# Scripts

## run

#!/bin/bash

clear; clear

g++ $1 -g -std=c++0x -Wall -Wconversion -Wshadow -o sol || exit

for i in \*.in; do

echo --- $i

./sol < $i > o && (diff -y o ${i%.in}.[ao]?? > t || cat t) || cat o

done

## sol

#!/bin/bash

mkdir $1

ln -st $1 ../run

cp acm.cc $1/$1.cc

## vimrc

nnoremap j gj

nnoremap k gk

nnoremap B ^

nnoremap E $

nnoremap ^ <nop>

nnoremap $ <nop>

set nowrap

set autoindent

set expandtab

set tabstop=2

set softtabstop=2

set shiftwidth=2

set nojoinspaces

set number

# Data structure

## ClosestPair

typedef long long llong;

const int maxn = 200010;

const double INF = 4e18;

struct Point {

double x, y;

};

class closestPair {

public:

vector<Point> s;

vector<Point> tmp;

int size;

void init(vector<Point>& points) {

size = (int)points.size();

s = vector<Point>(points);

tmp.resize(size);

auto cmpx = [](Point a, Point b) { return a.x < b.x; };

sort(s.begin(), s.end(), cmpx);

}

bool cmpY(Point a, Point b) { return a.y < b.y; }

void merge(int l, int m, int r) {

int tm = m, tl = l, idx = 0;

while (l < tm && m < r) {

if (s[l].y <= s[m].y) tmp[idx++] = s[l++];

else tmp[idx++] = s[m++];

}

while (l < tm) tmp[idx++] = s[l++];

while (m < r) tmp[idx++] = s[m++];

for (int i=0; i<idx; i++) s[i+tl] = tmp[i];

}

double calc(int l, int r) {

double d = INF;

if (r == l) return d;

int mid = (l + r) >> 1;

double X = s[mid].x; // store X before recursive process, cuz they will rearrange Points.

d = min(calc(l, mid), calc(mid+1, r));

merge(l, mid+1, r+1);

int idx = 0;

for (int i=l; i<=r; i++) {

if (fabs(s[i].x - X) >= d) continue;

for (int j=0; j<idx; j++) {

double dx = s[i].x - tmp[idx - 1 - j].x;

double dy = s[i].y - tmp[idx - 1 - j].y;

if (dy >= d) break;

d = min(d, sqrt(dx\*dx + dy\*dy));

}

tmp[idx++] = s[i];

}

return d;

}

double run() { return calc(0, size-1); }

} sol;

int main() {

int n;

scanf("%d", &n);

vector<Point> ps(n);

for (int i=0; i<n; i++) {

double x, y;

scanf("%lf%lf", &x, &y);

ps[i] = Point{x, y};

}

sol.init(ps);

printf("%lf\n",sol.run());

return 0;

}

## FenwickTree

#define N 1000010

#define lowb(x) (x & (-x))

int a[N], n, m;

class FenwickTree {

private:

int t[N];

public:

void add(int p, int v) {

while (p <= n) {

t[p] += v;

p += lowb(p);

}

}

int prefix(int p) {

int ans = 0;

while (p) {

ans += t[p];

p -= lowb(p);

}

return ans;

}

int range(int l, int r) {return prefix(r) - prefix(l-1);}

}t;

int main() {

scanf("%d", &n);

for (int i=1; i<=n; i++) scanf("%d", a+i);

for (int i=1; i<=n; i++) t.add(i, a[i]);

scanf("%d", &m);

for (int i=1; i<=m; i++) {

int o, x, y;

scanf("%d%d%d", &o, &x, &y);

if (o == 1) {

printf("%d\n", i);

t.add(x, y);

} else {

int ans = t.range(x, y);

printf("%d %d\n", i, ans);

}

}

return 0;

}

## HeavyLightDecomposition

#define maxn 10010

struct Edge { int u, v, c; } es[maxn];

class SegmentTree {

// need test on https://www.codechef.com/problems/QTREE

private:

int t[maxn<<1], size, height;

public:

void init(int N) {

// height of range n segment tree

height = sizeof(int) \* 8 - \_\_builtin\_clz(N);

size = N;

memset(t, 0, sizeof(t));

}

void modify(int p, int val) {

for ( t[p += size] = val; p > 1; p >>= 1) {

t[p >> 1] = max(t[p], t[p^1]);

}

}

int query(int l, int r) {// [l, r)

int ans = 0;

for (l += size, r += size; l < r; l >>= 1, r >>= 1) {

if (l & 1) ans = max(ans, t[l++]);

if (r & 1) ans = max(ans, t[--r]);

}

return ans;

}

};

class HLD {

#define INF 1000000

public:

SegmentTree t;

// heavy light decomposition

int dep[maxn], heavy[maxn], fa[maxn], sz[maxn],

top[maxn], pos[maxn], pCnt, n;

// tree

vector<int> g[maxn];

void init(int N, Edge (&es)[maxn]) {

pCnt = 0;

n = N;

for (int i=1; i<=n; i++) g[i].clear();

t.init(n);

memset(dep, 0, sizeof(dep));

memset(heavy, 0, sizeof(heavy));

for (int i=1; i<n; i++) {

g[es[i].u].push\_back(es[i].v);

g[es[i].v].push\_back(es[i].u);

}

int root = 1;

dfs1(root);

dfs2(root, root);

for (int i=1; i<n; i++) {

int& u = es[i].u;

int& v = es[i].v;

if (dep[u] > dep[v]) swap(u, v);

t.modify(pos[v], es[i].c);

}

}

void dfs1(int rt) {

sz[rt] = 1;

for (auto v: g[rt]) if (v != fa[rt]) {

fa[v] = rt;

dep[v] = dep[rt] + 1;

dfs1(v);

sz[rt] += sz[v];

if (sz[v] > sz[heavy[rt]]) heavy[rt] = v;

}

}

void dfs2(int rt, int head) {

pos[rt] = pCnt++;

top[rt] = head;

if (heavy[rt]) dfs2(heavy[rt], head);

for (auto v: g[rt]) {

if (v != fa[rt] && v != heavy[rt]) dfs2(v, v);

}

}

void changeEdgeCost(int eid, int c) {

t.modify(pos[es[eid].v], c);

}

int maxLenEdge(int u, int v) {

int ans = -INF;

while (top[u] != top[v]) {

if (dep[top[u]] > dep[top[v]]) swap(u, v);

ans = max(ans, t.query(pos[top[v]], pos[v]+1));

v = fa[top[v]];

}

if (u == v) return ans;

if (dep[u] > dep[v]) swap(u, v);

ans = max(ans, t.query(pos[heavy[u]], pos[v]+1));

return ans;

}

} hld;

int main() {

int cas;

// freopen("test.in", "r", stdin);

for (scanf("%d", &cas); cas; cas--) {

int n;

scanf("%d", &n);

for (int i=1; i<n; i++) {

int a, b, c;

scanf("%d%d%d", &a, &b, &c);

es[i].u = a, es[i].v = b, es[i].c = c;

}

hld.init(n, es);

char op[10];

int x, y;

while (scanf("%s", op) && \*op != 'D') {

scanf("%d%d", &x, &y);

if (\*op == 'C') hld.changeEdgeCost(x, y);

else printf("%d\n", hld.maxLenEdge(x, y));

}

}

return 0;

}

## SegmentTree

#define maxn 100000

class SegmentTree {

private:

int t[maxn<<1], size, height;

void push\_up(int l, int r) {// [l, r)

for (l += size, r += size-1; l > 1;) {

l >>= 1, r >>= 1;

for (int i=l; i<=r; i++) t[i] = max(t[i<<1], t[i<<1|1]);

}

}

void push\_down(int l, int r) {// [l, r)

int s = height;

for (l += size, r += size-1; s > 0; --s) {

for (int i = (l>>s); i <= (r>>s); i++) {

// update

}

}

}

public:

SegmentTree(int N) { init(N); }

void init(int N) {

size = N;

// height of range n segment tree

height = sizeof(int) \* 8 - \_\_builtin\_clz(N);

memset(t, 0, sizeof(t));

}

void modify(int p, int val) {

for ( t[p += size] = val; p > 1; p >>= 1) {

t[p >> 1] = max(t[p], t[p^1]);

}

}

int query(int l, int r) {// [l, r)

int ans = 0;

for (l += size, r += size; l < r; l >>= 1, r >>= 1) {

if (l & 1) ans = max(ans, t[l++]);

if (r & 1) ans = max(ans, t[--r]);

}

return ans;

}

};

# Geometry

## header

const double EPS = 1e-10;

struct P {

double x, y;

P() {};

P(double a, double b) : x(a), y(b) {}

double add(double a, double b) { // add operation consider eps

if (fabs(a + b) < EPS \* (abs(a) + abs(b))) return 0;

return a + b;

}

P operator + (P p) { return P(add(x, p.x), add(y, p.y)); }

P operator - (P p) { return P(add(x, -p.x), add(y, -p.y)); }

P operator \* (double d) { return P(x \* d, y \* d); }

double dot(P p) { return add(x \* p.x, y \* p.y); }

double det(P p) { return add(x \* p.y, -y \* p.x); }

};

bool on\_seg(P p1, P p2, P q) { // detect whether q is on segment p1-p2

return (p1 - q).det(p2 - q) == 0 && (p1 - q).dot(p2 - q) <= 0;

}

P intersection(P p1, P p2, P q1, P q2) {

return p1 + (p2 - p1) \* ((q2 - q1).det(q1 - p1) / (q2 - q1).det(p2 - p1));

}

bool is\_intersect(P p1, P p2, P q1, P q2) {

return (p1 - p2).det(q1 - q2) != 0;

}

# Graph

## Dinic

#define MAX\_V 1010

#define INF 1e8

class Dinic {

public:

struct edge { int to, cap, rev; };

vector<edge> G[MAX\_V];

int level[MAX\_V]; // distance to source

int iter[MAX\_V]; // current edge

void add\_edge(int from, int to, int cap) {

G[from].push\_back((edge){to, cap, (int)G[to].size()});

G[to].push\_back((edge){from, 0, (int)G[from].size()-1});

}

void bfs(int s) {

memset(level, -1, sizeof(level));

queue<int> que;

level[s] = 0;

que.push(s);

while (!que.empty()) {

int v = que.front(); que.pop();

for (int i=0; i<G[v].size(); i++) {

edge &e = G[v][i];

if (e.cap > 0 && level[e.to] < 0) {

level[e.to] = level[v] + 1;

que.push(e.to);

}

}

}

}

int dfs(int v, int t, int f) {

if (v == t) return f;

for (int& i = iter[v]; i<G[v].size(); i++) {

edge &e = G[v][i];

if (e.cap > 0 && level[v] < level[e.to]) {

int d = dfs(e.to, t, min(f, e.cap));

if (d > 0) {

e.cap -= d;

G[e.to][e.rev].cap += d;

return d;

}

}

}

return 0;

}

int max\_flow(int s, int t) {

int flow = 0;

for (;;) {

bfs(s);

if (level[t] < 0) return flow;

memset(iter, 0, sizeof(iter));

int f;

while ((f = dfs(s, t, INF)) > 0) flow += f;

}

}

};

## PushRelabel

#include <queue>

#include <cstdio>

#include <cstring>

#include <vector>

#include <iostream>

using namespace std;

typedef long long ll;

#define N 10010

#define M 2000200

const ll INF = 1e10;

class MaxFlow {

public:

struct Edge {

int to, c, f, rev;

} e[M << 1];

vector<int> g[N];

queue<int> q;

ll ex[N];

bool inq[N];

int n, m, s, t, tote, h[N];

int cnth[N<<1];

void initialize(int n, int m, int s, int t) {

this->n = n; this->m = m;

this->s = s; this->t = t; tote = 0;

for (int i=0; i<n; i++) ex[i] = 0;

for (int i=0; i<n; i++) h[i] = 0;

for (int i=0; i<n; i++) g[i].clear();

for (int i=0; i<=2\*n; i++) cnth[i] = 0;

for (int i=0; i<n; i++) inq[i] = 0;

while (!q.empty()) q.pop();

}

void add\_edge(int from, int to, int cap) {

g[from].push\_back(tote);

e[tote] = Edge{to, cap, 0, tote^1};

tote++;

}

void push(int from, Edge& edge) {

int flow = min(ex[from], (ll)(edge.c - edge.f));

ex[from] -= flow;

ex[edge.to] += flow;

edge.f += flow;

e[edge.rev].f -= flow;

}

void gap\_heuristic(int gap) {

for (int u=0; u<n; u++) {

if (u == s || u == t || h[u] < gap) continue;

cnth[h[u]]--;

h[u] = 2 \* n;

cnth[h[u]]++;

}

}

void discharge(int u) {

while (ex[u]) {

int nexth = 2 \* n;

for (auto eid: g[u]) {

if (e[eid].c - e[eid].f == 0) continue;

int v = e[eid].to;

if (h[u] == h[v] + 1) {

push(u, e[eid]);

if (v != s && v != t && !inq[v]) {

inq[v] = true;

q.push(v);

}

}

if (h[u] < h[v] + 1) nexth = min(nexth, h[v] + 1);

if (!ex[u]) break;

}

if (ex[u]) {

if (cnth[h[u]] == 1) gap\_heuristic(h[u]);

else {

cnth[h[u]] --;

h[u] = nexth;

cnth[h[u]] ++;

}

}

if (h[u] >= n) break;

}

inq[u] = false;

}

ll run() {

h[s] = n;

cnth[0] = n - 1;

cnth[n] = 1;

for (auto eid: g[s]) {

ex[s] = INF;

if (!e[eid].c) continue;

push(s, e[eid]);

if (e[eid].to != t && !inq[e[eid].to]) {

inq[e[eid].to] = true;

q.push(e[eid].to);

}

}

while (!q.empty()) {

int u = q.front(); q.pop();

discharge(u);

}

return ex[t];

}

} mf;

int main() {

// freopen("test.in", "r", stdin);

int n, m, s, t;

scanf("%d%d%d%d", &n, &m, &s, &t);

mf.initialize(n, m, s-1, t-1);

for (int i=0; i<m; i++) {

int u, v, c;

scanf("%d%d%d", &u, &v, &c);

mf.add\_edge(u-1, v-1, c);

mf.add\_edge(v-1, u-1, 0);

}

cout << mf.run() << endl;

return 0;

}

## Tarjan

#define MAX 10000

stack<int> S;

int disc = 0;

int in\_stack[MAX];

void tarjan(int u,vector< vector<int> > g,int index[],int low\_index[]){

index[u] = low\_index[u] = ++disc;

in\_stack[u] = 1;

S.push(u);

for(int i = 0;i < g[u].size();i++) {

int v = g[u][i];

if(index[v] == -1) {

tarjan(v,g,index,low\_index);

low\_index[u] = min(low\_index[v],low\_index[u]);

}

else if(in\_stack[v] == 1)

low\_index[u] = min(low\_index[u],index[v]);

}

if(index[u] == low\_index[u]) {

while(S.empty() == false && index[u] == low\_index[S.top()] ) {

cout<<S.top()<<" ";

in\_stack[S.top()] = 0;

S.pop();

}

cout<<endl;

}

}

## ToplogicalSort

#define N 200010

int n, m, ind[N], vis[N], stk[N], top;

vector<int> g[N], ans;

priority\_queue<int, vector<int>, greater<int> > q;

bool dfs0(int p, int flag) {

vis[p] = flag;

for (auto i: g[p]) {

if (!vis[i]) {

bool ans = dfs0(i, flag);

if (ans) return ans;

}

else {

if (vis[i] == flag) return true;

else return false;

}

}

return false;

}

bool checkCyc() {

int flag = 0;

for (int i=0; i<n; i++) if (!vis[i]) {

if (dfs0(i, ++flag)) return true;

}

return false;

}

void sol1() {

for (int i=0; i<n; i++) if (!ind[i]) q.push(i);

while (!q.empty()) {

int cur = q.top();

q.pop();

ans.push\_back(cur);

for (auto i: g[cur]) {

ind[i]--;

if (!ind[i]) {

q.push(i);

}

}

}

if ((int)ans.size() != n) {

assert(checkCyc() == true);

printf("-1\n");

}

else {

assert((int)ans.size() == n);

for (int i=0; i<n; i++) printf("%d%c", ans[i], i==n-1?'\n': ' ');

}

}

void dfs(int p) {

vis[p] = 1;

for (auto i: g[p]) {

if (!vis[i]) dfs(i);

}

stk[top++] = p;

}

bool cmp(int a, int b) { return a > b; }

int idx[N];

bool checkValid() {

for (int i=top-1; i>=0; i--) idx[stk[i]] = top-1-i;

for (int i=0; i<n; i++) {

for (auto j: g[i]) if (idx[j] <= idx[i]) return false;

}

return true;

}

void sol2() {

memset(vis, 0, sizeof(vis));

for (int i=0; i<n; i++) sort(g[i].begin(), g[i].end(), cmp);

for (int i=n-1; i>=0; i--) if (!vis[i]) {

dfs(i);

}

if(checkValid()) {

for (int i=top-1; i>=0; i--) printf("%d%c", stk[i], i==0?'\n':' ');

} else printf("-1\n");

}

int main() {

scanf("%d%d", &n, &m);

for (int i=0; i<m; i++) {

int u, v;

scanf("%d%d", &u, &v);

g[u].push\_back(v);

ind[v]++;

}

sol1();

}

## BipartiteMatch

#define N 1010

typedef vector<int> vi;

vi e[N];

int match[N], n;

bool vis[N];

int dfs(int cur) {

vis[cur] = true;

for (int i: e[cur]) if (match[i] == -1 || (!vis[match[i]] && dfs(match[i]))) {

match[cur] = i;

match[i] = cur;

return true;

}

return false;

}

int hungary() {

memset(match, -1, sizeof(match));

int res = 0;

for (int i=0; i<n; i++) if (match[i] == -1) {

memset(vis, false, sizeof(vis));

res += dfs(i);

}

return res;

}

# Math

## Math

#define MAX\_P 100010

typedef pair<int, int> pii;

typedef vector<int> vi;

// solve a\*x + b\*y = gcd(a, b), if a < 0,

// transform to |a|\*(-x) + b\*y = gcd(|a|, b)

int extgcd(int a, int b, int& x, int& y) {

int d = a;

if (b != 0) {

d = extgcd(b, a%b, y, x);

y -= (a/b) \* x;

} else {

x = 1; y = 0;

}

return d;

}

int mod\_inverse(int a, int m) {

int x, y;

extgcd(a, m, x, y);

return (m + x % m) % m;

}

// it's CRT when A = {1,...1}

pii linear\_congruence(const vi& A, const vi& B, const vi& M) {

int x = 0, m = 1;

for (int i=0; i<(int)A.size(); i++) {

int a = A[i] \* m, b = B[i] - A[i] \* x, d = \_\_gcd(M[i], a);

if (b % d != 0) return {0, -1}; // no solution

int t = b / d \* mod\_inverse(a / d, M[i] / d) % (M[i] / d);

x = x + m \* t;

m \*= M[i] / d;

}

return {x % m, m};

}

int fact[MAX\_P];

// factorize n! => a \* p^e, return a % p. O(log\_p(n))

int mod\_fact(int n, int p, int& e) {

e = 0;

if (n == 0) return 1;

// calculate p, 2p, 3p, ...

int res = mod\_fact(n / p, p , e);

e += n / p;

// (p-1)! = -1 % mod p

if (n / p % 2 != 0) return res \* (p - fact[n % p]) % p;

return res \* fact[n % p] % p;

}

int mod\_comb(int n, int k, int p) {

if (n < 0 || k < 0 || n < k) return 0;

int e1, e2, e3;

int a1 = mod\_fact(n, p, e1);

int a2 = mod\_fact(k, p, e2);

int a3 = mod\_fact(n-k, p, e3);

if (e1 > e2 + e3) return 0;

return a1 \* mod\_inverse(a2 \* a3 % p, p) % p;

}

## Matrix

const double EPS = 1E-8;

typedef vector<double> vec;

typedef vector<vec> mat;

// solve Ax = b, A is a n\*n matrix

vec gauss\_jordan(const mat& A, const vec& b) {

int n = A.size();

mat B(n, vec(n+1));

for (int i=0; i<n; i++)

for (int j=0; j<n; j++) B[i][j] = A[i][j];

// augmented matrices

for (int i=0; i<n; i++) B[i][n] = b[i];

for (int i=0; i<n; i++) {

int pivot = i;

for (int j=i; j<n; j++) {

if (abs(B[j][i]) > abs(B[pivot][i])) pivot = j;

}

swap(B[i], B[pivot]);

// no solution, or infinite solution

if (abs(B[i][i]) < EPS) return vec();

for (int j=i+1; j<=n; j++) B[i][j] /= B[i][i];

for (int j=0; j<n; j++) {

if (i != j) {

for (int k = i+1; k<=n; k++) B[j][k] -= B[j][i] \* B[i][k];

}

}

}

vec x(n);

for (int i=0; i<n; i++) x[i] = B[i][n];

return x;

}