 0) {}

    void add_edge(int from, int to) {
        // assert(0 <= from && from < n);
        // assert(0 <= to && to < n);
        G[from].push_back(to);
        rG[to].push_back(from);
    }

    vector<vector<int>> scc() {
        fill(all(visited), 0);
        fill(all(comp), -1);
        order.clear();
        for(int i = 0; i < n; i++)
            if(!visited[i]) dfs(i);
        comp_size = 0;
        for(int i = size(order) - 1; i >= 0; i--) {
            if(comp[order[i]] < 0) rdfs(order[i], comp_size++);
        }
        vector<vector<int>> v(comp_size);
        for(int i = 0; i < n; i++) v[comp[i]].push_back(i);
        return v;
    }

    vector<int> get_comp() { return comp; }  // bdafc0

    vector<vector<int>> dag() {
        vector<vector<int>> res(comp_size);
        for(int i = 0; i < n; i++)
            for(auto j : G[i]) {
                if(comp[i] != comp[j]) res[comp[i]].push_back(comp[j]);
            }
        for(int i = 0; i < comp_size; i++) {
            sort(all(res[i]));
            res[i].erase(unique(all(res[i])), res[i].end());
        }
```

```cpp
        return res;
    }  // 312650

private:
    vector<vector<int>> G, rG;
    vector<int> order, comp;
    vector<bool> visited;
    int n, comp_size;

    void dfs(int v) {
        visited[v] = true;
        for(auto to : G[v])
            if(!visited[to]) dfs(to);
        order.push_back(v);
    }

    void rdfs(int v, int k) {
        comp[v] = k;
        for(auto to : rG[v]) {
            if(comp[to] < 0) rdfs(to, k);
        }
    }
};
```

two_sat.hpp   md5: 681721

```cpp
struct two_sat {
    public:
    two_sat() : _n(0), scc(0) {}
    two_sat(int n) : _n(n), scc(2 * n), _answer(n) {}

    void add_clause(int i, bool f, int j, bool g) {
        scc.add_edge(2 * i + (f ? 0 : 1), 2 * j + (g ? 1 : 0));
        scc.add_edge(2 * j + (g ? 0 : 1), 2 * i + (f ? 1 : 0));
    }

    bool satisfiable() {
        scc.scc();
        auto comp = scc.get_comp();
        for(int i = 0; i < _n; i++) {
            if(comp[2 * i] == comp[2 * i + 1]) return false;
            _answer[i] = comp[2 * i] < comp[2 * i + 1];
        }
        return true;
    }

    vector<bool> answer() { return _answer; }

    private:
    int _n;
    vector<bool> _answer;
    scc_graph scc;
};
```

graph/tree

cartesian_tree.hpp   md5: ac77a5

```cpp
template<class T> struct cartesian_tree {
    int root;
    vector<int> par, left, right;

    cartesian_tree(const vector<T>& v) : root(0), par(size(v), -1),
left(size(v), -1), right(size(v), -1) {
        stack<int> st;
        int N = size(v);
        for(int i = 0; i < N; i++) {
            int prev = -1;
            while(!st.empty() && v[st.top()] > v[i]) {
                prev = st.top();
                st.pop();
            }
            if(prev != -1) par[prev] = i;
            if(!st.empty()) par[i] = st.top();
            st.push(i);
        }

        root = -1;
        for(int i = 0; i < N; i++) {
            if(par[i] == -1) root = i;
            else if(par[i] < i) right[par[i]] = i;
            else left[par[i]] = i;
        }
    }
};
```

dominator_tree.hpp   md5: 1c5d94

```cpp
struct DominatorTree {
    public:
    DominatorTree(vector<vector<int>>& g_, int root = 0) : g(g_) {
        const int N = (int)g.size();
        rg = vector<vector<int>>(N);
        par.assign(N, 0);
        idom.assign(N, -1);
        semi.assign(N, -1);
        ord.reserve(N);
        UnionFind uf(semi);

        dfs(root);
        for(int i = 0; i < N; i++) {
            for(auto& to : g[i]) {
                if(~semi[i]) rg[to].emplace_back(i);
            }
        }

        vector<vector<int>> bucket(N);
        vector<int> U(N);
        for(int i = (int)ord.size() - 1; i >= 0; i--) {
            int x = ord[i];
            for(int v : rg[x]) {
                v = uf.eval(v);
                if(semi[x] > semi[v]) semi[x] = semi[v];
            }
            bucket[ord[semi[x]]].emplace_back(x);
            for(int v : bucket[par[x]]) U[v] = uf.eval(v);
            bucket[par[x]].clear();
            uf.link(par[x], x);
        }
        for(int i = 1; i < (int)ord.size(); i++) {
            int x = ord[i], u = U[x];
            idom[x] = semi[x] == semi[u] ? semi[x] : idom[u];
        }
        for(int i = 1; i < (int)ord.size(); i++) {
            int x = ord[i];
            idom[x] = ord[idom[x]];
        }
        idom[root] = root;
    }

    int operator[](const int& k) const { return idom[k]; }

    private:
    vector<vector<int>> g, rg;

    struct UnionFind {
        const vector<int>& semi;
        vector<int> par, m;

        explicit UnionFind(const vector<int>& semi) : semi(semi),
par(semi.size()), m(semi.size()) {
            iota(begin(par), end(par), 0);
            iota(begin(m), end(m), 0);
        }

        int find(int v) {
            if(par[v] == v) return v;
            int r = find(par[v]);
            if(semi[m[v]] > semi[m[par[v]]]) m[v] = m[par[v]];
            return par[v] = r;
        }

        int eval(int v) {
            find(v);
            return m[v];
        }

        void link(int p, int c) { par[c] = p; }
    };

    vector<int> ord, par;
    vector<int> idom, semi;

    void dfs(int idx) {
        semi[idx] = (int)ord.size();
        ord.emplace_back(idx);
        for(auto& to : g[idx]) {
            if(~semi[to]) continue;
            dfs(to);
            par[to] = idx;
        }
    }
};
```

hld.hpp   md5: 10247f

```cpp
class HLDcomposition {
    private:
    int V;
    vector<vector<int>> G;
    vector<int> stsize, parent, pathtop, in, out;
    int root;
    void build_stsize(int u, int p) {
        stsize[u] = 1, parent[u] = p;
        for(auto&& v : G[u]) {
            if(v == p) {
                if(v == G[u].back()) break;
                else swap(v, G[u].back());
            }
            build_stsize(v, u);
            stsize[u] += stsize[v];
            if(stsize[v] > stsize[G[u][0]]) swap(v, G[u][0]);
        }
    }

    void build_path(int u, int p, int& tm) {
        in[u] = tm++;
        for(auto v : G[u]) {
            if(v == p) continue;
            pathtop[v] = (v == G[u][0] ? pathtop[u] : v);
            build_path(v, u, tm);
        }
        out[u] = tm;
    }

    public:
    void add_edge(int u, int v) {
        G[u].push_back(v);
        G[v].push_back(u);
    }

    void build(int _root = 0) {
        root = _root;
        int tm = 0;
        build_stsize(root, -1);
        pathtop[root] = root;
        build_path(root, -1, tm);
    }

    inline int index(int a) { return in[a]; }

    int lca(int a, int b) {
        int pa = pathtop[a], pb = pathtop[b];
        while(pa != pb) {
            if(in[pa] > in[pb]) {
                a = parent[pa], pa = pathtop[a];
            } else {
                b = parent[pb], pb = pathtop[b];
            }
        }
        if(in[a] > in[b]) swap(a, b);
        return a;
    }

    pair<int, int> subtree_query(int a) { return {in[a], out[a]}; }

    vector<tuple<int, int, bool>> path_query(int from, int to) {
        int pf = pathtop[from], pt = pathtop[to];
        using T = tuple<int, int, bool>;
        deque<T> front, back;
        while(pf != pt) {
            if(in[pf] > in[pt]) {
                front.push_back({in[pf], in[from] + 1, true});
                from = parent[pf], pf = pathtop[from];
            } else {
                back.push_front({in[pt], in[to] + 1, false});
                to = parent[pt], pt = pathtop[to];
            }
        }
        if(in[from] > in[to]) front.push_back({in[to], in[from] + 1,
true});
        else front.push_back({in[from], in[to] + 1, false});
        vector<T> ret;
        while(!front.empty()) {
            ret.push_back(front.front());
            front.pop_front();
        }
        while(!back.empty()) {
            ret.push_back(back.front());
            back.pop_front();
        }
        return ret;
    }
```

```cpp
    }

    HLDcomposition(int node_size)
        : V(node_size), G(V), stsize(V, 0), parent(V, -1),
pathtop(V, -1), in(V, -1), out(V, -1) {}
};
```

flow

燃やす埋める.md

変形前の制約	変形後の制約
$x, y, \dots$ がすべて 0 のとき z 得る	無条件で z 得る, $(S, w, z), (w, x, \infty), (w, y, \infty)$
$x, y, \dots$ がすべて 1 のとき z 得る	無条件で z 得る, $(w, T, z), (x, w, \infty), (y, w, \infty)$

string

KMP.hpp   md5: 298f79

```cpp
// kmp[i] := max{ l ≤ i | s[:l] == s[(i+1)-l:i+1] }
// abacaba -> 0010123
auto KMP(string s) {
    vector<ll> p(size(s));
    for(int i = 1; i < size(s); i++) {
        ll g = p[i - 1];
        while(g && s[i] != s[g]) g = p[g - 1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}
```

Manacher.hpp   md5: 20c548

```cpp
// 各位置での回文半径を求める
// aaabaaa -> 1214121
// 偶数長の回文を含めて直径を知るには，N+1 個の $ を挿入して 1 を引く
// $a$a$a$b$a$a$a$ -> 123432181234321
auto manacher(string s) {
    ll n = size(s), i = 0, j = 0;
    vector<ll> r(n);
    while(i < n) {
        while(i >= j && i + j < n && s[i - j] == s[i + j]) j++;
        r[i] = j;
        ll k = 1;
        while(i >= k && i + k < n && k + r[i - k] < j) {
            r[i + k] = r[i - k];
            k++;
        }
        i += k, j -= k;
    }
    return r;
}
```

RollingHash.hpp   md5: 7403a8

```cpp
// using u64 = uint64_t;
const u64 mod = INF;
u64 add(u64 a, u64 b) {
    a += b;
    if(a >= mod) a -= mod;
    return a;
}
u64 mul(u64 a, u64 b) {
    auto c = (__uint128_t)a * b;
    return add(c >> 61, c & mod);
}
random_device rnd;
const u64 r = ((u64)rnd() << 32 | rnd()) % mod;
struct RH {
    ll n;
    vector<u64> hs, pw;
    RH(string s) : n(size(s)), hs(n + 1), pw(n + 1, 1) {
        for(int i = 0; i < n; i++) {
            pw[i + 1] = mul(pw[i], r);
            hs[i + 1] = add(mul(hs[i], r), s[i]);
        }
    }
    u64 get(ll l, ll r) const { return add(hs[r], mod - mul(hs[l],
pw[r - l])); }
};
```

SuffixArray.hpp   md5: cbf1dc

```cpp
// returns pair{sa, lcp}
// sa 長さ n : s[sa[0]:] < s[sa[1]:] < … < s[sa[n-1]:]
// lcp 長さ n-1 : lcp[i] = LCP(s[sa[i]:], s[sa[i+1]:])
auto SA(string s) {
    ll n = size(s) + 1, lim = 256;
    // assert(lim > ranges::max(s));
    vector<ll> sa(n), lcp(n), x(all(s) + 1), y(n), ws(max(n, lim)),
rk(n);
    iota(all(sa), 0);
    for(ll j = 0, p = 0; p < n; j = max(1LL, j * 2), lim = p) {
        p = j;
        iota(all(y), n - j);
        for(int i = 0; i < n; i++)
            if(sa[i] >= j) y[p++] = sa[i] - j;
        fill(all(ws), 0);
        for(int i = 0; i < n; i++) ws[x[i]]++;
        for(int i = 1; i < lim; i++) ws[i] += ws[i - 1];
        for(ll i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
        swap(x, y);
        p = 1;
        x[sa[0]] = 0;
        for(int i = 1; i < n; i++) {
            ll a = sa[i - 1], b = sa[i];
            x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 :
p++;
        }
    }
    for(int i = 1; i < n; i++) rk[sa[i]] = i;
    for(int i = 0, k = 0; i < n - 1; lcp[rk[i++]] = k) {
        if(k) k--;
        while(s[i + k] == s[sa[rk[i] - 1] + k]) k++;
    }
    sa.erase(begin(sa));
    lcp.erase(begin(lcp));
    return pair{sa, lcp};
}
```

Zalgorithm.hpp   md5: 6388f3

```cpp
// Z[i] := LCP(s, s[i:])
// abacaba -> 7010301
auto Z(string s) {
    ll n = size(s), l = -1, r = -1;
    vector<ll> z(n, n);
    for(int i = 1; i < n; i++) {
        ll& x = z[i] = i < r ? min(r - i, z[i - l]) : 0;
        while(i + x < n && s[i + x] == s[x]) x++;
        if(i + x > r) l = i, r = i + x;
    }
    return z;
}
```

aho_corasick.hpp   md5: f30f1f

```cpp
// base: 822702
template<int char_size, int margin> struct AhoCorasick :
Trie<char_size + 1, margin> {
    using Trie<char_size + 1, margin>::Trie;

    const int FAIL = char_size;
    vector<int> correct;

    void build(bool heavy = true) {
        correct.resize(this->nodes.size());
        for(int i = 0; i < size(this->nodes); ++i) { correct[i] =
size(this->nodes[i].accept); }
        queue<int> que;
        for(int i = 0; i < char_size; ++i) {
            if(~this->nodes[0].nxt[i]) {
                this->nodes[this->nodes[0].nxt[i]].nxt[FAIL] = 0;
                que.emplace(this->nodes[0].nxt[i]);
            } else {
                this->nodes[0].nxt[i] = 0;
            }
        }
        while(!que.empty()) {
            auto& now = this->nodes[que.front()];
            int fail = now.nxt[FAIL];
            correct[que.front()] += correct[fail];
            que.pop();
            for(int i = 0; i < char_size; i++) {
                if(~now.nxt[i]) {
                    this->nodes[now.nxt[i]].nxt[FAIL] = this-
>nodes[fail].nxt[i];
                    if(heavy) {
                        auto& u = this->nodes[now.nxt[i]].accept;
                        auto& v = this->nodes[this-
>nodes[fail].nxt[i]].accept;
                        vector<int> accept;
                        set_union(all(u), all(v), back_inserter(accept));
                        u = accept;
                    }
                    que.emplace(now.nxt[i]);
                } else {
                    now.nxt[i] = this->nodes[fail].nxt[i];
                }
            }
        }
    }

    vector<int> match(const char& c, int now = 0) {
        vector<int> res;
        now = this->nodes[now].nxt[c - margin];
        for(auto& v : this->nodes[now].accept) res.push_back(v);
        return res;
    } // 68ef6b

    unordered_map<int, int> match(const string& str, int now = 0) {
        unordered_map<int, int> res, visit_cnt;
        for(auto& c : str) {
            now = this->nodes[now].nxt[c - margin];
            visit_cnt[now]++;
        }
        for(auto& [now, cnt] : visit_cnt) {
            for(auto& v : this->nodes[now].accept) res[v] += cnt;
        }
        return res;
    } // 36fe6c

    pair<ll, int> move(const char& c, int now = 0) {
        now = this->nodes[now].nxt[c - margin];
        return {correct[now], now};
    } // 43ccad

    pair<ll, int> move(const string& str, int now = 0) {
        ll res = 0;
        for(auto& c : str) {
            auto [cnt, nxt] = move(c, now);
            res += cnt;
            now = nxt;
        }
        return {res, now};
    } // b1949a
};
```

sa_is.hpp   md5: 162db6

```cpp
vector<int> sa_is(const vector<int>& s, int upper) {
    int n = s.size();
    if(n == 0) return {};
    if(n == 1) return {0};
    if(n == 2) {
        if(s[0] < s[1]) {
            return {0, 1};
        } else {
            return {1, 0};
        }
    }
    vector<int> sa(n);
    vector<bool> ls(n);
    for(int i = n - 2; i >= 0; i--) { ls[i] = (s[i] == s[i + 1]) ?
ls[i + 1] : s[i] < s[i + 1]; }
    vector<int> sum_l(upper + 1), sum_s(upper + 1);
    for(int i = 0; i < n; i++) {
        if(!ls[i]) sum_s[s[i]]++;
        else sum_l[s[i] + 1]++;
    }
    for(int i = 0; i <= upper; i++) {
        sum_s[i] += sum_l[i];
        if(i < upper) sum_l[i + 1] += sum_s[i];
    }

    auto induce = [&](const vector<int>& lms) {
        fill(all(sa), -1);
        vector<int> buf(upper + 1);
        copy(all(sum_s), buf.begin());
        for(auto d : lms) {
            if(d == n) continue;
            sa[buf[s[d]]++] = d;
        }
        copy(all(sum_l), buf.begin());
        sa[buf[s[n - 1]]++] = n - 1;
        for(int i = 0; i < n; i++) {
            int v = sa[i];
```

```cpp
            if(v >= 1 && !ls[v - 1]) sa[buf[s[v - 1]]++] = v - 1;
        }
        copy(all(sum_l), buf.begin());
        for(int i = n - 1; i >= 0; i--) {
            int v = sa[i];
            if(v >= 1 && ls[v - 1]) sa[--buf[s[v - 1] + 1]] = v - 1;
        }
    };

    vector<int> lms_map(n + 1, -1);
    int m = 0;
    for(int i = 1; i < n; i++) {
        if(!ls[i - 1] && ls[i]) lms_map[i] = m++;
    }
    vector<int> lms;
    lms.reserve(m);
    for(int i = 1; i < n; i++) {
        if(!ls[i - 1] && ls[i]) lms.push_back(i);
    }
    induce(lms);

    if(m) {
        vector<int> sorted_lms;
        sorted_lms.reserve(m);
        for(int v : sa) {
            if(lms_map[v] != -1) sorted_lms.push_back(v);
        }
        vector<int> rec_s(m);
        int rec_upper = 0;
        rec_s[lms_map[sorted_lms[0]]] = 0;
        for(int i = 1; i < m; i++) {
            int l = sorted_lms[i - 1], r = sorted_lms[i];
            int end_l = (lms_map[l] + 1 < m) ? lms[lms_map[l] + 1] :
n;
            int end_r = (lms_map[r] + 1 < m) ? lms[lms_map[r] + 1] :
n;

            bool same = true;
            if(end_l - l != end_r - r) same = false;
            else {
                while(l < end_l) {
                    if(s[l] != s[r]) break;
                    l++;
                    r++;
                }
                if(l == n || s[l] != s[r]) same = false;
            }
            if(!same) rec_upper++;
            rec_s[lms_map[sorted_lms[i]]] = rec_upper;
        }

        auto rec_sa = sa_is(rec_s, rec_upper);

        for(int i = 0; i < m; i++) { sorted_lms[i] = lms[rec_sa[i]]; }

        induce(sorted_lms);
    }
    return sa;
}
```

trie.hpp   md5: 09415e

```cpp
template<int char_size> struct TrieNode {
    int nxt[char_size];
    int exist;
    vector<int> accept;

    TrieNode() : exist(0) { memset(nxt, -1, sizeof(nxt)); }
};

template<int char_size, int margin> struct Trie {
    using Node = TrieNode<char_size>;

    vector<Node> nodes;
    int root;
    Trie() : root(0) { nodes.push_back(Node()); }

    void update_direct(int node, int id) {
nodes[node].accept.push_back(id); }

    void update_child(int node, int child, int id) {
++nodes[node].exist; }

    void add(const string& str, int str_index, int node_index, int
id) {
        if(str_index == size(str)) {
            update_direct(node_index, id);
        } else {
            const int c = str[str_index] - margin;
```

```cpp
            if(nodes[node_index].nxt[c] == -1) {
                nodes[node_index].nxt[c] = size(nodes);
                nodes.push_back(Node());
            }
            add(str, str_index + 1, nodes[node_index].nxt[c], id);
            update_child(node_index, nodes[node_index].nxt[c], id);
        }
    }

    void add(const string& str, int id = -1) {
        if(id == -1) id = nodes[0].exist;
        add(str, 0, 0, id);
    }

    void query(const string& str, const function<void(int)>& f, int
str_index, int node_index) {
        for(auto& idx : nodes[node_index].accept) f(idx);
        if(str_index == size(str)) {
            return;
        } else {
            const int c = str[str_index] - margin;
            if(nodes[node_index].nxt[c] == -1) return;
            query(str, f, str_index + 1, nodes[node_index].nxt[c]);
        }
    }

    void query(const string& str, const function<void(int)>& f) {
query(str, f, 0, 0); }

    int count() const { return nodes[0].exist; }
};
```

algorithm

3d_mo.hpp   md5: 85daf7

```cpp
struct Mo_3D {
    int width;
    vector<int> left, right, index, order;
    vector<bool> v;
    function<void(int)> add, del;

    Mo_3D(int N, int Q) : order(Q), v(N) { width = max<int>(1,
pow(N, 2.0 / 3.0)); }
    void insert(int idx, int l, int r) {
        index.push_back(idx);
        left.emplace_back(l);
        right.emplace_back(r);
    }

    void run(const auto& add, const auto& del, const auto& rem,
const auto& add_query, const auto& del_query) {
        this->add = add;
        this->del = del;
        order.resize(size(left));
        iota(all(order), 0);
        sort(all(order), [&](int a, int b) -> bool {
            if(left[a] / width != left[b] / width) return left[a] <
left[b];
            if(right[a] / width != right[b] / width) return ((right[a]
< right[b]) ^ (left[a] / width % 2));
            return bool((index[a] < index[b]) ^ (right[a] / width %
2));
        });
        int time = 0, nl = 0, nr = 0;
        for(auto idx : order) {
            while(time < index[idx]) add_query(time++, this);
            while(time > index[idx]) del_query(--time, this);
            while(nl > left[idx]) distribute(--nl);
            while(nr < right[idx]) distribute(nr++);
            while(nl < left[idx]) distribute(nl++);
            while(nr > right[idx]) distribute(--nr);
            rem(index[idx]);
        }
    }

    void distribute(int idx) {
        if(v[idx]) del(idx);
        else add(idx);
        v[idx] = !v[idx];
    }
};
```

larsch.hpp   md5: 2594bb

```cpp
template<typename T> vector<T> monge_shortest_path(int N, const
function<T(int, int)>& f) {
    T INF = (T{1} << (sizeof(T) * 8 - 2)) - 1;
    vector<T> dp(N + 1, INF);
```

```cpp
    vector<int> x(N + 1, 0);
    auto check = [&](int from, int to) {
        if(from >= to) return;
        T cost = f(from, to);
        if(dp[from] + cost < dp[to]) dp[to] = dp[from] + cost, x[to]
= from;
    };
    auto dfs = [&](auto rc, int l, int r) -> void {
        if(l + 1 >= r) return;
        int m = (l + r) / 2;
        for(int i = x[l]; i <= x[r]; i++) check(i, m);
        rc(rc, l, m);
        for(int i = l + 1; i <= m; i++) check(i, r);
        rc(rc, m, r);
    };
    dp[0] = 0, check(0, N), dfs(dfs, 0, N);
    return dp;
}

// [min, max] は閉区間を入力する
template<typename T, bool get_min = true> pair<ll, T>
golden_section_search(const function<T(ll)>& f, ll min, ll max) {
    assert(min <= max);
    ll a = min - 1, x, b;
    {
        ll s = 1, t = 2;
        while(t < max - min + 2) swap(s += t, t);
        x = a + t - s, b = a + t;
    }
    T fx = f(x), fy;
    while(a + b != 2 * x) {
        ll y = a + b - x;
        if(max < y || (fy = f(y), get_min ? fx < fy : fx > fy)) {
            b = a;
            a = y;
        } else {
            a = x;
            x = y;
            fx = fy;
        }
    }
    return {x, fx};
}

// upper : max abs(辺数を 1 増減させたときのコストの変化)
ll monge_d_edge_shortest_path(int N, int D, ll upper, const
function<ll(int, int)>& f) {
    using T = __int128_t;
    upper = abs(upper);
    auto dp = [&](ll x) -> T {
        auto g = [&](int from, int to) -> T { return f(from, to) + x;
};
        T cost = monge_shortest_path<T>(N, g)[N];
        return cost - T{1} * D * x;
    };
    auto [_, res] = golden_section_search<T, false>(dp, -upper,
upper);
    return res;
}

vector<ll> enumerate_monge_d(int N, const function<ll(int, int)>&
f, ll unreached = (1LL << 62) - 1) {
    using T = __int128_t;
    T INF = (T{1} << (sizeof(T) * 8 - 2)) - 1;
    vector<ll> ans(N + 1, unreached);
    vector<T> dp(N + 1, INF);
    dp[0] = 0;
    for(int d = 1; d <= N; d++) {
        vector<int> midx =
            monotone_minima<T>(N + 1, N + 1, [&](int j, int i) -> T {
return i < j ? dp[i] + f(i, j) : INF; });
        for(int i = N; i >= d; i--) dp[i] = dp[midx[i]] + f(midx[i],
i);
        ans[d] = dp[N];
    }
    return ans;
}
```

min_plus_concave.hpp   md5: c4cd24

```cpp
// b is concave
template<typename T> vector<T> minplus_conv_concave(vector<T>& a,
vector<T>& b) {
    int n = a.size(), m = b.size();
    if(min(n, m) == 0) return vector<T>();
    int h = n + m - 1, w = n;
    vector<int> ymin(h, 0), ymax(h, w - 1), xmin(w), xmax(w);
    for(int x = m; x < h; x++) ymin[x] = x - m + 1;
```

```cpp
    for(int x = 0; x <= h - m; x++) ymax[x] = x;
    iota(all(xmin), 0);
    iota(all(xmax), m - 1);
    vector<T> c(h, INF);  // if long long
    auto rec = [&](auto&& rec, int x1, int x2, int y1, int y2) {
        if(ymax[x1] >= y2 and y1 >= ymin[x2]) {
            auto A = [&](int i, int j) { return a[y2 - j] + b[x1 + i -
y2 + j]; };
            auto jmin = monotone_minima<T>(x2 - x1 + 1, y2 - y1 + 1,
A);
            for(int i = x1; i <= x2; i++) chmin(c[i], A(i - x1, jmin[i
- x1]));
            return;
        }
        if((ll)(x2 - x1) * (y2 - y1) < 1000) {
            for(int x = x1; x <= x2; x++)
                for(int y = max(ymin[x], y1); y <= min(ymax[x], y2);
y++) chmin(c[x], a[y] + b[x - y]);
            return;
        }
        if(x2 - x1 > y2 - y1) {
            int xm = (x1 + x2) / 2;
            int ny2 = min(ymax[xm], y2), ny1 = max(ymin[xm], y1);
            if(y1 <= ny2) rec(rec, x1, xm, y1, ny2);
            if(ny1 <= y2) rec(rec, xm + 1, x2, ny1, y2);
        } else {
            int ym = (y1 + y2) / 2;
            int nx2 = min(xmax[ym], x2), nx1 = max(xmin[ym], x1);
            if(x1 <= nx2) rec(rec, x1, nx2, y1, ym);
            if(nx1 <= x2) rec(rec, nx1, x2, ym + 1, y2);
        }
    };
    rec(rec, 0, h - 1, 0, w - 1);
    return c;
}
```

min_plus_conv.hpp   md5: f2bb6c

```cpp
template<typename T, typename F> vector<int> monotone_minima(int h,
int w, const F& f) {
    vector<pair<int, T>> dp(h, pair(-1, T()));
    auto rec = [&](auto&& rec, int u, int d, int l, int r) {
        if(u > d) return;
        int mid = (u + d) >> 1;
        auto& [idx, mi] = dp[mid];
        idx = l, mi = f(mid, l);
        for(int i = l + 1; i <= r; i++)
            if(chmin(mi, f(mid, i))) idx = i;
        rec(rec, u, mid - 1, l, idx);
        rec(rec, mid + 1, d, idx, r);
    };
    rec(rec, 0, h - 1, 0, w - 1);
    vector<int> ret;
    for(auto [idx, val] : dp) ret.push_back(idx);
    return ret;
}

template<typename T>  // B is convex. if both A and B are convex,
do greedy.
vector<T> minplus_conv(vector<T>& A, vector<T>& B) {
    int n = A.size(), m = B.size();
    if(n == 0 && m == 0) return {};
    vector<T> C(n + m - 1);

    const ll inf = INF;
    auto select = [&](int i, int j) -> T {
        if(i < j) return inf;
        if(i - j >= m) return inf;
        return A[j] + B[i - j];
    };
    vector<int> J = monotone_minima<T>(n + m - 1, n, select);
    for(int i = 0; i < n + m - 1; i++) {
        T x = A[J[i]], y = B[i - J[i]];
        if(x < inf && y < inf) C[i] = x + y;
    }
    return C;
}
```

mo.hpp   md5: 62406b

```cpp
struct Mo {
    int width;
    vector<int> left, right, order;
    Mo(int N, int Q) : order(Q) {
        width = max<int>(1, 1.0 * N / max<double>(1.0, sqrt(Q * 2.0 /
3.0)));
        iota(all(order), 0);
    }
```

```cpp
    void insert(int l, int r) {
        left.emplace_back(l);
        right.emplace_back(r);
    }

    void run(const auto& add_left,
             const auto& add_right,
             const auto& delete_left,
             const auto& delete_right,
             const auto& rem) {
        sort(begin(order), end(order), [&](int a, int b) {
            int ablock = left[a] / width, bblock = left[b] / width;
            if(ablock != bblock) return ablock < bblock;
            return (ablock & 1) ? right[a] > right[b] : right[a] <
right[b];
        });
        int nl = 0, nr = 0;
        for(auto idx : order) {
            while(nl > left[idx]) add_left(--nl);
            while(nr < right[idx]) add_right(nr++);
            while(nl < left[idx]) delete_left(nl++);
            while(nr > right[idx]) delete_right(--nr);
            rem(idx);
        }
    }
};
```

rollback_mo.hpp   md5: 8d34d2

```cpp
struct Mo_rollback {
    int width;
    vector<int> left, right, order;
    Mo_rollback(int N, int Q) : order(Q) {
        width = sqrt(N);
        iota(all(order), 0);
    }

    void insert(int l, int r) {
        left.emplace_back(l);
        right.emplace_back(r);
    }

    void run(const auto& add_left,
             const auto& add_right,
             const auto& rem,
             const auto& reset,
             const auto& snapshot,
             const auto& rollback) {
        sort(begin(order), end(order), [&](int a, int b) {
            int ablock = left[a] / width, bblock = left[b] / width;
            if(ablock != bblock) return ablock < bblock;
            return right[a] < right[b];
        });
        reset();
        snapshot();
        for(auto idx : order) {
            if(right[idx] - left[idx] < width) {
                for(int i = left[idx]; i < right[idx]; i++)
add_right(i);
                rem(idx);
                rollback();
            }
        }
        int nr = 0, last_block = -1;
        for(auto idx : order) {
            if(right[idx] - left[idx] < width) continue;
            int block = left[idx] / width;
            if(block != last_block) {
                reset();
                nr = (block + 1) * width;
                last_block = block;
            }
            while(nr < right[idx]) add_right(nr++);
            snapshot();
            for(int j = (block + 1) * width - 1; j >= left[idx]; j--)
add_left(j);
            rem(idx);
            rollback();
        }
    }
};
```

geometry

base.hpp   md5: 9ca2e3

```cpp
using Point = complex<double>;
using Line = vector<Point>;
```

```cpp
#define X real()
#define Y imag()
const double EPS = 1e-10;

inline double dot(const Point& a, const Point& b) { return a.X *
b.X + a.Y * b.Y; }
inline double cross(const Point& a, const Point& b) { return a.X *
b.Y - a.Y * b.X; }
inline double abs(const Point& a) { return sqrt(dot(a, a)); }
```

convex_hull.hpp   md5: 17af99

```cpp
vector<Point> convex_hull(vector<Point>& ps, bool collinear =
false) {
    int n = ps.size();
    if(n <= 1) return ps;
    sort(ps.begin(), ps.end(),
        [&EPS](const Point& a, const Point& b) { return abs(a.X -
b.X) > EPS ? a.X < b.X : a.Y < b.Y; });
    vector<Point> hull(2 * n);
    double th = collinear ? -EPS : EPS;
    int k = 0;
    for(int i = 0; i < n; i++) {
        if(k >= 2) {
            while(cross(hull[k - 1] - hull[k - 2], ps[i] - hull[k -
2]) < th) {
                k--;
                if(k < 2) break;
            }
        }
        if(k < 1 || abs(hull[k - 1] - ps[i]) > EPS) {
            hull[k] = ps[i];
            k++;
        }
    }
    int t = k + 1;
    for(int i = n - 2; i >= 0; i--) {
        if(k >= t) {
            while(cross(hull[k - 1] - hull[k - 2], ps[i] - hull[k -
2]) < th) {
                k--;
                if(k < t) break;
            }
        }
        if(k < 1 || abs(hull[k - 1] - ps[i]) > EPS) {
            hull[k] = ps[i];
            k++;
        }
    }
    hull.resize(max(1, k - 1));
    return hull;
}
```

etc.hpp   md5: 093f7a

```cpp
// 1: a-bから見てa-cが反時計回り  -1: a-bから見てa-cが時計回り
// 0: a-c-bがこの順で直線
// 2: c-a-bの順で直線  -2: a-b-cの順で直線
int ccw(const Point& a, const Point& b, const Point& c) {
    if(cross(b - a, c - a) > EPS) return 1;
    if(cross(b - a, c - a) < -EPS) return -1;
    if(dot(b - a, c - a) < -EPS) return 2;
    if(norm(b - a) < norm(c - a) - EPS) return -2;
    return 0;
} // 6f1927
Point projection(const Point& p, const Line& l) {
    double t = dot(p - l[0], l[1] - l[0]) / norm(l[1] - l[0]);
    return l[0] + t * (l[1] - l[0]);
} // b9dbd7
Point reflection(const Point& p, const Line& l) { return 2.0 *
projection(p, l) - p; }    // 65ba76
bool isinterPL(const Point& p, const Line& l) { return abs(p -
projection(p, l)) < EPS; } // e9d393
bool isinterPS(const Point& p, const Line& s) { return ccw(s[0],
s[1], p) == 0; }        // 79c17b
bool isinterLL(const Line& l, const Line& m) {
    return abs(cross(l[1] - l[0], m[1] - m[0])) > EPS ||
abs(cross(l[1] - l[0], m[0] - l[0])) < EPS;
} // b58dbd
bool isinterSS(const Line& s, const Line& t) {
    if(norm(s[1] - s[0]) < EPS) return isinterPS(s[0], t);
    if(norm(t[1] - t[0]) < EPS) return isinterPS(t[0], s);
    return (ccw(s[0], s[1], t[0]) * ccw(s[0], s[1], t[1]) <= 0) &&
(ccw(t[0], t[1], s[0]) * ccw(t[0], t[1], s[1]) <= 0);
} // a499ea
double distancePL(const Point& p, const Line& l) { return abs(p -
projection(p, l)); }  // c77772
double distancePS(const Point& p, const Line& s) {
```

```cpp
    Point h = projection(p, s);
    if(isinterPS(h, s)) return abs(p - h);
    return min(abs(p - s[0]), abs(p - s[1]));
} // 3bd780
double distanceLL(const Line& l, const Line& m) {
    if(isinterLL(l, m)) return 0;
    return distancePL(l[0], m);
} // ab4ace
double distanceSS(const Line& s, const Line& t) {
    if(isinterSS(s, t)) return 0;
    return min(min(distancePS(s[0], t), distancePS(s[1], t)),
min(distancePS(t[0], s), distancePS(t[1], s)));
} // c284e5
// if(ans){ x = p->X; y = q->Y} else {cout << "not cross"}
optional<Point> crosspoint(const Line& l, const Line& m) {
    double d = cross(m[1] - m[0], l[1] - l[0]);
    if(abs(d) < EPS) return nullopt;
    return l[0] + (l[1] - l[0]) * cross(m[1] - m[0], m[1] - l[0]) /
d;
} // 687c0c
double area(const vector<Point>& ps) {
    double res = 0;
    for(int i = 0; i < size(ps); i++) res += cross(ps[i], ps[(i + 1)
% size(ps)]);
    return res / 2;
} // 3b832b
bool is_convex(vector<Point>& ps) {
    int n = (int)ps.size();
    for(int i = 0; i < n; ++i) {
        if(ccw(ps[i], ps[(i + 1) % n], ps[(i + 2) % n]) == -1) return
false;
    }
    return true;
} // 52fb34
tuple<double, int, int> diameter(const vector<Point> ps) {
    int n = (int)ps.size();
    int si = 0, sj = 0;
    for(int i = 1; i < n; i++) {
        if(ps[i].Y > ps[si].Y) si = i;
        if(ps[i].Y < ps[sj].Y) sj = i;
    }
    double res = 0;
    int i = si, j = sj;
    int ri = i, rj = j;
    do {
        if(chmax(res, abs(ps[i] - ps[j]))) {
            ri = i;
            rj = j;
        }
        if(cross(ps[(i + 1) % n] - ps[i], ps[(j + 1) % n] - ps[j]) <
0) i = (i + 1) % n;
        else j = (j + 1) % n;
    } while(i != si || j != sj);
    return {res, min(ri, rj), max(ri, rj)};
} // cae9ad
// 2: inside, 1: border, 0: outside
int contains(const vector<Point>& ps, const Point& p) {
    int n = ps.size();
    bool in = false;
    for(int i = 0; i < n; i++) {
        Point a = ps[i] - p, b = ps[(i + 1) % n] - p;
        if(a.Y > b.Y) swap(a, b);
        if(a.Y <= EPS && EPS < b.Y && cross(a, b) < -EPS) in = !in;
        if(abs(cross(a, b)) < EPS && dot(a, b) < EPS) return 1;
    }
    return in ? 2 : 0;
} // fd7e87
tuple<double, int, int> closest_pair(vector<Point> ps) {
    const double INF = 1e18;
    int n = (int)ps.size();
    if(n <= 1) return {INF, -1, -1};
    using P = pair<Point, int>;
    vector<P> V(n);
    for(int i = 0; i < n; i++) V[i] = {ps[i], i};
    sort(begin(V), end(V), [](const P& a, const P& b) {
        if(fabs(a.first.X - b.first.X) > EPS) return a.first.X <
b.first.X;
        else if(fabs(a.first.Y - b.first.Y) > EPS) return a.first.Y <
b.first.Y;
        return a.second < b.second;
    });
    auto rec = [&](auto&& self, auto it, int n) -> tuple<double,
int, int> {
        if(n <= 1) return {INF, -1, -1};
        int m = n / 2;
        double x = it[m].first.X;
        auto [d1, a1, b1] = self(self, it, m);
        auto [d2, a2, b2] = self(self, it + m, n - m);
```

```cpp
        double d;
        int a, b;
        if(d1 < d2) {
            d = d1;
            a = a1;
            b = b1;
        } else {
            d = d2;
            a = a2;
            b = b2;
        }
        inplace_merge(it, it + m, it + n, [](const P& a, const P& b)
{ return a.first.Y < b.first.Y; });
        vector<P> vec;
        for(int i = 0; i < n; i++) {
            if(fabs(it[i].first.X - x) >= d) continue;
            for(int j = 0; j < size(vec); j++) {
                double dx = fabs(it[i].first.X - vec[size(vec) - j -
1].first.X);
                double dy = fabs(it[i].first.Y - vec[size(vec) - j -
1].first.Y);
                if(dy >= d) break;
                if(chmin(d, sqrt(dx * dx + dy * dy))) {
                    a = it[i].second;
                    b = vec[size(vec) - j - 1].second;
                }
            }
            vec.emplace_back(it[i]);
        }
        return {d, a, b};
    };
    auto [d, a, b] = rec(rec, V.begin(), n);
    return {d, min(a, b), max(a, b)};
} // 12a9dc
```

memo

BIT二分探索.cpp   md5: 694e3b

```cpp
// minimize i s.t. sum(i) >= w
int lower_bound(ll w) {
    if(w <= 0) return 0;
    int x = 0, N = si(a) + 1;
    for(int k = 1 << __lg(N); k; k >>= 1) {
        if(x + k <= N - 1 && a[x + k] < w) {
            w -= a[x + k];
            x += k;
        }
    }
    return x;
}
```

Primes.md

高度合成数

$\leq n$	10^3	10^4	10^6	10^9	10^{12}	10^{16}	10^{18}
x	840	7560	720720	735135500	-	-	-
$d^0(x)$	32	64	240	1344	10752	41472	103680

bigint.md

```
#include <boost/multiprecision/cpp_int.hpp>
namespace mp = boost::multiprecision;
mp::cpp_int x = 1;
```

または

```
using namespace boost::multiprecision;
cpp_int x;
x.assign("123");
```

ext.cpp   md5: 64e006

```cpp
#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
#include <ext/pb_ds/priority_queue.hpp>
#include <ext/rope>

using namespace __gnu_pbds;
using namespace __gnu_cxx;  // for ext/rope
using namespace std;

int main() {
    tree<int, null_type, less<int>, rb_tree_tag,
tree_order_statistics_node_update> tree;
```

```cpp
    tree.insert(1);                        // 1
    tree.insert(10);                       // 1 10
    tree.insert(6);                        // 1 6 10
    tree.insert(7);                        // 1 6 7 10
    tree.insert(4);                        // 1 4 6 7 10
    tree.erase(6);                         // 1 4 7 10
    assert(tree.order_of_key(5) == 2);     // 5未満の要素数
    assert(*tree.find_by_order(2) == 7);   // 0-indexedで2番目の要素

    gp_hash_table<int, int> m;
    m[2] = 5;
    m[1] = 10;
    m[3] = 7;

    __gnu_pbds::priority_queue<int, greater<int>,
rc_binomial_heap_tag> pq;
    auto it = pq.push(1);  // 1
    pq.push(10);           // 1 10
    assert(pq.top() == 1);
    pq.modify(it, 20);  // 10 20
    assert(pq.top() == 10);
    pq.erase_if([](int x) { return x <= 10; });  // 20
    assert(pq.top() == 20);
    assert(pq.size() == 1);
    pq.erase(it);  // empty
    assert(pq.empty());

    // access, insert, erase: O(log n)
    rope<int> v;
    v.insert(0, 1);  // 1
    v.insert(0, 2);  // 2 1
    v.insert(1, 3);  // 2 3 1
    v.insert(2, 4);  // 2 3 4 1
    v.erase(1, 2);   // 2 1
    assert(v.size() == 2);
    assert(v[0] == 2);
    assert(v[1] == 1);

    return 0;
}
```

random.hpp   md5: b4f59b

```cpp
struct rng {
    mt19937 mt;
    rng() : mt(58) {}
    int get(int a, int b) {  // [a, b]
        uniform_int_distribution<int> dist(a, b);
        return dist(mt);
    }
};
```

set_compare.md

```cpp
auto comp = [&](const int a, const int b) {return a > b;};
set<int, decltype(comp)> st{comp};
```

数式.md

乱順列

$$a_n = (n-1)(a_{n-1} + a_{n-2})$$

$$a_n = n! \sum_{k=2}^{n} \frac{(-1)^k}{(k!)}$$

オイラーの五角数定理

$$\prod_{k=1}^{\infty} (1 - x^n) = \sum_{n=-\infty}^{\infty} (-1)^n x^{n(3n-1)/2}$$

メビウスの反転公式

$$g(n) = \sum_{d|n} f(d)$$

$$f(n) = \sum_{d|n} g(d)\mu(\frac{n}{d})$$

ピックの定理

i は内部、b は線上

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

行列木定理

- n 頂点 m 辺のグラフの(ラベル付き)全域木の個数
- ラプラシアン行列の任意の余因子の行列式の $(-1)^{i+j}$ 倍

LGV公式

- DAGおよび始点集合 A と終点集合 B が与えられる。整合的であるとき、これらを始点・終点とするパスの組であって、どの2のパスも頂点を共有しないものの個数
- 整合的: 2つの始点 $a_i < a_j \in A$ と2つの終点 $b_i > b_j \in B$ があるとき、a_i から b_j のパスと a_j から b_i のパスは必ず交わる
- $x_{i,j}$ を a_i から b_j に向かうパスの個数として、$X = (x_{i,j})$ の行列式

LP双対

強双対性 : $\max\{cx | x \geq 0, Ax \leq b\} = \min\{yb | y \geq 0, yA \geq c\}$

Tutte行列

完全マッチング存在条件

$$A_{i,j} = \begin{cases} x_{i,j} & \text{if} (i,j) \in E \text{ and } i < j \\ -x_{i,j} & \text{if} (i,j) \in E \text{ and } i > j \\ 0 & \text{otherwise} \end{cases}$$

の行列式が多項式として0

ラグランジュの反転公式

- F と G が互いに逆関数、つまり $G(F(x)) = F(G(x)) = x$

$$[x^n]G(x) = \frac{1}{n}[x^{n-1}]\left(\frac{x}{F(x)}\right)^n$$

繰り返し文字列

X, Y は空でない有限文字列

- $X^\infty = Y^\infty \iff XY = YX$
- $lcp(X^\infty, Y^\infty) = lcp(XY, YX)$
- $X^\infty < Y \iff XY < Y$

負の二項定理

$$(1 - x)^{-n} = \sum_{k=0}^{\infty} \binom{k+n-1}{n-1} x^k$$

傾き1の2本の直線の間を通る最短経路

$y = x + s$ と $y = x + t$ の間を通る(直線上の点は通れる)、(a, b) から (c, d) への最短経路の個数は

$$\sum_k \left(\binom{c+d-a-b}{c-a-k(t-s+2)} - \binom{c+d-a-b}{c-b-k(t-s+2)+t+1} \right)$$

フック長の公式

$$d_\lambda = \frac{n!}{\prod h_\lambda(i,j)}$$

other

- 異なる自然数に分割する方法の個数と奇数に分割する方法の個数が等しい

牛ゲー.md

$x_i - x_j \leq M$ のとき

```cpp
G[j].push_back({M, i})
```