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: 015ba5

```cpp
#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; }

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

data-structure

2dBIT.hpp   md5: a0e12e

```cpp
template<typename T> struct BinaryIndexedTree2D {
    int H, W;
    vector<vector<T>> bit;

    BinaryIndexedTree2D(int H, int W) : H(H), W(W), bit(H + 3,
vector<T>(W + 3, 0)) {}
    void add(int x, int y, T w) {
        if(x < 0 || x >= H || y < 0 || y >= W) return;
        for(int a = (++y, ++x); a <= H; a += a & -a) {
            for(int b = y; b <= W; b += b & -b) { bit[a][b] += w;
}
        }
    }

    void imos(int x1, int y1, int x2, int y2, T w) {
        add(x1, y1, w);
        add(x2, y2, w);
        add(x1, y2, -w);
        add(x2, y1, -w);
    }

    T sum(int x, int y) {
        if(x < 0 || x >= H || y < 0 || y >= W) return 0;
        if(x >= H) x = H - 1;
        if(y >= W) y = W - 1;
        T ret = 0;
        for(int a = (++y, ++x); a > 0; a -= a & -a) {
            for(int b = y; b > 0; b -= b & -b) { ret += bit[a][b];
}
        }
        return ret;
    }

    T sum(int x1, int y1, int x2, int y2) {
        return sum(x2, y2) - sum(x1 - 1, y2) - sum(x2, y1 - 1) +
sum(x1 - 1, y1 - 1);
    }
};
```

BIT.hpp

md5: 4dd117

```cpp
struct BIT {
    vector<ll> a;
    BIT(ll n) : a(n + 1) {}
    void add(ll i, ll x) {  // A[i] += x
        i++;
        while(i < size(a)) {
            a[i] += x;
            i += i & -i;
        }
    }
    ll sum(ll r) {
        ll s = 0;
        while(r) {
            s += a[r];
            r -= r & -r;
        }
        return s;
    }
    ll sum(ll l, ll r) {  // sum of A[l, r)
        return sum(r) - sum(l);
    }
};
```

FastSet.hpp

md5: 5c5532

```cpp
// using u64 = uint64_t;
const u64 B = 64;
struct FastSet {
    u64 n;
    vector<vector<u64>> a;
    FastSet(u64 n_) : n(n_) {
        do a.emplace_back(n_ = (n_ + B - 1) / B);
        while(n_ > 1);
    }
    // bool operator[](ll i) const { return a[0][i / B] >> (i %
B) & 1; }
    void set(ll i) {
        for(auto& v : a) {
            v[i / B] |= 1ULL << (i % B);
            i /= B;
        }
    }
    void reset(ll i) {
        for(auto& v : a) {
            v[i / B] &= ~(1ULL << (i % B));
            if(v[i / B]) break;
            i /= B;
        }
    }
    ll next(ll i) {  // i を超える最小の要素
        for(int h = 0; h < size(a); h++) {
            i++;
            if(i / B >= size(a[h])) break;
            u64 d = a[h][i / B] >> (i % B);
            if(d) {
                i += countr_zero(d);
                while(h--) i = i * B + countr_zero(a[h][i]);
                return i;
            }
            i /= B;
        }
        return n;
    }
    ll prev(ll i) {  // i より小さい最大の要素
        for(int h = 0; h < size(a); h++) {
            i--;
            if(i < 0) break;
            u64 d = a[h][i / B] << (~i % B);
            if(d) {
                i -= countl_zero(d);
                while(h--) i = i * B + __lg(a[h][i]);
                return i;
            }
            i /= B;
        }
        return -1;
    }
};
```

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());
        }
        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 -
```

```cpp
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
};
```

ch_segtree.hpp   md5: 9f5307

```cpp
class ch_segtree {
    private:
    const ll inf = 1e18;
    int n, n0;
    vector<ll> max_v, smax_v, max_c, min_v, smin_v, min_c, sum,
len, ladd, lval;

    void update_node_max(int k, ll x) {
        sum[k] += (x - max_v[k]) * max_c[k];

        if(max_v[k] == min_v[k]) {
            max_v[k] = min_v[k] = x;
        } else if(max_v[k] == smin_v[k]) {
            max_v[k] = smin_v[k] = x;
        } else {
            max_v[k] = x;
        }

        if(lval[k] != inf && x < lval[k]) { lval[k] = x; }
    }
    void update_node_min(int k, ll x) {
        sum[k] += (x - min_v[k]) * min_c[k];

        if(max_v[k] == min_v[k]) {
            max_v[k] = min_v[k] = x;
        } else if(smax_v[k] == min_v[k]) {
            min_v[k] = smax_v[k] = x;
        } else {
            min_v[k] = x;
        }

        if(lval[k] != inf && lval[k] < x) { lval[k] = x; }
    }

    void push(int k) {
        if(n0 - 1 <= k) return;

        if(lval[k] != inf) {
            updateall(2 * k + 1, lval[k]);
            updateall(2 * k + 2, lval[k]);
            lval[k] = inf;
            return;
        }

        if(ladd[k] != 0) {
            addall(2 * k + 1, ladd[k]);
            addall(2 * k + 2, ladd[k]);
            ladd[k] = 0;
        }

        if(max_v[k] < max_v[2 * k + 1]) { update_node_max(2 * k +
1, max_v[k]); }
        if(min_v[2 * k + 1] < min_v[k]) { update_node_min(2 * k +
1, min_v[k]); }

        if(max_v[k] < max_v[2 * k + 2]) { update_node_max(2 * k +
2, max_v[k]); }
        if(min_v[2 * k + 2] < min_v[k]) { update_node_min(2 * k +
2, min_v[k]); }
    }

    void update(int k) {
        sum[k] = sum[2 * k + 1] + sum[2 * k + 2];

        if(max_v[2 * k + 1] < max_v[2 * k + 2]) {
            max_v[k] = max_v[2 * k + 2];
            max_c[k] = max_c[2 * k + 2];
            smax_v[k] = max(max_v[2 * k + 1], smax_v[2 * k + 2]);
        } else if(max_v[2 * k + 1] > max_v[2 * k + 2]) {
            max_v[k] = max_v[2 * k + 1];
            max_c[k] = max_c[2 * k + 1];
            smax_v[k] = max(smax_v[2 * k + 1], max_v[2 * k + 2]);
        } else {
            max_v[k] = max_v[2 * k + 1];
            max_c[k] = max_c[2 * k + 1] + max_c[2 * k + 2];
            smax_v[k] = max(smax_v[2 * k + 1], smax_v[2 * k + 2]);
        }

        if(min_v[2 * k + 1] < min_v[2 * k + 2]) {
            min_v[k] = min_v[2 * k + 1];
            min_c[k] = min_c[2 * k + 1];
            smin_v[k] = min(smin_v[2 * k + 1], min_v[2 * k + 2]);
        } else if(min_v[2 * k + 1] > min_v[2 * k + 2]) {
            min_v[k] = min_v[2 * k + 2];
            min_c[k] = min_c[2 * k + 2];
            smin_v[k] = min(min_v[2 * k + 1], smin_v[2 * k + 2]);
        } else {
            min_v[k] = min_v[2 * k + 1];
            min_c[k] = min_c[2 * k + 1] + min_c[2 * k + 2];
            smin_v[k] = min(smin_v[2 * k + 1], smin_v[2 * k + 2]);
        }
    }

    void _update_min(ll x, int a, int b, int k, int l, int r) {
        if(b <= l || r <= a || max_v[k] <= x) { return; }
        if(a <= l && r <= b && smax_v[k] < x) {
            update_node_max(k, x);
            return;
        }

        push(k);
        _update_min(x, a, b, 2 * k + 1, l, (l + r) / 2);
        _update_min(x, a, b, 2 * k + 2, (l + r) / 2, r);
        update(k);
    }

    void _update_max(ll x, int a, int b, int k, int l, int r) {
        if(b <= l || r <= a || x <= min_v[k]) { return; }
        if(a <= l && r <= b && x < smin_v[k]) {
            update_node_min(k, x);
            return;
        }

        push(k);
        _update_max(x, a, b, 2 * k + 1, l, (l + r) / 2);
        _update_max(x, a, b, 2 * k + 2, (l + r) / 2, r);
        update(k);
    }

    void addall(int k, ll x) {
        max_v[k] += x;
        if(smax_v[k] != -inf) smax_v[k] += x;
        min_v[k] += x;
        if(smin_v[k] != inf) smin_v[k] += x;

        sum[k] += len[k] * x;
        if(lval[k] != inf) {
            lval[k] += x;
        } else {
            ladd[k] += x;
        }
    }

    void updateall(int k, ll x) {
        max_v[k] = x;
        smax_v[k] = -inf;
        min_v[k] = x;
        smin_v[k] = inf;
        max_c[k] = min_c[k] = len[k];

        sum[k] = x * len[k];
        lval[k] = x;
        ladd[k] = 0;
    }

    void _add_val(ll x, int a, int b, int k, int l, int r) {
        if(b <= l || r <= a) { return; }
```

```cpp
        if(a <= l && r <= b) {
            addall(k, x);
            return;
        }
        push(k);
        _add_val(x, a, b, 2 * k + 1, l, (l + r) / 2);
        _add_val(x, a, b, 2 * k + 2, (l + r) / 2, r);
        update(k);
    }

    void _update_val(ll x, int a, int b, int k, int l, int r) {
        if(b <= l || r <= a) { return; }
        if(a <= l && r <= b) {
            updateall(k, x);
            return;
        }
        push(k);
        _update_val(x, a, b, 2 * k + 1, l, (l + r) / 2);
        _update_val(x, a, b, 2 * k + 2, (l + r) / 2, r);
        update(k);
    }

    ll _query_max(int a, int b, int k, int l, int r) {
        if(b <= l || r <= a) { return -inf; }
        if(a <= l && r <= b) { return max_v[k]; }
        push(k);
        ll lv = _query_max(a, b, 2 * k + 1, l, (l + r) / 2);
        ll rv = _query_max(a, b, 2 * k + 2, (l + r) / 2, r);
        return max(lv, rv);
    }

    ll _query_min(int a, int b, int k, int l, int r) {
        if(b <= l || r <= a) { return inf; }
        if(a <= l && r <= b) { return min_v[k]; }
        push(k);
        ll lv = _query_min(a, b, 2 * k + 1, l, (l + r) / 2);
        ll rv = _query_min(a, b, 2 * k + 2, (l + r) / 2, r);
        return min(lv, rv);
    }

    ll _query_sum(int a, int b, int k, int l, int r) {
        if(b <= l || r <= a) { return 0; }
        if(a <= l && r <= b) { return sum[k]; }
        push(k);
        ll lv = _query_sum(a, b, 2 * k + 1, l, (l + r) / 2);
        ll rv = _query_sum(a, b, 2 * k + 2, (l + r) / 2, r);
        return lv + rv;
    }

public:
    /// @brief セグ木を配列の内容で初期化する
    /// @param a セグ木の初期値
    ch_segtree(const vector<ll>& a) {
        n = a.size();
        n0 = 1;
        while(n0 < n) n0 <<= 1;

        max_v.resize(n0 * 2);
        smax_v.resize(n0 * 2);
        max_c.resize(n0 * 2);
        min_v.resize(n0 * 2);
        smin_v.resize(n0 * 2);
        min_c.resize(n0 * 2);
        sum.resize(n0 * 2);
        len.resize(n0 * 2);
        ladd.resize(n0 * 2);
        lval.resize(n0 * 2);

        for(int i = 0; i < 2 * n0; ++i) ladd[i] = 0, lval[i] =
inf;
        len[0] = n0;
        for(int i = 0; i < n0 - 1; ++i) len[2 * i + 1] = len[2 *
i + 2] = (len[i] >> 1);

        for(int i = 0; i < n; ++i) {
            max_v[n0 - 1 + i] = min_v[n0 - 1 + i] = sum[n0 - 1 +
i] = a[i];
            smax_v[n0 - 1 + i] = -inf;
            smin_v[n0 - 1 + i] = inf;
            max_c[n0 - 1 + i] = min_c[n0 - 1 + i] = 1;
```

```cpp
        }

        for(int i = n; i < n0; ++i) {
            max_v[n0 - 1 + i] = smax_v[n0 - 1 + i] = -inf;
            min_v[n0 - 1 + i] = smin_v[n0 - 1 + i] = inf;
            max_c[n0 - 1 + i] = min_c[n0 - 1 + i] = 0;
        }
        for(int i = n0 - 2; i >= 0; i--) { update(i); }
    }

    /// @brief p番目の要素にアクセス
    /// @param p アクセスする要素のインデックス(0-indexed)
    /// @return p番目の要素
    ll get(int p) { return prod_sum(p, p + 1); }

    /// @brief p番目の要素をxに変更
    /// @param p 変更する要素のインデックス(0-indexed)
    /// @param x 変更後の値
    void set(int p, ll x) { apply_update(p, p + 1, x); }

    /// @brief 区間[a,b)でv[i]←min(v[i],x)
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @param x minをとる値
    void apply_chmin(int a, int b, ll x) { _update_min(x, a, b,
0, 0, n0); }

    /// @brief 区間[a,b)でv[i]←max(v[i],x)
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @param x maxをとる値
    void apply_chmax(int a, int b, ll x) { _update_max(x, a, b,
0, 0, n0); }

    /// @brief 区間[a,b)でv[i]←v[i]+x
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @param x 加算する値
    void apply_add(int a, int b, ll x) { _add_val(x, a, b, 0, 0,
n0); }

    /// @brief 区間[a,b)でv[i]←x
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @param x 更新する値
    void apply_update(int a, int b, ll x) { _update_val(x, a, b,
0, 0, n0); }

    /// @brief 区間[a,b)の最大値を取得
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @return 区間[a,b)の最大値
    ll prod_max(int a, int b) { return _query_max(a, b, 0, 0,
n0); }

    /// @brief 区間[a,b)の最小値を取得
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @return 区間[a,b)の最小値
    ll prod_min(int a, int b) { return _query_min(a, b, 0, 0,
n0); }

    /// @brief 区間[a,b)の和を取得
    /// @param a 区間の左端(inclusive)
    /// @param b 区間の右端(exclusive)
    /// @return 区間[a,b)の和
    ll prod_sum(int a, int b) { return _query_sum(a, b, 0, 0,
n0); }
};
```

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) {
```

```cpp
        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]);
    }
};
```

dsu.hpp
md5: b55e78

```cpp
// base: d569f4
struct dsu {
    private:
    int _n;
    vector<int> p;

    public:
    dsu() : _n(0) {}
    explicit 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) return x;
        if(-p[x] < -p[y]) swap(x, 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);
        if(p[a] < 0) return a;
        int x = a;
        while(p[x] >= 0) x = p[x];
        while(p[a] >= 0) {
            int t = p[a];
            p[a] = x;
            a = t;
        }
        return x;
    }

    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++)
```

```cpp
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;
    } // bf3a1e
};
```

lazy_segtree.hpp
md5: c86cef

```cpp
// base: 918715
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];
        for(int i = size - 1; i >= 1; i--) { update(i); }
    }
    void set(int p, S x) {
        // assert(0 <= p && p < _n);
        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) {
        // assert(0 <= p && p < _n);
        p += size;
        for(int i = log; i >= 1; i--) push(p >> i);
        return d[p];
    }

    S prod(int l, int r) {
        // assert(0 <= l && l <= r && r <= _n);
        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) {
        assert(0 <= l && l <= r && r <= _n);
        if(l == r) return;
```

```cpp
        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) {
        // assert(0 <= l && l <= _n);
        // assert(g(e()));
        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;
    }  // d93691

    template<class G> int min_left(int r, G g) {
        // assert(0 <= r && r <= _n);
        // assert(g(e()));
        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;
```

```cpp
    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();
    }
};
```

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--;
```

```cpp
        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)
```

```cpp
    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]));
        }
    }

    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) {
        // assert(0 <= p && p < _n);
        p += size;
        d[p] = x;
        for(int i = 1; i <= log; i++) update(p >> i);
    }

    S get(int p) const {
        // assert(0 <= p && p < _n);
        return d[p + size];
    }

    S prod(int l, int r) const {
        // assert(0 <= l && l <= r && r <= _n);
        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) {
        // assert(0 <= l && l <= _n);
        // assert(f(e()));
        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) {
        // assert(0 <= r && r <= _n);
        // assert(f(e()));
        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]); }
};
```

sparse_table.hpp

md5: f3812e

```cpp
template<typename T, auto op> struct sparse_table {
    vector<vector<T>> st;
    vector<int> lg;

    sparse_table(const vector<T>& v) {
        int b = 0;
        while((1 << b) <= v.size()) b++;
        st.assign(b, vector<T>(1 << b));
        for(int i = 0; i < size(v); i++) { st[0][i] = v[i]; }
        for(int i = 1; i < b; i++) {
            for(int j = 0; j + (1 << i) <= (1 << b); j++) st[i][j]
= op(st[i - 1][j], st[i - 1][j + (1 << (i - 1))]);
        }
        lg.resize(v.size() + 1);
        for(int i = 2; i < size(lg); i++) lg[i] = lg[i >> 1] + 1;
    }

    inline T prod(int l, int r) {
        int b = lg[r - l];
        return op(st[b][l], st[b][r - (1 << b)]);
    }
};
```

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());
        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;
```

```cpp
    }

    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;
```

```cpp
            t = rch[t];
        }
    }
    return ret;
} // f91898 (Ordered)

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

```cpp
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);
        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(); }
```

```cpp
    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]; }
    }

    int get(const int i) { return vec[i + 1] - vec[i]; }

    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;
        }
```

```cpp
        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) {
        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

```
// 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;
}
```

crt.hpp
md5: 338cb4

```
// 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();
}
```

eratos.hpp
md5: 0de96f

```
void eratos(int n, vector<bool>& isprime) {
    isprime = vector<bool>(n + 1, true);
    isprime[0] = false;
    isprime[1] = false;
    int last = ((int)sqrt(n)) + 1;
    for(int i = 2; i < last; i++) {
        if(isprime[i]) {
            int j = i + i;
            while(j <= n) {
                isprime[j] = false;
                j += i;
            }
        }
    }
```

```
    }
}
```

factorize.hpp
md5: 8e6dd4

```
// \sqrt(n)の素因数分解 a01341
map<ll, int> prime_factor(ll n) {
    map<ll, int> ret;
    for(ll i = 2; i * i <= n; i++) {
        while(n % i == 0) {
            ret[i]++;
            n /= i;
        }
    }
    if(n != 1) ret[n] = 1;
    return ret;
}

// 線形篩 1f4de3
vector<int> preprocess(int n) {
    n++;
    vector<int> res(n);
    std::iota(res.begin(), res.end(), 0);
    for(int i = 2; i * i < n; ++i) {
        if(res[i] < i) continue;
        for(int j = i * i; j < n; j += i)
            if(res[j] == j) res[j] = i;
    }
    return res;
}

map<int, int> prime_factor(int n, const vector<int>& lp) {
    map<int, int> ret;
    while(n > 1) {
        ret[lp[n]]++;
        n /= lp[n];
    }
    return ret;
}
```

floor_sum.hpp
md5: 0f7242

```
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;
}
```

modinv.hpp
md5: a0de19

```
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;
}
```

modpow.hpp
md5: 6b940c

```
ll modpow(ll a, ll n, ll MOD) {
    using T = __int128_t;
    // using T = ll;
    T res = 1;
    T mul = a;
    mul %= MOD;
    if(n < 0) {
        n = -n;
        mul = modinv(mul, MOD);
```

```cpp
    }
    while(n > 0) {
        if(n & 1) res = (res * mul) % MOD;
        mul = (mul * mul) % MOD;
        n >>= 1;
    }
    return ll(res);
}
```

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;
}
```

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);
```

```cpp
    }
    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: 81b530

```cpp
const ll mod = 998244353;
struct mm {
    ll x;
    mm(ll x_ = 0) : x(x_ % mod) {
        if(x < 0) x += mod;
    }
    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);
```

```cpp
        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;
}
```

FFT_fast.hpp   md5: 33f77f

```cpp
// modint を u32 にして加減算を真面目にやると速い
mm g = 3;  // 原始根
void fft(vector<mm>& a) {
    ll n = size(a), lg = __lg(n);
    static auto z = [] {
        vector<mm> z(30);
        mm s = 1;
        for(int i = 2; i < 32; i++) {
            z[i - 2] = s * g.pow(mod >> i);
            s *= g.inv().pow(mod >> i);
        }
        return z;
    }();
    for(int l = 0; l < lg; l++) {
        ll w = 1 << (lg - l - 1);
        mm s = 1;
        for(int k = 0; k < (1 << l); k++) {
            ll o = k << (lg - l);
            for(ll i = o; i < o + w; i++) {
                mm x = a[i], y = a[i + w] * s;
                a[i] = x + y;
                a[i + w] = x - y;
            }
            s *= z[countr_zero<uint64_t>(~k)];
        }
    }
}
// コピペ
void ifft(vector<mm>& a) {
    ll n = size(a), lg = __lg(n);
    static auto z = [] {
        vector<mm> z(30);
        mm s = 1;
        for(int i = 2; i < 32; i++) {  // g を逆数に
            z[i - 2] = s * g.inv().pow(mod >> i);
            s *= g.pow(mod >> i);
        }
        return z;
    }();
    for(ll l = lg; l--;) {  // 逆順に
        ll w = 1 << (lg - l - 1);
        mm s = 1;
        for(int k = 0; k < (1 << l); k++) {
            ll o = k << (lg - l);
            for(ll i = o; i < o + w; i++) {
                mm x = a[i], y = a[i + w];  // *s を下に移動
                a[i] = x + y;
                a[i + w] = (x - y) * s;
            }
            s *= z[countr_zero<uint64_t>(~k)];
        }
    }
```

```cpp
}
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(size(a), size(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;
    ifft(a);
    a.resize(s);
    return a;
}
```

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);
        }
    }
};
```

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]) {
```

```cpp
            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]);
    }
    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); }
};
```

max_flow.hpp

```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) {
        // assert(0 <= from && from < _n);
        // assert(0 <= to && to < _n);
        // assert(0 <= 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()) {
        // assert(0 <= s && s < _n);
        // assert(0 <= t && t < _n);
        // assert(s != t);

        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));
```

```cpp
                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);
        // assert(0 <= i && i < m);
        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);
        // assert(0 <= i && i < m);
        // assert(0 <= new_flow && new_flow <= new_cap);
        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;
    };
    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) {
        // assert(0 <= from && from < _n);
        // assert(0 <= to && to < _n);
        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()) {
        // assert(0 <= s && s < _n);
        // assert(0 <= t && t < _n);
        // assert(s != t);
        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(); }
            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);
        // assert(0 <= i && i < m);
        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);
        // assert(0 <= i && i < m);
        // assert(0 <= new_flow && new_flow <= new_cap);

        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);
```

```cpp
        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());
        }
        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);
        }
    }
};
```

topological_sort.hpp   md5: 024d40

```cpp
vector<int> topological_sort(vector<vector<int>>& g) {
    int n = g.size();
    vector<int> indeg(n);
    for(int i = 0; i < n; i++)
        for(int j : g[i]) indeg[j]++;
    vector<int> res;
    queue<int> q;
    for(int i = 0; i < n; i++)
        if(indeg[i] == 0) q.push(i);
    while(!q.empty()) {
        auto v = q.front();
        q.pop();
        res.push_back(v);
        for(auto u : g[v]) {
            indeg[u]--;
            if(indeg[u] == 0) q.push(u);
        }
    }
    return res;
}
```

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) {
        // assert(0 <= i && i < _n);
        // assert(0 <= j && j < _n);
        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++) {
```

```cpp
            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;
        }
    }
};
```

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);
```

```cpp
    }

    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;
    }

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

offline_lca.hpp   md5: e88371

```cpp
vector<int> offline_lca(const vector<vector<int>>& g, const
vector<pair<int, int>>& qs, int root = 0) {
    int N = size(g);
    int Q = size(qs);
    dsu d(N);
    vector<int> mark(N), ptr(N), ans(Q, -1);
    stack<int> st;
    st.push(root);
    for(auto& [l, r] : qs) {
        mark[l]++;
        mark[r]++;
    }

    vector<vector<pair<int, int>>> q(N);
    for(int i = 0; i < N; i++) {
        q[i].reserve(mark[i]);
        mark[i] = -1;
        ptr[i] = size(g[i]);
    }
```

```cpp
    for(int i = 0; i < Q; i++) {
        q[qs[i].first].emplace_back(qs[i].second, i);
        q[qs[i].second].emplace_back(qs[i].first, i);
    }
    auto run = [&](int u) -> bool {
        while(ptr[u]) {
            int v = g[u][--ptr[u]];
            if(mark[v] == -1) {
                st.push(v);
                return true;
            }
        }
        return false;
    };

    while(!st.empty()) {
        int u = st.top();
        if(mark[u] == -1) mark[u] = u;
        else {
            d.merge(u, g[u][ptr[u]]);
            mark[d.leader(u)] = u;
        }
        if(!run(u)) {
            for(auto& [v, i] : q[u]) {
                if(~mark[v] && ans[i] == -1) { ans[i] =
mark[d.leader(v)]; }
            }
            st.pop();
        }
    }
    return ans;
};
```

rerooting.hpp   md5: 3bb537

```cpp
// base: b7fc0f
template<class M, bool calc_contribution = false> struct
Rerooting {
    using S = typename M::S;
    using C = typename M::C;
    vector<S> dp, memo;
    vector<vector<pair<int, C>>> g;
    map<ll, S> hash;
    int N;

    Rerooting(int n) : N(n), g(n) {}

    void add_edge(int f, int t, const C& c) {
        g[f].emplace_back(t, c);
        g[t].emplace_back(f, c);
    }

    vector<S> build() {
        memo.resize(N, M::e());
        dp.resize(N, M::e());
        dfs(0, -1);
        reroot(0, M::e());
        return dp;
    }

    private:
    void dfs(int cur, int pre = -1) {
        bool is_leaf = true;
        for(auto [to, c] : g[cur]) {
            if(to == pre) continue;
            is_leaf = false;
            dfs(to, cur);
            memo[cur] = M::merge(memo[cur], M::apply(memo[to], to,
cur, c));
        }
        if(is_leaf) { memo[cur] = M::leaf(); }
    }

    void reroot(int cur, const S val, int pre = -1) {
        vector<S> ds;
        ds.push_back(val);
        if(calc_contribution) {
            if(pre == -1) hash[cur * N + pre] = val;
        }
        for(auto [to, c] : g[cur]) {
            if(to == pre) continue;
            ds.push_back(M::apply(memo[to], to, cur, c));
```

```cpp
            if(calc_contribution) { hash[cur * N + to] =
ds.back(); }
        }
        int n = size(ds);
        vector<S> l(n + 1, M::e()), r(n + 1, M::e());
        for(int i = 0; i < n; i++) l[i + 1] = M::merge(l[i],
ds[i]);
        for(int i = n - 1; i >= 0; i--) r[i] = M::merge(ds[i],
r[i + 1]);
        dp[cur] = r[0];
        int ind = 1;
        for(auto [to, c] : g[cur]) {
            if(to == pre) continue;
            S sub = M::merge(l[ind], r[ind + 1]);
            reroot(to, M::apply(sub, cur, to, c), cur);
            ind++;
        }
    }

    public:
    S get_contribution(int p, int c) {
        if(hash.count(p * N + c)) return hash[p * N + c];
        return M::e();
    } // e6000f
};

/*

struct M {
    using S = pair<mm, int>; // DPの型
    using C = pair<mm, mm>;   // 辺コストの型
    static S merge(S a, S b) { return {a.first + b.first,
a.second + b.second}; } // DPのマージ
    static S apply(S a, int from, int to, C b) {   // DPの親への寄
与
        return {(a.first + A[from]) * b.first + b.second *
(a.second + 1), a.second + 1};
    }
    static S e() { return {0, 0}; } // 単位元
    static S leaf() { return {0, 0}; } // 葉の値
};

Rerooting<M> reroot;
*/
```

flow

燃やす埋める.md

変形前の制約	変形後の制約
x が 0 のとき z 失う	(x, T, z)
x が 0 のとき z 得る	無条件で z 得る; (S, x, z)
x が 1 のとき z 失う	(S, x, z)
x が 1 のとき z 得る	無条件で z 得る; (x, T, z)
$x, y, \ldots$ がすべて 0 のとき z 得る	無条件で z 得る; $(S, w, z), (w, x, \infty), (w, y, \infty)$
$x, y, \ldots$ 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]);
    }
```

```cpp
    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++;
        }
```

```cpp
}
    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
```

```cpp
    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];
            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++;
```

```cpp
    }
    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;
            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);
```

```cpp
        }
    }

    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

doubling.hpp   md5: df858f

```cpp
template<int L> struct Doubling {
    private:
    vector<vector<int>> V;

    public:
    Doubling(const vector<int>& v) {
        int N = size(v);
        V = vector<vector<int>>(L, vector<int>(N));
        for(int i = 0; i < N; i++) V[0][i] = v[i];
        for(int i = 0; i < L - 1; i++)
            for(int j = 0; j < N; j++) {
                if(V[i][j] != -1) V[i + 1][j] = V[i][V[i][j]];
            }
    }

    int jump(int from, ll k) {
        for(int cnt = 0; k > 0; k >>= 1, ++cnt) {
            if((k & 1) && from != -1) from = V[cnt][from];
        }
        return from;
    }
};
```

doubling_monoid.hpp   md5: 530e69

```cpp
template<int L, class T, auto op, auto e> struct Doubling {
    private:
    vector<vector<int>> V;
    vector<vector<T>> data;

    public:
    Doubling(const vector<int>& to, const vector<T>& v) {
        int N = size(to);
        V = vector<vector<int>>(L, vector<int>(N, -1));
        data = vector<vector<T>>(L, vector<T>(N, e()));
        for(int i = 0; i < N; i++) {
            V[0][i] = to[i];
            data[0][i] = v[i];
        }

        for(int i = 0; i < L - 1; i++) {
            for(int j = 0; j < N; j++) {
                if(V[i][j] != -1) {
                    V[i + 1][j] = V[i][V[i][j]];
                    data[i + 1][j] = op(data[i][j], data[i][V[i]
[j]]);
                } else {
                    V[i + 1][j] = V[i][j];
                    data[i + 1][j] = data[i][j];
                }
            }
```

```
            }
        }
    }

    pair<int, T> jump(int from, ll k) {
        T res = e();
        for(int cnt = 0; k > 0; k >>= 1, ++cnt) {
            if((k & 1) && from != -1) {
                res = op(res, data[cnt][from]);
                from = V[cnt][from];
            }
        }
        return {from, res};
    }
};
```

geometry

base.hpp   md5: 9ca2e3

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

#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

// point and line intersection
bool isinterPL(const Point& p, const Line& l) { return abs(p -
projection(p, l)) < EPS; }
// e9d393

// point and segment intersection
bool isinterPS(const Point& p, const Line& s) { return
ccw(s[0], s[1], p) == 0; }
// 79c17b

// two lines intersection
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

// two segments intersection
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) {
    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) {
```

```cpp
    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);
        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; });
```

```cpp
        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

Primes.md

素数の個数

n	10^2	10^3	10^4	10^5	10^6	10^7	10^8	10^9	10^{10}
$\pi(n)$	25	168	1229	9592	78498	664579	5.76e+6	5.08e+7	4.55e+8

高度合成数

$\le n$	10^3	10^4	10^5	10^6	10^7	10^8	10^9
x	840	7560	83160	720720	8648640	73513440	735134400
$d^0(x)$	32	64	128	240	448	768	1344

$\le n$	10^{10}	10^{11}	10^{12}	10^{13}	10^{14}	10^{15}	10^{16}	10^{17}	10^{18}
$d^0(x)$	2304	4032	6720	10752	17280	26880	41472	64512	103680

素数階乗

n	2	3	5	7	11	13	17	19	23	29
$n\#$	2	6	30	210	2310	30030	510510	9.70e+6	2.23e+8	6.47e+9

階乗

4!	5!	6!	7!	8!	9!	10!	11!	12!	13!
24	120	720	5040	40320	362880	3.63e+6	3.99e+7	4.79e+8	6.23e+9

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;
    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;
```

```cpp
    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;
}
```

priority_queue.md

	push	pop	modify	erase
std::priority_queue	最悪$\Theta(n)$, 償却$\Theta(\log(n))$	最悪$\Theta(\log(n))$	最悪$\Theta(n\log(n))$	$\Theta(n\log(n))$
pairing_heap_tag	$O(1)$	最悪$\Theta(n)$, 償却$\Theta(\log n)$	最悪$\Theta(n)$, 償却$\Theta(\log(n))$	最悪$\Theta(n)$, 償却$O(\log(n))$
binary_heap_tag	最悪$\Theta(n)$, 償却$O(\log(n))$	最悪$\Theta(n)$, 償却$O(\log(n))$	$\Theta(n)$	$\Theta(n)$
binomial_heap_tag	最悪$\Theta(n)$, 償却$O(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$
rc_binomial_heap_tag	$O(1)$	$\Theta(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$
thin_heap_tag	$O(1)$	最悪$\Theta(n)$, 償却$O(\log(n))$	最悪$\Theta(\log(n))$, 償却$O(1)$ or 償却$\Theta(\log n)$	最悪$\Theta(n)$, 償却$O(\log(n))$

joinは基本的にeraseの最悪計算量に一致.pairing_heap_tagのみ高速で$O(1)$