Contents

1 Basic

1.1 vimrc

```
syn on
se ai nu ru mouse=a
se cin et ts=4 sw=4 sts=4
so $VIMRUNTIME/mswin.vim
colo desert
se gfn=Monospace\ 15
execute pathogen#infect()
```

1.2 Fast Integer Input

```
#define getchar gtx

inline int gtx() {
  const int N = 1048576;
  static char buffer[N];
  static char *p = buffer, *end = buffer;
  if (p == end) {
    if ((end = buffer + fread(buffer, 1, N, stdin)) ==
    buffer) return EOF;
    p = buffer;
  }
  return *p++;
}

template <typename T>
inline bool rit(T& x) {
  char __c = 0; bool flag = false;
  while (__c = getchar(), (__c < '0' && __c != '-') ||
    __c > '9') if (__c == -1) return false;
  __c == '-' ? (flag = true, x = 0) : (x = __c - '0');
  while (__c = getchar(), __c >= '0' && __c <= '9') x =
     x * 10 + __c - '0';
  if (flag) x = -x;
  return true;
}

template <typename T, typename ...Args>
inline bool rit(T& x, Args& ...args) { return rit(x) &&
     rit(args...); }
```

1.3 Big Integer

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

struct Int {
  std::vector<int> dig;
  bool sgn;
  Int() {
    dig.push_back(0);
    sgn = true;
  }
  Int(int n) {
    sgn = n >= 0;
    while (n) {
      dig.push_back(n % 10);
      n /= 10;
    }
    if (dig.size() == 0) dig.push_back(0);
  }
  Int(std::string s) {
    int i = 0; sgn = true;
    if (s[i] == '-') sgn = false, ++i;
    for (i = 0; i < s.length(); ++i) dig.push_back(s[i]
     - '0');
    reverse(dig.begin(), dig.end());
  }
  Int(const std::vector<int>& d, const bool& s = true)
    {
    dig = std::vector<int>(d.begin(), d.end());
    sgn = s;
  }
  Int(const Int& n) {
```

```
    sgn = n.sgn;
    dig = n.dig;
  }
  bool operator<(const Int& rhs) const {
    if (sgn && !rhs.sgn) return true;
    if (!sgn && rhs.sgn) return false;
    if (!sgn && !rhs.sgn) return Int(dig) > Int(rhs.dig
    );
    if (dig.size() < rhs.dig.size()) return true;
    if (dig.size() > rhs.dig.size()) return false;
    for (int i = dig.size() - 1; i >= 0; --i) {
      if (dig[i] != rhs.dig[i]) return dig[i] < rhs.dig
    [i];
    }
    return false;
  }
  bool operator==(const Int& rhs) const {
    if (sgn != rhs.sgn) return false;
    return dig == rhs.dig;
  }
  bool operator>(const Int& rhs) const {
    return !(*this < rhs) && !(*this == rhs);
  }
  bool operator<(const int& n) const {
    return *this < Int(n);
  }
  bool operator>(const int& n) const {
    return *this > Int(n);
  }
  bool operator==(const int& n) const {
    return *this == Int(n);
  }
  Int operator-() const {
    return Int(dig, !sgn);
  }
  Int operator+(const Int& rhs) const {
    bool res = true;
    if (!sgn && !rhs.sgn) res = false;
    else if (!sgn && rhs.sgn) return rhs - (-*this);
    else if (sgn && !rhs.sgn) return *this - -rhs;
    std::vector<int> v1 = dig, v2 = rhs.dig;
    if (v2.size() > v1.size()) swap(v1, v2);
    int car = 0;
    std::vector<int> nvec;
    for (int i = 0; i < v2.size(); ++i) {
      int k = v1[i] + v2[i] + car;
      nvec.push_back(k % 10);
      car = k / 10;
    }
    for (int i = v2.size(); i < v1.size(); ++i) {
      int k = v1[i] + car;
      nvec.push_back(k % 10);
      car = k / 10;
    }
    return Int(nvec, res);
  }
  Int operator-(const Int& rhs) const {
    if (*this < rhs) {
      std::vector<int> nvec = (rhs - *this).dig;
      return Int(nvec, false);
    }
    if (*this == rhs) return Int(0);
    std::vector<int> v1 = dig, v2 = rhs.dig;
    std::vector<int> nvec;
    for (int i = 0; i < v2.size(); ++i) {
      int k = v1[i] - v2[i];
      if (k < 0) {
        for (int j = i + 1; j < v1.size(); ++j) if (v1[
    j] > 0) {
          --v1[j]; k += 10;
          break;
        }
      }
      nvec.push_back(k);
    }
    int rind = v1.size() - 1;
    while (rind >= v2.size() && v1[rind] == 0) --rind;
    for (int i = v2.size(); i <= rind; ++i) {
      nvec.push_back(v1[i]);
    }
    return Int(nvec);
  }
  Int operator+(const int& n) const {
    return *this + Int(n);
  }
  Int operator-(const int& n) const {
    return *this - Int(n);
  }
  Int& operator+=(const Int& n) {
    *this = (*this + n);
    return *this;
  }
  Int& operator-=(const Int& n) {
    *this = (*this - n);
    return *this;
  }
  Int& operator+=(const int& n) {
    *this += Int(n);
    return *this;
  }
  Int& operator-=(const int& n) {
    *this -= Int(n);
    return *this;
  }
  Int& operator++(int) {
    *this += 1;
    return *this;
  }
  Int& operator--(int) {
    *this -= 1;
    return *this;
  }
  friend std::istream& operator>>(std::istream& in, Int
    & n) {
    std::string s; in >> s;
    n = Int(s);
    return in;
  }
  friend std::ostream& operator<<(std::ostream& out,
    const Int& n) {
    if (!n.sgn) out << "-";
    for (int i = n.dig.size() - 1; i >= 0; --i) out <<
    n.dig[i];
    return out;
  }
};


int main() {
  /* Int a, b; std::cin >> a >> b;
  std::cout << a << ' ' << b << std::endl;
  Int c = a - b;
  std::cout << c << std::endl; */
  Int a, b, c; std::cin >> a >> b >> c;
  a -= b; std::cout << a << std::endl; a += c;
  std::cout << a << std::endl;
  return 0;
}
```

2 Flow

2.1 Dinic's algorithm

```
struct Dinic {
  int n, s, t;
  vector<int> level;
  struct Edge {
    int to, rev, cap;
    Edge() {}
    Edge(int a, int b, int c): to(a), cap(b), rev(c) {}
  };
  vector<Edge> G[maxn];
  bool bfs() {
    level.assign(n, -1);
    level[s] = 0;
    queue<int> que; que.push(s);
    while (que.size()) {
      int tmp = que.front(); que.pop();
      for (auto e : G[tmp]) {
        if (e.cap > 0 && level[e.to] == -1) {
```

```
          level[e.to] = level[tmp] + 1;
          que.push(e.to);
        }
      }
    }
    return level[t] != -1;
  }
  int flow(int now, int low) {
    if (now == t) return low;
    int ret = 0;
    for (auto &e : G[now]) {
      if (e.cap > 0 && level[e.to] == level[now] + 1) {
        int tmp = flow(e.to, min(e.cap, low - ret));
        e.cap -= tmp; G[e.to][e.rev].cap += tmp;
        ret += tmp;
      }
    }
    if (ret == 0) level[now] = -1;
    return ret;
  }
  Dinic(int _n, int _s, int _t): n(_n), s(_s), t(_t) {
    fill(G, G + maxn, vector<Edge>());
  }
  void add_edge(int a, int b, int c) {
    G[a].push_back(Edge(b, c, G[b].size()));
    G[b].push_back(Edge(a, 0, G[a].size() - 1));
  }
  int maxflow() {
    int ret = 0;
    while (bfs()) ret += flow(s, inf);
    return ret;
  }
};
```

2.2 Min cost Max flow

```
struct MincostMaxflow {
  struct Edge {
    int to, rev, cap, w;
    Edge() {}
    Edge(int a, int b, int c, int d): to(a), cap(b), w(
    c), rev(d) {}
  };
  int n, s, t;
  vector<int> p, id, d;
  bitset<maxm> inque;
  vector<Edge> G[maxn];
  pair<int, int> spfa() {
    p.assign(n, -1);
    d.assign(n, inf);
    id.assign(n, -1);
    d[s] = 0; p[s] = s;
    queue<int> que; que.push(s); inque[s] = true;
    while (que.size()) {
      int tmp = que.front(); que.pop();
      inque[tmp] = false;
      int i = 0;
      for (auto e : G[tmp]) {
        if (e.cap > 0 && d[e.to] > d[tmp] + e.w) {
          d[e.to] = d[tmp] + e.w;
          p[e.to] = tmp;
          id[e.to] = i;
          if (!inque[e.to]) que.push(e.to), inque[e.to]
     = true;
        }
        ++i;
      }
    }
    if (d[t] == inf) return make_pair(-1, -1);
    int a = inf;
    for (int i = t; i != s; i = p[i]) {
      a = min(a, G[p[i]][id[i]].cap);
    }
    for (int i = t; i != s; i = p[i]) {
      Edge &e = G[p[i]][id[i]];
      e.cap -= a; G[e.to][e.rev].cap += a;
    }
    return make_pair(a, d[t]);
  }
  MincostMaxflow(int _n, int _s, int _t): n(_n), s(_s),
     t(_t) {
    fill(G, G + maxn, vector<Edge>());
  }
  void add_edge(int a, int b, int cap, int w) {
    G[a].push_back(Edge(b, cap, w, (int)G[b].size()));
    G[b].push_back(Edge(a, 0, -w, (int)G[a].size() - 1)
    );
  }
  pair<int, int> maxflow() {
    int mxf = 0, mnc = 0;
    while (true) {
      pair<int, int> res = spfa();
      if (res.first == -1) break;
      mxf += res.first; mnc += res.first * res.second;
    }
    return make_pair(mxf, mnc);
  }
};
```

2.3 Maximum bipartite matching

```
struct MaximumMatching {
  vector<int> G[maxn], mt;
  int n;
  bitset<maxn> v;
  MaximumMatching(int n): n(n) {
    fill(G, G + maxn, vector<int>());
    v.reset();
  }
  void add_edge(int a, int b) {
    G[a].push_back(b);
  }
  bool dfs(int now) {
    v[now] = true;
    for (int u : G[now]) {
      if (mt[u] == -1 || !v[mt[u]] && dfs(mt[u])) {
        mt[u] = now;
        return true;
      }
    }
    return false;
  }
  int solve() {
    mt.assign(n, -1);
    int ret = 0;
    for (int i = 0; i < n; ++i) {
      memset(v, false, sizeof(v));
      if (dfs(i)) ++ret;
    }
    return ret;
  }
};
```

2.4 Maximum weighted bipartite matching

```
struct Hungarian {
  vector<int> lx, ly, match;
  vector<vector<int>> w;
  int n;
  bitset<maxn> s, t;
  bool dfs(int now) {
    s[now] = true;
    for (int i = 0; i < n; ++i) {
      if (lx[now] + ly[i] == w[now][i] && !t[i]) {
        t[i] = true;
        if (match[i] == -1 || dfs(match[i])) {
          match[i] = now;
          return true;
        }
      }
    }
    return false;
  }
  void relabel() {
    int a = inf;
    for (int i = 0; i < n; ++i) if (s[i]) {
      for (int j = 0; j < n; ++j) if (!t[j]) {
```

```
        a = min(a, lx[i] + ly[j] - w[i][j]);
      }
    }
    for (int i = 0; i < n; ++i) {
      if (s[i]) lx[i] -= a;
      if (t[i]) ly[i] += a;
    }
  }
  Hungarian(int n): n(n) {
    w.assign(n, vector<int>());
    for (int i = 0; i < n; ++i) w[i].assign(n, 0);
    lx.assign(n, 0); ly.assign(n, 0);
    match.assign(n, -1);
  }
  void add_edge(int a, int b, int c) {
    w[a][b] = c;
  }
  int solve() {
    for (int i = 0; i < n; ++i) for (int j = 0; j < n;
    ++j) lx[i] = max(lx[i], w[i][j]);
    for (int i = 0; i < n; ++i) {
      while (true) {
        s.reset(); t.reset();
        if (dfs(i)) break;
        else relabel();
      }
    }
    int ans = 0;
    for (int i = 0; i < n; ++i) ans += w[match[i]][i];
    return ans;
  }
};
```

3 Math

3.1 FFT

```
const double pi = acos(-1);
const complex<double> I(0, 1);
complex<double> omega[maxn + 1];

void prefft() {
  for (int i = 0; i <= maxn; ++i) omega[i] = exp(i * 2
    * pi / maxn * I);
}
void fft(vector<complex<double>>& a, int n, bool inv=
    false) {
  int basic = maxn / n;
  int theta = basic;
  for (int m = n; m >= 2; m >>= 1) {
    int h = m >> 1;
    for (int i = 0; i < h; ++i) {
      complex<double> w = omega[inv ? maxn - (i * theta
     % maxn) : i * theta % maxn];
      for (int j = i; j < n; j += m) {
        int k = j + h;
        complex<double> x = a[j] - a[k];
        a[j] += a[k];
        a[k] = w * x;
      }
    }
    theta = (theta * 2) % maxn;
  }
  int i = 0;
  for (int j = 1; j < n - 1; ++j) {
    for (int k = n >> 1; k > (i ^= k); k >>= 1);
    if (j < i) swap(a[i], a[j]);
  }
  if (inv) for (int i = 0; i < n; ++i) a[i] /= (double)
    n;
}
void invfft(vector<complex<double>>& a, int n) {
  fft(a, n, true);
}
```

3.2 Miller-Rabin

```
// n < 4759123141   chk = [2, 7, 61]
// n < 1122004669633 chk = [2, 13, 23, 1662803]
// n < 2^64      chk = [2, 325, 9375, 28178, 450775,
    9780504, 1795265022]

long long fpow(long long a, long long n, long long mod)
     {
  long long ret = 1LL;
  for (; n; n >>= 1) {
    if (n & 1) ret = (__int128)ret * (__int128)a % mod;
    a = (__int128)a * (__int128)a % mod;
  }
  return ret;
}
bool check(long long a, long long u, long long n, int t
    ) {
  a = fpow(a, u, n);
  if (a == 0) return true;
  if (a == 1 || a == n - 1) return true;
  for (int i = 0; i < t; ++i) {
    a = (__int128)a * (__int128)a % n;
    if (a == 1) return false;
    if (a == n - 1) return true;
  }
  return false;
}
bool is_prime(long long n) {
  if (n < 2) return false;
  if (n % 2 == 0) return n == 2;
  long long u = n - 1; int t = 0;
  for (; u & 1; u >>= 1, ++t);
  for (long long i : chk) {
    if (!check(i, u, n, t)) return false;
  }
  return true;
}
```

3.3 Extend GCD

```
template <typename T> tuple<T, T, T> extgcd(T a, T b) {
  if (!b) return make_tuple(a, 1, 0);
  T d, x, y;
  tie(d, x, y) = extgcd(b, a % b);
  return make_tuple(d, y, x - (a / b) * y);
}
```

3.4 Matrix

```
template <typename T> class Matrix {
  public:
    int n, m, mod;
    vector<vector<T>> mat;
    Matrix(int n, int m, int mod=0, bool I=false): n(n)
    , m(m), mod(mod) {
      mat.resize(n);
      for (int i = 0; i < n; ++i) mat[i].resize(m);
      if (!I) return;
      for (int i = 0; i < n; ++i) mat[i][i] = 1;
    }
    Matrix operator+(const Matrix& rhs) const {
      Matrix ret(n, m, mod);
      for (int i = 0; i < n; ++i) {
        for (int j = 0; j < m; ++j) {
          ret.mat[i][j] = mat[i][j] + rhs.mat[i][j];
          if (mod) ret.mat[i][j] %= mod;
        }
      }
      return ret;
    }
    Matrix operator-(const Matrix& rhs) const {
      Matrix ret(n, m, mod);
      for (int i = 0; i < n; ++i) {
        for (int j = 0; j < m; ++j) {
          ret.mat[i][j] = mat[i][j] - rhs.mat[i][j];
          if (mod) {
            ret.mat[i][j] %= mod;
            ret.mat[i][j] += mod;
            ret.mat[i][j] %= mod;
```

```
        }
      }
    }
    return ret;
  }
  Matrix operator*(const Matrix& rhs) const {
    Matrix ret(n, rhs.m, mod);
    for (int i = 0; i < n; ++i) {
      for (int j = 0; j < rhs.m; ++j) {
        for (int k = 0; k < m; ++k) {
          if (mod) ret.mat[i][j] = (ret.mat[i][j] +
  mat[i][k] * rhs.mat[k][j] % mod) % mod;
          else ret.mat[i][j] += mat[i][k] * rhs.mat[k
  ][j];
        }
      }
    }
    return ret;
  }
};
```

4 Graph

4.1 Strongly connected components

```
struct SCC {
  vector<int> G[maxn], R[maxn], topo;
  int n, nscc;
  vector<int> scc, sz;
  bitset<maxn> v;
  void dfs(int now) {
    v[now] = true;
    scc[now] = nscc;
    ++sz[nscc];
    for (int u : G[now]) if (!v[u]) {
      dfs(u);
    }
  }
  void rdfs(int now) {
    v[now] = true;
    for (int u : R[now]) if (!v[u]) {
      rdfs(u);
    }
    topo.push_back(now);
  }
  SCC(): {}
  SCC(int n): n(n) {
    scc.assign(n, 0); sz.assign(n, 0);
  }
  void add_edge(int a, int b) {
    G[a].push_back(b);
    R[b].push_back(a);
  }
  void solve() {
    v.reset();
    for (int i = 0; i < n; ++i) if (!v[i]) rdfs(i);
    reverse(topo.begin(), topo.end());
    v.reset();
    for (int i : topo) if (!v[i]) {
      ++nscc;
      dfs(i);
    }
  }
};
```

4.2 Heavy-Light Decomposition

```
struct HeavyLightDecomp {
  vector<int> G[maxn];
  vector<int> tin, top, dep, maxson, sz, p;
  int n, t;
  void dfs(int now, int fa, int d) {
    dep[now] = d;
    maxson[now] = -1;
    sz[now] = 1;
    p[now] = fa;
    for (int u : G[now]) if (u != fa) {
      dfs(u, now, d + 1);
      sz[now] += sz[u];
      if (maxson[now] == -1 || sz[u] > sz[maxson[now]])
       maxson[now] = u;
    }
  }
  void link(int now, int tp) {
    top[now] = tp;
    tin[now] = ++t;
    if (maxson[now] == -1) return;
    link(maxson[now], tp);
    for (int u : G[now]) if (u != p[now]) {
      if (u == maxson[now]) continue;
      link(u, u);
    }
  }
  HeavyLightDecomp(int n): n(n) {
    t = 0;
    tin.assign(n, 0); top.assign(n, 0); dep.assign(n,
    0);
    maxson.assign(n, 0); sz.assign(n, 0); p.assign(n,
    0);
  }
  void add_edge(int a, int b) {
    G[a].push_back(b);
    G[b].push_back(a);
  }
  void build() {
    dfs(0, -1, 0);
    link(0, 0);
  }
  int lca(int a, int b) {
    int ta = top[a], tb = top[b];
    while (ta != tb) {
      if (dep[ta] < dep[tb]) {
        swap(ta, tb); swap(a, b);
      }
      a = p[ta]; ta = top[a];
    }
    if (a == b) return a;
    return dep[a] < dep[b] ? a : b;
  }
  vector<pair<int, int>> get_path(int a, int b) {
    int ta = top[a], tb = top[b];
    vector<pair<int, int>> ret;
    while (ta != tb) {
      if (dep[ta] < dep[tb]) {
        swap(ta, tb); swap(a, b);
      }
      ret.push_back(make_pair(tin[ta], tin[a]));
      a = p[ta]; ta = top[a];
    }
    ret.push_back(make_pair(min(tin[a], tin[b]), max(
    tin[a], tin[b])));
    return ret;
  }
};
```

4.3 2-Satisfiability

```
struct TwoSat {
  vector<int> G[maxn << 1];
  bitset<maxn << 1> v;
  vector<int> s;
  int c;
  bool dfs(int now) {
    if (v[now ^ 1]) return false;
    if (v[now]) return true;
    v[now] = true;
    s[c++] = now;
    for (int u : G[now]) if (!dfs(u)) return false;
    return true;
  }
  TwoSat() {
    s.assign(maxn << 1, 0);
    v.reset();
  }
  void add_edge(int a, int b) {
    G[a].push_back(b);
```

```
  }
  bool solve() {
    for (int i = 0; i < maxn << 1; i += 2) {
      if (!v[i] && !v[i + 1]) {
        c = 0;
        if (!dfs(i)) {
          while (c) v[s[--c]] = false;
          if (!dfs(i + 1)) return false;
        }
      }
    }
    return true;
  }
};
```

5 Data Structures

5.1 Treap

```
struct Treap {
#define size(t) (t ? t->sz : 0)
  struct Node {
    int val;
    int pri, sz;
    Node *lc, *rc;
    Node(T v): pri(rand()), val(v) {
      lc = rc = nullptr;
      sz = 1;
    }
    void pull() {
      sz = size(lc) + size(rc) + 1;
    }
  } *root;
  Node *merge(Node *a, Node *b) {
    if (!a || !b) return a ? a : b;
    if (a->pri > b->pri) {
      a->rc = merge(a->rc, b);
      a->pull();
      return a;
    } else {
      b->lc = merge(a, b->lc);
      b->pull();
      return b;
    }
  }
  void split(Node *t, int k, Node *&a, Node *&b) {
    if (!t) { a = b = nullptr; return; }
    if (t->val <= k) {
      a = t;
      split(t->rc, k, a->rc, b);
      a->pull();
    } else {
      b = t;
      split(t->lc, k, a, b->lc);
      b->pull();
    }
  }
  int kth(Node *t, int k) {
    if (size(t->lc) + 1 == k) return t->val;
    if (size(t->lc) + 1 > k) return kth(t->lc, k);
    return kth(t->rc, k - size(t->lc) - 1);
  }
  void clear(Node *t) {
    if (!t) return;
    if (t->lc) clear(t->lc);
    if (t->rc) clear(t->rc);
    delete t;
  }
  Treap(unsigned seed=time(nullptr)) {
    srand(seed);
    root = nullptr;
  }
  ~Treap() {
    clear(root);
    root = nullptr;
  }
  void insert(int val) {
    Node *a, *b;
    split(root, val - 1, a, b);
    root = merge(merge(a, new Node(val)), b);
  }
  void erase(int val) {
    Node *a, *b, *c, *d;
    split(root, val - 1, a, b);
    split(b, val, c, d);
    c = merge(c->lc, c->rc);
    root = merge(a, merge(c, d));
  }
  int find(int k) {
    return kth(root, k);
  }
#undef size
};
```

5.2 Leftlist Tree

```
template <typename T> class LeftlistTree {
  private:
#define rank(t) (t ? t->s : 0)
    struct Node {
      T val;
      int s;
      Node *lc, *rc;
      Node(T v): val(v) {
        lc = rc = nullptr;
        s = 1;
      }
    } *root;
    Node *merge(Node *a, Node *b) {
      if (!a || !b) return a ? a : b;
      if (a->val < b->val) swap(a, b);
      a->rc = merge(a->rc, b);
      if (rank(a->lc) < rank(a->rc)) swap(a->lc, a->rc)
    ;
      a->s = rank(a->rc) + 1;
      return a;
    }
    void clear(Node *t) {
      if (!t) return;
      if (t->lc) clear(t->lc);
      if (t->rc) clear(t->rc);
      delete t;
    }
  public:
    LeftlistTree() {
      root = nullptr;
    }
    void push(T val) {
      root = merge(root, new Node(val));
    }
    void pop() {
      T ret = root->val;
      Node *tmp = root;
      root = merge(root->lc, root->rc);
      delete tmp;
    }
    T top() {
      return root->val;
    }
    void merge(LeftlistTree t) {
      root = merge(root, t->root);
    }
};
```

6 Geometry

6.1 Points

```
struct pt {
  double x, y;
  pt(): x(0.0), y(0.0) {}
  pt(double x, double y): x(x), y(y) {}
  pt operator+(const pt& a) const { return pt(x + a.x,
    y + a.y); }
```

```
  pt operator-(const pt& a) const { return pt(x - a.x,
    y - a.y); }
  double operator*(const pt& a) const { return x * a.x
    + y * a.y; }
  double operator^(const pt& a) const { return x * a.y
    - y * a.x; }
  bool operator<(const pt& a) const { return x == a.x ?
     y < a.y : x < a.x; }
};
```

6.2 Convex Hull

```
double cross(const pt& o, const pt& a, const pt& b) {
  return (a - o) ^ (b - o);
}

int rsd;

vector<pt> convex_hull(vector<pt> p) {
  sort(p.begin(), p.end());
  int m = 0;
  vector<pt> ret(2 * p.size());
  for (int i = 0; i < p.size(); ++i) {
    while (m >= 2 && cross(ret[m - 2], ret[m - 1], p[i
    ]) < 0) --m;
    ret[m++] = p[i];
  }
  rsd = m - 1;
  for (int i = p.size() - 2, t = m + 1; i >= 0; --i) {
    while (m >= t && cross(ret[m - 2], ret[m - 1], p[i
    ]) < 0) --m;
    ret[m++] = p[i];
  }
  ret.resize(m - 1);
  return ret;
}
```

6.3 Rotating Caliper

```
void rotating_caliper(vector<pt> p) {
  vector<pt> ch = convex_hull(p);
  int tbz = ch.size();
  int lpr = 0, rpr = rsd;
  // ch[lpr], ch[rpr]
  while (lpr < rsd || rpr < tbz - 1) {
    if (lpr < rsd && rpr < tbz - 1) {
      pt rvt = ch[rpr + 1] - ch[rpr];
      pt lvt = ch[lpr + 1] - ch[lpr];
      if ((lvt ^ rvt) < 0) ++lpr;
      else ++rpr;
    }
    else if (lpr == rsd) ++rpr;
    else ++lpr;
    // ch[lpr], ch[rpr]
  }
}
```

7 String

7.1 KMP

```
int f[maxn];

int kmp(const string& a, const string& b) {
  f[0] = -1; f[1] = 0;
  for (int i = 1, j = 0; i < b.size() - 1; f[++i] = ++j
    ) {
    if (b[i] == b[j]) f[i] = f[j];
    while (j != -1 && b[i] != b[j]) j = f[j];
  }
  for (int i = 0, j = 0; i - j + b.size() <= a.size();
    ++i, ++j) {
    while (j != -1 && a[i] != b[j]) j = f[j];
    if (j == b.size() - 1) return i - j;
  }
  return -1;
}
```

7.2 Suffix Array

```
struct SuffixArray {
  int sa[maxn], tmp[2][maxn], c[maxn], _lcp[maxn], r[
    maxn], n;
  string s;
  SparseTable st;
  void suffixarray() {
     int* rank = tmp[0];
    int* nRank = tmp[1];
    int A = 128;
    for (int i = 0; i < A; ++i) c[i] = 0;
    for (int i = 0; i < s.length(); ++i) c[rank[i] = s[
    i]]++;
    for (int i = 1; i < A; ++i) c[i] += c[i - 1];
    for (int i = s.length() - 1; i >= 0; --i) sa[--c[s[
    i]]] = i;
    for (int n = 1; n < s.length(); n *= 2) {
      for (int i = 0; i < A; ++i) c[i] = 0;
      for (int i = 0; i < s.length(); ++i) c[rank[i
    ]]++;
      for (int i = 1; i < A; ++i) c[i] += c[i - 1];
      int* sa2 = nRank;
      int r = 0;
      for (int i = s.length() - n; i < s.length(); ++i)
     sa2[r++] = i;
      for (int i = 0; i < s.length(); ++i) if (sa[i] >=
     n) sa2[r++] = sa[i] - n;
      for (int i = s.length() - 1; i >= 0; --i) sa[--c[
    rank[sa2[i]]]] = sa2[i];
      nRank[sa[0]] = r = 0;
      for (int i = 1; i < s.length(); ++i) {
        if (!(rank[sa[i - 1]] == rank[sa[i]] && sa[i -
    1] + n < s.length() && rank[sa[i - 1] + n] == rank[
    sa[i] + n])) r++;
        nRank[sa[i]] = r;
      }
      swap(rank, nRank);
      if (r == s.length() - 1) break;
      A = r + 1;
    }
  }
  void solve() {
    suffixarray();
    for (int i = 0; i < n; ++i) r[sa[i]] = i;
    int ind = 0; _lcp[0] = 0;
    for (int i = 0; i < n; ++i) {
      if (!r[i]) { ind = 0; continue; }
      while (i + ind < n && s[i + ind] == s[sa[r[i] -
    1] + ind]) ++ind;
      _lcp[r[i]] = ind ? ind-- : 0;
    }
    st = SparseTable(n, _lcp);
  }
  int lcp(int L, int R) {
    if (L == R) return n - L - 1;
    L = r[L]; R = r[R];
    if (L > R) swap(L, R);
    ++L;
    return st.query(L, R);
  }
  SuffixArray(string s): s(s), n(s.length()) {}
  SuffixArray() {}
};
```

8 Dynamic Programming

8.1 Concepts

1. Convex hull optimization($O(nlogn)$): $dp[i] = f(i) + \max_{j<i}\{a[j]x[i]+b[j]\}$.
2. Linear Convex hull optimization($O(n)$): if $a[i]$ is monotonic.
3. Divide and conquer optimization($O(nklogn)$): $dp[i][j] = \max_{j<i} dp[i-1][j] + f(j,i)$ and $t[i'][j] < t[i][j]$ holds $\forall i' < i$.

8.2 Linear convex hull optimization

```
struct ConvexHull {
  // Max convex hull
  deque<pair<int, int>> dq;
  bool check(const pair<int, int>& l1, const pair<int,
    int>& l2, int x) {
    // for min case, replace <= with >=
    return l1.first * x + l1.second <= l2.first * x +
    l2.second;
  }
  bool elim(const pair<int, int>& l1, const pair<int,
    int>& l2, const pair<int, int>& l) {
    return (double)(l1.second - l2.second) / (double)(
    l2.first - l1.first) <= (double)(l.second - l2.
    second) / (double)(l2.first - l.first);
  }
  int query(int x) {
    while (dq.size() >= 2 && check(dq[0], dq[1], x)) dq
    .pop_front();
    return dq.front().first * x + dq.front().second;
  }
  void add(int a, int b) {
    while (dq.size() >= 2 && elim(dq[dq.size() - 1], dq
    [dq.size() - 2], make_pair(a, b))) dq.pop_back();
    dq.push_back(make_pair(a, b));
  }
};
```