makra.cpp

```
#ifndef LOCAL
#pragma GCC optimize ("O3")
#endif
#include <bits/stdc++.h>
using namespace std;
//st, nd, mp, pb, eb
#define siz(c) ((int)(c).size())
#define all(c) (c).begin(), (c).end()
#define sim template < class c
#define ris return * this
#define mor > muu & operator << (
#define R22(r) sim>typename enable_if<1 r sizeof dud<c>(0),muu&>::type operator<<(c g){
sim > struct rge { c b, e; };
sim > rge<c> range(c b, c e) { return {b, e}; }
sim > auto dud(c* r) -> decltype(cerr << *r);
sim > char dud(...);
struct muu {
#ifdef LOCAL
stringstream a;
~muu() { cerr << a.str() << endl; }
R22(<) a << boolalpha << g; ris; }
R22(==) ris << range(begin(g), end(g)); }
sim, class b mor pair < b, c > r) { ris << "(" << r.st << ", " << r.nd << ")"; }
sim mor rge<c> u) {
  a << "[";
  for (c i = u.b; i != u.e; ++i) *this << ", " + 2 * (i == u.b) << *i;
  ris << "]";
}
template <class...c mor tuple<c...> x) {
  int q = 0;
  a << "(";
  apply([&](c...y){
    ((*this << ", " + 2 * !q++ << y), ...);
  }, x);
  ris << ")";
}
#define qel(t) sim, class d, class...e mor t<c,d,e...> x){ris << *(d*)&x;}
qel(stack) qel(queue) qel(priority_queue)
#else
sim mor const c&) { ris; }
#endif
};
#define imie(r...) "[" #r ": " << (r) << "] "
#define range(b, e) "[[" #b ", " #e "): " << range(b, e) << "] "
#define debug muu() << __FUNCTION__ << "#" << __LINE__ << ": "
#define endl '\n'
//using ll,ld,pii,vi,vpii,ull,pdd
sim> void mini(c &a, const c &b) {if (a > b) a = b;}
sim> void maxi(c &a, const c &b) {if (a < b) a = b;}
int32_t main() {ios_base::sync_with_stdio(0);  cin.tie(0);}
```

geany-config

```
Interface:
  Message window: right
Keybindings:
  Build: Compile: F8, Build: F9
  Focus: Switch to Editor: F1, Switch to VTE: F2
Set Build Commands:
  compile: g++ -Wall -Wshadow -o "%e" "%f" -g -O3 -std=c++1z
  build: g++ -Wall -Wshadow -o "%e" "%f" -fsanitize=undefined -fsanitize=address -DLOCAL
-D_GLIBCXX_DEBUG -g  -std=c++1z
```

Rzeczy_Na_Dzien_Probny.txt

```
1. __int128/__uint128_t
2. Czy rand() działa tak samo na sprawdzaczce.
3. while (clock() < 1.9 * CLOCKS_PER_SEC)
4. Czy time(NULL) daje różne wartości między uruchomieniami
5. Czy kompresja (wklejanie binarnych rzeczy do kodu) działa
6. __float128
7. ordered_set
8. getchar_unlocked/_getchar_nolock
9. Porównać czas działania sprawdzaczki i kompa
10. gp_hash_table / cc_hash_table
  #include <ext/pb_ds/assoc_container.hpp>
  using namespace __gnu_pbds;
```

Data_Structures/OrderedSet.cpp

```
#include<ext/pb_ds/assoc_container.hpp> // ordered set
#include<ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds; template <typename T> using ordered_set =
    tree<T, null_type, less<T>, rb_tree_tag, tree_order_statistics_node_update>;
ordered_set<int> s; s.insert(1); s.insert(2);
 s.order_of_key(1);   // Out: 0.
*s.find_by_order(1);  // Out: 2.
```

Data_Structures/Treap.cpp

```
struct node {
  node *L, *R;
  int ind, prior, sub, lazy; // sub opcjonalne
  node(int ind) : L(0), R(0), ind(ind), prior(rand()), sub(1), lazy(0) {}
};
void rev(node* v) { // przykladowy update, odwraca kolejnosc w poddrzewie
  v->lazy ^= 1;
  swap(v->L, v->R);
}
void push(node* v) { // opcjonalne
  if (v->lazy) {
    if (v->L) rev(v->L);
    if (v->R) rev(v->R);
    v->lazy = 0;
} }
node* attach(node* v, node* l, node* r) {
  v->L = l; // jesli chcemy trzymac ojca to update w tej funkcji
  v->R = r;
  v->sub = 1 + (l ? l->sub : 0) + (r ? r->sub : 0); // opcjonalne
  return v;
}
node* merge(node* v, node* u) {
  if (!u) return v;
  if (!v) return u;
  push(v);
  push(u);
  if (v->prior > u->prior) return attach(v, v->L, merge(v->R, u));
  else return attach(u, merge(v, u->L), u->R);
}
pair<node*, node*> split_size(node* v, int k) { // (prefiks rozmiaru k, reszta)
  if (!v) return mp(v, v);
  int lewo = v->L ? v->L->sub : 0;
  push(v);
  if (lewo >= k) {
    auto s = split_size(v->L, k);
    return mp(s.st, attach(v, s.nd, v->R));
  } else {
    auto s = split_size(v->R, k - lewo - 1);
    return mp(attach(v, v->L, s.st), s.nd);
} }
pair<node*, node*> split_lex(node *v, int k) { // (ind <= k, reszta)
  if (!v) return mp(v, v);
  if (k < v->ind) {
    auto s = split_lex(v->L, k);
    return mp(s.st, attach(v, s.nd, v->R));
  } else {
    auto s = split_lex(v->R, k);
```

```
    return mp(attach(v, v->L, s.st), s.nd);
} }
int find_pos(node *v, int val) { // -1 jesli nie ma
  if (!v) return -1;
  int lewo = v->L ? v->L->sub : 0;
  if (v->ind == val) return 1 + lewo;
  if (val < v->ind) return find_pos(v->L, val);
  else return 1 + lewo + find_pos(v->R, val);
}
```

Flows_And_Matchings/Dinic.cpp

```
using T = long long;
struct Flow {
  struct E {
    int dest;
    T orig, *lim, *rev;
  };
  int zr, uj, n = 0;
  vector<unique_ptr<T>> ts;
  vector<vector<E>> graf;
  vi ptr, odl;
  void vert(int v) {
    n = max(n, v + 1);
    graf.resize(n);
    ptr.resize(n);
    odl.resize(n);
  }
  bool iszero(T v) {
    return !v; // Zmienić dla doubli.
  }
  void bfs() {
    fill(all(odl), 0);
    vi kol = {zr};
    odl[zr] = 1;
    for (int i = 0; i < siz(kol); i++) {
      for (E& e : graf[kol[i]]) {
        if (!odl[e.dest] and !iszero(*e.lim)) {
          odl[e.dest] = odl[kol[i]] + 1;
          kol.pb(e.dest);
        }
      }
    }
  }
  T dfs(int v, T lim) {
    if (v == uj) return lim;
    T ret = 0, wez;
    for (int& i = ptr[v]; i < siz(graf[v]); i++) {
      E& e = graf[v][i];
      if (odl[e.dest] == odl[v] + 1 and !iszero(*e.lim) and
          !iszero(wez = dfs(e.dest, min(*e.lim, lim)))) {
        ret += wez;
        *e.lim -= wez;
        *e.rev += wez;
        lim -= wez;
        if (iszero(lim)) break;
      }
    }
    return ret;
  }
  void add_edge(int u, int v, T lim, bool bi = false /* bidirectional? */) {
    vert(max(u, v));
    T *a = new T(lim), *b = new T(lim * bi);
    ts.eb(a);
    ts.eb(b);
    graf[u].pb(E{v, lim,      a, b});
    graf[v].pb(E{u, lim * bi, b, a});
  }
  T dinic(int zr_, int uj_) {
    zr = zr_; uj = uj_;
    vert(max(zr, uj));
    T ret = 0;
    while (true) {
      bfs();
      fill(all(ptr), 0);
      const T sta = dfs(zr, numeric_limits<T>::max());  // Dla doubli można dać
      if (iszero(sta)) break;                           // infinity() zamiast
      ret += sta;                                       // max().
    }
    return ret;
  }
  vi cut() {
    vi ret;
    bfs();
    for (int i = 0; i < n; i++)
      if (odl[i])
        ret.pb(i);
    return ret;
  }
  map<pii, T> get_flowing() {  // Tam gdzie plynie 0 może nie być
    map<pii, T> ret;           // krawędzi.
    for (int i = 0; i < n; i++)
      for (E& e : graf[i])
        if (*e.lim < e.orig)
          ret[mp(i, e.dest)] += e.orig - *e.lim;
    for (auto& i : ret) {
      const pii rev{i.st.nd, i.st.st};
      const T x = min(i.nd, ret[rev]);
      i.nd -= x;
      ret[rev] -= x;
    }
    return ret;
  }
};
```

Flows_And_Matchings/Gomory_Hu.cpp

```
#include "Dinic.cpp"
struct GomoryHu { // #define int ll//jeśli long longi potrzebne
  vector<vpii> graph, tree;
  vector<vi> nodes;
  vector<bool> visited;            //wymaga naszego dinica
  vi groupId, contrId;             //numeracja od zera
  int wnode, n;
  GomoryHu(int N) : graph(N), visited(N), groupId(N), contrId(N), tree(N), n(N) {}
  void addEdge(int u, int v, int cap) {
    graph[u].eb(v, cap);
    graph[v].eb(u, cap);
  }
  void dfs(int v, int type) {
    visited[v] = true; contrId[v] = type;
    for (auto P : tree[v]) { if (!visited[P.st]) { dfs(P.st, type); } }
  }
  vector <pair<pii,int>> run() {
    vi allNodes(n);
    iota(all(allNodes), 0);
    nodes = vector<vi>{allNodes};
    tree = vector<vpii>(n);
    fill(all(groupId), 0);
    for (int step = 1; step < n; step++) {
      Flow flow;
      for (int i = 0; i < siz(nodes); i++) {
        if (siz(nodes[i]) > 1) { wnode = i; break; }
      }
```

```
      fill(all(visited), false);
      visited[wnode] = true;
      for (auto P : tree[wnode]) { dfs(P.st, nodes[P.st][0]); }
      for (int v = 0; v < n; v++) {
        int a = groupId[v] == wnode ? v : contrId[groupId[v]];
        for (auto& P : graph[v]) {
          int b = groupId[P.st] == wnode ? P.st : contrId[groupId[P.st]];
          if (a != b) { flow.add_edge(a, b, P.nd); }
        }
      }
      int a = nodes[wnode][0], b = nodes[wnode][1], f = flow.dinic(a, b);
      auto pom = flow.cut();
      vector <bool> cut(n, false);
      for (int i : pom)
        cut[i]=1;
      for (int v = 0; v < step; v++) {
        if (v == wnode) { continue; }
        for (auto& P : tree[v]) {
          if (P.st == wnode && !cut[contrId[v]]) { P.st = step; }
        }
      }
      vpii PA, PB;
      for (auto& P : tree[wnode]) { (cut[contrId[P.st]] ? PA : PB).pb(P); }
      tree[wnode] = PA; tree[step] = PB;
      tree[wnode].eb(step, f);
      tree[step].eb(wnode, f);
      vi A, B;
      for (int v : nodes[wnode]) {
        (cut[v] ? A : B).pb(v);
        if (!cut[v]) { groupId[v] = step; }
      }
      nodes[wnode] = A;
      nodes.pb(B);
    }
    vector <pair<pii,int>> res;
    for (int i = 0; i < n; i++)
      for (auto P : tree[i])
        if (nodes[i][0]<nodes[P.st][0])
          res.pb({{nodes[i][0], nodes[P.st][0]}, P.nd});
    return res;
  }
}; // #undef int
```

Flows_And_Matchings/Highest_Label_Push_Relabel.cpp

```
class LinkedList {
public:
  LinkedList(int N) : N(N), next(N) { clear(); }
  void clear() { head.assign(N, -1); }
  int front(int h) { return head[h]; }
  void pop(int h) { head[h] = next[head[h]]; }
  void push(int h, int u) { next[u] = head[h], head[h] = u; }
private:
  int N;
  vi next, head;
};
class DoublyLinkedList {
private:
  struct Node { int prev, next; };
public:
  DoublyLinkedList(int N) : N(N), nodes(N) { clear(); }
  void clear() { head.assign(N, -1); }
  void erase(int h, int u) {
    int pv = nodes[u].prev, nx = nodes[u].next;
    if (nx >= 0) nodes[nx].prev = pv;
    if (pv >= 0) nodes[pv].next = nx;
    else head[h] = nx;
  }
  void insert(int h, int u) {
    nodes[u] = { -1, head[h]};
    if (head[h] >= 0) nodes[head[h]].prev = u;
    head[h] = u;
  }
  template <typename Func>
  void erase_all(int first, int last, Func f) {
    for (int i = first; i <= last; ++i) {
      for (int h = head[i]; h >= 0; h = nodes[h].next) f(h);
      head[i] = -1;
    }
  }
private:
  int N;
  vi head;
  vector<Node> nodes;
};
template <
    typename CapType, typename TotalCapType,
    bool UseGlobal = true, bool UseGap = true
    >
class HighestLabelPushRelabel {
private:
  TotalCapType inf = pow(10., sizeof(TotalCapType) / 4 * 9);
  struct Edge { int to, rev; CapType cap; };
public:
  HighestLabelPushRelabel(int N) : N(N), E(0), G(N), que(N), list(N), dlist(N) {}
  TotalCapType maximum_flow(int s, int t) {
    if (s == t) return 0;
    highest_active = 0; // highest label (active)
    highest = 0; // highest label (active and inactive)
    height.assign(N, 0); height[s] = N;
    for (int i = 0; i < N; ++i) if (i != s) dlist.insert(height[i], i);
    count.assign(N, 0); count[0] = N - 1;
    excess.assign(N, 0); excess[s] = inf; excess[t] = -inf;
    for (auto& e : G[s]) push(s, e);
    global_relabel(t);
    for (int u = -1, rest = N; highest_active >= 0; ) {
      if ((u = list.front(highest_active)) < 0) { --highest_active; continue; }
      list.pop(highest_active);
      discharge(u);
      if (--rest == 0) rest = N, global_relabel(t);
    }
    return excess[t] + inf;
  }
  inline void add_directed_edge(int u, int v, CapType cap) {
    E++;
    G[u].pb({v, siz(G[v]), cap});
    G[v].pb({u, siz(G[u]) - 1, 0});
  }
  inline void add_undirected_edge(int u, int v, CapType cap) {
    G[u].pb({v, siz(G[v]), cap});
    G[v].pb({u, siz(G[u]) - 1, cap});
  }
private:
  void global_relabel(int t) {
    if (!UseGlobal) return;
    height.assign(N, N); height[t] = 0;
    count.assign(N, 0);
    int qh = 0, qt = 0;
    for (que[qt++] = t; qh < qt; ) {
      int u = que[qh++], h = height[u] + 1;
      for (auto& e : G[u]) if (height[e.to] == N && G[e.to][e.rev].cap > 0) {
          count[height[e.to] = h] += 1;
```

```
        que[qt++] = e.to;
      }
    }
    list.clear(); dlist.clear();
    for (int u = 0; u < N; ++u) if (height[u] < N) {
      dlist.insert(height[u], u);
      if (excess[u] > 0) list.push(height[u], u);
    }
    highest = highest_active = height[que[qt - 1]];
  }
  void push(int u, Edge& e) {
    int v = e.to;
    CapType df = min(excess[u], TotalCapType(e.cap));
    e.cap -= df, G[v][e.rev].cap += df;
    excess[u] -= df, excess[v] += df;
    if (0 < excess[v] && excess[v] <= df) list.push(height[v], v);
  }
  void discharge(int u) {
    int nh = N;
    for (auto& e : G[u]) if (e.cap > 0) {
      if (height[u] == height[e.to] + 1) {
        push(u, e);
        if (excess[u] == 0) return;
      } else nh = min(nh, height[e.to] + 1);
    }
    int h = height[u];
    if (UseGap && count[h] == 1) {
      auto f = [&] (int u) { count[height[u]]--, height[u] = N; };
      dlist.erase_all(h, highest, f);
      highest = h - 1;
    } else {
      count[h]--; dlist.erase(h, u);
      height[u] = nh;
      if (nh == N) return;
      count[nh]++; dlist.insert(nh, u);
      highest = max(highest, highest_active = nh);
      list.push(nh, u);
    }
  }
  int N, E, highest_active, highest;
  vector< vector<Edge> > G;
  vi height, count, que;
  vector<TotalCapType> excess;
  LinkedList list;
  DoublyLinkedList dlist;
};
using HIPR_GP = HighestLabelPushRelabel<int, int, true, true>;
```

Flows_And_Matchings/Hungarian.cpp

```
//a[1..n][1..m] - wagi, n<=m, O(n^2*m), znajduje minimalny koszt (masymalny: *-1)
//u[0..n], v[0..m] - funkcja potencjalu, p[0..m], ans[0..n] - skojarzenie
struct hungarian { // cost = -v[0]
  int n, m;
  vector<vi> a;
  vi u, v, p, way, ans;
  hungarian(int _n, int _m) : n(_n), m(_m) {
    #define re(x, y) (x).resize(y + 1)
    re(a, n); re(u, n); re(v, m); re(p, m); re(way, m), re(ans, n);
    for (auto &x : a) re(x, m);
  }
  void addcost(int v1, int v2, int c) {
    a[v1][v2] = c;
  }
  void solve() {
    for(int i = 1; i <= n; ++i) {
      p[0] = i;
      int j0 = 0;
      vi minv(m + 1, INT_MAX); // uwaga, moze byc potrzebny LL!
      vector<char> used(m + 1, false);
      do {
        used[j0] = true;
        int i0 = p[j0], delta = INT_MAX, j1 = 0;
        for (int j = 1; j <= m; ++j) {
          if (!used[j]) {
            int cur = a[i0][j] - u[i0] - v[j];
            if (cur < minv[j]) {
              minv[j] = cur;
              way[j] = j0;
            }
            if (minv[j] < delta) {
              delta = minv[j];
              j1 = j;
        } } }
        for (int j = 0; j <= m; ++j) {
          if (used[j]) {
            u[p[j]] += delta;
            v[j] -= delta;
          }
          else {
            minv[j] -= delta;
        } }
        j0 = j1;
      } while (p[j0] != 0);
      do {
        int j1 = way[j0];
        p[j0] = p[j1];
        j0 = j1;
      } while (j0);
    }
    for (int j = 1; j <= m; ++j)
      ans[p[j]] = j; // odzyskiwanie wyniku
  }
};
```

Flows_And_Matchings/Matching.cpp

```
struct Matching {
  int n, tim = 0, top = 0;
  vi mat, fa, s, q, pre, vis, head;
  vpii e;
  Matching(int N) : n(N + 1), mat(n, -1), fa(n), s(n), q(n), pre(n), vis(n), head(n, -1) {}
  void edge_impl(int x, int y) {e.eb(y, head[x]);head[x] = siz(e) - 1;}
  void add_edge(int x, int y) {edge_impl(x, y), edge_impl(y, x);}
  int find(int x) {return x == fa[x] ? x : fa[x] = find(fa[x]);}
  int lca(int x, int y) {
    for (++tim, x = find(x), y = find(y); ; swap(x, y)) {
      if (~x) {
        if (vis[x] == tim) return x;
        vis[x] = tim;
        x = ~mat[x] ? find(pre[mat[x]]) : -1;
      }
    }
  }
  void blossom(int x, int y, int l) {
    while (find(x) != l) {
      pre[x] = y;
      if (s[mat[x]] == 1) s[q[top++] = mat[x]] = 0;
      if (fa[x] == x) fa[x] = l;
      if (fa[mat[x]] == mat[x]) fa[mat[x]] = l;
      y = mat[x];
      x = pre[y];
    }
```

```
  }
  bool match(int x) {
    iota(all(fa), 0);
    fill(all(s), -1);
    s[q[0] = x] = 0;
    top = 1;
    for (int i = 0; i < top; ++i) {
      for (int t = head[q[i]]; ~t; t = e[t].nd) {
        int y = e[t].st;
        if (s[y] == -1) {
          pre[y] = q[i];
          s[y] = 1;
          if (mat[y] == -1) {
            for (int u = y, v = q[i], lst; ~v; u = lst, v = ~u ? pre[u] : -1)
              lst = mat[v], mat[v] = u, mat[u] = v;
            return true;
          }
          s[q[top++] = mat[y]] = 0;
        }
        else if (!s[y] && find(y) != find(q[i])) {
          int l = lca(y, q[i]);
          blossom(y, q[i], l);
          blossom(q[i], y, l);
        }
      }
    }
    return false;
  }
  int run() {
    int size = 0;
    for (int i = 0; i < n; ++i)
      if (mat[i] == -1 && match(i))
        size++;
    return size;
  }
};
```

Flows_And_Matchings/Min_Cost.cpp

```
struct MinCost {
  struct kra {
    int cel, *prze1, *prze2;
    ll koszt;
  };
  int n=0, zr, uj;
  const ll inf=1e9;
  vector <vector <kra>> graf;
  vi bylo, aktu;
  vector <ll> odl;
  void vert(int v) {
    if (v>n) {
      n=v;
      graf.resize(n);
      bylo.resize(n);
      aktu.resize(n);
      odl.resize(n);
    }
  }
  void add_edge(int v, int u, int prze, ll koszt) {
    vert(v+1); vert(u+1);
    kra ret1{u, new int(prze), new int(0), koszt};
    kra ret2{v, ret1.prze2, ret1.prze1, -koszt};
    graf[v].pb(ret1);
    graf[u].pb(ret2);
  }
  void spfa() {
    for (int i=0; i<n; i++) {
      aktu[i]=1;
      odl[i]=inf;
    }
    aktu[zr]=odl[zr]=0;
    queue <int> kol;
    kol.push(zr);
    while(!kol.empty()) {
      int v=kol.front();
      kol.pop();
      if (aktu[v])
        continue;
      aktu[v]=1;
      for (kra i : graf[v]) {
        if (*i.prze1 && odl[v]+i.koszt<odl[i.cel]) {
          odl[i.cel]=odl[v]+i.koszt;
          aktu[i.cel]=0;
          kol.push(i.cel);
        }
      }
    }
  }
  int dfs(int v) {
    if (v==uj)
      return 1;
    bylo[v]=1;
    for (int i=0; i< siz(graf[v]); i++) {
      if (!bylo[graf[v][i].cel] && (*graf[v][i].prze1) &&
      odl[v]+graf[v][i].koszt==odl[graf[v][i].cel] && dfs(graf[v][i].cel)) {
        (*graf[v][i].prze1)--;
        (*graf[v][i].prze2)++;
        return 1;
      }
    }
    return 0;
  }
  pair <int,ll> flow(int zrzr, int ujuj) {
    zr=zrzr; uj=ujuj;
    vert(zr+1); vert(uj+1);
    pair <int,ll> ret{0, 0};
    while(1) {
      spfa();
      for (int i=0; i<n; i++)
        bylo[i]=0;
      if (!dfs(zr))
        break;
      ret.st++;
      ret.nd+=odl[uj];
    }
    return ret;
  }
};
```

Flows_And_Matchings/Turbo_Matching.cpp

```
struct matching {
  int n;
  vector<vi> V;
  vector<bool> odw;
  vi para, strona;
  matching(int _n) : n(_n) { // zakladam numeracje od 1, nie moze byc 0
    V.resize(n + 1);
    odw.resize(n + 1);
    para.resize(n + 1);
  }
  void addedge(int a, int b) { // zakladam ze a jest z lewej, b z prawej
    V[a].pb(b);
    strona.pb(a);
```

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```
  }
  bool skojarz(int x) { // x nalezy do strona
    odw[x] = 1;
    for (auto v : V[x]) {
      if (!para[v] || (!odw[para[v]] && skojarz(para[v]))) {
        para[v] = x;
        para[x] = v;
        return 1;
    } }
    return 0;
  }
  vpii go() {
    sort(all(strona));
    strona.resize(unique(all(strona)) - strona.begin());
    for (int i = 1; i <= n; ++i)
      shuffle(all(V[i]), default_random_engine(2137));
    sort(all(strona), [&](int a, int b){return siz(V[a]) < siz(V[b]);});
    bool ok = 0;
    do {
      ok = 0;
      for (auto i : strona) odw[i] = 0;
      for (auto i : strona)
        if (!para[i] && skojarz(i))
          ok = 1;
    } while (ok);
    vpii res;
    for (auto i : strona)
      if (para[i])
        res.pb(mp(i, para[i]));
    return res;
} };
```

Flows_And_Matchings/Weighted_Matching.cpp

```
static const int INF = INT_MAX;
static const int N = 1017;
struct edge {
  int u, v, w;
  edge() {} edge(int ui, int vi, int wi) : u(ui), v(vi), w(wi) {}
};
int n, n_x;
edge g[N * 2][N * 2];
int lab[N * 2], match[N * 2], slack[N * 2], st[N * 2], pa[N * 2];
int flo_from[N * 2][N + 1], S[N * 2], vis[N * 2];
vi flo[N * 2];
queue<int> q;
int e_delta(const edge &e) { return lab[e.u] + lab[e.v] - g[e.u][e.v].w * 2; }
void update_slack(int u, int x) {
  if (!slack[x] || e_delta(g[u][x]) < e_delta(g[slack[x]][x])) slack[x] = u;
}
void set_slack(int x) {
  slack[x] = 0;
  for (int u = 1; u <= n; u++)
    if (g[u][x].w > 0 && st[u] != x && S[st[u]] == 0)
      update_slack(u, x);
}
void q_push(int x) {
  if (x <= n) q.push(x);
  else for (int i = 0; i < siz(flo[x]); i++) q_push(flo[x][i]);
}
void set_st(int x, int b) {
  st[x] = b;
  if (x > n) for (int i = 0; i < siz(flo[x]); i++) set_st(flo[x][i], b);
}
int get_pr(int b, int xr) {
  int pr = find(all(flo[b]), xr) - flo[b].begin();
  if (pr % 2 == 1) {
    reverse(flo[b].begin() + 1, flo[b].end());
    return siz(flo[b]) - pr;
  } else return pr;
}
void set_match(int u, int v) {
  match[u] = g[u][v].v;
  if (u <= n) return;
  edge e = g[u][v];
  int xr = flo_from[u][e.u], pr = get_pr(u, xr);
  for (int i = 0; i < pr; i++) set_match(flo[u][i], flo[u][i ^ 1]);
  set_match(xr, v);
  rotate(flo[u].begin(), flo[u].begin() + pr, flo[u].end());
}
void augment(int u, int v) {
  for (;;) {
    int xnv = st[match[u]];
    set_match(u, v);
    if (!xnv) return;
    set_match(xnv, st[pa[xnv]]);
    u = st[pa[xnv]], v = xnv;
  }
}
int get_lca(int u, int v) {
  static int t = 0;
  for (++t; u || v; swap(u, v)) {
    if (u == 0) continue;
    if (vis[u] == t) return u;
    vis[u] = t; u = st[match[u]];
    if (u) u = st[pa[u]];
  }
  return 0;
}
void add_blossom(int u, int lca, int v) {
  int b = n + 1; while (b <= n_x && st[b]) ++b;
  if (b > n_x) ++n_x;
  lab[b] = 0, S[b] = 0;
  match[b] = match[lca];
  flo[b].clear(); flo[b].pb(lca);
  for (int x = u, y; x != lca; x = st[pa[y]])
    flo[b].pb(x), flo[b].pb(y = st[match[x]]), q_push(y);
  reverse(flo[b].begin() + 1, flo[b].end());
  for (int x = v, y; x != lca; x = st[pa[y]])
    flo[b].pb(x), flo[b].pb(y = st[match[x]]), q_push(y);
  set_st(b, b);
  for (int x = 1; x <= n_x; ++x) g[b][x].w = g[x][b].w = 0;
  for (int x = 1; x <= n; ++x) flo_from[b][x] = 0;
  for (int i = 0; i < siz(flo[b]); i++) {
    int xs = flo[b][i];
    for (int x = 1; x <= n_x; ++x)
      if (g[b][x].w == 0 || e_delta(g[xs][x]) < e_delta(g[b][x]))
        g[b][x] = g[xs][x], g[x][b] = g[x][xs];
    for (int x = 1; x <= n; ++x) if (flo_from[xs][x]) flo_from[b][x] = xs;
  }
  set_slack(b);
}
void expand_blossom(int b) {
  for (int i = 0; i < siz(flo[b]); ++i)
    set_st(flo[b][i], flo[b][i]);
  int xr = flo_from[b][g[b][pa[b]].u], pr = get_pr(b, xr);
  for (int i = 0; i < pr; i += 2) {
    int xs = flo[b][i], xns = flo[b][i + 1];
    pa[xs] = g[xns][xs].u;
    S[xs] = 1, S[xns] = 0;
    slack[xs] = 0, set_slack(xns);
    q_push(xns);
```

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  }
  S[xr] = 1, pa[xr] = pa[b];
  for (int i = pr + 1; i < siz(flo[b]); i++) {
    int xs = flo[b][i];
    S[xs] = -1, set_slack(xs);
  }
  st[b] = 0;
}
bool on_found_edge(const edge &e) {
  int u = st[e.u], v = st[e.v];
  if (S[v] == -1) {
    pa[v] = e.u, S[v] = 1;  int nu = st[match[v]];
    slack[v] = slack[nu] = 0;  S[nu] = 0, q_push(nu);
  } else if (S[v] == 0) {
    int lca = get_lca(u, v);
    if (!lca) return augment(u, v), augment(v, u), true;
    else add_blossom(u, lca, v);
  }
  return false;
}
bool matching() {
  memset(S + 1, -1, sizeof(int) * n_x);
  memset(slack + 1, 0, sizeof(int) * n_x);
  q = queue<int>();
  for (int x = 1; x <= n_x; x++) {
    if (st[x] == x && !match[x]) pa[x] = 0, S[x] = 0, q_push(x);
  }
  if (q.empty()) return false;
  for (;;) {
    while (siz(q)) {
      int u = q.front(); q.pop();
      if (S[st[u]] == 1) continue;
      for (int v = 1; v <= n; v++) {
        if (g[u][v].w > 0 && st[u] != st[v]) {
          if (e_delta(g[u][v]) == 0) {
            if (on_found_edge(g[u][v])) return true;
          } else update_slack(u, st[v]);
        }
      }
    }
    int d = INF;
    for (int b = n + 1; b <= n_x; b++) {
      if (st[b] == b && S[b] == 1) d = min(d, lab[b] / 2);
    }
    for (int x = 1; x <= n_x; x++) {
      if (st[x] == x && slack[x]) {
        if (S[x] == -1) d = min(d, e_delta(g[slack[x]][x]));
        else if (S[x] == 0) d = min(d, e_delta(g[slack[x]][x]) / 2);
      }
    }
    for (int u = 1; u <= n; u++) {
      if (S[st[u]] == 0) {
        if (lab[u] <= d) return 0;
        lab[u] -= d;
      } else if (S[st[u]] == 1) lab[u] += d;
    }
    for (int b = n + 1; b <= n_x; b++) {
      if (st[b] == b) {
        if (S[st[b]] == 0) lab[b] += d * 2;
        else if (S[st[b]] == 1) lab[b] -= d * 2;
      }
    }
    q = queue<int>();
    for (int x = 1; x <= n_x; x++)
      if (st[x] == x && slack[x] && st[slack[x]] != x && e_delta(g[slack[x]][x]) == 0)
        if (on_found_edge(g[slack[x]][x])) return true;
    for (int b = n + 1; b <= n_x; b++)
      if (st[b] == b && S[b] == 1 && lab[b] == 0) expand_blossom(b);
  }
  return false;
}
pair<long long, int> solve() {
  memset(match + 1, 0, sizeof(int) * n);
  n_x = n;
  int n_matches = 0;
  long long tot_weight = 0;
  for (int u = 0; u <= n; u++) st[u] = u, flo[u].clear();
  int w_max = 0;
  for (int u = 1; u <= n; u++)
    for (int v = 1; v <= n; v++) {
      flo_from[u][v] = (u == v ? u : 0);
      w_max = max(w_max, g[u][v].w);
    }
  for (int u = 1; u <= n; u++) lab[u] = w_max;
  while (matching()) ++n_matches;
  for (int u = 1; u <= n; u++) {
    if (match[u] && match[u] < u) {
      tot_weight += g[u][match[u]].w;
    }
  }
  return mp(tot_weight, n_matches);
}
void add_edge(int u, int v, int w) {
  g[u][v].w = g[v][u].w = max(g[u][v].w, w);
}
void init(int _n) {
  n = _n;
  for (int u = 1; u <= n; u++)
    for (int v = 1; v <= n; v++) {
      g[u][v] = edge(u, v, 0);
    }
}
```

Geometry/Dewolaj.cpp

```
typedef long long T;
struct P {
  T x, y;
  int id;
  P operator-(P b) { return P{x - b.x, y - b.y}; }
  T cross(P b) { return x * b.y - y * b.x; }
  T cross(P b, P c) const { return (b - *this).cross(c - *this); }
  T dot(P b) { return x * b.x + y * b.y; }
  bool inTriangle(const P &a, const P &b, const P &c) const {
#define tmp(a, b) (cross(a, b) > 0)
    return tmp(a, b) == tmp(b, c) && tmp(b, c) == tmp(c, a);
#undef tmp
  }
};
int cmpCircle(P a, P b, P c, P d) {
  P v1 = b - a, v2 = d - a, v3 = b - c, v4 = d - c;
  ld tmp=(ld)abs(v1.cross(v2))*v3.dot(v4)+(ld)v1.dot(v2)*abs(v3.cross(v4));
  if (abs(tmp) < 1e-8) return 0;if (tmp == 0) return 0;
  if (tmp > 0) return 1;return -1;
}
struct pair_hash {
  template <class T1, class T2>
  std::size_t operator()(const std::pair<T1, T2> &p) const {
    return p.first * 10000 + p.second;
  }
};
unordered_map<pair<int, int>, pair<int, int>, pair_hash> mt;
```

```
set<pair<int, int>> edges;
vector<vector<int>> triangles;
void rec(int a, int c, const vector<P> &points);
void trim(int a, int b) {
  assert(a < b);
  auto it = mt.find({a, b});
  if ((it != mt.end()) && (it->second == make_pair(-1, -1))) mt.erase(it);
}
void change(int a, int b, int from, int to) {
  if (a > b) swap(a, b);
  if (!mt.count({a, b})) mt[{a, b}] = {-1, -1};
  for (int *x : vector<int *>{&mt[{a, b}].first, &mt[{a, b}].second})
    if (*x == from) {
      *x = to;
      trim(a, b);
      return;
    }
  assert(false);
}
void rec(int a, int c, const vector<P> &points) {
  if (a > c) swap(a, c);
  if (!mt.count({a, c})) return;
  int b = mt[{a, c}].first;
  int d = mt[{a, c}].second;
  if (b > d) swap(b, d);
  if (b == -1 || d == -1) return;
  for (int rep = 0; rep < 2; ++rep) {
    if (points[a].inTriangle(points[b], points[c], points[d])) return;
    swap(a, c);
  }
  if (cmpCircle(points[a], points[b], points[c], points[d]) != 1) return;
  assert((!mt.count({b, d})) || (mt[{b, d}] == make_pair(-1, -1)));
  mt[{b, d}] = {a, c};
  trim(b, d);
  mt.erase(make_pair(a, c));
  change(a, b, c, d);change(b, c, a, d);change(a, d, c, b);change(c, d, a, b);
  rec(a, b, points);rec(b, c, points);rec(c, d, points);rec(d, a, points);
}
void addTriangle(int a, int b, int c) {
  change(a, b, -1, c);change(a, c, -1, b);change(b, c, -1, a);
}
void anyTriangulation(vector<P> points) {
  sort(points.begin(), points.end(), [](const P &a, const P &b) {
    return make_pair(a.x, a.y) < make_pair(b.x, b.y);});
  vector<P> upper, lower;
  for (P C : points) {
#define backback(w) w[(int)w.size() - 2]
    while ((int)upper.size() >= 2 && backback(upper).cross(upper.back(), C)>0){
      addTriangle(C.id, backback(upper).id, upper.back().id);
      upper.pop_back();
    }
    upper.push_back(C);
    while ((int)lower.size() >= 2 && lower[(int)lower.size() - 2].cross(lower.back(), C)
< 0) {
      addTriangle(C.id, backback(lower).id, lower.back().id);
      lower.pop_back();
    }
    lower.push_back(C);
#undef backback
  }//all collinear
  if(lower.size()==upper.size()&&lower.size()==points.size())assert(false);
}
const int nax = 1e6 + 5;
int memo_x[nax], memo_y[nax];
void dewolaj() {
  mt.clear();edges.clear();triangles.clear();
  int n;
  scanf("%d", &n);
  vector<P> points(n);
  for (int i = 0; i < n; ++i) {
    scanf("%d%d", &memo_x[i], &memo_y[i]);
    points[i] = P{memo_x[i], memo_y[i], i};
  }
  mt.reserve(4123123);
  anyTriangulation(points);
  vector<pair<int, int>> init;
  for (auto ppp : mt) init.push_back(ppp.first);
  for (pair<int, int> p : init)
    if (mt.count(p) && mt[p] != make_pair(-1, -1)) rec(p.first, p.second, points);
  for (auto ppp : mt)
    if (ppp.second != make_pair(-1, -1)) {
      int i = ppp.first.first, j = ppp.first.second;
      assert(i != j);
      edges.insert({i, j});
      if (mt[{i, j}].first > j) triangles.push_back(vector<int>{i, j, mt[{i, j}].first});
      if (mt[{i, j}].second > j) triangles.push_back(vector<int>{i, j, mt[{i, j}].second}
);
    }
  // edges zawiera krawędzie triangulacji
}
```

Geometry/Halfplanes.cpp

```
pii operator-(pii a, pii b) {return {a.first - b.first, a.second - b.second};}
pii rot(pii x) {  return {x.second, -x.first}; }
using hpl = pair <pii, ll>; //(v, m) = {x : sc(x, v) >= m}
ll sc(pii a, pii b) {return a.first*1ll*b.first + a.second*1ll*b.second;}
ll ve(pii a, pii b) {return a.first*1ll*b.second - a.second*1ll*b.first;}
//wartości rzędu współrzędne ^ 4
__int128 det(hpl a, hpl b, hpl c) {
  return a.second * (__int128)ve(b.first, c.first) +
    b.second * (__int128)ve(c.first, a.first) +
    c.second * (__int128)ve(a.first, b.first);
}
bool subset(hpl a, hpl b) {
  if (ve(a.first, b.first) || sc(a.first, b.first) < 0) return false;
  return a.second * (__int128) abs(b.first.first) >= b.second * (__int128) abs(a.first.fi
rst) &&
    a.second * (__int128) abs(b.first.second) >= b.second * (__int128) abs(a.first.second
);
}
bool disjoint(hpl a, hpl b) {
  return subset(a, {{-b.first.first, -b.first.second}, -b.second}); }
bool around(hpl a, hpl b, hpl c) {
  ll ab = ve(a.first, b.first);
  ll bc = ve(b.first, c.first);
  ll ca = ve(c.first, a.first);
  assert(ab > 0 || bc > 0 || ca > 0);
  return (ab >= 0 && bc >= 0 && ca >= 0) || (ab <= 0 && bc <= 0 && ca <= 0);
}
void ang_sort(vector <hpl> &a) {
  if (a.empty()) return;
  hpl mid = a.back();
  a.pop_back();
  vector <hpl> left, right;
  for (hpl c : a) {
    ll v = ve(c.first, mid.first), s = sc(c.first, mid.first);
    if (make_pair(v, s) > pair <ll, ll>(0, 0))
      left.push_back(c);
    else
      right.push_back(c);
  }
```

```
  sort(right.begin(), right.end(), [](hpl x, hpl y){return ve(x.first, y.first) > 0;});
  sort(left.begin(), left.end(), [](hpl x, hpl y){return ve(x.first, y.first) > 0;});
  left.push_back(mid);
  left.insert(left.end(), right.begin(), right.end());
  swap(a, left);
}
//Jeśli przecięcie jest nieograniczone, to półproste idące do nieskończoności są wyznaczo
ne
//przez pierwszy i ostatni element zwróconego wektora
//Jeśli przecięcie jest puste, zwraca pusty wektor
vector <hpl> find_hull(vector <hpl> vec) {
  vector <hpl> hull;
  int first = 0;
  ang_sort(vec);
  for (hpl curr : vec) {
    if (!hull.empty() && disjoint(curr, hull.back()))
      return {}; //Przecięcie jest puste
    if (!hull.empty() && disjoint(curr, hull[first]))
      return {}; //Przecięcie jest puste
    if (!hull.empty() && subset(hull.back(), curr)) //Case kiedy jedna półpłaszczyzna zaw
iera się w drugiej, na ogół można wywalić
      continue;
    if (!hull.empty() && subset(curr, hull.back())) //J.w.
      hull.pop_back();
    while (hull.size() - first >= 2u && det(hull.back(), *(hull.end() - 2), curr) <= 0) {
      if (around(hull[hull.size() - 2], hull.back(), curr))
        return {}; //Przecięcie jest puste
      else
        hull.pop_back();
    }
    while (hull.size() - first >= 2u && det(curr, hull[first], hull[first + 1]) >= 0) {
      if (around(curr, hull[first], hull[first + 1]))
        return {}; //Przecięcie jest puste
      else
        first++;
    }
    if (hull.size() - first < 2u || det(hull.back(), curr, hull[first]) < 0)
      hull.push_back(curr);
  }
  return vector <hpl>(hull.begin() + first, hull.end());
}
//Półpłaszczyzna wyznaczona przez prostą xy
hpl make_hpl(pii x, pii y) {
  pii v = rot(y - x);
  assert(sc(v, x) == sc(v, y));
  return {v, sc(x, v)};
}
```

Geometry/Halfplanes_Online.cpp

```
#define X real()
#define Y imag()
typedef complex<LL> P;
struct line {
    LL a,b,c;
    line(LL a_ = 0, LL b_ = 0, LL c_ = 0): a(a_), b(b_), c(c_) {} // <= 10^9
    line (P const &A, P const &B): a(A.Y-B.Y), b(B.X-A.X), c(A.X*B.Y-A.Y*B.X) {} //pts <=
 10^6
    line operator - () const {return line(-a, -b, -c); }
    bool up() const { return a?(a<0):(b>0);}
};
inline LL wek(line const &a, line const &b) {return a.a*b.b-a.b*b.a;}
inline bool rown(line a, line b) {return wek(a,b) == 0;}
inline bool pokr(line a, line b) {return rown(a,b) && a.a*b.c == b.a*a.c && a.b*b.c == b.
b*a.c;}
inline bool podobne(line a, line b) {return rown(a,b) && a.up() == b.up();}
inline complex<LD> prosta_prosta(line a, line b) {
    LL det = wek(a,b);
    LL x =  -a.c*b.b+b.c*a.b;
    LL y =  -a.a*b.c+a.c*b.a;
    return complex<LD>(x,y)/(LD)det;
}
inline LL weaker (line a, line b) { // czy a jest slabsze niz b
    assert(rown(a,b));
    if (abs(a.a) > abs(a.b)) return a.c*abs(b.a) -  b.c*abs(a.a);
    else return a.c*abs(b.b) -  b.c*abs(a.b);
}
struct Comp {
    bool operator()(const line& a, const line& b) const {
        if (a.up() != b.up()) return a.up() > b.up();
        return wek(a,b) > 0;
    }
};
const LD EPS = 1e-12;
struct przeciecie_polplaszczyzn {
    bool empty, pek;
    set<line, Comp> S;
    typedef set<line, Comp>::iterator iter;
    przeciecie_polplaszczyzn() : empty(false), pek(false) {};
    iter next(iter it){return (++it == S.end() ? S.begin() : it);}
    iter prev(iter it){return (it == S.begin() ? --S.end() : --it);}
    bool hide(line a, line b, line c) {
        if (rown(a,b)) {
            if (weaker(a, -b) < 0) empty = true;
            return false;
        }
        if (wek(a,b) < 0) swap(a,b);
        complex<LD> r = prosta_prosta(a,b);
        LD v = r.X * c.a + r.Y * c.b + c.c;
        if (wek(a,c) >=0  && wek(c,b) >=0 && v > -EPS) return true;
        if (wek(a,c) < 0  && wek(c,b) < 0) {
            if (v < -EPS) empty = true;
            else if (v < EPS) pek = true;
        }
        return false;
    }
    void add(line l) {
        if (empty) return;
        if (l.a == 0 && l.b == 0) {
            if (l.c < 0) empty = true;
            return;
        }
        iter it = S.lower_bound(l);
        //rownolegle
        if(it != S.end() && podobne(*it, l)) {
            if (weaker(l, *it)>=0) return;
            iter del = it;
            it = next(it);
            S.erase(del);
        }
        //*it>p
        if(siz(S) >= 2 && it == S.end()) it = S.begin();
        while(siz(S) >= 2 && hide(l, *next(it), *it)) {
            iter del = it;
            it = next(it);
            S.erase(del);
        }
        //*it<p
        if(siz(S) >= 2) it = prev(it);
        while(siz(S) >= 2 && hide(l, *prev(it), *it)) {
            iter del = it;
            it = prev(it);
```

```
            S.erase(del);
        }
        if(S.size() < 2 || !hide(*it, *next(it), l)) S.insert(l);
    }
    /*   0 - puste   1 - punkt   2 - odcinek   3 - półprosta   4 - prosta
         5 - dodatnie (może nieskończone) pole (S.size() daje wowczas liczbę boków) */
    int type() {
        if(empty) return 0;
        if(siz(S) <= 4){
            vector<line> res(all(S));
            if (siz(res) == 2 && rown(res[0], res[1]) && weaker(res[0], -res[1])<0) return 0;
            REP(i, siz(res)) REP(j, i) if(pokr(res[i], res[j])) {
                if(siz(res) == 2) return 4;
                if(siz(res) == 3) return 3;
                if(siz(res) == 4 && pokr(res[0], res[2]) && pokr(res[1], res[3])) return 1;
                return 2;
            }
            if(siz(res) == 3 && pek) return 1;
        }
        return 5;
    }
};
```

Geometry/Rotor.cpp

```
pii in[nax];
int wh[nax];
pair <pii, pii> dir[nax * nax / 2];
pii operator-(pii a, pii b) {return {a.first - b.first, a.second - b.second;}}
ll pro(pii a, pii b) {return a.first*1ll*b.second - a.second*1ll*b.first;}
bool cmp(pair <pii, pii> a, pair <pii, pii> b) {
  ll p = pro(a.first, b.first);
  if (p > 0) return 1; if (p < 0) return 0; return a.second < b.second;
  //Jak nie ma trzech współliniowych to po prostu: return pro(a.first, b.first) > 0;
}
int main() {
  scanf("%d", &n);
  for (int i = 0; i < n; ++i)
    scanf("%d%d", &in[i].first, &in[i].second);
  sort(in, in + n);
  for (int i = 0; i < n; ++i)
    wh[i] = i;
  int cou = 0;
  for (int i = 0; i < n; ++i)
    for (int j = i + 1; j < n; ++j)
      dir[cou++] = {max(in[i] - in[j], in[j] - in[i]), {i, j}};
  sort(dir, dir + cou, cmp);
  for (int i = 0; i < cou; ++i) {
    debug << imie(i) imie(dir[i]);
    auto c = dir[i].second;
    pii x = in[wh[c.first]], y = in[wh[c.second]];
    swap(wh[c.first], wh[c.second]);
    swap(in[wh[c.first]], in[wh[c.second]]);
    //Policz wynik dla posortowanych prostopadle do prostej xy
  }
}
```

Graphs/2sat.cpp

```
const int nax = 100000;
vector <int> implies[2*nax]; //wymuszenia, 2*x to zmienna 2*x+1 to jej negacja
int sat_val[2*nax],sat_vis[2*nax],sat_sort[2*nax],sat_ile;
inline void sat_or(int a,int b){
  implies[a^1].push_back(b);
  implies[b^1].push_back(a);
}
void sat_dfs_mark(int x){
  sat_vis[x]=1;
  sat_val[x]=sat_val[x^1]==-1;
  for (int i : implies[x]) if (!sat_vis[i]) sat_dfs_mark(i);
}
void sat_dfs(int x){
  sat_vis[x]=1;
  for (int i : implies[x]) if (!sat_vis[i]) sat_dfs(i);
  sat_sort[--sat_ile]=x^1;
}
bool sat2(int n) {//n - liczba zmiennych, zmienne numerujemy od 0
#define REP for (int i = 0; i < 2 * n; ++i)
  sat_ile=2 * n;
  REP sat_vis[i]=0,sat_val[i]=-1;
  REP if (!sat_vis[i]) sat_dfs(i);
  REP sat_vis[i]=0;
  REP if (!sat_vis[sat_sort[i]]) sat_dfs_mark(sat_sort[i]);
  REP if (sat_val[i]) for(int j : implies[i]) if (!sat_val[j]) return 0;
  return 1;
}
```

Graphs/Centroid.cpp

```
struct centro { // indeksowane od 0, par to drzewo centroidow
  vector<vi> edges;
  vector<bool> vis;
  vi par, sz;
  int n;
  centro(int n) : n(n) {
    edges.resize(n);
    vis.resize(n);
    par.resize(n);
    sz.resize(n);
  }
  void edge(int a, int b) {
    edges[a].pb(b);
    edges[b].pb(a);
  }
  int find_size(int v, int p = -1) {
    if (vis[v]) return 0;
    sz[v] = 1;
    for (int x: edges[v]) {
      if (x != p) {
        sz[v] += find_size(x, v);
      }
    }
    return sz[v];
  }
  int find_centroid(int v, int p, int n) {
    for (int x: edges[v]) {
      if (x != p) {
        if (!vis[x] && sz[x] > n / 2) {
          return find_centroid(x, v, n);
        }
      }
    }
    return v;
  }
  void init_centroid(int v = 0, int p = -1) {
    find_size(v);
    int c = find_centroid(v, -1, sz[v]);
    vis[c] = true;
    par[c] = p;
    for (int x: edges[c]) {
      if (!vis[x]) {
        init_centroid(x, c);
      }
    }
```

C D F G G M M N S

```
  }
};
```

Graphs/DMST.cpp

```
struct RollbackUF {
  vi e;
  vpii st;
  RollbackUF(int n) : e(n, -1) {}
  int size(int x) { return -e[find(x)]; }
  int find(int x) { return e[x] < 0 ? x : find(e[x]); }
  int time() { return siz(st); }
  void rollback(int t) {
    for (int i = time(); i-- > t;) e[st[i].first] = st[i].nd;
    st.resize(t);
  }
  bool unite(int a, int b) {
    a = find(a), b = find(b);
    if (a == b) return false;
    if (e[a] > e[b]) swap(a, b);
    st.pb({a, e[a]});
    st.pb({b, e[b]});
    e[a] += e[b];
    e[b] = a;
    return true;
  }
};
struct Edge {
  int a, b;
  ll w;
};
struct Node {  /// lazy skew heap node
  Edge key;
  Node *l, *r;
  ll delta;
  void prop() {
    key.w += delta;
    if (l) l->delta += delta;
    if (r) r->delta += delta;
    delta = 0;
  }
  Edge top() {
    prop();
    return key;
  }
};
Node* merge(Node* a, Node* b) {
  if (!a || !b) return a ?: b;
  a->prop(), b->prop();
  if (a->key.w > b->key.w) swap(a, b);
  swap(a->l, (a->r = merge(b, a->r)));
  return a;
}
void pop(Node*& a) {
  a->prop();
  a = merge(a->l, a->r);
} // wierzcholki numerujemy od 0, r to korzen dmst
pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
  RollbackUF uf(n);
  vector<Node*> heap(n);
  for (Edge e : g) heap[e.b] = merge(heap[e.b], new Node{e});
  ll res = 0;
  vector<int> seen(n, -1), path(n), par(n);
  seen[r] = r;
  vector<Edge> Q(n), in(n, {-1, -1}), comp;
  deque<tuple<int, int, vector<Edge>>> cycs;
  for (int s = 0; s < n; ++s) {
    int u = s, qi = 0, w;
    while (seen[u] < 0) {
      if (!heap[u]) return {-1, {}};
      Edge e = heap[u]->top();
      heap[u]->delta -= e.w, pop(heap[u]);
      Q[qi] = e, path[qi++] = u, seen[u] = s;
      res += e.w, u = uf.find(e.a);
      if (seen[u] == s) {  /// found cycle, contract
        Node* cyc = 0;
        int end = qi, time = uf.time();
        do cyc = merge(cyc, heap[w = path[--qi]]);
        while (uf.unite(u, w));
        u = uf.find(u), heap[u] = cyc, seen[u] = -1;
        cycs.push_front({u, time, {&Q[qi], &Q[end]}});
      }
    }
    for (int i = 0; i < qi; ++i) in[uf.find(Q[i].b)] = Q[i];
  }
  for (auto& [u, t, comp] : cycs) {  // restore sol (optional)
    uf.rollback(t);
    Edge inEdge = in[u];
    for (auto& e : comp) in[uf.find(e.b)] = e;
    in[uf.find(inEdge.b)] = inEdge;
  }
  for (int i = 0; i < n; ++i) par[i] = in[i].a;
  return {res, par};
}
```

Graphs/Dominatory.cpp

```
struct Dominators {
  int n_orig, n;
  vector<int> parent, semi, vertex, dom, ancestor, label;
  vector<vector<int>> succ, pred, bucket;
  Dominators(int _n): n_orig(_n), n(_n + 1), parent(n), semi(n), vertex(n), dom(n), ancestor(n), label(n), succ(n), pred(n), bucket(n) {
    n = n_orig;
  }
  void add_edge(int a, int b){
    a++; b++; succ[a].push_back(b);
  }
  void COMPRESS(int v) {
    if (ancestor[ancestor[v]] != 0) {
      COMPRESS(ancestor[v]);
      if (semi[label[ancestor[v]]] < semi[label[v]]) label[v] = label[ancestor[v]];
      ancestor[v]=ancestor[ancestor[v]]; } }
  void LINK(int v, int w) { ancestor[w]=v; }
  int EVAL(int v) {
    if(ancestor[v] == 0) return v;
    else {
      COMPRESS(v);
      return label[v];} }
  void DFS(int v) {
    semi[v] = ++n; vertex[n] = v;
    for(auto ng : succ[v]) {
      if(semi[ng] == 0) {
        parent[ng]=v;
        DFS(ng);
      }
      pred[ng].push_back(v); } }
  // Zwraca vector dominatorow (-1 dla 0). // Wszystko numerowane od 0,
  vector<int> doit() {  // wszystko musi być osiągalne z 0.
    iota(label.begin(), label.end(), 0);
    n = 0; DFS(1);
    for (int i = n; i >= 2; --i) {
      int w = vertex[i];
      for (auto ng : pred[w]) {
```

```
      int u = EVAL(ng);
      if (semi[u] < semi[w]) { semi[w] = semi[u]; }
    }
    bucket[vertex[semi[w]]].push_back(w);
    LINK(parent[w],w);
    while (!bucket[parent[w]].empty()) {
      int v = bucket[parent[w]].back();
      bucket[parent[w]].pop_back();
      int u = EVAL(v);
      if (semi[u] < semi[v]) dom[v] = u;
      else dom[v] = parent[w];
    }
  }
  for (int i = 2; i <= n; ++i) {
    int w = vertex[i];
    if (dom[w] != vertex[semi[w]]) { dom[w] = dom[dom[w]]; }
  }
  dom[1] = 0;
  vector<int> res(n_orig);
  for (int i = 0; i < n_orig; ++i) res[i] = dom[i + 1] - 1;
  return res; } };
```

Graphs/HLD.cpp

```
vi drz[nax];
int roz[nax], jump[nax], pre[nax], post[nax], fad[nax], czas;
void dfs_roz(int v) {
  roz[v]=1;                          // drz[] ma nie zawierać krawędzi
  for (int &i : drz[v]) {            // do ojca.
    fad[i]=v;                      // Init:
    dfs_roz(i);                    // dfs_roz(root);
    roz[v]+=roz[i];                // dfs_pre(root);
    if (roz[i]>roz[drz[v][0]])     // Użycie get_path(v, u) zwróci
      swap(i, drz[v][0]);        // przedziały odpowiadające ścieżce
  }                                  // z v do u. Przedziały odpowiadające
}                                      // ścieżce z v do lca mają
void dfs_pre(int v)                    // first>=second, zaś te dla ścieżki
{                                      // z lca do u mają first<=second.
  if (!jump[v])                      // Przedziały są po kolei.
    jump[v]=v;                     // Lca występuje w nich dwa razy,
  pre[v]=(++czas);                   // najpierw jako second,
  if (!drz[v].empty())               // a zaraz potem jako first.
    jump[drz[v][0]]=jump[v];
  for (int i : drz[v])
    dfs_pre(i);
  post[v]=czas;
}
int lca(int v, int u) {
  while(jump[v]!=jump[u]) {
    if (pre[v]<pre[u])
      swap(v, u);
    v=fad[jump[v]];
  }
  return (pre[v]<pre[u] ? v : u);
}
vpii path_up(int v, int u) {
  vpii ret;
  while(jump[v]!=jump[u]) {
    ret.pb({pre[jump[v]], pre[v]});
    v=fad[jump[v]];
  }
  ret.pb({pre[u], pre[v]});
  return ret;
}
vpii get_path(int v, int u) {
  int w=lca(v, u);
  auto ret=path_up(v, w);
  auto pom=path_up(u, w);
  for (auto &i : ret)
    swap(i.st, i.nd);
  while(!pom.empty()) {
    ret.pb(pom.back());
    pom.pop_back();
  }
  return ret;
}
```

Graphs/Link_Cut.cpp

```
struct Splay {
  Splay *l = 0, *r = 0, *p = 0;
  bool flip = false; // Wywal jak nie używasz make_root.
  void update() {
    //update anything stored for nodes
    assert(!flip and (!l or !l->flip) and (!r or !r->flip)); }
  void touch() { //Do any lazy prop here
    if (flip) {
      swap(l, r);
      if (l) l->flip = !l->flip;
      if (r) r->flip = !r->flip;
      flip = false;
    }
  }
  bool sroot() { return !p or (p->l != this and p->r != this); }
  void connect(Splay* c, bool left) { (left ? l : r) = c; if (c) c->p = this; }
  void rotate() {
    Splay* f = p; Splay* t = f->p;
    const bool isr = f->sroot();
    const bool left = (this == f->l);
    f->connect(left ? r : l, left);
    connect(f, !left);
    if (isr) p = t;
    else t->connect(this, f == t->l);
    f->update();
  }
  void push(){sroot()?touch():p->push();if (l) l->touch();if (r) r->touch();}
  void splay() {
    push();
    while (!sroot()) {
      Splay* x = p->p;
      if (!p->sroot()) (((p->l == this) == (x->l == p)) ? p : this)->rotate();
      rotate();
    }
    update();
  }
  Splay* expose(){//v będzie korzeniem splaya zawierającego ścieżkę do korzenia
    Splay *q = this, *x = 0;//prawe dziecko będzie nullem. Jak zejdziemy w dół,
    while (q) {  // to potem trzeba zrobić splay().
      q->splay();// LCA(u, v): u->expose(); return v->expose();
      q->r = x;  q->update();
      x = q;  q = q->p;
    }
    splay();
    return x;
  }
  Splay* root() {  // Zwraca roota drzewowego (nie splejowego!).
    expose();
    Splay* s = this;
    while (s->touch(), s->l) s = s->l;
    s->splay();
    return s;
  }
  void cut() {  // Usuwa krawędź znajdującą się nad danym wierzchołkiem.
    expose(); assert(l /* Nie jest rootem. */);
```

```
    Splay* s = l;
    while (s->touch(), s->r) s = s->r;
    s->splay();  s->r->p = 0;  s->r = 0;
  }
  void link(Splay* to) {
    expose(); assert(!l /* Jest rootem. */);
    p = to;
  }
  // Sprawia, że wierzchołek jest rootem w logicznym i w splayowym drzewie.
  void make_root() { expose(); flip = !flip; touch(); }
};
```

Graphs/Low.cpp

```
struct Low { // dziala dla multikrawedzi, petli, niespojnego grafu
  int n, cnt, edges;
  vector<vpii> G;
  vi low, pre, par, par_nr, used, most, root, vis_s, add_s;
  Low(int n) : n(n), edges(0) {
    G.resize(n + 1);
    low.resize(n + 1);
    pre.resize(n + 1);
    par.resize(n + 1);
    par_nr.resize(n + 1);
    root.resize(n + 1);
  }
  void edge(int a, int b) {
    ++edges;
    G[a].eb(b, edges);
    G[b].eb(a, edges);
  }
  void dfs(int v) {
    pre[v] = ++cnt;
    low[v] = pre[v];
    for (auto it : G[v]) {
      int u = it.st;
      int nr = it.nd;
      if (used[nr]) continue;
      used[nr] = 1;
      if (!pre[u]) {
        par[u] = v;
        par_nr[u] = nr;
        dfs(u);
        mini(low[v], low[u]);
      } else
        mini(low[v], pre[u]);
    }
  }
  void go() { // trzeba wywolac na poczatku!
    used.resize(edges + 1);
    for(int i = 1; i <= n; ++i) if (!pre[i]) root[i] = 1, dfs(i);
  }
  vpii mosty() {
    most.resize(edges + 1);
    vpii ans;
    for(int i = 1; i <= n; ++i) {
      if (!root[i] && low[i] == pre[i]) {
        ans.eb(i, par[i]);
        most[par_nr[i]] = 1;
      }
    }
    return ans;
  }
  vi pkt_art() { // tylko jesli potrzebujemy
    vi ans, take(n + 1), root_sons(n + 1);
    for(int i = 1; i <= n; ++i) {
      if (par[i] && root[par[i]]) {
        ++root_sons[par[i]];
      }
    }
    for(int i = 1; i <= n; ++i) {
      if (root[i] && root_sons[i] >= 2) take[i] = 1;
      if (!root[i] && !root[par[i]] && low[i] >= pre[par[i]]) take[par[i]] = 1;
    }
    for(int i = 1; i <= n; ++i) if (take[i]) ans.pb(i);
    return ans;
  }
  // kod nizej tylko jesli potrzebujemy 2spojnych
  using comps = vector<vpii>;
  void dfs_s(int v, vpii &moja) {
    vis_s[v] = 1;
    for (auto it : G[v]) {
      int u = it.st;
      int nr = it.nd;
      if (most[nr]) continue;
      if (!add_s[nr]) {
        moja.eb(v, u);
        add_s[nr] = 1;
      }
      if (!vis_s[u]) dfs_s(u, moja);
    }
  }
  comps bico() {
    vis_s.resize(n + 1);
    add_s.resize(edges + 1);
    comps ans;
    for (auto it : mosty()) ans.pb({it});
    for(int i = 1; i <= n; ++i) {
      if (!vis_s[i]) {
        vpii curr;
        dfs_s(i, curr);
        if (!curr.empty()) ans.pb(curr);
      }
    }
    return ans;
  }
};
```

Graphs/Planarity_Check.cpp

```
#define PB push_back
#define SZ(x) ((int)(x).size())
#define FOR(i,a,b) for (int i = (a); i <= (b); ++i)
#define VI vector<int>                //numeracja od zera
struct FU {                           //nie dawać multikrawędzi ani pętli
  VI p; vector<bool> b;               //nie odpalać IsPlanar() ponad raz
  FU() {}
  FU(int n) : p(n), b(n) { iota(p.begin(), p.end(), 0); }
  pair<int, bool> Find(int v) {
    if (p[v] == v) { return {v, 0}; }
    auto res = Find(p[v]); res.second ^= b[v];
    p[v] = res.first; b[v] = res.second; return res;
  }
  bool Union(int x, int y, bool flip) {
    bool xb, yb; tie(x, xb) = Find(x); tie(y, yb) = Find(y);
    if (x == y) { return !(xb ^ yb ^ flip); }
    p[x] = y; b[x] = xb ^ yb ^ flip; return true;
  }
};
struct PlanarityTest {
  int N, M, tm;
  vector<VI> adj, dn, up; vector<pair<int,int>> e_up;
  vector<bool> vis; VI low, pre;
  FU fu;
```

```
  void DfsLow(int v, int p) {
    vis[v] = true; low[v] = pre[v] = tm++;
    for (int s : adj[v]) {
      if (s == p) { continue; }
      if (!vis[s]) {
        dn[v].PB(s); DfsLow(s, v); low[v] = min(low[v], low[s]);
      } else if (pre[s] < pre[v]) {
        up[v].PB(SZ(e_up)); e_up.PB({v, s});
        low[v] = min(low[v], pre[s]);
      }
    }
  }
  VI Interlace(const VI &ids, int lo) {
    VI ans;
    for (int e : ids) if (pre[e_up[e].second] > lo) ans.PB(e);
    return ans;
  }
  bool AddFU(const VI &a, const VI &b) {
    FOR (k, 1, SZ(a) - 1) if (!fu.Union(a[k - 1], a[k], 0)) { return false; }
    FOR (k, 1, SZ(b) - 1) if (!fu.Union(b[k - 1], b[k], 0)) { return false; }
    if (SZ(a) && SZ(b) && !fu.Union(a[0], b[0], 1)) { return false; }
    return true;
  }
  bool DfsPlanar(int v, int p) {
    for (int s : dn[v]) if (!DfsPlanar(s, v)) { return false; }
    auto sz = SZ(dn[v]);
    FOR (i, 0, sz - 1) {
      FOR (j, i + 1, sz - 1) {
        auto a = Interlace(up[dn[v][i]], low[dn[v][j]]);
        auto b = Interlace(up[dn[v][j]], low[dn[v][i]]);
        if (!AddFU(a, b)) { return false; }
      }
      for (int j : up[v]) {
        if (e_up[j].first != v) { continue; }
        auto a = Interlace(up[dn[v][i]], pre[e_up[j].second]);
        auto b = Interlace({j}, low[dn[v][i]]);
        if (!AddFU(a, b)) { return false; }
      }
    }
    for (int s : dn[v]) {
      for (int idx : up[s]) {
        if (pre[e_up[idx].second] < pre[p]) { up[v].PB(idx); }
      }
      up[s].clear(); up[s].shrink_to_fit();
    }
    return true;
  }
  PlanarityTest(int n) : N(n), M(0), adj(n) {}
  void AddEdge(int u, int v) { adj[u].PB(v); adj[v].PB(u); ++M; }
  bool IsPlanar() {
    if (N <= 3) { return true; }
    if (M > 3 * N - 6) { return false; }
    vis = vector<bool>(N);
    up = dn = vector<VI>(N);
    low = pre = VI(N);
    FOR (v, 0, N - 1) if (!vis[v]) {
      e_up.clear(); tm = 0; DfsLow(v, -1);
      fu = FU(SZ(e_up));
      if (!DfsPlanar(v, -1)) { return false; }
    }
    return true;
  }
};
```

Graphs/Smulewicz.cpp

```
struct SPFA{ // #define int ll//jeśli long longi potrzebne
  int n; vi odl, oj, czok;
  vector<vpii> d; vector<vi> d2;
  const int inf = 1e9;
  SPFA(int _n):n(_n+1){
    odl.resize(n, inf); oj.resize(n); czok.resize(n);
    d.resize(n); d2.resize(n);
  }
  vi cykl; int root;
  bool us(int nr){
    if(nr == root) return 1;
    czok[nr] = 0;
    for(int ak:d2[nr]){
      if(oj[ak] == nr){
        if(us(ak)){
          cykl.pb(nr);                    //numeracja od zera
          return 1;
        }
      }
    }
    d2[nr].clear();
    return 0;
  }
  bool licz_sciezki(int s){ // false, gdy z s da sie dojsc do ujemnego cyklu
    vi st, st2;    // znaleziony cykl jest w wektorze cykl
    odl[s] = 0; czok[s] = 1; st.pb(s);
    while(siz(st)){
      for(int i=0; i<siz(st); i++){
        int ak = st[i];
        if(czok[ak]) for(pii x:d[ak]){
          int nei, cost; tie(nei, cost) = x;
          if(odl[ak] + cost < odl[nei]){
            root = ak;
            if(us(nei)){
              cykl.pb(ak); reverse(all(cykl));
              return 0;
            }
            odl[nei] = odl[ak] + cost; oj[nei] = ak;
            d2[ak].pb(nei); czok[nei] = 1;
            st2.pb(nei);
          }
        }
      }
      st.clear(); swap(st, st2);
    }
    return 1;
  }
  vi ujemny_cykl(){
    for (int i=0; i<n-1; i++) add_edge(n-1, i, 0);
    if (licz_sciezki(n-1)){
      return {};
    } else {
      return cykl;
    }
  }
  void add_edge(int a, int b, int cost){
    d[a].pb({b, cost});
  }
}; // #undef int
```

Graphs/SSS.cpp

```
const int nax=100*1007;
vector <int> graf[nax], farg[nax];
int ost[nax], bylo[nax], post[nax], spo[nax], counter, coudfs;
vector <vector<pair<int,int>>> mer;
void dfs1(int v) {
  if (bylo[v])
```

```
    return;
  bylo[v]=1;
  for (int i : graf[v]) dfs1(i);
  coudfs--;
  post[coudfs]=v;
}
void dfs2(int v, int s) {
  if (spo[v]>=0)
    return;
  spo[v]=s;
  for (int i : farg[v]) dfs2(i, s);
}
void rek(int l, int r, vector <pair<pair<int,int>,int>> &kra) {
  if (l>r) return;
  counter++;
  vector <int> ver;
  for (auto i : kra) {
    if (ost[i.first.first]<counter) {
      ver.push_back(i.first.first);
      ost[i.first.first]=counter;
    }
    if (ost[i.first.second]<counter) {
      ver.push_back(i.first.second);
      ost[i.first.second]=counter;
    }
  }
  for (int i : ver) {
    bylo[i]=0; spo[i]=-1;
    graf[i].clear(); farg[i].clear();
  }
  int s=(l+r)>>1;
  for (auto i : kra) {
    if (i.second<=s) {
      graf[i.first.first].push_back(i.first.second);
      farg[i.first.second].push_back(i.first.first);
    }
  }
  coudfs=ver.size();
  for (int i : ver)
    dfs1(i);
  for (int i=0; i<(int)ver.size(); i++)
    dfs2(post[i], post[i]);
  for (int i : ver)
    if (i!=spo[i])
      mer[s].push_back({i, spo[i]});
  vector <pair<pair<int,int>,int>> lew, pra;
  for (auto i : kra) {
    if (spo[i.first.first]==spo[i.first.second])
      lew.push_back(i);
    else
      pra.push_back({{spo[i.first.first],spo[i.first.second]}, i.second});
  }
  rek(l, s-1, lew); rek(s+1, r, pra);
}
void sss(vector <pair<int,int>> kra) {
  mer.clear();
  mer.resize(kra.size());
  vector <pair<pair<int,int>,int>>daj;
  for (int i=0; i<(int)kra.size(); i++) {
    daj.push_back({kra[i], i});
    ost[kra[i].first]=-1;
    ost[kra[i].second]=-1;
  }
  counter=0;
  rek(0, (int)kra.size()-1, daj);
```

```
}
```

Graphs/Vizing.cpp

```
#define int ll//jeśli long longi potrzebne
struct Vizing {
  vector<vector<pair<int,int>>> adj;
  map<pair<int,int>, int> edges;
  vector<int> edge_colors;
  vector<vector<int>> color_to;
  vector<vector<int>> color_queue;
  vector<int> unused_color;
  int N, M, K;
  Vizing(int size) : adj(size), N(size), M(0) {}
  void AddEdge(int u, int v) {
    adj[u].emplace_back(u, M);
    adj[v].emplace_back(v, M);
    edges[make_pair(min(u, v), max(u, v))] = M;
    ++M;
  }                                          //numeracja od zera
                                             //multikrawędzie niebezpieczne
  int MaxDegree() const {                    //ogólnie nietestowane
    int answer = 0;
    for (int i = 0; i < N; ++i)
      answer=max(answer, (int)adj[i].size());
    return answer;
  }
  void FindFree(int v) {
    while (!color_queue[v].empty()) {
      const int c = color_queue[v].back();
      if (color_to[v][c] == -1) {
        unused_color[v] = c;
        return;
      } else {
        color_queue[v].pop_back();
      }
    }
    assert(false);
  }
  void FlipPath(int from, int a, int b) {
    const int to = color_to[from][a];
    color_queue[from].push_back(a);
    color_queue[from].push_back(b);
    color_to[from][b] = -1;
    if (to == -1) { return; }
    FlipPath(to, b, a);
    color_to[from][b] = to;
    color_to[to][b] = from;
    color_to[from][a] = -1;
    FindFree(from);
    FindFree(to);
  }
  void ColorEdge(int x, int y) {
    for (int col = 0; col <= K; ++col)
      if (color_to[x][col] == -1 && color_to[y][col] == -1) {
        color_to[x][col] = y;
        color_to[y][col] = x;
        FindFree(x); FindFree(y);
        return;
      }
    vector<int> fan{y}, fan_colors{-1};
    vector<bool> has_on(N);
    const int c = unused_color[x];
    int d;
    while (true) {
      d = unused_color[fan.back()];
      if (color_to[x][d] == -1 || d == c) { break; }
```

C D F G G M M N S

```
      if (has_on[d]) {
        FlipPath(x, d, c);
        FindFree(x);
        return ColorEdge(x, y);
      }
      fan.push_back(color_to[x][d]);
      fan_colors.push_back(d);
      has_on[d] = true;
    }
    fan_colors.push_back(-1);
    for (int i = 0; i < (int)fan.size(); ++i) {
      const int from = fan_colors[i], to = fan_colors[i + 1];
      if (from != -1) {
        color_queue[fan[i]].push_back(from);
        color_queue[x].push_back(from);
        color_to[fan[i]][from] = -1;
      }
      if (to != -1) {
        color_to[fan[i]][to] = x;
        color_to[x][to] = fan[i];
      }
    }
    assert(color_to[x][d] == -1);
    color_to[x][d] = fan.back();
    color_to[fan.back()][d] = x;
    for (int v : fan) { FindFree(v); }
    FindFree(x);
  }
  vector<int> ColorGraph() {
    K = MaxDegree();
    edge_colors = vector<int>(M, -1);
    color_to = vector<vector<int>>(N, vector<int>(K + 1, -1));
    vector<int> all_colors(K + 1);
    iota(all_colors.begin(), all_colors.end(), 0);
    color_queue = vector<vector<int>>(N, all_colors);
    unused_color = vector<int>(N);
    for (auto &edge : edges)
      ColorEdge(edge.first.first, edge.first.second);
    for (int v = 0; v < N; ++v)
      for (int c = 0; c <= K; ++c)
        if (color_to[v][c] > v) {
          assert(color_to[color_to[v][c]][c] == v);
          edge_colors[edges[make_pair(v, color_to[v][c])]] = c;
        }
    return edge_colors;
  }
};
#undef int
```

Math/BitoweFFT.cpp

```
void xor_fft(ll* p, int n, bool inv) {
  for (int len = 1; 2 * len <= n; len <<= 1) {
    for (int i = 0; i < n; i += 2 * len) {
      for (int j = 0; j < len; ++j) {
        ll u = p[i + j];
        ll v = p[i + len + j];
        p[i + j] = u + v;
        p[i + len + j] = u - v;
  } } }
  if (inv) {
    for (int i = 0; i < n; ++i) {
      p[i] /= n; // uwaga gdy liczymy modulo!!
} } }
void and_fft(ll* p, int n, bool inv) {
  for (int len = 1; 2 * len <= n; len <<= 1) {
    for (int i = 0; i < n; i += 2 * len) {
      for (int j = 0; j < len; ++j) {
        ll u = p[i + j];
        ll v = p[i + len + j];
        if (!inv) {
          p[i + j] = v;
          p[i + len + j] = u + v;
        } else {
          p[i + j] = -u + v;
          p[i + len + j] = u;
} } } } }
void or_fft(ll* p, int n, bool inv) {
  for (int len = 1; 2 * len <= n; len <<= 1) {
    for (int i = 0; i < n; i += 2 * len) {
      for (int j = 0; j < len; ++j) {
        ll u = p[i + j];
        ll v = p[i + len + j];
        if (!inv) {
          p[i + j] = u + v;
          p[i + len + j] = u;
        } else {
          p[i + j] = v;
          p[i + len + j] = u - v;
} } } } }
```

Math/FFT.cpp

```
#define REP(i,n) for(int i = 0; i < int(n); ++i)
/*Precision error max_ans/1e15 (2.5e18) for (long) doubles.
So integer rounding works for doubles with answers 0.5*1e15,
e.g. for sizes 2^20 and RANDOM positive integers up to 45k.
Those values assume DBL_MANT_DIG=53 and LDBL_MANT_DIG=64.
For input in [0, M], you can decrease everything by M/2.
If there are many small vectors, uncomment "BRUTE FORCE".*/
typedef double ld; // 'long double' is 2.2 times slower
struct C {
  ld real, imag;
  C operator * (const C & he) const {
    return C{real * he.real - imag * he.imag, real * he.imag + imag * he.real};
  }
  void operator += (const C & he) {real += he.real; imag += he.imag;} };
void dft(vector<C> & a, bool rev) {
  const int n = a.size();
  for(int i = 1, k = 0; i < n; ++i) {
    for(int bit = n / 2; (k ^= bit) < bit; bit /= 2);;;
    if(i < k) swap(a[i], a[k]);
  }
  for(int len = 1, who = 0; len < n; len *= 2, ++who) {
    static vector<C> t[30];
    vector<C> & om = t[who];
    if(om.empty()) {
      om.resize(len);
      const ld ang = 2 * acosl(0) / len;
      REP(i, len) om[i] = i%2 || !who?C{cos(i*ang), sin(i*ang)}:t[who-1][i/2];
    }
    for(int i = 0; i < n; i += 2 * len)
      REP(k, len) {
         const C x = a[i+k], y = a[i+k+len]
            * C{om[k].real, om[k].imag * (rev ? -1 : 1)};
        a[i+k] += y;
        a[i+k+len] = C{x.real - y.real, x.imag - y.imag};
      }
  }
  if(rev) REP(i, n) a[i].real /= n;
}
template<typename T>vector<T> multiply(const vector<T> &a, const vector<T> &b, bool split
 = false) {
  if(a.empty() || b.empty()) return {};
```

```
  int n = a.size() + b.size();
  vector<T> ans(n - 1);
  /* if(min(a.size(),b.size()) < 190) { // BRUTE FORCE
    REP(i, a.size()) REP(j, b.size()) ans[i+j] += a[i]*b[j];
    return ans; } */
  while(n&(n-1)) ++n;
  auto speed = [&](const vector<C> & w, int i, int k) {
    int j = i ? n - i : 0, r = k ? -1 : 1;
    return C{w[i].real + w[j].real * r, w[i].imag
        - w[j].imag * r} * (k ? C{0, -0.5} : C{0.5, 0});
  };
  if(!split) { // standard fast version
    vector<C> in(n), done(n);
    REP(i, a.size()) in[i].real = a[i];
    REP(i, b.size()) in[i].imag = b[i];
    dft(in, false);
    REP(i, n) done[i] = speed(in, i, 0) * speed(in, i, 1);
    dft(done, true);
    REP(i, ans.size()) ans[i] = is_integral<T>::value ?
        llround(done[i].real) : done[i].real;
  }
  else {
    const int M = 1 << 15;
    vector <C> t[2];
    for (int x = 0; x < 2; ++x) {
      t[x].resize(n);
      const vector <T> & in = (x ? b : a);
      for (int i = 0; i < (int) in.size(); ++i)
        t[x][i] = C{ld(in[i] % M), ld(in[i] / M)};
      dft(t[x], false);
    }
    vector <C> d1(n), d2(n);
    for (int i = 0; i < n; ++i) {
      d1[i] += speed(t[0], i, 0) * speed(t[1], i, 0);
      d1[i] += speed(t[0], i, 1) * speed(t[1], i, 1) * C{0, 1};
      d2[i] += speed(t[0], i, 0) * speed(t[1], i, 1);
      d2[i] += speed(t[0], i, 1) * speed(t[1], i, 0);
    }
    dft(d1, true);
    dft(d2, true);
    for (int i = 0; i < n; ++i)
      d1[i].imag /= n;
    for (int i = 0; i < (int) ans.size(); ++i)
      ans[i] = (llround(d1[i].real) + llround(d2[i].real) % mod * M + llround(d1[i].imag)
% mod * (M * M)) % mod;
  }
  return ans;
}
```

Math/Linear_Function_Convex_Hull.cpp

```
const ll is_query = -(1LL << 62);
struct Line {
  ll m, b;
  mutable function<const Line *()> succ;
  bool operator<(const Line &rhs) const {
    if (rhs.b != is_query) return m < rhs.m;
    const Line *s = succ();
    if (!s) return 0;
    ll x = rhs.m;
    return b - s->b < (s->m - m) * x;//ld?
  }
};
struct HullDynamic : public multiset<Line> {
  bool bad(iterator y) {
    auto z = next(y);
    if (y == begin()) {
      if (z == end()) return 0;
      return y->m == z->m && y->b <= z->b;
    }
    auto x = prev(y);
    if (z == end()) return y->m == x->m && y->b <= x->b;
    return (x->b - y->b) * (z->m - y->m) >= (y->b - z->b) * (y->m - x->m);//ld?
  }
  void insert_line(ll m, ll b) {
    auto y = insert({m, b});
    y->succ = [=] { return next(y) == end() ? 0 : &*next(y); };
    if (bad(y)) {
      erase(y);
      return;
    }
    while (next(y) != end() && bad(next(y))) erase(next(y));
    while (y != begin() && bad(prev(y))) erase(prev(y));
  }
  ll eval(ll x) {
    auto l = *lower_bound((Line) {x, is_query});
    return l.m * x + l.b;
  }
};
```

Math/Massey.cpp

```
const int mod = 1e9 + 7; // const ll mod = (ll)1e18 + 3;
template <class c> void add_self(c & a, c b) { a += b; if(a >= mod) a -= mod; }
template <class c> void sub_self(c & a, c b) { a -= b; if(a < 0) a += mod; }
int mul(int a, int b) { return (ll) a * b % mod; }
ll mul(ll a, ll b) {return (__int128) a * b % mod; }
template <class c> c my_pow(c a, c b) {/*...*/}
template <class c> c my_inv(c a) { return my_pow<c>(a, mod - 2); }
template <class c> c negative (c a) {return (mod - a) % mod;}
template <class F> struct Massey {
  vector<F> start, coef; // 3 optional lines
  vector<vector<F>> powers;
  F memo_inv;
  // Start here and write the next ~25 lines until "STOP"
  int L; // L == coef.size() <= start.size()
  Massey(vector<F> in) { // O(N^2)
    L = 0;
    const int N = in.size();
    vector<F> C{1}, B{1};
    for(int n = 0; n < N; ++n) {
      // assert(0 <= in[n] && in[n] < mod); // invalid input
      B.insert(B.begin(), 0);
      F d = 0;
      for(int i = 0; i <= L; ++i)
        add_self(d, mul(C[i], in[n-i]));
      if(d == 0) continue;
      vector<F> T = C;
      C.resize(max(B.size(), C.size()));
      for(int i = 0; i < (int) B.size(); ++i)
        sub_self(C[i], mul(d, B[i]));
      if(2 * L <= n) {
        L = n + 1 - L;
        B = T;
        d = my_inv(d);
        for(F & x : B) x = mul(x, d);
      }
    }
    cerr << "L = " << L << "\n";
    assert(2 * L <= N - 2); // NO RELATION FOUND :(
    // === STOP ===
    for(int i = 1; i < (int) C.size(); ++i)
      coef.push_back(negative(C[i]));
    assert((int) coef.size() == L);
```

```
    for(int i = 0; i < L; ++i)
      start.push_back(in[i]);
    while(!coef.empty() && coef.back() == 0) { coef.pop_back(); --L; }
    if(!coef.empty()) memo_inv = my_inv(coef.back());
    powers.push_back(coef);
  }
  vector<F> mul_cut(vector<F> a, vector<F> b) {
    vector<F> r(2 * L - 1);
    for(int i = 0; i < L; ++i)
      for(int j = 0; j < L; ++j)
        add_self(r[i+j], mul(a[i], b[j]));
    while((int) r.size() > L) {
      F value = mul(r.back(), memo_inv); // div(r.back(), coef.back());
      const int X = r.size();
      add_self(r[X-L-1], value);
      for(int i = 0; i < L; ++i)
        sub_self(r[X-L+i], mul(value, coef[i]));
      assert(r.back() == 0);
      r.pop_back();
    }
    return r;
  }
  F get(ll k) { // O(L^2 * log(k))
    if(k < (int) start.size()) return start[k];
    if(L == 0) return 0;
    k -= start.size();
    vector<F> vec = coef;
    for(int i = 0; (1LL << i) <= k; ++i) {
      if(i == (int) powers.size())
        powers.push_back(mul_cut(powers.back(), powers.back()));
      if(k & (1LL << i))
        vec = mul_cut(vec, powers[i]);
    }
    F total = 0;
    for(int i = 0; i < L; ++i)
      add_self(total, mul(vec[i], start[(int)start.size()-1-i]));
    return total; } };
```

Math/Multipoint_Evaluation.cpp

```
ll dziel(ll a, ll b) {...}
vll inv(vll p, int n) {
  assert(p[0]);
  ll odw=dziel(1, p[0]);
  for (ll &i : p) i=(i*odw)%mod;
  vll q{1};
  for (int i=1; i<n; i<<=1) {
    vll r=multiply(vll(p.begin(), p.begin()+min(2*i, (int)p.size())), q, true);
    r.resize(2*i);
    r.erase(r.begin(), r.begin()+i);
    for (ll &j : r) j=(mod-j)%mod;
    r=multiply(r, q, true);
    q.resize(2*i);
    for (int j=0; j<min(i, (int)r.size()); j++) q[i+j]=r[j];
  }
  q.resize(n);
  while(!q.empty() && !q.back()) q.pop_back();
  for (ll &i : p) i=(i*odw)%mod;
  return q;
}
vll div(vll a, vll b) {
  int s=(int)a.size()-(int)b.size()+1;
  if (s<=0) return {};
  reverse(a.begin(), a.end()); reverse(b.begin(), b.end());
  b=inv(b, s);
  a=multiply(a, b, true);
  a.resize(s);
  reverse(a.begin(), a.end());
  return a;
}
vll rem(vll a, vll b) {
  vll d=div(a, b);
  d=multiply(d, b, true);
  for (int i=0; i<(int)d.size(); i++) a[i]=(a[i]-d[i]+mod)%mod;
  while(!a.empty() && !a.back()) a.pop_back();
  return a;
}
void precalc(int v, vector <vll> &help, vll query) {
  if ((int)help.size()<=v) help.resize(v+1);
  int s=query.size();
  if (s==1) {
    help[v]={(mod-query[0])%mod, 1};
    return;
  }
  vll a, b;
  for (int i=0; i<s/2; i++) a.push_back(query[i]);
  for (int i=s/2; i<s; i++) b.push_back(query[i]);
  precalc(v*2, help, a); precalc(v*2+1, help, b);
  help[v]=multiply(help[v*2], help[v*2+1], true);
}
void calc(int v, vll &res, vector <vll> &help, vll wek) {
  wek=rem(wek, help[v]);
  if ((int)help[v].size()==2) {
    res.push_back(wek.empty() ? 0 : wek[0]);
    return;
  }
  calc(v*2, res, help, wek);
  calc(v*2+1, res, help, wek);
}
vll multi_eva(vll wek, vll query) {
  vector <vll> help;
  precalc(1, help, query);
  vll res;
  calc(1, res, help, wek);
  return res;
}
```

Math/Simplex.cpp

```
struct Simplex {         // Maximize c*x subject to Ax <= b.
  using T = double;      // Initialize the structure, set A, b, c and then run
  vector<vector<T>> A;   // solve(). Max objective is stored in res. To recover
  vector<T> b, c;        // the best result, use getVars().
  int V, E;
  vector<int> eqIds, varIds, cols;
  T res;
  static constexpr T kEps = 1e-9;
  Simplex(int vars, int eqs) : A(eqs, vector<T>(vars)), b(eqs), c(vars),
      V(vars), E(eqs), eqIds(eqs), varIds(vars), res(0) {
    iota(varIds.begin(), varIds.end(), 0);
    iota(eqIds.begin(), eqIds.end(), vars);
  }
  void pivot(int eq, int var) {
    T coef = 1 / A[eq][var];
    cols.clear();
    for (int i = 0; i < V; i++) {
      if (abs(A[eq][i]) > kEps) { cols.push_back(i); A[eq][i] *= coef; }
    }
    A[eq][var] *= coef; b[eq] *= coef;
    for (int row = 0; row < E; row++) {
      if (row == eq || abs(A[row][var]) < kEps) { continue; }
      T k = -A[row][var];
      A[row][var] = 0;
      for (int i : cols) { A[row][i] += k * A[eq][i]; }
```

```
      b[row] += k * b[eq];
    }
    T q = c[var]; c[var] = 0;
    for (int i : cols) { c[i] -= q * A[eq][i]; }
    res += q * b[eq];
    swap(varIds[var], eqIds[eq]);
  }
  bool solve() {
    while (true) {
      int eq = -1, var = -1;
      for (int i = 0; i < E; i++) { if (b[i] < -kEps) { eq = i; break; } }
      if (eq == -1) { break; }
      for (int i = 0; i < V; i++) { if (A[eq][i] < -kEps) { var = i; break; } }
      if (var == -1) { res = -1e9; return false; /* No solution */ }
      pivot(eq, var);
    }
    while (true) {
      int var = -1, eq = -1;
      for (int i = 0; i < V; i++) { if (c[i] > kEps) { var = i; break; } }
      if (var == -1) { break; }
      for (int i = 0; i < E; i++) {
        if (A[i][var] < kEps) { continue; }
        if (eq >= 0 && b[i] / A[i][var] >= b[eq] / A[eq][var]) { continue; }
        eq = i;
      }
      if (eq == -1) { res = 1e9; return false; /* Unbounded */ }
      pivot(eq, var);
    }
    return true;
  }
  vector<T> getVars() { // Optimal assignment of variables.
    vector<T> result(V);
    for (int i = 0; i < E; i++) if (eqIds[i] < V) result[eqIds[i]] = b[i];
    return result;
  }
};
```

Math/Simpson.cpp

```
// Either run integral(A, B) once or split the interval [A, B] into up to ~1000
// smaller intervals -- if the function f behaves oddly or the interval is long.
ld simp(ld low, ld high, const ld * old, vector<ld> & nowe) {
  const int n = 500; // n must be even!!! Try n = 2 and n = 10.
  nowe.resize(n + 1);
  ld total = 0, jump = (high - low) / n;
  for(int i = 0; i <= n; ++i) {
    int mul = i == 0 || i == n ? 1 : 2 + i % 2 * 2; // 1 4 2 4 2 ... 4 1
    nowe[i] = !old || i % 2 ? f(low + i * jump) : old[i/2];
    total += nowe[i] * mul;   // uses a global function ld f(ld x)
  }
  return total * (high - low) / n / 3;
}
ld rec(ld low, ld high, ld prv, const vector<ld> & old) {
  ld mid = (low + high) / 2;
  vector<ld> left, right;
  ld L = simp(low, mid, old.data(), left);
  ld R = simp(mid, high, old.data() + old.size() / 2, right);
  ld del = L + R - prv;                                  // try without del/15
  if(abs(del) < 15 * eps) return L + R + del / 15; // eps ~ required abs precision
  return rec(low, mid, L, left) + rec(mid, high, R, right);
}
ld integral(ld low, ld high) {
  vector<ld> old;
  ld prv = simp(low, high, 0, old);
  return rec(low, high, prv, old);    }
```

Math/Wzory.tex

$\int \sqrt{x^2+1}\,dx = \frac{1}{2}\left(x\sqrt{x^2+1} + \operatorname{arcsinh} x\right) + c \quad \int \sqrt{1-x^2}\,dx = \frac{1}{2}\left(x\sqrt{1-x^2} + \arcsin x\right) + c$

$\int \frac{1}{ax^2+bx+c}\,dx = \frac{2}{\sqrt{4ac-b^2}} \arctan \frac{2ax+b}{\sqrt{4ac-b^2}} \qquad (\Delta < 0)$

$\int \frac{x}{ax^2+bx+c}\,dx = \frac{1}{2a}\ln|ax^2+bx+c| - \frac{b}{2a}\int \frac{dx}{ax^2+bx+c}$

$\int \tan x\,dx = -\ln|\cos x| + c$

$(\arcsin x)' = \frac{1}{\sqrt{1-x^2}}, \qquad (\arccos x)' = -\frac{1}{\sqrt{1-x^2}}$

$\texttt{tgamma(t)} = \Gamma(t) = \int_0^\infty e^{t-1}e^{-x}\,dx$

$\frac{1}{\pi} = 0.31831, \quad \pi^2 = 9.86960, \quad \frac{1}{\pi^2} = 0.10132, \quad \frac{1}{e} = 0.36788, \quad \gamma = 0.577215664901532$

$H_n = \ln n + \gamma + \frac{1}{2n} - \frac{1}{12n^2} + O(n^{-4})$

$\ln n! = n\ln n - n + \frac{1}{2}\ln(2\pi n) + \frac{1}{12n} - \frac{1}{360n^3} + \frac{1}{1260n^5} - O(n^{-7})$

Jeśli $n = 2^{a_0} \cdot {p_1}^{2\cdot a_1} \cdot \ldots \cdot {p_r}^{2\cdot a_r} \cdot {q_1}^{b_1} \cdot \ldots \cdot {q_s}^{b_s}$ i $B = \prod(b_i+1)$, gdzie p_i to liczby postaci $4\cdot k+3$, a q_i to liczby postaci $4\cdot k+1$, to liczba sposobów na zapisanie n jako sumy dwóch kwadratów liczb naturalnych wynosi:

- 0, jeśli któraś z liczb a_i nie jest całkowita
- $\frac{B}{2}$, jeśli B jest parzyste
- $\frac{B-(-1)^{a_0}}{2}$, jeśli B jest nieparzyste

$S_j = \sum_{1\leqslant i_1<i_2<\ldots<i_j\leqslant n} |\, A_{i_1} \cap A_{i_2} \cap \ldots A_{i_j} \,|$

$\sum_{j\geqslant k} \binom{j}{k}(-1)^{j+k} S_j$ - liczba elementów należących do dokładnie k zbiorów

$\sum_{j\geqslant k} \binom{j-1}{k-1}(-1)^{j+k} S_j$ - liczba elementów należących do co najmniej k zbiorów.

$\sum_{j\geqslant 1} (-2)^{j-1} S_j$ - liczba elementów należących do nieparzyście wiele zbiorów

Zaczynając w punkcie 0, idąc w każdym ruchu o -1 z prawdopodobieństwem p i o $+1$ z $1-p$, kończąc w $-A$ lub B prawdopodobieństwo dojścia do B wynosi $\frac{1+r+r^2+\ldots+r^{A-1}}{1+r+r^2+\ldots+r^{A+B-1}} = \frac{1-r^A}{1-r^{A+B}}^* = 1 - \frac{1+r'+r'^2+\ldots+r'^{B-1}}{1+r'+r'^2+\ldots+r'^{A+B-1}} = 1 - \frac{1-r'^B}{1-r'^{A+B}}*$,
(*działa o ile $p \neq \frac{1}{2}$) gdzie $r = \frac{p}{1-p}, r' = \frac{1}{r}$, dla $p = \frac{1}{2}$ równe $\frac{A}{A+B}$

Dla $x_1, x_2, \ldots, x_n$ macierz $a_{i,j} = x_i^{j-1}$ ma wyznacznik $\prod_{i<j}(x_j - x_i)$ i odwrotność

$$b_{i,j} = (-1)^i \frac{\sum_{A\subset[n]\setminus\{j\},|A|=n-i} \prod_{k\in A} x_k}{\prod_{k\neq j}(x_k - x_j)}$$

Miscellaneous/De_Bruijn.cpp

```
//Generuje słowo cykliczne, Działa dla alph >= 2
vi de_bruijn(int len, int alph){
  vi res, lyn{0};
```

```
  while (lyn[0] != alph - 1){
    int r = siz(lyn);
    if (len % r == 0)
      for (int c : lyn)
        res.pb(c);
    for (int i = r; i <= len - 1; ++i)
      lyn.pb(lyn[i - r]);
    while (lyn.back() == alph - 1)
      lyn.pop_back();
    lyn.back()++;
  }
  res.pb(alph - 1);
  return res;
}
```

Miscellaneous/Loops.cpp

```
sim> bool next_inc(c beg, c end, int bou) { //[0, bou)
  for (c i = end; i != beg;) {
    int v = *--i;
    if (v + 1 < bou) {
      iota(i, end, v + 1);
      return true;
    }
    bou = *i;
  }
  return false;
}
sim> bool next_nondec(c beg, c end, int bou) {//[0, bou)
  for (c i = end; i != beg;) {
    int v = *--i;
    if (v + 1 < bou) {
      fill(i, end, v + 1);
      return true;
    }
  }
  return false;
}
sim> bool next_any(c beg, c end, int bou) {
  if (!bou) return false;
  for (c i = end; i != beg;) {
    if (++*--i == bou) *i = 0;
    else return true;
  }
  return false;
}
sim>bool next_diff(c beg,c end,int bou){//starts with 0,1,2...
  return next_permutation(beg, end) || next_inc(beg, end, bou);
}
sim>bool next_split(c beg, c end) {//starts with all 0s, ends with 0,1,2...
  vector <int> seen(distance(beg, end));
  for (c i = beg; i != end; ++i) seen[*i]++;
  for (c i = end; i != beg;) {
    if (seen[*--i] > 1) {
      (*i)++;
      fill(++i, end, 0);
      return true;
    }
  }
  return false;
}
//for (int m = (1 << k) - 1; m < (1 << n); m = nux(m)) - k-podzbiory [0,n)
sim>inline c nux(c m){
  if (!m) return numeric_limits<c>::max();
  c A = m & -m;
  c B = ~((A - 1) ^ m);
  c C = B & -B;
  c D = (C >> (1 + ctz(A)))-1;
  return C | (m & ~(C - 1)) | D;
}
//for (unt i = 0; i < (1u << n); i = rrh(i)) maska bez sąsiednich zapalonych, rosnąco
sim> inline c rrh(c m) {
  c a = ~(m | m >> 1);
  c b = a & -a;
  return (m | b) &~ (b - 1);
}
//for (unt i = (1u << (n + 1)) / 3; ~i; i = lyl(i)) maska bez sąsiednich, malejąco
sim> inline c lyl(c m) {
  if (!m) return -1;
  c x = m & -m;
  return (m ^ x) | ((x << 1) / 3);
}
```

Number_Theory/Cornacchia.cpp

```
using T = int;          // Typ, w którym mieści się modulo.
using T2 = long long;  // Typ, w którym mieści się kwadrat modulo.
struct Pierwiastek {// Dla pierwszego p > 2, szuka pierwiastków modulo p.
  Pierwiastek(T p) : s(0), p(p), m(p - 1) {//template <int p> jeśli stałe p
    assert(p > 2);
    while (m % 2 == 0) { m /= 2; s++; }
    c = 2;
    while (Pot(c, p / 2) == 1) c = rand() % (p - 1) + 1;//rand() musi być duży
  }
  T Pot(T a, T pot) const {
    T r = 1;
    while (pot) {
      if (pot & 1) r = r * (T2) a % p;
      a = a * (T2) a % p;
      pot >>= 1;
    }
    return r;
  }  // Zwraca a**pot % p.
  T Licz(T a) const {  // Znajduje pierwiastek z a modulo p.
    if (a == 0) return 0;                // Sprawdza, czy a jest resztą
    if (Pot(a, p / 2) != 1) return -1;  // kwadratową. Jeśli nie, zwraca -1.
    T z = Pot(c, m);
    T v = Pot(a, m / 2);
    T u = (T2) v * v % p;
    v = (T2) v * a % p;
    u = (T2) u * a % p;
    for (int i = s - 1; i >= 1; i--) {
      if (Pot(u, T(1) << (i - 1)) != 1) {
        u = (T2) u * z % p;
        u = (T2) u * z % p;
        v = (T2) v * z % p;
      }
      z = (T2) z * z % p;
    }
    return v;  // Pierwiastkami liczby a są: {v, (p - v) % p}.
  }
 private:  int s;
    T p, m, c;
};
template<class num_t>
inline num_t isqrt(num_t k) {
  num_t r = sqrt(k) + 1;
  while (r * r > k) r--;
  return r;
}
pii cornacchia(int p, int d) {//dla p pierwszego, znajduje a, b: p = a^2 + db^2
  int x0 = Pierwiastek(p).Licz(p - d);
  if (x0 == -1) return {-1, -1};
  x0 = max(x0, p - x0);
```

```
  int a = p, b = x0;
  int l = isqrt(p);
  while (b > l) {
    int r = a % b;
    a = b;
    b = r;
  }
  int c = p - b * b;
  if (c % d) return {-1, -1};
  c /= d;
  int cc = isqrt(c);
  if (cc * cc != c) return {-1, -1};
  return {b, cc};
}
```

Number_Theory/CRT.cpp

```
void eukl(ll &x, ll &y, ll a, ll b) {
  if (!a) { x = 0; y = 1; return; }
  eukl(y, x, b % a, a);
  x -= y * (b / a);
}
ll mno(ll a, ll b, ll mod) {/*...*/}
pll crt2(ll p, ll a, ll q, ll b) { //x==p(mod a),x==q(mod b)
  if (a==-1) return {-1, -1};// Zarówno wynik, jak i argumenty są
  ll x, y;                   // postaci x = first (mod second).
  eukl(x, y, a, b);          // Jeśli kongruencja jest niespełnialna
  ll nwd=x*a+y*b;            // to zwraca (-1, -1).
  if ((p%nwd)!=(q%nwd))
    return {-1, -1};
  a/=nwd; b/=nwd;
  ll nww=a*b;
  ll ret=mno(x*a, q/nwd, nww)+mno(y*b, p/nwd, nww);
  if ((ret%=nww)<0) ret+=nww;
  return {ret*nwd+(p%nwd), nww*nwd};
}
```

Number_Theory/Euklides.cpp

```
ll trzesienie(ll a, ll b, ll c) {
  if (c<0) return 0;
  if (a>b) swap(a, b);
  ll p=c/b;
  ll k=b/a;
  ll d=(c-p*b)/a;
  return trzesienie(b-k*a, a, c-a*(k*p+d+1))+(p+1)*(d+1)+k*p*(p+1)/2;
} //counts pairs of nonnegative integers (x, y) such that ax + by <= c
```

Number_Theory/Fibonacci_Cycle.txt

```
Znaleziony cykl niekoniecznie jest najmniejszym cyklem, wiadomo jednak, że cykl(m) <= 6m
Dla m, które nie są postaci 2 * 5^r, zachodzi ograniczenie: cykl(m) <= 4m.
Jeśli nie zrobi się Nww, to wiadomo, że cykl(m) <= m * 2**(1 + #dz.pierw.m).
cycle(2) = 3, cycle(5) = 20, cycle(p == 1 or 9 mod 10) = p - 1
cycle(p == 3 or 7 mod 10) = 2(p+1) cycle(p^k) = p^{k - 1} * cycle(k)
cycle(product p_i^a_i) = lcm(cycle(p_i^a^i))
```

Number_Theory/number_theory_data.txt

```
2:  1 prime divisors,  largest=2
6:  2 prime divisors,  largest=3
30:  3 prime divisors,  largest=5
210:  4 prime divisors,  largest=7
2.310:  5 prime divisors,  largest=11
30.030:  6 prime divisors,  largest=13
510.510:  7 prime divisors,  largest=17
9.699.690:  8 prime divisors,  largest=19
223.092.870:  9 prime divisors,  largest=23
6.469.693.230:  10 prime divisors,  largest=29
200.560.490.130:  11 prime divisors,  largest=31
7.420.738.134.810:  12 prime divisors,  largest=37
304.250.263.527.210:  13 prime divisors,  largest=41
13.082.761.331.670.030:  14 prime divisors,  largest=43
614.889.782.588.491.410:  15 prime divisors,  largest=47

pi(10)=4              pi(20)=8               pi(40)=12              pi(75)=21
pi(100)=25            pi(200)=46             pi(400)=78             pi(750)=132
pi(1000)=168          pi(2000)=303           pi(4000)=550           pi(7.500)=950
pi(10000)=1.229       pi(20000)=2.262        pi(40000)=4.203        pi(75000)=7.393
pi(100000)=9.592      pi(200000)=17.984      pi(400000)=33.860      pi(750000)=60.238
pi(1000000)=78.498    pi(2000000)=148.933    pi(4000000)=283.146    pi(7.500000)=508.261
pi(10000000)=664.579  pi(20000000)=1.270.607 pi(40000000)=2.433.654 pi(75000000)=4.394.304
pi(100000000)=5.761.455                      pi(200000000)=11.078.937
pi(400000000)=21.336.326                     pi(750000000)=38.703.181
pi(1000000000)=50.847.534                    pi(2000000000)=98.222.287
pi(4000000000)=189.961.812                   pi(7.500000000)=345.826.612
pi(10000000000)=455.052.511                  pi(20000000000)=882.206.716
pi(40000000000)=1.711.955.433                pi(75000000000)=3.125.641.477
pi(100000000000)=4.118.054.813               pi(200000000000)=8.007.105.059
pi(400000000000)=15.581.005.657              pi(750000000000)=28.514.968.374

840=2^3*3*5*7                          32 divisors
7.560=2^3*3^3*5*7                      64 divisors
720.720=2^4*3^2*5*7*11*13              240 divisors
8.648.640=2^6*3^3*5*7*11*13            448 divisors
73.513.440=2^5*3^3*5*7*11*13*17        768 divisors
735.134.400=2^6*3^3*5^2*7*11*13*17     1.344 divisors
6.983.776.800=2^5*3^3*5^2*7*11*13*17*19                    2.304 divisors
97.772.875.200=2^6*3^3*5^2*7^2*11*13*17*19                 4.032 divisors
963.761.198.400=2^6*3^4*5^2*7*11*13*17*19*23               6.720 divisors
9.316.358.251.200=2^6*3^3*5^2*7*11*13*17*19*23*29          10.752 divisors
97.821.761.637.600=2^5*3^4*5^2*7^2*11*13*17*19*23*29       17.280 divisors
866.421.317.361.600=2^6*3^4*5^2*7*11*13*17*19*23*29*31     26.880 divisors
8.086.598.962.041.600=2^8*3^3*5^2*7^2*11*13*17*19*23*29*31           41.472 divisors
74.801.040.398.884.800=2^6*3^3*5^2*7^2*11*13*17*19*23*29*31*37       64.512 divisors
897.612.484.786.617.600=2^8*3^4*5^2*7^2*11*13*17*19*23*29*31*37      103.680 divisors
```

Number_Theory/Phi.cpp

```
struct Coprimes {
  vector <ll> w, dp;
  int gdz(ll v) {
    if (v<=w.back()/v)
      return v-1;
    return w.size()-w.back()/v;
  }
  ll phi(ll n) {
    for (ll i=1; i*i<=n; i++) {
      w.push_back(i);
      if ((n/i)!=i)
        w.push_back(n/i);
    }
    sort(w.begin(), w.end());
    for (ll i : w) {
      dp.push_back(i*(i+1)/2);
      for (ll j=1; j*j<=i; j++) {
        if (i>1) dp.back()-=dp[gdz(j)]*(i/j-i/(j+1));
        if (j>1 && j<=i/(j+1)) dp.back()-=dp[gdz(i/j)];
      }
    }
    return dp.back();
  }
  ll ask(ll v) { return dp[gdz(v)]; }//v==n/u for some u
};
```

Number_Theory/Pi.cpp

```
struct Primes {
  vector <ll> w, dp;
  int gdz(ll v) {
    if (v<=w.back()/v)
      return v-1;
```

```
    return w.size()-w.back()/v;
  }
  ll pi(ll n) {
    for (ll i=1; i*i<=n; i++) {
      w.push_back(i);
      if ((n/i)!=i)
        w.push_back(n/i);
    }
    sort(w.begin(), w.end());
    for (ll i : w)
      dp.push_back(i-1);
    for (ll i=1; (i+1)*(i+1)<=n; i++) {
      if (dp[i]==dp[i-1]) continue;
      for (int j=(int)w.size()-1; w[j]>=(i+1)*(i+1); j--)
        dp[j]-=dp[gdz(w[j]/(i+1))]-dp[i-1];
    }
    return dp.back();
  }
  ll ask(ll v) { return dp[gdz(v)]; }//v==n/u for some u
};
```

Number_Theory/Rho.cpp

```
// szybkie, faktoryzuje liczby z przedzialu [1e18, 1e18 + 1e5] w 9s na cfie
namespace rho {
const int maxv = 50;
const int maxp = 1e6 + 7; // preprocesujemy rozklad do maxp - 1
int ptot;
int d[maxp];
int pr[maxp];
vector<ll> ans;  // rozklad, czyscimy zazwyczaj po kazdym wywolaniu decompose()
inline ll mod(ll a, ll n) {
  if (a >= n) a -= n;
  return a;
}
inline ll add(ll a, ll b, ll n) {
  a += b;
  mod(a, n);
  return a;
}
inline ll mul(ll x, ll y, ll p) { // uwaga, ta funkcja rzuca overflow, tak ma byc
  ll ret = x * y - (ll)((ld)x * y / p + 0.5) * p;
  return ret < 0 ? ret + p : ret;
}
ll fast(ll x, ll k, ll p) {
  ll ret = 1 % p;
  for (; k > 0; k >>= 1, x = mul(x, x, p)) (k & 1) && (ret = mul(ret, x, p));
  return ret;
}
bool rabin(ll n) {
  if (n == 2) return 1;
  if (n < 2 || !(n & 1)) return 0;
  ll s = 0, r = n - 1;
  for (; !(r & 1); r >>= 1, ++s)
    ;
  for (int i = 0; pr[i] < n && pr[i] < maxv; ++i) {
    ll cur = fast(pr[i], r, n), nxt;
    for (int j = 0; j < s; ++j) {
      nxt = mul(cur, cur, n);
      if (nxt == 1 && cur != 1 && cur != n - 1) return false;
      cur = nxt;
    }
    if (cur != 1) return false;
  }
  return true;
}
ll factor(ll n) {
  static ll seq[maxp];
  while (true) {
    ll x = rand() % n, y = x, c = rand() % n;
    ll *px = seq, *py = seq, tim = 0, prd = 1;
    while (true) {
      *py++ = y = add(mul(y, y, n), c, n);
      *py++ = y = add(mul(y, y, n), c, n);
      if ((x = *px++) == y) break;
      ll tmp = prd;
      prd = mul(prd, abs(y - x), n);
      if (!prd) return gcd(tmp, n);
      if ((++tim) == maxv) {
        if ((prd = gcd(prd, n)) > 1 && prd < n) return prd;
        tim = 0;
      }
    }
    if (tim && (prd = gcd(prd, n)) > 1 && prd < n) return prd;
  }
}
void decompose(ll n) {  // glowna funkcja
  if (n < maxp) {
    while (n > 1) ans.pb(d[n]), n /= d[n];
  } else if (rabin(n))
    ans.pb(n);
  else {
    ll fact = factor(n);
    decompose(fact), decompose(n / fact);
  }
}
void init() {  // wywolujemy przed pierwsza faktoryzacja, raz na caly program
  d[1] = 1;
  for (int i = 2; i * i < maxp; ++i)
    if (!d[i])
      for (int j = i * i; j < maxp; j += i) d[j] = i;
  for (int i = 2; i < maxp; ++i)
    if (!d[i]) {
      d[i] = i;
      pr[ptot++] = i;
    }
}
}  // namespace rho
```

Strings/Aho.cpp

```
const int MAXN = 404, sigma = 26;
int term[MAXN], len[MAXN], to[MAXN][sigma], link[MAXN], sz = 1;
void add_str(string s) {
  int cur = 0;
  for(auto c: s)
  {
    if(!to[cur][c - 'a'])
    {
      to[cur][c - 'a'] = sz++;
      len[to[cur][c - 'a']] = len[cur] + 1;
    }
    cur = to[cur][c - 'a'];
  }
  term[cur] = cur;
}
void push_links() {
  int que[sz];
  int st = 0, fi = 1;
  que[0] = 0;
  while(st < fi)
  {
    int V = que[st++];
    int U = link[V];
```

```
    if(!term[V]) term[V] = term[U];
    for(int c = 0; c < sigma; c++)
      if(to[V][c]) {
        link[to[V][c]] = V ? to[U][c] : 0;
        que[fi++] = to[V][c];
      } else {
        to[V][c] = to[U][c];
      }
  }
}
```

Strings/Eertree.cpp

```
const int maxn=1000*1000+7, alfa=26;
int len[maxn], link[maxn], to[maxn][alfa];
int sz, last, n;
char s[maxn];
void init() {
  s[n++]=len[1]=-1;
  link[0]=1;
  sz=2;
}
int get_link(int v) {
  while(s[n-len[v]-2]!=s[n-1]) v=link[v];
  return v;
}
void add_letter(char c) {
  s[n++]=c-='a';
  last=get_link(last);
  if(!to[last][c]) {
    len[sz]=len[last]+2;
    link[sz]=to[get_link(link[last])][c];
    to[last][c]=sz++;
  }
  last=to[last][c];
}
int main() {
  init();
  //~ for(int i=1; i<=nn; i++)
    //~ add_letter(tekst[i]);
}
```

Strings/Graf_Podslow.cpp

```
struct suffix_automaton {
  vector<map<char,int>> edges;
  vi link, length;
  int last;
  suffix_automaton(string s) {
    edges.pb(map<char,int>());
    link.pb(-1);
    length.pb(0);
    last = 0;
    for (int i=0; i<siz(s); i++) {
      edges.pb(map<char,int>());
      length.pb(i+1);
      link.pb(0);
      int r = siz(edges) - 1;
      int p = last;
      while (p >= 0 && !edges[p].count(s[i])) {
        edges[p][s[i]] = r;
        p = link[p];
      }
      if (p != -1) {
        int q = edges[p][s[i]];
        if (length[p] + 1 == length[q]) {
          link[r] = q;
        }
        else {
          edges.pb(edges[q]);
          length.pb(length[p] + 1);
          link.pb(link[q]);
          int qq = siz(edges)-1;
          link[q] = link[r] = qq;
          while (p >= 0 && edges[p][s[i]] == q) {
            edges[p][s[i]] = qq;
            p = link[p];
          }
        }
      }
      last = r;
    }
  }
};
```

Strings/Lyndon.cpp

```
// 1) Przyjmuje słowo s (wypełnione na pozycjach 0, 1, ..., n-1).
//    Dzieli słowo s na pewną liczbę słów Lyndona p_1, ... p_k tak, że:
//    p_1 >= p_2 >= ... >= p_k (leksykograficznie)
//    Podział jest zapisywany w tablicy b - na i-tej pozycji jest true,
//    jeśli nastąpiło cięcie przed i-tą literką.
// 2) Znajduje minimalne leksykograficznie przesunięcie cykliczne słowa.
// 3) Znajduje minimalny leksykograficznie sufiks słowa.
void lyndon(char * s,   // Słowo zaczynające się na pozycji 0:
                        //   2) s powinno być sklejone: xx.
            int n,      // Długość słowa s (licząc ew. podwojenie).
            int& suf,   // 3) pozycja minimalnego leksykograficznie sufiksu.
            int& cyk,   // 2) pozycja minimalnego leksykograficznie przes. cykl.
            bool* b) {  // Tablica cięcia b.
  for (int i = 0; i < n; i++) b[i] = false;  // wykomentuj, jeśli nie 1)
  int p = 0, k = 0, m = 1;
  while (p < n) {
    if (m == n or s[m] < s[k]) {
      if (p < n / 2) cyk = p;  // wykomentuj, jeśli nie 2)
      while (p <= k) {
        p += m - k;
        if (p < n) {
          suf = p;  // wykomentuj, jeśli nie 3)
          b[p] = true;  // wykomentuj, jeśli nie 1)
        }
      }
      m = (k = p) + 1;
    } else if (s[m++] != s[k++]) k = p;
  }
}
```

Strings/Manacher.cpp

```
// @s[0..n-1]  - napis długości @n.
// @r[0..2n-2] - tablica promieni palindromów.
// s: a   b   a   a   b   a   a   c   a   a   b   b   b   b   a   a   c   a   c
// r: 0 0 1 0 0 3 0 0 2 0 0 1 0 0 3 0 0 1 0 0 0 1 1 6 1 1 0 0 0 1 0 0 1 0 1 0 0
void Manacher(const char* s, int n, int* r) {
  for (int i = 0, m = 0, k = 0, p = 0; i < 2 * n - 1; m = i++ - 1) {
    while (p < k and i / 2 + r[m] != k)
      r[i++] = min(r[m--], (k + 1 - p++) / 2);
    while (k + 1 < n and p > 0 and s[k + 1] == s[p - 1])
      k++, p--;
    r[i] = (k + 1 - p++) / 2;
  }
}
bool is_pal(int p, int k) { //Przedział [p, k] obustronnie domknięty
  return r[p + k] >= (k - p + 1) / 2;
}
```

Strings/Pref.cpp

```
void Pref(const char* s, int n, int* p) {
  p[0] = n;
```

```
  int i = 1, m = 0;
  while (i < n) {
    while (m + i < n and s[m + i] == s[m]) m++;
    p[i++] = m;
    m = max(m - 1, 0);
    for (int k = 1; p[k] < m; m--) p[i++] = p[k++];
  }
}
```

Strings/Suf.cpp

```
void Sufar(const int* s, int n, int alpha, int* sa, int* lcp = nullptr) {
  if (n > 0) sa[0] = 0;
  if (n <= 1) return;
  vi roz(alpha + 1), wsk(alpha), typ(n + 1), ids(n, -1), news, pos;
  auto star = [&](int i) -> bool { return typ[i] == 3; };
  auto Indukuj = [&]() -> void {
    copy(roz.begin(), roz.end() - 1, wsk.begin());
    sa[wsk[s[n - 1]]++] = n - 1;
    for(int i = 0; i < n; ++i)
      if (sa[i] > 0 && !typ[sa[i] - 1])
        sa[wsk[s[sa[i] - 1]]++] = sa[i] - 1;
    copy(roz.begin() + 1, roz.end(), wsk.begin());
    for(int i = n-1; i >= 0; --i)
      if (sa[i] > 0 && typ[sa[i] - 1])
        sa[--wsk[s[sa[i] - 1]]] = sa[i] - 1;
  };
  typ[n] = 3;
  for(int i = n-1; i >= 0; --i) {
    sa[i] = -1;
    roz[s[i] + 1]++;
    if (i != n - 1 && s[i] < s[i + 1] + !!typ[i + 1]) {
      typ[i] = 1;
    }
    else if (typ[i + 1]) {
      typ[i + 1] = 3;
  } }
  partial_sum(all(roz), roz.begin());
  copy(roz.begin() + 1, roz.end(), wsk.begin());
  for(int i = 0; i < n; ++i) if (star(i)) sa[--wsk[s[i]]] = i;
  Indukuj();
  int nast_id = 0, b = -1;
  for(int i = 0; i < n; ++i) {
    int a = sa[i];
    if (!star(a)) continue;
    if (b >= 0) while (a == sa[i] || !star(a) || !star(b)) {
      if (star(a) != star(b) || s[a++] != s[b++]) {
        nast_id++;
        break;
    } }
    ids[b = sa[i]] = nast_id;
  }
  for (int i = 0; i < n; i++) {
    if (ids[i] == -1) continue;
    news.pb(ids[i]);
    pos.pb(i);
  }
  vi new_sa(siz(news));
  Sufar(news.data(), siz(news), nast_id + 1, new_sa.data());
  fill(sa, sa + n, -1);
  copy(roz.begin() + 1, roz.end(), wsk.begin());
  reverse(all(new_sa));
  for (int j : new_sa) sa[--wsk[s[pos[j]]]] = pos[j];
  Indukuj();
  if (lcp) {
    for (int i = 0; i < n; ++i) ids[sa[i]] = i;
    for (int i = 0, k = 0; i < n; i++, k = max(0, k - 1)) {
      if (ids[i] == n - 1) { k = 0; continue; }
      const int j = sa[ids[i] + 1];
      while (i + k < n && j + k < n && s[i + k] == s[j + k]) k++;
      lcp[ids[i]] = k;
} } }
```

Strings/Ukkonen.cpp

```
template <typename Char>
struct Ukkonen {
  // Musi być ściśle większe niż jakakolwiek długość słowa.
  static constexpr int kInfinity = numeric_limits<int>::max();
  struct Node {
    map<Char, pair<Node*, pii>> transition;
    Node* suflink;
  };
  // Ta metoda jest wywoływana zawsze gdy tworzona jest krawędź {node}[a, +oo).
  void CreateLeafCallback(Node* node, int a) {
    // printf("CreateLeafCallback({%p}[%d, +oo))\n", node, a);
  }
  // Ta metoda jest wywoływana zawsze gdy krawędź {node}[a, b] zamienia się
  // w dwie krawędzie: {node}[a, c-1], {middle}[c, b].
  void SplitEdgeCallback(Node* node, int a, int b, Node* middle, int c) {
    // printf("SplitEdgeCallback({%p}[%d, %d] -> {%p}[%d, %d] + {%p}[%d, %d])\n",
    //        node, a, b, node, a, c - 1, middle, c, b);
  }
  // vector<unique_ptr<Node>> nodes_to_delete;  // Odkomentować w celu usuwania.
  Node* NewNode() {
    Node* node = new Node();
    // nodes_to_delete.insert(node);            // Odkomentować w celu usuwania.
    return node;
  }
  vector<Char> text;  // Słowo powinno zajmować indeksy [0..n-1].
  Node* root;
  Node* pin;
  Node* last_explicit_node;  // Ostatni wierzchołek ,,explicit''.
  int last_length;    // Liczba literek do ostatniego wierzchołka ,,implicit''.
  // "reserve" warto ustawić na maksymalną długość słowa, ale wcale nie trzeba.
  Ukkonen(const int reserve = 0) : root(nullptr), pin(nullptr) {
    text.reserve(reserve);
    root = NewNode();
    pin = NewNode();
    root->suflink = pin;
    last_explicit_node = root;
    last_length = 0;
  }
  void Canonize(Node** s, int* a, int b) {
    if (b < *a) return;
    pair<Node*, pii> t = (*s)->transition[text[*a]];
    Node* sp = t.st;
    int ap = t.nd.st;
    int bp = t.nd.nd;
    while (bp - ap <= b - *a) {
      *a = *a + bp - ap + 1;
      *s = sp;
      if (*a <= b) {
        t = (*s)->transition[text[*a]];
        sp = t.st;
        ap = t.nd.st;
        bp = t.nd.nd;
      }
    }
  }
  bool TestAndSplit(Node* s, int a, int b, Char c, Node** ret) {
    if (a <= b) {
      pair<Node*, pii>& t = s->transition[text[a]];
      Node* sp = t.st;
```

```
      int ap = t.nd.st;
      int bp = t.nd.nd;
      if (c == text[ap + b - a + 1]) {
        *ret = s;
        return true;
      }
      *ret = NewNode();
      t.nd.nd = ap + b - a;
      t.st = *ret;
      (*ret)->transition[text[ap + b - a + 1]] =
          mp(sp, mp(ap + b - a + 1, bp));
      SplitEdgeCallback(s, ap, bp, *ret, ap + b - a + 1);
      return false;
    }
    *ret = s;
    return s->transition.find(c) != s->transition.end();
  }
  void Update(Node** s, int* a, int i) {
    Node* oldr = root;
    Node* r;
    bool end = TestAndSplit(*s, *a, i - 1, text[i], &r);
    while (!end) {
      CreateLeafCallback(r, i);
      r->transition[text[i]] = mp(nullptr, mp(i, kInfinity));
      if (oldr != root) oldr->suflink = r;
      oldr = r;
      *s = (*s)->suflink;
      Canonize(s, a, i - 1);
      end = TestAndSplit(*s, *a, i - 1, text[i], &r);
    }
    if (oldr != root) oldr->suflink = *s;
  }
  // Dodaje kolejną literę do drzewa.
  void AddLetter(Char z) {
    const int i = siz(text);
    text.pb(z);
    auto it = pin->transition.find(z);
    if (it == pin->transition.end())
      pin->transition[z] = mp(root, mp(i, i));
    Update(&last_explicit_node, &last_length, i);
    Canonize(&last_explicit_node, &last_length, i);
  }
  // Zamienia wszystkie krawędzie: [x, +oo) -> [x, text.size()-1].
  void ClearInfinities(Node* node = nullptr) {
    if (node == nullptr) node = root;
    for (auto& it : node->transition) {
      if (it.nd.nd.nd == kInfinity)
        it.nd.nd.nd = siz(text) - 1;
      else ClearInfinities(it.nd.st);
    }
  }
};
template <typename Char>
constexpr int Ukkonen<Char>::kInfinity;
int main() {  // Przykład użycia.
  string s = "abcdefgh#";
  Ukkonen<char> u(s.size() /* reserve */);
  for (char c : s) u.AddLetter(c);
  u.ClearInfinities();
  return 0;
}
```