

某ZZJの表面模板

西安交通大学



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# 常用工具

#include <bits/stdc++.h>

using namespace std;

const double eps = 1e-10;

const double pi = 3.1415926535897932384626433832795;

const double eln = 2.718281828459045235360287471352;

typedef long long ll;

typedef unsigned long long ull;

typedef vector<int> vi;

typedef pair<int,int> pii;

typedef pair<ll,ll> pll;

#define IN freopen("in.txt","r",stdin)

#define OUT freopen("out.txt","w",stdout)

#define pr(x) cout<<#x<<": "<<x<<endl

#define lowbit(x) (x&(-x))

#define mp make\_pair

#define pb push\_back

#define fi first

#define se second

//########################################################################################//

// 愉悦的分割线 //

//########################################################################################//

int main(){

ios::sync\_with\_stdio(false);

return 0;

}

inline void read(int& x){

char ch = getchar();

int flag = 1;

while(ch < '0' || ch > '9'){

if(ch == '-') flag = -1;

ch = getchar();

}

x = 0;

for(;ch >= '0' && ch <= '9';ch = getchar()) x=x\*10+ch-'0';

x \*= flag;

}

inline void write(int x){

if(x < 0){

putchar('-');

x \*= -1;

}

char ch = x%10+'0';

if(x > 10) write(x/10);

putchar(ch);

}

//无去重离散化，新的下标从1开始，最大下标为\_cnt

int idx[maxn],\_cnt;

inline int get\_id(int x){

return lower\_bound(idx+1,idx+\_cnt+1,x) - idx;

}

void discretize(int\* f,int size){

for(int i = 1;i <= size;i++) idx[i] = f[i];

sort(idx+1,idx+size+1);

\_cnt = size;

}

//去重离散化，新的下标从1开始，最大下标为\_cnt

const int dis\_maxn = 1e6+10;

ll idx[dis\_maxn], tmp\_id[dis\_maxn];

int \_cnt;

int get\_id(ll x){

return lower\_bound(idx+1,idx+\_cnt\_1,x) - idx;

}

void discretize(ll f, int size){

\_cnt = 0;

for(int i = 1;i <= n;i++) tmp\_id[i] = f[i];

sort(tmp\_id+1, tmp\_id+size+1);

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

if(i != 1 || tmp\_id[i] != tmp\_id[i-1]) idx[++\_cnt] = tmp\_id[i];

}

}

ll my\_sqrt(ll x){

ll ret = sqrt(x);

while((ret+1)\*(ret+1) <= x) ++ret;

while( ret\*ret > y) --ret;

return ret;

}

# 算法（LIS & 模拟退火）

//TODO:添加lower\_bound版本的支持一下操作的板子

/\*

只返回结果值，需要区间求最大值线段树 + 离散化

可修改转移方程，实现求最大上升序列和

\*/

ll LIS(int\* f,int len){

ll ret = 0;

//离散化，可以在仅主函数内进行一次

discretize(f,len);

memset(seg,0,sizeof(seg));

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

//不是严格小于需要修改询问，方程可能需要修改

ll tmp = query(1,1,\_cnt,1,get\_id(f[i])-1) + 1;

add(1,1,\_cnt,get\_id(f[i]),tmp);

ret = max(ret,tmp);

}

return ret;

}

/\*

在以上的基础上输出方案

由于线段树上的节点是一个pll，需修改线段树保证输出字典序最小方案

输出字典序最小方案，pair里面的second存的是序号取负，这样可以直接对pair取max，若是取min等，需修改

\*/

int last[maxn];

vi LIS(int\* f,int len){

ll ret = 0,mark;

discretize(f,len);

memset(seg,0,sizeof(seg));

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

//不是严格小于需要修改询问，方程可能需要修改

pll tmp = query(1,1,\_cnt,1,get\_id(f[i])-1);

ll val = tmp.fi + 1;

last[i] = -tmp.se;

add(1,1,\_cnt,get\_id(f[i]),mp(val,-i));

if(val > ret){

ret = val;

mark = i;

}

}

stack<int> s;

while(mark != 0){

s.push(mark);

mark = last[mark];

}

vi retv;

while(!s.empty()){

retv.pb(s.top());

s.pop();

}

return retv;

}

//TODO:以下模板还未测试过

/\*

对数据进行处理之后，选取权值最大字典序最小的x1 < x2，y1 < y2的序列方案输出

若是x1 <= x2，可排序后归约为正常的LIS

x和y需要是全局变量，大小为len，下标从1开始

\*/

int ord[maxn],last[maxn];

bool cmp(int a,int b){

return x[a] < x[b];

}

//线段树中的first是val，second是编号取负

vi LIS(int len){

//x取值可能是-1时需要修改

ll ret = 0,mark,lastx = -1;

for(int i = 1;i <= len;i++) ord[i] = i;

sort(ord+1,ord+len+1,cmp);

discretize(y,len);

memset(seg,0,sizeof(seg));

queue<pair<ll,pll> > q;

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

if(lastx != x[ord[i]]){

while(!q.empty()){

add(1,1,\_cnt,q.front().fi,q.front().se);

q.pop();

}

lastx = x[ord[i]];

}

pll tmp = query(1,1,\_cnt,1,get\_id(y[ord[i]])-1);

ll val = tmp.fi + 1;

last[i] = -tmp.se;

q.push(mp(get\_id(y[ord[i]]), mp(val,-ord[i])));

if(val > ret){

ret = val;

mark = ord[i];

}

}

stack<int> s;

while(mark != 0){

s.push(mark);

mark = last[mark];

}

vi retv;

while(!s.empty()){

retv.pb(s.top());

s.pop();

}

return retv;

}

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上面那个占空间太大了,太复杂，写一个不输出方案只输出答案的版本

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int ord[maxn];

bool cmp(int a,int b){

return x[a] < x[b];

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ll ret = 0,lastx = -1;

for(int i = 1;i <= len;i++) ord[i] = i;

sort(ord+1,ord+len+1,cmp);

discretize(y,len);

memset(seg,0,sizeof(seg));

queue<pll> q;

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

if(lastx != x[ord[i]]){

while(!q.empty()){

add(1,1,\_cnt,q.front().fi,q.front().se);

q.pop();

}

lastx = x[ord[i]];

}

ll tmp = query(1,1,\_cnt,1,get\_id(y[ord[i]])-1) + 1;

q.push(mp(get\_id(y[ord[i]]),tmp));

ret = max(ret,tmp);

}

return ret;

}

typedef long long ll;

const ll MOD = 1e9+7;

struct Mat{

int size;

vector<vector<ll> > a;

Mat(int size = 3):size(size){}

void setZero(){

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

vector<ll> tmp(size);

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

tmp[j] = 0;

}

a.push\_back(tmp);

}

}

void setUnit(){

setZero();

for(int i = 0;i < size;i++) a[i][i] = 1;

}

vector<ll>& operator[](size\_t n){

return a[n];

}

Mat operator\*(Mat& tar){

Mat ret(size);

ret.setZero();

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

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

for(int k = 0;k < size;k++){

ret[i][j] = (ret[i][j] + a[i][k] \* tar[k][j])%MOD;

}

}

}

return ret;

}

};

Mat matPow(Mat a,ll b){

Mat ret(a.size);

ret.setUnit();

while(b){

if(b & 1) ret = ret \* a;

a = a \* a;

b >>= 1;

}

return ret;

}

/\*

模拟退火例题1：

有n个重物，每个重物系在一条足够长的绳子上。每条绳子自上而下穿过桌面上的洞，然后系在一起。图中X处就是公共的绳结。

假设绳子是完全弹性的（不会造成能量损失），桌子足够高（因而重物不会垂到地上），且忽略所有的摩擦。

问绳结X最终平衡于何处。

可直接随机选点，每次往力的方向移动

也可根据评估函数，让每个物体的势能和最小

注意不同的题目，参数T的设置需要根据情况判断

\*/

const double delta = 0.99;

Vector getNext(Point \*p,Point now,int n){

Vector ret = Point(0,0);

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

ret = ret + unit(p[i]-now)\*w[i];

}

return ret;

}

Point work(Point\* p,int n){

double t = 1,min\_dis = 1e18;

Point now = p[0],ans = p[0];

while(t > eps){

Vector dv = getNext(p,now,n);

double l = Length(dv);

if(min\_dis > l){

min\_dis = l;

ans = now;

}

now.x = now.x + dv.x \* t;

now.y = now.y + dv.y \* t;

t \*= delta;

}

return ans;

}

/\*

模拟退火例题2：

最小球包含

精度不能达到很高

\*/

const double delta = 0.98;

//寻找离当前圆心最远的点

int getPoint(Point \*p,Point now,int n){

int res = -1;

double max\_dis = 0,pre= 0;

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

max\_dis = max(max\_dis,Length(p[i]-now));

if(max\_dis != pre) res = i;

pre = max\_d;

}

return res;

}

//此处t的初始值设为1能过，设为0.5就WA，目前还不是很懂

Point work(Point\* p,int n){

double t = 1,min\_r = 1e18;

Point now = p[0],ans = p[0];

while(t > eps){

int i = getPoint(p,now,n);

now.x = now.x + (p[i].x - now.x) \* t;

now.y = now.y + (p[i].y - now.y) \* t;

now.z = now.z + (p[i].z - now.z) \* t;

if(min\_dis > r){

min\_dis = r;

ans = now;

}

t \*= delta;

}

return ans;

}

//TODO:添加lower\_bound版本的支持一下操作的板子

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ll LIS(int\* f,int len){

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//离散化，可以在仅主函数内进行一次

discretize(f,len);

memset(seg,0,sizeof(seg));

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

//不是严格小于需要修改询问，方程可能需要修改

ll tmp = query(1,1,\_cnt,1,get\_id(f[i])-1) + 1;

add(1,1,\_cnt,get\_id(f[i]),tmp);

ret = max(ret,tmp);

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return ret;

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queue<pair<ll,pll> > q;

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

if(lastx != x[ord[i]]){

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add(1,1,\_cnt,q.front().fi,q.front().se);

q.pop();

}

lastx = x[ord[i]];

}

pll tmp = query(1,1,\_cnt,1,get\_id(y[ord[i]])-1);

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q.push(mp(get\_id(y[ord[i]]), mp(val,-ord[i])));

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

if(lastx != x[ord[i]]){

while(!q.empty()){

add(1,1,\_cnt,q.front().fi,q.front().se);

q.pop();

}

lastx = x[ord[i]];

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ll tmp = query(1,1,\_cnt,1,get\_id(y[ord[i]])-1) + 1;

q.push(mp(get\_id(y[ord[i]]),tmp));

ret = max(ret,tmp);

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typedef long long ll;

const ll MOD = 1e9+7;

struct Mat{

int size;

vector<vector<ll> > a;

Mat(int size = 3):size(size){}

void setZero(){

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

vector<ll> tmp(size);

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

tmp[j] = 0;

}

a.push\_back(tmp);

}

}

void setUnit(){

setZero();

for(int i = 0;i < size;i++) a[i][i] = 1;

}

vector<ll>& operator[](size\_t n){

return a[n];

}

Mat operator\*(Mat& tar){

Mat ret(size);

ret.setZero();

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

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

for(int k = 0;k < size;k++){

ret[i][j] = (ret[i][j] + a[i][k] \* tar[k][j])%MOD;

}

}

}

return ret;

}

};

Mat matPow(Mat a,ll b){

Mat ret(a.size);

ret.setUnit();

while(b){

if(b & 1) ret = ret \* a;

a = a \* a;

b >>= 1;

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return ret;

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Vector ret = Point(0,0);

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

ret = ret + unit(p[i]-now)\*w[i];

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return ret;

}

Point work(Point\* p,int n){

double t = 1,min\_dis = 1e18;

Point now = p[0],ans = p[0];

while(t > eps){

Vector dv = getNext(p,now,n);

double l = Length(dv);

if(min\_dis > l){

min\_dis = l;

ans = now;

}

now.x = now.x + dv.x \* t;

now.y = now.y + dv.y \* t;

t \*= delta;

}

return ans;

}

/\*

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int res = -1;

double max\_dis = 0,pre= 0;

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

max\_dis = max(max\_dis,Length(p[i]-now));

if(max\_dis != pre) res = i;

pre = max\_d;

}

return res;

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Point now = p[0],ans = p[0];

while(t > eps){

int i = getPoint(p,now,n);

now.x = now.x + (p[i].x - now.x) \* t;

now.y = now.y + (p[i].y - now.y) \* t;

now.z = now.z + (p[i].z - now.z) \* t;

if(min\_dis > r){

min\_dis = r;

ans = now;

}

t \*= delta;

}

return ans;

}

# 数据结构

struct hash\_node{

int val1,val2;

hash\_node\* next;

};

const int MOD\_hash = 4e6+7;

has\_node\* hash\_table[MOD\_hash];

//仅返回key值是否存在用于去重等操作,可修改为真正的hash表

bool check\_and\_add(int v1,int v2){

//将v1范围控制在可以直接访问的范围

v1 = v1 % MOD\_hash;

hash\_node\*\* p = &hash\_table[v1];

while(\*p){

if((\*p)->val1 == v1 && (\*p)->val2 == v2) return false;

p = &((\*p)->next);

}

\*p = new node;

(\*p)->val1 = v1;

(\*p)->val2 = v2;

(\*p)->next = 0;

return false;

}

/\*

顺便提供一些[1e6, 1e7]的大质数

1000003 1999993

2000003 2999999

3000017 3999971

4000037 4999999

5000011 5999993

6000011 6999997

7000003 7999993

8000009 8999993

9000011 9999991

\*/

#include <bits/stdc++.h>

using namespace std;

typedef long long ll;

const int maxn = 1e5+10;

ll seg[maxn\*4],lazy[maxn\*4],dfn[maxn],size[maxn],son[maxn],fa[maxn],deep[maxn],top[maxn];

ll a[maxn],b[maxn];

ll dfs\_clock = 0,n,m,MOD;

vector<int> G[maxn];

ll build(int o,int l,int r){

lazy[o] = 0;

if(l == r) return seg[o] = b[l] % MOD;

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

build(o<<1,l,mid);build(o<<1|1,mid+1,r);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

}

ll addLazy(int o,int l,int r,ll k){

lazy[o] = (lazy[o] + k) % MOD;

seg[o] = (seg[o] + k \* (r - l + 1)) % MOD;

return 0;

}

void push\_down(int o,int l,int r){

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

addLazy(o<<1,l,mid,lazy[o]);

addLazy(o<<1|1,mid+1,r,lazy[o]);

lazy[o] = 0;

}

ll add(int o,int l,int r,int L,int R,ll k){

if(l >= L && r <= R) return addLazy(o,l,r,k);

if(lazy[o] != 0) push\_down(o,l,r);

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

if(L <= mid) add(o<<1,l,mid,L,R,k);

if(R > mid) add(o<<1|1,mid+1,r,L,R,k);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

}

ll query(int o,int l,int r,int L,int R){

if(l >= L && r <= R) return seg[o];

if(lazy[o] != 0) push\_down(o,l,r);

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

ll ans = 0;

if(L <= mid) ans = (ans + query(o<<1,l,mid,L,R)) % MOD;

if(R > mid) ans = (ans + query(o<<1|1,mid+1,r,L,R)) % MOD;

return ans;

}

void dfs1(int cur,int pre,int depth){

size[cur] = 1,fa[cur] = pre,son[cur] = 0,deep[cur] = depth;

for(auto nx : G[cur]){

if(nx == pre) continue;

dfs1(nx,cur,depth + 1);

size[cur] += size[nx];

if(size[nx] > size[son[cur]]) son[cur] = nx;

}

}

void dfs2(int cur,int tp){

dfn[cur] = ++dfs\_clock;top[cur] = tp;

if(son[cur]) dfs2(son[cur],tp);

for(auto nx : G[cur]){

if(nx == fa[cur] || nx == son[cur]) continue;

dfs2(nx,nx);

}

}

void modify(int x,int y,ll k){

int t1 = top[x], t2 = top[y];

while(t1 != t2){

if(deep[t1] < deep[t2]){

swap(x,y);swap(t1,t2);

}

add(1,1,n,dfn[t1],dfn[x],k);

x = fa[t1];t1 = top[x];

}

if(deep[x] > deep[y]) swap(x,y);

add(1,1,n,dfn[x],dfn[y],k);

}

ll queryTree(int x,int y){

ll ans = 0;

int t1 = top[x], t2 = top[y];

while(t1 != t2){

if(deep[t1] < deep[t2]){

swap(x,y);swap(t1,t2);

}

ans = (ans + query(1,1,n,dfn[t1],dfn[x])) % MOD;

x = fa[t1];t1 = top[x];

}

if(deep[x] > deep[y]) swap(x,y);

ans = (ans + query(1,1,n,dfn[x],dfn[y])) % MOD;

return ans;

}

int main(){

ios::sync\_with\_stdio(false);

int root;

cin>>n>>m>>root>>MOD;

for(int i = 1;i <= n;i++) cin>>a[i];

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

int u,v;

cin>>u>>v;

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

}

dfs1(root,0,0);dfs2(root,root);

for(int i = 1;i <= n;i++) b[dfn[i]] = a[i];

build(1,1,n);

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

ll op,x,y,k;

cin>>op;

if(op == 1){

cin>>x>>y>>k;

modify(x,y,k);

} else if(op == 2){

cin>>x>>y;

cout<<queryTree(x,y)<<endl;

} else if(op == 3){

cin>>x>>k;

add(1,1,n,dfn[x],dfn[x] + size[x] - 1,k);

} else{

cin>>x;

cout<<query(1,1,n,dfn[x],dfn[x] + size[x] - 1)<<endl;

}

}

}

const int maxn = 5e5+10;

vector<int> G[maxn];//双向边

//子树大小，重儿子，深度，父亲

int size[maxn],son[maxn],deep[maxn],fa[maxn];

int dfn[maxn],top[maxn];//DFS序，所在重链的顶端

int dfs\_clock;//记得初始化，dfn计算需要

void dfs1(int cur, int father, int depth) {

size[cur] = 1,son[cur] = 0,deep[cur] = depth,fa[cur] = father;

for(auto nx: G[cur]) {

if(nx != father) {

dfs1(nx, cur, depth + 1);

size[cur] += size[nx];

if(size[nx] > size[son[cur]]) {

son[cur] = nx;

}

}

}

}

void dfs2(int cur, int tp){

top[cur] = tp,dfn[cur] = ++dfs\_clock;

if(son[cur]) dfs2(son[cur],tp);//优先遍历重儿子

for(auto nx: G[cur]) {

if(nx != fa[cur] && nx != son[cur]) {

dfs2(nx, nx);

}

}

}

int lca(int x, int y) {

int t1 = top[x], t2 = top[y];

while(t1 != t2) {

//不在一个重链上，将深度大的往上跳

if(deep[t1] < deep[t2]) {

swap(x, y); swap(t1, t2);

}

x = fa[t1], t1 = top[x];

}

return deep[x] < deep[y] ? x : y;

}

//修改，对u-v这条链执行函数f。查询也类似

void modify(int x, int y,void f(int,int)) {

int t1 = top[x], t2 = top[y];

while(t1 != t2) {

if(deep[t1] < deep[t2]) {

swap(x, y); swap(t1, t2);

}

f(dfn[t1], dfn[x]);

x = fa[t1], t1 = top[x];

}

if(deep[x] > deep[y]) swap(x, y);

f(dfn[x], dfn[y]);

}

#include <bits/stdc++.h>

using namespace std;

const int maxn = 1e5+10;

typedef long long ll;

ll lazy[maxn\*4];

double seg[maxn\*4],weight[maxn\*4],num[maxn\*4],len[maxn\*4];

int \_cnt;

double idx[maxn\*4],tmp\_id[maxn\*4];

void discretize(double \*f,int size){

\_cnt = 0;

int tmp = 0;

for(int i = 1;i <= size;i++) tmp\_id[++tmp] = f[i];

sort(tmp\_id+1,tmp\_id+tmp+1);

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

if(i == 1 || tmp\_id[i] != tmp\_id[i-1]) idx[++\_cnt] = tmp\_id[i];

}

}

int get\_id(double x){

return lower\_bound(idx+1,idx+\_cnt+1,x) - idx;

}

ll build(int o,int l,int r){

if(l == r) return weight[o] = len[l];

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

build(o<<1,l,mid);build(o<<1|1,mid+1,r);

weight[o] = weight[o<<1] + weight[o<<1|1];

}

ll addLazy(int,int,int,ll);

void push\_down(int o,int l,int r){

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

addLazy(o<<1,l,mid,lazy[o]);

addLazy(o<<1|1,mid+1,r,lazy[o]);

lazy[o] = 0;

}

ll addLazy(int o,int l,int r,ll k){

lazy[o] += k;

if(lazy[o] > 0) return seg[o] = weight[o];

if(l == r) return seg[o] = 0;

if(lazy[o] < 0) push\_down(o,l,r);

seg[o] = seg[o<<1] + seg[o<<1|1];

}

ll add(int o,int l,int r,int L,int R,ll k){

if(L > R) return 0;

if(l >= L && r <= R) return addLazy(o,l,r,k);

if(lazy[o] != 0) push\_down(o,l,r);

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

if(L <= mid) add(o<<1,l,mid,L,R,k);

if(R > mid) add(o<<1|1,mid+1,r,L,R,k);

seg[o] = seg[o<<1] + seg[o<<1|1];

}

double query(int o,int l,int r,int L,int R){

if(l >= L && r <= R) return seg[o];

if(lazy[o] != 0) push\_down(o,l,r);

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

double ans = 0;

if(L <= mid) ans += query(o<<1,l,mid,L,R);

if(R > mid) ans += query(o<<1|1,mid+1,r,L,R);

return ans;

}

struct Line{

double x,y1,y2;

ll k;

bool operator<(const Line& tar)const{

if(x != tar.x) return x < tar.x;

return k < tar.k;

}

}lines[maxn\*2];

int main(){

int n;

while(cin>>n){

if(n == 0) break;

memset(lazy,0,sizeof(lazy));

memset(seg,0,sizeof(seg));

int tot = 0,cnt = 0;

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

double x1,y1,x2,y2;

cin>>x1>>y1>>x2>>y2;

num[++cnt] = y1, num[++cnt] = y2;

lines[tot].x = x1, lines[tot].y1 = y1, lines[tot].y2 = y2, lines[tot++].k = 1;

lines[tot].x = x2, lines[tot].y1 = y1, lines[tot].y2 = y2, lines[tot++].k = -1;

}

discretize(num,cnt);

for(int i = 1;i < \_cnt;i++) len[i] = idx[i+1] - idx[i];

len[\_cnt] = 0;

build(1,1,\_cnt);

sort(lines,lines+tot);

double ans = 0, pre = 0;

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

double tmp = query(1,1,\_cnt,1,\_cnt);

ans += tmp \* (lines[i].x - pre);

add(1,1,\_cnt,get\_id(lines[i].y1),get\_id(lines[i].y2)-1,lines[i].k);

pre = lines[i].x;

}

printf("%.2f\n",ans);

}

}

//扫描线，例子为区间反转求1的个数

struct Line{

ll x,y1,y2;

Line(){}

Line(ll x,ll y1,ll y2):x(x),y1(y1),y2(y2){}

}que[maxn];

bool cmp(Line a,Line b){

return a.x < b.x;

}

int main(){

ios::sync\_with\_stdio(false);

return -1;

int T,n,k;

cin>>T;

while(T){

cin>>n>>k;

memset(seg,0,sizeof(seg));

memset(lazy,0,sizeof(lazy));

int tot = 0;

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

int x1,y1,x2,y2;

cin>>x1>>x2>>y1>>y2;

que[tot++] = Line(x1-1,y1,y2);

que[tot++] = Line(x2,y1,y2);

}

sort(que,que+tot,cmp);

ll last = 0,ans = 0;

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

ll tmp = query(1,1,n,1,n);

// cout<<tmp<<endl;

if(que[i].x != 0) ans += (que[i].x - last) \* query(1,1,n,1,n);

add(1,1,n,que[i].y1,que[i].y2,1);

last = que[i].x;

}

cout<<ans<<endl;

}

}

/\* TEST CODE

#include <bits/stdc++.h>

using namespace std;

typedef long long ll;

const int maxn = 1e5+10;

int n,m,MOD;

ll seg[maxn\*4],addl[maxn\*4],mull[maxn\*4],a[maxn];

ll build(int o,int l,int r);

ll addLazy(int o,int l,int r,ll k);

ll mulLazy(int o,int l,int r,ll k);

ll push\_down(int o,int l,int r);

ll add(int o,int l,int r,int L,int R,ll k);

ll mul(int o,int l,int r,int L,int R,ll k);

ll query(int o,int l,int r,int L,int R);

int main(){

ios::sync\_with\_stdio(false);

cin>>n>>m>>MOD;

for(int i = 1;i <= n;i++) cin>>a[i];

build(1,1,n);

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

ll op,x,y,k;

cin>>op>>x>>y;

if(op == 1){

cin>>k;

mul(1,1,n,x,y,k);

} else if(op == 2){

cin>>k;

add(1,1,n,x,y,k);

} else{

cout<<query(1,1,n,x,y)<<endl;

}

}

}

\*/

//seg addl mull a MOD

ll build(int o,int l,int r){

mull[o] = 1;addl[o] = 0;//init

if(l == r) return seg[o] = a[l] % MOD;

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

build(o<<1,l,mid);build(o<<1|1,mid+1,r);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

}

ll addLazy(int o,int l,int r,ll k){

addl[o] = (addl[o] + k) % MOD;

return seg[o] = (seg[o] + k \* (r-l+1)) % MOD;

}

ll mulLazy(int o,int l,int r,ll k){

mull[o] = (mull[o] \* k) % MOD;

addl[o] = (addl[o] \* k) % MOD;

return seg[o] = (seg[o] \* k) % MOD;

}

ll push\_down(int o,int l,int r){

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

if(mull[o] != 1){

mulLazy(o<<1,l,mid,mull[o]);

mulLazy(o<<1|1,mid+1,r,mull[o]);

}

if(addl[o] != 0){

addLazy(o<<1,l,mid,addl[o]);

addLazy(o<<1|1,mid+1,r,addl[o]);

}

addl[o] = 0;mull[o] = 1;

return 0;

}

ll add(int o,int l,int r,int L,int R,ll k){

if(l >= L && r <= R) return addLazy(o,l,r,k);

push\_down(o,l,r);

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

if(L <= mid) add(o<<1,l,mid,L,R,k);

if(R > mid) add(o<<1|1,mid+1,r,L,R,k);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

}

ll mul(int o,int l,int r,int L,int R,ll k){

if(l >= L && r <= R) return mulLazy(o,l,r,k);

push\_down(o,l,r);

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

if(L <= mid) mul(o<<1,l,mid,L,R,k);

if(R > mid) mul(o<<1|1,mid+1,r,L,R,k);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

}

ll query(int o,int l,int r,int L,int R){

if(l >= L && r <= R) return seg[o];

push\_down(o,l,r);

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

ll ans = 0;

if(L <= mid) ans = (ans + query(o<<1,l,mid,L,R)) % MOD;

if(R > mid) ans = (ans + query(o<<1|1,mid+1,r,L,R)) % MOD;

return ans;

}

typedef long long ll;

const int maxn = 1e6+10;

ll seg[maxn\*4],lazy[maxn\*4],a[maxn];

inline ll merge(ll a,ll b){

return a + b;

//return max(a,b);

//return min(a,b);

}

inline ll addLazy(int o,int l,int r,ll x){

seg[o] += x \* (r-l+1);

//seg[o] += x;

/\*区间反转

if(x == 1) seg[o] = (r-l+1) - seg[o];

lazy[o] ^= x;

\*/

lazy[o] += x;

}

inline void push\_down(int o,int l,int r){

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

addLazy(o<<1,l,mid,lazy[o]);

addLazy(o<<1|1,mid+1,r,lazy[o]);

lazy[o] = 0;

}

ll build(int o,int l,int r){

if(l == r) return seg[o] = a[l];

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

build(o<<1,l,mid);build(o<<1|1,mid+1,r);

seg[o] = merge(seg[o<<1],seg[o<<1|1]);

}

ll add(int o,int l,int r,int L,int R,ll v){

if(l >= L && r <= R) return addLazy(o,l,r,v);

if(lazy[o] != 0) push\_down(o,l,r);

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

if(L <= mid) add(o<<1,l,mid,L,R,v);

if(R > mid) add(o<<1|1,mid+1,r,L,R,v);

seg[o] = merge(seg[o<<1],seg[o<<1|1]);

}

ll query(int o,int l,int r,int L,int R){

if(L > R) return 0;

if(l >= L && r <= R) return seg[o];

if(lazy[o] != 0) push\_down(o,l,r);

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

ll ans = 0;//or inf

if(L <= mid) ans = merge(ans,query(o<<1,l,mid,L,R));

if(R > mid) ans = merge(ans,query(o<<1|1,mid+1,r,L,R));

return ans;

}

//可修改为每个节点为bitset的线段树，修改数据类型 + add函数 + combine函数即可

const int maxn = 1e5+10;

ll a[maxn],seg[maxn\*4];

//合并函数，取最大值、求和等等

inline ll combine(ll x,ll y){

return max(x,y);

//return min(x,y);

//return x+y;

}

ll build(int o,int l,int r){

if(l == r) return seg[o] = a[l];

int mid = (l + r) / 2;

build(o\*2,l,mid);build(o\*2+1,mid+1,r);

seg[o] = combine(seg[o\*2],seg[o\*2+1]);

}

ll add(int o,int l,int r,int x,ll v){

//更新的这一行需要根据需求修改

if(l == r) return seg[o] = combine(seg[o],v);

int mid = (l + r) / 2;

if(x <= mid) add(o\*2,l,mid,x,v);

else add(o\*2+1,mid+1,r,x,v);

seg[o] = combine(seg[o\*2],seg[o\*2+1]);

}

ll query(int o,int l,int r,int L,int R){

if(L > R) return 0;

if(l >= L && r <= R) return seg[o];

int mid = (l + r) / 2;

ll ans = 0;

if(L <= mid) ans = combine(ans,query(o\*2,l,mid,L,R));

if(R > mid) ans = combine(ans,query(o\*2+1,mid+1,r,L,R));

return ans;

}

//TODO：这一个函数还没有测试过

ll query(int o,int l,int r,int x){

if(l == r) return seg[o];

int mid = (l + r) / 2;

if(x <= mid) return query(o\*2,l,mid,x);

else return query(o\*2+1,mid+1,r,x);

}

#include <bits/stdc++.h>

using namespace std;

const int maxn = 1e5+10;

const int MOD = 1e9+7;

typedef long long ll;

ll seg[maxn\*4],mull[maxn\*4],addl[maxn\*4],mulsig[maxn\*4],sigma[maxn\*4],adds[maxn\*4];

ll addLazy(int o,int l,int r,ll k){

addl[o] = (addl[o] + k) % MOD;

return seg[o] = (seg[o] + k \* (r - l + 1)) % MOD;

}

ll mulLazy(int o,int l,int r,ll k){

mull[o] = (mull[o] \* k) % MOD;

addl[o] = (addl[o] \* k) % MOD;

adds[o] = (adds[o] \* k) % MOD;

return seg[o] = (seg[o] \* k) % MOD;

}

ll mulLazySig(int o,int l,int r,ll k){

mulsig[o] = (mulsig[o] \* k) % MOD;

return sigma[o] = (sigma[o] \* k) % MOD;

}

addLazySig(int o,int l,int r,ll k){

adds[o] = (adds[o] + mulsig[o] \* k) % MOD;

return seg[o] = (seg[o] + sigma[o] \* k) % MOD;

}

ll push\_down(int o,int l,int r){

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

if(mull[o] != 1){

mulLazy(o<<1,l,mid,mull[o]);

mulLazy(o<<1|1,mid+1,r,mull[o]);

}

if(adds[o] != 0){

addLazySig(o<<1,l,mid,adds[o]);

addLazySig(o<<1|1,mid+1,r,adds[o]);

}

if(mulsig[o] != 1){

mulLazySig(o<<1,l,mid,mulsig[o]);

mulLazySig(o<<1|1,mid+1,r,mulsig[o]);

}

if(addl[o] != 0){

addLazy(o<<1,l,mid,addl[o]);

addLazy(o<<1|1,mid+1,r,addl[o]);

}

addl[o] = adds[o] = 0;mull[o] = mulsig[o] = 1;

return 0;

}

ll build(int o,int l,int r){

mull[o] = mulsig[o] = 1;

addl[o] = adds[o] = 0;

if(l == r){

seg[o] = 0;

sigma[o] = 10;

return 0;

}

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

build(o<<1,l,mid);build(o<<1|1,mid+1,r);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

sigma[o] = (sigma[o<<1] + sigma[o<<1|1]) % MOD;

}

ll add(int o,int l,int r,int L,int R,ll d){

if(l >= L && r <= R) return addLazy(o,l,r,d);

push\_down(o,l,r);

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

if(L <= mid) add(o<<1,l,mid,L,R,d);

if(R > mid) add(o<<1|1,mid+1,r,L,R,d);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

sigma[o] = (sigma[o<<1] + sigma[o<<1|1]) % MOD;

}

ll mul(int o,int l,int r,int L,int R,ll d){

if(l >= L && r <= R) return mulLazy(o,l,r,d);

push\_down(o,l,r);

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

if(L <= mid) mul(o<<1,l,mid,L,R,d);

if(R > mid) mul(o<<1|1,mid+1,r,L,R,d);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

sigma[o] = (sigma[o<<1] + sigma[o<<1|1]) % MOD;

}

ll mulSig(int o,int l,int r,int L,int R,ll d){

if(l >= L && r <= R) return mulLazySig(o,l,r,d);

push\_down(o,l,r);

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

if(L <= mid) mulSig(o<<1,l,mid,L,R,d);

if(R > mid) mulSig(o<<1|1,mid+1,r,L,R,d);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

sigma[o] = (sigma[o<<1] + sigma[o<<1|1]) % MOD;

}

ll addBySig(int o,int l,int r,int L,int R,ll d){

if(l >= L && r <= R) return addLazySig(o,l,r,d);

push\_down(o,l,r);

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

if(L <= mid) addBySig(o<<1,l,mid,L,R,d);

if(R > mid) addBySig(o<<1|1,mid+1,r,L,R,d);

seg[o] = (seg[o<<1] + seg[o<<1|1]) % MOD;

sigma[o] = (sigma[o<<1] + sigma[o<<1|1]) % MOD;

}

ll query(int o,int l,int r,int L,int R){

if(l >= L && r <= R) return seg[o];

push\_down(o,l,r);

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

ll ans = 0;

if(L <= mid) ans = (ans + query(o<<1,l,mid,L,R)) % MOD;

if(R > mid) ans = (ans + query(o<<1|1,mid+1,r,L,R)) % MOD;

return ans;

}

int main(){

int T,n,m;

cin>>T;

for(int cas = 1;cas <= T;cas++){

cin>>n>>m;

build(1,1,n);

cout<<"Case "<<cas<<": "<<endl;

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

int x,y,d;string op;

cin>>op>>x>>y;

if(op[0] == 'w'){

cin>>d;

mul(1,1,n,x,y,10);

add(1,1,n,x,y,d);

addBySig(1,1,n,x,y,d);

mulSig(1,1,n,x,y,100);

} else{

cout<<query(1,1,n,x,y)<<endl;

}

}

}

}

# 图论

void dijkstra(int st,int n){

priority\_queue<pll> q;

for(int i = 1;i <= n;i++) dist[i] = 1e18+10;

dist[st] = 0;q.push(mp(0,st));

while(!q.empty()){

pll cur = q.top();q.pop();

if(dist[cur.se] != -cur.fi) continue;

for(pll p : G[cur.se]){

if(dist[p.fi] > dist[cur.se] + p.se){

dist[p.fi] = dist[cur.se] + p.se;

q.push(mp(-dist[p.fi],p.fi));

}

}

}

}

bool spfa(int st,int n){

ll cnt[maxn] = {0};

queue<pll> q;

for(int i = 1;i <= n;i++) dist[i] = 1e18+10;

dist[st] = 0;q.push(mp(0,st));

pll cur = q.front();q.pop();

if(++cnt[cur.se] > n + 1) return false;

for(pll p : G[cur.se]){

if(dist[p.fi] > dist[cur.se] + p.se){

dist[p.fi] = dist[cur.se] + p.se;

q.push(mp(dist[p.fi],p.fi));

}

}

}

return true;

}

const int inf = 0x3f3f3f3f;

const int mm = 111111;

const int maxn = 999;

int node,src,dest,edge;

int ver[mm],flow[mm],cst[mm],nxt[mm];

int head[maxn],work[maxn],dis[maxn],q[maxn];

int tot\_cost;

void prepare(int \_node,int \_src,int \_dest){

node=\_node,src=\_src,dest=\_dest;

for(int i=0; i<node; ++i)head[i]=-1;

edge=0;

tot\_cost = 0;

}

void add\_edge(int u,int v,int c,int cost){

ver[edge]=v,flow[edge]=c,nxt[edge]=head[u],cst[edge]=cost,head[u]=edge++;

ver[edge]=u,flow[edge]=0,nxt[edge]=head[v],cst[edge]=-cost,head[v]=edge++;

}

int ins[maxn];

int pre[maxn];

bool Dinic\_spfa(){

memset(ins,0,sizeof(ins));

memset(dis,inf,sizeof(dis));

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

queue<int> Q;

//int i,u,v,l,r=0;

Q.push(src);

dis[src] = 0,ins[src] = 1;

pre[src] = -1;

while(!Q.empty()){

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

ins[u] = 0;

for(int e = head[u];e != -1;e = nxt[e]){

int v = ver[e];

if(!flow[e]) continue;

if(dis[v] > dis[u] + cst[e]){

dis[v] = dis[u] + cst[e];

pre[v] = e;

if(!ins[v]) ins[v] = 1,Q.push(v);

}

}

}

return dis[dest] < inf;

}

int Dinic\_flow(){

int i,ret=0,delta=inf;

while(Dinic\_spfa()){

for(int i=pre[dest];i != -1;i = pre[ver[i^1]])

delta = min(delta,flow[i]);

for(int i=pre[dest];i != -1;i = pre[ver[i^1]])

flow[i] -= delta,flow[i^1] += delta;

ret += delta;

tot\_cost += dis[dest]\*delta;

}

return ret;

}

# Manacher

#include <bits/stdc++.h>

using namespace std;

const int maxn = 2e7+10;

//重要性质：一个字符串最多只有n个本质不同的回文子串

int p[maxn\*2];

int manacher(string s\_source){

//预处理左加#右加$，##a#b#c#$

string s = "##";

for(int i = 0;i < s\_source.size();i++){

s += s\_source[i];

s += '#';

}

s += '$';

int max\_len = -1,mx = 0,id;

for(int i = 1;i < s.size() - 1;i++){

p[i] = i < mx ? min(p[2 \* id - i], mx - i) : 1;

while(s[i - p[i]] == s[i + p[i]]) p[i]++;//在这一行修改可统计所有的回文子串

if (mx < i + p[i]) mx = i + p[i],id = i;

max\_len = max(max\_len, p[i] - 1);

}

return max\_len;

}

int main(){

string s;

cin>>s;

cout<<manacher(s);

return 0;

}

# Lucas

long long fac[400],inv[400];

const int MOD = 1e9+7;

long long pow\_mod(long long x, long long n, long long mod){

long long res=1;

while(n>0){

if(n&1)res=res\*x%mod;

x=x\*x%mod;

n>>=1;

}

return res;

}

void init(){

fac[0] = 1;

for(int i = 1;i <= 300;++i){

fac[i] = fac[i-1]\*i%MOD;

}

for(int i = 0;i <= 300;++i){

inv[i] = pow\_mod(fac[i],MOD-2,MOD);

}

}

long long C(long long n,long long m){

long long ans = fac[n];

ans = ans \* inv[m] % MOD;

ans = ans \* inv[n-m] % MOD;

return ans;

}

# SG函数

//DFS求SG函数，前提是不会有循环依赖(环)

int DFS(int x){

if(sg[x] != -1) return sg[x];

set<int> s;

for(new status nx by x){

if(!check(nx)) continue;

s.insert(DFS(nx));

}

int tmp = 0;

while(s.count(tmp)) tmp++;

return sg[x] = tmp;

}

# 数位DP

//计算[1-x]有多少个数最多只有3个位置不是0

int num[20],len;

ll cal(int x,bool limit,int last){

if(last == 0 || x>= len) return 1;

if(limit&&num[x] == 0) return cal(x+1,limit,last);

ll ans = 0;

if(limit){

//1 - num[x]-1

if(num[x] != 1) ans += (num[x]-1) \* cal(x+1,false,last - 1);

//0

if(num[x] != 0) ans += cal(x+1,false,last);

ans += cal(x+1,true,last-1);

} else{

ans += 9 \* cal(x+1,false,last-1);

ans += cal(x+1,false,last);

}

return ans;

}

ll solve(ll x){

ll tmp[20],ps = 0;

while(x){

tmp[ps++] = x%10;

x /= 10;

}

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

num[i] = tmp[ps-1-i];

}

len = ps;

return cal(0,true,3);

}

# 计算几何

struct Point{

double x,y;ll id;

Point(double \_x = 0,double \_y = 0):x(\_x),y(\_y){}

};

bool operator<(const Point& a,const Point& b){

return (a.x < b.x) || (a.x == b.x && a.y < b.y);

}

int dcmp(double x){if (fabs(x)<eps)return 0;else return x<0?-1:1;}

Point operator + (Point a,Point b){return Point(a.x+b.x,a.y+b.y);}

Point operator - (Point a,Point b){return Point(a.x-b.x,a.y-b.y);}

Point operator \* (Point a,double b){return Point(a.x\*b,a.y\*b);}

Point operator / (Point a,double b){return Point(a.x/b,a.y/b);}

double operator \* (Point a,Point b){return a.x\*b.y-a.y\*b.x;}

bool operator == (Point a,Point b){return dcmp(a.x-b.x) == 0 && dcmp(a.y-b.y) == 0;}

double Dot(Point a,Point b){return a.x\*b.x+a.y\*b.y;} //点积

double Length(Point a){return sqrt(Dot(a,a));}

double Cross(Point a,Point b){return a.x\*b.y-a.y\*b.x;} //叉积

inline double Length(Point a){

return sqrt(a.x\*a.x + a.y\*a.y);

}

inline double Length2(Point a){

return a.x\*a.x + a.y\*a.y;

}

//单位化向量 ，若是零向量直接返回

Point unit(Point a){

double l = Length(a);

if(l < eps) return a;

return Point(a.x/l,a.y/l);

}

//求向量A的左转法向量

Point normal(Point a){

return Point(-a.y,a.x);

}

//求单位左转法向量，调用前请保证A不是零向量

Point unitNormal(Point a){

double l = Length(a);

return Point(-a.y/l,a.x/l);

}

inline double Angle(Point a,Point b){

return acos(a \* b / Length(a) / Length(b));

}

//有向面积

double Area2(Point a,Point b,Point c){

return Cross(b-a,c-a);

}

Point rotate(Point a,double rad){

return Point(a.x\*cos(rad)-a.y\*sin(rad), a.x\*sin(rad)+a.y\*cos(rad));

}

//不损失精度判断线段规范相交(不含端点)

//若要判断线段是否有点在多边形内部，最好缩多边形，判任一公共点，

//或者把线段端点往里缩一下，同时取中点，check一下这三个点是不是在多边形内部

bool isSegmentsIntersection(Point A,Point B,Point C,Point D){

//跨立试验

if(dcmp(Cross(C-A,D-A) \* Cross(C-B,D-B)) >= 0) return false;

if(dcmp(Cross(A-C,B-C) \* Cross(A-D,B-D)) >= 0) return false;

//快速排斥试验

if(dcmp(min(max(A.x,B.x),max(C.x,D.x)) - max(min(A.x,B.x),min(C.x,D.x))) < 0) return false;

if(dcmp(min(max(A.y,B.y),max(C.y,D.y)) - max(min(A.y,B.y),min(C.y,D.y))) < 0) return false;

return true;

}

//点在线段上(//不含端点)

bool isPointOnSegment(Point P,Point a,Point b){

if(P == a || P == b) return true;

//if(p == a || p == b) return false;

return dcmp(Cross(a-P,b-P)) == 0 && dcmp((a-P)\*(b-P)) < 0;

}

//判断两条线段是否有公共点

bool isSegmentsCrash(Point A,Point B,Point C,Point D){

if( isPointOnSegment(A,C,D) || isPointOnSegment(B,C,D) ||

isPointOnSegment(C,A,B) || isPointOnSegment(D,A,B)) return true;

if(dcmp(Cross(B-A,D-C)) == 0) return false;//共线

return isSegmentsIntersection(A,B,C,D);//判断线段规范相交

}

Point midPoint(Point a,Point b){

return Point((a.x+b.x)\*0.5,(a.y+b.y)\*0.5);

}

//------------------线段相关内容--------------------

//有向直线

struct Line{

Point p1,p2;//直线上两点，从p1到p2，左边是半平面

double ang;//极角，从x正半轴转到v所需的角(弧度)

Line(){}

Line(Point p1, Point p2):p1(p1),p2(p2){

ang = atan2(p2.y-p1.y, p2.x-p1.x);

}

bool operator < (const Line& L) const{ //半平面交需要的排序函数

return ang < L.ang;

}

};

//直线相交，使用前保证有唯一交点，cross(v,w)非0

Point getLineIntersection(Point A, Point B, Point C, Point D){

Point u = A - C, v = B - A, w = D - C;

double t = Cross(w, u) / Cross(v, w);

return A + v \* t;

}

Point getLineIntersection(Line L1, Line L2){

Point u = L1.p1 - L2.p1, v = L1.p2 - L1.p1, w = L2.p2 - L2.p1;

double t = Cross(w, u) / Cross(v, w);

return L1.p1 + v \* t;

}

//点到直线距离

double distanceToLine(Point P,Line L){

Point v1 = L.p2 - L.p1, v2 = P - L.p1;

return fabs(Cross(v1,v2)) / Length(v1);//不取绝对值就是有向距离

}

//----------------多边形相关内容----------------------

typedef vector<Point> polygon;

//调用时最好zoom(poly, eps\*1000) 或者 zoom(poly, sqrt(eps))

void zoom(polygon& poly, double rate){

int n = poly.size();

vector<Point> tmp;

for(int i = 0;i < n;i++) tmp.push\_back(unitNormal(poly[i] - poly[(i-1+n)%n]));

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

poly[i] = poly[i] + ((tmp[i] + tmp[(i+1)%n]) \* rate);

}

}

//-----------------圆相关内容-----------------------

struct Circle{

Point o;

double r;

Circle(Point o,double r):o(o),r(r){}

Point point(double rad){

return Point(o.x+cos(rad)\*r,o.y+sin(rad)\*r);

}

};

//给定两点作为直径获取圆

Circle getCircle(Point a,Point b){

return Circle((a+b)\*0.5,Length(a-b)\*0.5);

}

//给予三个点，求外接圆

Circle Getcir(Point A,Point B,Point C){

double a = 2\*(B.x - A.x);

double b = 2\*(B.y - A.y);

double c = (B.x\*B.x+B.y\*B.y) - (A.x\*A.x+A.y\*A.y);

double d = 2\*(C.x-B.x);

double e = 2\*(C.y-B.y);

double f = (C.x\*C.x + C.y\*C.y) - (B.x\*B.x + B.y\*B.y);

double x = (b\*f-e\*c)/(b\*d-e\*a);

double y = (d\*c-a\*f)/(b\*d-e\*a);

double r = sqrt((x-A.x)\*(x-A.x) + (y-A.y)\*(y-A.y));

Point ans(x,y);

return Circle(ans,r);

}

//包含三个点的面积最小的圆(注意，不是外接圆)

Circle getMinCircle(Point a,Point b,Point c){

if(dcmp(Cross(b-a,c-a)) == 0){

//三点共线

if (dcmp(Length(a-b)+Length(b-c)-Length(a-c))==0) return getCircle(a,c);

if (dcmp(Length(b-a)+Length(a-c)-Length(b-c))==0) return getCircle(b,c);

if (dcmp(Length(a-c)+Length(c-b)-Length(a-b))==0) return getCircle(a,b);

} else{

if((b-a)\*(c-a) <= 0) return getCircle(b,c);

if((a-b)\*(c-b) <= 0) return getCircle(a,c);

if((a-c)\*(b-c) <= 0) return getCircle(a,b);

Point m1 = midPoint(a,b), m2 = midPoint(a,c);

Line L1 = Line(m1,m1 + normal(b-a));

Line L2 = Line(m2,m2 + normal(c-a));

Point o = getLineIntersection(L1,L2);

return Circle(o,Length(a-o));

}

}

//点在圆内(不含边界是<)

bool pointInCircle(Point a,Circle c){

return dcmp(Length2(a-c.o)-c.r\*c.r) <= 0;

}

/\*

Andrew算法基于水平序求凸包

输入点的数组p，点的个数n，布尔数组为1表示跳过该编号的点；返回凸包点的个数，凸包的点存在ch数组里

直线上的点也要算的话，把两个<=改成<

精度要求高时建议使用三态函数

warning：下标从0开始

warning: 如果允许计算直线上的多个点，同时可以会是退化多边形的话，用下面的另一个版本

\*/

int convexHull(Point\* p,bool\* check,int n,Point\* ch,polygon& poly){

sort(p,p+n);

int m = 0;

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

if(check[p[i].id]) continue;

while(m > 1 && Cross(ch[m-1]-ch[m-2], p[i]-ch[m-2]) <= 0) m--;

ch[m++] = p[i];

}

int k = m;

for(int i = n-2;i >= 0;i--){

if(check[p[i].id]) continue;

while(m > k && Cross(ch[m-1]-ch[m-2], p[i]-ch[m-2]) <= 0) m--;

ch[m++] = p[i];

}

if(m > 1) m--;

poly.clear();

for(int i = 0;i < m;i++) poly.push\_back(ch[i]);

return m;

}

/\*

版本2，用于处理特殊情况。

特殊情况：需要计算直线上的点，同时可能会有退化成直线的多边形

\*/

int convexHull(Point\* p,bool\* check,int n,Point\* ch,polygon& poly){

sort(p,p+n);

int m = 0,st = n;

bool vis[n] = {0};

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

if(check[p[i].id]) continue;

st = min(st,i);

while(m > 1 && Cross(ch[m-1]-ch[m-2], p[i]-ch[m-2]) <= 0) vis[ch[--m].id] = false;

vis[p[i].id] = true;

ch[m++] = p[i];

}

int k = m;

for(int i = n-2;i >= 0;i--){

if(check[p[i].id]) continue;

if(i != st && vis[p[i].id]) continue;

while(m > k && Cross(ch[m-1]-ch[m-2], p[i]-ch[m-2]) <= 0) m--;

ch[m++] = p[i];

}

if(m > 1) m--;

poly.clear();

for(int i = 0;i < m;i++) poly.push\_back(ch[i]);

return m;

}

/\*

//点p在直线L的左边(不包括线上) 修改 >=

bool onLeft(Point p,Line L){

return Cross(L.p2, p-L.p1) > 0;

}

//半平面交，不能计算退化的多边形。但是可以将每个半平面略微扩大求得交为单点或者线的情况

//返回半平面交后的多边形的顶点数，多边形存在poly种

int halfplaneIntersection(Line\* L,int n,Polygon& poly){

sort(L,L+n); //按极角排序

int first,last; //双端队列指针

Point \*p = new Point[n]; //p[i]为q[i]和q[i+1]的交点

Line \*q = new Line[n]; //双端队列

q[first=last=0] = L[0]; //双端队列初始化

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

while(first < last && !onLeft(p[last-1], L[i])) last--;

while(first < last && !onLeft(p[first], L[i])) first++;

q[++last] = L[i];

if(fabs(Cross(q[last].v, q[last-1].v)) < eps){

//两向量平行且同向，取内侧的一个

last--;

if(onLeft(L[i].P, q[last])) q[last] = L[i];

}

if(first < last) p[last-1] = getLineIntersection(q[last-1],q[last]);

}

while(first < last && !onLeft(p[last-1], q[first])) last--;

//此处要注意，若可能会出现无界区域，应在运行前手动加入四个特殊半平面将区域框起来

//删除无用平面(\*)

if(last - first <= 1) return 0; //空集

p[last] = getLineIntersection(q[last],q[first]); //计算首尾两个半平面的交点

//从双端队列把答案复制到poly中

poly.size = last - first + 1;

poly.ps.clear();

for(int i = first;i <= last;i++) poly.ps.pb(p[i]);

return poly.size;

}

\*/

//二维最小圆覆盖，随机增量法

Circle minCircle(Point \*p, int n){

random\_shuffle(p,p+n);

Circle cur = Circle(p[0],0);

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

if(pointInCircle(p[i],cur)) continue;

cur = Circle(p[i],0);

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

if(pointInCircle(p[j],cur)) continue;

cur = getCircle(p[i],p[j]);

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

if(pointInCircle(p[k],cur)) continue;

cur = getMinCircle(p[i],p[j],p[k]);

}

}

}

return cur;

}

struct Point{

ll x,y,id;

Point(ll \_x = 0,ll \_y = 0):x(\_x),y(\_y){}

};

bool operator<(const Point& a,const Point& b){

return (a.x < b.x) || (a.x == b.x && a.y < b.y);

}

Point operator-(Point a,Point b){

return Point(a.x-b.x, a.y-b.y);

}

Point operator+(Point a,Point b){

return Point(a.x+b.x, a.y+b.y);

}

ll operator\*(Point a,Point b){

return a.x\*b.x + a.y\*b.y;

}

Point operator\*(Point a,ll b){

return Point(a.x\*b, a.y\*b);

}

inline ll Cross(Point a,Point b){

return a.x\*b.y - a.y\*b.x;

}

inline double Length(Point a){

return sqrt((double)(a\*a));

}

inline double Angle(Point a,Point b){

return acos((double)(a \* b) / Length(a) / Length(b));

}

//不损失精度判断线段规范相交(不含端点)

/若要判断线段是否有点在多边形内部，最好缩多边形，判任一公共点，

//或者把线段端点往里缩一下，同时取中点，check一下这三个点是不是在多边形内部

bool isSegmentsIntersection(Point A,Point B,Point C,Point D){

//跨立试验

if(Cross(C-A,D-A) \* Cross(C-B,D-B) >= 0) return false;

if(Cross(A-C,B-C) \* Cross(A-D,B-D) >= 0) return false;

//快速排斥试验

if(min(max(A.x,B.x),max(C.x,D.x)) < max(min(A.x,B.x),min(C.x,D.x))) return false;

if(min(max(A.y,B.y),max(C.y,D.y)) < max(min(A.y,B.y),min(C.y,D.y))) return false;

return true;

}

//点在线段上(//不含端点)

bool isPointOnSegment(Point P,Point a,Point b){

if(P == a || P == b) return true;

//if(p == a || p == b) return false;

return Cross(a-P,b-P) == 0 && (a-P)\*(b-P) < 0;

}

//判断两条线段是否有公共点

bool isSegmengtsCrash(Point A,Point B,Point C,Point D){

if( isPointOnSegment(A,C,D) || isPointOnSegment(B,C,D) ||

isPointOnSegment(C,A,B) || isPointOnSegment(D,A,B)) return true;

if(Cross(B-A,D-C) == 0) return false;//共线

return isSegmentsIntersection(A,B,C,D);//判断线段规范相交

}

旋转卡壳

多边形内接最大三角形

圆相关的计算

分治半平面交

平面区域

立体几何

三维凸包

自适应辛普森积分

多圆面积并/面积交

维诺图

三角剖分

1.有多边形阻挡的情况下，求两点是否能直接连线，最好将多边形向内缩很小的距离，然后判断线段是否有任一公共点（不是判规范相交）