

Contents

1 Contest	3	5 Numerical	15
1.1 C++	3	5.1 Fast Fourier transform	15
1.2 Debug	3	6 Number Theory	15
1.3 Java	3	6.1 Euler's totient function	15
1.4 sublime-build	3	6.2 Mobius function	16
1.5 .bashrc	4	6.3 Primes	16
2 Data structures	4	6.4 Wilson's theorem	16
2.1 Sparse table	4	6.5 Zeckendorf's theorem	16
2.2 Ordered set	4	6.6 Bitwise operation	17
2.3 Dsu	4	6.7 Pollard's rho algorithm	17
2.4 MinQueue	5	6.8 Segment divisor sieve	18
2.5 Segment tree	5	6.9 Linear sieve	18
2.6 Efficient segment tree	6	6.10 Bitset sieve	18
2.7 Persistent lazy segment tree	6	6.11 Block sieve	19
2.8 Lichao tree	7	7 Combinatorics	19
2.9 Old driver tree (Chtholly tree)	7	7.1 Catalan numbers	19
2.10 Disjoint sparse table	8	7.2 Fibonacci numbers	19
2.11 Fenwick tree	8	7.3 Stirling numbers of the first kind	19
2.12 Fenwick tree 2D	9	7.4 Stirling numbers of the second kind	20
2.13 Implicit treap	9	7.5 Derangements	20
2.14 Line container	10	8 Geometry	20
3 Mathematics	11	8.1 Fundamentals	20
3.1 Trigonometry	11	8.2 Minimum enclosing circle	22
3.2 Sums	11	9 Linear algebra	23
3.3 Pythagorean triple	11	9.1 Gauss elimination	23
4 String	12	9.2 Gauss determinant	23
4.1 Prefix function	12	9.3 Bareiss determinant	23
4.2 Z function	12	10 Graph	24
4.3 Counting occurrences of each prefix	12	10.1 Bellman-Ford algorithm	24
4.4 Knuth-Morris-Pratt algorithm	12	10.2 Articulation point and Bridge	24
4.5 Suffix array	12	10.3 Topo sort	25
4.6 Suffix array slow	13	10.4 Strongly connected components	25
4.7 Manacher's algorithm	13	10.5 K-th smallest shortest path	26
4.8 Trie	14	10.6 Eulerian path	26
4.9 Hashing	14	10.7 HLD	27
4.10 Minimum rotation	15	10.8 DSU on tree	27
		10.9 2-SAT	28

11 Misc.	28
11.1 Ternary search	28
11.2 Matrix	28

1 Contest

1.1 C++

```
#include <bits/stdc++.h>
using namespace std;

#ifdef LOCAL
#include "cp/debug.h"
#else
#define debug(...)
#endif

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

int main() {
    cin.tie(nullptr)->sync_with_stdio(false);
    // freopen("input.txt", "r", stdin);
    // freopen("output.txt", "w", stdout);

    return 0;
}
```

1.2 Debug

```
#define debug(...) { string _s = #__VA_ARGS__; replace(begin(_s), end(_s), ',', ' '); stringstream _ss(_s); istream_iterator<string> _it(_ss); out_error(_it, __VA_ARGS__); }

void out_error(istream_iterator<string> it) { cerr << '\n'; }

template<typename T, typename ...Args>
void out_error(istream_iterator<string> it, T a, Args... args) {
    cerr << " [" << *it << " = " << a << "]" ";
    out_error(++it, args...);
}

template<typename T, typename G> ostream& operator<<(ostream &os, const pair<T, G> &p) {
    return os << "(" << p.first << ", " << p.second << ")";
}

template<class Con, class = decltype(begin(declval<Con>()))>
typename enable_if<!is_same<Con, string>::value, ostream&::type>
operator<<(ostream& os, const Con& container) {
    os << "{";
    for (auto it = container.begin(); it != container.end(); ++it)
        os << (it == container.begin() ? "" : ", ") << *it;
    return os << "}";
}
}
```

1.3 Java

```
import java.io.BufferedReader;
import java.util.StringTokenizer;
import java.io.IOException;
```

```
import java.io.InputStreamReader;
import java.io.PrintWriter;
import java.util.ArrayList;
import java.util.Arrays;
import java.util.Collections;
import java.util.Random;

public class Main {
    public static void main(String[] args) {
        FastScanner fs = new FastScanner();
        PrintWriter out = new PrintWriter(System.out);
        int n = fs.nextInt();
        out.println(n);
        out.close(); // don't forget this line.
    }

    static class FastScanner {
        BufferedReader br;
        StringTokenizer st;
        public FastScanner() {
            br = new BufferedReader(new InputStreamReader(System.in));
            st = null;
        }
        public String next() {
            while (st == null || st.hasMoreTokens() == false) {
                try {
                    st = new StringTokenizer(br.readLine());
                }
                catch (IOException e) {
                    throw new RuntimeException(e);
                }
            }
            return st.nextToken();
        }

        public int nextInt() {
            return Integer.parseInt(next());
        }

        public long nextLong() {
            return Long.parseLong(next());
        }

        public double nextDouble() {
            return Double.parseDouble(next());
        }
    }
}
```

1.4 sublime-build

```
// tip: sample file can be found at Tools > Developer > View Package File >
'C++ Single File.sublime-build'
{
    "shell_cmd": "g++ -std=c++17 -DLOCAL -Wall -Wextra -Wfloat-equal
```

```

-Wconversion -fmax-errors=3 \"${file}\" -o
\"${file_path}/${file_base_name}.out\"",
"file_regex": "^(..[:]*):([0-9]+)?(?:[0-9]+)??: (.*)$",
"working_dir": "${file_path}",
"selector": "source.c++",
}

```

1.5 .bashrc

```

alias c++='g++ -std=c++2a -fmax-errors=5 -DLOCAL -Wall -Wextra -O2 -s'

#Stress-testing
function test {
    SOL=$1
    CHECKER=$2
    for i in {1..100};
    do
        ./gen.out > in && $CHECKER < in > ans && $SOL < in > out && diff -Zb out
        ans && echo "Test $i passed!!" || break;
    done
}

```

2 Data structures

2.1 Sparse table

```

int st[MAXN][K + 1];
for (int i = 0; i < N; i++) {
    st[i][0] = f(array[i]);
}
for (int j = 1; j <= K; j++) {
    for (int i = 0; i + (1 << j) <= N; i++) {
        st[i][j] = f(st[i][j - 1], st[i + (1 << (j - 1))][j - 1]);
    }
}
// Range Minimum Queries.
int lg[MAXN + 1];
lg[1] = 0;
for (int i = 2; i <= MAXN; i++) {
    lg[i] = lg[i / 2] + 1;
}
int j = lg[R - L + 1];
int minimum = min(st[L][j], st[R - (1 << j) + 1][j]);
// Range Sum Queries.
long long sum = 0;
for (int j = K; j >= 0; j--) {
    if ((1 << j) <= R - L + 1) {
        sum += st[L][j];
        L += 1 << j;
    }
}
}

```

2.2 Ordered set

```

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>

```

```

using namespace __gnu_pbds;

template<typename key_type>
using set_t = tree<key_type, null_type, less<key_type>, rb_tree_tag,
    tree_order_statistics_node_update>;

const int INF = 0x3f3f3f3f;
void example() {
    vector<int> nums = {1, 2, 3, 5, 10};
    set_t<int> st(nums.begin(), nums.end());

    cout << *st.find_by_order(0) << '\n'; // 1
    assert(st.find_by_order(-INF) == st.end());
    assert(st.find_by_order(INF) == st.end());

    cout << st.order_of_key(2) << '\n'; // 1
    cout << st.order_of_key(4) << '\n'; // 3
    cout << st.order_of_key(9) << '\n'; // 4
    cout << st.order_of_key(-INF) << '\n'; // 0
    cout << st.order_of_key(INF) << '\n'; // 5
}

```

2.3 Dsu

```

struct Dsu {
    int n;
    vector<int> par, sz;
    Dsu(int _n) : n(_n) {
        sz.resize(n, 1);
        par.resize(n);
        iota(par.begin(), par.end(), 0);
    }
    int find(int v) {
        // finding leader/parent of set that contains the element v.
        // with {path compression optimization}.
        return (v == par[v] ? v : par[v] = find(par[v]));
    }
    bool same(int u, int v) {
        return find(u) == find(v);
    }
    bool unite(int u, int v) {
        u = find(u); v = find(v);
        if (u == v) return false;
        if (sz[u] < sz[v]) swap(u, v);
        par[v] = u;
        sz[u] += sz[v];
        return true;
    }
    vector<vector<int>> groups() {
        // returns the list of the "list of the vertices in a connected
        component".
        vector<int> leader(n);
        for (int i = 0; i < n; ++i) {
            leader[i] = find(i);

```

```

    }
    vector<int> id(n, -1);
    int count = 0;
    for (int i = 0; i < n; ++i) {
        if (id[leader[i]] == -1) {
            id[leader[i]] = count++;
        }
    }
    vector<vector<int>> result(count);
    for (int i = 0; i < n; ++i) {
        result[id[leader[i]]].push_back(i);
    }
    return result;
}
};

```

2.4 MinQueue

```

/**
 * Description: acts like normal std::queue except it supports get minimum
 * value in current queue.
 */

template <typename T>
struct MinQueue {
    vector<T> vals;
    int ptr = 0;
    vector<int> st;
    int ptr_idx = 0;
    void push(T val) {
        while ((int) st.size() > ptr_idx && vals[st.back()] >= val) {
            st.pop_back();
        }
        st.push_back((int) vals.size());
        vals.push_back(val);
    }
    void pop() {
        assert(ptr < (int) vals.size());
        if (ptr_idx < (int) st.size() && st[ptr_idx] == ptr) ptr_idx++;
        ptr++;
    }
    T get() {
        assert(ptr_idx < (int) st.size());
        return vals[st[ptr_idx]];
    }
    int front() {
        assert(!empty()); return vals[ptr];
    }
    int back() {
        assert(!empty()); return vals.back();
    }
    bool empty() {
        return ptr == (int) vals.size();
    }
}

```

```

    int size() {
        return ((int) vals.size() - ptr);
    }
};

```

2.5 Segment tree

```

/**
 * Description: A segment tree with range updates and sum queries that supports
 * three types of operations:
 * + Increase each value in range [l, r] by x (i.e. a[i] += x).
 * + Set each value in range [l, r] to x (i.e. a[i] = x).
 * + Determine the sum of values in range [l, r].
 */
struct SegmentTree {
    int n;
    vector<long long> tree, lazy_add, lazy_set;
    SegmentTree(int _n) : n(_n) {
        int p = 1;
        while (p < n) p *= 2;
        tree.resize(p * 2);
        lazy_add.resize(p * 2);
        lazy_set.resize(p * 2);
    }
    long long merge(const long long &left, const long long &right) {
        return left + right;
    }
    void build(int id, int l, int r, const vector<int> &arr) {
        if (l == r) {
            tree[id] += arr[l];
            return;
        }
        int mid = (l + r) >> 1;
        build(id * 2, l, mid, arr);
        build(id * 2 + 1, mid + 1, r, arr);
        tree[id] = merge(tree[id * 2], tree[id * 2 + 1]);
    }
    void push(int id, int l, int r) {
        if (lazy_set[id] == 0 && lazy_add[id] == 0) return;
        int mid = (l + r) >> 1;
        for (int child : {id * 2, id * 2 + 1}) {
            int range = (child == id * 2 ? mid - l + 1 : r - mid);
            if (lazy_set[id] != 0) {
                lazy_add[child] = 0;
                lazy_set[child] = lazy_set[id];
                tree[child] = range * lazy_set[id];
            }
            lazy_add[child] += lazy_add[id];
            tree[child] += range * lazy_add[id];
        }
        lazy_add[id] = lazy_set[id] = 0;
    }
    void update(int id, int l, int r, int u, int v, int amount, bool set_value

```

```

= false) {
    if (r < u || l > v) return;
    if (u <= l && r <= v) {
        if (set_value) {
            tree[id] = 1LL * amount * (r - l + 1);
            lazy_set[id] = amount;
            lazy_add[id] = 0; // clear all previous updates.
        }
        else {
            tree[id] += 1LL * amount * (r - l + 1);
            lazy_add[id] += amount;
        }
        return;
    }
    push(id, l, r);
    int mid = (l + r) >> 1;
    update(id * 2, l, mid, u, v, amount, set_value);
    update(id * 2 + 1, mid + 1, r, u, v, amount, set_value);
    tree[id] = merge(tree[id * 2], tree[id * 2 + 1]);
}

long long get(int id, int l, int r, int u, int v) {
    if (r < u || l > v) return 0;
    if (u <= l && r <= v) {
        return tree[id];
    }
    push(id, l, r);
    int mid = (l + r) >> 1;
    long long left = get(id * 2, l, mid, u, v);
    long long right = get(id * 2 + 1, mid + 1, r, u, v);
    return merge(left, right);
}

};

```

2.6 Efficient segment tree

```

template<typename T> struct SegmentTree {
    int n;
    vector<T> tree;
    SegmentTree(int _n) : n(_n), tree(2 * n) {}
    T merge(const T &left, const T &right) {
        return left + right;
    }
    template<typename G>
    void build(const vector<G> &initial) {
        assert((int) initial.size() == n);
        for (int i = 0; i < n; ++i) {
            tree[i + n] = initial[i];
        }
        for (int i = n - 1; i > 0; --i) {
            tree[i] = merge(tree[i * 2], tree[i * 2 + 1]);
        }
    }
    void modify(int i, int v) {
        tree[i + n] = v;
    }
};

```

```

    for (i /= 2; i > 0; i /= 2) {
        tree[i] = merge(tree[i * 2], tree[i * 2 + 1]);
    }
}

T get_sum(int l, int r) {
    // sum of elements from l to r - 1.
    T ret{};
    for (l += n, r += n; l < r; l /= 2, r /= 2) {
        if (l & 1) ret = merge(ret, tree[l++]);
        if (r & 1) ret = merge(ret, tree[--r]);
    }
    return ret;
}

};

```

2.7 Persistent lazy segment tree

```

struct Vertex {
    int l, r;
    long long val, lazy;
    bool has_changed = false;
    Vertex() {}
    Vertex(int _l, int _r, long long _val, int _lazy = 0) : l(_l), r(_r),
        val(_val), lazy(_lazy) {}
};

struct PerSegmentTree {
    vector<Vertex> tree;
    vector<int> root;
    int build(const vector<int> &arr, int l, int r) {
        if (l == r) {
            tree.emplace_back(-1, -1, arr[l]);
            return tree.size() - 1;
        }
        int mid = (l + r) / 2;
        int left = build(arr, l, mid);
        int right = build(arr, mid + 1, r);
        tree.emplace_back(left, right, tree[left].val + tree[right].val);
        return tree.size() - 1;
    }
    int add(int x, int l, int r, int u, int v, int amt) {
        if (l > v || r < u) return x;
        if (u <= l && r <= v) {
            tree.emplace_back(tree[x].l, tree[x].r, tree[x].val + 1LL * amt *
                (r - l + 1), tree[x].lazy + amt);
            tree.back().has_changed = true;
            return tree.size() - 1;
        }
        int mid = (l + r) >> 1;
        push(x, l, mid, r);
        int left = add(tree[x].l, l, mid, u, v, amt);
        int right = add(tree[x].r, mid + 1, r, u, v, amt);
        tree.emplace_back(left, right, tree[left].val + tree[right].val, 0);
        return tree.size() - 1;
    }
};

```

```

long long get_sum(int x, int l, int r, int u, int v) {
    if (r < u || l > v) return 0;
    if (u <= l && r <= v) return tree[x].val;
    int mid = (l + r) / 2;
    push(x, l, mid, r);
    return get_sum(tree[x].l, l, mid, u, v) + get_sum(tree[x].r, mid + 1,
r, u, v);
}
void push(int x, int l, int mid, int r) {
    if (!tree[x].has_changed) return;
    Vertex left = tree[tree[x].l];
    Vertex right = tree[tree[x].r];
    tree.emplace_back(left);
    tree[x].l = tree.size() - 1;
    tree.emplace_back(right);
    tree[x].r = tree.size() - 1;

    tree[tree[x].l].val += tree[x].lazy * (mid - l + 1);
    tree[tree[x].l].lazy += tree[x].lazy;

    tree[tree[x].r].val += tree[x].lazy * (r - mid);
    tree[tree[x].r].lazy += tree[x].lazy;

    tree[tree[x].l].has_changed = true;
    tree[tree[x].r].has_changed = true;
    tree[x].lazy = 0;
    tree[x].has_changed = false;
}
};

```

2.8 Lichao tree

```

/**
 * Description: A segment tree that allows insert a new line and query for
 * minimum value over all lines at point x.
 * Usage: useful in convex hull trick.
 */

const long long INF_LL = (long long) 4e18;

struct Line {
    long long a, b;
    Line(long long _a = 0, long long _b = INF_LL): a(_a), b(_b) {}
    long long operator()(long long x) {
        return a * x + b;
    }
};

struct SegmentTree { // min query
    int n;
    vector<Line> tree;
    SegmentTree() {}
    SegmentTree(int _n): n(1) {
        while (n < _n) n *= 2;
    }
};

```

```

tree.resize(n * 2);
}
void insert(int x, int l, int r, Line line) {
    if (l == r) {
        if (line(l) < tree[x](l)) tree[x] = line;
        return;
    }
    int mid = (l + r) >> 1;
    bool b_left = line(l) < tree[x](l);
    bool b_mid = line(mid) < tree[x](mid);
    if (b_mid) swap(tree[x], line);
    if (b_left != b_mid) insert(x * 2, l, mid, line);
    else insert(x * 2 + 1, mid + 1, r, line);
}
long long query(int x, int l, int r, int at) {
    if (l == r) return tree[x](at);
    int mid = (l + r) >> 1;
    if (at <= mid) return min(tree[x](at), query(x * 2, l, mid, at));
    else return min(tree[x](at), query(x * 2 + 1, mid + 1, r, at));
}
};

```

2.9 Old driver tree (Chtholly tree)

```

/**
 * Description: An optimized brute-force approach to deal with problem that has
 * operation of setting an interval to the same number.
 * Note: caution TLE, only works when input is random
 */
struct ODT {
    map<int, long long> tree;
    using It = map<int, long long>::iterator;

    It split(int x) {
        It it = tree.upper_bound(x);
        assert(it != tree.begin());
        --it;
        if (it->first == x) return it;
        return tree.emplace(x, it->second).first;
    }

    void add(int l, int r, int amt) {
        It it_l = split(l);
        It it_r = split(r + 1);
        while (it_l != it_r) {
            it_l->second += amt;
            ++it_l;
        }
    }

    void set(int l, int r, int v) {
        It it_l = split(l);
        It it_r = split(r + 1);
        while (it_l != it_r) {

```

```

        tree.erase(it_l++);
    }
    tree[l] = v;
}

long long kth_smallest(int l, int r, int k) {
    // return the k-th smallest value in range [l..r]
    vector<pair<long long, int>> values; // pair(value, count)
    It it_l = split(l);
    It it_r = split(r + 1);
    while (it_l != it_r) {
        It prev = it_l++;
        values.emplace_back(prev->second, it_l->first - prev->first);
    }
    sort(values.begin(), values.end());
    for (auto [value, cnt] : values) {
        if (k <= cnt) return value;
        k -= cnt;
    }
    return -1;
}

int powmod(long long a, long long n, int mod);
int sum_of_xth_power(int l, int r, int x, int mod) {
    It it_l = split(l);
    It it_r = split(r + 1);
    int res = 0;
    while (it_l != it_r) {
        It prev = it_l++;
        res = (res + 1LL * (it_l->first - prev->first) *
            powmod(prev->second, x, mod)) % mod;
    }
    return res;
}
};

```

2.10 Disjoint sparse table

```

/**
 * Description: range query on a static array.
 * Time: O(1) per query.
 * Tested: stress-test.
 */
const int MOD = (int) 1e9 + 7;
struct DisjointSparseTable { // product queries.
    int n, h;
    vector<vector<int>> dst;
    vector<int> lg;
    DisjointSparseTable(int _n) : n(_n) {
        h = 1; // in case n = 1: h = 0 !!.
        int p = 1;
        while (p < n) p *= 2, h++;
        lg.resize(p); lg[1] = 0;
        for (int i = 2; i < p; ++i) {
            lg[i] = 1 + lg[i / 2];

```

```

        }
        dst.resize(h, vector<int>(n));
    }
    void build(const vector<int> &A) {
        for (int lv = 0; lv < h; ++lv) {
            int len = (1 << lv);
            for (int k = 0; k < n; k += len * 2) {
                int mid = min(k + len, n);
                dst[lv][mid - 1] = A[mid - 1] % MOD;
                for (int i = mid - 2; i >= k; --i) {
                    dst[lv][i] = 1LL * A[i] * dst[lv][i + 1] % MOD;
                }
                if (mid == n) break;
                dst[lv][mid] = A[mid] % MOD;
                for (int i = mid + 1; i < min(mid + len, n); ++i) {
                    dst[lv][i] = 1LL * A[i] * dst[lv][i - 1] % MOD;
                }
            }
        }
    }
    int get(int l, int r) {
        if (l == r) {
            return dst[0][l];
        }
        int i = lg[l ^ r];
        return 1LL * dst[i][l] * dst[i][r] % MOD;
    }
};

```

2.11 Fenwick tree

```

/**
 * Description: range update and range sum query.
 */

using tree_type = long long;
struct FenwickTree {
    int n;
    vector<tree_type> fenw_coeff, fenw;
    FenwickTree() {}
    FenwickTree(int _n) : n(_n) {
        fenw_coeff.assign(n, 0); // fenwick tree with coefficient (n - i).
        fenw.assign(n, 0); // normal fenwick tree.
    }
    template<typename G>
    void build(const vector<G> &A) {
        assert((int) A.size() == n);
        vector<int> diff(n);
        diff[0] = A[0];
        for (int i = 1; i < n; ++i) {
            diff[i] = A[i] - A[i - 1];
        }
        fenw_coeff[0] = (long long) diff[0] * n;
        fenw[0] = diff[0];

```



```

    for (int i = 1; i < n; ++i) {
        fenw_coeff[i] = fenw_coeff[i - 1] + (long long) diff[i] * (n - i);
        fenw[i] = fenw[i - 1] + diff[i];
    }
    for (int i = n - 1; i >= 0; --i) {
        int j = (i & (i + 1)) - 1;
        if (j >= 0) {
            fenw_coeff[i] -= fenw_coeff[j];
            fenw[i] -= fenw[j];
        }
    }
}

void add(vector<tree_type> &fenw, int i, tree_type val) {
    while (i < n) {
        fenw[i] += val;
        i |= (i + 1);
    }
}

tree_type __prefix_sum(vector<tree_type> &fenw, int i) {
    tree_type res{};
    while (i >= 0) {
        res += fenw[i];
        i = (i & (i + 1)) - 1;
    }
    return res;
}

tree_type prefix_sum(int i) {
    return __prefix_sum(fenw_coeff, i) - __prefix_sum(fenw, i) * (n - i - 1);
}

void range_add(int l, int r, tree_type val) {
    add(fenw_coeff, l, (n - 1) * val);
    add(fenw_coeff, r + 1, (n - r - 1) * (-val));
    add(fenw, l, val);
    add(fenw, r + 1, -val);
}

tree_type range_sum(int l, int r) {
    return prefix_sum(r) - prefix_sum(l - 1);
}
};

```

2.12 Fenwick tree 2D

```

/**
 * Description: range update and range sum query on a 2D array.
 */
using tree_type = long long;
struct FenwickTree2D {
    int n, m;
    vector<vector<tree_type>> > fenw[4];
    FenwickTree2D(int _n, int _m) : n(_n), m(_m) {
        for (int i = 0; i < 4; i++) {
            fenw[i].resize(n, vector<tree_type>(m));
        }
    }
};

```

```

}

void add(int u, int v, tree_type val) {
    for (int i = u; i < n; i |= (i + 1)) {
        for (int j = v; j < m; j |= (j + 1)) {
            fenw[0][i][j] += val;
            fenw[1][i][j] += (u + 1) * val;
            fenw[2][i][j] += (v + 1) * val;
            fenw[3][i][j] += (u + 1) * (v + 1) * val;
        }
    }
}

void range_add(int r, int c, int rr, int cc, tree_type val) { // [r, rr] x [c, cc].
    add(r, c, val);
    add(r, cc + 1, -val);
    add(rr + 1, c, -val);
    add(rr + 1, cc + 1, val);
}

tree_type prefix_sum(int u, int v) {
    tree_type res{};
    for (int i = u; i >= 0; i = (i & (i + 1)) - 1) {
        for (int j = v; j >= 0; j = (j & (j + 1)) - 1) {
            res += (u + 2) * (v + 2) * fenw[0][i][j];
            res -= (v + 2) * fenw[1][i][j];
            res -= (u + 2) * fenw[2][i][j];
            res += fenw[3][i][j];
        }
    }
    return res;
}

tree_type range_sum(int r, int c, int rr, int cc) { // [r, rr] x [c, cc].
    return prefix_sum(rr, cc) - prefix_sum(r - 1, cc) - prefix_sum(rr, c - 1) + prefix_sum(r - 1, c - 1);
}

};

```

2.13 Implicit treap

```

struct Node {
    int val, prior, cnt;
    bool rev;
    Node *left, *right;
    Node() {}
    Node(int _val) : val(_val), prior(rng()), cnt(1), rev(false), left(nullptr), right(nullptr) {}
};

// Binary search tree + min-heap.
struct Treap {
    Node *root;
    Treap() : root(nullptr) {}
    int get_cnt(Node *n) { return n ? n->cnt : 0; }
    void upd_cnt(Node *&n) {
        if (n) n->cnt = get_cnt(n->left) + get_cnt(n->right) + 1;
    }
};

```

```

void push_rev(Node *treap) {
    if (!treap || !treap->rev) return;
    treap->rev = false;
    swap(treap->left, treap->right);
    if (treap->left) treap->left->rev ^= true;
    if (treap->right) treap->right->rev ^= true;
}

pair<Node*, Node*> split(Node *treap, int x, int smaller = 0) {
    if (!treap) return {};
    push_rev(treap);
    int idx = smaller + get_cnt(treap->left); // implicit val.
    if (idx <= x) {
        auto pr = split(treap->right, x, idx + 1);
        treap->right = pr.first;
        upd_cnt(treap);
        return {treap, pr.second};
    }
    else {
        auto pl = split(treap->left, x, smaller);
        treap->left = pl.second;
        upd_cnt(treap);
        return {pl.first, treap};
    }
}

Node* merge(Node *l, Node *r) {
    push_rev(l); push_rev(r);
    if (!l || !r) return (l ? l : r);
    if (l->prior < r->prior) {
        l->right = merge(l->right, r);
        upd_cnt(l);
        return l;
    }
    else {
        r->left = merge(l, r->left);
        upd_cnt(r);
        return r;
    }
}

void insert(int pos, int val) {
    if (!root) {
        root = new Node(val);
        return;
    }
    Node *l, *m, *r;
    m = new Node(val);
    tie(l, r) = split(root, pos - 1);
    root = merge(l, merge(m, r));
}

void erase(int pos_l, int pos_r) {
    Node *l, *m, *r;
    tie(l, r) = split(root, pos_l - 1);
    tie(m, r) = split(r, pos_r - pos_l);
    root = merge(l, r);
}

```

```

}

void reverse(int pos_l, int pos_r) {
    Node *l, *m, *r;
    tie(l, r) = split(root, pos_l - 1);
    tie(m, r) = split(r, pos_r - pos_l);
    m->rev ^= true;
    root = merge(l, merge(m, r));
}

int query(int pos_l, int pos_r);
// returns answer for corresponding types of query.

void inorder(Node *n) {
    if (!n) return;
    push_rev(n);
    inorder(n->left);
    cout << n->val << ' ';
    inorder(n->right);
}

void print() {
    inorder(root);
    cout << '\n';
}

};

```

2.14 Line container

```

/**
 * Source: kactl
 * Description: container that allow you can add lines in form 'ax + b' and
 * query maximum value at 'x'.
 */
using num_t = int;
struct Line {
    num_t a, b; // ax + b
    mutable num_t x; // x-intersect with the next line in the hull
    bool operator<(const Line &other) const {
        return a < other.a;
    }
    bool operator<(num_t other_x) const {
        return x < other_x;
    }
};

struct LineContainer : multiset<Line, less<>> { // max-query
    // for doubles, use INF = 1 / 0.0
    static const num_t INF = numeric_limits<num_t>::max();

    num_t floor_div(num_t a, num_t b) {
        return a / b - ((a ^ b) < 0 && a % b != 0);
    }
    bool isect(iterator u, iterator v) {
        if (v == end()) {
            u->x = INF;
            return false;
        }
    }
}

```

```

    if (u->a == v->a) u->x = (u->b > v->b ? INF : -INF);
    else u->x = floor_div(v->b - u->b, u->a - v->a);
    return u->x >= v->x;
}
void add(num_t a, num_t b) {
    auto z = insert({a, b, 0}), y = z++, x = y;
    while (isect(y, z)) z = erase(z);
    if (x != begin() && isect(--x, y)) {
        y = erase(y);
        isect(x, y);
    }
    while ((y = x) != begin() && (--x)->x >= y->x) {
        isect(x, erase(y));
    }
}
num_t query(num_t x) {
    assert(!empty());
    auto it = *lower_bound(x);
    return it.a * x + it.b;
}
};

```

3 Mathematics

3.1 Trigonometry

3.1.1 Sum - difference identities

$$\sin(u \pm v) = \sin(u) \cos(v) \pm \cos(u) \sin(v)$$

$$\cos(u \pm v) = \cos(u) \cos(v) \mp \sin(u) \sin(v)$$

$$\tan(u \pm v) = \frac{\tan(u) \pm \tan(v)}{1 \mp \tan(u) \tan(v)}$$

3.1.2 Sum to product identities

$$\cos(u) + \cos(v) = 2 \cos\left(\frac{u+v}{2}\right) \cos\left(\frac{u-v}{2}\right)$$

$$\cos(u) - \cos(v) = -2 \sin\left(\frac{u+v}{2}\right) \sin\left(\frac{u-v}{2}\right)$$

$$\sin(u) + \sin(v) = 2 \sin\left(\frac{u+v}{2}\right) \cos\left(\frac{u-v}{2}\right)$$

$$\sin(u) - \sin(v) = 2 \cos\left(\frac{u+v}{2}\right) \sin\left(\frac{u-v}{2}\right)$$

3.1.3 Product identities

$$\cos(u) \cos(v) = \frac{1}{2} [\cos(u+v) + \cos(u-v)]$$

$$\sin(u) \sin(v) = -\frac{1}{2} [\cos(u+v) - \cos(u-v)]$$

$$\sin(u) \cos(v) = \frac{1}{2} [\sin(u+v) + \sin(u-v)]$$

3.1.4 Double - triple angle identities

$$\sin(2u) = 2 \sin(u) \cos(u)$$

$$\cos(2u) = 2 \cos^2(u) - 1 = 1 - 2 \sin^2(u)$$

$$\tan(2u) = \frac{2 \tan(u)}{1 - \tan^2(u)}$$

$$\sin(3u) = 3 \sin(u) - 4 \sin^3(u)$$

$$\cos(3u) = 4 \cos^3(u) - 3 \cos(u)$$

$$\tan(3u) = \frac{3 \tan(u) - \tan^3(u)}{1 - 3 \tan^2(u)}$$

3.2 Sums

$$\sum_{i=a}^b c^i = \frac{c^{b+1} - c^a}{c - 1}, \quad c \neq 1$$

$$\sum_{i=1}^n i = \frac{n(n+1)}{2}$$

$$\sum_{i=1}^n i^3 = \left(\frac{n(n+1)}{2} \right)^2$$

$$\sum_{i=1}^n i^5 = \frac{n^2(n+1)^2(2n^2+2n-1)}{12}$$

$$\sum_{i=1}^n i^7 = \frac{n^2(n+1)^2(3n^4+6n^3-n^2-4n+2)}{24}$$

$$\sum_{i=0}^n i \binom{n}{i} = n 2^{n-1}$$

$$\sum_{k=0}^m \binom{n+k}{n} = \binom{n+m+1}{n+1}$$

$$\sum_{i=0}^n i c^i = \frac{n c^{n+2} - (n+1) c^{n+1} + c}{(c-1)^2}, \quad c \neq 1$$

$$\sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}$$

$$\sum_{i=1}^n i^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}$$

$$\sum_{i=1}^n i^6 = \frac{n(n+1)(2n+1)(3n^4+6n^3-3n+1)}{42}$$

$$\sum_{i=0}^n \binom{n}{i} a^{n-i} b^i = (a+b)^n$$

$$\sum_{i=0}^n \frac{\binom{n}{i}}{i+1} = \frac{2^{n+1} - 1}{n+1}$$

$$\sum_{i=k}^n \binom{i}{k} = \binom{n+1}{k+1}$$

3.3 Pythagorean triple

- A Pythagorean triple is a triple of positive integers a, b , and c such that $a^2 + b^2 = c^2$.
- If (a, b, c) is a Pythagorean triple, then so is (ka, kb, kc) for any positive integer k .
- A primitive Pythagorean triple is one in which a, b , and c are coprime.
- Generating Pythagorean triple

- Euclid's formula: with arbitrary $0 < n < m$, then:

$$a = m^2 - n^2, \quad b = 2mn, \quad c = m^2 + n^2$$

form a Pythagorean triple.

- To obtain primitive Pythagorean triple, this condition must hold: m and n are coprime, m and n have opposite parity.

4 String

4.1 Prefix function

```
/**
 * Description: The prefix function of a string 's' is defined as an array pi
 * of length n,
 * where pi[i] is the length of the longest proper prefix of the substring
 * s[0..i] which is also a suffix of this substring.
 * Time complexity: O(|S|).
 */
vector<int> prefix_function(const string &s) {
    int n = (int) s.length();
    vector<int> pi(n);
    pi[0] = 0;
    for (int i = 1; i < n; ++i) {
        int j = pi[i - 1]; // try length pi[i - 1] + 1.
        while (j > 0 && s[j] != s[i]) {
            j = pi[j - 1];
        }
        if (s[j] == s[i]) {
            pi[i] = j + 1;
        }
    }
    return pi;
}
```

4.2 Z function

```
/**
 * Description: for a given string 's', z[i] = longest common prefix of 's' and
 * suffix starting at 'i'.
 * z[0] is generally not well defined (this implementation below assume z[0]
 * = 0).
 */
vector<int> z_function(const string &s) {
    int n = (int) s.size();
    vector<int> z(n);
    z[0] = 0;
    // [l, r)
    for (int i = 1, l = 0, r = 0; i < n; ++i) {
        if (i < r) z[i] = min(r - i, z[i - l]);
        while (i + z[i] < n && s[z[i]] == s[i + z[i]]) ++z[i];
        if (i + z[i] > r) {

```

```
            l = i;
            r = i + z[i];
        }
    }
    return z;
}
```

4.3 Counting occurrences of each prefix

```
#include "prefix_function.h"
vector<int> count_occurrences(const string &s) {
    vector<int> pi = prefix_function(s);
    int n = (int) s.size();
    vector<int> ans(n + 1);
    for (int i = 0; i < n; ++i) {
        ans[pi[i]]++;
    }
    for (int i = n - 1; i > 0; --i) {
        ans[pi[i] - 1] += ans[i];
    }
    for (int i = 0; i <= n; ++i) {
        ans[i]++;
    }
    return ans;
}
// Input: ABACABA
// Output: 4 2 2 1 1 1 1
```

4.4 Knuth–Morris–Pratt algorithm

```
/**
 * Searching for a substring in a string.
 * Time complexity: O(N + M).
 */
```

```
#include "prefix_function.h"
```

```
vector<int> KMP(const string &text, const string &pattern) {
    int n = (int) text.length();
    int m = (int) pattern.length();
    string s = pattern + '$' + text;
    vector<int> pi = prefix_function(s);
    vector<int> indices;
    for (int i = 0; i < (int) s.length(); ++i) {
        if (pi[i] == m) {
            indices.push_back(i - 2 * m);
        }
    }
    return indices;
}
```

4.5 Suffix array

```
/**
 * Description: suffix array is a sorted array of all the suffixes of a given
 * string.
```

```

* Usage:
*   sa[i] = starting index of the i-th smallest suffix.
*   rank[i] = rank of the suffix starting at 'i'.
*   lcp[i] = longest common prefix between 'sa[i - 1]' and 'sa[i]'
*   for arbitrary 'u v', let i = rank[u] - 1, j = rank[v] - 1 (assume i < j),
*   then:
*       longest_common_prefix(u, v) = min(lcp[i + 1], lcp[i + 2], ..., lcp[j])
* Time: O(NlogN).
*/
struct SuffixArray {
    string s;
    int n, lim;
    vector<int> sa, lcp, rank;
    SuffixArray(const string &s, int _lim = 256) : s(s), n(s.length() + 1),
        lim(_lim), sa(n), lcp(n), rank(n) {
        s += '$';
        build(); kasai();
        sa.erase(sa.begin()); lcp.erase(lcp.begin());
        rank.pop_back(); s.pop_back();
    }
    void build() {
        vector<int> nrank(n), norder(n), cnt(max(n, lim));
        for (int i = 0; i < n; ++i) {
            sa[i] = i; rank[i] = s[i];
        }
        for (int k = 0, rank_cnt = 0; rank_cnt < n - 1; k = max(1, k * 2), lim
            = rank_cnt + 1) {
            for (int i = 0; i < n; ++i) {
                norder[i] = (sa[i] - k + n) % n;
                cnt[rank[i]]++;
            }
            for (int i = 1; i < lim; ++i) cnt[i] += cnt[i - 1];
            for (int i = n - 1; i >= 0; --i) sa[--cnt[rank[norder[i]]]] =
                norder[i];
            rank[sa[0]] = rank_cnt = 0;
            for (int i = 1; i < n; ++i) {
                int u = sa[i], v = sa[i - 1];
                int nu = (u + k) % n, nv = (v + k) % n;
                if (rank[u] != rank[v] || rank[nu] != rank[nv]) ++rank_cnt;
                nrank[sa[i]] = rank_cnt;
            }
            for (int i = 0; i < rank_cnt + 1; ++i) cnt[i] = 0;
            rank.swap(nrank);
        }
    }
    void kasai() {
        for (int i = 0, k = 0; i < n - 1; ++i, k = max(0, k - 1)) {
            int j = sa[rank[i] - 1];
            while (s[i + k] == s[j + k]) k++;
            lcp[rank[i]] = k;
        }
    }
};

```

4.6 Suffix array slow

```

/**
 * Description: an easier way to implement suffix array but run slower
 * Time: O(N * logN^2)
 */
struct SuffixArraySlow {
    string s;
    int n;
    vector<int> sa, lcp, rank;
    SuffixArraySlow(const string &s): s(s), n((int) s.size() + 1), sa(n),
        lcp(n), rank(n) {
        s += '$';
        build(); kasai();
        sa.erase(sa.begin()); lcp.erase(lcp.begin());
        rank.pop_back(); s.pop_back();
    }
    bool comp(int i, int j, int k) {
        return make_pair(rank[i], rank[(i + k) % n]) < make_pair(rank[j],
            rank[(j + k) % n]);
    }
    void build() {
        vector<int> nrank(n);
        for (int i = 0; i < n; ++i) {
            sa[i] = i; rank[i] = s[i];
        }
        for (int k = 0; k < n; k = max(1, k * 2)) {
            stable_sort(sa.begin(), sa.end(), [&](int i, int j) {
                return comp(i, j, k);
            });
            for (int i = 0, cnt = 0; i < n; ++i) {
                if (i > 0 && comp(sa[i - 1], sa[i], k)) ++cnt;
                nrank[sa[i]] = cnt;
            }
            rank.swap(nrank);
        }
    }
    void kasai() {
        for (int i = 0, k = 0; i < n - 1; ++i, k = max(0, k - 1)) {
            int j = sa[rank[i] - 1];
            while (s[i + k] == s[j + k]) ++k;
            lcp[rank[i]] = k;
        }
    }
};

```

4.7 Manacher's algorithm

```

/**
 * Description: for each position, computes d[0][i] = half length of
 * longest palindrome centered on i (rounded up), d[1][i] = half length of
 * longest palindrome centered on i and i - 1.
 * Time complexity: O(N).
 * Tested: https://judge.yosupo.jp/problem/enumerate\_palindromes, stress-tested.
 */

```

```

array<vector<int>, 2> manacher(const string &s) {
    int n = (int) s.size();
    array<vector<int>, 2> d;
    for (int z = 0; z < 2; ++z) {
        d[z].resize(n);
        int l = 0, r = 0;
        for (int i = 0; i < n; ++i) {
            int mirror = l + r - i + z;
            d[z][i] = (i > r ? 0 : min(d[z][mirror], r - i));
            int L = i - d[z][i] - z, R = i + d[z][i];
            while (L >= 0 && R < n && s[L] == s[R]) {
                d[z][i]++; L--; R++;
            }
            if (R > r) {
                l = L; r = R;
            }
        }
    }
    return d;
}

```

4.8 Trie

```

struct Trie {
    const static int ALPHABET = 26;
    const static char minChar = 'a';
    struct Vertex {
        int next[ALPHABET];
        bool leaf;
        Vertex() {
            leaf = false;
            fill(next, next + ALPHABET, -1);
        }
    };
    vector<Vertex> trie;
    Trie() { trie.emplace_back(); }

    void insert(const string &s) {
        int i = 0;
        for (const char &ch : s) {
            int j = ch - minChar;
            if (trie[i].next[j] == -1) {
                trie[i].next[j] = trie.size();
                trie.emplace_back();
            }
            i = trie[i].next[j];
        }
        trie[i].leaf = true;
    }

    bool find(const string &s) {
        int i = 0;
        for (const char &ch : s) {
            int j = ch - minChar;
            if (trie[i].next[j] == -1) {

```

```

                return false;
            }
            i = trie[i].next[j];
        }
        return (trie[i].leaf ? true : false);
    }
};

```

4.9 Hashing

```

struct Hash61 {
    static const uint64_t MOD = (1LL << 61) - 1;
    static uint64_t BASE;
    static vector<uint64_t> pw;
    uint64_t addmod(uint64_t a, uint64_t b) const {
        a += b;
        if (a >= MOD) a -= MOD;
        return a;
    }
    uint64_t submod(uint64_t a, uint64_t b) const {
        a += MOD - b;
        if (a >= MOD) a -= MOD;
        return a;
    }
    uint64_t mulmod(uint64_t a, uint64_t b) const {
        uint64_t low1 = (uint32_t) a, high1 = (a >> 32);
        uint64_t low2 = (uint32_t) b, high2 = (b >> 32);

        uint64_t low = low1 * low2;
        uint64_t mid = low1 * high2 + low2 * high1;
        uint64_t high = high1 * high2;

        uint64_t ret = (low & MOD) + (low >> 61) + (high << 3) + (mid >> 29) +
            (mid << 35 >> 3) + 1;
        // ret %= MOD:
        ret = (ret >> 61) + (ret & MOD);
        ret = (ret >> 61) + (ret & MOD);
        return ret - 1;
    }
    void ensure_pw(int m) {
        int sz = (int) pw.size();
        if (sz >= m) return;
        pw.resize(m);
        for (int i = sz; i < m; ++i) {
            pw[i] = mulmod(pw[i - 1], BASE);
        }
    }

    vector<uint64_t> pref;
    int n;
    template<typename T> Hash61(const T &s) { // strings or arrays.
        n = (int) s.size();
        ensure_pw(n);
        pref.resize(n + 1);

```

```

    pref[0] = 0;
    for (int i = 0; i < n; ++i) {
        pref[i + 1] = addmod(mulmod(pref[i], BASE), s[i]);
    }
    inline uint64_t operator()(const int from, const int to) const {
        assert(0 <= from && from <= to && to < n);
        // pref[to + 1] - pref[from] * pw[to - from + 1]
        return submod(pref[to + 1], mulmod(pref[from], pw[to - from + 1]));
    }
};
mt19937 rnd((unsigned int)
    chrono::steady_clock::now().time_since_epoch().count());
uint64_t Hash61::BASE = (MOD >> 2) + rnd() % (MOD >> 1);
vector<uint64_t> Hash61::pw = vector<uint64_t>(1, 1);

```

4.10 Minimum rotation

```

/**
 * Author: Stjepan Glavina
 * License: Unlicense
 * Source: https://github.com/stjepang/snippets/blob/master/min_rotation.cpp
 * Description: Finds the lexicographically smallest rotation of a string.
 * Time: O(N)
 * Usage:
 * rotate(v.begin(), v.begin()+minRotation(v), v.end());
 * Status: Stress-tested
 */
#pragma once

int minRotation(string s) {
    int a = 0, N = (int) s.size(); s += s;
    rep(b, 0, N) rep(k, 0, N) {
        if (a + k == b || s[a + k] < s[b + k]) {b += max(0, k - 1); break;}
        if (s[a + k] > s[b + k]) {a = b; break;}
    }
    return a;
}

```

5 Numerical

5.1 Fast Fourier transform

```

const double PI = acos(-1);
using Comp = complex<double>;
int reverse_bit(int n, int lg) {
    int res = 0;
    for (int i = 0; i < lg; ++i) {
        if (n & (1 << i)) {
            res |= (1 << (lg - i - 1));
        }
    }
    return res;
}
void fft(vector<Comp> &a, bool invert = false) {

```

```

    int n = (int) a.size();
    int lg = 0;
    while (1 << (lg) < n) ++lg;
    for (int i = 0; i < n; ++i) {
        int rev_i = reverse_bit(i, lg);
        if (i < rev_i) swap(a[i], a[rev_i]);
    }
    for (int len = 2; len <= n; len *= 2) {
        double angle = 2 * PI / len * (invert ? -1 : 1);
        Comp w_base(cos(angle), sin(angle));
        for (int i = 0; i < n; i += len) {
            Comp w(1);
            for (int j = i; j < i + len / 2; ++j) {
                Comp u = a[j], v = a[j + len / 2];
                a[j] = u + w * v;
                a[j + len / 2] = u - w * v;
                w *= w_base;
            }
        }
        if (invert) for (int i = 0; i < n; ++i) a[i] /= n;
    }
    vector<int> mult(vector<int> &a, vector<int> &b) {
        vector<Comp> A(a.begin(), a.end()), B(b.begin(), b.end());
        int n = (int) a.size(), m = (int) b.size(), p = 1;
        while (p < n + m) p *= 2;
        A.resize(p), B.resize(p);
        fft(A, false);
        fft(B, false);
        for (int i = 0; i < p; ++i) {
            A[i] *= B[i];
        }
        fft(A, true);
        vector<int> res(n + m - 1);
        for (int i = 0; i < n + m - 1; ++i) {
            res[i] = (int) round(A[i].real());
        }
        return res;
    }
}

```

6 Number Theory

6.1 Euler's totient function

- Euler's totient function, also known as **phi-function** $\phi(n)$ counts the number of integers between 1 and n inclusive, that are **coprime to** n .
- Properties:
 - Divisor sum property: $\sum_{d|n} \phi(d) = n$.
 - $\phi(n)$ is a **prime number** when $n = 3, 4, 6$.
 - If p is a prime number, then $\phi(p) = p - 1$.

- If p is a prime number and $k \geq 1$, then $\phi(p^k) = p^k - p^{k-1}$.
- If a and b are **coprime**, then $\phi(ab) = \phi(a) \cdot \phi(b)$.
- In general, for **not coprime** a and b , with $d = \gcd(a, b)$ this equation holds:

$$\phi(ab) = \phi(a) \cdot \phi(b) \cdot \frac{d}{\phi(d)}.$$
- With $n = p_1^{k_1} \cdot p_2^{k_2} \cdots p_m^{k_m}$:

$$\begin{aligned}\phi(n) &= \phi(p_1^{k_1}) \cdot \phi(p_2^{k_2}) \cdots \phi(p_m^{k_m}) \\ &= n \cdot \left(1 - \frac{1}{p_1}\right) \cdot \left(1 - \frac{1}{p_2}\right) \cdots \left(1 - \frac{1}{p_m}\right)\end{aligned}$$

- Application in Euler's theorem:

- If $\gcd(a, M) = 1$, then:

$$a^{\phi(M)} \equiv 1 \pmod{M} \Rightarrow a^n \equiv a^{n \bmod \phi(M)} \pmod{M}$$

- In general, for arbitrary a, M and $n \geq \log_2 M$:

$$a^n \equiv a^{\phi(M) + [n \bmod \phi(M)]} \pmod{M}$$

6.2 Mobius function

- For a positive integer $n = p_1^{k_1} \cdot p_2^{k_2} \cdots p_m^{k_m}$:

$$\mu(n) = \begin{cases} 1, & \text{if } n = 1 \\ 0, & \text{if } \exists k_i > 1 \\ (-1)^m & \text{otherwise} \end{cases}$$

- Properties:

- $\sum_{d|n} \mu(d) = [n = 1]$.
- If a and b are **coprime**, then $\mu(ab) = \mu(a) \cdot \mu(b)$.
- Mobius inversion: let f and g be arithmetic functions:

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

6.3 Primes

Approximating the number of primes up to n :

n	$\pi(n)$	$\frac{n}{\ln n - 1}$
100 ($1e^2$)	25	28
500 ($5e^2$)	95	96
1000 ($1e^3$)	168	169
5000 ($5e^3$)	669	665
10000 ($1e^4$)	1229	1218
50000 ($5e^4$)	5133	5092
100000 ($1e^5$)	9592	9512
500000 ($5e^5$)	41538	41246
1000000 ($1e^6$)	78498	78030
5000000 ($5e^6$)	348513	346622

($\pi(n)$ = the number of primes less than or equal to n , $\frac{n}{\ln n - 1}$ is used to approximate $\pi(n)$).

6.4 Wilson's theorem

A positive integer n is a prime if and only if:

$$(n-1)! \equiv n-1 \pmod{n}$$

6.5 Zeckendorf's theorem

The Zeckendorf's theorem states that every positive integer n can be represented uniquely as a sum of one or more distinct non-consecutive Fibonacci numbers. For example:

$$64 = 55 + 8 + 1$$

$$85 = 55 + 21 + 8 + 1$$

```
vector<int> zeckendofth_theorem(int n) {
    vector<int> fibs = {1, 1};
    int sz = 2;
    while (fibs.back() <= n) {
        fibs.push_back(fibs[sz - 1] + fibs[sz - 2]);
        sz++;
    }
    fibs.pop_back();
    vector<int> nums;
    int p = sz - 1;
    while (n > 0) {
        if (n >= fibs[p]) {
            nums.push_back(fibs[p]);
            n -= fibs[p];
        }
        p--;
    }
    return nums;
}
```


6.6 Bitwise operation

- $a + b = (a \oplus b) + 2(a \& b)$
- $a | b = (a \oplus b) + (a \& b)$
- $a \& (b \oplus c) = (a \& b) \oplus (a \& c)$
- $a | (b \& c) = (a | b) \& (a | c)$
- $a \& (b | c) = (a \& b) | (a \& c)$
- $a | (a \& b) = a$
- $a \& (a | b) = a$
- $n = 2^k \Leftrightarrow (n \& (n - 1)) = 0$
- $-a = \sim a + 1$
- $4i \oplus (4i + 1) \oplus (4i + 2) \oplus (4i + 3) = 0$

- Iterating over all subsets of a set and iterating over all submasks of a mask:

```
int n;
void mask_example() {
    for (int mask = 0; mask < (1 << n); ++mask) {
        for (int i = 0; i < n; ++i) {
            if (mask & (1 << i)) {
                // do something...
            }
        }
        // Time complexity: O(n * 2^n).
    }
    for (int mask = 0; mask < (1 << n); ++mask) {
        for (int submask = mask; ; submask = (submask - 1) & mask) {
            // do something...
            if (submask == 0) break;
        }
        // Time complexity: O(3^n).
    }
}
```

6.7 Pollard's rho algorithm

```
using num_t = long long;
const int PRIME_MAX = (int) 4e4; // for handle numbers <= 1e9.
const int LIMIT = (int) 1e9;
vector<int> primes;
int small_primes[] = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 73, 113, 193,
    311, 313, 407521, 299210837};
void linear_sieve(int n);
num_t mulmod(num_t a, num_t b, num_t mod);
num_t powmod(num_t a, num_t n, num_t mod);
bool miller_rabin(num_t a, num_t d, int s, num_t mod) {
    num_t x = powmod(a, d, mod);
    if (x == mod - 1 || x == 1) {
        return true;
    }
    for (int i = 0; i < s - 1; ++i) {
        x = mulmod(x, x, mod);
        if (x == mod - 1) return true;
    }
    return false;
}
bool is_prime(num_t n, int tests = 10) {
    if (n < 4) return (n > 1);
```

```
    num_t d = n - 1;
    int s = 0;
    while (d % 2 == 0) { d >>= 1; s++; }
    for (int i = 0; i < tests; ++i) {
        int a = small_primes[i];
        if (n == a) return true;
        if (n % a == 0 || !miller_rabin(a, d, s, n)) return false;
    }
    return true;
}
num_t f(num_t x, int c, num_t mod) { // f(x) = (x^2 + c) % mod.
    x = mulmod(x, x, mod);
    x += c;
    if (x >= mod) x -= mod;
    return x;
}
num_t pollard_rho(num_t n, int c) {
    // algorithm to find a random divisor of 'n'.
    // using random function: f(x) = (x^2 + c) % n.
    num_t x = 2, y = x, d;
    long long p = 1;
    int dist = 0;
    while (true) {
        y = f(y, c, n);
        dist++;
        d = __gcd(llabs(x - y), n);
        if (d > 1) break;
        if (dist == p) { dist = 0; p *= 2; x = y; }
    }
    return d;
}
void factorize(int n, vector<num_t> &factors);
void llfactorize(num_t n, vector<num_t> &factors) {
    if (n < 2) return;
    if (is_prime(n)) {
        factors.emplace_back(n);
        return;
    }
    if (n < LIMIT) {
        factorize(n, factors);
        return;
    }
    num_t d = n;
    for (int c = 2; d == n; c++) {
        d = pollard_rho(n, c);
    }
    llfactorize(d, factors);
    llfactorize(n / d, factors);
}
vector<num_t> gen_divisors(vector<pair<num_t, int>> &factors) {
    vector<num_t> divisors = {1};
    for (auto &x : factors) {
        int sz = (int) divisors.size();
```

```

    for (int i = 0; i < sz; ++i) {
        num_t cur = divisors[i];
        for (int j = 0; j < x.second; ++j) {
            cur *= x.first;
            divisors.push_back(cur);
        }
    }
    return divisors; // this array is NOT sorted yet.
}

```

6.8 Segment divisor sieve

```

const int MAXN = (int) 1e6; // R - L + 1 <= N.
int divisor_count[MAXN + 3];
void segment_divisor_sieve(long long L, long long R) {
    for (long long i = 1; i <= (long long) sqrt(R); ++i) {
        long long start1 = ((L + i - 1) / i) * i;
        long long start2 = i * i;
        long long j = max(start1, start2);
        if (j == start2) {
            divisor_count[j - L] += 1;
            j += i;
        }
        for (; j <= R; j += i) {
            divisor_count[j - L] += 2;
        }
    }
}

```

6.9 Linear sieve

```

/**
 * Description: Finding primes and computing value for multiplicative function
 * in O(N)
 */

const int N = (int) 1e6;
bool is_prime[N + 1];
int spf[N + 1]; // smallest prime factor
int phi[N + 1]; // euler's totient function
int mu[N + 1]; // mobius function
int func[N + 1]; // a multiplicative function, f(p^k) = k
int cnt[N + 1]; // cnt[i] = the power of the smallest prime factor of i
int pw[N + 1]; // pw[i] = p^cnt[i] where p is the smallest prime factor of i
vector<int> primes;

void sieve(int n = N) {
    spf[0] = spf[1] = -1;
    phi[1] = mu[1] = func[1] = 1;
    for (int x = 2; x <= n; ++x) {
        if (spf[x] == 0) {
            primes.push_back(x);
            is_prime[x] = true;
            phi[x] = x - 1;

```

```

            mu[x] = -1;
            func[x] = 1;
            cnt[x] = 1;
            pw[x] = x;
        }
        for (int p : primes) {
            if (p > spf[x] || x * p > n) break;
            spf[x * p] = p;
            if (p == spf[x]) {
                phi[x * p] = phi[x] * p;
                mu[x * p] = 0;
                func[x * p] = func[x / pw[x]] * (cnt[x] + 1);
                cnt[x * p] = cnt[x] + 1;
                pw[x * p] = pw[x] * p;
            }
            else {
                phi[x * p] = phi[x] * phi[p];
                mu[x * p] = mu[x] * mu[p]; // or -mu[x]
                func[x * p] = func[x] * func[p];
                cnt[x * p] = 1;
                pw[x * p] = p;
            }
        }
    }
}

```

6.10 Bitset sieve

```

/**
 * Description: sieve of eratosthenes for large n (up to 1e9).
 * Time and space (tested on codeforces):
 * + For n = 1e8: ~200 ms, 6 MB.
 * + For n = 1e9: ~4000 ms, 60 MB.
 */
const int N = (int) 1e8;
bitset<N / 2 + 1> isPrime;
void sieve(int n = N) {
    isPrime.flip();
    isPrime[0] = false;
    for (int i = 3; i <= (int) sqrt(n); i += 2) {
        if (isPrime[i] >> 1) {
            for (int j = i * i; j <= n; j += 2 * i) {
                isPrime[j] >> 1 = false;
            }
        }
    }
}

void example(int n) {
    sieve(n);
    int primeCnt = (n >= 2);
    for (int i = 3; i <= n; i += 2) {
        if (isPrime[i] >> 1) {
            primeCnt++;
        }
    }
}

```

```

    }
    cout << primeCnt << '\n';
}

```

6.11 Block sieve

```

/**
 * Description: very fast sieve of eratosthenes for large n (up to 1e9).
 * Source: kactl.
 * Time and space (tested on codeforces):
 * + For n = 1e8: ~160 ms, 60 MB.
 * + For n = 1e9: ~1600 ms, 505 MB.
 * Need to check memory limit.
 */
const int N = (int) 1e8;
bitset<N + 1> is_prime;
vector<int> fast_sieve() {
    const int S = (int) sqrt(N), R = N / 2;
    vector<int> primes = {2};
    vector<bool> sieve(S + 1, true);
    vector<array<int, 2>> cp;
    for (int i = 3; i <= S; i += 2) {
        if (sieve[i]) {
            cp.push_back({i, i * i / 2});
            for (int j = i * i; j <= S; j += 2 * i) {
                sieve[j] = false;
            }
        }
    }
    for (int L = 1; L <= R; L += S) {
        array<bool, S> block{};
        for (auto &[p, idx] : cp) {
            for (; idx < S + L; idx += p) block[idx - L] = true;
        }
        for (int i = 0; i < min(S, R - L); ++i) {
            if (!block[i]) primes.push_back((L + i) * 2 + 1);
        }
    }
    for (int p : primes) is_prime[p] = true;
    return primes;
}

```

7 Combinatorics

7.1 Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \frac{(2n)!}{n!(n+1)!}$$

$$C_{n+1} = \sum_{i=0}^n C_i C_{n-i}, \quad C_0 = 1, \quad C_n = \frac{4n-2}{n+1} C_{n-1}$$

- The first 12 Catalan numbers ($n = 0, 1, 2, \dots, 11$):

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786$$

- Applications of Catalan numbers:
 - difference binary search trees with n vertices from 1 to n .
 - rooted binary trees with $n + 1$ leaves (vertices are not numbered).
 - correct bracket sequence of length $2 * n$.
 - permutation $[n]$ with no 3-term increasing subsequence (i.e. doesn't exist $i < j < k$ for which $a[i] < a[j] < a[k]$).
 - ways a convex polygon of $n + 2$ sides can split into triangles by connecting vertices.

7.2 Fibonacci numbers

$$F_n = \begin{cases} 0, & \text{if } n = 0 \\ 1, & \text{if } n = 1 \\ F_{n-1} + F_{n-2}, & \text{otherwise} \end{cases}$$

- The first 20 Fibonacci numbers ($n = 0, 1, 2, \dots, 19$):

$$F_n = 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, 1597, 2584, 4181$$

- Binet's formula:

$$F_n = \frac{\varphi^n - \psi^n}{\varphi - \psi} = \frac{\varphi^n - \psi^n}{\sqrt{5}}$$

$$\text{where } \varphi = \frac{1 + \sqrt{5}}{2}, \psi = \frac{1 - \sqrt{5}}{2}$$

- Properties:

$$\left. \begin{aligned} F_{2n+1} &= F_n^2 + F_{n+1}^2 \\ F_{2n} &= F_{n-1} \cdot F_n + F_n \cdot F_{n+1} \\ F_{n+1} \cdot F_{n-1} - F_n^2 &= (-1)^n \end{aligned} \right| \begin{aligned} n \mid m &\iff F_n \mid F_m \\ (F_n, F_m) &= F_{(n,m)} \end{aligned}$$

7.3 Stirling numbers of the first kind

Number of permutations of n elements which contain exactly k permutation cycles.

$$S(0, 0) = 1$$

$$S(n, k) = S(n-1, k-1) + (n-1)S(n-1, k)$$

$$\sum_{k=0}^n S(n, k) x^k = x(x+1)(x+2) \dots (x+n-1)$$

7.4 Stirling numbers of the second kind

Partitions of n distinct elements into exactly k non-empty groups.

$$S(n, 1) = S(n, n) = 1$$

$$S(n, k) = S(n-1, k-1) + kS(n-1, k)$$

$$S(n, k) = \frac{1}{k!} \sum_{i=0}^k (-1)^{k-i} \binom{k}{i} i^n$$

7.5 Derangements

Permutation of the elements of a set, such that no element appears in its original position (no fixed point). Recursive formulas:

$$D(n) = (n-1)[D(n-1) + D(n-2)] = nD(n-1) + (-1)^n$$

8 Geometry

8.1 Fundamentals

8.1.1 Point

`#pragma once`

```
const double PI = acos(-1);
const double EPS = 1e-9;
typedef double ftype;
struct Point {
    ftype x, y;
    Point(ftype _x = 0, ftype _y = 0): x(_x), y(_y) {}
    Point& operator+=(const Point& other) {
        x += other.x; y += other.y; return *this;
    }
    Point& operator-=(const Point& other) {
        x -= other.x; y -= other.y; return *this;
    }
    Point& operator*=(ftype t) {
        x *= t; y *= t; return *this;
    }
    Point& operator/=(ftype t) {
        x /= t; y /= t; return *this;
    }
    Point operator+(const Point& other) const {
        return Point(*this) += other;
    }
    Point operator-(const Point& other) const {
        return Point(*this) -= other;
    }
    Point operator*(ftype t) const {
        return Point(*this) *= t;
    }
    Point operator/(ftype t) const {
        return Point(*this) /= t;
    }
    Point rotate(double angle) const {
        return Point(x * cos(angle) - y * sin(angle), x * sin(angle) + y *
cos(angle));
    }
    friend istream& operator>>(istream &in, Point &t);
    friend ostream& operator<<(ostream &out, const Point& t);
    bool operator<(const Point& other) const {
        if (fabs(x - other.x) < EPS)
            return y < other.y;
        return x < other.x;
    }
};

istream& operator>>(istream &in, Point &t) {
    in >> t.x >> t.y;
    return in;
}

ostream& operator<<(ostream &out, const Point& t) {
    out << t.x << ' ' << t.y;
    return out;
}

ftype dot(Point a, Point b) {return a.x * b.x + a.y * b.y;}
ftype norm(Point a) {return dot(a, a);}
ftype abs(Point a) {return sqrt(norm(a));}
ftype angle(Point a, Point b) {return acos(dot(a, b) / (abs(a) * abs(b)));}
ftype proj(Point a, Point b) {return dot(a, b) / abs(b);}
ftype cross(Point a, Point b) {return a.x * b.y - a.y * b.x;}
bool ccw(Point a, Point b, Point c) {return cross(b - a, c - a) > EPS;}
bool collinear(Point a, Point b, Point c) {return fabs(cross(b - a, c - a)) <
EPS;}

Point intersect(Point a1, Point d1, Point a2, Point d2) {
    double t = cross(a2 - a1, d2) / cross(d1, d2);
    return a1 + d1 * t;
}
```

```
};

istream& operator>>(istream &in, Point &t) {
    in >> t.x >> t.y;
    return in;
}

ostream& operator<<(ostream &out, const Point& t) {
    out << t.x << ' ' << t.y;
    return out;
}

ftype dot(Point a, Point b) {return a.x * b.x + a.y * b.y;}
ftype norm(Point a) {return dot(a, a);}
ftype abs(Point a) {return sqrt(norm(a));}
ftype angle(Point a, Point b) {return acos(dot(a, b) / (abs(a) * abs(b)));}
ftype proj(Point a, Point b) {return dot(a, b) / abs(b);}
ftype cross(Point a, Point b) {return a.x * b.y - a.y * b.x;}
bool ccw(Point a, Point b, Point c) {return cross(b - a, c - a) > EPS;}
bool collinear(Point a, Point b, Point c) {return fabs(cross(b - a, c - a)) <
EPS;}

Point intersect(Point a1, Point d1, Point a2, Point d2) {
    double t = cross(a2 - a1, d2) / cross(d1, d2);
    return a1 + d1 * t;
}

8.1.2 Line
#include "point.h"

struct Line {
    double a, b, c;
    Line (double _a = 0, double _b = 0, double _c = 0): a(_a), b(_b), c(_c) {}
    friend ostream & operator<<(ostream& out, const Line& l);
};

ostream & operator<<(ostream& out, const Line& l) {
    out << l.a << ' ' << l.b << ' ' << l.c;
    return out;
}

void PointsToLine(const Point& p1, const Point& p2, Line& l) {
    if (fabs(p1.x - p2.x) < EPS)
```

```

    l = {1.0, 0.0, -p1.x};
else {
    l.a = - (double)(p1.y - p2.y) / (p1.x - p2.x);
    l.b = 1.0;
    l.c = - l.a * p1.x - l.b * p1.y;
}
}
void PointsSlopeToLine(const Point& p, double m, Line& l) {
    l.a = -m;
    l.b = 1;
    l.c = -l.a * p.x - l.b * p.y;
}
bool areParallel(const Line& l1, const Line& l2) {
    return fabs(l1.a - l2.a) < EPS && fabs(l1.b - l2.b) < EPS;
}
bool areSame(const Line& l1, const Line& l2) {
    return areParallel(l1, l2) && fabs(l1.c - l2.c) < EPS;
}
bool areIntersect(Line l1, Line l2, Point& p) {
    if (areParallel(l1, l2)) return false;
    p.x = - (l1.c * l2.b - l1.b * l2.c) / (l1.a * l2.b - l1.b * l2.a);
    if (fabs(l1.b) > EPS) p.y = - (l1.c + l1.a * p.x);
    else p.y = - (l2.c + l2.a * p.x);
    return 1;
}
double distToLine(Point p, Point a, Point b, Point& c) {
    double t = dot(p - a, b - a) / norm(b - a);
    c = a + (b - a) * t;
    return abs(c - p);
}
double distToSegment(Point p, Point a, Point b, Point& c) {
    double t = dot(p - a, b - a) / norm(b - a);
    if (t > 1.0)
        c = Point(b.x, b.y);
    else if (t < 0.0)
        c = Point(a.x, a.y);
    else
        c = a + (b - a) * t;
    return abs(c - p);
}
bool intersectTwoSegment(Point a, Point b, Point c, Point d) {
    ftype ABxAC = cross(b - a, c - a);
    ftype ABxAD = cross(b - a, d - a);
    ftype CDxCA = cross(d - c, a - c);
    ftype CDxCB = cross(d - c, b - c);
    if (ABxAC == 0 || ABxAD == 0 || CDxCA == 0 || CDxCB == 0) {
        if (ABxAC == 0 && dot(a - c, b - c) <= 0) return true;
        if (ABxAD == 0 && dot(a - d, b - d) <= 0) return true;
        if (CDxCA == 0 && dot(c - a, d - a) <= 0) return true;
        if (CDxCB == 0 && dot(c - b, d - b) <= 0) return true;
        return false;
    }
    return (ABxAC * ABxAD < 0 && CDxCA * CDxCB < 0);
}

```

```

}
void perpendicular(Line l1, Point p, Line& l2) {
    if (fabs(l1.a) < EPS)
        l2 = {1.0, 0.0, -p.x};
    else {
        l2.a = -l1.b / l1.a;
        l2.b = 1.0;
        l2.c = -l2.a * p.x - l2.b * p.y;
    }
}
8.1.3 Circle
#include "point.h"

int insideCircle(const Point& p, const Point& center, ftype r) {
    ftype d = norm(p - center);
    ftype rSq = r * r;
    return fabs(d - rSq) < EPS ? 0 : (d - rSq >= EPS ? 1 : -1);
}
bool circle2PointsR(const Point& p1, const Point& p2, ftype r, Point& c) {
    double h = r * r - norm(p1 - p2) / 4.0;
    if (fabs(h) < 0) return false;
    h = sqrt(h);
    Point perp = (p2 - p1).rotate(PI / 2.0);
    Point m = (p1 + p2) / 2.0;
    c = m + perp * (h / abs(perp));
    return true;
}
8.1.4 Triangle
#include "point.h"
#include "line.h"

double areaTriangle(double ab, double bc, double ca) {
    double p = (ab + bc + ca) / 2;
    return sqrt(p) * sqrt(p - ab) * sqrt(p - bc) * sqrt(p - ca);
}
double rInCircle(double ab, double bc, double ca) {
    double p = (ab + bc + ca) / 2;
    return areaTriangle(ab, bc, ca) / p;
}
double rInCircle(Point a, Point b, Point c) {
    return rInCircle(abs(a - b), abs(b - c), abs(c - a));
}
bool inCircle(Point p1, Point p2, Point p3, Point &ctr, double &r) {
    r = rInCircle(p1, p2, p3);
    if (fabs(r) < EPS) return false;
    Line l1, l2;
    double ratio = abs(p2 - p1) / abs(p3 - p1);
    Point p = p2 + (p3 - p2) * (ratio / (1 + ratio));
    PointsToLine(p1, p, l1);
    ratio = abs(p1 - p2) / abs(p2 - p3);
    p = p1 + (p3 - p1) * (ratio / (1 + ratio));
    PointsToLine(p2, p, l2);
}

```

```

    areIntersect(l1, l2, ctr);
    return true;
}
double rCircumCircle(double ab, double bc, double ca) {
    return ab * bc * ca / (4.0 * areaTriangle(ab, bc, ca));
}
double rCircumCircle(Point a, Point b, Point c) {
    return rCircumCircle(abs(b - a), abs(c - b), abs(a - c));
}

```

8.1.5 Convex hull

```

#include "point.h"

vector<Point> CH_Andrew(vector<Point> &Pts) { // overall O(n log n)
    int n = Pts.size(), k = 0;
    vector<Point> H(2 * n);
    sort(Pts.begin(), Pts.end());
    for (int i = 0; i < n; ++i) {
        while ((k >= 2) && !ccw(H[k - 2], H[k - 1], Pts[i])) --k;
        H[k++] = Pts[i];
    }
    for (int i = n - 2, t = k + 1; i >= 0; --i) {
        while ((k >= t) && !ccw(H[k - 2], H[k - 1], Pts[i])) --k;
        H[k++] = Pts[i];
    }
    H.resize(k);
    return H;
}

```

8.1.6 Polygon

```

#include "point.h"

double perimeter(const vector<Point> &P) {
    double ans = 0.0;
    for (int i = 0; i < (int)P.size() - 1; ++i)
        ans += abs(P[i] - P[i + 1]);
    return ans;
}
double area(const vector<Point> &P) {
    double ans = 0.0;
    for (int i = 0; i < (int)P.size() - 1; ++i)
        ans += (P[i].x * P[i + 1].y - P[i + 1].x * P[i].y);
    return fabs(ans) / 2.0;
}
bool isConvex(const vector<Point> &P) {
    int n = (int)P.size();
    if (n <= 3) return false;
    bool firstTurn = ccw(P[0], P[1], P[2]);
    for (int i = 1; i < n - 1; ++i)
        if (ccw(P[i], P[i + 1], P[(i + 2) == n ? 1 : i + 2]) != firstTurn)
            return false;
    return true;
}
int insidePolygon(Point pt, const vector<Point> &P) {

```

```

    int n = (int)P.size();
    if (n <= 3) return -1;
    bool on_polygon = false;
    for (int i = 0; i < n - 1; ++i)
        if (fabs(abs(P[i] - pt) + abs(pt - P[i + 1]) - abs(P[i] - P[i + 1])) <
            EPS)
            on_polygon = true;
    if (on_polygon) return 0;
    double sum = 0.0;
    for (int i = 0; i < n - 1; ++i) {
        if (ccw(pt, P[i], P[i + 1]))
            sum += angle(P[i] - pt, P[i + 1] - pt);
        else
            sum -= angle(P[i] - pt, P[i + 1] - pt);
    }
    return fabs(sum) > PI ? 1 : -1;
}

```

8.2 Minimum enclosing circle

```

/**
 * Description: computes the minimum Circle that encloses all the given Points.
 */

#include "point.h"
// #include "circle.h"
// TODO:

Point center_from(double bx, double by, double cx, double cy) {
    double B = bx * bx + by * by, C = cx * cx + cy * cy, D = bx * cy - by * cx;
    return Point((cy * B - by * C) / (2 * D), (bx * C - cx * B) / (2 * D));
}

Circle Circle_from(Point A, Point B, Point C) {
    Point I = center_from(B.x - A.x, B.y - A.y, C.x - A.x, C.y - A.y);
    return Circle(I + A, abs(I));
}

const int N = 100005;
int n, x[N], y[N];
Point a[N];

Circle emo_welzl(int n, vector<Point> T) {
    if (T.size() == 3 || n == 0) {
        if (T.size() == 0) return Circle(Point(0, 0), -1);
        if (T.size() == 1) return Circle(T[0], 0);
        if (T.size() == 2) return Circle((T[0] + T[1]) / 2, abs(T[0] - T[1]) / 2);
        return Circle_from(T[0], T[1], T[2]);
    }
    random_shuffle(a + 1, a + n + 1);
    Circle Result = emo_welzl(0, T);
    for (int i = 1; i <= n; i++)
        if (abs(Result.x - a[i]) > Result.y + 1e-9) {

```

```

        T.push_back(a[i]);
        Result = emo_welzl(i - 1, T);
        T.pop_back();
    }
    return Result;
}

```

9 Linear algebra

9.1 Gauss elimination

```

const double EPS = 1e-9;
const int INF = 2; // it doesn't actually have to be infinity or a big number
int gauss(vector<vector<double>> > a, vector<double> & ans) {
    int n = (int) a.size();
    int m = (int) a[0].size() - 1;
    vector<int> where(m, -1);
    for (int col=0, row=0; col<m && row<n; ++col) {
        int sel = row;
        for (int i=row; i<n; ++i) {
            if (abs(a[i][col]) > abs(a[sel][col])) sel = i;
        }
        if (abs(a[sel][col]) < EPS) continue;
        for (int i=col; i<=m; ++i) {
            swap(a[sel][i], a[row][i]);
        }
        where[col] = row;

        for (int i=0; i<n; ++i) {
            if (i != row) {
                double c = a[i][col] / a[row][col];
                for (int j=col; j<=m; ++j) {
                    a[i][j] -= a[row][j] * c;
                }
            }
        }
        ++row;
    }
    ans.assign(m, 0);
    for (int i=0; i<m; ++i) {
        if (where[i] != -1) {
            ans[i] = a[where[i]][m] / a[where[i]][i];
        }
    }
    for (int i=0; i<n; ++i) {
        double sum = 0;
        for (int j=0; j<m; ++j) {
            sum += ans[j] * a[i][j];
        }
        if (abs(sum - a[i][m]) > EPS) return 0;
    }
    for (int i=0; i<m; ++i) {
        if (where[i] == -1) return INF;
    }
}

```

```

    return 1;
}

```

9.2 Gauss determinant

```

/**
 * Description: computing determinant of a square matrix A by applying
 * Gauss elimination to produces a row echolon matrix B, then the
 * determinant of A is equal to product of the elements of the diagonal of B.
 * Time complexity: O(N^3).
 */
const double EPS = 1e-9;
double determinant(vector<vector<double>> A) {
    int n = (int) A.size();
    double det = 1;
    for (int i = 0; i < n; ++i) {
        // find non-zero cell
        int k = i;
        for (int j = i + 1; j < n; ++j) {
            if (abs(A[j][i]) > abs(A[k][i])) k = j;
        }
        if (abs(A[k][i]) < EPS) {
            det = 0;
            break;
        }
        if (i != k) {
            swap(A[i], A[k]);
            det = -det;
        }
        det *= A[i][i];
        for (int j = i + 1; j < n; ++j) {
            A[i][j] /= A[i][i];
        }
        for (int j = 0; j < n; ++j) {
            if (j != i && abs(A[j][i]) > EPS) {
                for (int k = i + 1; k < n; ++k) {
                    A[j][k] -= A[i][k] * A[j][i];
                }
            }
        }
    }
    return det;
}

```

9.3 Bareiss determinant

```

/**
 * Description: Bareiss algorithm for computing determinant of a square matrix A
 * with integer entries using only integer arithmetic.
 * Time complexity: O(N^3).
 * Usage:
 * - Kirchhoff's theorem: finding the number of spanning trees.
 */
long long determinant(vector<vector<long long>> A) {
    int n = (int) A.size();
}

```

```

long long prev = 1;
int sign = 1;
for (int i = 0; i < n - 1; ++i) {
    // find non-zero cell
    if (A[i][i] == 0) {
        int k = -1;
        for (int j = i + 1; j < n; ++j) {
            if (A[j][i] != 0) {
                k = i;
                break;
            }
        }
        if (k == -1) return 0;
        swap(A[i], A[k]);
        sign = -sign;
    }
    for (int j = i + 1; j < n; ++j) {
        for (int k = i + 1; k < n; ++k) {
            assert((A[j][k] * A[i][i] - A[j][i] * A[i][k]) % prev == 0);
            A[j][k] = (A[j][k] * A[i][i] - A[j][i] * A[i][k]) / prev;
        }
    }
    prev = A[i][i];
}
return sign * A[n - 1][n - 1];
}

```

10 Graph

10.1 Bellman-Ford algorithm

```

/**
 * Description: single source shortest path in a weighted (negative or
 * positive) directed graph.
 * Time: O(N * M).
 * Tested: https://open.kattis.com/problems/shortestpath3
 */
const int64_t INF = (int64_t) 2e18;
struct Edge {
    int u, v; // u -> v
    int64_t w;
    Edge() {}
    Edge(int _u, int _v, int64_t _w) : u(_u), v(_v), w(_w) {}
};
int n;
vector<Edge> edges;
vector<int64_t> bellmanFord(int s) {
    // dist[stating] = 0.
    // dist[u] = +INF, if u is unreachable.
    // dist[u] = -INF, if there is a negative cycle on the path from s to u.
    // -INF < dist[u] < +INF, otherwise.
    vector<int64_t> dist(n, INF);
    dist[s] = 0;
    for (int i = 0; i < n - 1; ++i) {

```

```

        bool any = false;
        for (auto [u, v, w] : edges) {
            if (dist[u] != INF && dist[v] > w + dist[u]) {
                dist[v] = w + dist[u];
                any = true;
            }
        }
        if (!any) break;
    }
    // handle negative cycles
    for (int i = 0; i < n - 1; ++i) {
        for (auto [u, v, w] : edges) {
            if (dist[u] != INF && dist[v] > w + dist[u]) {
                dist[v] = -INF;
            }
        }
    }
    return dist;
}

```

10.2 Articulation point and Bridge

```

/**
 * Description: finding articulation points and bridges in a simple undirected
 * graph.
 * Tested: https://oj.vnoi.info/problem/graph_
 */
const int N = (int) 1e5;
vector<int> g[N];
int num[N], low[N], dfs_timer;
bool joint[N];
vector<pair<int, int>> bridges;
void dfs(int u, int prev) {
    low[u] = num[u] = ++dfs_timer;
    int child = 0;
    for (int v : g[u]) {
        if (v == prev) continue;
        if (num[v]) low[u] = min(low[u], num[v]);
        else {
            dfs(v, u);
            low[u] = min(low[u], low[v]);
            child++;
            if (low[v] >= num[v]) {
                bridges.emplace_back(u, v);
            }
            if (u != prev && low[v] >= num[u]) joint[u] = true;
        }
    }
    if (u == prev && child > 1) joint[u] = true;
}

int solve() {
    int n, m;
    cin >> n >> m;

```



```

    for (int i = 0; i < m; ++i) {
        int u, v;
        cin >> u >> v;
        u--; v--;
        g[u].push_back(v);
        g[v].push_back(u);
    }
    for (int i = 0; i < n; ++i) {
        if (!num[i]) dfs(i, i);
    }
    return 0;
}

```

10.3 Topo sort

```

/**
 * Description: A topological sort of a directed acyclic graph
 * is a linear ordering of its vertices such that for every directed edge
 * from vertex u to vertex v, u comes before v in the ordering.
 * Note: If there are cycles, the returned list will have size smaller than n
 * (i.e, topo.size() < n).
 * Tested: https://judge.yosupo.jp/problem/scc
 */
vector<int> topo_sort(const vector<vector<int>> &g) {
    int n = (int) g.size();
    vector<int> indeg(n);
    for (int u = 0; u < n; ++u) {
        for (int v : g[u]) indeg[v]++;
    }
    queue<int> q; // Note: use min-heap to get the smallest lexicographical
    order.
    for (int u = 0; u < n; ++u) {
        if (indeg[u] == 0) q.emplace(u);
    }
    vector<int> topo;
    while (!q.empty()) {
        int u = q.front(); q.pop();
        topo.emplace_back(u);
        for (int v : g[u]) {
            if (--indeg[v] == 0) q.emplace(v);
        }
    }
    return topo;
}

```

10.4 Strongly connected components

10.4.1 Tarjan's Algorithm

```

/**
 * Description: Tarjan's algorithm finds strongly connected components (SCC)
 * in a directed graph. If two vertices u and v belong to the same component,
 * then scc_id[u] == scc_id[v].
 * Tested: https://judge.yosupo.jp/problem/scc
 */
const int N = (int) 5e5;

```

```

vector<int> g[N], st;
int low[N], num[N], dfs_timer, scc_id[N], scc;
bool used[N];
void Tarjan(int u) {
    low[u] = num[u] = ++dfs_timer;
    st.push_back(u);
    for (int v : g[u]) {
        if (used[v]) continue;
        if (num[v] == 0) {
            Tarjan(v);
            low[u] = min(low[u], low[v]);
        }
        else low[u] = min(low[u], num[v]);
    }
    if (low[u] == num[u]) {
        int v;
        do {
            v = st.back(); st.pop_back();
            used[v] = true;
            scc_id[v] = scc;
        } while (v != u);
        scc++;
    }
}

```

10.4.2 Kosaraju's algorithm

```

/**
 * Description: Kosaraju's algorithm finds strongly connected components (SCC)
 * in a directed graph in a straightforward way. Two vertices u and v
 * belong to the same component iff scc_id[u] == scc_id[v]. This algorithm
 * generates connected components numbered in topological order in
 * corresponding condensation graph.
 */
const int N = (int) 1e5;
vector<int> g[N], rev_g[N], vers;
int scc_id[N];
bool vis[N];
int n, m;

void dfs1(int u) {
    vis[u] = true;
    for (int v : g[u]) {
        if (!vis[v]) {
            dfs1(v);
        }
    }
    vers.push_back(u);
}

void dfs2(int u, int id) {
    scc_id[u] = id;
    vis[u] = true;
    for (int v : rev_g[u]) {
        if (!vis[v]) {
            dfs2(v, id);
        }
    }
}

```

```

    }
}
void Kosaraju() {
    for (int i = 0; i < n; ++i) {
        if (!vis[i]) dfs1(i);
    }
    memset(vis, 0, sizeof vis);
    int scc_cnt = 0;
    // iterating in reverse order
    for (int i = n - 1; i >= 0; --i) {
        int u = vers[i];
        if (!vis[u]) {
            dfs2(u, ++scc_cnt);
        }
    }
    cout << scc_cnt << '\n';
    for (int i = 0; i < n; ++i) {
        cout << scc_id[i] << " \n"[i == n - 1];
    }
}

```

10.5 K-th smallest shortest path

```

/** Description: Finding the k-th smallest shortest path from vertex s to
    vertex t,
    * each vertex can be visited more than once.
    */
using adj_list = vector<vector<pair<int, int>>>;
vector<long long> k_smallest(const adj_list &g, int k, int s, int t) {
    int n = (int) g.size();
    vector<long long> ans;
    vector<int> cnt(n);
    using pli = pair<long long, int>;
    priority_queue<pli, vector<pli>, greater<pli>> pq;
    pq.emplace(0, s);
    while (!pq.empty() && cnt[t] < k) {
        int u = pq.top().second;
        long long d = pq.top().first;
        pq.pop();
        if (cnt[u] == k) continue;
        cnt[u]++;
        if (u == t) {
            ans.push_back(d);
        }
        for (auto [v, cost] : g[u]) {
            pq.emplace(d + cost, v);
        }
    }
    assert(k == (int) ans.size());
    return ans;
}

```

10.6 Eulerian path

10.6.1 Directed graph

```

/**
 * Hierholzer's algorithm.
 * Description: An Eulerian path in a directed graph is a path that visits all
    edges exactly once.
 * An Eulerian cycle is a Eulerian path that is a cycle.
 * Time complexity:  $O(|E|)$ .
 */
vector<int> find_path_directed(const vector<vector<int>> &g, int s) {
    int n = (int) g.size();
    vector<int> stack, cur_edge(n, vertices);
    stack.push_back(s);
    while (!stack.empty()) {
        int u = stack.back();
        stack.pop_back();
        while (cur_edge[u] < (int) g[u].size()) {
            stack.push_back(u);
            u = g[u][cur_edge[u]++];
        }
        vertices.push_back(u);
    }
    reverse(vertices.begin(), vertices.end());
    return vertices;
}

```

10.6.2 Undirected graph

```

/**
 * Hierholzer's algorithm.
 * Description: An Eulerian path in a undirected graph is a path that visits
    all edges exactly once.
 * An Eulerian cycle is a Eulerian path that is a cycle.
 * Time complexity:  $O(|E|)$ .
 */
struct Edge {
    int to;
    list<Edge>::iterator reverse_edge;
    Edge(int _to) : to(_to) {}
};
vector<int> vertices;
void find_path(vector<list<Edge>> &g, int u) {
    while (!g[u].empty()) {
        int v = g[u].front().to;
        g[v].erase(g[u].front().reverse_edge);
        g[u].pop_front();
        find_path(g, v);
    }
    vertices.emplace_back(u); // reversion list.
}
void add_edge(vector<list<Edge>> &g, int u, int v) {
    g[u].emplace_front(v);
    g[v].emplace_front(u);
    g[u].front().reverse_edge = g[v].begin();
}

```

```

    g[v].front().reverse_edge = g[u].begin();
}

```

10.7 HLD

```

const int INF = 0x3f3f3f3f;
template<class SegmentTree>
struct HLD { // vertex update and max query on path u -> v
    int n;
    vector<vector<int>>> g;
    SegmentTree seg_tree;
    vector<int> par, top, depth, sz, id;
    int timer = 0;
    bool VAL_IN_EDGE = false;
    HLD() {}
    HLD(int _n): n(_n), g(n), seg_tree(n), par(n), top(n), depth(n), sz(n),
    id(n) {}
    void build() {
        dfs_sz(0);
        dfs_hld(0);
    }
    void add_edge(int u, int v) {
        g[u].push_back(v);
        g[v].push_back(u);
    }
    void dfs_sz(int u) {
        sz[u] = 1;
        for (int &v : g[u]) { // MUST BE ref for the swap below
            par[v] = u;
            depth[v] = depth[u] + 1;
            g[v].erase(find(g[v].begin(), g[v].end(), u));
            dfs_sz(v);
            sz[u] += sz[v];
            if (sz[v] > sz[g[u][0]]) swap(v, g[u][0]);
        }
    }
    void dfs_hld(int u) {
        id[u] = timer++;
        for (int v : g[u]) {
            top[v] = (v == g[u][0] ? top[u] : v);
            dfs_hld(v);
        }
    }
    int lca(int u, int v) {
        while (top[u] != top[v]) {
            if (depth[top[u]] > depth[top[v]]) swap(u, v);
            v = par[top[v]];
        }
        // now u, v is in the same heavy-chain
        return (depth[u] < depth[v] ? u : v);
    }
    void set_vertex(int v, int x) {
        seg_tree.set(id[v], x);
    }
}

```

```

void set_edge(int u, int v, int x) {
    if (u != par[v]) swap(u, v);
    seg_tree.set(id[v], x);
}
void set_subtree(int v, int x) {
    // modify segment_tree so that it supports range update
    seg_tree.set_range(id[v] + VAL_IN_EDGE, id[v] + sz[v] - 1, x);
}
int query_path(int u, int v) {
    int res = -INF;
    while (top[u] != top[v]) {
        if (depth[top[u]] > depth[top[v]]) swap(u, v);
        int cur = seg_tree.query(id[top[v]], id[v]);
        res = max(res, cur);
        v = par[top[v]];
    }
    if (depth[u] > depth[v]) swap(u, v);
    int cur = seg_tree.query(id[u] + VAL_IN_EDGE, id[v]);
    res = max(res, cur);
    return res;
}
};

```

10.8 DSU on tree

```

const int nmax = (int)2e5 + 1;
vector<int> adj[nmax];
int sz[nmax]; // sz[u] is the size of the subtree rooted at u
bool big[nmax];

void add(int u, int p, int del) {
    // do something...
    for(int v : adj[u]) {
        if(big[v] == false) {
            add(v, u, del);
        }
    }
}

void dsuOnTree(int u, int p, int keep) {
    int bigC = -1;
    for(int v : adj[u]) {
        if(v != p && (bigC == -1 || sz[bigC] < sz[v])) {
            bigC = v;
        }
    }
    for(int v : adj[u]) {
        if(v != p && v != bigC) dsuOnTree(v, u, 0);
    }
    if(bigC != -1) {
        big[bigC] = true;
        dsuOnTree(bigC, u, 1);
    }
    add(u, p, 1);
}

```

```

    if(bigC != -1) big[bigC] = false;
    if(keep == 0) add(u, p, -1);
}

```

10.9 2-SAT

```

/**
 * Description: finds a way to assign values to boolean variables a, b, c,...
 * of a 2-SAT problem (each clause has at most two variables) so that
 * the following formula becomes true: (a | b) & (~a | c) & (b | ~c)...
 * Time complexity: O(V + E) where V is the number of boolean variables
 * and E is the number of clauses.
 * Usage:
 * TwoSat twosat(number of boolean variables);
 * twosat.either(a, ~b); // a is true or b is false
 * twosat.solve(); // return true iff the above formula is satisfiable
 */

```

```

struct TwoSat {
    int n;
    vector<vector<int>> g, tg; // g and transpose of g
    vector<int> comp, order;
    vector<bool> vis, vals;
    TwoSat(int _n): n(_n), g(2 * n), tg(2 * n),
        comp(2 * n), vis(2 * n), vals(n) {}
    void either(int u, int v) {
        u = max(2 * u, -2 * u - 1);
        v = max(2 * v, -2 * v - 1);
        g[u ^ 1].push_back(v);
        g[v ^ 1].push_back(u);
        tg[v].push_back(u ^ 1);
        tg[u].push_back(v ^ 1);
    }
    void set(int u) { either(u, u); }
    void dfs1(int u) {
        vis[u] = true;
        for (int v : g[u]) {
            if (!vis[v]) dfs1(v);
        }
        order.push_back(u);
    }
    void dfs2(int u, int scc_id) {
        comp[u] = scc_id;
        for (int v : tg[u]) {
            if (comp[v] == -1) dfs2(v, scc_id);
        }
    }
    bool solve() {
        for (int i = 0; i < 2 * n; ++i) {
            if (!vis[i]) dfs1(i);
        }
        fill(comp.begin(), comp.end(), -1);
        for (int i = 2 * n - 1, scc_id = 0; i >= 0; --i) {
            int u = order[i];

```

```

            if (comp[u] == -1) dfs2(u, scc_id++);
        }
        for (int i = 0; i < n; ++i) {
            int u = i * 2, nu = i * 2 + 1;
            if (comp[u] == comp[nu]) {
                return false;
            }
            vals[i] = comp[u] > comp[nu];
        }
        return true;
    }
    vector<bool> get_vals() { return vals; }
};

```

11 Misc.

11.1 Ternary search

```

/**
 * Description: given an unimodal function f(x), find the maximum/minimum of
 * f(x).
 * Unimodal means The function strictly increases/decreases first,
 * reaches a maximum/minimum (at a single point or over an interval),
 * and then strictly decreases/increases.
 */
const double eps = 1e-9;
template<typename T>
inline T func(T x) { return x * x; }

// these two functions below find min, for find max: change '<' below to '>'.
double ternary_search(double l, double r) { // min
    while (r - l > eps) {
        double mid1 = l + (r - l) / 3;
        double mid2 = r - (r - l) / 3;
        if (func(mid1) < func(mid2)) r = mid2;
        else l = mid1;
    }
    return l;
}

int ternary_search(int l, int r) { // min
    while (l < r) {
        int mid = l + (r - l) / 2;
        if (func(mid) < func(mid + 1)) r = mid;
        else l = mid + 1;
    }
    return l;
}

```

11.2 Matrix

```

using matrix_type = int;
const int MOD = (int) 1e9 + 7;
struct Matrix {
    static const matrix_type INF = numeric_limits<matrix_type>::max();
    int N, M;

```

```
vector<vector<matrix_type>> mat;

Matrix(int _N, int _M, matrix_type v = 0) : N(_N), M(_M) {
    mat.assign(N, vector<matrix_type>(M, v));
}
static Matrix identity(int n) { // return identity matrix.
    Matrix I(n, n);
    for (int i = 0; i < n; ++i) {
        I[i][i] = 1;
    }
    return I;
}

vector<matrix_type>& operator[](int r) { return mat[r]; }
const vector<matrix_type>& operator[](int r) const { return mat[r]; }

Matrix& operator*=(const Matrix &other) {
    assert(M == other.N); // [N x M] [other.N x other.M]
    Matrix res(N, other.M);
    for (int r = 0; r < N; ++r) {
        for (int c = 0; c < other.M; ++c) {
            long long square_mod = (long long) MOD * MOD;
            long long sum = 0;
            for (int g = 0; g < M; ++g) {
                sum += (long long) mat[r][g] * other[g][c];
                if (sum >= square_mod) sum -= square_mod;
            }
            res[r][c] = sum % MOD;
        }
    }
    mat.swap(res.mat); return *this;
}
};
```