Contents

1 Basics

1.1 random

```
srand(time(0));  rand()隨機產生數字
random_shuffle(v.begin(), v.end()) //隨機排列
```

1.2 time

```
double START, END;  START = clock();
/*---要計算的程式效率區域---*/
END = clock();
cout << (END - START) / CLOCKS_PER_SEC << endl;
```

2 flow

2.1 ISAP

不能慢慢增流！！要增流請用 Dinic。

```
#define SZ(c) ((int)(c).size())
struct Maxflow{
    typedef int type;
    static const int MAXV = 20010;
    type INF = 1000000; // type 改變這裡也要跟著變
    struct Edge{
        int v, r;
        type c;
        Edge(int _v, type _c, int _r) :
          v(_v), c(_c), r(_r) {}
    };
    int s, t;
    vector<Edge> G[MAXV * 2];
    int iter[MAXV *2], d[MAXV *2], gap[MAXV *2], tot;
    void init(int x){
        tot = x + 2;
        s = x + 1, t = x + 2;
        for (int i = 0; i <= tot; i++){
            G[i].clear();
            iter[i] = d[i] = gap[i] = 0;
        }
    }
    void addEdge(int u, int v, type c){
        G[u].push_back(Edge(v, c, SZ(G[v])));
        G[v].push_back(Edge(u, 0, SZ(G[u]) - 1));
    }
    type dfs(int p, type flow){
        if (p == t)
            return flow;
        for (int &i = iter[p]; i < SZ(G[p]); i++){
            Edge &e = G[p][i];
            if (e.c > 0 && d[p] == d[e.v] + 1){
                type f = dfs(e.v, min(flow, e.c));
                if (f){
                    e.c -= f;
                    G[e.v][e.r].c += f;
                    return f;
                }
            }
        }
        if ((--gap[d[p]]) == 0) d[s] = tot;
        else{
            d[p]++;
            iter[p] = 0;
            ++gap[d[p]];
        }
        return 0;
    }
    type solve(){
        type res = 0;
        gap[0] = tot;
        for (res = 0; d[s] < tot; res += dfs(s, INF));
```

```
        return res;
    }
} flow;
```

2.2 MinCostMaxFlow

```
struct MinCostMaxFlow{
    typedef int Tcost;
    static const int MAXV = 20010;
    static const int INFf = 1000000;
    static const Tcost INFc = 1e9;
    struct Edge{
        int v, cap;
        Tcost w;
        int rev;
        Edge() {}
        Edge(int t2, int t3, Tcost t4, int t5) : v(t2),
cap(t3), w(t4), rev(t5) {}
    };
    int V, s, t;
    vector<Edge> g[MAXV];
    void init(int n){
        V = n + 2;
        s = n + 1, t = n + 2;
        for (int i = 0; i <= V; i++)
            g[i].clear();
    }
    void addEdge(int a, int b, int cap, Tcost w){
   g[a].push_back(Edge(b, cap, w, (int)g[b].size()));
   g[b].push_back(Edge(a, 0, -w, (int)g[a].size()-1));
    }
    Tcost d[MAXV];
    int id[MAXV], mom[MAXV];
    bool inqu[MAXV];
    queue<int> q;
    Tcost solve(){
        int mxf = 0;
        Tcost mnc = 0;
        while (1){
            fill(d, d + 1 + V, INFc);
            fill(inqu, inqu + 1 + V, 0);
            fill(mom, mom + 1 + V, -1);
            mom[s] = s;
            d[s] = 0;
            q.push(s);
            inqu[s] = 1;
            while (q.size()){
                int u = q.front();
                q.pop();
                inqu[u] = 0;
                for(int i = 0;i<(int)g[u].size();i++){
                    Edge &e = g[u][i];
                    int v = e.v;
                    if (e.cap > 0 && d[v] > d[u] + e.w){
                        d[v] = d[u] + e.w;
                        mom[v] = u;
                        id[v] = i;
                        if (!inqu[v])
                            q.push(v), inqu[v] = 1;
                    }
                }
            }
            if (mom[t] == -1)
                break;
            int df = INFf;
            for (int u = t; u != s; u = mom[u])
                df = min(df, g[mom[u]][id[u]].cap);
            for (int u = t; u != s; u = mom[u]){
                Edge &e = g[mom[u]][id[u]];
                e.cap -= df;
                g[e.v][e.rev].cap += df;
            }
            mxf += df;
            mnc += df * d[t];
        }
        return mnc;
    }
} flow;
```

2.3 Dinic

可以慢慢增流，再叫一次 `flow.solve()`會輸出增加的流量。

```
struct Dinic{
  static const int MAXV = 10005;
  typedef ll type;
#define inf 999999999999999ll
  struct Edge{
    int from, to;
    type cap, flow; int ori;
  };
  int N, s, t;
  vector<Edge> edges;
  vector<int> G[MAXV];
  bool vis[MAXV];
  int d[MAXV];
  int cur[MAXV];
  void init(int _n){
    N = _n + 2; s = _n + 1; t = _n + 2;
    edges.clear();
    for (int i = 0; i <= N; i++) G[i].clear();
  }
  void add_edge(int from, int to, type cap){
    edges.push_back(Edge{from, to, cap, 0, 1});
    edges.push_back(Edge{to, from, 0, 0, 0});
    int m = edges.size();
    G[from].push_back(m - 2);
    G[to].push_back(m - 1);
  }
  bool BFS(){
    memset(vis, 0, sizeof(vis));
    queue<int> q;
    q.push(s);
    d[s] = 0; vis[s] = 1;
    while (!q.empty()){
      int x = q.front();
      q.pop();
      for (int i = 0; i < G[x].size(); i++){
        Edge &e = edges[G[x][i]];
        if (!vis[e.to] && e.cap > e.flow){
          vis[e.to] = 1;
          d[e.to] = d[x] + 1;
          q.push(e.to);
        }
      }
    }
    return vis[t];
  }
  type DFS(int x, type a){
    if (x == t || a == 0) return a;
    type flow = 0, f;
    for (int &i = cur[x]; i < G[x].size(); i++){
      Edge &e = edges[G[x][i]];
      if (d[x] + 1 == d[e.to] && (f = DFS(e.to, min(a,
e.cap - e.flow))) > 0){
        e.flow += f;
        edges[G[x][i] ^ 1].flow -= f;
        flow += f;
        a -= f;
        if (a == 0) break;
      }
    }
    return flow;
  }
  type solve(){
    type flow = 0;
    while (BFS()){
      memset(cur, 0, sizeof(cur));
      flow += DFS(s, inf);
    }
    return flow;
  }
} flow;
```

2.4 有源匯有上下界最大流

dinic 加

```
int def[210];
```

```
memset(def, 0, sizeof(def)); // init()
void build(int ss, int tt, int down, int up)
{ //從 s 到 t 的邊，流量限制在區間[down,up]
    add_edge(ss, tt, up - down);
    def[ss] += down, def[tt] -= down;
}
int solveMax(int st, int de){
  int sum = 0;
  for (int i = 1; i <= N; i++){
      if (def[i] > 0)
        sum += def[i], add_edge(i, t, def[i]);
      if (def[i] < 0) add_edge(s, i, -def[i]);
  }
  //若無源匯：直接在這檢查是否 solve() == sum。
  add_edge(de, st, 1 << 30);
  if (solve() == sum){
      G[s].clear(); G[t].clear();
      s = st; t = de;
      return solve();
  } else return -1; //無可行解
}
```

設輸入的源點/匯點為 s/t

直接跑 dinic，cap 為 up-down，加邊 u, v 時紀錄 def[u]加 down，def[v]減 down (def:out-in)

令所有 def 大於 0 的總和為 sum。

加入 t 到 s 無限大的邊。

對於與源點/匯點(n+1/n+2)連線的邊的容量和代表著全圖的流量總和。流滿 sum 時才能平衡。

判斷最大流是否等於 sum，若是，則將源點/匯點(n+1/n+2)邊清空，源點/匯點設為 s,t，再輸出最大流。

無源匯: 直接跑 Dinic，判斷最大流是否等於 sum。

2.5 有源匯有上下界最小流

n 個點，m 條邊，每條邊 e 有一個流量下界 lower(e)和流量上界 upper(e)，給定源點 s 與匯點 t，求源點到匯點的最小流。

輸入格式

第一行兩個正整數 n、m、s、t。

之後的 m 行，每行四個整數 s、t、lower、upper。

輸出格式

如果無解，輸出-1，否則輸出最小流。

```
const int maxn=50010;
const int maxm=405000;
int n,m,sp,tp,s,t;
int
nxt[maxm],head[maxn],to[maxm],cap[maxm],cnt=0,deg[maxn]
;
int cur[maxm],dis[maxm];
inline void add(int u,int v,int p){
  nxt[cnt]=head[u],to[cnt]=v,cap[cnt]=p,head[u]=cnt++;
  nxt[cnt]=head[v],to[cnt]=u,cap[cnt]=0,head[v]=cnt++;
}
bool bfs(int st,int en){
    memset(dis,-1,sizeof(dis));
    memcpy(cur,head,sizeof(head));
    queue<int > q;
    q.push(st);dis[st]=0;
    while(!q.empty()){
        int u=q.front();q.pop();
        for(int e=head[u];~e;e=nxt[e]){
            int v=to[e];
            if(cap[e]>0&&dis[v]==-1){
                dis[v]=dis[u]+1;
                if(v==en) return true;
                q.push(v);
            }
        }
    }
    return false;
}
inline int dinic(int u,int flow,int ee){
    if(u==ee) return flow;
    int res=0;
    for(int &e=cur[u];~e;e=nxt[e]){
        int v=to[e];
        if(cap[e]>0&&dis[v]>dis[u]){
            int delta=dinic(v,min(flow-res,cap[e]),ee);
            if(delta){
                cap[e]-=delta;cap[e^1]+=delta;
                res+=delta;
                if(res==flow) break;
            }
        }
    }
    return res;
}
int main(){
   memset(head,-1,sizeof(head));
    n=read();m=read();s=read();t=read();
    int i,j,k;
    sp=0;tp=n+1;
    for(i=1;i<=m;++i){
        int u=read(),v=read(),ll=read(),rr=read();
        add(u,v,rr-ll);
        deg[v]+=ll;  deg[u]-=ll;
    }
    int sum=0,first;
    add(t,s,inf);
    first=cnt-1;
    for(i=1;i<=n;++i){
        if(deg[i]<0)
            add(i,tp,-deg[i]);
        else if(deg[i]>0)
            add(sp,i,deg[i]),sum+=deg[i];
    }
    int maxflow=0;
    while(bfs(sp,tp))
        maxflow+=dinic(sp,inf,tp);
    if(maxflow==sum){
        maxflow=cap[first];
        for(i=first-1;i<=cnt;++i) cap[i]=0;
        while(bfs(t,s)) maxflow-=dinic(t,inf,s);
        printf("%d\n",maxflow);
    }
    else printf("-1\n");
    return 0;
}
```

2.6 最大權閉合圖

在一個圖中，我們選取一些點構成集合，記為 V，且集合中的出邊(即集合中的點的向外連出的弧)，所指向的終點(弧頭)也在 V 中，則我們稱 V 為閉合圖。最大權閉合圖即在所有閉合圖中，集合中點的權值之和最大的 V，我們稱 V 為最大權閉合圖。

算法：

構造一個源點 S，匯點 T。我們將 S 與所有權值為正的點連一條容量為其權值的邊，將所有權值為負的點與 T 連一條容量為其權值的絕對值的邊，原來的邊將其容量定為正無窮。

閉合圖最大權 = 正權點數之和 − 最大流

2.7 最大密度子圖

簡單圖裡面找出 n 個點，這 n 個點之間有 m 條邊，讓 m/n 最大。

算法：

假設答案為 k，則要求解的問題是：選出一個合適的點集 V 和邊集 E，令(|E|-k∗|V|)取得最大值。所謂<u>合適</u>是指滿足如下限制：若選擇某條邊，則必選擇其兩端點。

建圖：以原圖的邊作為左側頂點，權值為 1；原圖的點作為右側頂點，權值為-k (相當於支出 k)。

若原圖中存在邊(u,v)，則新圖中添加兩條邊([uv]->u), ([uv]->v)，轉換為最大權閉合子圖。

2.8 最小割樹(Gomory-Hu Tree)

用來求兩兩點對之間的最小割。

定義一棵樹 T 為最小割樹，如果對於樹上的所有邊(s,t)，樹上去掉(s,t)後產生的兩個集合恰好是原圖上(s,t)的最小割把原圖分成的兩個集合，且邊(s,t)的權值等於原圖上(s,t)的最小割。

⇨ 原圖上 u,v 兩點最小割就是最小割樹上 u 到 v 的路徑上權值最小的邊。

構造：在當前點集隨意選取兩個點 u,v，在原圖上跑出他們之間的最小割，然後就在樹上連一條從 u 到 v，權值為 λ(u,v)的邊。然後找出 u,v 分屬的兩個點集，對這兩個點集遞迴進行操作。當點集中的點只剩一個

的時候停止遞迴時間複雜度 O(n^3m)，但很難卡滿(跑了 n 次 dinic)。

2.9 Max Cost Circulation

```
struct MaxCostCirc {
  static const int MAXN = 33;
  int n , m;
  struct Edge { int v , w , c , r; };
  vector<Edge> g[ MAXN ];
  int dis[ MAXN ] , prv[ MAXN ] , prve[ MAXN ];
  bool vis[ MAXN ];
  int ans;
  void init( int _n , int _m ) : n(_n), m(_m) {}
  void adde( int u , int v , int w , int c ) {
    g[ u ].push_back( { v , w , c , SZ( g[ v ] ) } );
    g[ v ].push_back( { u , -w , 0 , SZ( g[ u ] )-
1 } );
  }
  bool poscyc() {
    fill( dis , dis+n+1 , 0 );
    fill( prv , prv+n+1 , 0 );
    fill( vis , vis+n+1 , 0 );
    int tmp = -1;
    FOR( t , n+1 ) {
      REP( i , 1 , n ) {
        FOR( j , SZ( g[ i ] ) ) {
          Edge& e = g[ i ][ j ];
          if( e.c && dis[ e.v ] < dis[ i ]+e.w ) {
            dis[ e.v ] = dis[ i ]+e.w;
            prv[ e.v ] = i;
            prve[ e.v ] = j;
            if( t == n ) {
              tmp = i;
              break;
            } } } } }
    if( tmp == -1 ) return 0;
    int cur = tmp;
    while( !vis[ cur ] ) {
      vis[ cur ] = 1;
      cur = prv[ cur ];
    }
    int now = cur , cost = 0 , df = 100000;
    do{
      Edge &e = g[ prv[ now ] ][ prve[ now ] ];
      df = min( df , e.c );
      cost += e.w;
      now = prv[ now ];
    }while( now != cur );
    ans += df*cost; now = cur;
    do{
      Edge &e = g[ prv[ now ] ][ prve[ now ] ];
      Edge &re = g[ now ][ e.r ];
      e.c -= df;
      re.c += df;
      now = prv[ now ];
    }while( now != cur );
    return 1;
  }
} circ;
```

3 Math

3.1 質數與質因數分解(附 moebius 和 phi)

```
bool notprime[MAX];
int first[MAX]; //first[n]為 n 的最小質因數
int p[MAX], u[MAX], phi[MAX];
  //存質數,moebius 函數,euler_phi
int top = 0;    //質數個數
void build(){
    u[1] = 1; phi[1] = 1;
    for (int i = 2; i < MAX; i++){
        if (!notprime[i]){
            first[i] = i; u[i] = -1; phi[i] = i – 1;
            p[top] = i;    top++;
        }
        for (int j = 0; i * p[j] < MAX && j < top;j++){
            first[i * p[j]] = p[j];
            notprime[i * p[j]] = 1;
            if (i % p[j]) {
                u[i * p[j]] = -u[i];
                phi[i * p[j]] = (p[j] - 1) * phi[i];
            }
            else { phi[i*p[j]]=p[j]*phi[i]; break;}
        }
    }
}
```

$$f(n)=\sum_{d|n} g(d) \leftrightarrow g(n)=\sum_{d|n} u\left(\frac{n}{d}\right) f(d)$$

$$u(i)=\begin{cases}1, & \text{if } n=1\\ (-1)^k, & \text{if } n=p_1*p_2*\ldots*p_k\\ 0, & \text{其它}\end{cases}$$

(這些質數 p 兩兩相異)

$$\sum_{d|n}\frac{u(d)}{d}=\frac{\phi(n)}{n},\ \sum_{d|n}\phi(d)=n$$

3.2 Miller Rabin(大質數判定)

```
//輸入一个 long long 範圍內的數，是質數返回 true，否則返回
false。定義檢測次數為 TIMES，錯誤率為(1/4)^TIMES
#define TIMES 10
long long GetRandom(long long n){
  //cout<<RAND_MAX<<endl;
  ll num = (((unsigned ll)rand()+100000007)*rand())%n;
  return num + 1;
}
long long Mod_Mul(ll a, ll b, ll Mod){
  long long msum = 0;
  while (b){
    if (b & 1)
      msum = (msum + a) % Mod;
    b >>= 1;
    a = (a + a) % Mod;
  }
  return msum;
}
long long Quk_Mul(ll a, ll b, ll Mod){
  long long qsum = 1;
  while (b) {
    if (b & 1)
      qsum = Mod_Mul(qsum, a, Mod);
    b >>= 1;
    a = Mod_Mul(a, a, Mod);
  }
  return qsum;
}
bool Miller_Rabin(long long n){
  if (n == 2 || n == 3 || n == 5 || n == 7 || n == 11)
    return true;
  if (n == 1 || n % 2 == 0 || n % 3 == 0 || n % 5 == 0
|| n % 7 == 0 || n % 11 == 0)
    return false;
  int div2 = 0;
  long long tn = n - 1;
  while (!(tn % 2)){
    div2++;
    tn /= 2;
  }
  for (int tt = 0; tt < TIMES; tt++){
    long long x = GetRandom(n - 1); //隨機得到[1,n-1]
    if (x == 1)
      continue;
    x = Quk_Mul(x, tn, n);
    long long pre = x;
    for (int j = 0; j < div2; j++){
      x = Mod_Mul(x, x, n);
      if (x == 1 && pre != 1 && pre != n - 1)
        return false;
      pre = x;
    }
    if (x != 1)
      return false;
  }
  return true;
}
```

3.3 pollardRho(找大整數的因數)

```
//does not work when n is prime(先用 Miller Rabin 判定)
ll f(ll x, ll mod) { return (Mod_Mul(x, x, mod) + 1) %
mod; } //這邊的 Mod_Mul 在 Miller Rabin 大質數判定裡面有
ll pollard_rho(ll n){
  if (!(n & 1))
    return 2;
  while (true){
    ll y = 2, x = rand() % (n - 1) + 1, res = 1;
    for (int sz = 2; res == 1; sz *= 2){
      for (int i = 0; i < sz && res <= 1; i++){
        x = f(x, n);
        res = __gcd(abs(x - y), n);
      }
      y = x;
    }
    if (res != 0 && res != n)
      return res;
  }
}
```

3.4 FFT

$$c[k] = \sum_{i+j=k} a[i] * b[j]$$

```
typedef long double db;
#define N 262144 * 4
struct FFT{
    const db pi = acos(-1);
    int len, bitrev[N];
    struct Z{
        db x, y;
        Z(db _x = 0, db _y = 0) : x(_x), y(_y) {}
        friend Z operator+(Z a, Z b) { return Z(a.x +
b.x, a.y + b.y); }
        friend Z operator-(Z a, Z b) { return Z(a.x -
b.x, a.y - b.y); }
        friend Z operator*(Z a, Z b) { return Z(a.x *
b.x - a.y * b.y, a.x * b.y + a.y * b.x); }
    } t[N], A[N], B[N], C[N], W[N];

    void dft(Z *a, int n, int sig = 1){
        for (int i = 0; i < n; i++)
            if (i < bitrev[i])
                swap(a[i], a[bitrev[i]]);
        for (int i = 2; i <= n; i <<= 1){
            int half = i >> 1, times = len / i;
            for (int j = 0; j < half; j++){
                Z w = sig > 0 ? W[times * j] : W[len -
times * j];
                for (int k = j; k < len; k += i){
                    Z u = a[k], v = a[k + half] * w;
                    a[k] = u + v, a[k + half] = u - v;
                }
            }
        }
        if (sig == -1)
            for (int i = 0; i < n; i++)
                a[i].x /= n;
    }
    void fft(db *c, db *a, db *b, int n, int m)
    { //c=a*b(結果)，n 為 a 的長度，m 為 b 的長度
        int lg;
        lg = 0;
        while ((1 << lg) <= (max(n, m) << 1))
            ++lg;
        len = 1 << lg;
        for (int i = 0; i < len; i++)
            bitrev[i] = (bitrev[i >> 1] >> 1) | ((i & 1)
<< (lg - 1));
        for (int i = 0; i <= len; i++)
            W[i] = Z(cos(2 * pi * i / len), sin(2 * pi *
i / len));
        for (int i = 0; i < len; i++)
            A[i] = Z(a[i], 0), B[i] = Z(b[i], 0);
        dft(A, len);
        dft(B, len);
        for (int i = 0; i < len; i++)
            C[i] = A[i] * B[i];
        dft(C, len, -1);
        for (int i = 0; i < len; i++)
            c[i] = C[i].x;
    }
};
```

3.5 NTT

```
#define N 262144 * 4
struct ntt {
    const int mod = 998244353;
    const int g = 3; // root
    int n, m, rev[N], bit = 0, len = 1;
    //ll a[N], b[N];
    void NTT(ll *a, int opt) {
        for (int i = 0; i < len; i++)
            if (i < rev[i])
                swap(a[i], a[rev[i]]);
        for (int mid = 1; mid < len; mid <<= 1) {
            ll tmp = power(g, (mod - 1) / (mid * 2));
            if (opt == -1)
                tmp = power(tmp, mod - 2);
            for (int i = 0; i < len; i += mid * 2) {
                ll w = 1;
                for (int j=0;j<mid;j++, w=w*tmp%mod) {
                    ll x = a[i+j], y=w*a[i+j+mid]%mod;
                    a[i + j] = (x + y) % mod, a[i + j +
 mid] = (x - y + mod) % mod;
                }
            }
        }
    }
    void fft(ll *c, ll *a, ll *b, int _n, int _m) { //a
和 b 的長度分別是 n+1 和 m+1
        n = _n, m = _m;
        while (len <= n + m)
            len <<= 1, bit++;
        for (int i = 0; i < len; i++)
            rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (
bit - 1));
        NTT(a, 1), NTT(b, 1);
        for (int i = 0; i < len; i++)
            a[i] = a[i] * b[i] % mod;
        NTT(a, -1);
        ll inv = power(len, mod - 2);
        for (int i = 0; i <= n + m; i++)
            c[i] = a[i] * inv % mod;
    }
} f;
/*  Prime & Root & Prime & Root \\
    7681  &   17 & 167772161 & 3 \\
    12289 & 11  &104857601 & 3 \\
    40961 & 3 & 985661441 & 3 \\
    65537 & 3 & 998244353 & 3 \\
    786433 & 10 & 1107296257 & 10 \\
    5767169 & 3 & 2013265921 & 31 \\
    7340033 & 3 & 2810183681 & 11 \\
    23068673 & 3 & 2885681153 & 3 \\
    469762049 & 3 & 605028353 & 3 */
```

3.6 FWT

$$ans[k] = \sum_{i \oplus j=k} f[i] * g[j]$$

```
struct Fast_Walsh_Hadamard_transform{
    inline void FWT(ll *f, int g, int n){
        int len = 1 << n;
        for (int i = 1; i < len; i <<= 1)
            for (int j = 0; j < len; j += i << 1)
                for (int k = j; k < j + i; ++k){
                    ll x = f[k], y = f[k + i];
                    f[k] = x + y, f[k + i] = x - y;
                }
```

```
        if (g == -1)
            for (int i = 0; i < len; ++i)
                f[i] >>= n;
    }
    void solve(ll *ans, ll *f, ll *g, int n)
    { // ans=f*g，f 和 g 的長度為(1<<n)
        FWT(f, 1, n), FWT(g, 1, n);
        for (int i = 0; i < 1 << n; ++i)
            ans[i] = f[i] * g[i];
        FWT(ans, -1, n);
    }
} fwt;
```

3.7 中國剩餘定理(附 extgcd)

$$(S):\begin{cases} x\equiv a_1 \pmod{m_1} \\ x\equiv a_2 \pmod{m_2} \\ \quad\vdots \\ x\equiv a_n \pmod{m_n} \end{cases}$$

$m_1,m_2,\dots,m_n$兩兩互質，則對於任意整數$a_1,a_2,\dots,a_n$都存在x滿足上述方程組。

$$x\equiv a_1t_1M_1+a_2t_2M_2+\cdots+a_nt_nM_n(\mathrm{mod}\ M)$$

其中$M=m_1m_2\dots m_n$，$M_i=M/m_i$且$t_iM_i\equiv 1(\mathrm{mod}\ m_i)$

```
ll exgcd(ll a, ll b, ll &x, ll &y){
  if (b == 0){
    x = 1;  y = 0;
    return a;
  }
  ll r = exgcd(b, a % b, x, y);
  ll t = x;
  x = y;
  y = t - a / b * y;
  return r;
}
ll chinese_remainder(int a[], int w[], int n)
{//w 存放除數,a 存放餘數
  ll M = 1, ans = 0, x, y;
  for (int i = 0; i < n; i++)
    M *= w[i];
  for (int i = 0; i < n; i++){
    ll m = M / w[i];
    exgcd(m, w[i], x, y);
    ans = (ans + x * m * a[i]) % M;
  }
  return (ans % M + M) % M;
}
```

3.8 高斯消去法

```
#define eps 1e-8
void gauss(vector<vector<double>> &A, vector<int> &cols
, vector<int> &rows, vector<int> &ind)
{ //哪些 cols 是係數(等號左邊，要排在 A 的最前面幾行)，要對哪
些 rows 做高斯消去，ind 為哪些行消完不全零
  int N = min(rows.size(), cols.size());
  for (int i = 0; i < N; i++) {
    int x = i, y = i;
    for (int j = i; j < rows.size(); j++)
      for (int k = i; k < cols.size(); k++)
        if(fabs(A[rows[j]][cols[k]]) >
fabs(A[rows[x]][cols[y]])) x = j, y = k;
    if (fabs(A[rows[x]][cols[y]]) < eps) return;
    swap(rows[i], rows[x]), swap(cols[i], cols[y]);
    ind.emplace_back(rows[i]);
    for (int j = 0; j < rows.size(); j++){
      if (j == i)   continue;
      for (int k = i + 1; k < cols.size(); k++)
        A[rows[j]][cols[k]] -=
A[rows[i]][cols[k]] * (A[rows[j]][cols[i]] / A[rows[i]]
[cols[i]]);
      for (int k = cols.size(); k < A[0].size(); k++)
        A[rows[j]][k] -=
A[rows[i]][k] * (A[rows[j]][cols[i]] / A[rows[i]][cols[
i]]);
      A[rows[j]][cols[i]] = 0;
    }
  }
}
vector<double> solve(vector<vector<double>> &A)
{ //n*(n+1)的高斯消去，A 是增廣矩陣
  int n = A.size();
  vector<int> cols, rows, ind;
  for (int i = 0; i < n; i++)
    rows.push_back(i), cols.push_back(i);
  gauss(A, cols, rows, ind);
  if (ind.size() < n)
    return vector<double>(0); // no or infinite sols
  vector<double> ans(n);
  for (int i = 0; i < n; i++)
    ans[cols[i]] = A[rows[i]][n] / A[rows[i]][cols[i]];
  return ans;
}
```

3.9 歐拉函數

$a^x\equiv a^{x\%\phi(m)+\phi(m)}(\mathrm{mod}\ m)$對於$x>\phi(m)$成立。

若a和m互質則有$a^{\phi(m)}\equiv 1(\mathrm{mod}\ m)$。

3.10 mod 奇質數下的一個平方根

```
void calcH(int &t, int &h, const int p){ //p 為奇質數
  int tmp = p - 1;
  for (t = 0; (tmp & 1) == 0; tmp /= 2) t++;
  h = tmp;
}
long long mul(ll a, ll b, ll Mod) //見 3.2
long long mypow(ll a, ll b, ll Mod) //a 的 b 次方快速冪
// solve equation x^2 mod p = a，p 為奇質數
bool solve(int a, int p, int &x, int &y){
  if (p == 2){
    x = y = 1;
    return true;
  }
  int p2 = p / 2, tmp = mypow(a, p2, p);
  if (tmp == p - 1)
    return false;
  if ((p + 1) % 4 == 0){
    x = mypow(a, (p + 1) / 4, p);
    y = p - x;
    return true;
  }
  else{
    int t, h, b, pb;
    calcH(t, h, p);
    if (t >= 2){
      do{
        b = rand() % (p - 2) + 2;
      } while (mypow(b, p / 2, p) != p - 1);
      pb = mypow(b, h, p);
    }
    int s = mypow(a, h / 2, p);
    for (int step = 2; step <= t; step++){
      int ss = (((ll)(s * s) % p) * a) % p;
      for (int i = 0; i < t - step; i++)
        ss = mul(ss, ss, p);
      if (ss + 1 == p)   s = (s * pb) % p;
      pb = ((ll)pb * pb) % p;
    }
    x = ((ll)s * a) % p;
    y = p - x;
  }
  return true;
}
```

3.11 mod 奇質數下的 m 次方根

```
// Finds the primitive root modulo p
int generator(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 (int factor : fact){
      if (powmod(res, phi / factor, p) == 1){
        ok = false;
        break;
      }
    }
    if (ok) return res;
  }
  return -1;
}
//finds all numbers x such that x^k=a (mod n)
vector<int> solve(int n, int k, int a){
  vector<int> ans;
  if (a == 0){
    ans.push_back(0);
    return ans;
  }
  int g = generator(n);
  // Baby-step giant-step discrete logarithm algorithm
  int sq = (int)sqrt(n + .0) + 1;
  vector<pair<int, int>> dec(sq);
  for (int i = 1; i <= sq; ++i)
    dec[i - 1] = {powmod(g, i * sq * k % (n - 1), n), i
};
  sort(dec.begin(), dec.end());
  int any_ans = -1;
  for (int i = 0; i < sq; ++i){
    int my = powmod(g, i * k % (n - 1), n) * a % n;
    auto it = lower_bound(dec.begin(), dec.end(), make_
pair(my, 0ll));
    if (it != dec.end() && it->first == my){
      any_ans = it->second * sq - i;
      break;
    }
  }
  if (any_ans == -1)  return ans;
  // Print all possible answers
  int delta = (n - 1) / gcd(k, n - 1);
  for (int cur=any_ans % delta;cur<n-1;cur+=delta)
    ans.push_back(powmod(g, cur, n));
  sort(ans.begin(), ans.end());
  return ans;
}
```

3.12 Burnside's lemma

對於一個置換 f，若一個染色方案 s 經過置換後不變(ex.轉?度是一樣的)，稱 s 為 f 的不動點。將 f 的不動點數目記為 C(f)，則可以證明等價類數目為所有 C(f)的平均值。

3.13 Lucas's theorem

```
Lucas' Theorem:
  For non-negative integer n,m and prime P,
  C(m,n) mod P = C(m/M,n/M) * C(m%M,n%M) mod P
  = mult_i ( C(m_i,n_i) )
  where m_i is the i-th digit of m in base P, and note
that when m_i < n_i, C(m_i,n_i)=0.
```

3.14 Sum of Two Squares Thm (Legendre)

```
  For a given positive integer N, let
  D1 = (# of d \in \N dividing N that d=1(mod 4))
  D3 = (# of d \in \N dividing N that d=3(mod 4))
  then N can be written as a sum of two squares in
  exactly R(N) = 4(D1-D3) ways.
```

3.15 Difference of D1-D3 Thm

```
  let N=2^t * [p1^e1 *...* pr^er] * [q1^f1 *...* qs^fs]
              <-mod 4 = 1 prime->    <-mod 4 = 3 prime->
  then D1 - D3 = (e1+1)(e2+1)...(er+1) if fi all even
                 0                     if any fi is odd
```

4 Geometry

4.1 幾何們

```
#define X first
#define Y second
#define pi acos(-1.0)
#define eps 1e-8
typedef double type;
typedef pair<type, type> P;
int dcmp(double x){
    if (fabs(x) < eps)
        return 0;
    return x < 0 ? -1 : 1;
}
struct Line{P p, v;};
//atan2 的範圍是-pi~pi
bool operator<(Line l1, Line l2) { return atan2(l1.v.Y,
l1.v.X) < atan2(l2.v.Y, l2.v.X); }
bool equal(type x, type y) { return fabs(x - y) <
eps; }
bool less(type x, type y) { return x < y - eps; }
bool greater(type x, type y) { return x > y + eps; }
P operator+(P p1, P p2) { return P(p1.X + p2.X, p1.Y +
p2.Y); }
P operator-(P p1, P p2) { return P(p1.X - p2.X, p1.Y -
p2.Y); }
type operator*(P p1, P p2) { return p1.X * p2.X + p1.Y
* p2.Y; }
P operator*(double t, P p) { return P(t * p.X, t *
p.Y); }
P operator/(P p, double t) { return P(p.X / t, p.Y / t)
; }
type operator^(P p1, P p2) { return (p1.X * p2.Y - p1.Y
* p2.X); }
double len(P p) { return sqrt(1.0*p.X*p.X+p.Y*p.Y); }
double angle(P p1, P p2){ //p1 轉到 p2，範圍是 0~2*pi
    if ((p1 ^ p2) < 0)   return 2 * pi -
acos((double)(p1 * p2) / len(p1) / len(p2));
    return acos((double)(p1 * p2) / len(p1) / len(p2));
}
bool on(P a, P p1, P p2) { return ((dcmp((p1 - a) * (p2
- a)) <= 0) &&dcmp((p1 - a) ^ (p2 - a)) == 0); }
bool in(P a, P p1, P p2) { return dcmp((p1 ^ a) * (p2 ^
a)) < 0; }
bool cross(P p1, P p2, P p3, P p4)
{ //p1-p2 線段和 p3-p4 線段是否相交
    if (on(p3, p1, p2) || on(p4, p1, p2) || on(p1, p3,
p4) || on(p2, p3, p4))
        return 1;
    if (in(p2 - p1, p3 - p1, p4 - p1) && in(p4 - p3, p1
- p3, p2 - p3))
        return 1;
    return 0;
}
double torad(double deg) { return pi * deg / 180.0; }
P rotate(P p, double rad) { return P(p.X * cos(rad) -
p.Y * sin(rad),
                                     p.X * sin(rad) + p.Y
* cos(rad)); }
double dist(P p, Line l) { return fabs((p - l.p) ^ l.v)
/ len(l.v); }
P LineIntersect(Line l1, Line l2){//兩直線平行時不能叫
    double t = 1.0 * ((l2.p - l1.p) ^ l2.v) / (l1.v ^
l2.v);
    return l1.p + t * l1.v;
}
bool SegLineIntersect(P p1, P p2, Line l)
{ //線段 p1-p2 和直線 l 有沒有相交
    Line l1;
    l1.p = p1, l1.v = p2 - p1;
    if (dcmp(l.v ^ (l.p - p1)) == 0 || dcmp(l.v ^ (l.p
- p2)) == 0)
        return 1;
    return in(l.v, p1 - l.p, p2 - l.p);
}
type area2(vector<P> ps) { //兩倍多邊形面積
    type res = 0;
```

```
    for (int i = 0; i < ps.size(); i++)
        res += (ps[i] ^ ps[(i + 1) % ps.size()]);
    if (res < 0)
        res = -res;
    return res;
}
bool inPolygon(P p, vector<P> poly){
    int wn = 0;
    int n = poly.size();

    for (int i = 0; i < n; i++){
        if (on(p, poly[i], poly[(i + 1) % n]))
            return -1; //在邊界
        int k = dcmp((poly[(i + 1) % n] - poly[i]) ^ (p
- poly[i]));
        int d1 = dcmp(poly[i].Y - p.Y);
        int d2 = dcmp(poly[(i + 1) % n].Y - p.Y);
        if (k > 0 && d1 <= 0 && d2 > 0)
            wn++;
        if (k < 0 && d2 <= 0 && d1 > 0)
            wn--;
    }
    if (wn != 0)
        return 1; //內部
    return 0;     //外部
}
vector<P> ConvexHull(vector<P> ps){
    int nn = ps.size();
    sort(ps.begin(), ps.end());
    vector<P> res;
    int k = 0;
    for (int i = 0; i < nn; i++){
        while (k > 1 && dcmp((ps[i] - res[k - 2]) ^
(res[k - 1] - res[k - 2])) >= 0) {
            res.pop_back();
            k--;
        }
        res.push_back(ps[i]);
        k++;
    }
    int t = k;
    for (int i = nn - 2; i >= 0; i--){
        while (k > t && dcmp((ps[i] - res[k - 2]) ^
(res[k - 1] - res[k - 2])) >= 0){
            res.pop_back();
            k--;
        }
        res.push_back(ps[i]);
        k++;
    }
    if (nn > 1)
        res.pop_back();
    return res;
};
struct Half_Plane_Intersection
{ //半平面交(所有直線左側的交集)
    const static int MAXN = 100005;
    int n;
    Line L[MAXN], s[MAXN];
    vector<P> a; //結果存在這，是一個凸包
    void init() { n = 0; }
    void add_Line(Line l) { L[n++] = l; }
    bool OnLeft(Line l, P p) { return dcmp(l.v ^ (p -
l.p)) >= 0; }
    int solve(){
        a.clear();
        sort(L, L + n); //sort
        int first, last;
        P *p = new P[n];
        Line *q = new Line[n];
        q[first = last = 0] = L[0];
        for (int i = 1; i < n; i++){
            while (first < last && !OnLeft(L[i], p[last
- 1]))
                last--;
            while (first < last && !OnLeft(L[i],
p[first]))
                first++;
            q[++last] = L[i];
            if (dcmp(q[last].v ^ q[last - 1].v) == 0){
                last--;
                if (OnLeft(q[last], L[i].p))
                    q[last] = L[i];
            }
            if (first < last)
                p[last - 1] = LineIntersect(q[last - 1],
q[last]);
        }
        while (first < last && !OnLeft(q[first], p[last
- 1]))
            last--;
        if (last - first <= 1)
            return 0;
        p[last] = LineIntersect(q[last], q[first]);

        for (int i = first; i <= last; i++)
            a.push_back(p[i]);
        return a.size();
    }
} hpi;
struct Circle{
    P c;
    type r;
    P point(double a) { return P(c.X + cos(a) * r, c.Y
+ sin(a) * r); }
};
int LineCircleIntersect(Line L, Circle C, vector<P>
&sol){ //返回交點個數，sol 存交點們
    type a = L.v.X, b = L.p.X - C.c.X, c = L.v.Y, d =
L.p.Y - C.c.Y;
    type e = a * a + c * c, f = 2 * (a * b + c * d), g
= b * b + d * d - C.r * C.r;
    type delta = f * f - 4 * e * g;
    if (dcmp(delta) < 0)
        return 0;
    if (dcmp(delta) == 0)
    {
        sol.push_back(L.p - (f / (2 * e)) * L.v);
        return 1;
    }
    double t1 = (-f - sqrt(delta)) / (2 * e);
    sol.push_back(L.p + t1 * L.v);
    double t2 = (-f + sqrt(delta)) / (2 * e);
    sol.push_back(L.p + t2 * L.v);
    return 2;
}
int CircleIntersect(Circle C1, Circle C2, vector<P>
&sol){
    double d = len(C1.c - C2.c);
    if (dcmp(d) == 0){
        if (dcmp(C1.r - C2.r) == 0)
            return -1; //兩圓重合
        return 0;
    }
    if (dcmp(C1.r + C2.r - d) < 0)
        return 0;
    if (dcmp(fabs(C1.r - C2.r) - d) > 0)
        return 0;
    double a = atan2(C2.c.Y - C1.c.Y, C2.c.X - C1.c.X);
    double da = acos((C1.r * C1.r + d * d - C2.r *
C2.r) / (2 * C1.r * d));//最好判一下括號裡面是否在[-1,1]
    P p1 = make_pair(C1.c.X + cos(a - da) * C1.r,
C1.c.Y + sin(a - da) * C1.r);
    P p2 = make_pair(C1.c.X + cos(a + da) * C1.r,
C1.c.Y + sin(a + da) * C1.r);
    sol.push_back(p1);
    if (p1 == p2)
        return 1;
    sol.push_back(p2);
    return 2;
}
int PointCircleTangents(P p, Circle C, vector<P> &sol)
{ //返回切線條數，sol 存切線向量們
    P u = C.c - p;
    double dist = len(u);
    if (dist < C.r)
        return 0;
```

```
    if (dcmp(dist - C.r) == 0)
    {
        sol.push_back(rotate(u, pi / 2));
        return 1;
    }
    double ang = asin(C.r / dist);
    sol.push_back(rotate(u, -ang));
    sol.push_back(rotate(u, ang));
    return 2;
}
double Circle_Segment_Intersect_area(P A, P B, Circle C)
{ //<圓心和線段兩端點圍成的三角形>與<圓>的交集面積
    P CA = C.c - A, CB = C.c - B;
    double da = len(CA), db = len(CB);
    da = dcmp(da - C.r);
    db = dcmp(db - C.r);

    if (da <= 0 && db <= 0)
        return fabs((CA ^ CB)) * 0.5;

    vector<P> sol;
    int num = LineCircleIntersect(Line{A, B - A}, C, sol);
    double cnt = C.r * C.r;
    P q;

    if (da <= 0 && db > 0){
        q = on(sol[0], A, B) ? sol[0] : sol[1];
        double area = fabs((CA ^ (C.c - q))) * 0.5;
        double ang = acos((CB * (C.c - q)) / len(CB) / len(C.c - q));
        return area + cnt * ang * 0.5;
    }
    if (db <= 0 && da > 0){
        q = on(sol[0], A, B) ? sol[0] : sol[1];
        double area = fabs((CB ^ (C.c - q))) * 0.5;
        double ang = acos((CA * (C.c - q)) / len(CA) / len(C.c - q));
        return area + cnt * ang * 0.5;
    }
    if (num == 2){
        double big_area = cnt * acos((CA * CB) / len(CA) / len(CB)) * 0.5;
        double small_area = cnt * acos(((C.c - sol[0]) * (C.c - sol[1])) / len(C.c - sol[0]) / len(C.c - sol[1])) * 0.5;
        double delta_area = fabs((C.c - sol[0]) ^ (C.c - sol[1])) * 0.5;
        if (!on(sol[0], A, B))
            return big_area;
        return big_area + delta_area - small_area;
    }
    return cnt * acos((CA * CB) / len(CA) / len(CB)) * 0.5;
}

double Circle_Polygon_Intersect_area(vector<P> ps, Circle C)
{ //<多邊形>與<圓>的交集面積
    double res = 0;
    int sz = ps.size();
    for (int i = 0; i < sz; i++) {
        double tmp = Circle_Segment_Intersect_area(ps[i], ps[(i + 1) % sz], C);
        if (((ps[i]-C.c)^(ps[(i + 1) % sz]-C.c)) < 0)
            tmp = -tmp;
        res += tmp;
    }
    if (res < 0)
        res = -res;
    return res;
}
int CircleTangents(Circle A, Circle B, vector<P> &a, vector<P> &b)
{ //返回切線條數，-1 表示無窮條切線。a[i]和 b[i]分別是第 i 條切線在圓 A 與 B 上的交點
    int cnt = 0;
    if (A.r < B.r) {
        swap(A, B);
        swap(a, b);
    }
    type d2 = (A.c.X - B.c.X) * (A.c.X - B.c.X) + (A.c.Y - B.c.Y) * (A.c.Y - B.c.Y);
    type rdiff = A.r - B.r;
    type rsum = A.r + B.r;
    if (dcmp(d2 - rdiff * rdiff) < 0)
        return 0; //內含

    double base = atan2(B.c.Y - A.c.Y, B.c.X - A.c.X);
    if (dcmp(d2) == 0 && dcmp(A.r - B.r) == 0)
        return -1; //無限多條切線
    if (dcmp(d2 - rdiff * rdiff) == 0)
    { //內切，1 條切線
        a.push_back(A.point(base));
        b.push_back(B.point(base));
        cnt++;
        return 1;
    }
    //有外共切線
    double ang = acos((A.r - B.r) / sqrt(d2));
    a.push_back(A.point(base + ang));
    b.push_back(B.point(base + ang));
    cnt++;
    a.push_back(A.point(base - ang));
    b.push_back(B.point(base - ang));
    cnt++;
    if (d2 == rsum * rsum)
    { //一條公切線
        a.push_back(A.point(base));
        b.push_back(B.point(pi + base));
        cnt++;
    }
    else if (d2 > rsum * rsum)
    { //兩條內公切線
        double ang = acos(rsum / sqrt(d2));
        a.push_back(A.point(base + ang));
        b.push_back(B.point(pi + base + ang));
        cnt++;
        a.push_back(A.point(base - ang));
        b.push_back(B.point(pi + base - ang));
        cnt++;
    }
    return cnt;
}
```

4.2 旋轉卡殼(最遠距點對)

```
    pt = ConvexHull(pt), n = pt.size();
    double ans = 0;
    int j = 0;
    for (int i = 0; i < n; i++){
        while (1){
double ang=angle(pt[(i+1)%n]-pt[i],pt[(j+1)%n]-pt[j]);
            if (ang < pi)  j = (j + 1) % n;
            else  break;
        }
        ans = max(ans, len(pt[j] - pt[i]));
        ans = max(ans, len(pt[j] - pt[(i + 1) % n]));
    }
```

4.3 皮克(Pick)定理

給定頂點座標均是整點（或正方形格子點）的簡單多邊形，面積A和內部格點數目i、邊上格點數目b的關係：$A = i + \frac{b}{2} - 1$。

4.4 Minkowski sum

```
vector<P> minkowski(vector<P> p, vector<P> q){
    int n = p.size(), m = q.size();
    P c = P(0, 0);
    for (int i = 0; i < m; i++)
        c = c + q[i];
    c = (1.0 / m) * c;
    for (int i = 0; i < m; i++)
        q[i] = q[i] - c;
```

```
    int cur = -1;
    for (int i = 0; i < m; i++)
        if ((q[i] ^ (p[0] - p[n - 1])) > -eps)
            if (cur == -
1 || (q[i] ^ (p[0] - p[n - 1])) > (q[cur] ^ (p[0] - p[n
 - 1])))
                cur = i;
    vector<P> h;
    p.push_back(p[0]);
    for (int i = 0; i < n; i++)
        while (true){
            h.push_back(p[i] + q[cur]);
            int nxt = (cur + 1 == m ? 0 : cur + 1);
            if ((q[cur] ^ (p[i + 1] - p[i])) < -eps)
                cur = nxt;
            else if ((q[nxt] ^ (p[i + 1] - p[i])) > (q[
cur] ^ (p[i + 1] - p[i])))
                cur = nxt;
            else
                break;
        }
    for (auto &&i : h)  i = i + c;
    return ConvexHull(h);
}
```

4.5 三角形的三心

```
P inCenter( P &A,  P &B,  P &C) { // 内心
    double a = len(B-C), b = len(C-A), c = len(A-B);
    return (A * a + B * b + C * c) / (a + b + c);
}
P circumCenter( P &a,  P &b,  P &c) { // 外心
    P bb = b - a, cc = c - a;
    double db=bb.X*bb.X+bb.Y*bb.Y, dc=cc.X*cc.X+cc.Y*cc
.Y, d=2*(bb ^ cc);
    return a-P(bb.Y*dc-cc.Y*db, cc.X*db-bb.X*dc) / d;
}
P othroCenter( P &a,  P &b,  P &c) { // 垂心
    P ba = b - a, ca = c - a, bc = b - c;
    double Y = ba.Y * ca.Y * bc.Y,
      A = ca.X * ba.Y - ba.X * ca.Y,
      x0= (Y+ca.X*ba.Y*b.X-ba.X*ca.Y*c.X) / A,
      y0= -ba.X * (x0 - c.X) / ba.Y + ca.Y;
    return P(x0, y0);
}
```

4.6 Circle Cover

```
#define N 1021
struct CircleCover{
  int C;
  Circle c[N];
  bool g[N][N], overlap[N][N];
  // Area[i] : area covered by at least i circles
  double Area[N];
  void init(int _C) { C = _C; }
  bool CCinter(Circle &a, Circle &b, P &p1, P &p2){
    P o1 = a.c, o2 = b.c;
    double r1 = a.r, r2 = b.r;
    if (len(o1 - o2) > r1 + r2)
      return {};
    if (len(o1 - o2) < max(r1, r2) - min(r1, r2))
      return {};
    double d2 = (o1 - o2) * (o1 - o2);
    double d = sqrt(d2);
    if (d > r1 + r2)
      return false;
    P u = 0.5 * (o1 + o2) + ((r2 * r2 - r1 * r1) / (2 *
 d2)) * (o1 - o2);
    double A = sqrt((r1 + r2 + d) * (r1 - r2 + d) * (r1
 + r2 - d) * (-r1 + r2 + d));
    P v = A * P(o1.Y - o2.Y, -o1.X + o2.X) / (2 * d2);
    p1 = u + v;
    p2 = u - v;
    return true;
  }
  struct Teve{
    P p;
    double ang;
    int add;
    Teve() {}
    Teve(P _a, double _b, int _c) : p(_a), ang(_b), add
(_c) {}
    bool operator<(const Teve &a) const{
      return ang < a.ang;
    }
  } eve[N * 2];
  // strict: x = 0, otherwise x = -1
  bool disjuct(Circle &a, Circle &b, int x){
    return dcmp(len(a.c - b.c) - a.r - b.r) > x;
  }
  bool contain(Circle &a, Circle &b, int x){
    return dcmp(a.r - b.r - len(a.c - b.c)) > x;
  }
  bool contain(int i, int j) {
    /* c[j] is non-strictly in c[i]. */
    return (dcmp(c[i].r - c[j].r) > 0 ||
            (dcmp(c[i].r - c[j].r) == 0 && i < j)) &&
           contain(c[i], c[j], -1);
  }
  void solve(){
    for (int i = 0; i <= C + 1; i++)
      Area[i] = 0;
    for (int i = 0; i < C; i++)
      for (int j = 0; j < C; j++)
        overlap[i][j] = contain(i, j);
    for (int i = 0; i < C; i++)
      for (int j = 0; j < C; j++)
        g[i][j] = !(overlap[i][j] || overlap[j][i] ||
                    disjuct(c[i], c[j], -1));
    for (int i = 0; i < C; i++) {
      int E = 0, cnt = 1;
      for (int j = 0; j < C; j++)
        if (j != i && overlap[j][i])
          cnt++;
      for (int j = 0; j < C; j++)
        if (i != j && g[i][j]) {
          P aa, bb;
          CCinter(c[i], c[j], aa, bb);
          double A = atan2(aa.Y - c[i].c.Y, aa.X - c[i]
.c.X);
          double B = atan2(bb.Y - c[i].c.Y, bb.X - c[i]
.c.X);
          eve[E++] = Teve(bb, B, 1);
          eve[E++] = Teve(aa, A, -1);
          if (B > A)
            cnt++;
        }
      if (E == 0)
        Area[cnt] += pi * c[i].r * c[i].r;
      else{
        sort(eve, eve + E);
        eve[E] = eve[0];
        for (int j = 0; j < E; j++){
          cnt += eve[j].add;
          Area[cnt] += (eve[j].p ^ eve[j + 1].p) * .5;
          double theta = eve[j + 1].ang - eve[j].ang;
          if (theta < 0)
            theta += 2. * pi;
          Area[cnt] +=
              (theta-sin(theta)) * c[i].r*c[i].r*.5;
        }
      }
    }
  }
};
```

4.7 minimum enclosing circle

```
struct Mec{
  // return pair of center and r
  type norm2(P x) { return x.X * x.X + x.Y * x.Y; }
  static const int N = 101010;
  int n;
  P p[N], cen;
  double r2;
  void init(int _n, P _p[]) {
    n = _n;
```

```
    memcpy(p, _p, sizeof(P) * n);
  }
  double sqr(double a) { return a * a; }
  P center(P p0, P p1, P p2) {
    P a = p1 - p0;
    P b = p2 - p0;
    double c1 = norm2(a) * 0.5;
    double c2 = norm2(b) * 0.5;
    double d = a ^ b;
    double x = p0.X + (c1 * b.Y - c2 * a.Y) / d;
    double y = p0.Y + (a.X * c2 - b.X * c1) / d;
    return P(x, y);
  }
  pair<P, double> solve() {
    random_shuffle(p, p + n);
    r2 = 0;
    for (int i = 0; i < n; i++){
      if (norm2(cen - p[i]) <= r2)
        continue;
      cen = p[i];
      r2 = 0;
      for (int j = 0; j < i; j++){
        if (norm2(cen - p[j]) <= r2)
          continue;
        cen=P((p[i].X+p[j].X)/2,(p[i].Y+p[j].Y)/ 2);
        r2 = norm2(cen - p[j]);
        for (int k = 0; k < j; k++){
          if (norm2(cen - p[k]) <= r2)
            continue;
          cen = center(p[i], p[j], p[k]);
          r2 = norm2(cen - p[k]);
        }
      }
    }
    return {cen, sqrt(r2)};
  }
} mec;
```

4.8 minimum enclosing ball

```
struct Pt{  type x, y, z;};
Pt operator+(Pt p1, Pt p2) { return Pt{p1.x + p2.x, p1.
y + p2.y, p1.z + p2.z}; }
Pt operator-
(Pt p1, Pt p2) { return Pt{p1.x - p2.x, p1.y - p2.y, p1
.z - p2.z}; }
type operator*(Pt p1, Pt p2) { return p1.x * p2.x + p1.
y * p2.y + p1.z * p2.z; }
Pt operator*(Pt p, type t) { return Pt{p.x * t, p.y * t
, p.z * t}; }
Pt operator/(Pt p, type t) { return Pt{p.x / t, p.y / t
, p.z / t}; }
type norm2(Pt p) { return p.x * p.x + p.y * p.y + p.z *
 p.z; }
type norm(Pt p) { return sqrt(p.x * p.x + p.y * p.y + p
.z * p.z); }
struct min_enclosing_ball{
  static const int N = 202020;
  int n, nouter;
  Pt pt[N], outer[4], res;
  double radius, tmp;
  void ball() {
    Pt q[3];
    double m[3][3], sol[3], L[3], det;
    int i, j;
    res.x = res.y = res.z = radius = 0;
    switch (nouter) {
    case 1:
      res = outer[0];
      break;
    case 2:
      res = (outer[0] + outer[1]) / 2;
      radius = norm2(res - outer[0]);
      break;
    case 3:
      for (i = 0; i < 2; ++i)
        q[i] = outer[i + 1] - outer[0];
      for (i = 0; i < 2; ++i)
        for (j = 0; j < 2; ++j)
          m[i][j] = (q[i] * q[j]) * 2;
      for (i = 0; i < 2; ++i)
        sol[i] = (q[i] * q[i]);
      if (fabs(det = m[0][0] * m[1][1] - m[0][1] * m[1]
[0]) < eps)
        return;
      L[0] = (sol[0] * m[1][1] - sol[1] * m[0][1]) / de
t;
      L[1] = (sol[1] * m[0][0] - sol[0] * m[1][0]) / de
t;
      res = outer[0] + q[0] * L[0] + q[1] * L[1];
      radius = norm2(res - outer[0]);
      break;
    case 4:
      for (i = 0; i < 3; ++i)
        q[i] = outer[i + 1] - outer[0], sol[i] = (q[i]
* q[i]);
      for (i = 0; i < 3; ++i)
        for (j = 0; j < 3; ++j)
          m[i][j] = (q[i] * q[j]) * 2;
      det = m[0][0] * m[1][1] * m[2][2] + m[0][1] * m[1
][2] * m[2][0] + m[0][2] * m[2][1] * m[1][0] - m[0][2]
* m[1][1] * m[2][0] - m[0][1] * m[1][0] * m[2][2] - m[0
][0] * m[1][2] * m[2][1];
      if (fabs(det) < eps)
        return;
      for (j = 0; j < 3; ++j) {
        for (i = 0; i < 3; ++i)
          m[i][j] = sol[i];
        L[j] = (m[0][0] * m[1][1] * m[2][2] + m[0][1] *
 m[1][2] * m[2][0] + m[0][2] * m[2][1] * m[1][0] - m[0]
[2] * m[1][1] * m[2][0] - m[0][1] * m[1][0] * m[2][2] -
 m[0][0] * m[1][2] * m[2][1]) / det;
        for (i = 0; i < 3; ++i)
          m[i][j] = (q[i] * q[j]) * 2;
      }
      res = outer[0];
      for (i = 0; i < 3; ++i)
        res = res + q[i] * L[i];
      radius = norm2(res - outer[0]);
    }
  }
  void minball(int n){
    ball();
    if (nouter < 4)
      for (int i = 0; i < n; i++)
        if (norm2(res - pt[i]) - radius > eps){
          outer[nouter++] = pt[i];
          minball(i);
          --nouter;
          if (i > 0) {
            Pt Tt = pt[i];
            memmove(&pt[1], &pt[0], sizeof(Pt) * i);
            pt[0] = Tt;
          }
        }
  }
  void solve()  { // n points in pt
    random_shuffle(pt, pt + n);
    radius = -1;
    for (int i = 0; i < n; i++)
      if (norm2(res - pt[i]) - radius > eps)
        nouter = 1, outer[0] = pt[i], minball(i);
    printf("%.9f\n", sqrt(radius));
  }
} B;
```

4.9 矩形重疊面積

給你很多平面上的矩形，請求出它們覆蓋的總表面積。
有 n<=100,000 個矩形。
接下來有 n 列， L,R,D,U(0<=L<R<=1,000,000；
0<=D<U<=1,000,000)代表矩形的左、右、下、上四個邊界座標。

```
const int maxn=1000000+10 ;

struct P{
   int x,d,u,val ;
   bool operator < (const P &rhs) const { return
x<rhs.x ; }
```

```
}a[200000+10];

int ST[5*maxn],tag[5*maxn] ;

void modify(int l,int r,int L,int R,int id,int val){
    if(l==L && r==R) { tag[id]+=val ; return ; }
    int mid=(L+R)/2 ;
    if(r<=mid) modify(l,r,L,mid,2*id,val) ;
    else if(l>mid) modify(l,r,mid+1,R,2*id+1,val) ;
    else
        modify(l,mid,L,mid,2*id,val) ,
        modify(mid+1,r,mid+1,R,2*id+1,val) ;
    ST[id]= (tag[2*id] ? mid-L+1 : ST[2*id]) +
          (tag[2*id+1] ? R-mid : ST[2*id+1]) ;
}
main(){
    int n ; scanf("%d",&n) ;
    for(int i=0;i<n;i++) {
        int x1,y1,x2,y2 ;
        scanf("%d%d%d%d",&x1,&x2,&y1,&y2) ;
        a[2*i]=(P){x1,y1,y2-1,1} ;
        a[2*i+1]=(P){x2,y1,y2-1,-1} ;
    }
    sort(a,a+2*n) ;
    int x=0 , val=0 ;
    ll ans=0ll ;
    for(int i=0;i<2*n;i++) {
        ans+= (ll) (a[i].x-x)*val ;
        modify(a[i].d,a[i].u,0,maxn-1,1,a[i].val) ;
        x=a[i].x ;
        val=ST[1] ;
    }
    printf("%lld\n",ans) ;
}
```

5 Graph

5.1 HeavyLightDecomp (附 LCA)

```
#define REP(i, s, e) for (int i = (s); i <= (e); i++)
#define REPD(i, s, e) for (int i = (s); i >= (e); i--)
#define PII pair<int, int>
const int MAXN = 100010;
const int LOG = 19;
struct HLD{
    int n;
    vector<int> g[MAXN];
    int sz[MAXN], dep[MAXN];
    int ts, tid[MAXN], tdi[MAXN], tl[MAXN], tr[MAXN];
    // ts : timestamp , useless after yutruli
    // tid[ u ] : pos. of node u in the seq.
    // tdi[i] : node at pos i of the seq.
    // tl,tr[u]:subtree interval in the seq. of node u
    int prt[MAXN][LOG], head[MAXN];
    // head[ u ] : head of the chain contains u
    void dfssz(int u, int p){
        dep[u] = dep[p] + 1;
        prt[u][0] = p;
        sz[u] = 1;
        head[u] = u;
        for (int &v : g[u])
            if (v != p){
                dep[v] = dep[u] + 1;
                dfssz(v, u);
                sz[u] += sz[v];
            }
    }
    void dfshl(int u){
        ts++;
        tid[u] = tl[u] = tr[u] = ts;
        tdi[tid[u]] = u;
        sort(g[u].begin(), g[u].end(), [&](int a, int b)
{ return sz[a] > sz[b]; });
        bool flag = 1;
        for (int &v : g[u])
            if (v != prt[u][0]){
                if (flag)
                    head[v] = head[u], flag = 0;
                dfshl(v);
                tr[u] = tr[v];
            }
    }
    inline int lca(int a, int b){
        if (dep[a] > dep[b])
            swap(a, b);
        int diff = dep[b] - dep[a];
        REPD(k, LOG - 1, 0)
        if (diff & (1 << k)){
            b = prt[b][k];
        }
        if (a == b)
            return a;
        REPD(k, LOG - 1, 0)
        if (prt[a][k] != prt[b][k]){
            a = prt[a][k];
            b = prt[b][k];
        }
        return prt[a][0];
    }
    void init(int _n){
        n = _n;
        REP(i, 1, n)
        g[i].clear();
    }
    void addEdge(int u, int v){
        g[u].push_back(v);
        g[v].push_back(u);
    }
    void yutruli(){
        dfssz(1, 0);
        ts = 0;
        dfshl(1);
        REP(k, 1, LOG - 1)
        REP(i, 1, n)
        prt[i][k] = prt[prt[i][k - 1]][k - 1];
    }
    vector<PII> getPath(int u, int v){
        vector<PII> res;
        while (tid[u] < tid[head[v]]){
            res.push_back(PII(tid[head[v]], tid[v]));
            v = prt[head[v]][0];
        }
        res.push_back(PII(tid[u], tid[v]));
        reverse(res.begin(), res.end());
        return res;
        /* res : list of intervals from u to v
         * u must be ancestor of v
         * usage :
         * vector< PII >& path = tree.getPath( u , v )
         * for( PII tp : path ) {
         *   int l , r;tie( l , r ) = tp;
         *   upd( l , r );
         *   uu = tree.tdi[ l ] , vv = tree.tdi[ r ];
         *   uu ~> vv is a heavy path on tree
         * }
         */
    }
} tree;
```

5.2 centroid decomposition

從 u 到 v 的最短路徑，必會通過重心樹上的 lca(u,v)

```
struct Centroid_Decomposition{
  typedef long long type;
  int subSize[100005];
  bool used[100005];
  vector<pair<int, type>> tree[100005];
  int cd_father[100005], dep[100005]; //cd_father[i]:i
在重心樹上的父親，dep[i]:i 在重心樹上的深度
  type dis[20][100005];
  //dis[d][v]:v 到重心樹上深度為 d 的祖先的距離
  int idx[100005];
  //idx[i]:i 是 cd_father[i]在重心樹上的第幾號兒子

  void addEdge(int u, int v, type w)  {
    tree[u].push_back(make_pair(v, w));
    tree[v].push_back(make_pair(u, w));
  }
```

```
  int dfs(int u, int p)  {
    subSize[u] = 1;
    for (pair<int, type> v : tree[u])
      if (v.first != p && !used[v.first])
        subSize[u] += dfs(v.first, u);
    return subSize[u];
  }
  int get_centroid(int u, int p, int n)  {
    for (pair<int, type> v : tree[u])
      if (v.first != p && subSize[v.first] > n / 2 && !
used[v.first])
        return get_centroid(v.first, u, n);
    return u;
  }
  void get_distance(int u, int p, int depp, type dist){
    dis[depp][u] = dist;
    for (pair<int, type> v : tree[u])
      if (v.first != p && !used[v.first])
        get_distance(v.first, u, depp, dist+v.second);
  }
  int centroid_decomposition(int u, int p, int depp, in
t id)  { //一開始叫(1,-1,0,0)
    int n = dfs(u, p);
    int centroid = get_centroid(u, p, n);
    dep[centroid] = depp, cd_father[centroid] = p, idx[
centroid] = id;
    get_distance(centroid, p, depp, 0);
    used[centroid] = 1;
    int cur = 0;
    for (pair<int, type> v : tree[centroid])
      if (v.first != p && !used[v.first])
        centroid_decomposition(v.first, centroid, depp
+ 1, cur++);
    return centroid;
  }
} cd;
```

5.3 BCC 割點

```
vector<P> g[maxn]; //{u,e} u 是點,e 是邊的編號
stack<int> stk;
int low[maxn], depth[maxn], bcc[maxn], nbcc;
bool visited[maxn], cut[maxn], pushed[maxn];
void tarjan(int v, int p) {//tarjan(1,-1)
    visited[v] = 1;
    low[v] = depth[v] = ~p ? depth[p] + 1 : 0;
    int child = 0;
    for (int i = 0; i < g[v].size(); ++i){
        int u = g[v][i].first, e = g[v][i].second;
        if (u == p)
            continue;
        if (!pushed[e]){
            pushed[e] = 1;
            stk.push(e);
        }
        if (visited[u])
            low[v] = min(low[v], depth[u]);
        else{
            ++child;
            tarjan(u, v);
            low[v] = min(low[v], low[u]);
            if (low[u] >= depth[v]){
                cut[v] = 1;
                while (!stk.empty()){
                    int b = stk.top();
                    stk.pop();
                    bcc[b] = nbcc;
                    if (b == e)
                        break;
                }
                ++nbcc;
            }
        }
    }
    if (p == -1 && child == 1)
        cut[v] = 0;
}
```

5.4 BCC 橋

```
vector<int> g[maxn];
stack<int> stk;
int depth[maxn], low[maxn], bcc[maxn], nbcc;
bool visited[maxn];
void tarjan(int v, int p){
    stk.push(v);
    visited[v] = 1;
    low[v] = depth[v] = ~p ? depth[p] + 1 : 0;
    for (int u : g[v]){
        if (u == p)
            continue;
        if (visited[u])low[v] = min(low[v], depth[u]);
        else {
            tarjan(u, v);
            low[v] = min(low[v], low[u]);
        }
    }
    if (low[v] == depth[v]){ //the edge (v,p) is a brid
ge if v is not the root vertex
        while (!stk.empty()){
            int x = stk.top();
            stk.pop();
            bcc[x] = nbcc;
            if (x == v)
                break;
        }
        nbcc++;
    }
}
```

5.5 SCC

```
int n, m;
vector<int> v[maxn], rv[maxn]; //都要連!!
int scc_cnt; //Number of scc
int used[maxn], sccno[maxn];
vector<int> vs;

void dfs1(int now){
    used[now] = 1;
    for (int i = 0; i < v[now].size(); i++) {
        if (!used[v[now][i]])
            dfs1(v[now][i]);
    }
    vs.push_back(now);
}
void dfs2(int now){
    used[now] = 1;
    sccno[now] = scc_cnt;
    for (int i = 0; i < rv[now].size(); i++){
        if (!used[rv[now][i]])
            dfs2(rv[now][i]);
    }
}
void find_scc(int nn){
    memset(sccno, 0, sizeof(sccno));
    scc_cnt = 0;
    memset(used, 0, sizeof(used));
    for (int i = 1; i <= nn; i++){
//Note that you may want to change the node range.
        if (!used[i]) dfs1(i);
    }
    memset(used, 0, sizeof(used));
    for (int i = vs.size() - 1; i >= 0; i--){
        if (!used[vs[i]]){
            scc_cnt++;
            dfs2(vs[i]);
        }
    }
    vs.clear();
}
```

5.6 2-SAT

i 表示第 i 個敘述為真，i+n 表示第 i 個敘述為假
sccno[i]==sccno[i+n]相等=>炸掉

sccno[i]>sccno[i+n] true

5.7 有向最小生成樹(最小樹形圖)

從某一點出發（或者是固定點），能通過它跑完所有點的最小花費。

```
struct MDST{
#define MAXN 1010
#define MAXM 1000010
#define INF INT_MAX
  struct Edge{ int from, to, cost; };
  int n, m;
  Edge edge[MAXM];
  int pre[MAXN]; //存儲父節點
  int vis[MAXN]; //標記作用
  int id[MAXN];  //id[i]記錄節點 i 所在環的編號
  int in[MAXN];  //in[i]記錄 i 入邊中最小的權值
  void init(int _n){
    n = _n;
    m = 0;
  }
  void addEdge(int u, int v, int c) { edge[m++] =
Edge{u, v, c}; }
  int zhuliu(int root) { //root 根 n 點數 m 邊數
    int res = 0, u, v;
    while (1){
      for (int i = 0; i < n; i++)
        in[i] = INF; //初始化
      for (int i = 0; i < m; i++){
        Edge E = edge[i];
        if (E.from != E.to && E.cost < in[E.to]){
          pre[E.to] = E.from; //記錄前驅
          in[E.to] = E.cost;  //更新
        }
      }
      for (int i = 0; i < n; i++)
        if (i != root && in[i] == INF)
          return -1; //有其他孤立點 則不存在最小樹狀圖
      //找有向環
      int tn = 0; //記錄當前查找中 環的總數
      memset(id, -1, sizeof(id));
      memset(vis, -1, sizeof(vis));
      in[root] = 0; //根
      for (int i = 0; i < n; i++){
        res += in[i]; //累加
        v = i;
        //找圖中的有向環 三種情況會終止 while 迴圈
        //1,直到出現帶有同樣標記的點說明成環
        //2,節點已經屬於其他環
        //3,遍歷到根
        while (vis[v] != i && id[v] == -1 && v != root)
        {
          vis[v] = i; //標記
          v = pre[v]; //一直向上找
        }//因為找到某節點屬於其他環   或者 遍歷到根   說明當前
沒有找到有向環
        if (v != root && id[v] == -1) { //必須上述查找已
經找到有向環
          for (int u = pre[v]; u != v; u = pre[u])
            id[u] = tn; //記錄節點所屬的 環編號
          id[v] = tn++; //記錄節點所屬的 環編號  環編號累加
        }
      }
      if (tn == 0)
        break; //不存在有向環
      //可能存在獨立點
      for (int i = 0; i < n; i++)
        if (id[i] == -1)
          id[i] = tn++; //環數累加
      //對有向環縮點  和 SCC 縮點很像吧
      for (int i = 0; i < m; i++) {
        v = edge[i].to;
        edge[i].from = id[edge[i].from];
        edge[i].to = id[edge[i].to];
        //<u, v>有向邊
        //兩點不在同一個環 u 到 v 的距離為 邊權 cost - in[v]
        if (edge[i].from != edge[i].to)
          edge[i].cost -= in[v]; //更新邊權值 繼續下一條邊
的判定
      }
      n = tn; //以環總數為下次操作的點數 繼續執行上述操作 直
到沒有環
      root = id[root];
    }
    return res;
  }
} graph;
```

5.8 二分圖匹配(Bipartite Matching)

```
/*
    最大匹配+最小邊涵蓋=最大獨立集合+最小點涵蓋=V(general)
    最大匹配=最小點涵蓋(二分圖)
    DAG 最小路徑覆蓋=點數-最大匹配
*/
#define MAX_V 1005 //max(|U|,|V|)
struct Bipartite_Matching {
    int V;
    vector<int> G[MAX_V];  //V -> U
    vector<int> rG[MAX_V]; //V -> U 可註解掉
    int match_u[MAX_V];    //match[U]=V
    int match_v[MAX_V];    //match[V]=U 可註解掉
    bool used[MAX_V];      //used[V] are used for dfs

    bool r[MAX_V], c[MAX_V]; //最小點覆蓋用，所求點 i 為
r[i]=0 或者 c[i]=1
    void INIT(int x){
        V = x;
        for (int i = 0; i < MAX_V; i++){
            G[i].clear();
            rG[i].clear(); //可註解掉
        }
    }
    void add_edge(int x, int y){
        G[x].push_back(y);
        rG[y].push_back(x); //可註解掉
    }
    bool dfs(int now){
        used[now] = 1;
        r[now] = 1; //最小點覆蓋
        for (int i = 0; i < G[now].size(); i++){
            int x = G[now][i], w = match_u[x];
            c[x] = 1; //最小點覆蓋
            if (w == -1 || (!used[w] && dfs(w))){
                match_u[x] = now;
                match_v[now] = x; //可註解掉
                return 1;
            }
        }
        return 0;
    }
    int bipartite_matching(){
        int res = 0;
        memset(match_u, -1, sizeof(match_u));
        memset(match_v, -1, sizeof(match_v)); //可註解掉
        for (int i = 0; i < V; i++){
            if (match_v[i] == -1) { //可註解掉
                memset(used, 0, sizeof(used));
                if (dfs(i))
                    res++;
            }
        }
        return res;
    }
    void min_point_cover() {
        for (int i = 0; i < V; i++)
            r[i] = c[i] = 0;
        for (int i = 0; i < V; i++) {
            memset(used, 0, sizeof(used));
            if (match_v[i] == -1)
                dfs(i);
        }
    }
} BM;
```

5.9 二分圖最佳完美匹配(Kuhn Munkres)

```
struct KM{
    static const int MXN = 1005;
#define INF 2147483647                  // LL
    int n, match[MXN], vx[MXN], vy[MXN]; //match[y][x]
    int edge[MXN][MXN], lx[MXN], ly[MXN], slack[MXN];
    // ^^^^ LL
    // construct lx[] and ly[] satisfies
lx[x]+ly[y]>=edge[x][y], and minimize the sum of lx[]
and ly[]
    // if lx[x]+ly[y]==edge[x][y], match x and y.
    // maximum weight equals to the sum of lx and ly
    void init(int _n){
        n = _n;
        for (int i = 0; i < n; i++)
            for (int j = 0; j < n; j++)
                edge[i][j] = 0;
    }
    void addEdge(int x, int y, int w) {// LL
        edge[x][y] = w;
    }
    bool DFS(int x){
        vx[x] = 1;
        for (int y = 0; y < n; y++)
        {
            if (vy[y]) continue;
            if (lx[x] + ly[y] > edge[x][y])
//如果是 double，要改成 lx[x]+ly[y]>edge[x][y]+eps
                slack[y] = min(slack[y], lx[x] + ly[y] -
edge[x][y]);
            else{
                vy[y] = 1;
                if (match[y] == -1 || DFS(match[y])){
                    match[y] = x;
                    return true;
                }
            }
        }
        return false;
    }
    int solve() { //LL
        fill(match, match + n, -1);
        fill(lx, lx + n, -INF);
        fill(ly, ly + n, 0);
        for (int i = 0; i < n; i++)
            for (int j = 0; j < n; j++)
                lx[i] = max(lx[i], edge[i][j]);
        for (int i = 0; i < n; i++) {
            fill(slack, slack + n, INF);
            while (true) {
                fill(vx, vx + n, 0);
                fill(vy, vy + n, 0);
                if (DFS(i)) break;
                int d = INF; // long long
                for (int j = 0; j < n; j++)
                    if (!vy[j]) d = min(d, slack[j]);
                for (int j = 0; j < n; j++){
                    if (vx[j])  lx[j] -= d;
                    if (vy[j])  ly[j] += d;
                    else    slack[j] -= d;
                }
            }
        }
        int res = 0; //LL
        for (int i = 0; i < n; i++)
            res += edge[match[i]][i];
        return res;
    }
} graph;
```

5.10 Maximum General graph Matching

```
const int N = 514, E = (2e5) * 2;
struct Graph{
    int to[E], bro[E], head[N], e;
    int lnk[N], vis[N], stp, n;
    void init(int _n){
        stp = 0;
        e = 1;
        n = _n;
        for (int i = 1; i <= n; i++)
            lnk[i]=vis[i]=bro[i]=head[i]=to[i]=0;
    }
    void add_edge(int u, int v){
        to[e] = v, bro[e] = head[u], head[u] = e++;
        to[e] = u, bro[e] = head[v], head[v] = e++;
    }
    bool dfs(int x){
        vis[x] = stp;
        for (int i = head[x]; i; i = bro[i]) {
            int v = to[i];
            if (!lnk[v]) {
                lnk[x] = v, lnk[v] = x;
                return true;
            }
            else if (vis[lnk[v]] < stp) {
                int w = lnk[v];
                lnk[x] = v, lnk[v] = x, lnk[w] = 0;
                if (dfs(w))
                {
                    return true;
                }
                lnk[w] = v, lnk[v] = w, lnk[x] = 0;
            }
        }
        return false;
    }
    int solve(){
        int ans = 0;
        for (int i = 1; i <= n; i++)
            if (!lnk[i]){
                stp++;
                ans += dfs(i);
            }
        return ans;
    }
} graph;
```

5.11 無向圖最小割(SW min-cut)

```
// global min cut struct SW(無向圖)
struct SW_min_cut{ // O(V^3)
    static const int MXN = 514;
    int n, vst[MXN], del[MXN];
    int edge[MXN][MXN], wei[MXN];
    void init(int _n){
        n = _n;
        for (int i = 0; i < n; i++)
            for (int j = 0; j < n; j++)
                edge[i][j] = 0;
        for (int i = 0; i < n; i++)
            del[i] = 0;
    }
    void addEdge(int u, int v, int w){
        edge[u][v] += w;
        edge[v][u] += w;
    }
    void search(int &s, int &t){
        memset(vst, 0, sizeof(vst));
        memset(wei, 0, sizeof(wei));
        s = t = -1;
        while (true){
            int mx = -1, cur = 0;
            for (int i = 0; i < n; i++)
                if (!del[i] && !vst[i] && mx < wei[i])
                    cur = i, mx = wei[i];
            if (mx == -1)
                break;
            vst[cur] = 1;
            s = t;
            t = cur;
            for (int i = 0; i < n; i++)
                if (!vst[i] && !del[i])
                    wei[i] += edge[cur][i];
        }
    }
```

```
    int solve(){
        int res = 2147483647;
        for (int i = 0, x, y; i < n - 1; i++){
            search(x, y);
            res = min(res, wei[y]);
            del[y] = 1;
            for (int j = 0; j < n; j++)
                edge[x][j] = (edge[j][x] += edge[y][j]);
        }
        return res;
    }
} graph;
```

5.12 最大團

```
#define N 111
struct MaxClique { // 0-base
    typedef bitset<N> Int;
    Int linkto[N], v[N];
    int n;
    void init(int _n){
        n = _n;
        for (int i = 0; i < n; i++){
            linkto[i].reset();
            v[i].reset();
        }
    }
    void addEdge(int a, int b) { v[a][b] = v[b][a] =
1; }
    int popcount(const Int &val) { return
val.count(); }
    int lowbit(const Int &val) { return
val._Find_first(); }
    int ans, stk[N];
    int id[N], di[N], deg[N];
    Int cans;
    void maxclique(int elem_num, Int candi){
        if (elem_num > ans){
            ans = elem_num;
            cans.reset();
            for (int i = 0; i < elem_num; i++)
                cans[id[stk[i]]] = 1;
        }
        int potential = elem_num + popcount(candi);
        if (potential <= ans)
            return;
        int pivot = lowbit(candi);
        Int smaller_candi = candi & (~linkto[pivot]);
        while (smaller_candi.count() && potential > ans)
        {
            int next = lowbit(smaller_candi);
            candi[next] = !candi[next];
            smaller_candi[next] = !smaller_candi[next];
            potential--;
            if (next == pivot || (smaller_candi &
linkto[next]).count()){
                stk[elem_num] = next;
                maxclique(elem_num + 1, candi &
linkto[next]);
            }
        }
    }
    int solve(){
        for (int i = 0; i < n; i++) {
            id[i] = i;
            deg[i] = v[i].count();
        }
        sort(id, id + n, [&](int id1, int id2) { return
deg[id1] > deg[id2]; });
        for (int i = 0; i < n; i++)
            di[id[i]] = i;
        for (int i = 0; i < n; i++)
            for (int j = 0; j < n; j++)
                if (v[i][j])
                    linkto[di[i]][di[j]] = 1;
        Int cand;
        cand.reset();
        for (int i = 0; i < n; i++)
            cand[i] = 1;
        ans = 1;
        cans.reset();
        cans[0] = 1;
        maxclique(0, cand);
        return ans;
    }
} solver;
```

5.13 最大團數量

```
// bool g[][] : adjacent array indexed from 1 to n
void dfs(int sz){
  int i, j, k, t, cnt, best = 0;
  if(ne[sz]==ce[sz]){ if (ce[sz]==0) ++ans; return; }
  for(t=0, i=1; i<=ne[sz]; ++i){
    for (cnt=0, j=ne[sz]+1; j<=ce[sz]; ++j)
    if (!g[lst[sz][i]][lst[sz][j]]) ++cnt;
    if (t==0 || cnt<best) t=i, best=cnt;
  } if (t && best<=0) return;
  for (k=ne[sz]+1; k<=ce[sz]; ++k) {
    if (t>0){ for (i=k; i<=ce[sz]; ++i)
        if (!g[lst[sz][t]][lst[sz][i]]) break;
      swap(lst[sz][k], lst[sz][i]);
    } i=lst[sz][k]; ne[sz+1]=ce[sz+1]=0;
    for (j=1; j<k; ++j)if (g[i][lst[sz][j]])
        lst[sz+1][++ne[sz+1]]=lst[sz][j];
    for (ce[sz+1]=ne[sz+1], j=k+1; j<=ce[sz]; ++j)
    if (g[i][lst[sz][j]]) lst[sz+1][++ce[sz+1]]=lst[sz]
[j];
    dfs(sz+1); ++ne[sz]; --best;
    for (j=k+1, cnt=0; j<=ce[sz]; ++j) if (!g[i][lst[sz
][j]]) ++cnt;
    if (t==0 || cnt<best) t=k, best=cnt;
    if (t && best<=0) break;
}}
void work(){
  ne[0]=0; ce[0]=0;
  for(int i=1; i<=n; ++i) lst[0][++ce[0]]=i;
  ans=0; dfs(0);
}
```

5.14 Minimum mean cycle

也可以二分搜答案並用 SPFA 找負環(如果|V|太大存不下)。

```
/* minimum mean cycle O(VE) */
struct MMC{
#define SZ(c) ((int)(c).size())
#define E 101010
#define V 1021
#define inf 1e9 /可能不夠大
#define eps 1e-6
  struct Edge{
    int v, u;
    double c;
  };
  int n, m, prv[V][V], prve[V][V], vst[V];
  Edge e[E];
  vector<int> edgeID, cycle, rho;
  double d[V][V];
  void init(int _n){
    n = _n;
    m = 0;
  }
  // WARNING: TYPE matters
  void addEdge(int vi, int ui, double ci){
    e[m++] = {vi, ui, ci};
  }
  void bellman_ford(){
    for (int i = 0; i < n; i++)
      d[0][i] = 0;
    for (int i = 0; i < n; i++){
      fill(d[i + 1], d[i + 1] + n, inf);
      for (int j = 0; j < m; j++){
        int v = e[j].v, u = e[j].u;
        if (d[i][v]<inf && d[i+1][u]>d[i][v]+e[j].c){
          d[i + 1][u] = d[i][v] + e[j].c;
          prv[i + 1][u] = v;
          prve[i + 1][u] = j;
        }
```

```
      }
    }
  }
  double solve(){
    // returns inf if no cycle, mmc otherwise
    double mmc = inf;
    int st = -1;
    bellman_ford();
    for (int i = 0; i < n; i++){
      double avg = -inf;
      for (int k = 0; k < n; k++){
        if (d[n][i] < inf - eps)
          avg = max(avg, (d[n][i] - d[k][i]) / (n - k));
        else
          avg = max(avg, inf);
      }
      if (avg < mmc)
        tie(mmc, st) = tie(avg, i);
    }
    memset(vst, 0, sizeof(vst));
    edgeID.clear();
    cycle.clear();
    rho.clear();
    for (int i = n; !vst[st]; st = prv[i--][st]){
      vst[st]++;
      edgeID.push_back(prve[i][st]);
      rho.push_back(st);
    }
    while (vst[st] != 2){
      int v = rho.back();
      rho.pop_back();
      cycle.push_back(v);
      vst[v]++;
    }
    reverse(edgeID.begin(), edgeID.end());
    edgeID.resize(SZ(cycle));
    return mmc;
  }
} mmc;
```

5.15 Directed Graph Min Cost Cycle

如果點數邊數夠小就直接 Floyd 後看哪個 e[i][i]最小。

```
// works in O(N M)
#define INF 1000000000000000ll
#define N 5010 //通常別開這麼大，會 MLE
#define M 200010
struct edge{
  int to;  ll w;
  edge(int a = 0, ll b = 0) : to(a), w(b) {}
};
struct node{
  ll d;   int u, next;
  node(ll a=0, int b=0, int c=0):d(a),u(b),next(c) {}
} b[M];
struct DirectedGraphMinCycle
{
  vector<edge> g[N], grev[N];
  ll dp[N][N], p[N], d[N], mu;
  bool inq[N];
  int n, bn, bsz, hd[N];
  void b_insert(ll d, int u){
    int i = d / mu;
    if (i >= bn)
      return;
    b[++bsz] = node(d, u, hd[i]);
    hd[i] = bsz;
  }
  void init(int _n){
    n = _n;
    for (int i = 1; i <= n; i++)
      g[i].clear();
  }
  void addEdge(int ai, int bi, ll ci){
    g[ai].push_back(edge(bi, ci));
  }
  ll solve(){
    fill(dp[0], dp[0] + n + 1, 0);
    for (int i = 1; i <= n; i++){
      fill(dp[i] + 1, dp[i] + n + 1, INF);
      for (int j = 1; j <= n; j++)
        if (dp[i - 1][j] < INF){
          for (int k = 0; k < (int)g[j].size(); k++)
            dp[i][g[j][k].to] = min(dp[i][g[j][k].to],
                                    dp[i - 1][j] + g[j][k].w);
        }
    }
    mu = INF;
    ll bunbo = 1;
    for (int i = 1; i <= n; i++)
      if (dp[n][i] < INF){
        ll a = -INF, b = 1;
        for (int j = 0; j <= n - 1; j++)
          if (dp[j][i] < INF){
            if(a* (n - j) < b * (dp[n][i]-dp[j][i])){
              a = dp[n][i] - dp[j][i];
              b = n - j;
            }
          }
        if (mu * b > bunbo * a)
          mu = a, bunbo = b;
      }
    if (mu < 0) return -1; // negative cycle
    if (mu == INF) return INF; // no cycle
    if (mu == 0) return 0;
    for (int i = 1; i <= n; i++)
      for (int j = 0; j < (int)g[i].size(); j++)
        g[i][j].w *= bunbo;
    memset(p, 0, sizeof(p));
    queue<int> q;
    for (int i = 1; i <= n; i++) {
      q.push(i);
      inq[i] = true;
    }
    while (!q.empty()){
      int i = q.front();
      q.pop();
      inq[i] = false;
      for (int j = 0; j < (int)g[i].size(); j++){
        if (p[g[i][j].to] > p[i] + g[i][j].w - mu){
          p[g[i][j].to] = p[i] + g[i][j].w - mu;
          if (!inq[g[i][j].to]){
            q.push(g[i][j].to);
            inq[g[i][j].to] = true;
          }
        }
      }
    }
    for (int i = 1; i <= n; i++)
      grev[i].clear();
    for (int i = 1; i <= n; i++)
      for (int j = 0; j < (int)g[i].size(); j++){
        g[i][j].w += p[i] - p[g[i][j].to];
        grev[g[i][j].to].push_back(edge(i, g[i][j].w));
      }
    ll mldc = n * mu;
    for (int i = 1; i <= n; i++){
      bn = mldc / mu, bsz = 0;
      memset(hd, 0, sizeof(hd));
      fill(d + i + 1, d + n + 1, INF);
      b_insert(d[i] = 0, i);
      for (int j = 0; j <= bn - 1; j++)
        for (int k = hd[j]; k; k = b[k].next){
          int u = b[k].u;
          ll du = b[k].d;
          if (du > d[u])
            continue;
          for (int l = 0; l < (int)g[u].size(); l++)
            if (g[u][l].to > i) {
              if (d[g[u][l].to] > du + g[u][l].w) {
                d[g[u][l].to] = du + g[u][l].w;
                b_insert(d[g[u][l].to], g[u][l].to);
              }
            }
        }
      for (int j = 0; j < (int)grev[i].size(); j++)
        if (grev[i][j].to > i)
          mldc=min(mldc,d[grev[i][j].to]+grev[i][j].w);
```

```
    }
    return mldc / bunbo;
  }
} graph;
```

5.16 Minimum Steiner Tree

在無向圖上找一棵子樹，可以把 P 中的點連通起來，且邊權總和最小。令 dp[S][i]表示以點 i 為根，以 S⊆P 為 terminal set 構造出來的斯坦納樹，這樣我們最後的答案就會是 dp[P][u∈P]。
dp[S][i]=min(dp[T][j]+dp[S-T][j]+dis(i,j):j∈V,T⊂S)
dis(i,j)表示 i~j 的最短路徑
這其實還可以優化，令 H[j]=min(dp[T][j]+dp[S-T][j]:T⊂S)
則 dp[S][i]=min(H[j]+dis(i,j):j∈|V|)
H[]是可以被預先算出來的。

```
// O(V 3^T + V^2 2^T)
struct SteinerTree{
#define V 33
#define T 8
#define INF 1023456789
  int n, dst[V][V], dp[1 << T][V], tdst[V];
  void init(int _n){
    n = _n;
    for (int i = 0; i < n; i++){
      for (int j = 0; j < n; j++)
        dst[i][j] = INF;
      dst[i][i] = 0;
    }
  }
  void add_edge(int ui, int vi, int wi){
    dst[ui][vi] = min(dst[ui][vi], wi);
    dst[vi][ui] = min(dst[vi][ui], wi);
  }
  void shortest_path(){
    for (int k = 0; k < n; k++)
      for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++)
         dst[i][j]=min(dst[i][j],dst[i][k]+dst[k][j]);
  }
  int solve(const vector<int> &ter){
    shortest_path();
    int t = (int)ter.size();
    for (int i = 0; i < (1 << t); i++)
      for (int j = 0; j < n; j++)
        dp[i][j] = INF;
    for (int i = 0; i < n; i++)
      dp[0][i] = 0;
    for (int msk = 1; msk < (1 << t); msk++){
      if (msk == (msk & (-msk))){
        int who = __lg(msk);
        for (int i = 0; i < n; i++)
          dp[msk][i] = dst[ter[who]][i];
        continue;
      }
      for (int i = 0; i < n; i++)
        for (int submsk = (msk - 1) & msk; submsk;
submsk = (submsk - 1) & msk)
          dp[msk][i] = min(dp[msk][i], dp[submsk][i] +
dp[msk ^ submsk][i]);
      for (int i = 0; i < n; i++){
        tdst[i] = INF;
        for (int j = 0; j < n; j++)
          tdst[i]=min(tdst[i],dp[msk][j]+dst[j][i]);
      }
      for (int i = 0; i < n; i++)
        dp[msk][i] = tdst[i];
    }
    int ans = INF;
    for (int i = 0; i < n; i++)
      ans = min(ans, dp[(1 << t) - 1][i]);
    return ans;
  }
} solver;
```

5.17 DominatorTree

對於有向圖 G（可能有環），其中起點 r 可以到達所有點，當 u 是所有到達 v 的路徑的必經點時，稱 u 支配 v。可以構建支配樹，其中每個點被所有它的祖先支配，又支配它子樹中的結點。

```
const int MAXN = 100010;
#define REP(i, s, e) for (int i = (s); i <= (e); i++)
#define REPD(i, s, e) for (int i = (s); i >= (e); i--)
struct DominatorTree{
    int n, m, s; //點數 n，邊數 m，起點為 s
    vector<int> g[MAXN], pred[MAXN];
    vector<int> cov[MAXN];
    int dfn[MAXN], nfd[MAXN], ts;
    int par[MAXN];
    int sdom[MAXN], idom[MAXN];
    //支配樹上 i 的 parent 為 idom[i]，若無 parent 就會是 0
    int mom[MAXN], mn[MAXN];
    inline bool cmp(int u, int v) { return dfn[u] <
dfn[v]; }
    int eval(int u){
        if (mom[u] == u)
            return u;
        int res = eval(mom[u]);
        if (cmp(sdom[mn[mom[u]]], sdom[mn[u]]))
            mn[u] = mn[mom[u]];
        return mom[u] = res;
    }
    void init(int _n, int _m, int _s){
        ts = 0;
        n = _n; m = _m; s = _s;
        REP(i, 1, n)
        g[i].clear(),
            pred[i].clear();
    }
    void addEdge(int u, int v){
        g[u].push_back(v);
        pred[v].push_back(u);
    }
    void dfs(int u){
        ts++;
        dfn[u] = ts;
        nfd[ts] = u;
        for (int v : g[u])
            if (dfn[v] == 0){
                par[v] = u;
                dfs(v);
            }
    }
    void build(){
        REP(i, 1, n){
            dfn[i] = nfd[i] = 0;
            cov[i].clear();
            mom[i] = mn[i] = sdom[i] = i;
        }
        dfs(s);
        REPD(i, n, 2){
            int u = nfd[i];
            if (u == 0)
                continue;
            for (int v : pred[u])
                if (dfn[v]){
                    eval(v);
                    if (cmp(sdom[mn[v]], sdom[u]))
                        sdom[u] = sdom[mn[v]];
                }
            cov[sdom[u]].push_back(u);
            mom[u] = par[u];
            for (int w : cov[par[u]]){
                eval(w);
                if (cmp(sdom[mn[w]], par[u]))
                    idom[w] = mn[w];
                else
                    idom[w] = par[u];
            }
            cov[par[u]].clear();
        }
        REP(i, 2, n){
            int u = nfd[i];
            if (u == 0)
                continue;
            if (idom[u] != sdom[u])
                idom[u] = idom[idom[u]];
        }
```

```
    }
} domT;
```

5.18 The first k Shortest Path

```
// time: O(|E| \lg |E| + |V| \lg |V| + K)
// memory: O(|E| \lg |E| + |V|)
struct KSP
{ // 1-base
#define LL long long
#define N 1005
#define INF INT_MAX
    struct nd {
        int u, v, d;
        nd(int ui = 0, int vi = 0, int di = INF) {
            u = ui;
            v = vi;
            d = di;
        }
    };
    struct heap {
        nd *edge;
        int dep;
        heap *chd[4];
    };
    static int cmp(heap *a, heap *b) { return a->edge-
>d > b->edge->d; }
    struct node{
        int v;
        LL d;
        heap *H;
        nd *E;
        node() {}
        node(LL _d, int _v, nd *_E){
            d = _d;   v = _v;  E = _E;
        }
        node(heap *_H, LL _d){
            H = _H;   d = _d;
        }
        friend bool operator<(node a, node b) { return
a.d > b.d; }
    };
    int n, k, s, t, dst[N];
    nd *nxt[N];
    vector<nd *> g[N], rg[N];
    heap *nullNd, *head[N];
    void init(int _n, int _k, int _s, int _t){
        n = _n;   k = _k;    s = _s;    t = _t;
        for (int i = 1; i <= n; i++){
            g[i].clear();
            rg[i].clear();
            nxt[i] = NULL;
            head[i] = NULL;
            dst[i] = -1;
        }
    }
    void addEdge(int ui, int vi, int di){
        nd *e = new nd(ui, vi, di);
        g[ui].push_back(e);
        rg[vi].push_back(e);
    }
    queue<int> dfsQ;
    void dijkstra(){
        while (dfsQ.size())
            dfsQ.pop();
        priority_queue<node> Q;
        Q.push(node(0, t, NULL));
        while (!Q.empty()){
            node p = Q.top();
            Q.pop();
            if (dst[p.v] != -1)
                continue;
            dst[p.v] = p.d;
            nxt[p.v] = p.E;
            dfsQ.push(p.v);
            for (auto e : rg[p.v])
                Q.push(node(p.d + e->d, e->u, e));
        }
    }
    heap *merge(heap *curNd, heap *newNd){
        if (curNd == nullNd)
            return newNd;
        heap *root = new heap;
        memcpy(root, curNd, sizeof(heap));
        if (newNd->edge->d < curNd->edge->d){
            root->edge = newNd->edge;
            root->chd[2] = newNd->chd[2];
            root->chd[3] = newNd->chd[3];
            newNd->edge = curNd->edge;
            newNd->chd[2] = curNd->chd[2];
            newNd->chd[3] = curNd->chd[3];
        }
        if (root->chd[0]->dep < root->chd[1]->dep)
            root->chd[0] = merge(root->chd[0], newNd);
        else
            root->chd[1] = merge(root->chd[1], newNd);
        root->dep = max(root->chd[0]->dep, root->chd[1]-
>dep) + 1;
        return root;
    }
    vector<heap *> V;
    void build(){
        nullNd = new heap;
        nullNd->dep = 0;
        nullNd->edge = new nd;
        fill(nullNd->chd, nullNd->chd + 4, nullNd);
        while (not dfsQ.empty()){
            int u = dfsQ.front();
            dfsQ.pop();
            if (!nxt[u])  head[u] = nullNd;
            else   head[u] = head[nxt[u]->v];
            V.clear();
            for (auto &&e : g[u]){
                int v = e->v;
                if (dst[v] == -1) continue;
                e->d += dst[v] - dst[u];
                if (nxt[u] != e) {
                    heap *p = new heap;
                    fill(p->chd, p->chd + 4, nullNd);
                    p->dep = 1;
                    p->edge = e;
                    V.push_back(p);
                }
            }
            if (V.empty())
                continue;
            make_heap(V.begin(), V.end(), cmp);
#define L(X) ((X << 1) + 1)
#define R(X) ((X << 1) + 2)
            for (size_t i = 0; i < V.size(); i++){
                if (L(i) < V.size())
                    V[i]->chd[2] = V[L(i)];
                else
                    V[i]->chd[2] = nullNd;
                if (R(i) < V.size())
                    V[i]->chd[3] = V[R(i)];
                else
                    V[i]->chd[3] = nullNd;
            }
            head[u] = merge(head[u], V.front());
        }
    }
    vector<LL> ans; //答案存在這，前 k 短路徑的長度
    void first_K(){
        ans.clear();
        priority_queue<node> Q;
        if (dst[s] == -1)    return;
        ans.push_back(dst[s]);
        if (head[s] != nullNd)
          Q.push(node(head[s],dst[s]+head[s]->edge->d));
        for (int _ = 1; _ < k and not Q.empty(); _++){
            node p = Q.top(), q;
            Q.pop();
            ans.push_back(p.d);
            if (head[p.H->edge->v] != nullNd){
                q.H = head[p.H->edge->v];
                q.d = p.d + q.H->edge->d;
                Q.push(q);
```

```
        }
        for (int i = 0; i < 4; i++)
            if (p.H->chd[i] != nullNd){
                q.H = p.H->chd[i];
                q.d = p.d - p.H->edge->d + p.H-
>chd[i]->edge->d;
                Q.push(q);
            }
        }
    }
    void solve(){
        dijkstra();
        build();
        first_K();
    }
} solver;
```

5.19 SPFA

判有向圖有沒有負環，可以設一個超級源點，從那個點 spfa

```
procedure Shortest-Path-Faster-Algorithm(G, s)
     for each vertex v ≠ s in V(G)
         d(v) := ∞
     d(s) := 0
     offer s into Q
     cnt[s] = 0 //cnt 記錄更新到目前用了幾條邊
     while Q is not empty
         u := poll Q
         for each edge (u, v) in E(G)
             if d(u) + w(u, v) < d(v) then
                 cnt[v] = cnt[u] + 1;
                //如果 cnt[v] > n 表示有負環
                 d(v) := d(u) + w(u, v)
                 if v is not in Q then
                     offer v into Q
```

判有向圈：設超級源點連到每個點，開始 dfs 某個點設 inque=1，dfs 完設 inque=0。如果 dfs 到某個 inque=1 的點表示有圈。

5.20 DLX

```
const int maxnode = 100100; //最多多少個‘1’
const int MaxM = 1010;
const int MaxN = 1010;

struct DLX{
    int n, m, SIZE;
    int U[maxnode], D[maxnode], R[maxnode], L[maxnode],
 Row[maxnode], Col[maxnode];
    int H[MaxN], S[MaxM];
    int ansd, ans[MaxN];
    void init(int _n, int _m) {
        n = _n, m = _m;
        for (int i = 0; i <= m; i++)  {
            S[i] = 0, U[i] = D[i] = i;
            L[i] = i - 1, R[i] = i + 1;
        }
        R[m] = 0, L[0] = m, SIZE = m;
        for (int i = 1; i <= n; i++)
            H[i] = -1;
        ansd = INT_MAX;
    }
    void Link(int r, int c) {
        ++S[Col[++SIZE] = c], Row[SIZE] = r;
        D[SIZE] = D[c], U[D[c]] = SIZE;
        U[SIZE] = c, D[c] = SIZE;
        if (H[r] < 0)
            H[r] = L[SIZE] = R[SIZE] = SIZE;
        else {
            R[SIZE] = R[H[r]], L[R[H[r]]] = SIZE;
            L[SIZE] = H[r], R[H[r]] = SIZE;
        }
    }
    void exact_Remove(int c) {
        L[R[c]] = L[c], R[L[c]] = R[c];
        for (int i = D[c]; i != c; i = D[i])
            for (int j = R[i]; j != i; j = R[j]) {
                U[D[j]] = U[j], D[U[j]] = D[j];
                --S[Col[j]];
            }
    }
    void repeat_remove(int c){
        for (int i = D[c]; i != c; i = D[i])
            L[R[i]] = L[i], R[L[i]] = R[i];
    }
    void repeat_resume(int c){
        for (int i = U[c]; i != c; i = U[i])
            L[R[i]] = R[L[i]] = i;
    }
    int f() { //估價函數
        bool vv[MaxM];
        int ret = 0, c, i, j;
        for (c = R[0]; c != 0; c = R[c])
            vv[c] = 1;
        for (c = R[0]; c != 0; c = R[c])
            if (vv[c])  {
                ++ret, vv[c] = 0;
                for (i = D[c]; i != c; i = D[i])
                    for (j = R[i]; j != i; j = R[j])
                        vv[Col[j]] = 0;
            }
        return ret;
    }
    void repeat_dance(int d) { //一開始 d=0
        if (d + f() >= ansd) return;
        if (R[0] == 0)  {
            if (d < ansd) ansd = d;
            return;
        }
        int c = R[0], i, j;
        for (i = R[0]; i; i = R[i])
            if (S[i] < S[c])
                c = i;
        for (i = D[c]; i != c; i = D[i])
        {
            repeat_remove(i);
            for (j = R[i]; j != i; j = R[j])
                repeat_remove(j);
            repeat_dance(d + 1);
            for (j = L[i]; j != i; j = L[j])
                repeat_resume(j);
            repeat_resume(i);
        }
    }
    void exact_resume(int c) {
        for (int i = U[c]; i != c; i = U[i])
            for (int j = L[i]; j != i; j = L[j])
                ++S[Col[U[D[j]] = D[U[j]] = j]];
        L[R[c]] = R[L[c]] = c;
    }
    bool exact_Dance(int d) { //一開始 d=0
       if (R[0] == 0){
            ansd = d;
            return true;
       }//如果要最小覆蓋，bool 改 void，改成下面這段
        /* if (d > ansd) return;
       if (R[0] == 0)   {
           if (d < ansd)  ansd = d;
           return;
       }*/
        int c = R[0];
        for (int i = R[0]; i != 0; i = R[i])
            if (S[i] < S[c])
                c = i;
        exact_Remove(c);
        for (int i = D[c]; i != c; i = D[i]) {
            ans[d] = Row[i];
            for (int j = R[i]; j != i; j = R[j])
                exact_Remove(Col[j]);
            if (exact_Dance(d + 1))
                return true;
            for (int j = L[i]; j != i; j = L[j])
                exact_resume(Col[j]);
        }
        exact_resume(c);
        return false;
    }
};
```

5.21 混合圖歐拉迴路判定

對所有的無向邊隨便定向，之後再進行調整。

統計每個點的出入度，如果有某個點出入度之差為奇數，則不存在歐拉回路。把每個點的出入度之差除以 2,得 x。則對每個頂點改變與之相連的 x 條邊的方向就可以使得該點出入度相等。現在問題就變成了改變哪些邊的方向能讓每個點出入度相等了，構造網路流模型。

有向邊不能改變方向，所以不添加有向邊。對於在開始的時候任意定向的無向邊，按所定的方向加邊，容量為 1。

對於剛才提到的 x，如果 x 大於 0，則建一條 s（源點）到當前點容量為 x 的邊，如果 x 小於 0，建一條從當前點到 t（匯點）容量為|x|的邊。

這時與原點相連的都是缺少入度的點，與匯點相連的都是缺少出度的點。建圖完成了，求解最大流，如果能滿流分配，則存在歐拉回路。查看流量分配，所有流量非 0 的邊就是要改變方向的邊。

5.22 Euler tour

```
//求歐拉回路或歐拉路，鄰接陣形式，複雜度 o（n^2）
//返回路徑長度，path 返回路徑(有向圖是得到的是反向路徑)
//傳入圖的大小 n 和鄰接陣 mat，不相交鄰點邊權 0
//可以有自環與重邊，分為無向圖和有向圖
#define MAXN 100
void find_path(int n, int mat[][MAXN], int now, int &step, int *path){
    int i;
    for (i = n - 1; i >= 0; i--)
        while (mat[now][i]){
            mat[now][i]--; //無向圖加上 mat[i][now]--;
            find_path(n, mat, i, step, path);
        }
    path[step++] = now;
}
int euclid_path(int n, int mat[][MAXN], int start, int *path){
    int ret = 0;
    find_path(n,mat,start,ret,path);
    return ret;
}
```

5.23 Stable Marriage Problem

```
// gp_boy[i][j]為第 i 個男的的第 j 個喜歡的女的的編號
// gp_girl[i][j]為第 i 個女的對第 j 個男的的好感度(越有好感數字越大)
// 答案：第 i 個男的和第 boy[i]個女的結婚，girl[boy[i]]=i
int n, gp_boy[505][505], gp_girl[505][505], boy[505], girl[505], rankl[505];
void Gale_Shapley(){
  memset(boy, 0, sizeof(boy));
  memset(girl, 0, sizeof(girl));
  for (int i = 1; i <= n; i++)  rankl[i] = 1;
  while (1){
    int flag = 0;
    for (int i = 1; i <= n; i++){
      if (!boy[i]){
        int g = gp_boy[i][rankl[i]++];
        if (!girl[g]) boy[i] = g, girl[g] = i;
        else if (gp_girl[g][i] > gp_girl[g][girl[g]])
          boy[girl[g]] = 0, girl[g] = i, boy[i] = g;
        flag = 1;
      }
    }
    if (!flag) break;
  }
}
```

6 String

6.1 KMP

```
int fail[maxn]; //Failure function
void getfail(char *P, int *fail){
  int mm = strlen(P);
  fail[0] = 0;
  fail[1] = 0;
  for (int i = 1; i < mm; i++){
    int j = fail[i];
    while (j && P[i] != P[j])
      j = fail[j];
    fail[i + 1] = (P[i] == P[j]) ? j + 1 : 0;
  }
}
void find(char *T, char *P, int *fail){ //T 裡面找 P
  int nn = strlen(T), mm = strlen(P);
  getfail(P, fail);
  int j = 0;
  for (int i = 0; i < nn; i++){
    while (j && T[i] != P[j])
      j = fail[j];
    if (T[i] == P[j])
      j++;
    if (j == mm)
    { //do something  }
  }
}
// string a,b;
// a.find(b, pos)回傳 a 在 pos 後第一次出現 b 的位置，找不到回傳 a.npos。
```

6.2 Suffix array

```
struct SuffixArray{
    int n;
    int m[2][maxn], sa[maxn];
    char s[maxn];
    void indexSort(int sa[],int ord[],int id[],int nId)
{
        static int cnt[maxn];
        memset(cnt, 0, sizeof(0) * nId);
        for (int i = 0; i < n; i++)
            cnt[id[i]]++;
        partial_sum(cnt, cnt + nId, cnt);
        for (int i = n - 1; i >= 0; i--)
            sa[--cnt[id[ord[i]]]] = ord[i];
    }
    int *id, *oId;
    void init(){
        s[n] = 很小的東西, n++;
        static int w[maxn];
        for (int i = 0; i <= n; i++)
            w[i] = s[i];
        sort(w, w + n);
        int nId = unique(w, w + n) - w;
        id = m[0], oId = m[1];
        for (int i = 0; i < n; i++)
            id[i] = lower_bound(w, w + nId, s[i]) - w;
        static int ord[maxn];
        for (int i = 0; i < n; i++)
            ord[i] = i;
        indexSort(sa, ord, id, nId);
        for (int k = 1; k <= n && nId < n; k <<= 1){
            int cur = 0;
            for (int i = n - k; i < n; i++)
                ord[cur++] = i;
            for (int i = 0; i < n; i++)
                if (sa[i] >= k)
                    ord[cur++] = sa[i] - k;
            indexSort(sa, ord, id, nId);
            cur = 0;
            swap(oId, id);
            for (int i = 0; i < n; i++){
                int c = sa[i], p = i ? sa[i - 1] : 0;
                id[c] = (i == 0 || oId[c] != oId[p] ||
oId[c + k] != oId[p + k]) ? cur++ : cur - 1;
            }
            nId = cur;
        }
    }
    int rk[maxn], lcp[maxn];
    void getlcp(){
        for (int i = 0; i < n; i++)  rk[sa[i]] = i;
        int h = 0;
        lcp[0] = 0;
        for (int i = 0; i < n; i++){
```

```
            int j = sa[rk[i] - 1];
            for (h ? h-
- : 0; i + h < n && j + h < n && s[i + h] == s[j + h];
h++) ;
            lcp[rk[i] - 1] = h;
        }
    }
    int d[maxn + 50][25];
    void getrmq(){
        for (int i = 0; i < n; i++)
            d[i][0] = lcp[i];
        for (int j = 1; (1 << j) < n; j++)
            for (int i = 0; (i + (1 << j) - 1) < n; i++
)
                d[i][j] = min(d[i][j - 1], d[i + (1 <<
(j - 1))][j - 1]);
    }
    int rmq_query(int l, int r){
        if (l > r) swap(l, r);
        r -= 1;
        int k = 0;
        int len = r - l + 1;
        while ((1 << (k + 1)) < len)  k++;
        return min(d[l][k], d[r - (1 << k) + 1][k]);
    }
};
```

6.3 manacher

```
void manacher(){
    string s, ss; // ss="abcdcbd", s=".a.b.c.d.c.b.d."
    cin >> ss;
    s.resize(ss.size() + ss.size() + 1, '.');
    for (int i = 0; i < ss.size(); i++)
        s[i + i + 1] = ss[i];
    vector<int> p(s.size(), 1); //p[i]為使 s[i-x+1,i+x-
1]為回文的最大 x
    int l = 0, r = 0;
    for (int i = 0; i < s.size(); i++)    {
        p[i] = max(min(p[l + l - i], r - i), 1);
        while (0 <= i - p[i] && i + p[i] < s.size() &&
s[i - p[i]] == s[i + p[i]])
            l = i, r = i + p[i], p[i]++;
    }
    cout << *max_element(p.begin(),p.end())-1 << endl;
}
```

6.4 z-value

```
const int MAXn = 1e5 + 5;
int z[MAXn];
void make_z(string s){
  int l = 0, r = 0;
  for(int i = 1;i < s.size();i++){
    for(z[i] = max(0, min(r - i + 1, z[i - l]));
        i+z[i]<s.size() && s[i+z[i]]==s[z[i]];z[i]++);
    if(i + z[i] - 1 > r)l = i, r = i + z[i] - 1;
  }
}
//後綴 s[i,n-1]與原字串 s[0,n-1]的最長共同前綴
```

6.5 Trie 與 AC 自動機

```
struct Trie{
  int ch[maxnode][sigma_size];
//Total number of nodes / total number of characters
  int val[maxnode];
  int sz;
  int fail[maxnode]; //Failure function
  int last[maxnode]; //Suffix link
  void init(){
    sz = 1;
    memset(ch[0], 0, sizeof(ch[0]));
  }
  int idx(char c) { return c - 'a'; } //The number
representing the character c may need to be changed
  void insert(char *s, int vv){
    int u = 0, nn = strlen(s);
    for (int i = 0; i < nn; i++){
      int c = idx(s[i]);
      if (!ch[u][c]){
        memset(ch[sz], 0, sizeof(ch[sz]));
        val[sz] = 0;
        ch[u][c] = sz++;
      }
      u = ch[u][c];
    }
    val[u] = vv;
  }
  void getfail(){
    queue<int> q;
    fail[0] = 0;
    for (int c = 0; c < sigma_size; c++){
      int u = ch[0][c];
      if (u){
        fail[u] = 0;
        q.push(u);
        last[u] = 0;
      }
    }
    while (!q.empty()){
      int r = q.front();
      q.pop();
      for (int c = 0; c < sigma_size; c++)  {
        int u = ch[r][c];
        if (!u){
          ch[r][c] = ch[fail[r]][c];
          continue;
        }
        q.push(u);
        int vv = fail[r];
        while (vv & !ch[vv][c])
          vv = fail[vv];
        fail[u] = ch[vv][c];
        last[u]=val[fail[u]]? fail[u]:last[fail[u]];
//走到結點 u 可能代表找到很多種以 u 為結尾的字串，沿著 last[u]
這種邊走可以找出所有這種字串。
      }
    }
  }
  void print(int j){
    if (j){
      //do something
      print(last[j]);
    }
  }
  void find(char *T){
    int nn = strlen(T);
    int j = 0;
    for (int i = 0; i < nn; i++){
      int c = idx(T[i]);
      while (j && !ch[j][c])
        j = fail[j];
      j = ch[j][c];
      if (val[j])
        print(j);
      else if (last[j])
        print(last[j]);
    }
  }
} ac;
```

6.6 BWT

```
struct BurrowsWheeler{
#define SIGMA 26
#define BASE 'a'
    vector<int> v[SIGMA];
    void BWT(char *ori, char *res){
        // make ori -> ori + ori
        // then build suffix array
    }
    void iBWT(char *ori, char *res){
        for (int i = 0; i < SIGMA; i++)
            v[i].clear();
        int len = strlen(ori);
        for (int i = 0; i < len; i++)
            v[ori[i] - BASE].push_back(i);
```

```
        vector<int> a;
        for (int i = 0, ptr = 0; i < SIGMA; i++)
            for (auto j : v[i]){
                a.push_back(j);
                ori[ptr++] = BASE + i;
            }
        for (int i = 0, ptr = 0; i < len; i++){
            res[i] = ori[a[ptr]];
            ptr = a[ptr];
        }
        res[len] = 0;
    }
} bwt;
```

7 Data Structure

7.1 李超樹

```
struct LiChao_min{
  struct line{
    ll m, c;
    line(ll _m = 0, ll _c = 0){
      m = _m;
      c = _c;
    }
    ll eval(ll x) { return m * x + c; }
  };
  struct node{
    node *l, *r;
    line f;
    node(line v){
      f = v;
      l = r = NULL;
    }
  };
  typedef node *pnode;
  pnode root;
  int sz;
#define mid ((l + r) >> 1)
  void insert(line &v, int l, int r, pnode &nd){
    if (!nd){
      nd = new node(v);
      return;
    }
    ll trl = nd->f.eval(l), trr = nd->f.eval(r);
    ll vl = v.eval(l), vr = v.eval(r);
    if (trl <= vl && trr <= vr)
      return;
    if (trl > vl && trr > vr){
      nd->f = v;
      return;
    }
    if (trl > vl)
      swap(nd->f, v);
    if (nd->f.eval(mid) < v.eval(mid))
      insert(v, mid + 1, r, nd->r);
    else
      swap(nd->f, v), insert(v, l, mid, nd->l);
  }
  ll query(int x, int l, int r, pnode &nd){
    if (!nd)     return LLONG_MAX;
    if (l == r)     return nd->f.eval(x);
    if (mid >= x)
      return min(nd->f.eval(x),query(x,l,mid,nd->l));
    return min(nd->f.eval(x),query(x,mid+1,r,nd->r));
  }
  /* -sz <= query_x <= sz */
  void init(int _sz){
    sz = _sz + 1;
    root = NULL;
  }
  void add_line(ll m, ll c) {
    line v(m, c);
    insert(v, -sz, sz, root);
  }
  ll query(ll x) { return query(x, -sz, sz, root); }
};
```

7.2 KD tree

有一個 $N \times N$ 的棋盤，每個格子內有一個整數，初始時的時候全部為 0，現在需要維護兩種操作：**init 時要把 lc 和 rc 清空!

- `1 x y A` $1 \le x,y \le N$，A 是正整數。將格子 `x`,`y` 裡的數字加上 A
- `2 x1 y1 x2 y2` $1 \le x1 \le x2 \le N$，$1 \le y1 \le y2 \le N$。輸出 $x1,y1,x2,y2$ 這個矩形內的數字和
- `3` 無 終止程式 https://oi-wiki.org/ds/kdt/

```
const int maxn = 200010;
int n, op, xl, xr, yl, yr, lstans;
struct node{
  int x, y, v;
} s[maxn];
bool cmp1(int a, int b) { return s[a].x < s[b].x; }
bool cmp2(int a, int b) { return s[a].y < s[b].y; }
double a = 0.725;
int rt, cur, d[maxn], lc[maxn], rc[maxn], L[maxn], R[maxn], D[maxn], U[maxn],
  siz[maxn], sum[maxn];
int g[maxn], t;
void print(int x){
  if (!x)
    return;
  print(lc[x]);
  g[++t] = x;
  print(rc[x]);
}
void maintain(int x){
  siz[x] = siz[lc[x]] + siz[rc[x]] + 1;
  sum[x] = sum[lc[x]] + sum[rc[x]] + s[x].v;
  L[x] = R[x] = s[x].x;
  D[x] = U[x] = s[x].y;
  if (lc[x])
    L[x]=min(L[x],L[lc[x]]), R[x]=max(R[x],R[lc[x]]),
    D[x]=min(D[x],D[lc[x]]), U[x]=max(U[x],U[lc[x]]);
  if (rc[x])
    L[x]=min(L[x],L[rc[x]]), R[x]=max(R[x],R[rc[x]]),
    D[x]=min(D[x],D[rc[x]]), U[x]=max(U[x],U[rc[x]]);
}
int build(int l, int r){
  if (l > r)  return 0;
  int mid = (l + r) >> 1;
  double av1 = 0, av2 = 0, va1 = 0, va2 = 0;
  for (int i = l; i <= r; i++)
    av1 += s[g[i]].x, av2 += s[g[i]].y;
  av1 /= (r - l + 1);
  av2 /= (r - l + 1);
  for (int i = l; i <= r; i++)
    va1 += (av1 - s[g[i]].x) * (av1 - s[g[i]].x),
      va2 += (av2 - s[g[i]].y) * (av2 - s[g[i]].y);
  if (va1 > va2)
    nth_element(g+l,g+mid,g+r+1,cmp1), d[g[mid]] = 1;
  else
    nth_element(g+l,g+mid,g+r+1,cmp2), d[g[mid]] = 2;
  lc[g[mid]] = build(l, mid - 1);
  rc[g[mid]] = build(mid + 1, r);
  maintain(g[mid]);
  return g[mid];
}
void rebuild(int &x){
  t = 0;
  print(x);
  x = build(1, t);
}
bool bad(int x) { return a * siz[x] <= (double)max(siz[lc[x]], siz[rc[x]]); }
void insert(int &x, int v){
  if (!x){
    x = v;
    maintain(x);
    return;
  }
  if (d[x] == 1){
    if (s[v].x <= s[x].x) insert(lc[x], v);
    else  insert(rc[x], v);
  }
```

```
  else{
    if (s[v].y <= s[x].y)  insert(lc[x], v);
    else  insert(rc[x], v);
  }
  maintain(x);
  if (bad(x))
    rebuild(x);
}
int query(int x){
  if (!x ||xr < L[x]||xl > R[x]||yr < D[x]||yl > U[x])
    return 0;
  if (xl<=L[x] && R[x]<=xr && yl<=D[x] && U[x]<=yr)
    return sum[x];
  int ret = 0;
  if (xl <= s[x].x && s[x].x <= xr && yl <= s[x].y && s
[x].y <= yr)
    ret += s[x].v;
  return query(lc[x]) + query(rc[x]) + ret;
}
int main(){
  scanf("%d", &n);
  while (~scanf("%d", &op)){
    if (op == 1){
      cur++;
     scanf("%d%d%d", &s[cur].x, &s[cur].y, &s[cur].v);
      insert(rt, cur);
    }
    if (op == 2) {
      scanf("%d%d%d%d", &xl, &yl, &xr, &yr);
      printf("%d\n", lstans = query(rt));
    }
    if (op == 3) return 0;
  }
}
```

7.3 Leftist Heap

```
typedef int type;
struct Node{
    type key;
    int dist; int lc, rc;
};
vector<Node> vv;
struct Leftist_Heap{
    int root;
    Leftist_Heap() { root = -1; }
    type top(){
        assert(root >= 0);
        return vv[root].key;
    }
    int merge(int a, int b){
        if (a==-1)  return b; if (b==-1)  return a;
        if (vv[b].key < vv[a].key) //小根堆是<，否則>
            swap(a, b);
        vv[a].rc = merge(vv[a].rc, b);
        if (vv[a].lc == -1 || ((vv[a].rc == -
1) && (vv[vv[a].rc].dist > vv[vv[a].lc].dist)))
            swap(vv[a].lc, vv[a].rc);
        if (vv[a].rc == -1)   vv[a].dist = 0;
        else  vv[a].dist = vv[vv[a].rc].dist + 1;
        return a;
    }
    void push(type ins){
        Node x;
        x.dist = 0, x.key = ins, x.lc = x.rc = -1;
        vv.push_back(x);
        root = merge(root, vv.size() - 1);
    }
    void pop(){
        assert(root != -1);
        root = merge(vv[root].lc, vv[root].rc);
    }
};
```

7.4 DisjointSet

```
struct DisjointSet{
  int n, fa[ N ], sz[ N ];
  vector< pair<int*,int> > h;
  vector<int> sp;
  void init( int tn ){
    n=tn;
    for( int i = 0 ; i < n ; i ++ ){
      fa[ i ]=i;
      sz[ i ]=1;
    }
    sp.clear(); h.clear();
  }
  void assign( int *k, int v ){
    h.PB( {k, *k} );
    *k = v;
  }
  void save(){ sp.PB(SZ(h)); }
  void undo(){
    assert(!sp.empty());
    int last=sp.back(); sp.pop_back();
    while( SZ(h)!=last ){
      auto x=h.back(); h.pop_back();
      *x.first = x.second;
    }
  }
  int f( int x ){
    while( fa[ x ] != x ) x = fa[ x ];
    return x;
  }
  void uni( int x , int y ){
    x = f( x ); y = f( y );
    if( x == y ) return;
    if( sz[ x ] < sz[ y ] ) swap( x, y );
    assign( &sz[ x ] , sz[ x ] + sz[ y ] );
    assign( &fa[ y ] , x);
  }
}djs;
```

7.5 treap

```
struct Treap{
  static Treap mem[maxn], *pmem;
  int sz, val, pri, tag;
  Treap *l, *r;
  Treap() {}
  Treap(int _val){
    val = _val;
    sz = 1;
    pri = rand();
    l = r = NULL;
    tag = 0;
  }
}Treap::mem[maxn], *Treap::pmem = Treap::mem;
// new (Treap::pmem++) Treap(?)
// void solve(){ ... (最後清
空)Treap::pmem = Treap::mem;}
void push(Treap *a){
  if (a->tag){
    Treap *swp = a->l;
    a->l = a->r,  a->r = swp;
    if (a->l) a->l->tag ^= 1;
    if (a->r) a->r->tag ^= 1;
    a->tag = 0;
  }
}
int Size(Treap *a) { return a ? a->sz : 0; }
void pull(Treap *a){
  a->sz = Size(a->l) + Size(a->r) + 1;
}
Treap *merge(Treap *a, Treap *b){
  if (!a || !b)
    return a ? a : b;
  if (a->pri > b->pri){
    push(a);
    a->r = merge(a->r, b);
    pull(a);
    return a;
    //持久化：t = new...copy a, t->r=merge(a-
>r,b), return t
  }
  else{
    push(b);
```

```
    b->l = merge(a, b->l);
    pull(b);
    return b;
  }
}
void split(Treap *t, int k, Treap *&a, Treap *&b){
  if (!t){
    a = b = NULL;
    return;
  }
  push(t);
  if (Size(t->l) + 1 <= k){
    a = t; //持久化：a = new...copy t
    split(t->r, k - Size(t->l) - 1, a->r, b);
    pull(a);
  }
  else{
    b = t;
    split(t->l, k, a, b->l);
    pull(b);
  }
}
```

8 Others

1. Staircase Nim：第 1~*n* 個階梯上面各有一些石頭，兩個人輪流進行操作。每次操作可以從某個階梯移動一些石頭到它前面一個階梯上(特別的，第 1 個階梯移到第 0 個)，最後石頭全部移動到第 0 個階梯。這個問題只要對第奇數個階梯做 Nim 即可。
2. priority_queue<Node,vector<Node>,cmp> pq;

```
struct cmp{
   bool operator()(Node a, Node b){
       if (a.x == b.x)  return a.y > b.y;
       return a.x > b.x;
   }
};
```

3. return day of week on y year m month d day

```
int zeller(int y,int m,int d) {
  if (m<=2) y--,m+=12; int c=y/100; y%=100;
  int w=((c>>2)-(c<<1)+y+(y>>2)+(13*(m+1)/5)+d-1)%7;
  if (w<0) w+=7; return(w);
}
```