

Amigos do Beto - ICPC Library

Contents

1 Data Structures

1.1	BIT 2D Comprimida	1
1.2	Iterative Segment Tree	2
1.3	Iterative Segment Tree with Lazy Propagation	2
1.4	Segment Tree with Lazy Propagation	3
1.5	Treap	4
1.6	Persistent Treap	4
1.7	KD-Tree	5
1.8	Sparse Table	6
1.9	Max Queue	6
1.10	Policy Based Structures	7
1.11	Color Updates Structure	7

2 Graph Algorithms

2.1	Simple Disjoint Set	7
2.2	Boruvka	8
2.3	Dinic Max Flow	8
2.4	Minimum Vertex Cover	9
2.5	Min Cost Max Flow	9
2.6	Euler Path and Circuit	10
2.7	Articulation Points/Bridges/Biconnected Components	10
2.8	SCC - Strongly Connected Components / 2SAT	10
2.9	LCA - Lowest Common Ancestor	11
2.10	Heavy Light Decomposition	11
2.11	Centroid Decomposition	12
2.12	Sack	12
2.13	Hungarian Algorithm - Maximum Cost Matching	13

3 Dynamic Programming

3.1	Line Container	14
3.2	Li Chao Tree	14
3.3	Divide and Conquer Optimization	14
3.4	Knuth Optimization	15

4 Math

4.1	Chinese Remainder Theorem	15
4.2	Diophantine Equations	15
4.3	Discrete Logarithm	16
4.4	Discrete Root	16
4.5	Primitive Root	16
4.6	Extended Euclides	16
4.7	Matrix Fast Exponentiation	17
4.8	FFT - Fast Fourier Transform	17
4.9	NTT - Number Theoretic Transform	18
4.10	Miller and Rho	19
4.11	Determinant using Mod	20
4.12	Lagrange Interpolation	20
4.13	Count integer points inside triangle	21

5 Geometry

5.1	Geometry	21
5.2	Convex Hull	24
5.3	Cut Polygon	24
5.4	Smallest Enclosing Circle	25
5.5	Minkowski	25
5.6	Half Plane Intersection	26
5.7	Closest Pair	26
5.8	Delaunay Triangulation	26
5.9	Java Geometry Library	28

6 String Algorithms

6.1	KMP	29
6.2	KMP Automaton	29

7 Miscellaneous

7.1	LIS - Longest Increasing Subsequence	32
7.2	Ternary Search	32
7.3	Count Sort	32
7.4	Random Number Generator	32
7.5	Rectangle Hash	32
7.6	Unordered Map Tricks	33
7.7	Submask Enumeration	33
7.8	Sum over Subsets DP	33
7.9	Java Fast I/O	33
7.10	Dates	34
7.11	Regular Expressions	34
7.12	Lat Long	34

8 Teoremas e formulas uteis

8.1	Grafos	34
8.2	Math	35
8.3	Geometry	35
8.4	Mersenne's Primes	36

1 Data Structures

1.1 BIT 2D Comprimida

```
// src: tfg50
template<class T = int>
struct Bit2D {
public:
    Bit2D(vector<pair<T, T>> pts) {
        sort(pts.begin(), pts.end());
        for(auto a : pts) {
            if(ord.empty() || a.first != ord.back()) {
                ord.push_back(a.first);
            }
        }
        fw.resize(ord.size() + 1);
        coord.resize(fw.size());
        for(auto &a : pts) {
            swap(a.first, a.second);
        }
        sort(pts.begin(), pts.end());
        for(auto &a : pts) {
            swap(a.first, a.second);
            for(int on = upper_bound(ord.begin(), ord.end(), a.first) - ord.
                begin(); on < fw.size(); on += on & -on) {
                if(coord[on].empty() || coord[on].back() != a.second) {
                    coord[on].push_back(a.second);
                }
            }
        }
        for(int i = 0; i < fw.size(); i++) {
            fw[i].assign(coord[i].size() + 1, 0);
        }
    }

    void upd(T x, T y, T v) {
```

```

    for(int xx = upper_bound(ord.begin(), ord.end(), x) - ord.begin();
        xx < fw.size(); xx += xx & -xx) {
        for(int yy = upper_bound(coord[xx].begin(), coord[xx].end(), y)
            - coord[xx].begin(); yy < fw[xx].size(); yy += yy & -yy) {
            fw[xx][yy] += v;
        }
    }
}

T qry(T x, T y) {
    T ans = 0;
    for(int xx = upper_bound(ord.begin(), ord.end(), x) - ord.begin();
        xx > 0; xx -= xx & -xx) {
        for(int yy = upper_bound(coord[xx].begin(), coord[xx].end(), y)
            - coord[xx].begin(); yy > 0; yy -= yy & -yy) {
            ans += fw[xx][yy];
        }
    }
    return ans;
}

T qry(T x1, T y1, T x2, T y2) {
    return qry(x2, y2) - qry(x2, y1 - 1) - qry(x1 - 1, y2) + qry(x1 - 1, y1 - 1);
}

void upd(T x1, T y1, T x2, T y2, T v) { // !insert these points
    upd(x1, y1, v);
    upd(x1, y2 + 1, -v);
    upd(x2 + 1, y1, -v);
    upd(x2 + 1, y2 + 1, v);
}

private:
    vector<T> ord;
    vector<vector<T>> fw, coord;
};

```

1.2 Iterative Segment Tree

```

int n, t[2 * ms];

void build() {
    for(int i = n - 1; i > 0; --i) t[i] = t[i<<1] + t[i<<1|1]; // Merge
}

void update(int p, int value) { // set value at position p
    for(t[p += n] = value; p > 1; p >>= 1) t[p>>1] = t[p] + t[p^1]; // Merge
}

int query(int l, int r) {
    int res = 0;
    for(l += n, r += n+1; l < r; l >>= 1, r >>= 1) {
        if(l&1) res += t[l++]; // Merge
        if(r&1) res += t[--r]; // Merge
    }
    return res;
}

// If is non-commutative

```

```

S query(int l, int r) {
    S resl, resr;
    for (l += n, r += n+1; l < r; l >>= 1, r >>= 1) {
        if (l&1) resl = combine(resl, t[l++]);
        if (r&1) resr = combine(t[--r], resr);
    }
    return combine(resl, resr);
}

```

1.3 Iterative Segment Tree with Lazy Propagation

```

struct LazyContext {
    LazyContext() { }
    void reset() { }
    void operator += (LazyContext o) { }
    // attributes
};

struct Node {
    Node() {
        // neutral element
    }
    Node() {
        // init
    }
    Node(Node l, Node r) {
        // merge
    }
    bool canBreak(LazyContext lazy) {
        // return true if can break without applying lazy
    }
    bool canApply(LazyContext lazy) {
        // returns true if can apply lazy
    }
    void apply(LazyContext &lazy) {
        // changes lazy if needed
    }
    // attributes
};

template <class i_t, class e_t, class lazy_cont>
class SegmentTree {
public:
    void init(std::vector<e_t> base) {
        n = base.size();
        h = 0;
        while((1 << h) < n) h++;
        tree.resize(2 * n);
        dirty.assign(n, false);
        lazy.resize(n);
        for(int i = 0; i < n; i++) {
            tree[i + n] = i_t(base[i]);
        }
        for(int i = n - 1; i > 0; i--) {
            tree[i] = i_t(tree[i + i], tree[i + i + 1]);
            lazy[i].reset();
        }
    }

    i_t qry(int l, int r) {
        if(l >= r) return i_t();
    }
};

```

```

    l += n, r += n;
    push(l);
    push(r - 1);
    i_t lp, rp;
    for(; l < r; l /= 2, r /= 2) {
        if(l & 1) lp = i_t(lp, tree[l++]);
        if(r & 1) rp = i_t(tree[--r], rp);
    }
    return i_t(lp, rp);
}

void upd(int l, int r, lazy_cont lc) {
    if(l >= r) return;
    l += n, r += n;
    push(l);
    push(r - 1);
    int l0 = l, r0 = r;
    for(; l < r; l /= 2, r /= 2) {
        if(l & 1) downUpd(l++, lc);
        if(r & 1) downUpd(--r, lc);
    }
    build(l0);
    build(r0 - 1);
}

void upd(int pos, e_t v) {
    pos += n;
    push(pos);
    tree[pos] = i_t(v);
    build(pos);
}

private:
    int n, h;
    std::vector<bool> dirty;
    std::vector<i_t> tree;
    std::vector<lazy_cont> lazy;

    void apply(int p, lazy_cont lc) {
        tree[p].apply(lc);
        if(p < n) {
            dirty[p] = true;
            lazy[p] += lc;
        }
    }

    void pushSingle(int p) {
        if(dirty[p]) {
            downUpd(p + p, lazy[p]);
            downUpd(p + p + 1, lazy[p]);
            lazy[p].reset();
            dirty[p] = false;
        }
    }

    void push(int p) {
        for(int s = h; s > 0; s--) {
            pushSingle(p >> s);
        }
    }

    void downUpd(int p, lazy_cont lc) {

```

```

        if(tree[p].canBreak(lc)) {
            return;
        } else if(tree[p].canApply(lc)) {
            apply(p, lc);
        } else {
            pushSingle(p);
            downUpd(p + p, lc);
            downUpd(p + p + 1, lc);
            tree[p] = i_t(tree[p + p], tree[p + p + 1]);
        }
    }

    void build(int p) {
        for(p /= 2; p > 0; p /= 2) {
            tree[p] = i_t(tree[p + p], tree[p + p + 1]);
            if(dirty[p]) {
                tree[p].apply(lazy[p]);
            }
        }
    }
};

```

1.4 Segment Tree with Lazy Propagation

```

int arr[ms], seg[4 * ms], lazy[4 * ms], n;

void build(int idx = 0, int l = 0, int r = n-1) {
    int mid = (l+r)/2;
    lazy[idx] = 0;
    if(l == r) {
        seg[idx] = arr[l];
        return;
    }
    build(2*idx+1, l, mid); build(2*idx+2, mid+1, r);
    seg[idx] = seg[2*idx+1] + seg[2*idx+2]; // Merge
}

void apply(int idx, int l, int r) {
    int mid = (l+r)/2;
    if(lazy[idx] && !canBreak) { // if not beats canBreak = false
        if(l < r) {
            lazy[2*idx+1] += lazy[idx]; // Merge de lazy
            lazy[2*idx+2] += lazy[idx]; // Merge de lazy
        }
        if(canApply) { // if not beats canApply = true
            seg[idx] += lazy[idx] * (r - l + 1); // Aplicar lazy no seg
        } else {
            apply(2*idx+1, l, mid); apply(2*idx+2, mid+1, r);
            seg[idx] = seg[2*idx+1] + seg[2*idx+2]; // Merge
        }
    }
    lazy[idx] = 0; // Limpar a lazy
}

int query(int L, int R, int idx = 0, int l = 0, int r = n-1) {
    int mid = (l+r)/2;
    apply(idx, l, r);
    if(l > R || r < L) return 0; // Valor que nao atrapalhe
    if(L <= l && r <= R) return seg[idx];

```

```

    return query(L, R, 2*idx+1, l, mid) + query(L, R, 2*idx+2, mid+1, r)
        ; // Merge
}

void update(int L, int R, int V, int idx = 0, int l = 0, int r = n-1)
{
    int mid = (l+r)/2;
    apply(idx, l, r);
    if(l > R || r < L) return;
    if(L <= l && r <= R) {
        lazy[idx] = V;
        apply(idx, l, r);
        return;
    }
    update(L, R, V, 2*idx+1, l, mid); update(L, R, V, 2*idx+2, mid+1, r)
        ;
    seg[idx] = seg[2*idx+1] + seg[2*idx+2]; // Merge
}

```

1.5 Treap

```

mt19937 rng ((int) chrono::steady_clock::now().time_since_epoch().
    count());

typedef int Value;
typedef struct item * pitem;

struct item {
    item () {}
    item (Value v) { // add key if not implicit
        value = v;
        prio = uniform_int_distribution<int>() (rng);
        cnt = 1;
        rev = 0;
        l = r = 0;
    }
    pitem l, r;
    Value value;
    int prio, cnt;
    bool rev;
};

int cnt (pitem it) {
    return it ? it->cnt : 0;
}

void fix (pitem it) {
    if (it)
        it->cnt = cnt(it->l) + cnt(it->r) + 1;
}

void pushLazy (pitem it) {
    if (it && it->rev) {
        it->rev = false;
        swap(it->l, it->r);
        if (it->l) it->l->rev ^= true;
        if (it->r) it->r->rev ^= true;
    }
}

```

```

void merge (pitem & t, pitem l, pitem r) {
    pushLazy (l); pushLazy (r);
    if (!l || !r) t = l ? l : r;
    else if (l->prio > r->prio)
        merge (l->r, l->r, r), t = l;
    else
        merge (r->l, l, r->l), t = r;
    fix (t);
}

void split (pitem t, pitem & l, pitem & r, int key) {
    if (!t) return void( l = r = 0 );
    pushLazy (t);
    int cur_key = cnt(t->l); // t->key if not implicit
    if (key <= cur_key)
        split (t->l, l, t->l, key), r = t;
    else
        split (t->r, t->r, r, key - (1 + cnt(t->l))), l = t;
    fix (t);
}

void reverse (pitem t, int l, int r) {
    pitem tl, t2, t3;
    split (t, tl, t2, l);
    split (t2, t2, t3, r-l+1);
    t2->rev ^= true;
    merge (t, tl, t2);
    merge (t, t, t3);
}

void unite (pitem & t, pitem l, pitem r) {
    if (!l || !r) return void( t = l ? l : r );
    if (l->prio < r->prio) swap (l, r);
    pitem lt, rt;
    split (r, lt, rt, l->key);
    unite (l->l, l->l, lt);
    unite (l->r, l->r, rt);
    t = l;
}

```

1.6 Persistent Treap

```

mt19937_64 rng(chrono::steady_clock::now().time_since_epoch().count())
    ;

typedef int Key;
struct Treap {
    Treap() {}
    Treap(char k) {
        key = 1;
        size = 1;
        l = r = NULL;
        val = k;
    }

    Treap *l, *r;
    Key key;
    char val;
    int size;
};

```

```

typedef Treap * PTreap;

bool leftSide(PTreap l, PTreap r) {
    return (int) (rng() % (l->size + r->size)) < l->size;
}

void fix(PTreap t) {
    if (t == NULL) {
        return;
    }
    t->size = 1;
    t->key = 1;
    if (t->l) {
        t->size += t->l->size;
        t->key += t->l->size;
    }
    if (t->r) {
        t->size += t->r->size;
    }
}

void split(PTreap t, Key key, PTreap &l, PTreap &r) {
    if (t == NULL) {
        l = r = NULL;
    } else if (t->key <= key) {
        l = new Treap();
        *l = *t;
        split(t->r, key - t->key, l->r, r);
        fix(l);
    } else {
        r = new Treap();
        *r = *t;
        split(t->l, key, l, r->l);
        fix(r);
    }
}

void merge(PTreap &t, PTreap l, PTreap r) {
    if (!l || !r) {
        t = l ? l : r;
        return;
    }
    t = new Treap();
    if (leftSide(l, r)) {
        *t = *l;
        merge(t->r, l->r, r);
    } else {
        *t = *r;
        merge(t->l, l, r->l);
    }
    fix(t);
}

vector<PTreap> ver = {NULL};

PTreap build(int l, int r, string& s) {
    if (l >= r) return NULL;
    int mid = (l + r) >> 1;
    auto ans = new Treap(s[mid]);
    ans->l = build(l, mid, s);

```

```

    ans->r = build(mid + 1, r, s);
    fix(ans);
    return ans;
}

int last = 0;

void go(PTreap t, int f) {
    if (!t) return;
    go(t->l, f);
    cout << t->val;
    last += (t->val == 'c') * f;
    go(t->r, f);
}

void insert(PTreap t, int pos, string& s) {
    PTreap l, r;
    split(t, pos + 1, l, r);
    PTreap mid = build(0, s.size(), s);
    merge(mid, l, mid);
    merge(mid, mid, r);
    ver.push_back(mid);
}

void erase(PTreap t, int L, int R) {
    PTreap l, mid, r;
    split(t, L, l, mid);
    split(mid, R - L + 1, mid, r);
    merge(l, l, r);
    ver.push_back(l);
}

```

1.7 KD-Tree

```

int d;
long long getValue(const PT &a) {return (d & 1) == 0 ? a.x : a.y; }
bool comp(const PT &a, const PT &b) {
    if((d & 1) == 0) { return a.x < b.x; }
    else { return a.y < b.y; }
}

long long sqrDist(PT a, PT b) { return (a - b) * (a - b); }

class KD_Tree {
public:
    struct Node {
        PT point;
        Node *left, *right;
    };

    void init(std::vector<PT> pts) {
        if(pts.size() == 0) {
            return;
        }
        int n = 0;
        tree.resize(2 * pts.size());
        build(pts.begin(), pts.end(), n);
        //assert(n <= (int) tree.size());
    }

    long long nearestNeighbor(PT point) {

```

```

    // assert(tree.size() > 0);
    long long ans = (long long) 1e18;
    nearestNeighbor(&tree[0], point, 0, ans);
    return ans;
}
private:
    std::vector<Node> tree;

    Node* build(std::vector<PT>::iterator l, std::vector<PT>::iterator r
        , int &n, int h = 0) {
        int id = n++;
        if(r - l == 1) {
            tree[id].left = tree[id].right = NULL;
            tree[id].point = *l;
        } else if(r - l > 1) {
            std::vector<PT>::iterator mid = l + ((r - l) / 2);
            d = h;
            std::nth_element(l, mid - 1, r, comp);
            tree[id].point = *(mid - 1);
            // BE CAREFUL!
            // DO EVERYTHING BEFORE BUILDING THE LOWER PART!
            tree[id].left = build(l, mid, n, h^1);
            tree[id].right = build(mid, r, n, h^1);
        }
        return &tree[id];
    }

    void nearestNeighbor(Node* node, PT point, int h, long long &ans) {
        if(!node) {
            return;
        }
        if(point != node->point) {
            // THIS WAS FOR A PROBLEM
            // THAT YOU DON'T CONSIDER THE DISTANCE TO ITSELF!
            ans = std::min(ans, sqrDist(point, node->point));
        }
        d = h;
        long long delta = getValue(point) - getValue(node->point);
        if(delta <= 0) {
            nearestNeighbor(node->left, point, h^1, ans);
            if(ans > delta * delta) {
                nearestNeighbor(node->right, point, h^1, ans);
            }
        } else {
            nearestNeighbor(node->right, point, h^1, ans);
            if(ans > delta * delta) {
                nearestNeighbor(node->left, point, h^1, ans);
            }
        }
    }
};

```

1.8 Sparse Table

```

template<class Info_t>
class SparseTable {
private:
    vector<int> log2;
    vector<vector<Info_t>> table;

```

```

    Info_t merge(Info_t &a, Info_t &b) {
    }

public:
    SparseTable(int n, vector<Info_t> v) {
        log2.resize(n + 1);
        log2[1] = 0;
        for (int i = 2; i <= n; i++) {
            log2[i] = log2[i >> 1] + 1;
        }
        table.resize(n + 1);
        for (int i = 0; i < n; i++) {
            table[i].resize(log2[n] + 1);
        }
        for (int i = 0; i < n; i++) {
            table[i][0] = v[i];
        }
        for (int i = 0; i < log2[n]; i++) {
            for (int j = 0; j < n; j++) {
                if (j + (1 << i) >= n) break;
                table[j][i + 1] = merge(table[j][i], table[j + (1 << i)][i]);
            }
        }

        int get(int l, int r) {
            int k = log2[r - l + 1];
            return merge(table[l][k], table[r - (1 << k) + 1][k]);
        }
    };

```

1.9 Max Queue

```

// src: tfg50
template <class T, class C = std::less<T>>
struct MaxQueue {
    MaxQueue() {
        clear();
    }

    void clear() {
        id = 0;
        q.clear();
    }

    void push(T x) {
        std::pair<int, T> nxt(1, x);
        while(q.size() > id && cmp(q.back().second, x)) {
            nxt.first += q.back().first;
            q.pop_back();
        }
        q.push_back(nxt);
    }

    T qry() {
        return q[id].second;
    }

    void pop() {

```

```

    q[id].first--;
    if(q[id].first == 0) {
        id++;
    }
}
private:
    std::vector<std::pair<int, T>> q;
    int id;
    C cmp;
};

```

1.10 Policy Based Structures

```

#include <ext/pb_ds/assoc_container.hpp> // Common file
#include <ext/pb_ds/tree_policy.hpp> // Including
        tree_order_statistics_node_update

using namespace __gnu_pbds;

typedef tree<int, null_type, less<int>, rb_tree_tag,
tree_order_statistics_node_update> ordered_set;

ordered_set X;
X.insert(1);
X.find_by_order(0);
X.order_of_key(-5);
end(X), begin(X);

```

1.11 Color Updates Structure

```

struct range {
    int l, r;
    int v;

    range(int l = 0, int r = 0, int v = 0) : l(l), r(r), v(v) {}

    bool operator < (const range &a) const {
        return l < a.l;
    }
};

set<range> ranges;

vector<range> update(int l, int r, int v) { // [l, r)
    vector<range> ans;
    if(l >= r) return ans;
    auto it = ranges.lower_bound(l);
    if(it != ranges.begin()) {
        it--;
        if(it->r > l) {
            auto cur = *it;
            ranges.erase(it);
            ranges.insert(range(cur.l, l, cur.v));
            ranges.insert(range(l, cur.r, cur.v));
        }
    }
    it = ranges.lower_bound(r);
    if(it != ranges.begin()) {

```

```

        it--;
        if(it->r > r) {
            auto cur = *it;
            ranges.erase(it);
            ranges.insert(range(cur.l, r, cur.v));
            ranges.insert(range(r, cur.r, cur.v));
        }
    }
    for(it = ranges.lower_bound(l); it != ranges.end() && it->l < r; it++) {
        ans.push_back(*it);
    }
    ranges.erase(ranges.lower_bound(l), ranges.lower_bound(r));
    ranges.insert(range(l, r, v));
    return ans;
}

int query(int v) { // Substituir -1 por flag para quando nao houver
    resposta
    auto it = ranges.upper_bound(v);
    if(it == ranges.begin()) {
        return -1;
    }
    it--;
    return it->r >= v ? it->v : -1;
}

```

2 Graph Algorithms

2.1 Simple Disjoint Set

```

struct dsu {
    vector<int> hist, par, sz;
    vector<ii> changes;
    int n;
    dsu(int n) : n(n) {
        hist.assign(n, 1e9);
        par.resize(n);
        iota(par.begin(), par.end(), 0);
        sz.assign(n, 1);
    }

    int root(int x, int t) {
        if(hist[x] > t) return x;
        return root(par[x], t);
    }

    void join(int a, int b, int t) {
        a = root(a, t);
        b = root(b, t);
        if(a == b) { changes.emplace_back(-1, -1); return; }
        if(sz[a] > sz[b]) swap(a, b);
        par[a] = b;
        sz[b] += sz[a];
        hist[a] = t;
        changes.emplace_back(a, b);
        n--;
    }
}

```

```

bool same (int a, int b, int t) {
    return root(a, t) == root(b, t);
}

void undo () {
    int a, b;
    tie(a, b) = changes.back();
    changes.pop_back();
    if (a == -1) return;
    sz[b] -= sz[a];
    par[a] = a;
    hist[a] = 1e9;
    n++;
}

int when (int a, int b) {
    while (1) {
        if (hist[a] > hist[b]) swap(a, b);
        if (par[a] == b) return hist[a];
        if (hist[a] == 1e9) return 1e9;
        a = par[a];
    }
}
};

```

2.2 Boruvka

```

struct edge {
    int u, v;
    int w;
    int id;
    edge () {}
    edge (int u, int v, int w = 0, int id = 0) : u(u), v(v), w(w), id(id) {}
    bool operator < (edge &other) const { return w < other.w; };
};

vector<edge> boruvka (vector<edge> &edges, int n) {
    vector<edge> mst;
    vector<edge> best(n);
    initDSU(n);
    bool f = 1;
    while (f) {
        f = 0;
        for (int i = 0; i < n; i++) best[i] = edge(i, i, inf);
        for (auto e : edges) {
            int pu = root(e.u), pv = root(e.v);
            if (pu == pv) continue;
            if (e < best[pu]) best[pu] = e;
            if (e < best[pv]) best[pv] = e;
        }
        for (int i = 0; i < n; i++) {
            edge e = best[root(i)];
            if (e.w != inf) {
                join(e.u, e.v);
                mst.push_back(e);
                f = 1;
            }
        }
    }
}

```

```

    }
    return mst;
}

```

2.3 Dinic Max Flow

```

const int ms = 1e3; // Quantidade maxima de vertices
const int me = 1e5; // Quantidade maxima de arestas

int adj[ms], to[me], ant[me], wt[me], z, n;
int copy_adj[ms], fila[ms], level[ms];

void clear() { // Lembrar de chamar no main
    memset(adj, -1, sizeof adj);
    z = 0;
}

void add(int u, int v, int k) {
    to[z] = v;
    ant[z] = adj[u];
    wt[z] = k;
    adj[u] = z++;
    swap(u, v);
    to[z] = v;
    ant[z] = adj[u];
    wt[z] = 0; // Lembrar de colocar = 0
    adj[u] = z++;
}

int bfs(int source, int sink) {
    memset(level, -1, sizeof level);
    level[source] = 0;
    int front = 0, size = 0, v;
    fila[size++] = source;
    while(front < size) {
        v = fila[front++];
        for(int i = adj[v]; i != -1; i = ant[i]) {
            if(wt[i] && level[to[i]] == -1) {
                level[to[i]] = level[v] + 1;
                fila[size++] = to[i];
            }
        }
    }
    return level[sink] != -1;
}

int dfs(int v, int sink, int flow) {
    if(v == sink) return flow;
    int f;
    for(int &i = copy_adj[v]; i != -1; i = ant[i]) {
        if(wt[i] && level[to[i]] == level[v] + 1 &&
            (f = dfs(to[i], sink, min(flow, wt[i])))) {
            wt[i] -= f;
            wt[i ^ 1] += f;
            return f;
        }
    }
    return 0;
}

```



```
int maxflow(int source, int sink) {
    int ret = 0, flow;
    while(bfs(source, sink)) {
        memcpy(copy_adj, adj, sizeof adj);
        while((flow = dfs(source, sink, 1 << 30))) {
            ret += flow;
        }
    }
    return ret;
}
```

2.4 Minimum Vertex Cover

```
// + Dinic
vector<int> coverU, U, coverV, V; // ITA - Parti o U LEFT,
    parti o V RIGHT, 0 indexed
bool Zu[mx], Zv[mx];
int pairU[mx], pairV[mx];
void getreach(int u) {
    if (u == -1 || Zu[u]) return;
    Zu[u] = true;
    for (int i = adj[u]; ~i; i = ant[i]) {
        int v = to[i];
        if (v == SOURCE || v == pairU[u]) continue;
        Zv[v] = true;
        getreach(pairV[v]);
    }
}

void minimumcover () {
    memset(pairU, -1, sizeof pairU);
    memset(pairV, -1, sizeof pairV);
    for (auto i : U) {
        for (int j = adj[i]; ~j; j = ant[j]) {
            if (!(j&1) && !wt[j]) {
                pairU[i] = to[j], pairV[to[j]] = i;
            }
        }
    }
    memset(Zu, 0, sizeof Zu);
    memset(Zv, 0, sizeof Zv);
    for (auto u : U) {
        if (pairU[u] == -1) getreach(u);
    }
    coverU.clear(), coverV.clear();
    for (auto u : U) {
        if (!Zu[u]) coverU.push_back(u);
    }
    for (auto v : V) {
        if (Zv[v]) coverV.push_back(v);
    }
}
```

2.5 Min Cost Max Flow

```
template <class flow_t, class cost_t>
class MinCostMaxFlow {
private:
```

```
typedef pair<cost_t, int> ii;

struct Edge {
    int to;
    flow_t cap;
    cost_t cost;
    Edge(int to, flow_t cap, cost_t cost) : to(to), cap(cap), cost(
        cost) {}
};

int n;
vector<vector<int>> adj;
vector<Edge> edges;
vector<cost_t> dis;
vector<int> prev, id_prev;
vector<int> q;
vector<bool> inq;

pair<flow_t, cost_t> spfa(int src, int sink) {
    fill(dis.begin(), dis.end(), int(1e9)); //cost_t inf
    fill(prev.begin(), prev.end(), -1);
    fill(inq.begin(), inq.end(), false);
    q.clear();
    q.push_back(src);
    inq[src] = true;
    dis[src] = 0;
    for(int on = 0; on < (int) q.size(); on++) {
        int cur = q[on];
        inq[cur] = false;
        for(auto id : adj[cur]) {
            if (edges[id].cap == 0) continue;
            int to = edges[id].to;
            if (dis[to] > dis[cur] + edges[id].cost) {
                prev[to] = cur;
                id_prev[to] = id;
                dis[to] = dis[cur] + edges[id].cost;
                if (!inq[to]) {
                    q.push_back(to);
                    inq[to] = true;
                }
            }
        }
    }
    flow_t mn = flow_t(1e9);
    for(int cur = sink; prev[cur] != -1; cur = prev[cur]) {
        int id = id_prev[cur];
        mn = min(mn, edges[id].cap);
    }
    if (mn == flow_t(1e9) || mn == 0) return make_pair(0, 0);
    pair<flow_t, cost_t> ans(mn, 0);
    for(int cur = sink; prev[cur] != -1; cur = prev[cur]) {
        int id = id_prev[cur];
        edges[id].cap -= mn;
        edges[id ^ 1].cap += mn;
        ans.second += mn * edges[id].cost;
    }
    return ans;
}

public:
MinCostMaxFlow(int a = 0) {
    n = a;
```

```

    adj.resize(n + 2);
    edges.clear();
    dis.resize(n + 2);
    prev.resize(n + 2);
    id_prev.resize(n + 2);
    inq.resize(n + 2);
}
void init(int a) {
    n = a;
    adj.resize(n + 2);
    edges.clear();
    dis.resize(n + 2);
    prev.resize(n + 2);
    id_prev.resize(n + 2);
    inq.resize(n + 2);
}
void add(int from, int to, flow_t cap, cost_t cost) {
    adj[from].push_back(int(edges.size()));
    edges.push_back(Edge(to, cap, cost));
    adj[to].push_back(int(edges.size()));
    edges.push_back(Edge(from, 0, -cost));
}
pair<flow_t, cost_t> maxflow(int src, int sink) {
    pair<flow_t, cost_t> ans(0, 0), got;
    while((got = spfa(src, sink)).first > 0) {
        ans.first += got.first;
        ans.second += got.second;
    }
    return ans;
}
};

```

2.6 Euler Path and Circuit

```

int pathV[me], szV, del[me], pathE, szE;
int adj[ms], to[me], ant[me], wt[me], z, n;

// Funcao de add e clear no dinic

void eulerPath(int u) {
    for(int i = adj[u]; ~i; i = ant[u]) if(!del[i]) {
        del[i] = del[i^1] = 1;
        eulerPath(to[i]);
        pathE[szE++] = i;
    }
    pathV[szV++] = u;
}

```

2.7 Articulation Points/Bridges/Biconnected Components

```

int adj[ms], to[me], ant[me], z;
int num[ms], low[ms], timer;
int art[ms], bridge[me], rch;
int bc[ms], nbc;
stack<int> st;
bool f[me];

```

```

void clear() { // Lembrar de chamar no main

```

```

    memset(adj, -1, sizeof adj);
    z = 0;
}

void add(int u, int v) {
    to[z] = v;
    ant[z] = adj[u];
    adj[u] = z++;
}

void generateBc (int v) {
    while (!st.empty()) {
        int u = st.top();
        st.pop();
        bc[u] = nbc;
        if (v == u) break;
    }
    ++nbc;
}

void dfs (int v, int p) {
    st.push(v);
    low[v] = num[v] = ++timer;
    for (int i = adj[v]; i != -1; i = ant[i]) {
        if (f[i] || f[i^1]) continue;
        f[i] = 1;
        int u = to[i];
        if (num[u] == -1) {
            dfs(u, v);
            if (low[u] > num[v]) bridge[i] = bridge[i^1] = 1;
            art[v] |= p != -1 && low[u] >= num[v];
            if (p == -1 && rch > 1) art[v] = 1;
            else rch++;
            low[v] = min(low[v], low[u]);
        } else {
            low[v] = min(low[v], num[u]);
        }
    }
    if (low[v] == num[v]) generateBc(v);
}

void biCon (int n) {
    nbc = 0, timer = 0;
    memset(num, -1, sizeof num);
    memset(bc, -1, sizeof bc);
    memset(bridge, 0, sizeof bridge);
    memset(art, 0, sizeof art);
    memset(f, 0, sizeof f);
    for (int i = 0; i < n; i++) {
        if (num[i] == -1) {
            rch = 0;
            dfs(i, 0);
        }
    }
}
}

```

2.8 SCC - Strongly Connected Components / 2SAT

```

vector<int> g[ms];

```

```

int idx[ms], low[ms], z, comp[ms], ncomp;
stack<int> st;

int dfs(int u) {
    if(~idx[u]) return idx[u] ? idx[u] : z;
    low[u] = idx[u] = z++;
    st.push(u);
    for(int v : g[u]) {
        low[u] = min(low[u], dfs(v));
    }
    if(low[u] == idx[u]) {
        while(st.top() != u) {
            int v = st.top();
            idx[v] = 0;
            low[v] = low[u];
            comp[v] = ncomp;
            st.pop();
        }
        idx[st.top()] = 0;
        st.pop();
        comp[u] = ncomp++;
    }
    return low[u];
}

bool solveSat() {
    memset(idx, -1, sizeof idx);
    z = 1; ncomp = 0;
    for(int i = 0; i < n; i++) dfs(i);
    for(int i = 0; i < n; i++) if(comp[i] == comp[i^1]) return false;
    return true;
}

// Operacoes comuns de 2-sat
// ~v = "nao v"
#define trad(v) (v<0?((~v)*2)^1:v*2)
void addImp(int a, int b) { g[trad(a)].push(trad(b)); }
void addOr(int a, int b) { addImp(~a, b); addImp(~b, a); }
void addEqual(int a, int b) { addOr(a, ~b); addOr(~a, b); }
void addDiff(int a, int b) { addEqual(a, ~b); }
// valoracao: value[v] = comp[trad(v)] < comp[trad(~v)]

```

2.9 LCA - Lowest Common Ancestor

```

int par[ms][mlg+1], lvl[ms];
vector<int> g[ms];

void dfs(int v, int p, int l = 0) { // chamar como dfs(root, root)
    lvl[v] = l;
    par[v][0] = p;
    for(int k = 1; k <= mlg; k++) {
        par[v][k] = par[par[v][k-1]][k-1];
    }
    for(int u : g[v]) {
        if(u != p) dfs(u, v, l + 1);
    }
}

int lca(int a, int b) {
    if(lvl[b] > lvl[a]) swap(a, b);

```

```

    for(int i = mlg; i >= 0; i--) {
        if(lvl[a] - (1 << i) >= lvl[b]) a = par[a][i];
    }
    if(a == b) return a;
    for(int i = mlg; i >= 0; i--) {
        if(par[a][i] != par[b][i]) a = par[a][i], b = par[b][i];
    }
    return par[a][0];
}

```

2.10 Heavy Light Decomposition

```

// src: tfg
class HLD {
public:
    void init(int n) {
        // this doesn't delete edges!
        sz.resize(n);
        in.resize(n);
        out.resize(n);
        rin.resize(n);
        p.resize(n);
        edges.resize(n);
        nxt.resize(n);
        h.resize(n);
    }

    void addEdge(int u, int v) {
        edges[u].push_back(v);
        edges[v].push_back(u);
    }

    void setRoot(int n) {
        t = 0;
        p[n] = n;
        h[n] = 0;
        prep(n, n);
        nxt[n] = n;
        hld(n);
    }

    int getLCA(int u, int v) {
        while(!inSubtree(nxt[u], v)) {
            u = p[nxt[u]];
        }
        while(!inSubtree(nxt[v], u)) {
            v = p[nxt[v]];
        }
        return in[u] < in[v] ? u : v;
    }

    bool inSubtree(int u, int v) {
        // is v in the subtree of u?
        return in[u] <= in[v] && in[v] < out[u];
    }

    vector<pair<int, int>> getPathtoAncestor(int u, int anc) {
        // returns ranges [l, r) that the path has
        vector<pair<int, int>> ans;
        //assert(inSubtree(anc, u));
    }

```

```

while(nxt[u] != nxt[anc]) {
    ans.emplace_back(in[nxt[u]], in[u] + 1);
    u = p[nxt[u]];
}
// this includes the ancestor!
ans.emplace_back(in[anc], in[u] + 1);
return ans;
}

private:
vector<int> in, out, p, rin, sz, nxt, h;
vector<vector<int>> edges;
int t;

void prep(int on, int par) {
    sz[on] = 1;
    p[on] = par;
    for(int i = 0; i < (int) edges[on].size(); i++) {
        int &u = edges[on][i];
        if(u == par) {
            swap(u, edges[on].back());
            edges[on].pop_back();
            i--;
        } else {
            h[u] = 1 + h[on];
            prep(u, on);
            sz[on] += sz[u];
            if(sz[u] > sz[edges[on][0]]) {
                swap(edges[on][0], u);
            }
        }
    }
}

void hld(int on) {
    in[on] = t++;
    rin[in[on]] = on;
    for(auto u : edges[on]) {
        nxt[u] = (u == edges[on][0] ? nxt[on] : u);
        hld(u);
    }
    out[on] = t;
}
};

```

2.11 Centroid Decomposition

```

//Centroid decomposition1

void dfsSize(int v, int pa) {
    sz[v] = 1;
    for(int u : adj[v]) {
        if (u == pa || rem[u]) continue;
        dfsSize(u, v);
        sz[v] += sz[u];
    }
}

int getCentroid(int v, int pa, int tam) {
    for(int u : adj[v]) {
        if (u == pa || rem[u]) continue;

```

```

        if (2 * sz[u] > tam) return getCentroid(u, v, tam);
    }
    return v;
}

void decompose(int v, int pa = -1) {
    //cout << v << ' ' << pa << '\n';
    dfsSize(v, pa);
    int c = getCentroid(v, pa, sz[v]);
    //cout << c << '\n';
    par[c] = pa;
    rem[c] = 1;
    for(int u : adj[c]) {
        if (!rem[u] && u != pa) decompose(u, c);
    }
    adj[c].clear();
}

//Centroid decomposition2

void dfsSize(int v, int par) {
    sz[v] = 1;
    for(int u : adj[v]) {
        if (u == par || removed[u]) continue;
        dfsSize(u, v);
        sz[v] += sz[u];
    }
}

int getCentroid(int v, int par, int tam) {
    for(int u : adj[v]) {
        if (u == par || removed[u]) continue;
        if (2 * sz[u] > tam) return getCentroid(u, v, tam);
    }
    return v;
}

void setDis(int v, int par, int nv, int d) {
    dis[v][nv] = d;
    for(int u : adj[v]) {
        if (u == par || removed[u]) continue;
        setDis(u, v, nv, d + 1);
    }
}

```

```

void decompose(int v, int par, int nv) {
    dfsSize(v, par);
    int c = getCentroid(v, par, sz[v]);
    ct[c] = par;
    removed[c] = 1;
    setDis(c, par, nv, 0);
    for(int u : adj[c]) {
        if (!removed[u]) {
            decompose(u, c, nv + 1);
        }
    }
}

```

2.12 Sack

```

void dfs(int v, int par = -1, bool keep = 0) {
    int big = -1;
    for (int u : adj[v]) {
        if (u == par) continue;
        if (big == -1 || sz[u] > sz[big]) {
            big = u;
        }
    }
    for (int u : adj[v]) {
        if (u == par || u == big) {
            continue;
        }
        dfs(u, v, 0);
    }
    if (big != -1) {
        dfs(big, v, 1);
    }
    for (int u : adj[v]) {
        if (u == par || u == big) {
            continue;
        }
        put(u, v);
    }
    if (!keep) {
    }
}

```

2.13 Hungarian Algorithm - Maximum Cost Matching

```

const int inf = 0x3f3f3f3f;

int n, w[ms][ms], maxm;
int lx[ms], ly[ms], xy[ms], yx[ms];
int slack[ms], slackx[ms], prev[ms];
bool S[ms], T[ms];

void init_labels() {
    memset(lx, 0, sizeof lx); memset(ly, 0, sizeof ly);
    for(int x = 0; x < n; x++) for(int y = 0; y < n; y++) {
        lx[x] = max(lx[x], cos[x][y]);
    }
}

void updateLabels() {
    int delta = inf;
    for(int y = 0; y < n; y++) if(!T[y]) delta = min(delta, slack[y]);
    for(int x = 0; x < n; x++) if(S[x]) lx[x] -= delta;
    for(int y = 0; y < n; y++) if(T[y]) ly[y] += delta;
    for(int y = 0; y < n; y++) if(!T[y]) slack[y] -= delta;
}

void addTree(int x, int prevx) {
    S[x] = 1; prev[x] = prevx;
    for(int y = 0; y < n; y++) if(lx[x] + ly[y] - w[x][y] < slack[y]) {
        slack[y] = lx[x] + ly[y] - cost[x][y];
        slackx[y] = x;
    }
}

```

```

void augment() {
    if(maxm == n) return;
    int x, y, root;
    int q[ms], wr = 0, rd = 0;
    memset(S, 0, sizeof S); memset(T, 0, sizeof T);
    memset(prev, -1, sizeof prev);
    for(int x = 0; x < n; x++) if(xy[x] == -1) {
        q[wr++] = root = x;
        prev[x] = -2;
        S[x] = 1;
        break;
    }
    for(int y = 0; y < n; y++) {
        slack[y] = lx[root] + ly[y] - w[root][y];
        slackx[y] = root;
    }
    while(true) {
        while(rd < wr) {
            x = q[rd++];
            for(y = 0; y < n; y++) if(w[x][y] == lx[x] + ly[y] && !T[y]) {
                if(yx[y] == -1) break;
                T[y] = 1;
                q[wr++] = yx[y];
                addTree(yx[y], x);
            }
            if(y < n) break;
        }
        if(y < n) break;
        updateLabels();
        wr = rd = 0;
        for(y = 0; y < n; y++) if(!T[y] && !slack[y]) {
            if(yx[y] == -1) {
                x = slackx[y];
                break;
            } else {
                T[y] = true;
                if(!S[yx[y]]) {
                    q[wr++] = yx[y];
                    addTree(yx[y], slackx[y]);
                }
            }
        }
        if(y < n) break;
    }
    if(y < n) {
        maxm++;
        for(int cx = x, cy = y, ty; cx != -2; cx = prev[cx], cy = ty) {
            ty = xy[cx];
            yx[cy] = cx;
            xy[cx] = cy;
        }
        augment();
    }
}

int hungarian() {
    int ans = 0; maxm = 0;
    memset(xy, -1, sizeof xy); memset(yx, -1, sizeof yx);
    init_labels(); augment();
    for(int x = 0; x < n; x++) ans += w[x][xy[x]];
    return ans;
}

```

}

3 Dynamic Programming

3.1 Line Container

```
typedef long long int ll;

bool Q;
struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const {
        return Q ? p < o.p : k < o.k;
    }
};

struct LineContainer : multiset<Line> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) { x->p = inf; return false; }
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)
            isect(x, erase(y));
    }
    ll query(ll x) {
        assert(!empty());
        Q = 1; auto l = *lower_bound({0, 0, x}); Q = 0;
        return l.k * x + l.m;
    }
};
```

3.2 Li Chao Tree

```
// by luucasv
typedef long long T;
const T INF = 1e18, EPS = 1;
const int BUFFER_SIZE = 1e4;

struct Line {
    T m, b;

    Line(T m = 0, T b = INF) : m(m), b(b) {}
    T apply(T x) { return x * m + b; }
};

struct Node {
```

```
    Node *left, *right;
    Line line;
    Node() : left(NULL), right(NULL) {}
};

struct LiChaoTree {
    Node *root, buffer[BUFFER_SIZE];
    T min_value, max_value;
    int buffer_pointer;
    LiChaoTree(T min_value, T max_value) : min_value(min_value),
        max_value(max_value + 1) { clear(); }
    void clear() { buffer_pointer = 0; root = newNode(); }
    void insert_line(T m, T b) { update(root, min_value, max_value, Line
        (m, b)); }
    T eval(T x) { return query(root, min_value, max_value, x); }
    void update(Node *cur, T l, T r, Line line) {
        T m = l + (r - l) / 2;
        bool left = line.apply(l) < cur->line.apply(l);
        bool mid = line.apply(m) < cur->line.apply(m);
        bool right = line.apply(r) < cur->line.apply(r);
        if (mid) {
            swap(cur->line, line);
        }
        if (r - l <= EPS) return;
        if (left == right) return;
        if (mid != left) {
            if (cur->left == NULL) cur->left = newNode();
            update(cur->left, l, m, line);
        } else {
            if (cur->right == NULL) cur->right = newNode();
            update(cur->right, m, r, line);
        }
    }
    T query(Node *cur, T l, T r, T x) {
        if (cur == NULL) return INF;
        if (r - l <= EPS) {
            return cur->line.apply(x);
        }
        T m = l + (r - l) / 2;
        T ans;
        if (x < m) {
            ans = query(cur->left, l, m, x);
        } else {
            ans = query(cur->right, m, r, x);
        }
        return min(ans, cur->line.apply(x));
    }
    Node* newNode() {
        buffer[buffer_pointer] = Node();
        return &buffer[buffer_pointer++];
    }
};
```

3.3 Divide and Conquer Optimization

```
int n, k;
ll dpold[ms], dp[ms], c[ms][ms]; // c(i, j) pode ser funcao

void compute(int l, int r, int optl, int optr) {
    if(l > r) return;
```

```

    int mid = (l+r)/2;
    pair<ll, int> best = {inf, -1}; // long long inf
    for(int k = optl; k <= min(mid, opttr); k++) {
        best = min(best, {dpold[k-1] + c[k][mid], k});
    }
    dp[mid] = best.first;
    int opt = best.second;
    compute(l, mid-1, optl, opt);
    compute(mid+1, r, opt, opttr);
}

11 solve() {
    dp[0] = 0;
    for(int i = 1; i <= n; i++) dp[i] = inf; // initialize row 0 of
        the dp
    for(int i = 1; i <= k; i++) {
        swap(dpold, dp);
        compute(0, n, 0, n); // solve row i of the dp
    }
    return dp[n]; // return dp[k][n]
}

```

3.4 Knuth Optimization

```

int n, m, mid[ms][ms];
ll dp[ms][ms];

void knuth() {
    for(int i = n; i >= 0; i--) { // limites entre 0 e n
        dp[i][i+1] = 0; mid[i][i+1] = i; // caso base
        for(int j = i+2; j <= n; j++) {
            dp[i][j] = inf; // long long inf
            for(int k = mid[i][j-1]; k <= mid[i+1][j]; k++) {
                if(dp[i][j] > dp[i][k] + dp[k][j]) {
                    dp[i][j] = dp[i][k] + dp[k][j];
                    mid[i][j] = k;
                }
            }
            dp[i][j] += c(i, j); // custo associado ao intervalo
        }
    }
}

```

4 Math

4.1 Chinese Remainder Theorem

```

//by leon

#include<bits/stdc++.h>
using namespace std;
const long long N = 20;

long long GCD(long long a, long long b) {
    return (b == 0) ? a : GCD(b, a % b);
}

inline long long get_LCM(long long a, long long b) {

```

```

    return a / GCD(a, b) * b;
}

inline long long normalize(long long x, long long mod) {
    x %= mod;
    if (x < 0) x += mod;
    return x;
}

struct GCD_type {
    long long x, y, d;
};

GCD_type ex_GCD(long long a, long long b) {
    if (b == 0) return {1, 0, a};
    GCD_type pom = ex_GCD(b, a % b);
    return {pom.y, pom.x - a / b * pom.y, pom.d};
}

long long testCases;
long long t;
long long a[N], n[N], ans, LCM;

int main() {
    ios_base::sync_with_stdio(0);
    cin.tie(0);
    t = 2;
    long long T;
    cin >> T;
    while(T--) {
        for(long long i = 1; i <= t; i++) {
            cin >> a[i] >> n[i];
            normalize(a[i], n[i]);
        }
        ans = a[1];
        LCM = n[1];
        bool impossible = false;
        for(long long i = 2; i <= t; i++) {
            auto pom = ex_GCD(LCM, n[i]);
            long long x1 = pom.x;
            long long d = pom.d;
            if((a[i] - ans) % d != 0) {
                impossible = true;
            }
            ans = normalize(ans + x1 * (a[i] - ans) / d % (n[i] / d) * LCM,
                LCM * n[i] / d);
            LCM = get_LCM(LCM, n[i]);
        }
        if (impossible) cout << "no solution\n";
        else cout << ans << " " << LCM << endl;
    }
    return 0;
}

```

4.2 Diophantine Equations

```

int gcd_ext(int a, int b, int& x, int &y) {
    if (b == 0) {
        x = 1, y = 0;
        return a;
    }
    int nx, ny;

```

```

int gc = gcd_ext(b, a % b, nx, ny);
x = ny;
y = nx - (a / b) * ny;
return gc;
}

vector<int> diophantine(int D, vector<int> l) {
    int n = l.size();
    vector<int> gc(n), ans(n);
    gc[n - 1] = l[n - 1];
    for (int i = n - 2; i >= 0; i--) {
        int x, y;
        gc[i] = gcd_ext(l[i], gc[i + 1], x, y);
    }
    if (D % gc[0] != 0) {
        return vector<int>();
    }
    for (int i = 0; i < n; i++) {
        if (i == n - 1) {
            ans[i] = D / l[i];
            D -= l[i] * ans[i];
            continue;
        }
        int x, y;
        gcd_ext(l[i] / gc[i], gc[i + 1] / gc[i], x, y);
        ans[i] = (long long int) D / gc[i] * x % (gc[i + 1] / gc[i]);
        if (D < 0 && ans[i] > 0) {
            ans[i] -= (gc[i + 1] / gc[i]);
        }
        if (D > 0 && ans[i] < 0) {
            ans[i] += (gc[i + 1] / gc[i]);
        }
        D -= l[i] * ans[i];
    }
    return ans;
}

```

4.3 Discrete Logarithm

```

ll discreteLog(ll a, ll b, ll m) {
    // a^ans == b mod m
    // ou -1 se nao existir
    ll cur = a, on = 1;
    for(int i = 0; i < 100; i++) {
        cur = cur * a % m;
    }
    while(on * on <= m) {
        cur = cur * a % m;
        on++;
    }
    map<ll, ll> position;
    for(ll i = 0, x = 1; i * i <= m; i++) {
        position[x] = i * on;
        x = x * cur % m;
    }
    for(ll i = 0; i <= on + 20; i++) {
        if(position.count(b)) {
            return position[b] - i;
        }
        b = b * a % m;
    }
}

```

```

    }
    return -1;
}

```

4.4 Discrete Root

```

//x^k = a % mod
ll discreteRoot(ll k, ll a, ll mod) {
    ll g = primitiveRoot(mod);
    ll y = discreteLog(fexp(g, k, mod), a, mod);
    if (y == -1) {
        return y;
    }
    return fexp(g, y, mod);
}

```

4.5 Primitive Root

```

int primitiveRoot(int p) {
    vector<int> fact;
    int phi = p - 1, n = phi;
    for (int i = 2; i * i <= n; i++) {
        if (n % i == 0) {
            fact.push_back(i);
            while (n % i == 0) {
                n /= i;
            }
        }
    }
    if (n > 1) {
        fact.push_back(n);
    }
    for (int res = 2; res <= p; res++) {
        bool ok = true;
        for (auto it : fact) {
            ok &= fexp(res, phi / it, p) != 1;
            if (!ok) {
                break;
            }
        }
        if (ok) {
            return res;
        }
    }
    return -1;
}

```

4.6 Extended Euclides

```

// euclides estendido: acha u e v da equacao:
// u * x + v * y = gcd(x, y);
// u eh inverso modular de x no modulo y
// v eh inverso modular de y no modulo x

pair<ll, ll> euclides(ll a, ll b) {
    ll u = 0, oldu = 1, v = 1, oldv = 0;
}

```



```

while(b) {
    ll q = a / b;
    oldv = oldv - v * q;
    oldu = oldu - u * q;
    a = a - b * q;
    swap(a, b);
    swap(u, oldu);
    swap(v, oldv);
}
return make_pair(oldu, oldv);
}

```

4.7 Matrix Fast Exponentiation

```

const ll mod = 1e9+7;
const int m = 2; // size of matrix

struct Matrix {
    ll mat[m][m];
    Matrix operator * (const Matrix &p) {
        Matrix ans;
        for(int i = 0; i < m; i++)
            for(int j = 0; j < m; j++)
                for(int k = 0; k < m; k++)
                    ans.mat[i][j] = (ans.mat[i][j] + mat[i][k] * p.mat[k][j]) %
                        mod;
        return ans;
    }
};

Matrix fExp(Matrix a, ll b) {
    Matrix ans;
    for(int i = 0; i < m; i++) for(int j = 0; j < m; j++)
        ans.mat[i][j] = i == j;
    while(b) {
        if(b & 1) ans = ans * a;
        a = a * a;
        b >>= 1;
    }
    return ans;
}

```

4.8 FFT - Fast Fourier Transform

```

typedef double ld;

const ld PI = acos(-1);

struct Complex {
    ld real, imag;
    Complex conj() { return Complex(real, -imag); }
    Complex(ld a = 0, ld b = 0) : real(a), imag(b) {}
    Complex operator + (const Complex &o) const { return Complex(real +
        o.real, imag + o.imag); }
    Complex operator - (const Complex &o) const { return Complex(real -
        o.real, imag - o.imag); }
    Complex operator * (const Complex &o) const { return Complex(real *
        o.real - imag * o.imag, real * o.imag + imag * o.real); }
}

```

```

Complex operator / (ld o) const { return Complex(real / o, imag / o)
    ; }
void operator *= (Complex o) { *this = *this * o; }
void operator /= (ld o) { real /= o, imag /= o; }
};

typedef std::vector<Complex> CVector;

const int ms = 1 << 22;

int bits[ms];
Complex root[ms];

void initFFT() {
    root[1] = Complex(1);
    for(int len = 2; len < ms; len += len) {
        Complex z(cos(PI / len), sin(PI / len));
        for(int i = len / 2; i < len; i++) {
            root[2 * i] = root[i];
            root[2 * i + 1] = root[i] * z;
        }
    }
}

void pre(int n) {
    int LOG = 0;
    while(1 << (LOG + 1) < n) {
        LOG++;
    }
    for(int i = 1; i < n; i++) {
        bits[i] = (bits[i >> 1] >> 1) | ((i & 1) << LOG);
    }
}

CVector fft(CVector a, bool inv = false) {
    int n = a.size();
    pre(n);
    if(inv) {
        std::reverse(a.begin() + 1, a.end());
    }
    for(int i = 0; i < n; i++) {
        int to = bits[i];
        if(to > i) {
            std::swap(a[to], a[i]);
        }
    }
    for(int len = 1; len < n; len *= 2) {
        for(int i = 0; i < n; i += 2 * len) {
            for(int j = 0; j < len; j++) {
                Complex u = a[i + j], v = a[i + j + len] * root[len + j];
                a[i + j] = u + v;
                a[i + j + len] = u - v;
            }
        }
    }
    if(inv) {
        for(int i = 0; i < n; i++)
            a[i] /= n;
    }
    return a;
}

```

```

}

void fft2in1(CVector &a, CVector &b) {
    int n = (int) a.size();
    for(int i = 0; i < n; i++) {
        a[i] = Complex(a[i].real, b[i].real);
    }
    auto c = fft(a);
    for(int i = 0; i < n; i++) {
        a[i] = (c[i] + c[(n-i) % n].conj()) * Complex(0.5, 0);
        b[i] = (c[i] - c[(n-i) % n].conj()) * Complex(0, -0.5);
    }
}

void ifft2in1(CVector &a, CVector &b) {
    int n = (int) a.size();
    for(int i = 0; i < n; i++) {
        a[i] = a[i] + b[i] * Complex(0, 1);
    }
    a = fft(a, true);
    for(int i = 0; i < n; i++) {
        b[i] = Complex(a[i].imag, 0);
        a[i] = Complex(a[i].real, 0);
    }
}

std::vector<long long> mod_mul(const std::vector<long long> &a, const
std::vector<long long> &b, long long cut = 1 << 15) {
    // TODO cut memory here by /2
    int n = (int) a.size();
    CVector C[4];
    for(int i = 0; i < 4; i++) {
        C[i].resize(n);
    }
    for(int i = 0; i < n; i++) {
        C[0][i] = a[i] % cut;
        C[1][i] = a[i] / cut;
        C[2][i] = b[i] % cut;
        C[3][i] = b[i] / cut;
    }
    fft2in1(C[0], C[1]);
    fft2in1(C[2], C[3]);
    for(int i = 0; i < n; i++) {
        // 00, 01, 10, 11
        Complex cur[4];
        for(int j = 0; j < 4; j++) cur[j] = C[j/2+2][i] * C[j % 2][i];
        for(int j = 0; j < 4; j++) C[j][i] = cur[j];
    }
    ifft2in1(C[0], C[1]);
    ifft2in1(C[2], C[3]);
    std::vector<long long> ans(n, 0);
    for(int i = 0; i < n; i++) {
        // if there are negative values, care with rounding
        ans[i] += (long long) (C[0][i].real + 0.5);
        ans[i] += (long long) (C[1][i].real + C[2][i].real + 0.5) * cut;
        ans[i] += (long long) (C[3][i].real + 0.5) * cut * cut;
    }
    return ans;
}

```

```

std::vector<int> mul(const std::vector<int> &a, const std::vector<int>
&b) {
    int n = 1;
    while (n - 1 < (int) a.size() + (int) b.size() - 2) n += n;
    CVector poly(n);
    for(int i = 0; i < n; i++) {
        if(i < (int) a.size()) {
            poly[i].real = a[i];
        }
        if(i < (int) b.size()) {
            poly[i].imag = b[i];
        }
    }
    poly = fft(poly);
    for(int i = 0; i < n; i++) {
        poly[i] *= poly[i];
    }
    poly = fft(poly, true);
    std::vector<int> c(n, 0);
    for(int i = 0; i < n; i++) {
        c[i] = (int) (poly[i].imag / 2 + 0.5);
    }
    while (c.size() > 0 && c.back() == 0) c.pop_back();
    return c;
}

```

4.9 NTT - Number Theoretic Transform

```

long long int mod = (11911 << 23) + 1, c_root = 3;

namespace NTT {
    typedef long long int ll;

    ll fexp(ll base, ll e) {
        ll ans = 1;
        while(e > 0) {
            if (e & 1) ans = ans * base % mod;
            base = base * base % mod;
            e >>= 1;
        }
        return ans;
    }

    ll inv_mod(ll base) {
        return fexp(base, mod - 2);
    }

    void ntt(vector<ll>& a, bool inv) {
        int n = (int) a.size();
        if (n == 1) return;

        for(int i = 0, j = 0; i < n; i++) {
            if (i > j) {
                swap(a[i], a[j]);
            }
            for(int l = n / 2; (j ^= 1) < 1; l >>= 1);
        }

        for(int sz = 1; sz < n; sz <= 1) {
            ll delta = fexp(c_root, (mod - 1) / (2 * sz)); //delta = w_2sz

```

```

    if (inv) {
        delta = inv_mod(delta);
    }
    for(int i = 0; i < n; i += 2 * sz) {
        ll w = 1;
        for(int j = 0; j < sz; j++) {
            ll u = a[i + j], v = w * a[i + j + sz] % mod;
            a[i + j] = (u + v + mod) % mod;
            a[i + j] = (a[i + j] + mod) % mod;
            a[i + j + sz] = (u - v + mod) % mod;
            a[i + j + sz] = (a[i + j + sz] + mod) % mod;
            w = w * delta % mod;
        }
    }
}

if (inv) {
    ll inv_n = inv_mod(n);
    for(int i = 0; i < n; i++) {
        a[i] = a[i] * inv_n % mod;
    }
}

for(int i = 0; i < n; i++) {
    a[i] %= mod;
    a[i] = (a[i] + mod) % mod;
}

}

void multiply(vector<ll> &a, vector<ll> &b, vector<ll> &ans) {
    int lim = (int) max(a.size(), b.size());
    int n = 1;
    while(n < lim) n <= 1;
    n <= 1;
    a.resize(n);
    b.resize(n);
    ans.resize(n);
    ntt(a, false);
    ntt(b, false);
    for(int i = 0; i < n; i++) {
        ans[i] = a[i] * b[i] % mod;
    }
    ntt(ans, true);
}

};

```

4.10 Miller and Rho

```

typedef long long int ll;

bool overflow(ll a, ll b) {
    return b && (a >= (1ll << 62) / b);
}

ll add(ll a, ll b, ll md) {
    return (a + b) % md;
}

ll mul(ll a, ll b, ll md) {
    if (!overflow(a, b)) return (a * b) % md;
    ll ans = 0;
    while(b) {

```

```

        if (b & 1) ans = add(ans, a, md);
        a = add(a, a, md);
        b >>= 1;
    }
    return ans;
}

ll fexp(ll a, ll e, ll md) {
    ll ans = 1;
    while(e) {
        if (e & 1) ans = mul(ans, a, md);
        a = mul(a, a, md);
        e >>= 1;
    }
    return ans;
}

ll my_rand() {
    ll ans = rand();
    ans = (ans << 31) | rand();
    return ans;
}

ll gcd(ll a, ll b) {
    while(b) {
        ll t = a % b;
        a = b;
        b = t;
    }
    return a;
}

bool miller(ll p, int iteracao) {
    if(p < 2) return 0;
    if(p % 2 == 0) return (p == 2);
    ll s = p - 1;
    while(s % 2 == 0) s >>= 1;
    for(int i = 0; i < iteracao; i++) {
        ll a = rand() % (p - 1) + 1, temp = s;
        ll mod = fexp(a, temp, p);
        while(temp != p - 1 && mod != 1 && mod != p - 1) {
            mod = mul(mod, mod, p);
            temp <= 1;
        }
        if(mod != p - 1 && temp % 2 == 0) return 0;
    }
    return 1;
}

ll rho(ll n) {
    if (n == 1 || miller(n, 10)) return n;
    if (n % 2 == 0) return 2;
    while(1) {
        ll x = my_rand() % (n - 2) + 2, y = x;
        ll c = 0, cur = 1;
        while(c == 0) {
            c = my_rand() % (n - 2) + 1;
        }
        while(cur == 1) {
            x = add(mul(x, x, n), c, n);
            y = add(mul(y, y, n), c, n);

```

```

    y = add(mul(y, y, n), c, n);
    cur = gcd((x >= y ? x - y : y - x), n);
}
if (cur != n) return cur;
}
}

```

4.11 Determinant using Mod

```

// by zchao1995
// Determinante com coordenadas inteiras usando Mod

ll mat[ms][ms];

ll det (int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            mat[i][j] %= mod;
        }
    }
    ll res = 1;
    for (int i = 0; i < n; i++) {
        if (!mat[i][i]) {
            bool flag = false;
            for (int j = i + 1; j < n; j++) {
                if (mat[j][i]) {
                    flag = true;
                    for (int k = i; k < n; k++) {
                        swap (mat[i][k], mat[j][k]);
                    }
                    res = -res;
                    break;
                }
            }
            if (!flag) {
                return 0;
            }
        }
        for (int j = i + 1; j < n; j++) {
            while (mat[j][i]) {
                ll t = mat[i][i] / mat[j][i];
                for (int k = i; k < n; k++) {
                    mat[i][k] = (mat[i][k] - t * mat[j][k]) % mod;
                    swap (mat[i][k], mat[j][k]);
                }
                res = -res;
            }
        }
        res = (res * mat[i][i]) % mod;
    }
    return (res + mod) % mod;
}

```

4.12 Lagrange Interpolation

```

class LagrangePoly {
public:
    LagrangePoly(std::vector<long long> _a) {

```

```

        //f(i) = _a[i]
        //interpola o vetor em um polinomio de grau y.size() - 1
        y = _a;
        den.resize(y.size());
        int n = (int) y.size();
        for(int i = 0; i < n; i++) {
            y[i] = (y[i] % MOD + MOD) % MOD;
            den[i] = ifat[n - i - 1] * ifat[i] % MOD;
            if((n - i - 1) % 2 == 1) {
                den[i] = (MOD - den[i]) % MOD;
            }
        }
    }

    long long getVal(long long x) {
        int n = (int) y.size();
        x %= MOD;
        if(x < n) {
            //return y[(int) x];
        }
        std::vector<long long> l, r;
        l.resize(n);
        l[0] = 1;
        for(int i = 1; i < n; i++) {
            l[i] = l[i - 1] * (x - (i - 1) + MOD) % MOD;
        }
        r.resize(n);
        r[n - 1] = 1;
        for(int i = n - 2; i >= 0; i--) {
            r[i] = r[i + 1] * (x - (i + 1) + MOD) % MOD;
        }
        long long ans = 0;
        for(int i = 0; i < n; i++) {
            long long coef = l[i] * r[i] % MOD;
            ans = (ans + coef * y[i] % MOD * den[i]) % MOD;
        }
        return ans;
    }

private:
    std::vector<long long> y, den;
};

int main(){
    fat[0] = ifat[0] = 1;
    for(int i = 1; i < ms; i++) {
        fat[i] = fat[i - 1] * i % MOD;
        ifat[i] = fexp(fat[i], MOD - 2);
    }
    // Codeforces 622F
    int x, k;
    std::cin >> x >> k;
    std::vector<long long> a;
    a.push_back(0);
    for(long long i = 1; i <= k + 1; i++) {
        a.push_back((a.back() + fexp(i, k)) % MOD);
    }
    LagrangePoly f(a);
    std::cout << f.getVal(x) << '\n';
}

```

4.13 Count integer points inside triangle

```
//gcd(p, q) == 1
ll get(ll p, ll q, ll n, bool floor = true) {
    if (n == 0) {
        return 0;
    }
    if (p % q == 0) {
        return n * (n + 1) / 2 * (p / q);
    }
    if (p > q) {
        return n * (n + 1) / 2 * (p / q) + get(p % q, q, n, floor);
    }
    ll new_n = p * n / q;
    ll ans = (n + 1) * new_n - get(q, p, new_n, false);
    if (!floor) {
        ans += n - n / q;
    }
    return ans;
}
```

5 Geometry

5.1 Geometry

```
const double inf = 1e100, eps = 1e-9;
const double PI = acos(-1.0L);

int cmp (double a, double b = 0) {
    if (abs(a-b) < eps) return 0;
    return (a < b) ? -1 : +1;
}

struct PT {
    double x, y;
    PT(double x = 0, double y = 0) : x(x), y(y) {}
    PT operator + (const PT &p) const { return PT(x+p.x, y+p.y); }
    PT operator - (const PT &p) const { return PT(x-p.x, y-p.y); }
    PT operator * (double c) const { return PT(x*c, y*c); }
    PT operator / (double c) const { return PT(x/c, y/c); }

    bool operator < (const PT &p) const {
        if (cmp(x, p.x) != 0) return x < p.x;
        return cmp(y, p.y) < 0;
    }
    bool operator == (const PT &p) const {
        return !cmp(x, p.x) && !cmp(y, p.y);
    }
    bool operator != (const PT &p) const {
        return !(p == *this);
    }
};

double dot (PT p, PT q) { return p.x * q.x + p.y*q.y; }
double cross (PT p, PT q) { return p.x * q.y - p.y*q.x; }
double dist2 (PT p, PT q = PT(0, 0)) { return dot(p-q, p-q); }
double dist (PT p, PT q) { return hypot(p.x-q.x, p.y-q.y); }
double norm (PT p) { return hypot(p.x, p.y); }
```

```
PT normalize (PT p) { return p/hypot(p.x, p.y); }
double angle (PT p, PT q) { return atan2(cross(p, q), dot(p, q)); }
double angle (PT p) { return atan2(p.y, p.x); }
double polarAngle (PT p) {
    double a = atan2(p.y, p.x);
    return a < 0 ? a + 2*PI : a;
}
```

```
// - p.y*sen(+90), p.x*sen(+90)
PT rotateCCW90 (PT p) { return PT(-p.y, p.x); }
// - p.y*sen(-90), p.x*sen(-90)
PT rotateCW90 (PT p) { return PT(p.y, -p.x); }
```

```
PT rotateCCW (PT p, double t) {
    return PT(p.x*cos(t)-p.y*sin(t), p.x*sin(t)+p.y*cos(t));
}
```

```
// !!! PT (int, int)
typedef pair<PT, int> Line;
PT getDir (PT a, PT b) {
    if (a.x == b.x) return PT(0, 1);
    if (a.y == b.y) return PT(1, 0);
    int dx = b.x-a.x;
    int dy = b.y-a.y;
    int g = __gcd(abs(dx), abs(dy));
    if (dx < 0) g = -g;
    return PT(dx/g, dy/g);
}
```

```
Line getLine (PT a, PT b) {
    PT dir = getDir(a, b);
    return {dir, cross(dir, a)};
}
// Projeta ponto c na linha a - b assumindo a != b
// a.b = |a| cost * |b|
PT projectPointLine (PT a, PT b, PT c) {
    return a + (b-a) * dot(b-a, c-a)/dot(b-a, b-a);
}
```

```
PT reflectPointLine (PT a, PT b, PT c) {
    PT p = projectPointLine(a, b, c);
    return p*2 - c;
}
```

```
// Projeta ponto c no segmento a - b
PT projectPointSegment (PT a, PT b, PT c) {
    double r = dot(b-a, b-a);
    if (cmp(r) == 0) return a;
    r = dot(b-a, c-a)/r;
    if (cmp(r, 0) < 0) return a;
    if (cmp(r, 1) > 0) return b;
    return a + (b - a) * r;
}
```

```
// Calcula distancia entre o ponto c e o segmento a - b
double distancePointSegment (PT a, PT b, PT c) {
    return dist(c, projectPointSegment(a, b, c));
}
```

```
// Parallel and opposite directions
// Determina se o ponto c esta em um segmento a - b
```

```

bool ptInSegment (PT a, PT b, PT c) {
    if (a == b) return a == c;
    a = a - c, b = b - c;
    return cmp(cross(a, b)) == 0 && cmp(dot(a, b)) <= 0;
}

// Determina se as linhas a - b e c - d sao paralelas ou colineares
bool parallel (PT a, PT b, PT c, PT d) {
    return cmp(cross(b - a, c - d)) == 0;
}

bool collinear (PT a, PT b, PT c, PT d) {
    return parallel(a, b, c, d) && cmp(cross(a - b, a - c)) == 0 && cmp(
        cross(c - d, c - a)) == 0;
}

// Calcula distancia entre o ponto (x, y, z) e o plano ax + by + cz =
// d
double distancePointPlane(double x, double y, double z, double a,
    double b, double c, double d) {
    return abs(a * x + b * y + c * z - d) / sqrt(a * a + b * b + c * c
    );
}

// Determina se o segmento a - b intersecta com o segmento c - d
bool segmentsIntersect (PT a, PT b, PT c, PT d) {
    if (collinear(a, b, c, d)) {
        if (cmp(dist(a, c)) == 0 || cmp(dist(a, d)) == 0 || cmp(dist(b, c)
            ) == 0 || cmp(dist(b, d)) == 0) return true;
        if (cmp(dot(c - a, c - b)) > 0 && cmp(dot(d - a, d - b)) > 0 &&
            cmp(dot(c - b, d - b)) > 0) return false;
        return true;
    }
    if (cmp(cross(d - a, b - a) * cross(c - a, b - a)) > 0) return false
    ;
    if (cmp(cross(a - c, d - c) * cross(b - c, d - c)) > 0) return false
    ;
    return true;
}

// Calcula a intersecao entre as retas a - b e c - d assumindo que uma
// unica intersecao existe
// Para intersecao de segmentos, cheque primeiro se os segmentos se
// intersectam e que nao sao paralelos
// r = a1 + t*d1, (r - a2) x d2 = 0
PT computeLineIntersection (PT a, PT b, PT c, PT d) {
    b = b - a; d = c - d; c = c - a;
    assert(cmp(cross(b, d)) != 0);
    return a + b * cross(c, d) / cross(b, d);
}

// Calcula centro do circulo dado tres pontos
PT computeCircleCenter (PT a, PT b, PT c) {
    b = (a + b) / 2; // bissector
    c = (a + c) / 2; // bissector
    return computeLineIntersection(b, b + rotateCW90(a - b), c, c +
        rotateCW90(a - c));
}

vector<PT> circle2PtsRad (PT p1, PT p2, double r) {
    vector<PT> ret;

```

```

    double d2 = dist2(p1, p2);
    double det = r * r / d2 - 0.25;
    if (det < 0.0) return ret;
    double h = sqrt(det);
    for (int i = 0; i < 2; i++) {
        double x = (p1.x + p2.x) * 0.5 + (p1.y - p2.y) * h;
        double y = (p1.y + p2.y) * 0.5 + (p2.x - p1.x) * h;
        ret.push_back(PT(x, y));
        swap(p1, p2);
    }
    return ret;
}

// Calcula intersecao da linha a - b com o circulo centrado em c com
// raio r > 0
bool circleLineIntersection(PT a, PT b, PT c, double r) {
    return cmp(dist(c, projectPointLine(a, b, c)), r) <= 0;
}

vector<PT> circleLine (PT a, PT b, PT c, double r) {
    vector<PT> ret;
    PT p = projectPointLine(a, b, c), p1;
    double h = norm(c - p);
    if (cmp(h, r) == 0) {
        ret.push_back(p);
    } else if (cmp(h, r) < 0) {
        double k = sqrt(r * r - h * h);
        p1 = p + (b - a) / (norm(b - a)) * k;
        ret.push_back(p1);
        p1 = p - (b - a) / (norm(b - a)) * k;
        ret.push_back(p1);
    }
    return ret;
}

bool ptInsideTriangle(PT p, PT a, PT b, PT c) {
    if (cross(b - a, c - b) < 0) swap(a, b);
    long long x = cross(b - a, p - b);
    long long y = cross(c - b, p - c);
    long long z = cross(a - c, p - a);
    if (x > 0 && y > 0 && z > 0) return true;
    if (!x) return ptInSegment(a, b, p);
    if (!y) return ptInSegment(b, c, p);
    if (!z) return ptInSegment(c, a, p);
    return false;
}

// Determina se o ponto esta num poligono convexo em O(lgn)
bool pointInConvexPolygon(const vector<PT> &hull, PT point) {
    int n = hull.size();
    if (cmp(cross(point - hull[0], hull[1] - hull[0])) || cmp(cross(point
        - hull[0], hull[n - 1] - hull[0]))) return false;
    int l = 1, r = n - 1;
    while (l != r) {
        int mid = (l + r + 1) / 2;
        if (cmp(cross(point - hull[0], hull[mid] - hull[0])) < 0) l = mid;
        else r = mid - 1;
    }
    return cmp(cross(hull[(l + 1) % n] - hull[l], point - hull[l])) >= 0;
}

```

```
// Determina se o ponto esta num poligono possivelmente nao-convexo
// Retorna 1 para pontos estritamente dentro, 0 para pontos
// estritamente fora do poligono
// e 0 ou 1 para os pontos restantes
// Eh possivel converter num teste exato usando inteiros e tomando
// cuidado com a divisao
// e entao usar testes exatos para checar se esta na borda do poligono
bool pointInPolygon(const vector<PT> &p, PT q) {
    bool c = 0;
    for(int i = 0; i < p.size(); i++){
        int j = (i + 1) % p.size();
        if((p[i].y <= q.y && q.y < p[j].y || p[j].y <= q.y && q.y < p[i].y)
            &&
            q.x < p[i].x + (p[j].x - p[i].x) * (q.y - p[i].y) / (p[j].y - p[i].y))
            c = !c;
    }
    return c;
}

// Determina se o ponto esta na borda do poligono
bool pointOnPolygon(const vector<PT> &p, PT q) {
    for(int i = 0; i < p.size(); i++)
        if(cmp(dist2(projectPointSegment(p[i], p[(i + 1) % p.size()], q),
            q)) < 0)
            return true;
    return false;
}

// area / semiperimeter
double rincircle (PT a, PT b, PT c) {
    double ab = norm(a-b), bc = norm(b-c), ca = norm(c-a);
    return abs(cross(b-a, c-a) / (ab+bc+ca));
}

// Calcula intersecao do circulo centrado em a com raio r e o centrado
// em b com raio R
vector<PT> circleCircle (PT a, double r, PT b, double R) {
    vector<PT> ret;
    double d = norm(a-b);
    if (d > r + R || d + min(r, R) < max(r, R)) return ret;
    double x = (d*d - R*R + r*r) / (2*d); // x = r*cos(R opposite angle)
    double y = sqrt(r*r - x*x);
    PT v = (b - a)/d;
    ret.push_back(a + v*x + rotateCCW90(v)*y);
    if (cmp(y) > 0)
        ret.push_back(a + v*x - rotateCCW90(v)*y);
    return ret;
}

double circularSegArea (double r, double R, double d) {
    double ang = 2 * acos((d*d - R*R + r*r) / (2*d*r)); // cos(R
// opposite angle) = x/r
    double tri = sin(ang) * r * r;
    double sector = ang * r * r;
    return (sector - tri) / 2;
}

// Calcula a area ou o centroide de um poligono (possivelmente nao-
// convexo)
// assumindo que as coordenadas estao listada em ordem horaria ou anti
// -horaria
```

```
// O centroide eh equivalente a o centro de massa ou centro de
// gravidade
double computeSignedArea (const vector<PT> &p) {
    double area = 0;
    for (int i = 0; i < p.size(); i++) {
        int j = (i+1) % p.size();
        area += p[i].x*p[j].y - p[j].x*p[i].y;
    }
    return area/2.0;
}

double computeArea(const vector<PT> &p) {
    return abs(computeSignedArea(p));
}

PT computeCentroid(const vector<PT> &p) {
    PT c(0,0);
    double scale = 6.0 * ComputeSignedArea(p);
    for(int i = 0; i < p.size(); i++){
        int j = (i + 1) % p.size();
        c = c + (p[i] + p[j]) * (p[i].x * p[j].y - p[j].x * p[i].y);
    }
    return c / scale;
}

// Testa se o poligono listada em ordem CW ou CCW eh simples (nenhuma
// linha se intersecta)
bool isSimple(const vector<PT> &p) {
    for(int i = 0; i < p.size(); i++) {
        for(int k = i + 1; k < p.size(); k++) {
            int j = (i + 1) % p.size();
            int l = (k + 1) % p.size();
            if (i == l || j == k) continue;
            if (segmentsIntersect(p[i], p[j], p[k], p[l]))
                return false;
        }
    }
    return true;
}

vector< pair<PT, PT> > getTangentSegs (PT c1, double r1, PT c2, double
// r2) {
    if (r1 < r2) swap(c1, c2), swap(r1, r2);
    vector<pair<PT, PT> > ans;
    double d = dist(c1, c2);
    if (cmp(d) <= 0) return ans;
    double dr = abs(r1 - r2), sr = r1 + r2;
    if (cmp(dr, d) >= 0) return ans;
    double u = acos(dr / d);
    PT dc1 = normalize(c2 - c1)*r1;
    PT dc2 = normalize(c2 - c1)*r2;
    ans.push_back(make_pair(c1 + rotateCCW(dc1, +u), c2 + rotateCCW(dc2,
// +u)));
    ans.push_back(make_pair(c1 + rotateCCW(dc1, -u), c2 + rotateCCW(dc2,
// -u)));
    if (cmp(sr, d) >= 0) return ans;
    double v = acos(sr / d);
    dc2 = normalize(c1 - c2)*r2;
    ans.push_back({c1 + rotateCCW(dc1, +v), c2 + rotateCCW(dc2, +v)});
    ans.push_back({c1 + rotateCCW(dc1, -v), c2 + rotateCCW(dc2, -v)});
    return ans;
}
```

5.2 Convex Hull

```

}

vector<PT> convexHull(vector<PT> p, bool needs = 1) {
    if(needs) sort(pts.begin(), pts.end());
    pts.erase(unique(pts.begin(), pts.end()), pts.end());
    int n = p.size(), k = 0;
    if(n <= 1) return pts;
    vector<PT> h(n + 2);
    for(int i = 0; i < n; i++) {
        while(k >= 2 && cmp(cross(h[k - 1] - h[k - 2], p[i] - h[k - 2]))
            <= 0) k--;
        h[k++] = p[i];
    }
    for(int i = n - 2, t = k + 1; i >= 0; i--) {
        while(k >= t && cmp(cross(h[k - 1] - h[k - 2], p[i] - h[k - 2]))
            <= 0) k--;
        h[k++] = p[i];
    }
    h.resize(k); // n+1 points where the first is equal to the last
    return h;
}

void sortByAngle (vector<PT>::iterator first, vector<PT>::iterator
    last, const PT o) {
    first = partition(first, last, [&o] (const PT &a) { return a == o;
    });
    auto pivot = partition(first, last, [&o] (const PT &a) {
        return !(a < o || a == o); // PT(a.y, a.x) < PT(o.y, o.x)
    });
    auto acmp = [&o] (const PT &a, const PT &b) { // C++11 only
        if (cmp(cross(a-o, b-o)) != 0) return cross(a-o, b-o) > 0;
        else return cmp(norm(a-o), norm(b-o)) < 0;
    };
    sort(first, pivot, acmp);
    sort(pivot, last, acmp);
}

vector<PT> graham (vector<PT> v) {
    sort(v.begin(), v.end());
    sortByAngle(v.begin(), v.end(), v[0]);
    vector<PT> u (v.size());
    int top = 0;
    for (int i = 0; i < v.size(); i++) {
        while (top > 1 && cmp(cross(u[top-1] - u[top-2], v[i]-u[top-2]))
            <= 0) top--;
        u[top++] = v[i];
    }
    u.resize(top);
    return u;
}

vector<PT> splitHull(const vector<PT> &hull) {
    vector<PT> ans(hull.size());
    for(int i = 0, j = (int) hull.size()-1, k = 0; k < (int) hull.size()
        ; k++) {
        if(hull[i] < hull[j]) {
            ans[k] = hull[i++];
        } else {

```

```

            ans[k] = hull[j--];
        }
    }
    return ans;
}

vector<PT> ConvexHull(const vector<PT> &a, const vector<PT> &b) {
    auto A = splitHull(a);
    auto B = splitHull(b);
    vector<PT> C(A.size() + B.size());
    merge(A.begin(), A.end(), B.begin(), B.end(), C.begin());
    return ConvexHull(C, false);
}

int maximizeScalarProduct(const vector<PT> &hull, PT vec) {
    // this code assumes that there are no 3 colinear points
    int ans = 0;
    int n = hull.size();
    if(n < 20) {
        for(int i = 0; i < n; i++) {
            if(dot(hull[i], vec) > dot(hull[ans], vec)) {
                ans = i;
            }
        }
    } else {
        if(dot(hull[1], vec) > dot(hull[ans], vec)) {
            ans = 1;
        }
        for(int rep = 0; rep < 2; rep++) {
            int l = 2, r = n - 1;
            while(l != r) {
                int mid = (l + r + 1) / 2;
                bool flag = dot(hull[mid], vec) >= dot(hull[mid-1], vec);
                if(rep == 0) { flag = flag && dot(hull[mid], vec) >= dot(hull
                    [0], vec); }
                else { flag = flag || dot(hull[mid-1], vec) < dot(hull[0], vec
                    ); }
                if(flag) {
                    l = mid;
                } else {
                    r = mid - 1;
                }
            }
            if(dot(hull[ans], vec) < dot(hull[l], vec)) {
                ans = l;
            }
        }
    }
    return ans;
}

```

5.3 Cut Polygon

```

struct Segment {
    typedef long double T;
    PT p1, p2;
    T a, b, c;

    Segment() {}

```



```

Segment(PT st, PT en) {
    p1 = st, p2 = en;
    a = -(st.y - en.y);
    b = st.x - en.x;
    c = a * en.x + b * en.y;
}

T plug(T x, T y) {
    // plug >= 0 is to the right
    return a * x + b * y - c;
}

T plug(PT p) {
    return plug(p.x, p.y);
}

bool inLine(PT p) { return cross((p - p1), (p2 - p1)) == 0; }
bool inSegment(PT p) {
    return inLine(p) && dot((p1 - p2), (p - p2)) >= 0 && dot((p2 - p1),
        (p - p1)) >= 0;
}

PT lineIntersection(Segment s) {
    long double A = a, B = b, C = c;
    long double D = s.a, E = s.b, F = s.c;
    long double x = (long double) C * E - (long double) B * F;
    long double y = (long double) A * F - (long double) C * D;
    long double tmp = (long double) A * E - (long double) B * D;
    x /= tmp;
    y /= tmp;
    return PT(x, y);
}

bool polygonIntersection(const vector<PT> &poly) {
    long double l = -1e18, r = 1e18;
    for(auto p : poly) {
        long double z = plug(p);
        l = max(l, z);
        r = min(r, z);
    }
    return l - r > eps;
}

vector<PT> cutPolygon(vector<PT> poly, Segment seg) {
    int n = (int) poly.size();
    vector<PT> ans;
    for(int i = 0; i < n; i++) {
        double z = seg.plug(poly[i]);
        if(z > -eps) {
            ans.push_back(poly[i]);
        }
        double z2 = seg.plug(poly[(i + 1) % n]);
        if((z > eps && z2 < -eps) || (z < -eps && z2 > eps)) {
            ans.push_back(seg.lineIntersection(Segment(poly[i], poly[(i + 1)
                % n])));
        }
    }
    return ans;
}

```

5.4 Smallest Enclosing Circle

```

typedef pair<PT, double> circle;
bool inCircle (circle c, PT p){
    return cmp(dist(c.first, p), c.second) <= 0;
}

PT circumcenter (PT p, PT q, PT r){
    PT a = p-r, b = q-r;
    PT c = PT(dot(a, p+r)/2, dot(b, q+r)/2);
    return PT(cross(c, PT(a.y,b.y)), cross(PT(a.x,b.x), c)) / cross(a, b
        );
}

mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
circle spanningCircle (vector<PT> &v) {
    int n = v.size();
    shuffle(v.begin(), v.end(), rng);
    circle C(PT(), -1);
    for (int i = 0; i < n; i++) if (!inCircle(C, v[i])) {
        C = circle(v[i], 0);
        for (int j = 0; j < i; j++) if (!inCircle(C, v[j])) {
            C = circle((v[i]+v[j])/2, dist(v[i], v[j])/2);
            for(int k = 0; k < j; k++) if (!inCircle(C, v[k])){
                PT o = circumcenter(v[i], v[j], v[k]);
                C = circle(o, dist(o, v[k]));
            }
        }
    }
    return C;
}

```

5.5 Minkowski

```

bool comp(PT a, PT b){
    int hp1 = (a.x < 0 || (a.x==0 && a.y<0));
    int hp2 = (b.x < 0 || (b.x==0 && b.y<0));
    if(hp1 != hp2) return hp1 < hp2;
    long long R = cross(a, b);
    if(R) return R > 0;
    return dot(a, a) < dot(b, b);
}

vector<PT> minkowskiSum(const vector<PT> &a, const vector<PT> &b){
    if(a.empty() || b.empty()) return vector<PT>();
    vector<PT> ret;
    int n1 = a.size(), n2 = b.size();
    if(min(n1, n2) < 2){
        for(int i = 0; i < n1; i++) {
            for(int j = 0; j < n2; j++) {
                ret.push_back(a[i]+b[j]);
            }
        }
        return ret;
    }
    auto insert = [&](PT p) {
        while(ret.size() >= 2 && cmp(cross(p-ret.back(), p-ret[(int)ret.
            size()-2])) == 0) {

```

```

    // removing colinear points
    // needs the scalar product stuff if the result is a line
    ret.pop_back();
}
ret.push_back(p);
};
PT v1, v2, p = a[0]+b[0];
ret.push_back(p);
for (int i = 0, j = 0; i + j + 1 < n1+n2; ){
    v1 = a[(i+1)%n1]-a[i];
    v2 = b[(j+1)%n2]-b[j];
    if(j == n2 || (i < n1 && comp(v1, v2))) p = p + v1, i++;
    else p = p + v2, j++;
    insert(p);
}
return ret;
}

```

5.6 Half Plane Intersection

```

struct L {
    PT a, b;
    L() {}
    L(PT a, PT b) : a(a), b(b) {}
};

double angle (L la) { return atan2(-(la.a.y - la.b.y), la.b.x - la.a.x); }

bool comp (L la, L lb) {
    if (cmp(angle(la), angle(lb)) == 0) return cross((lb.b - lb.a), (la.b - lb.a)) > eps;
    return cmp(angle(la), angle(lb)) < 0;
}

PT computeLineIntersection (L la, L lb) {
    return computeLineIntersection(la.a, la.b, lb.a, lb.b);
}

bool check (L la, L lb, L lc) {
    PT p = computeLineIntersection(lb, lc);
    double det = cross((la.b - la.a), (p - la.a));
    return cmp(det) < 0;
}

vector<PT> hpi (vector<L> line) { // salvar (i, j) CCW, (j, i) CW
    sort(line.begin(), line.end(), comp);
    vector<L> pl(1, line[0]);
    for (int i = 0; i < (int)line.size(); ++i) if (cmp(angle(line[i]), angle(pl.back())) != 0) pl.push_back(line[i]);
    deque<int> dq;
    dq.push_back(0);
    dq.push_back(1);
    for (int i = 2; i < (int)pl.size(); ++i) {
        while ((int)dq.size() > 1 && check(pl[i], pl[dq.back()], pl[dq[dq.size() - 2]])) dq.pop_back();
        while ((int)dq.size() > 1 && check(pl[i], pl[dq[0]], pl[dq[1]])) dq.pop_front();
        dq.push_back(i);
    }
}

```

```

while ((int)dq.size() > 1 && check(pl[dq[0]], pl[dq.back()], pl[dq[dq.size() - 2]])) dq.pop_back();
while ((int)dq.size() > 1 && check(pl[dq.back()], pl[dq[0]], pl[dq[1]])) dq.pop_front();
vector<PT> res;
for (int i = 0; i < (int)dq.size(); ++i) {
    res.emplace_back(computeLineIntersection(pl[dq[i]], pl[dq[(i + 1) % dq.size()]]));
}
return res;
}

```

5.7 Closest Pair

```

double closestPair(vector<PT> p) {
    int n = p.size(), k = 0;
    sort(p.begin(), p.end());
    double d = inf;
    set<PT> ptsInv;
    for(int i = 0; i < n; i++) {
        while(k < i && p[k].x < p[i].x - d) {
            ptsInv.erase(swapCoord(p[k++]));
        }
        for(auto it = ptsInv.lower_bound(PT(p[i].y - d, p[i].x - d));
            it != ptsInv.end() && it->x <= p[i].y + d; it++) {
            d = min(d, dist(p[i] - swapCoord(*it), PT(0, 0)));
        }
        ptsInv.insert(swapCoord(p[i]));
    }
    return d;
}

```

5.8 Delaunay Triangulation

```

bool ge(const ll& a, const ll& b) { return a >= b; }
bool le(const ll& a, const ll& b) { return a <= b; }
bool eq(const ll& a, const ll& b) { return a == b; }
bool gt(const ll& a, const ll& b) { return a > b; }
bool lt(const ll& a, const ll& b) { return a < b; }
int sgn(const ll& a) { return a >= 0 ? a ? 1 : 0 : -1; }

struct pt {
    ll x, y;
    pt() {}
    pt(ll _x, ll _y) : x(_x), y(_y) {}
    pt operator-(const pt& p) const {
        return pt(x - p.x, y - p.y);
    }
    ll cross(const pt& p) const {
        return x * p.y - y * p.x;
    }
    ll cross(const pt& a, const pt& b) const {
        return (a - *this).cross(b - *this);
    }
    ll dot(const pt& p) const {
        return x * p.x + y * p.y;
    }
    ll dot(const pt& a, const pt& b) const {

```

```

        return (a - *this).dot(b - *this);
    }
    ll sqrLength() const {
        return this->dot(*this);
    }
    bool operator==(const pt& p) const {
        return eq(x, p.x) && eq(y, p.y);
    }
};

const pt inf_pt = pt(1e18, 1e18);

struct QuadEdge {
    pt origin;
    QuadEdge* rot = nullptr;
    QuadEdge* onext = nullptr;
    bool used = false;
    QuadEdge* rev() const {
        return rot->rot;
    }
    QuadEdge* lnext() const {
        return rot->rev()->onext->rot;
    }
    QuadEdge* oprev() const {
        return rot->onext->rot;
    }
    pt dest() const {
        return rev()->origin;
    }
};

QuadEdge* make_edge(pt from, pt to) {
    QuadEdge* e1 = new QuadEdge;
    QuadEdge* e2 = new QuadEdge;
    QuadEdge* e3 = new QuadEdge;
    QuadEdge* e4 = new QuadEdge;
    e1->origin = from;
    e2->origin = to;
    e3->origin = e4->origin = inf_pt;
    e1->rot = e3;
    e2->rot = e4;
    e3->rot = e2;
    e4->rot = e1;
    e1->onext = e1;
    e2->onext = e2;
    e3->onext = e4;
    e4->onext = e3;
    return e1;
}

void splice(QuadEdge* a, QuadEdge* b) {
    swap(a->onext->rot->onext, b->onext->rot->onext);
    swap(a->onext, b->onext);
}

void delete_edge(QuadEdge* e) {
    splice(e, e->oprev());
    splice(e->rev(), e->rev()->oprev());
    delete e->rot;
    delete e->rev()->rot;
    delete e;
}

```

```

        delete e->rev();
    }

QuadEdge* connect(QuadEdge* a, QuadEdge* b) {
    QuadEdge* e = make_edge(a->dest(), b->origin);
    splice(e, a->lnext());
    splice(e->rev(), b);
    return e;
}

bool left_of(pt p, QuadEdge* e) {
    return gt(p.cross(e->origin, e->dest()), 0);
}

bool right_of(pt p, QuadEdge* e) {
    return lt(p.cross(e->origin, e->dest()), 0);
}

template <class T>
T det3(T a1, T a2, T a3, T b1, T b2, T b3, T c1, T c2, T c3) {
    return a1 * (b2 * c3 - c2 * b3) - a2 * (b1 * c3 - c1 * b3) +
        a3 * (b1 * c2 - c1 * b2);
}

bool in_circle(pt a, pt b, pt c, pt d) {
    // If there is __int128, calculate directly.
    // Otherwise, calculate angles.
    #if defined(__LP64__) || defined(_WIN64)
        __int128 det = -det3<__int128>(b.x, b.y, b.sqrLength(), c.x, c.y,
                                         c.sqrLength(), d.x, d.y, d.
                                         sqrLength());
        det += det3<__int128>(a.x, a.y, a.sqrLength(), c.x, c.y, c.
                               sqrLength(), d.x,
                               d.y, d.sqrLength());
        det -= det3<__int128>(a.x, a.y, a.sqrLength(), b.x, b.y, b.
                               sqrLength(), d.x,
                               d.y, d.sqrLength());
        det += det3<__int128>(a.x, a.y, a.sqrLength(), b.x, b.y, b.
                               sqrLength(), c.x,
                               c.y, c.sqrLength());
        return det > 0;
    #else
        auto ang = [](pt l, pt mid, pt r) {
            ll x = mid.dot(l, r);
            ll y = mid.cross(l, r);
            long double res = atan2((long double)x, (long double)y);
            return res;
        };
        long double kek = ang(a, b, c) + ang(c, d, a) - ang(b, c, d) - ang(
            d, a, b);
        if (kek > 1e-8)
            return true;
        else
            return false;
    #endif
}

pair<QuadEdge*, QuadEdge*> build_tr(int l, int r, vector<pt>& p) {
    if (r - l + 1 == 2) {
        QuadEdge* res = make_edge(p[l], p[r]);
        return make_pair(res, res->rev());
    }
}

```

```

}
if (r - l + 1 == 3) {
    QuadEdge *a = make_edge(p[l], p[l + 1]), *b = make_edge(p[l + 1], p[r]);
    splice(a->rev(), b);
    int sg = sgn(p[l].cross(p[l + 1], p[r]));
    if (sg == 0)
        return make_pair(a, b->rev());
    QuadEdge* c = connect(b, a);
    if (sg == 1)
        return make_pair(a, b->rev());
    else
        return make_pair(c->rev(), c);
}
int mid = (l + r) / 2;
QuadEdge *ldo, *ldi, *rdo, *rdi;
tie(ldo, ldi) = build_tr(l, mid, p);
tie(rdi, rdo) = build_tr(mid + 1, r, p);
while (true) {
    if (left_of(rdi->origin, ldi)) {
        ldi = ldi->lnext();
        continue;
    }
    if (right_of(ldi->origin, rdi)) {
        rdi = rdi->rev()->onext;
        continue;
    }
    break;
}
QuadEdge* basel = connect(rdi->rev(), ldi);
auto valid = [&basel](QuadEdge* e) { return right_of(e->dest(), basel); };
if (ldi->origin == ldo->origin)
    ldo = basel->rev();
if (rdi->origin == rdo->origin)
    rdo = basel;
while (true) {
    QuadEdge* lcand = basel->rev()->onext;
    if (valid(lcand)) {
        while (in_circle(basel->dest(), basel->origin, lcand->dest(),
            lcand->onext->dest())) {
            QuadEdge* t = lcand->onext;
            delete_edge(lcand);
            lcand = t;
        }
    }
    QuadEdge* rcand = basel->oprev();
    if (valid(rcand)) {
        while (in_circle(basel->dest(), basel->origin, rcand->dest(),
            rcand->oprev()->dest())) {
            QuadEdge* t = rcand->oprev();
            delete_edge(rcand);
            rcand = t;
        }
    }
    if (!valid(lcand) && !valid(rcand))
        break;
    if (!valid(lcand) || (valid(rcand) && in_circle(lcand->dest(), lcand->origin,

```

```

        rcand->origin, rcand->dest())) {
        basel = connect(rcand, basel->rev());
    } else
        basel = connect(basel->rev(), lcand->rev());
}
return make_pair(ldo, rdo);
}

vector<tuple<pt, pt, pt>> delaunay(vector<pt> p) {
    sort(p.begin(), p.end(), [](const pt& a, const pt& b) {
        return lt(a.x, b.x) || (eq(a.x, b.x) && lt(a.y, b.y));
    });
    auto res = build_tr(0, (int)p.size() - 1, p);
    QuadEdge* e = res.first;
    vector<QuadEdge*> edges = {e};
    while (lt(e->onext->dest().cross(e->dest(), e->origin), 0))
        e = e->onext;
    auto add = [&p, &e, &edges]() {
        QuadEdge* curr = e;
        do {
            curr->used = true;
            p.push_back(curr->origin);
            edges.push_back(curr->rev());
            curr = curr->lnext();
        } while (curr != e);
    };
    add();
    p.clear();
    int kek = 0;
    while (kek < (int)edges.size()) {
        if (!(e = edges[kek++]>->used))
            add();
    }
    vector<tuple<pt, pt, pt>> ans;
    for (int i = 0; i < (int)p.size(); i += 3) {
        ans.push_back(make_tuple(p[i], p[i + 1], p[i + 2]));
    }
    return ans;
}

```

5.9 Java Geometry Library

```

import java.util.*;
import java.io.*;
import java.awt.geom.*;
import java.lang.*;
//Lazy Geometry
class AWT{
    static Area makeArea(double[] pts){
        Path2D.Double p = new Path2D.Double();
        p.moveTo(pts[0], pts[1]);
        for(int i = 2; i < pts.length; i+=2){
            p.lineTo(pts[i], pts[i+1]);
        }
        p.closePath();
        return new Area(p);
    }
    static double computePolygonArea(ArrayList<Point2D.Double> points) {
        Point2D.Double[] pts = points.toArray(new Point2D.Double[points.size()]);
    }
}

```

```

double area = 0;
for (int i = 0; i < pts.length; i++){
    int j = (i+1) % pts.length;
    area += pts[i].x * pts[j].y - pts[j].x * pts[i].y;
}
return Math.abs(area)/2;
}
static double computeArea(Area area) {
    double totArea = 0;
    PathIterator iter = area.getPathIterator(null);
    ArrayList<Point2D.Double> points = new ArrayList<Point2D.Double>()
    ;
    while (!iter.isDone()) {
        double[] buffer = new double[6];
        switch (iter.currentSegment(buffer)) {
            case PathIterator.SEG_MOVETO:
            case PathIterator.SEG_LINETO:
                points.add(new Point2D.Double(buffer[0], buffer[1]));
                break;
            case PathIterator.SEG_CLOSE:
                totArea += computePolygonArea(points);
                points.clear();
                break;
        }
        iter.next();
    }
    return totArea;
}
}

```

6 String Algorithms

6.1 KMP

```

string p, t;
int b[ms], n, m;

void kmpPreprocess() {
    int i = 0, j = -1;
    b[0] = -1;
    while(i < m) {
        while(j >= 0 && p[i] != p[j]) j = b[j];
        b[++i] = ++j;
    }
}

void kmpSearch() {
    int i = 0, j = 0, ans = 0;
    while(i < n) {
        while(j >= 0 && t[i] != p[j]) j = b[j];
        i++; j++;
        if(j == m) {
            //ocorrencia aqui comecando em i - j
            ans++;
            j = b[j];
        }
    }
    return ans;
}

```

6.2 KMP Automaton

```

const int limit =

vector<vector<int>> build_automaton(string s) {
    s += '#'; //tem que ser diferente de todos os caracteres
    int n = (int) s.size();
    vector<vector<int>> ans(n, vector<int>(limit));
    vector<int> fail(n);
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < limit; j++) {
            if (i == 0) {
                if (s[i] == j + 'a') {
                    ans[i][j] = i + 1;
                } else {
                    ans[i][j] = 0;
                }
            } else {
                if (s[i] == j + 'a') {
                    ans[i][j] = i + 1;
                } else {
                    ans[i][j] = ans[fail[i - 1]][j];
                }
            }
        }
        if (i == 0) {
            continue;
        }
        int j = fail[i - 1];
        while (j > 0 && s[i] != s[j]) {
            j = fail[j - 1];
        }
        fail[i] = j + (s[i] == s[j]);
    }
    return ans;
}

```

6.3 Trie

```

int trie[ms][sigma], terminal[ms], z;

void init() {
    memset(trie[0], -1, sizeof trie[0]);
    z = 1;
}

int get_id(char c) {
    return c - 'a';
}

void insert(string &p) {
    int cur = 0;
    for(int i = 0; i < p.size(); i++) {
        int id = get_id(p[i]);
        if(trie[cur][id] == -1) {
            memset(trie[z], -1, sizeof trie[z]);
            trie[cur][id] = z++;
        }
    }
}

```

```

    cur = trie[cur][id];
}
terminal[cur]++;
}

int count(string &p) {
    int cur = 0;
    for(int i = 0; i < p.size(); i++) {
        int id = get_id(p[i]);
        if(trie[cur][id] == -1) {
            return false;
        }
        cur = trie[cur][id];
    }
    return terminal[cur];
}

```

6.4 Aho-Corasick

```

// Construa a Trie do seu dicionario com o codigo acima

int fail[ms];
queue<int> q;

void buildFailure() {
    q.push(0);
    while(!q.empty()) {
        int node = q.front();
        q.pop();
        for(int pos = 0; pos < sigma; pos++) {
            int &v = trie[node][pos];
            int f = node == 0 ? 0 : trie[fail[node]][pos];
            if(v == -1) {
                v = f;
            } else {
                fail[v] = f;
                q.push(v);
            }
            // juntar as informacoes da borda para o V ja q um match em V
            // implica um match na borda
            terminal[v] += terminal[f];
        }
    }
}

int search(string &txt) {
    int node = 0;
    int ans = 0;
    for(int i = 0; i < txt.length(); i++) {
        int pos = get_id(txt[i]);
        node = trie[node][pos];
        // processar informacoes no no atual
        ans += terminal[node];
    }
    return ans;
}

```

6.5 Algoritmo de Z

```

string s;
int fz[ms], n;

void zfunc() {
    fz[0] = n;
    for(int i = 1, l = 0, r = 0; i < n; i++) {
        fz[i] = max(0, min(r-i, fz[i-l]));
        while(s[fz[i]] == s[i+fz[i]]) ++fz[i];
        if(i + fz[i] > r) {
            l = i;
            r = i + fz[i];
        }
    }
}

```

6.6 Suffix Array

```

namespace SA {
    typedef pair<int, int> ii;

    vector<int> buildSA(string s) {
        int n = (int) s.size();
        vector<int> ids(n), pos(n);
        vector<ii> pairs(n);
        for(int i = 0; i < n; i++) {
            ids[i] = i;
            pairs[i] = ii(s[i], -1);
        }
        sort(ids.begin(), ids.end(), [&](int a, int b) -> bool {
            return pairs[a] < pairs[b];
        });
        int on = 0;
        for(int i = 0; i < n; i++) {
            if (i && pairs[ids[i - 1]] != pairs[ids[i]]) on++;
            pos[ids[i]] = on;
        }
        for(int offset = 1; offset < n; offset <= 1) {
            //ja tao ordenados pelos primeiros offset caracteres
            for(int i = 0; i < n; i++) {
                pairs[i].first = pos[i];
                if (i + offset < n) {
                    pairs[i].second = pos[i + offset];
                } else {
                    pairs[i].second = -1;
                }
            }
            sort(ids.begin(), ids.end(), [&](int a, int b) -> bool {
                return pairs[a] < pairs[b];
            });
            int on = 0;
            for(int i = 0; i < n; i++) {
                if (i && pairs[ids[i - 1]] != pairs[ids[i]]) on++;
                pos[ids[i]] = on;
            }
        }
        return ids;
    }
}

```

```

}

vector<int> buildLCP(string s, vector<int> sa) {
    int n = (int) s.size();
    vector<int> pos(n), lcp(n, 0);
    for(int i = 0; i < n; i++) {
        pos[sa[i]] = i;
    }
    int k = 0;
    for(int i = 0; i < n; i++) {
        if (pos[i] + 1 == n) {
            k = 0;
            continue;
        }
        int j = sa[pos[i] + 1];
        while(i + k < n && j + k < n && s[i + k] == s[j + k]) k++;
        lcp[pos[i]] = k;
        k = max(k - 1, 0);
    }
    return lcp;
}
};

//nlogn

vector<int> suffix_array(const string& in) {
    int n = (int)in.size(), c = 0;
    vector<int> temp(n), pos2bckt(n), bckt(n), bpos(n), out(n);
    for (int i = 0; i < n; i++) out[i] = i;
    sort(out.begin(), out.end(), [&](int a, int b) { return in[a] < in[b]; });
    for (int i = 0; i < n; i++) {
        bckt[i] = c;
        if (i + 1 == n || in[out[i]] != in[out[i + 1]]) c++;
    }
    /*Start*/
    for (int h = 1; h < n && c < n; h <= 1) { // executes log n times
        for (int i = 0; i < n; i++) pos2bckt[out[i]] = bckt[i];
        for (int i = n - 1; i >= 0; i--) bpos[bckt[i]] = i;
        for (int i = 0; i < n; i++)
            if (out[i] >= n - h) temp[bpos[bckt[i]]++] = out[i];
        for (int i = 0; i < n; i++)
            if (out[i] >= h) temp[bpos[pos2bckt[out[i] - h]]++] = out[i] - h;
        c = 0;
        for (int i = 0; i + 1 < n; i++) {
            int a = (bckt[i] != bckt[i + 1]) || (temp[i] >= n - h)
                || (pos2bckt[temp[i + 1] + h] != pos2bckt[temp[i] + h]);
            bckt[i] = c;
            c += a;
        }
        bckt[n - 1] = c++;
        temp.swap(out);
    }
    return out;
}

```

```

//by adamant

#define fpos adla
const int inf = 1e9;
const int maxn = 1e4;
char s[maxn];
map<int, int> to[maxn];
int len[maxn], fpos[maxn], link[maxn];
int node, pos;
int sz = 1, n = 0;

int make_node(int _pos, int _len)
{
    fpos[sz] = _pos;
    len[sz] = _len;
    return sz++;
}

void go_edge()
{
    while(pos > len[to[node][s[n - pos]]])
    {
        node = to[node][s[n - pos]];
        pos -= len[node];
    }
}

void add_letter(int c)
{
    s[n++] = c;
    pos++;
    int last = 0;
    while(pos > 0)
    {
        go_edge();
        int edge = s[n - pos];
        int &v = to[node][edge];
        int t = s[fpos[v] + pos - 1];
        if(v == 0)
        {
            v = make_node(n - pos, inf);
            link[last] = node;
            last = 0;
        }
        else if(t == c)
        {
            link[last] = node;
            return;
        }
        else
        {
            int u = make_node(fpos[v], pos - 1);
            to[u][c] = make_node(n - 1, inf);
            to[u][t] = v;
            fpos[v] += pos - 1;
            len[v] -= pos - 1;
            v = u;
            link[last] = u;
            last = u;
        }
    }
    if(node == 0)

```

```

        pos--;
    else
        node = link[node];
}

//len[0] = inf

```

7 Miscellaneous

7.1 LIS - Longest Increasing Subsequence

```

int arr[ms], lisArr[ms], n;
// int bef[ms], pos[ms];

int lis() {
    int len = 1;
    lisArr[0] = arr[0];
    // bef[0] = -1;
    for(int i = 1; i < n; i++) {
        // upper_bound se non-decreasing
        int x = lower_bound(lisArr, lisArr + len, arr[i]) - lisArr;
        len = max(len, x + 1);
        lisArr[x] = arr[i];
        // pos[x] = i;
        // bef[i] = x ? pos[x-1] : -1;
    }
    return len;
}

vi getLis() {
    int len = lis();
    vi ans;
    for(int i = pos[lisArr[len - 1]]; i >= 0; i = bef[i]) {
        ans.push_back(arr[i]);
    }
    reverse(ans.begin(), ans.end());
    return ans;
}

```

7.2 Ternary Search

```

// R
for(int i = 0; i < LOG; i++){
    long double m1 = (A * 2 + B) / 3.0;
    long double m2 = (A + 2 * B) / 3.0;

    if(f(m1) > f(m2))
        A = m1;
    else
        B = m2;
}
ans = f(A);

// Z
while(B - A > 4){
    int m1 = (A + B) / 2;

```

```

int m2 = (A + B) / 2 + 1;
if(f(m1) > f(m2))
    A = m1;
else
    B = m2;
}
ans = inf;
for(int i = A; i <= B; i++) ans = min(ans, f(i));

```

7.3 Count Sort

```

int H[(1<<15)+1], to[mx], b[mx];
void sort(int m, int a[]) {
    memset(H, 0, sizeof H);
    for (int i = 1; i <= m; i++) {
        H[a[i] % (1<<15)]++;
    }
    for (int i = 1; i < 1<<15; i++) {
        H[i] += H[i-1];
    }
    for (int i = m; i; i--) {
        to[i] = H[a[i] % (1 << 15)]--;
    }
    for (int i = 1; i <= m; i++) {
        b[to[i]] = a[i];
    }
    memset(H, 0, sizeof H);
    for (int i = 1; i <= m; i++) {
        H[b[i]>>15]++;
    }
    for (int i = 1; i < 1<<15; i++) {
        H[i] += H[i-1];
    }
    for (int i = m; i; i--) {
        to[i] = H[b[i]>>15]--;
    }
    for (int i = 1; i <= m; i++) {
        a[to[i]] = b[i];
    }
}

```

7.4 Random Number Generator

```

// mt19937_64 se LL
mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
// Random_Shuffle
shuffle(v.begin(), v.end(), rng);
// Random number in interval
int randomInt = uniform_int_distribution(0, i)(rng);
double randomDouble = uniform_real_distribution(0, 1)(rng);
// bernoulli_distribution, binomial_distribution,
// geometric_distribution
// normal_distribution, poisson_distribution, exponential_distribution

```

7.5 Rectangle Hash


```

namespace {
    struct safe_hash {
        static uint64_t splitmix64(uint64_t x) {
            // http://xorshift.di.unimi.it/splitmix64.c
            x += 0x9e3779b97f4a7c15;
            x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
            x = (x ^ (x >> 27)) * 0x94d049b133111eb;
            return x ^ (x >> 31);
        }

        size_t operator()(uint64_t x) const {
            static const uint64_t FIXED_RANDOM = std::chrono::steady_clock::
                now().time_since_epoch().count();
            return splitmix64(x + FIXED_RANDOM);
        }
    };
}

struct rect {
    int x1, y1, x2, y2; // x1 < x2, y1 < y2
    rect () {}
    rect (int x1, int y1, int x2, int y2) : x1(x1), x2(x2), y1(y1), y2(
        y2) {}

    rect inter (rect other) {
        int x3 = max(x1, other.x1);
        int y3 = max(y1, other.y1);
        int x4 = min(x2, other.x2);
        int y4 = min(y2, other.y2);
        return rect(x3, y3, x4, y4);
    }

    uint64_t get_hash() {
        safe_hash sh;
        uint64_t ret = sh(x1);
        ret ^= sh(ret ^ y1);
        ret ^= sh(ret ^ x2);
        ret ^= sh(ret ^ y2);
        return ret;
    }
};

```

7.6 Unordered Map Tricks

```

// pair<int, int> hash function
struct HASH{
    size_t operator()(const pair<int,int>&x) const {
        return (size_t) x.first * 37U + (size_t) x.second;
    }
};

```

```

unordered_map<int,int>mp;
mp.reserve(1024);
mp.max_load_factor(0.25);

```

7.7 Submask Enumeration

```

for (int s=m; ; s=(s-1)&m) {
    ... you can use s ...
    if (s==0) break;
}

```

7.8 Sum over Subsets DP

```

// F[i] = Sum of all A[j] where j is a submask of i
for(int i = 0; i<(1<<N); ++i)
    F[i] = A[i];
for(int i = 0; i < N; ++i) for(int mask = 0; mask < (1<<N); ++mask){
    if(mask & (1<<i))
        F[mask] += F[mask^(1<<i)];
}

```

7.9 Java Fast I/O

```

import java.io.OutputStream;
import java.io.IOException;
import java.io.InputStream;
import java.io.PrintWriter;
import java.util.Arrays;
import java.util.Random;
import java.io.IOException;
import java.io.InputStreamReader;
import java.util.StringTokenizer;
import java.io.BufferedReader;
import java.io.InputStream;
import java.util.*;
import java.io.*;
// src petr
public class Main {
    public static void main(String[] args) {

        InputStream inputStream = System.in;
        OutputStream outputStream = System.out;
        InputReader in = new InputReader(inputStream);
        PrintWriter out = new PrintWriter(outputStream);
        TaskA solver = new TaskA();
        solver.solve(1, in, out);
        out.close();
    }

    static class TaskA {
        public void solve(int testNumber, InputReader in, PrintWriter out)
        {

        }
    }

    static class InputReader {
        public BufferedReader reader;
        public StringTokenizer tokenizer;
        public InputReader(InputStream stream) {
            reader = new BufferedReader(new InputStreamReader(stream),
                32768);
            tokenizer = null;
        }
    }
}

```

```

public String next() {
    while (tokenizer == null || !tokenizer.hasMoreTokens()) {
        try {
            tokenizer = new StringTokenizer(reader.readLine());
        } catch (IOException e) {
            throw new RuntimeException(e);
        }
    }
    return tokenizer.nextToken();
}
public int nextInt() {
    return Integer.parseInt(next());
}
}
}

```

7.10 Dates

```

string dayOfWeek[] = {"Mon", "Tue", "Wed", "Thu", "Fri", "Sat", "Sun"};

// converts Gregorian date to integer (Julian day number)
int dateToInt (int m, int d, int y){
    return
        1461 * (y + 4800 + (m - 14) / 12) / 4 +
        367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
        3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
        d - 32075;
}

// converts integer (Julian day number) to Gregorian date: month/day/
year
void intToDate (int jd, int &m, int &d, int &y){
    int x, n, i, j;

    x = jd + 68569;
    n = 4 * x / 146097;
    x -= (146097 * n + 3) / 4;
    i = (4000 * (x + 1)) / 1461001;
    x -= 1461 * i / 4 - 31;
    j = 80 * x / 2447;
    d = x - 2447 * j / 80;
    x = j / 11;
    m = j + 2 - 12 * x;
    y = 100 * (n - 49) + i + x;
}

// converts integer (Julian day number) to day of week
string intToDay (int jd){
    return dayOfWeek[jd % 7];
}

```

7.11 Regular Expressions

```

import java.util.*;
import java.util.regex.*;

public class Main {

```

```

    public static String BuildRegex () {
        return "^" + sentence + "$";
    }
    public static void main (String args[]){
        String regex = BuildRegex();
        // check pattern documentation
        Pattern pattern = Pattern.compile (regex);
        Scanner s = new Scanner(System.in);
        String sentence = s.nextLine().trim();
        boolean found = pattern.matcher(sentence).find()
    }
}

```

7.12 Lat Long

```

/*
Converts from rectangular coordinates to latitude/longitude and vice
versa. Uses degrees (not radians).
*/
struct ll
{
    double r, lat, lon;
};

struct rect
{
    double x, y, z;
};

ll convert(rect& P)
{
    ll Q;
    Q.r = sqrt(P.x*P.x+P.y*P.y+P.z*P.z);
    Q.lat = 180/M_PI*asin(P.z/Q.r);
    Q.lon = 180/M_PI*acos(P.x/sqrt(P.x*P.x+P.y*P.y));

    return Q;
}

rect convert(ll& Q)
{
    rect P;
    P.x = Q.r*cos(Q.lon*M_PI/180)*cos(Q.lat*M_PI/180);
    P.y = Q.r*sin(Q.lon*M_PI/180)*cos(Q.lat*M_PI/180);
    P.z = Q.r*sin(Q.lat*M_PI/180);

    return P;
}

```

8 Teoremas e formulas uteis

8.1 Grafos

Formula de Euler: $V - E + F = 2$ (para grafo planar)
Handshaking: Numero par de vertices tem grau impar

Kirchhoff's Theorem: Monta matriz onde $M_{i,i}$ = Grau[i] e $M_{i,j}$ = -1 se houver aresta i-j ou 0 caso contrario, remove uma linha e uma coluna qualquer e o numero de spanning trees nesse grafo eh o det da matriz

Grafo contem caminho hamiltoniano se:

Dirac's theorem: Se o grau de cada vertice for pelo menos $n/2$

Ore's theorem: Se a soma dos graus que cada par nao-adjacente de vertices for pelo menos n

Trees:

Tem Catalan(N) Binary trees de N vertices

Tem Catalan(N-1) Arvores enraizadas com N vertices

Caley Formula: $n^{(n-2)}$ arvores em N vertices com label

Prufer code: Cada etapa voce remove a folha com menor label e o label do vizinho eh adicionado ao codigo ate ter 2 vertices

Flow:

Max Edge-disjoint paths: Max flow com arestas com peso 1

Max Node-disjoint paths: Faz a mesma coisa mas separa cada vertice em um com as arestas de chegadas e um com as arestas de saida e uma aresta de peso 1 conectando o vertice com aresta de chegada com ele mesmo com arestas de saida

Konig's Theorem: minimum node cover = maximum matching se o grafo for bipartido, complemento eh o maximum independent set

Min Node disjoint path cover: formar grafo bipartido de vertices duplicados, onde aresta sai do vertice tipo A e chega em tipo B, entao o path cover eh $N - \text{matching}$

Min General path cover: Mesma coisa mas colocando arestas de A pra B sempre que houver caminho de A pra B

Dilworth's Theorem: Min General Path cover = Max Antichain (set de vertices tal que nao existe caminho no grafo entre vertices desse set)

Hall's marriage: um grafo tem um matching completo do lado X se para cada subconjunto W de X, $|W| \leq |\text{vizinhos}W|$ onde $|W|$ eh quantos vertices tem em W

Para equacoes no formato $x = a_1 \bmod m_1, \dots, x = a_n \bmod m_n$ onde todos os pares m_1, \dots, m_n sao coprimos

Deixe $X_k = m_1 m_2 \dots m_n / m_k$ e $X_k^{-1} \bmod m_k = \text{inverso de } X_k \bmod m_k$, entao $x = \text{somatorio com k de 1 ate n de } a_k X_k (X_k m_k^{-1} \bmod m_k)$

Para achar outra solucao so somar $m_1 m_2 \dots m_n$ a solucao existente

Catalan number: exemplo expressoes de parenteses bem formadas

$C_0 = 1$, $C_n = \text{somatorio de } i=0 \rightarrow n-1 \text{ de } C_i C_{n-1-i}$

outra forma: $C_n = (2n \text{ escolhe } n) / (n+1)$

Bertrand's ballot theorem: p votos tipo A e q votos tipo B com $p > q$, prob de em todo ponto ter mais As do que Bs antes dele = $(p-q)/(p+q)$

Se puder empates entao prob = $(p+1-q)/(p+1)$, para achar quantidade de possibilidades nos dois casos basta multiplicar por $(p+q \text{ escolhe } q)$

Propriedades de Coeficientes Binomiais:

Somatorio de $k = 0 \rightarrow m$ de $(-1)^k * (n \text{ escolhe } k) = (-1)^m * (n-1 \text{ escolhe } m)$

$(N \text{ escolhe } K) = (N \text{ escolhe } N-K)$

$(N \text{ escolhe } K) = N/K * (n-1 \text{ escolhe } k-1)$

Somatorio de $k = 0 \rightarrow n$ de $(n \text{ escolhe } k) = 2^n$

Somatorio de $m = 0 \rightarrow n$ de $(m \text{ escolhe } k) = (n+1 \text{ escolhe } k+1)$

Somatorio de $k = 0 \rightarrow m$ de $(n+k \text{ escolhe } k) = (n+m+1 \text{ escolhe } m)$

Somatorio de $k = 0 \rightarrow n$ de $(n \text{ escolhe } k)^2 = (2n \text{ escolhe } n)$

Somatorio de $k = 0$ ou $1 \rightarrow n$ de $k * (n \text{ escolhe } k) = n * 2^{n-1}$

Somatorio de $k = 0 \rightarrow n$ de $(n-k \text{ escolhe } k) = \text{Fib}(n+1)$

Hockey-stick: Somatorio de $i = r \rightarrow n$ de $(i \text{ escolhe } r) = (n+1 \text{ escolhe } r+1)$

Vandermonde: $(m+n \text{ escolhe } r) = \text{somatorio de } k = 0 \rightarrow r \text{ de } (m \text{ escolhe } k) * (n \text{ escolhe } r-k)$

Burnside lemma: colares diferentes nao contando rotacoes quando $m = \text{cores}$ e $n = \text{comprimento}$

$(m^n + \text{somatorio } i=1 \rightarrow n-1 \text{ de } m^{\text{gcd}(i, n)})/n$

Distribuicao uniforme $a, a+1, \dots, b$ Expected[X] = $(a+b)/2$

Distribuicao binomial com n tentativas de probabilidade p, X = sucessos:

$P(X = x) = p^x * (1-p)^{(n-x)} * (n \text{ escolhe } x)$ e $E[X] = p*n$

Distribuicao geometrica onde continuamos ate ter sucesso, X = tentativas:

$P(X = x) = (1-p)^{(x-1)} * p$ e $E[X] = 1/p$

Linearity of expectation: Tendo duas variaveis X e Y e constantes a e b, o valor esperado de $aX + bY = aE[X] + bE[Y]$

8.2 Math

Goldbach's: todo numero par $n > 2$ pode ser representado com $n = a + b$ onde a e b sao primos

Twin prime: existem infinitos pares p, p + 2 onde ambos sao primos

Legendre's: sempre tem um primo entre n^2 e $(n+1)^2$

Lagrange's: todo numero inteiro pode ser inscrito como a soma de 4 quadrados

Zeckendorf's: todo numero pode ser representado pela soma de dois numeros de fibonnacis diferentes e nao consecutivos

Euclid's: toda tripla de pitagoras primitiva pode ser gerada com $(n^2 - m^2, 2nm, n^2 + m^2)$ onde n, m sao coprimos e um deles eh par

Wilson's: n eh primo quando $(n-1)! \bmod n = n-1$

Mcnugget: Para dois coprimos x, y o maior inteiro que nao pode ser escrito como $ax + by$ eh $(x-1)(y-1)/2$

Fermat: Se p eh primo entao $a^{(p-1)} \% p = 1$

Se x e m tambem forem coprimos entao $x^k \% m = x^{(k \bmod (m-1))} \% m$

Euler's theorem: $x^{(\phi(m))} \bmod m = 1$ onde $\phi(m)$ eh o totiente de euler

Chinese remainder theorem:

8.3 Geometry

Formula de Euler: $V - E + F = 2$

Pick Theorem: Para achar pontos em coords inteiras num poligono Area = $i + b/2 - 1$ onde i eh o o numero de pontos dentro do poligono e b de pontos no perimetro do poligono

Two ears theorem: Todo poligono simples com mais de 3 vertices tem pelo menos 2 orelhas, vertices que podem ser removidos sem criar um crossing, remover orelhas repetidamente triangula o poligono

Incentro triangulo: $(a(X_a, Y_a) + b(X_b, Y_b) + c(X_c, Y_c)) / (a+b+c)$ onde a = lado oposto ao vertice a, incentro eh onde cruzam as bissetrizes, eh o centro da circunferencia inscrita e eh equidistante aos lados

Delaunay Triangulation: Triangulacao onde nenhum ponto esta dentro de
nenhum circulo circunscrito nos triangulos
Eh uma triangulacao que maximiza o menor angulo e a MST euclidiana de
um conjunto de pontos eh um subconjunto da triangulacao

Brahmagupta s formula: Area cyclic quadrilateral
 $s = (a+b+c+d)/2$
 $area = \sqrt{(s-a)*(s-b)*(s-c)*(s-d)}$
 $d = 0 \Rightarrow area = \sqrt{(s-a)*(s-b)*(s-c)*s}$

8.4 Mersenne's Primes

Primos de Mersenne $2^n - 1$
Lista de Ns que resultam nos primeiros 41 primos de Mersenne:
2; 3; 5; 7; 13; 17; 19; 31; 61; 89; 107; 127; 521; 607; 1.279; 2.203;
2.281; 3.217; 4.253; 4.423; 9.689; 9.941; 11.213; 19.937; 21.701;
23.209; 44.497; 86.243; 110.503; 132.049; 216.091; 756.839;
859.433; 1.257.787; 1.398.269; 2.976.221; 3.021.377; 6.972.593;
13.466.917; 20.996.011; 24.036.583;
