Contents

1 Reminder

1.1 Bug List

- 沒開 long long
- 陣列戳出界／陣列開不夠大
- 寫好的函式忘記呼叫
- 變數打錯
- 0-base / 1-base
- 忘記初始化
- == 打成 =
- <= 打成 <+
- dp[i] 從 dp[i-1] 轉移時忘記特判 i > 0
- std::sort 比較運算子寫成 < 或是讓 = 的情況為 true
- 漏 case
- 線段樹改值懶標初始值不能設為 0
- DFS 的時候不小心覆寫到全域變數

1.2 OwO

- Enjoy The Game!

2 Basic

2.1 Default

```cpp
#include <bits/stdc++.h>

using namespace std;
using ll = long long;
using pii = pair<int, int>;
using pll = pair<ll, ll>;

#define endl '\n'

#define F first
#define S second
#define ep emplace
#define pb push_back
#define eb emplace_back
#define ALL(x) x.begin(), x.end()
#define SZ(x) (int)x.size()

namespace{
const int INF = 0x3f3f3f3f;
const ll LINF = 0x3f3f3f3f3f3f3f3f;

template<typename T> using V=vector<T>;
template<typename T1,typename T2=T1> using P = pair<T1,
    T2>;

void _debug() {}
template<typename A,typename... B> void _debug(A a,B...
    b){
    cerr<<a<<' ',_debug(b...);
}
#define debug(...) cerr<<#__VA_ARGS__<<": ",_debug(
    __VA_ARGS__),cerr<<endl;
template<typename T>
ostream& operator<<(ostream& os,const vector<T>& v){
    for(const auto& i:v)
        os<<i<<' ';
    return os;
}
}
/*------------------------------------------------*/

const ll MOD = 1e9 + 7;
const int maxn = 2e5 + 5;


void init() {
    ;
}

void solve() {
    ;
```

```
49 }
50
51 /*
52
53
54 */
55
56 signed main() {
57     cin.tie(0), ios::sync_with_stdio(0);
58
59 int T = 1;
60 // cin >> T;
61 while (T--) {
62     init();
63     solve();
64 }
65
66     return 0;
67 }
```

2.2 Vimrc

```
1 syn on
2 se ai nu rnu ru cul mouse=a
3 se cin et ts=4 sw=4 sts=4
4 colo desert
5 no <F5> :!./a.out<CR>
6 no <F9> :!g++ -O2 -std=c++20 % -g -fsanitize=undefined,
    address -Wall -Wextra -Wshadow -Wno-unused-result<
    CR>
```

2.3 Run.sh

```
1 echo Start Compiling...
2 echo
3 echo
4 g++ test.cpp -O2 -std=c++14 -Wall -Wextra -fsanitize=
    address,undefined
5 echo
6 echo
7 echo End Compiling!
8 echo Running...
9 echo --------------------------------
10 echo
11 echo
12 ./a.out < input.txt
13 echo
14 echo
15 echo --------------------------------
16 echo Finished!
```

2.4 Stress

```
1 g++ pC.cpp -o gen.out
2 g++ pB.cpp -o ac.out
3 g++ pA.cpp -o wa.out
4 for ((i=0;;i++))
5 do
6     echo "$i"
7     ./gen.out > in.txt
8     ./ac.out < in.txt > ac.txt
9     ./wa.out < in.txt > wa.txt
10    diff ac.txt wa.txt || break
11 done
```

2.5 PBDS

```
1 #include <bits/extc++.h>
2 using namespace __gnu_pbds;
3
4 // map
5 tree<int, int, less<>, rb_tree_tag,
    tree_order_statistics_node_update> tr;
6 tr.order_of_key(element);
7 tr.find_by_order(rank);
8
9 // set
10 tree<int, null_type, less<>, rb_tree_tag,
    tree_order_statistics_node_update> tr;
11 tr.order_of_key(element);
12 tr.find_by_order(rank);
13
14 // priority queue
15 __gnu_pbds::priority_queue<int, less<int> > big_q;  //
    Big First
16 __gnu_pbds::priority_queue<int, greater<int> > small_q;
    // Small First
17 q1.join(q2);  // join
```

2.6 Random

```
1 mt19937 gen(chrono::steady_clock::now().
    time_since_epoch().count());
2 uniform_int_distribution<int> dis(1, 100);
3 cout << dis(gen) << endl;
4 shuffle(v.begin(), v.end(), gen);
```

3 Python
3.1 I/O

```
1 import sys
2 input = sys.stdin.readline
3
4 # Input
5 def readInt():
6     return int(input())
7 def readList():
8     return list(map(int,input().split()))
9 def readStr():
10    s = input()
11    return list(s[:len(s) - 1])
12 def readVars():
13    return map(int,input().split())
14
15 # Output
16 sys.stdout.write(string)
17
18 # faster
19 def main():
20    pass
21
22 main()
```

3.2 Decimal

```
1 from decimal import *
2 getcontext().prec = 2500000
3 getcontext().Emax = 2500000
4 a,b = Decimal(input()),Decimal(input())
5 a*=b
6 print(a)
```

4 Data Structure
4.1 Heavy Light Decomposition

```
1 constexpr int maxn=2e5+5;
2 int arr[(maxn+1)<<2];
3 #define m ((l+r)>>1)
4 void build(V<int>& v,int i=1,int l=0,int r=maxn){
5     if((int)v.size()<=l) return;
6     if(r-l==1){arr[i]=v[l];return;}
7     build(v,i<<1,l,m),build(v,i<<1|1,m,r);
8     arr[i]=max(arr[i<<1],arr[i<<1|1]);
9 }
10 void modify(int p,int k,int i=1,int l=0,int r=maxn){
11     if(p<l||r<=p) return;
12     if(r-l==1){arr[i]=k;return;}
13     if(p<m) modify(p,k,i<<1,l,m);
14     else modify(p,k,i<<1|1,m,r);
15     arr[i]=max(arr[i<<1],arr[i<<1|1]);
16 }
17 int query(int ql,int qr,int i=1,int l=0,int r=maxn){
18     if(qr<=l||r<=ql) return 0;
```

```
19      if(ql<=l&&r<=qr) return arr[i];
20      if(qr<=m) return query(ql,qr,i<<1,l,m);
21      if(m<=ql) return query(ql,qr,i<<1|1,m,r);
22      return max(query(ql,qr,i<<1,l,m),query(ql,qr,i
            <<1|1,m,r));
23  }
24  #undef m
25  inline void solve(){
26      int n,q;cin>>n>>q;
27      V<int> v(n);
28      for(auto& i:v)
29          cin>>i;
30      V<V<int>> e(n);
31      for(int i=1;i<n;i++){
32          int a,b;cin>>a>>b,a--,b--;
33          e[a].emplace_back(b);
34          e[b].emplace_back(a);
35      }
36      V<int> d(n,0),f(n,0),sz(n,1),son(n,-1);
37      F<void(int,int)> dfs1=
38      [&](int x,int pre){
39          for(auto i:e[x]) if(i!=pre){
40              d[i]=d[x]+1,f[i]=x;
41              dfs1(i,x),sz[x]+=sz[i];
42              if(!~son[x]||sz[son[x]]<sz[i])
43                  son[x]=i;
44          }
45      };dfs1(0,0);
46      V<int> top(n,0),dfn(n,-1),rnk(n,0);
47      F<void(int,int)> dfs2=
48      [&](int x,int t){
49          static int cnt=0;
50          dfn[x]=cnt++,rnk[dfn[x]]=x,top[x]=t;
51          if(!~son[x]) return;
52          dfs2(son[x],t);
53          for(auto i:e[x])
54              if(!~dfn[i]) dfs2(i,i);
55      };dfs2(0,0);
56      V<int> dfnv(n);
57      for(int i=0;i<n;i++)
58          dfnv[dfn[i]]=v[i];
59      build(dfnv);
60      while(q--){
61          int op,a,b;cin>>op>>a>>b;
62          switch(op){
63          case 1:{
64              modify(dfn[a-1],b);
65          }break;
66          case 2:{
67              a--,b--;
68              int ans=0;
69              while(top[a]!=top[b]){
70                  if(d[top[a]]>d[top[b]]) swap(a,b);
71                  ans=max(ans,query(dfn[top[b]],dfn[b]+1)
                        );
72                  b=f[top[b]];
73              }
74              if(dfn[a]>dfn[b]) swap(a,b);
75              ans=max(ans,query(dfn[a],dfn[b]+1));
76              cout<<ans<<endl;
77          }break;
78          }
79      }
80  }
```

4.2 Skew Heap

```
1  template<typename T>
2  struct node{
3      node *l,*r;
4      T v;
5      node(T x):v(x){
6          l=r=nullptr;
7      }
8  };
9  node* merge(node* a,node* b){
10     if(!a||!b) return a?:b;
11 //  min heap
12     if(a->v>b->v) swap(a,b);
13     a->r=merge(a->r,b);
14     swap(a->l,a->r);
```

```
15     return a;
16 }
```

4.3 Leftist Heap

```
1  template<typename T>
2  struct node{
3      node *l,*r;
4      int d;T v;
5      node(T x):d(1),v(x){
6          l=r=nullptr;
7      }
8  };
9  static inline int d(node* x){return x?x->d:0;}
10 node* merge(node* a,node* b){
11     if(!a||!b) return a?:b;
12 //  min heap
13     if(a->v>b->v) swap(a,b);
14     a->r=merge(a->r,b);
15     if(d(a->l)<d(a->r))
16         swap(a->l,a->r);
17     a->d=d(a->r)+1;
18     return a;
19 }
```

4.4 Persistent Treap

```
1  struct node {
2      node *l, *r;
3      char c; int v, sz;
4      node(char x = '$'): c(x), v(mt()), sz(1) {
5          l = r = nullptr;
6      }
7      node(node* p) {*this = *p;}
8      void pull() {
9          sz = 1;
10         for (auto i : {l, r})
11             if (i) sz += i->sz;
12     }
13 } arr[maxn], *ptr = arr;
14 inline int size(node* p) {return p ? p->sz : 0;}
15 node* merge(node* a, node* b) {
16     if (!a || !b) return a ? : b;
17     if (a->v < b->v) {
18         node* ret = new(ptr++) node(a);
19         ret->r = merge(ret->r, b), ret->pull();
20         return ret;
21     }
22     else {
23         node* ret = new(ptr++) node(b);
24         ret->l = merge(a, ret->l), ret->pull();
25         return ret;
26     }
27 }
28 P<node*> split(node* p, int k) {
29     if (!p) return {nullptr, nullptr};
30     if (k >= size(p->l) + 1) {
31         auto [a, b] = split(p->r, k - size(p->l) - 1);
32         node* ret = new(ptr++) node(p);
33         ret->r = a, ret->pull();
34         return {ret, b};
35     }
36     else {
37         auto [a, b] = split(p->l, k);
38         node* ret = new(ptr++) node(p);
39         ret->l = b, ret->pull();
40         return {a, ret};
41     }
42 }
```

4.5 Li Chao Tree

```
1  constexpr int maxn = 5e4 + 5;
2  struct line {
3      ld a, b;
4      ld operator()(ld x) {return a * x + b;}
5  } arr[(maxn + 1) << 2];
6  bool operator<(line a, line b) {return a.a < b.a;}
7  #define m ((l+r)>>1)
```

```
8  void insert(line x, int i = 1, int l = 0, int r = maxn)
       {
9    if (r - l == 1) {
10     if (x(l) > arr[i](l))
11       arr[i] = x;
12     return;
13   }
14   line a = max(arr[i], x), b = min(arr[i], x);
15   if (a(m) > b(m))
16     arr[i] = a, insert(b, i << 1, l, m);
17   else
18     arr[i] = b, insert(a, i << 1 | 1, m, r);
19 }
20 ld query(int x, int i = 1, int l = 0, int r = maxn) {
21   if (x < l || r <= x) return -numeric_limits<ld>::max
       ();
22   if (r - l == 1) return arr[i](x);
23   return max({arr[i](x), query(x, i << 1, l, m), query(
       x, i << 1 | 1, m, r)});
24 }
25 #undef m
```

5 DP

5.1 Aliens

```
1  int n; ll k;
2  vector<ll> a;
3  vector<pll> dp[2];
4  void init() {
5    cin >> n >> k;
6    Each(i, dp) i.clear(), i.resize(n);
7    a.clear(); a.resize(n);
8    Each(i, a) cin >> i;
9  }
10 pll calc(ll p) {
11   dp[0][0] = mp(0, 0);
12   dp[1][0] = mp(-a[0], 0);
13   FOR(i, 1, n, 1) {
14     if (dp[0][i-1].F > dp[1][i-1].F + a[i] - p) {
15       dp[0][i] = dp[0][i-1];
16     } else if (dp[0][i-1].F < dp[1][i-1].F + a[i] - p)
         {
17       dp[0][i] = mp(dp[1][i-1].F + a[i] - p, dp[1][i
           -1].S+1);
18     } else {
19       dp[0][i] = mp(dp[0][i-1].F, min(dp[0][i-1].S, dp
           [1][i-1].S+1));
20     }
21     if (dp[0][i-1].F - a[i] > dp[1][i-1].F) {
22       dp[1][i] = mp(dp[0][i-1].F - a[i], dp[0][i-1].S);
23     } else if (dp[0][i-1].F - a[i] < dp[1][i-1].F) {
24       dp[1][i] = dp[1][i-1];
25     } else {
26       dp[1][i] = mp(dp[1][i-1].F, min(dp[0][i-1].S, dp
           [1][i-1].S));
27     }
28   }
29   return dp[0][n-1];
30 }
31 void solve() {
32   ll l = 0, r = 1e7;
33   pll res = calc(0);
34   if (res.S <= k) return cout << res.F << endl, void();
35   while (l < r) {
36     ll mid = (l+r)>>1;
37     res = calc(mid);
38     if (res.S <= k) r = mid;
39     else l = mid+1;
40   }
41   res = calc(l);
42   cout << res.F + k*l << endl;
43 }
```

6 Graph

6.1 SPFA

```
1  typedef pair<ll, int> edge;
2
3  int n, m;
4  vector<edge> g[maxn];
5  ll dis[maxn];
6  bitset<maxn> inq;
7
8  void init() {
9    cin >> n >> m;
10   fill(g, g+maxn, vector<edge>());
11   memset(dis, 0, sizeof(dis));
12   inq.reset();
13 }
14
15 void spfa(int sr) {
16   fill(dis, dis+maxn, LLINF);
17   inq.reset();
18
19   queue<int> q;
20   dis[sr] = 0;
21   q.push(sr);
22   inq[sr] = true;
23
24   while (!q.empty()) {
25     int u = q.front();
26     q.pop();
27     inq[u] = false;
28
29     Each(e, g[u]) {
30       int v = e.S;
31       ll w = e.F;
32
33       if (dis[v] > dis[u] + w) {
34         dis[v] = dis[u] + w;
35         if (!inq[v]) {
36           q.push(v);
37           inq[v] = true;
38         }
39       }
40     }
41   }
42 }
```

6.2 Bellman-Ford

```
1  typedef pair<pii, ll> edge;
2
3  int n, m, cycle;
4  bool ans;
5  vector<edge> E;
6  ll dis[maxn]; int p[maxn];
7
8  void init() {
9    cin >> n >> m;
10   cycle = -1;
11   ans = false;
12   REP(i, m) {
13     int u, v; ll w;
14     cin >> u >> v >> w;
15     E.eb(mp(mp(u, v), w));
16   }
17 }
18 void bellmanford() {
19   fill(dis, dis+maxn, LLINF);
20   dis[1] = 0;
21   FOR(upd, 1, n+1, 1) {
22     Each(e, E) {
23       int u = e.F.F, v = e.F.S; ll w = e.S;
24       if (dis[v] > dis[u] + w) {
25         dis[v] = dis[u] + w;
26         p[v] = u;
27         if (upd == n) cycle = v;
28       }
29     }
30   }
31 }
32 void solve() {
33   stack<int> output;
34   bellmanford();
35   if (cycle == -1) return cout << "NO\n", void();
36   cout << "YES\n";
```

```
37      for (int i = 0; i < n; i++) cycle = p[cycle];  //
            VIP!!
38      for (int cur = cycle; ; cur = p[cur]) {
39          output.push(cur);
40          if (cur == cycle && (int)output.size() > 1)
                break;
41      }
42      while (!output.empty()) {
43          cout << output.top() << ' ';
44          output.pop();
45      }
46      cout << endl;
47  }
```

6.3   BCC - AP

```
1   int n, m;
2   int low[maxn], dfn[maxn], instp;
3   vector<int> E, g[maxn];
4   bitset<maxn> isap;
5   bitset<maxm> vis;
6   stack<int> stk;
7   int bccnt;
8   vector<int> bcc[maxn];
9   inline void popout(int u) {
10    bccnt++;
11    bcc[bccnt].emplace_back(u);
12    while (!stk.empty()) {
13      int v = stk.top();
14      if (u == v) break;
15      stk.pop();
16      bcc[bccnt].emplace_back(v);
17    }
18  }
19  void dfs(int u, bool rt = 0) {
20    stk.push(u);
21    low[u] = dfn[u] = ++instp;
22    int kid = 0;
23    Each(e, g[u]) {
24      if (vis[e]) continue;
25      vis[e] = true;
26      int v = E[e]^u;
27      if (!dfn[v]) {
28        // tree edge
29        kid++; dfs(v);
30        low[u] = min(low[u], low[v]);
31        if (!rt && low[v] >= dfn[u]) {
32          // bcc found: u is ap
33          isap[u] = true;
34          popout(u);
35        }
36      } else {
37        // back edge
38        low[u] = min(low[u], dfn[v]);
39      }
40    }
41    // special case: root
42    if (rt) {
43      if (kid > 1) isap[u] = true;
44      popout(u);
45    }
46  }
47  void init() {
48    cin >> n >> m;
49    fill(low, low+maxn, INF);
50    REP(i, m) {
51      int u, v;
52      cin >> u >> v;
53      g[u].emplace_back(i);
54      g[v].emplace_back(i);
55      E.emplace_back(u^v);
56    }
57  }
58  void solve() {
59    FOR(i, 1, n+1, 1) {
60      if (!dfn[i]) dfs(i, true);
61    }
62    vector<int> ans;
63    int cnt = 0;
64    FOR(i, 1, n+1, 1) {
65      if (isap[i]) cnt++, ans.emplace_back(i);
```

```
66    }
67    cout << cnt << endl;
68    Each(i, ans) cout << i << ' ';
69    cout << endl;
70  }
```

6.4   BCC - Bridge

```
1   int n, m;
2   vector<int> g[maxn], E;
3   int low[maxn], dfn[maxn], instp;
4   int bccnt, bccid[maxn];
5   stack<int> stk;
6   bitset<maxm> vis, isbrg;
7   void init() {
8     cin >> n >> m;
9     REP(i, m) {
10      int u, v;
11      cin >> u >> v;
12      E.emplace_back(u^v);
13      g[u].emplace_back(i);
14      g[v].emplace_back(i);
15    }
16    fill(low, low+maxn, INF);
17  }
18  void popout(int u) {
19    bccnt++;
20    while (!stk.empty()) {
21      int v = stk.top();
22      if (v == u) break;
23      stk.pop();
24      bccid[v] = bccnt;
25    }
26  }
27  void dfs(int u) {
28    stk.push(u);
29    low[u] = dfn[u] = ++instp;
30
31    Each(e, g[u]) {
32      if (vis[e]) continue;
33      vis[e] = true;
34
35      int v = E[e]^u;
36      if (dfn[v]) {
37        // back edge
38        low[u] = min(low[u], dfn[v]);
39      } else {
40        // tree edge
41        dfs(v);
42        low[u] = min(low[u], low[v]);
43        if (low[v] == dfn[v]) {
44          isbrg[e] = true;
45          popout(u);
46        }
47      }
48    }
49  }
50  void solve() {
51    FOR(i, 1, n+1, 1) {
52      if (!dfn[i]) dfs(i);
53    }
54    vector<pii> ans;
55    vis.reset();
56    FOR(u, 1, n+1, 1) {
57      Each(e, g[u]) {
58        if (!isbrg[e] || vis[e]) continue;
59        vis[e] = true;
60        int v = E[e]^u;
61        ans.emplace_back(mp(u, v));
62      }
63    }
64    cout << (int)ans.size() << endl;
65    Each(e, ans) cout << e.F << ' ' << e.S << endl;
66  }
```

6.5   SCC - Tarjan

```
1   // 2-SAT
2   vector<int> E, g[maxn];  // 1~n, n+1~2n
3   int low[maxn], in[maxn], instp;
```

```cpp
4   int sccnt, sccid[maxn];
5
6   stack<int> stk;
7   bitset<maxn> ins, vis;
8
9   int n, m;
10
11  void init() {
12      cin >> m >> n;
13      E.clear();
14      fill(g, g+maxn, vector<int>());
15      fill(low, low+maxn, INF);
16      memset(in, 0, sizeof(in));
17      instp = 1;
18      sccnt = 0;
19      memset(sccid, 0, sizeof(sccid));
20      ins.reset();
21      vis.reset();
22  }
23
24  inline int no(int u) {
25      return (u > n ? u-n : u+n);
26  }
27
28  int ecnt = 0;
29  inline void clause(int u, int v) {
30      E.eb(no(u)^v);
31      g[no(u)].eb(ecnt++);
32      E.eb(no(v)^u);
33      g[no(v)].eb(ecnt++);
34  }
35
36  void dfs(int u) {
37      in[u] = instp++;
38      low[u] = in[u];
39      stk.push(u);
40      ins[u] = true;
41
42      Each(e, g[u]) {
43          if (vis[e]) continue;
44          vis[e] = true;
45
46          int v = E[e]^u;
47          if (ins[v]) low[u] = min(low[u], in[v]);
48          else if (!in[v]) {
49              dfs(v);
50              low[u] = min(low[u], low[v]);
51          }
52      }
53
54      if (low[u] == in[u]) {
55          sccnt++;
56          while (!stk.empty()) {
57              int v = stk.top();
58              stk.pop();
59              ins[v] = false;
60              sccid[v] = sccnt;
61              if (u == v) break;
62          }
63      }
64  }
65
66
67  int main() {
68      WiwiHorz
69      init();
70
71      REP(i, m) {
72          char su, sv;
73          int u, v;
74          cin >> su >> u >> sv >> v;
75          if (su == '-') u = no(u);
76          if (sv == '-') v = no(v);
77          clause(u, v);
78      }
79
80      FOR(i, 1, 2*n+1, 1) {
81          if (!in[i]) dfs(i);
82      }
83
84      FOR(u, 1, n+1, 1) {
85          int du = no(u);
```

```cpp
86          if (sccid[u] == sccid[du]) {
87              return cout << "IMPOSSIBLE\n", 0;
88          }
89      }
90
91      FOR(u, 1, n+1, 1) {
92          int du = no(u);
93          cout << (sccid[u] < sccid[du] ? '+' : '-') << '
94              ';
95      }
96      cout << endl;
97
98      return 0;
99  }
```

6.6   Eulerian Path - Undir

```cpp
1   int n, m;
2   vector<int> g[maxn];
3   bitset<maxn> inodd;
4
5   void init() {
6       cin >> n >> m;
7       inodd.reset();
8   }
9
10  stack<int> stk;
11  void dfs(int u) {
12      while (!g[u].empty()) {
13          int v = g[u].back();
14          g[u].pop_back();
15          dfs(v);
16      }
17      stk.push(u);
18  }
19
20
21  int main() {
22      WiwiHorz
23      init();
24
25      REP(i, m) {
26          int u, v;
27          cin >> u >> v;
28          inodd[u] = inodd[u] ^ true;
29          inodd[v] = inodd[v] ^ true;
30          g[u].emplace_back(v);
31          g[v].emplace_back(u);
32      }
33
34      FOR(i, 1, n+1, 1) {
35          if (inodd[i]) return cout << "IMPOSSIBLE\n", 0;
36      }
37
38      dfs(1);
39
40      FOR(i, 1, n+1, 1) {
41          if ((int)g[i].size()) return cout << "
42              IMPOSSIBLE\n", 0;
43      }
44
45      while (!stk.empty()) {
46          int u = stk.top();
47          stk.pop();
48          cout << u << ' ';
49      }
50      cout << endl;
51
52      return 0;
53  }
```

6.7   Eulerian Path - Dir

```cpp
1   // from node 1 to node n
2   #define gg return cout << "IMPOSSIBLE\n", 0
3
4   int n, m;
5   vector<int> g[maxn];
6   stack<int> stk;
7   int in[maxn], out[maxn];
```

```
8
9  void init() {
10     cin >> n >> m;
11 }
12
13 void dfs(int u) {
14     while (!g[u].empty()) {
15         int v = g[u].back();
16         g[u].pop_back();
17         dfs(v);
18     }
19     stk.push(u);
20 }
21
22
23 int main() {
24     WiwiHorz
25     init();
26
27     REP(i, m) {
28         int u, v;
29         cin >> u >> v;
30         g[u].emplace_back(v);
31         out[u]++, in[v]++;
32     }
33
34     FOR(i, 1, n+1, 1) {
35         if (i == 1 && out[i]-in[i] != 1) gg;
36         if (i == n && in[i]-out[i] != 1) gg;
37         if (i != 1 && i != n && in[i] != out[i]) gg;
38     }
39
40     dfs(1);
41
42     FOR(i, 1, n+1, 1) {
43         if ((int)g[i].size()) gg;
44     }
45
46     while (!stk.empty()) {
47         int u = stk.top();
48         stk.pop();
49         cout << u << ' ';
50     }
51
52     return 0;
53 }
```

6.8   Hamilton Path

```
1  // top down DP
2  // Be Aware Of Multiple Edges
3  int n, m;
4  ll dp[maxn][1<<maxn];
5  int adj[maxn][maxn];
6
7  void init() {
8      cin >> n >> m;
9      fill(dp[0], dp[maxn-1]+(1<<maxn), -1);
10 }
11
12 void DP(int i, int msk) {
13     if (dp[i][msk] != -1) return;
14     dp[i][msk] = 0;
15     REP(j, n) if (j != i && (msk & (1<<j)) && adj[j][i
           ]) {
16         int sub = msk ^ (1<<i);
17         if (dp[j][sub] == -1) DP(j, sub);
18         dp[i][msk] += dp[j][sub] * adj[j][i];
19         if (dp[i][msk] >= MOD) dp[i][msk] %= MOD;
20     }
21 }
22
23
24 int main() {
25     WiwiHorz
26     init();
27
28     REP(i, m) {
29         int u, v;
30         cin >> u >> v;
31         if (u == v) continue;
```

```
32         adj[--u][--v]++;
33     }
34
35     dp[0][1] = 1;
36     FOR(i, 1, n, 1) {
37         dp[i][1] = 0;
38         dp[i][1|(1<<i)] = adj[0][i];
39     }
40     FOR(msk, 1, (1<<n), 1) {
41         if (msk == 1) continue;
42         dp[0][msk] = 0;
43     }
44
45
46     DP(n-1, (1<<n)-1);
47     cout << dp[n-1][(1<<n)-1] << endl;
48
49     return 0;
50 }
```

6.9   Kth Shortest Path

```
1  // time: O(|E| \lg |E|+|V| \lg |V|+K)
2  // memory: O(|E| \lg |E|+|V|)
3  struct KSP{ // 1-base
4    struct nd{
5      int u,v; ll d;
6      nd(int ui=0,int vi=0,ll di=INF){ u=ui; v=vi; d=di;
             }
7    };
8    struct heap{ nd* edge; int dep; heap* chd[4]; };
9    static int cmp(heap* a,heap* b)
10   { return a->edge->d > b->edge->d; }
11   struct node{
12     int v; ll d; heap* H; nd* E;
13     node(){}
14     node(ll _d,int _v,nd* _E){ d =_d; v=_v; E=_E; }
15     node(heap* _H,ll _d){ H=_H; d=_d; }
16     friend bool operator<(node a,node b)
17     { return a.d>b.d; }
18   };
19   int n,k,s,t,dst[N]; nd *nxt[N];
20   vector<nd*> g[N],rg[N]; heap *nullNd,*head[N];
21   void init(int _n,int _k,int _s,int _t){
22     n=_n; k=_k; s=_s; t=_t;
23     for(int i=1;i<=n;i++){
24       g[i].clear(); rg[i].clear();
25       nxt[i]=NULL; head[i]=NULL; dst[i]=-1;
26     }
27   }
28   void addEdge(int ui,int vi,ll di){
29     nd* e=new nd(ui,vi,di);
30     g[ui].push_back(e); rg[vi].push_back(e);
31   }
32   queue<int> dfsQ;
33   void dijkstra(){
34     while(dfsQ.size()) dfsQ.pop();
35     priority_queue<node> Q; Q.push(node(0,t,NULL));
36     while (!Q.empty()){
37       node p=Q.top(); Q.pop(); if(dst[p.v]!=-1)continue
             ;
38       dst[p.v]=p.d; nxt[p.v]=p.E; dfsQ.push(p.v);
39       for(auto e:rg[p.v]) Q.push(node(p.d+e->d,e->u,e))
             ;
40     }
41   }
42   heap* merge(heap* curNd,heap* newNd){
43     if(curNd==nullNd) return newNd;
44     heap* root=new heap;memcpy(root,curNd,sizeof(heap))
             ;
45     if(newNd->edge->d<curNd->edge->d){
46       root->edge=newNd->edge;
47       root->chd[2]=newNd->chd[2];
48       root->chd[3]=newNd->chd[3];
49       newNd->edge=curNd->edge;
50       newNd->chd[2]=curNd->chd[2];
51       newNd->chd[3]=curNd->chd[3];
52     }
53     if(root->chd[0]->dep<root->chd[1]->dep)
54       root->chd[0]=merge(root->chd[0],newNd);
55     else root->chd[1]=merge(root->chd[1],newNd);
```

```
56      root->dep=max(root->chd[0]->dep,
57              root->chd[1]->dep)+1;
58      return root;
59    }
60    vector<heap*> V;
61    void build(){
62      nullNd=new heap; nullNd->dep=0; nullNd->edge=new nd
              ;
63      fill(nullNd->chd,nullNd->chd+4,nullNd);
64      while(not dfsQ.empty()){
65        int u=dfsQ.front(); dfsQ.pop();
66        if(!nxt[u]) head[u]=nullNd;
67        else head[u]=head[nxt[u]->v];
68        V.clear();
69        for(auto&& e:g[u]){
70          int v=e->v;
71          if(dst[v]==-1) continue;
72          e->d+=dst[v]-dst[u];
73          if(nxt[u]!=e){
74            heap* p=new heap;fill(p->chd,p->chd+4,nullNd)
                ;
75            p->dep=1; p->edge=e; V.push_back(p);
76          }
77        }
78        if(V.empty()) continue;
79        make_heap(V.begin(),V.end(),cmp);
80  #define L(X) ((X<<1)+1)
81  #define R(X) ((X<<1)+2)
82        for(size_t i=0;i<V.size();i++){
83          if(L(i)<V.size()) V[i]->chd[2]=V[L(i)];
84          else V[i]->chd[2]=nullNd;
85          if(R(i)<V.size()) V[i]->chd[3]=V[R(i)];
86          else V[i]->chd[3]=nullNd;
87        }
88        head[u]=merge(head[u],V.front());
89      }
90    }
91    vector<ll> ans;
92    void first_K(){
93      ans.clear(); priority_queue<node> Q;
94      if(dst[s]==-1) return;
95      ans.push_back(dst[s]);
96      if(head[s]!=nullNd)
97        Q.push(node(head[s],dst[s]+head[s]->edge->d));
98      for(int _=1;_<k and not Q.empty();_++){
99        node p=Q.top(),q; Q.pop(); ans.push_back(p.d);
100       if(head[p.H->edge->v]!=nullNd){
101         q.H=head[p.H->edge->v]; q.d=p.d+q.H->edge->d;
102         Q.push(q);
103       }
104       for(int i=0;i<4;i++)
105         if(p.H->chd[i]!=nullNd){
106           q.H=p.H->chd[i];
107           q.d=p.d-p.H->edge->d+p.H->chd[i]->edge->d;
108           Q.push(q);
109   } } }
110   void solve(){ // ans[i] stores the i-th shortest path
111     dijkstra(); build();
112     first_K(); // ans.size() might less than k
113   }
114 } solver;
```

7   String

7.1   Rolling Hash

```
1  // count how many times t occurs in s
2  string s, t;
3  int ns, nt;
4  const ll C = 26;
5  const ll MOD = 1e9 + 7;
6  ll Cexp[maxn], ht[maxn], hs;
7
8  void build_Cexp() {
9      Cexp[0] = 1;
10     FOR(i, 1, nt, 1) {
11         Cexp[i] = Cexp[i-1] * C;
12         if (Cexp[i] >= MOD) Cexp[i] %= MOD;
13     }
14 }
```

```
15
16 void build_hash() {
17     REP(i, ns) {
18         hs += Cexp[ns-1-i] * (s[i] - 'a');
19         if (hs >= MOD) hs %= MOD;
20     }
21     ht[0] = (t[0] - 'a');
22     FOR(i, 1, nt, 1) {
23         ht[i] = ht[i-1] * C + (t[i] - 'a');
24         if (ht[i] >= MOD) ht[i] %= MOD;
25     }
26 }
27
28 inline ll ht_query(int l, int r) {
29     ll res = ht[r] - (l ? ht[l-1] * Cexp[len(l, r)] :
           0);
30     res = (res%MOD + MOD) % MOD;
31     return res;
32 }
```

7.2   Trie

```
1  struct node {
2      int c[26];
3      ll cnt;
4      node() {
5          memset(c, 0, sizeof(c));
6          cnt = 0;
7      }
8      node(ll x) {
9          memset(c, 0, sizeof(c));
10         cnt = x;
11     }
12 };
13 struct Trie {
14     vector<node> t;
15     void init() {
16         t.clear();
17         t.emplace_back(node());
18     }
19     void insert(string s) {
20         int ptr = 0;
21         Each(i, s) {
22             if (!t[ptr].c[i-'a']) {
23                 t.emplace_back(node());
24                 t[ptr].c[i-'a'] = (int)t.size()-1;
25             }
26             ptr = t[ptr].c[i-'a'];
27         }
28         t[ptr].cnt++;
29     }
30 };
31 Trie trie;
```

7.3   KMP

```
1  int n, m;
2  string s, p;
3  vector<int> f;
4  void build() {
5    f.clear(); f.resize(m, 0);
6    int ptr = 0;
7    for (int i = 1; i < m; i++) {
8      while (ptr && p[i] != p[ptr]) ptr = f[ptr-1];
9      if (p[i] == p[ptr]) ptr++;
10     f[i] = ptr;
11   }
12 }
13 void init() {
14   cin >> s >> p;
15   n = (int)s.size();
16   m = (int)p.size();
17   build();
18 }
19 void solve() {
20   int ans = 0, pi = 0;
21   for (int si = 0; si < n; si++) {
22     while (pi && s[si] != p[pi]) pi = f[pi-1];
23     if (s[si] == p[pi]) pi++;
24     if (pi == m) ans++, pi = f[pi-1];
```

```
25      }
26      cout << ans << endl;
27 }
```

7.4 Z Value

```
1  string is, it, s;
2  int n;
3  vector<int> z;
4  void init() {
5      cin >> is >> it;
6      s = it+'0'+is;
7      n = (int)s.size();
8      z.resize(n, 0);
9  }
10 void solve() {
11     int ans = 0;
12     z[0] = n;
13     for (int i = 1, l = 0, r = 0; i < n; i++) {
14         if (i <= r) z[i] = min(z[i-l], r-i+1);
15         while (i+z[i] < n && s[z[i]] == s[i+z[i]]) z[i
           ]++;
16         if (i+z[i]-1 > r) l = i, r = i+z[i]-1;
17         if (z[i] == (int)it.size()) ans++;
18     }
19     cout << ans << endl;
20 }
```

7.5 Manacher

```
1  int n;
2  string S, s;
3  vector<int> m;
4
5  void manacher() {
6  s.clear(); s.resize(2*n+1, '.');
7  for (int i = 0, j = 1; i < n; i++, j += 2) s[j] = S[i];
8
9  m.clear(); m.resize(2*n+1, 0);
10 // m[i] := max k such that s[i-k, i+k] is palindrome
11
12 int mx = 0, mxk = 0;
13 FOR(i, 1, 2*n+1, 1) {
14   if (mx-(i-mx) >= 0) m[i] = min(m[mx-(i-mx)], mx+mxk-i
        );
15   while (0 <= i-m[i]-1 && i+m[i]+1 < 2*n+1 &&
16         s[i-m[i]-1] == s[i+m[i]+1]) m[i]++;
17   if (i+m[i] > mx+mxk) mx = i, mxk = m[i];
18 } }
19
20 void init() {
21   cin >> S;
22   n = (int)S.size();
23 }
24
25 void solve() {
26   manacher();
27   int mx = 0, ptr = 0;
28   REP(i, 2*n+1) {
29     if (mx < m[i]) {
30       mx += m[i];
31       ptr = i;
32     }
33   }
34   for (int i = ptr-mx; i <= ptr+mx; i++)
35     if (s[i] != '.') cout << s[i];
36   cout << endl;
37 }
```

7.6 Suffix Array - Instruction

```
1  /* Steps to build suffix array
2   * 1. Base Case: One letter
3   *    Do AnySort() -> store in buc[0]
4   *    Fill SA and Rank
5   *
6   * 2. Repeat O(Log(n)) times
7   *    Fill buc[0] with last result
8   *    Do RadixSort()
9   *    Fill SA and Rank
10  *
11  *    Conditions for ending in advance:
12  *       if every element is distinct (Rank[i] all
         diff)
13  *       // just end process
14  *
15  * Tip: Radix Sort
16  *    Repeat twice
17  *       Count
18  *       Reset bucket (build pos array)
19  *       Fill element into new bucket
20  */
```

7.7 Suffix Array

```
1  // For Building Suffix Array and LCP Array
2  int n;
3  string s;
4  vector<int> suf, lcp, rk;
5
6  // For Radix Sort
7  vector<int> cnt, pos;
8  vector<pair<pii, int> > buc[2];  // 0: result, 1: temp
9
10
11 void init() {
12     n = (int)s.size();
13     suf.resize(n);
14     rk.resize(n);
15     cnt.resize(n);
16     pos.resize(n);
17     Each(i, buc) i.resize(n);
18 }
19
20 void radix_sort() {
21     REP(t, 2) {
22         fill(iter(cnt), 0);
23         Each(i, buc[t]) cnt[ (t ? i.F.F : i.F.S) ]++;
24         REP(i, n) {
25             pos[i] = (!i ? 0 : pos[i-1] + cnt[i-1]);
26         }
27         Each(i, buc[t]) {
28             buc[t^1][pos[ (t ? i.F.F : i.F.S) ]++] = i;
29         }
30     }
31 }
32
33 bool fill_suf() {
34     bool end = true;
35     REP(i, n) suf[i] = buc[0][i].S;
36     rk[suf[0]] = 0;
37     FOR(i, 1, n, 1) {
38         int dif = (buc[0][i].F != buc[0][i-1].F);
39         end &= dif;
40         rk[suf[i]] = rk[suf[i-1]] + dif;
41     }
42     return end;
43 }
44
45 void sa() {
46     s += (char)30;
47     init();
48
49     REP(i, n) buc[0][i] = mp(mp(s[i], s[i]), i);
50     sort(iter(buc[0]));
51     if (fill_suf()) return;
52
53     for (int k = 0; (1<<k) < n; k++) {
54         REP(i, n) {
55             buc[0][i] = mp(mp(rk[i], rk[(i + (1<<k)) %
                n]), i);
56         }
57         radix_sort();
58         if (fill_suf()) return;
59     }
60 }
61
62 // lcp[i] = lcp(rank_i, rank_(i-1))
63 // lcp[0] = 0
64 void LCP() {
```

```
65        int k = 0;
66        REP(i, n-1) {
67            int pi = rk[i];
68            int j = suf[pi-1];
69            while (s[i+k] == s[j+k]) k++;
70            lcp[pi] = k;
71            k = max(k-1, 0);
72        }
73  }
74
75  int main() {
76      elpsycongroo
77
78      cin >> s;
79
80      sa();
81
82      REP(i, n) cout << suf[i] << ' ';
83      cout << '\n';
84      REP(i, n) cout << lcp[i] << ' ';
85      cout << '\n';
86
87      return 0;
88  }
```

7.8   SA-IS

```
1   const int N=300010;
2   struct SA{
3   #define REP(i,n) for(int i=0;i<int(n);i++)
4   #define REP1(i,a,b) for(int i=(a);i<=int(b);i++)
5     bool _t[N*2]; int _s[N*2],_sa[N*2];
6     int _c[N*2],x[N],_p[N],_q[N*2],hei[N],r[N];
7     int operator [](int i){ return _sa[i]; }
8     void build(int *s,int n,int m){
9       memcpy(_s,s,sizeof(int)*n);
10      sais(_s,_sa,_p,_q,_t,_c,n,m); mkhei(n);
11    }
12    void mkhei(int n){
13      REP(i,n) r[_sa[i]]=i;
14      hei[0]=0;
15      REP(i,n) if(r[i]) {
16        int ans=i>0?max(hei[r[i-1]]-1,0):0;
17        while(_s[i+ans]==_s[_sa[r[i]-1]+ans]) ans++;
18        hei[r[i]]=ans;
19      }
20    }
21    void sais(int *s,int *sa,int *p,int *q,bool *t,int *c
        ,int n,int z){
22      bool uniq=t[n-1]=true,neq;
23      int nn=0,nmxz=-1,*nsa=sa+n,*ns=s+n,lst=-1;
24  #define MS0(x,n) memset((x),0,n*sizeof(*(x)))
25  #define MAGIC(XD) MS0(sa,n);\
26  memcpy(x,c,sizeof(int)*z); XD;\
27  memcpy(x+1,c,sizeof(int)*(z-1));\
28  REP(i,n) if(sa[i]&&!t[sa[i]-1]) sa[x[s[sa[i]-1]]++]=sa[
        i]-1;\
29  memcpy(x,c,sizeof(int)*z);\
30  for(int i=n-1;i>=0;i--) if(sa[i]&&t[sa[i]-1]) sa[--x[s[
        sa[i]-1]]]=sa[i]-1;
31      MS0(c,z); REP(i,n) uniq&=++c[s[i]]<2;
32      REP(i,z-1) c[i+1]+=c[i];
33      if(uniq) { REP(i,n) sa[--c[s[i]]]=i; return; }
34      for(int i=n-2;i>=0;i--)
35        t[i]=(s[i]==s[i+1]?t[i+1]:s[i]<s[i+1]);
36      MAGIC(REP1(i,1,n-1) if(t[i]&&!t[i-1]) sa[--x[s[i
          ]]]=p[q[i]=nn++]=i);
37      REP(i,n) if(sa[i]&&t[sa[i]]&&!t[sa[i]-1]){
38        neq=lst<0||memcmp(s+sa[i],s+lst,(p[q[sa[i]]+1]-sa
            [i])*sizeof(int));
39        ns[q[lst=sa[i]]]=nmxz+=neq;
40      }
41      sais(ns,nsa,p+nn,q+n,t+n,c+z,nn,nmxz+1);
42      MAGIC(for(int i=nn-1;i>=0;i--) sa[--x[s[p[nsa[i
          ]]]]]=p[nsa[i]]);
43    }
44  }sa;
45  int H[N],SA[N],RA[N];
46  void suffix_array(int* ip,int len){
47    // should padding a zero in the back
48    // ip is int array, len is array length
49    // ip[0..n-1] != 0, and ip[len]=0
50    ip[len++]=0; sa.build(ip,len,128);
51    memcpy(H,sa.hei+1,len<<2); memcpy(SA,sa._sa+1,len<<2)
        ;
52    for(int i=0;i<len;i++) RA[i]=sa.r[i]-1;
53    // resulting height, sa array \in [0,len)
54  }
```

7.9   Minimum Rotation

```
1   //rotate(begin(s), begin(s)+minRotation(s), end(s))
2   int minRotation(string s) {
3   int a = 0, n = s.size(); s += s;
4   for(int b = 0; b < n; b++) for(int k = 0; k < n; k++) {
5       if(a + k == b ||| s[a + k] < s[b + k]) {
6           b += max(0, k - 1);
7           break;
8       }
9       if(s[a + k] > s[b + k]) {
10          a = b;
11          break;
12      }
13  }
14  return a;
15  }
```

7.10   Aho Corasick

```
1   struct ACautomata{
2     struct Node{
3       int cnt;
4       Node *go[26], *fail, *dic;
5       Node (){
6         cnt = 0; fail = 0; dic=0;
7         memset(go,0,sizeof(go));
8       }
9     }pool[1048576],*root;
10    int nMem;
11    Node* new_Node(){
12      pool[nMem] = Node();
13      return &pool[nMem++];
14    }
15    void init() { nMem = 0; root = new_Node(); }
16    void add(const string &str) { insert(root,str,0); }
17    void insert(Node *cur, const string &str, int pos){
18      for(int i=pos;i<str.size();i++){
19        if(!cur->go[str[i]-'a'])
20          cur->go[str[i]-'a'] = new_Node();
21        cur=cur->go[str[i]-'a'];
22      }
23      cur->cnt++;
24    }
25    void make_fail(){
26      queue<Node*> que;
27      que.push(root);
28      while (!que.empty()){
29        Node* fr=que.front(); que.pop();
30        for (int i=0; i<26; i++){
31          if (fr->go[i]){
32            Node *ptr = fr->fail;
33            while (ptr && !ptr->go[i]) ptr = ptr->fail;
34            fr->go[i]->fail=ptr=(ptr?ptr->go[i]:root);
35            fr->go[i]->dic=(ptr->cnt?ptr:ptr->dic);
36            que.push(fr->go[i]);
37  } } } }
38  }AC;
```

8   Geometry

8.1   Basic Operations

```
1   typedef long long T;
2   // typedef long double T;
3   const long double eps = 1e-8;
4
5   short sgn(T x) {
6       if (abs(x) < eps) return 0;
7       return x < 0 ? -1 : 1;
```

```
8  }
9
10 struct Pt {
11 T x, y;
12 Pt(T _x=0, T _y=0):x(_x), y(_y) {}
13 Pt operator+(Pt a) { return Pt(x+a.x, y+a.y); }
14 Pt operator-(Pt a) { return Pt(x-a.x, y-a.y); }
15 Pt operator*(T a)  { return Pt(x*a, y*a); }
16 Pt operator/(T a)  { return Pt(x/a, y/a); }
17 T operator*(Pt a)  { return x*a.x + y*a.y; }
18 T operator^(Pt a)  { return x*a.y - y*a.x; }
19 bool operator<(Pt a)
20     { return x < a.x || (x == a.x && y < a.y); }
21 //return sgn(x-a.x) < 0 || (sgn(x-a.x) == 0 && sgn(y-a.
      y) < 0); }
22 bool operator==(Pt a)
23     { return sgn(x-a.x) == 0 && sgn(y-a.y) == 0; }
24 };
25
26 Pt mv(Pt a, Pt b) { return b-a; }
27 T len2(Pt a) { return a*a; }
28 T dis2(Pt a, Pt b) { return len2(b-a); }
29
30 short ori(Pt a, Pt b) { return ((a^b)>0) - ((a^b)<0); }
31 bool onseg(Pt p, Pt l1, Pt l2) {
32     Pt a = mv(p, l1), b = mv(p, l2);
33     return ((a^b) == 0) && ((a*b) <= 0);
34 }
```

8.2   InPoly

```
1 short inPoly(Pt p) {
2 // 0=Bound 1=In -1=Out
3 REP(i, n) if (onseg(p, E[i], E[(i+1)%n])) return 0;
4 int cnt = 0;
5 REP(i, n) if (banana(p, Pt(p.x+1, p.y+2e9),
6                  E[i], E[(i+1)%n])) cnt ^= 1;
7 return (cnt ? 1 : -1);
8 }
```

8.3   Sort by Angle

```
1 int ud(Pt a) {  // up or down half plane
2     if (a.y > 0) return 0;
3     if (a.y < 0) return 1;
4     return (a.x >= 0 ? 0 : 1);
5 }
6 sort(ALL(E), [&](const Pt& a, const Pt& b){
7     if (ud(a) != ud(b)) return ud(a) < ud(b);
8     return (a^b) > 0;
9 });
```

8.4   Line Intersect Check

```
1 inline bool banana(Pt p1, Pt p2, Pt q1, Pt q2) {
2 if (onseg(p1, q1, q2) || onseg(p2, q1, q2) ||
3     onseg(q1, p1, p2) || onseg(q2, p1, p2)) {
4     return true;
5 }
6 Pt p = mv(p1, p2), q = mv(q1, q2);
7 return (ori(p, mv(p1, q1)) * ori(p, mv(p1, q2)) < 0 &&
8         ori(q, mv(q1, p1)) * ori(q, mv(q1, p2)) < 0);
9 }
```

8.5   Line Intersection

```
1 // T: long double
2 Pt bananaPoint(Pt p1, Pt p2, Pt q1, Pt q2) {
3 if (onseg(q1, p1, p2)) return q1;
4 if (onseg(q2, p1, p2)) return q2;
5 if (onseg(p1, q1, q2)) return p1;
6 if (onseg(p2, q1, q2)) return p2;
7 double s = abs(mv(p1, p2) ^ mv(p1, q1));
8 double t = abs(mv(p1, p2) ^ mv(p1, q2));
9 return q2 * (s/(s+t)) + q1 * (t/(s+t));
10 }
```

8.6   Convex Hull

```
1 vector<Pt> hull;
2 void convexHull() {
3 hull.clear(); sort(ALL(E));
4 REP(t, 2) {
5     int b = SZ(hull);
6     Each(ei, E) {
7         while (SZ(hull) - b >= 2 &&
8                 ori(mv(hull[SZ(hull)-2], hull.back()),
9                     mv(hull[SZ(hull)-2], ei)) == -1) {
10             hull.pop_back();
11         }
12         hull.eb(ei);
13     }
14     hull.pop_back();
15     reverse(ALL(E));
16 } }
```

8.7   Polygon Area

```
1 T dbarea(vector<Pt>& e) {
2 ll res = 0;
3 REP(i, SZ(e)) res += e[i]^e[(i+1)%SZ(e)];
4 return abs(res);
5 }
```

8.8   Pick's Theorem

Consider a polygon which vertices are all lattice points.
Let i = number of points inside the polygon.
Let b = number of points on the boundary of the polygon.

Then we have the following formula:

$$Area = i + \frac{b}{2} - 1$$

8.9   Minimum Enclosing Circle

```
1 Pt circumcenter(Pt A, Pt B, Pt C) {
2 // a1(x-A.x) + b1(y-A.y) = c1
3 // a2(x-A.x) + b2(y-A.y) = c2
4 // solve using Cramer's rule
5 T a1 = B.x-A.x, b1 = B.y-A.y, c1 = dis2(A, B)/2.0;
6 T a2 = C.x-A.x, b2 = C.y-A.y, c2 = dis2(A, C)/2.0;
7 T D  = Pt(a1, b1) ^ Pt(a2, b2);
8 T Dx = Pt(c1, b1) ^ Pt(c2, b2);
9 T Dy = Pt(a1, c1) ^ Pt(a2, c2);
10 if (D == 0) return Pt(-INF, -INF);
11 return A + Pt(Dx/D, Dy/D);
12 }
13 Pt center; T r2;
14 void minEncloseCircle() {
15 mt19937 gen(chrono::steady_clock::now().
      time_since_epoch().count());
16 shuffle(ALL(E), gen);
17 center = E[0], r2 = 0;
18
19 for (int i = 0; i < n; i++) {
20     if (dis2(center, E[i]) <= r2) continue;
21     center = E[i], r2 = 0;
22     for (int j = 0; j < i; j++) {
23         if (dis2(center, E[j]) <= r2) continue;
24         center = (E[i] + E[j]) / 2.0;
25         r2 = dis2(center, E[i]);
26         for (int k = 0; k < j; k++) {
27             if (dis2(center, E[k]) <= r2) continue;
28             center = circumcenter(E[i], E[j], E[k]);
29             r2 = dis2(center, E[i]);
30         }
31     }
32 } }
```

8.10   Closest Pair of Points

```
1 int N;
2 T ans = 9e18;  // don't use LINF!!!
```

```
3   vector<Pt> p, tmp;
4
5   void init() {
6       cin >> N;
7       p.clear(); p.resize(N);
8       Each(i, p) cin >> i.x >> i.y;
9       sort(p.begin(), p.end());
10  }
11
12  void divide(int l, int r) {
13
14  int n = r-l+1;
15  if (n <= 20) {
16      for (int i = l; i <= r; i++)
17          for (int j = l; j < i; j++)
18              ans = min(ans, dis(p[i], p[j]));
19      return;
20  }
21
22  int mid = (l+r) >> 1;
23  int ml = mid, mr = mid;
24  T midx = p[mid].x;
25  while (l <= ml && p[ml].x == midx) ml--;
26  while (mr <= r && p[mr].x == midx) mr++;
27  divide(l, ml);
28  divide(mr, r);
29
30  tmp.clear();
31  for (int i = mid; i >= l; i--) {
32      if ((p[i].x-midx) * (p[i].x-midx) <= ans)
33          tmp.emplace_back(p[i]);
34      else break;
35  }
36  for (int i = mid+1; i <= r; i++) {
37      if ((p[i].x-midx) * (p[i].x-midx) <= ans)
38          tmp.emplace_back(p[i]);
39      else break;
40  }
41  sort(tmp.begin(), tmp.end(),
42  [&](const Pt& a, const Pt& b) {
43      return a.y < b.y;
44  });
45
46  int nt = (int)tmp.size();
47  REP(i, nt) for (int j = i+1, cnt = 0; j < nt && cnt <
        3; j++, cnt++)
48      ans = min(ans, dis(tmp[i], tmp[j]));
49
50  }
```

8.11 PolyUnion

```
1   struct PY{
2       int n; Pt pt[5]; double area;
3       Pt& operator[](const int x){ return pt[x]; }
4       void init(){ //n,pt[0~n-1] must be filled
5           area=pt[n-1]^pt[0];
6           for(int i=0;i<n-1;i++) area+=pt[i]^pt[i+1];
7           if((area/=2)<0)reverse(pt,pt+n),area=-area;
8       }
9   };
10  PY py[500]; pair<double,int> c[5000];
11  inline double segP(Pt &p,Pt &p1,Pt &p2){
12      if(dcmp(p1.x-p2.x)==0) return (p.y-p1.y)/(p2.y-p1.y);
13      return (p.x-p1.x)/(p2.x-p1.x);
14  }
15  double polyUnion(int n){ //py[0~n-1] must be filled
16      int i,j,ii,jj,ta,tb,r,d; double z,w,s,sum=0,tc,td;
17      for(i=0;i<n;i++) py[i][py[i].n]=py[i][0];
18      for(i=0;i<n;i++){
19          for(ii=0;ii<py[i].n;ii++){
20              r=0;
21              c[r++]=make_pair(0.0,0); c[r++]=make_pair(1.0,0);
22              for(j=0;j<n;j++){
23                  if(i==j) continue;
24                  for(jj=0;jj<py[j].n;jj++){
25                      ta=dcmp(tri(py[i][ii],py[i][ii+1],py[j][jj]))
                            ;
26                      tb=dcmp(tri(py[i][ii],py[i][ii+1],py[j][jj
                            +1]));
27                      if(ta==0 && tb==0){
```

```
28                          if((py[j][jj+1]-py[j][jj])*(py[i][ii+1]-py[
                                i][ii]))>0&&j<i){
29                              c[r++]=make_pair(segP(py[j][jj],py[i][ii
                                    ],py[i][ii+1]),1);
30                              c[r++]=make_pair(segP(py[j][jj+1],py[i][
                                    ii],py[i][ii+1]),-1);
31                          }
32                      }else if(ta>=0 && tb<0){
33                          tc=tri(py[j][jj],py[j][jj+1],py[i][ii]);
34                          td=tri(py[j][jj],py[j][jj+1],py[i][ii+1]);
35                          c[r++]=make_pair(tc/(tc-td),1);
36                      }else if(ta<0 && tb>=0){
37                          tc=tri(py[j][jj],py[j][jj+1],py[i][ii]);
38                          td=tri(py[j][jj],py[j][jj+1],py[i][ii+1]);
39                          c[r++]=make_pair(tc/(tc-td),-1);
40      } } }
41          sort(c,c+r);
42          z=min(max(c[0].first,0.0),1.0); d=c[0].second; s
                =0;
43          for(j=1;j<r;j++){
44              w=min(max(c[j].first,0.0),1.0);
45              if(!d) s+=w-z;
46              d+=c[j].second; z=w;
47          }
48          sum+=(py[i][ii]^py[i][ii+1])*s;
49      }
50  }
51  return sum/2;
52  }
```

8.12 Minkowski Sum

```
1   /* convex hull Minkowski Sum*/
2   #define INF 100000000000000LL
3   int pos( const Pt& tp ){
4       if( tp.Y == 0 ) return tp.X > 0 ? 0 : 1;
5       return tp.Y > 0 ? 0 : 1;
6   }
7   #define N 300030
8   Pt pt[ N ], qt[ N ], rt[ N ];
9   LL Lx,Rx;
10  int dn,un;
11  inline bool cmp( Pt a, Pt b ){
12      int pa=pos( a ),pb=pos( b );
13      if(pa==pb) return (a^b)>0;
14      return pa<pb;
15  }
16  int minkowskiSum(int n,int m){
17      int i,j,r,p,q,fi,fj;
18      for(i=1,p=0;i<n;i++){
19          if( pt[i].Y<pt[p].Y ||
20              (pt[i].Y==pt[p].Y && pt[i].X<pt[p].X) ) p=i; }
21      for(i=1,q=0;i<m;i++){
22          if( qt[i].Y<qt[q].Y ||
23              (qt[i].Y==qt[q].Y && qt[i].X<qt[q].X) ) q=i; }
24      rt[0]=pt[p]+qt[q];
25      r=1; i=p; j=q; fi=fj=0;
26      while(1){
27          if((fj&&j==q) ||
28              ( (!fi||i!=p) &&
29                  cmp(pt[(p+1)%n]-pt[p],qt[(q+1)%m]-qt[q]) ) ){
30              rt[r]=rt[r-1]+pt[(p+1)%n]-pt[p];
31              p=(p+1)%n;
32              fi=1;
33          }else{
34              rt[r]=rt[r-1]+qt[(q+1)%m]-qt[q];
35              q=(q+1)%m;
36              fj=1;
37          }
38          if(r<=1 || ((rt[r]-rt[r-1])^(rt[r-1]-rt[r-2]))!=0)
                r++;
39          else rt[r-1]=rt[r];
40          if(i==p && j==q) break;
41      }
42      return r-1;
43  }
44  void initInConvex(int n){
45      int i,p,q;
46      LL Ly,Ry;
47      Lx=INF; Rx=-INF;
48      for(i=0;i<n;i++){
```

```
49    if(pt[i].X<Lx) Lx=pt[i].X;
50    if(pt[i].X>Rx) Rx=pt[i].X;
51  }
52  Ly=Ry=INF;
53  for(i=0;i<n;i++){
54    if(pt[i].X==Lx && pt[i].Y<Ly){ Ly=pt[i].Y; p=i; }
55    if(pt[i].X==Rx && pt[i].Y<Ry){ Ry=pt[i].Y; q=i; }
56  }
57  for(dn=0,i=p;i!=q;i=(i+1)%n){ qt[dn++]=pt[i]; }
58  qt[dn]=pt[q]; Ly=Ry=-INF;
59  for(i=0;i<n;i++){
60    if(pt[i].X==Lx && pt[i].Y>Ly){ Ly=pt[i].Y; p=i; }
61    if(pt[i].X==Rx && pt[i].Y>Ry){ Ry=pt[i].Y; q=i; }
62  }
63  for(un=0,i=p;i!=q;i=(i+n-1)%n){ rt[un++]=pt[i]; }
64  rt[un]=pt[q];
65 }
66 inline int inConvex(Pt p){
67  int L,R,M;
68  if(p.X<Lx || p.X>Rx) return 0;
69  L=0;R=dn;
70  while(L<R-1){ M=(L+R)/2;
71    if(p.X<qt[M].X) R=M; else L=M; }
72    if(tri(qt[L],qt[R],p)<0) return 0;
73    L=0;R=un;
74    while(L<R-1){ M=(L+R)/2;
75      if(p.X<rt[M].X) R=M; else L=M; }
76      if(tri(rt[L],rt[R],p)>0) return 0;
77      return 1;
78 }
79 int main(){
80  int n,m,i;
81  Pt p;
82  scanf("%d",&n);
83  for(i=0;i<n;i++) scanf("%lld%lld",&pt[i].X,&pt[i].Y);
84  scanf("%d",&m);
85  for(i=0;i<m;i++) scanf("%lld%lld",&qt[i].X,&qt[i].Y);
86  n=minkowskiSum(n,m);
87  for(i=0;i<n;i++) pt[i]=rt[i];
88  scanf("%d",&m);
89  for(i=0;i<m;i++) scanf("%lld%lld",&qt[i].X,&qt[i].Y);
90  n=minkowskiSum(n,m);
91  for(i=0;i<n;i++) pt[i]=rt[i];
92  initInConvex(n);
93  scanf("%d",&m);
94  for(i=0;i<m;i++){
95    scanf("%lld %lld",&p.X,&p.Y);
96    p.X*=3; p.Y*=3;
97    puts(inConvex(p)?"YES":"NO");
98  }
99 }
```

9　Number Theory

9.1　Pollard's rho

```
1 from itertools import count
2 from math import gcd
3 from sys import stdin
4
5 for s in stdin:
6     number, x = int(s), 2
7     break2 = False
8     for cycle in count(1):
9         y = x
10         if break2:
11             break
12         for i in range(1 << cycle):
13             x = (x * x + 1) % number
14             factor = gcd(x - y, number)
15             if factor > 1:
16                 print(factor)
17                 break2 = True
18                 break
```

9.2　Miller Rabin

```
1 // n < 4,759,123,141        3 :  2, 7, 61
2 // n < 1,122,004,669,633    4 :  2, 13, 23, 1662803
3 // n < 3,474,749,660,383        6 :  pirmes <= 13
4 // n < 2^64                     7 :
5 // 2, 325, 9375, 28178, 450775, 9780504, 1795265022
6 bool witness(ll a,ll n,ll u,int t){
7   if(!(a%n)) return 0;
8   ll x=mypow(a,u,n);
9   for(int i=0;i<t;i++) {
10     ll nx=mul(x,x,n);
11     if(nx==1&&x!=1&&x!=n-1) return 1;
12     x=nx;
13   }
14   return x!=1;
15 }
16 bool miller_rabin(ll n,int s=100) {
17   // iterate s times of witness on n
18   // return 1 if prime, 0 otherwise
19   if(n<2) return 0;
20   if(!(n&1)) return n == 2;
21   ll u=n-1; int t=0;
22   while(!(u&1)) u>>=1, t++;
23   while(s--){
24     ll a=randll()%(n-1)+1;
25     if(witness(a,n,u,t)) return 0;
26   }
27   return 1;
28 }
```

9.3　Fast Power

Note: $a^n \equiv a^{(n \bmod (p-1))} (\bmod\ p)$

9.4　Extend GCD

```
1 ll GCD;
2 pll extgcd(ll a, ll b) {
3     if (b == 0) {
4         GCD = a;
5         return pll{1, 0};
6     }
7     pll ans = extgcd(b, a % b);
8     return pll{ans.S, ans.F - a/b * ans.S};
9 }
10
11 pll bezout(ll a, ll b, ll c) {
12     bool negx = (a < 0), negy = (b < 0);
13     pll ans = extgcd(abs(a), abs(b));
14     if (c % GCD != 0) return pll{-LLINF, -LLINF};
15     return pll{ans.F * c/GCD * (negx ? -1 : 1),
16                ans.S * c/GCD * (negy ? -1 : 1)};
17 }
18
19 ll inv(ll a, ll p) {
20     if (p == 1) return -1;
21     pll ans = bezout(a % p, -p, 1);
22     if (ans == pll{-LLINF, -LLINF}) return -1;
23     return (ans.F % p + p) % p;
24 }
```

9.5　Mu

```
1 const int maxn = 1e6 + 5;
2 ll mu[maxn];
3 vector<int> lpf, prime;
4 void buildMu() {
5     lpf.clear(); lpf.resize(maxn, 1);
6     prime.clear();
7     mu[1] = 1;
8     for (int i = 2; i < maxn; i++) {
9         if (lpf[i] == 1) {
10             lpf[i] = i; prime.emplace_back(i);
11             mu[i] = -1;
12         }
13         Each(j, prime) {
14             if (i*j >= maxn) break;
15             lpf[i*j] = j;
16             if (i % j == 0) mu[i*j] = 0;
17             else mu[i*j] = -mu[i];
18             if (j >= lpf[i]) break;
19         }
20     }
```

```
21 }
```

9.6 Phi

```cpp
1  const int maxn = 1e6 + 5;
2  ll phi[maxn];
3  vector<int> lpf, prime;
4  void buildPhi() {
5      lpf.clear(); lpf.resize(maxn, 1);
6      prime.clear();
7      phi[1] = 1;
8      for (int i = 2; i < maxn; i++) {
9          if (lpf[i] == 1) {
10             lpf[i] = i; prime.emplace_back(i);
11             phi[i] = i-1;
12         }
13         Each(j, prime) {
14             if (i*j >= maxn) break;
15             lpf[i*j] = j;
16             if (i % j == 0) phi[i*j] = phi[i]*j;
17             else phi[i*j] = phi[i]*phi[j];
18             if (j >= lpf[i]) break;
19         }
20     }
21 }
```

9.7 Other Formulas

- Inversion:
  $aa^{-1} \equiv 1 \pmod{m}$. a^{-1} exists iff $\gcd(a,m) = 1$.

- Linear inversion:
  $a^{-1} \equiv (m - \lfloor \frac{m}{a} \rfloor) \times (m \bmod a)^{-1} \pmod{m}$

- Fermat's little theorem:
  $a^p \equiv a \pmod{p}$ if p is prime.

- Euler function:
  $\phi(n) = n \prod_{p|n} \frac{p-1}{p}$

- Euler theorem:
  $a^{\phi(n)} \equiv 1 \pmod{n}$ if $\gcd(a,n) = 1$.

- Extended Euclidean algorithm:
  $ax + by = \gcd(a,b) = \gcd(b, a \bmod b) = \gcd(b, a - \lfloor \frac{a}{b} \rfloor b) = bx_1 + (a - \lfloor \frac{a}{b} \rfloor b)y_1 = ay_1 + b(x_1 - \lfloor \frac{a}{b} \rfloor y_1)$

- Divisor function:
  $\sigma_x(n) = \sum_{d|n} d^x$. $n = \prod_{i=1}^{r} p_i^{a_i}$.
  $\sigma_x(n) = \prod_{i=1}^{r} \frac{p_i^{(a_i+1)x}-1}{p_i^x-1}$ if $x \neq 0$. $\sigma_0(n) = \prod_{i=1}^{r}(a_i + 1)$.

- Chinese remainder theorem (Coprime Moduli):
  $x \equiv a_i \pmod{m_i}$.
  $M = \prod m_i$. $M_i = M/m_i$. $t_i = M_i^{-1}$.
  $x = kM + \sum a_i t_i M_i, k \in \mathbb{Z}$.

- Chinese remainder theorem:
  $x \equiv a_1 \pmod{m_1}, x \equiv a_2 \pmod{m_2} \Rightarrow x = m_1 p + a_1 = m_2 q + a_2 \Rightarrow m_1 p - m_2 q = a_2 - a_1$
  Solve for (p, q) using ExtGCD.
  $x \equiv m_1 p + a_1 \equiv m_2 q + a_2 \pmod{lcm(m_1, m_2)}$

- Avoiding Overflow: $ca \bmod cb = c(a \bmod b)$

- Dirichlet Convolution: $(f * g)(n) = \sum_{d|n} f(n)g(n/d)$

- Important Multiplicative Functions + Proterties:
  1. $\epsilon(n) = [n = 1]$
  2. $1(n) = 1$
  3. $id(n) = n$
  4. $\mu(n) = 0$ if n has squared prime factor
  5. $\mu(n) = (-1)^k$ if $n = p_1 p_2 \cdots p_k$
  6. $\epsilon = \mu * 1$
  7. $\phi = \mu * id$
  8. $[n = 1] = \sum_{d|n} \mu(d)$
  9. $[gcd = 1] = \sum_{d|gcd} \mu(d)$

- Möbius inversion: $f = g * 1 \Leftrightarrow g = f * \mu$

10 Linear Algebra

10.1 Gaussian-Jordan Elimination

```cpp
1  int n;
2  ll mod;
3  vector<ll> inv;
4  vector<vector<ll> > v;
5  void build() {
6    inv.clear(); inv.resize(mod, 0);
7    inv[1] = 1;
8    FOR(i, 2, mod, 1) {
9      inv[i] = (mod-mod/i)*inv[mod%i]%mod;
10   }
11 }
12 void init() {
13   cin >> n >> mod;
14   build();
15   v.resize(n, vector<ll>(n+1, 0LL));
16   REP(i, n) cin >> v[i][n];
17   REP(i, n) REP(j, n) cin >> v[j][i];
18 }
19 void gauss(vector<vector<ll>>& v) {
20   int r = 0;
21   REP(i, n) {
22     bool ok = false;
23     FOR(j, r, n, 1) {
24       if (v[j][i] == 0) continue;
25       swap(v[j], v[r]);
26       ok = true;
27       break;
28     }
29     if (!ok) continue;
30     ll div = inv[v[r][i]];
31     REP(j, n+1) {
32       v[r][j] *= div;
33       if (v[r][j] >= mod) v[r][j] %= mod;
34     }
35     REP(j, n) {
36       if (j == r) continue;
37       ll t = v[j][i];
38       REP(k, n+1) {
39         v[j][k] -= v[r][k] * t % mod;
40         if (v[j][k] < 0) v[j][k] += mod;
41       }
42     }
43     r++;
44   }
45 }
46 void solve() {
47   gauss(v);
48   REP(i, n) {
49     cout << v[i][n] << ' ';
50   }
51   cout << endl;
52 }
```

10.2 Determinant

1. Use GJ Elimination, if there's any row consists of only 0, then det = 0, otherwise det = product of diagonal elements.

2. Properties of det:

   - Transpose: Unchanged
   - Row Operation 1 - Swap 2 rows: $-det$
   - Row Operation 2 - $k\overrightarrow{r_i}$: $k \times det$
   - Row Operation 3 - $k\overrightarrow{r_i}$ add to $\overrightarrow{r_j}$: Unchaged

11 Flow / Matching

11.1 Dinic

```cpp
struct Dinic {
    struct Edge {
        int t, c, r;
        Edge() {}
        Edge(int _t, int _c, int _r):
            t(_t), c(_c), r(_r) {}
    };
    vector<vector<Edge>> G;
    vector<int> dis, iter;
    int s, t;
    void init(int n) {
        G.resize(n), dis.resize(n), iter.resize(n);
        for(int i = 0; i < n; ++i)
            G[i].clear();
    }
    void add(int a, int b, int c) {
        G[a].eb(b, c, G[b].size());
        G[b].eb(a, 0, G[a].size() - 1);
    }
    bool bfs() {
        fill(ALL(dis), -1);
        dis[s] = 0;
        queue<int> que;
        que.push(s);
        while(!que.empty()) {
            int u = que.front(); que.pop();
            for(auto& e : G[u]) {
                if(e.c > 0 && dis[e.t] == -1) {
                    dis[e.t] = dis[u] + 1;
                    que.push(e.t);
                }
            }
        }
        return dis[t] != -1;
    }
    int dfs(int u, int cur) {
        if(u == t) return cur;
        for(int &i = iter[u]; i < (int)G[u].size(); ++i
            ) {
            auto& e = G[u][i];
            if(e.c > 0 && dis[u] + 1 == dis[e.t]) {
                int ans = dfs(e.t, min(cur, e.c));
                if(ans > 0) {
                    G[e.t][e.r].c += ans;
                    e.c -= ans;
                    return ans;
                }
            }
        }
        return 0;
    }

    int flow(int a, int b) {
        s = a, t = b;
        int ans = 0;
        while(bfs()) {
            fill(ALL(iter), 0);
            int tmp;
            while((tmp = dfs(s, INF)) > 0)
                ans += tmp;
        }
        return ans;
    }
};
```

11.2 ISAP

```cpp
#define SZ(c) ((int)(c).size())
struct Maxflow{
  static const int MAXV=50010;
  static const int INF =1000000;
  struct Edge{
    int v,c,r;
    Edge(int _v,int _c,int _r):v(_v),c(_c),r(_r){}
  };
  int s,t; vector<Edge> G[MAXV];
  int iter[MAXV],d[MAXV],gap[MAXV],tot;
  void init(int n,int _s,int _t){
    tot=n,s=_s,t=_t;
    for(int i=0;i<=tot;i++){
      G[i].clear(); iter[i]=d[i]=gap[i]=0;
    }
  }
  void addEdge(int u,int v,int c){
    G[u].push_back(Edge(v,c,SZ(G[v])));
    G[v].push_back(Edge(u,0,SZ(G[u])-1));
  }
  int DFS(int p,int flow){
    if(p==t) return flow;
    for(int &i=iter[p];i<SZ(G[p]);i++){
      Edge &e=G[p][i];
      if(e.c>0&&d[p]==d[e.v]+1){
        int f=DFS(e.v,min(flow,e.c));
        if(f){ e.c-=f; G[e.v][e.r].c+=f; return f; }
      }
    }
    if((--gap[d[p]])==0) d[s]=tot;
    else{ d[p]++; iter[p]=0; ++gap[d[p]]; }
    return 0;
  }
  int flow(){
    int res=0;
    for(res=0,gap[0]=tot;d[s]<tot;res+=DFS(s,INF));
    return res;
  } // reset: set iter,d,gap to 0
} flow;
```

11.3 MCMF

```cpp
struct MCMF {
    struct Edge {
        int to, cap, rev;
        ll cost;
        Edge() {}
        Edge(int _to, int _cap, int _rev, ll _cost) :
            to(_to), cap(_cap), rev(_rev), cost(_cost)
                {}
    };
    static const int N = 2000;
    vector<Edge> G[N];
    int n, s, t;
    void init(int _n, int _s, int _t) {
        n = _n, s = _s, t = _t;
        for(int i = 0; i <= n; ++i)
            G[i].clear();
    }
    void add_edge(int from, int to, int cap, ll cost) {
        G[from].eb(to, cap, (int)G[to].size(), cost);
        G[to].eb(from, 0, (int)G[from].size() - 1, -
            cost);
    }

    bool vis[N];
    int iter[N];
    ll dis[N];
    bool SPFA() {
        for(int i = 0; i <= n; ++i)
            vis[i] = 0, dis[i] = LINF;

        dis[s] = 0; vis[s] = 1;
        queue<int> que; que.push(s);
        while(!que.empty()) {
            int u = que.front(); que.pop();
            vis[u] = 0;
            for(auto& e : G[u]) if(e.cap > 0 && dis[e.
                to] > dis[u] + e.cost) {
                dis[e.to] = dis[u] + e.cost;
                if(!vis[e.to]) {
                    que.push(e.to);
                    vis[e.to] = 1;
                }
            }
        }
        return dis[t] != LINF;
    }

    int dfs(int u, int cur) {
        if(u == t) return cur;
```

```
47        int ret = 0; vis[u] = 1;
48        for(int &i = iter[u]; i < (int)G[u].size(); ++i
             ) {
49            auto &e = G[u][i];
50            if(e.cap > 0 && dis[e.to] == dis[u] + e.
                 cost && !vis[e.to]) {
51                int tmp = dfs(e.to, min(cur, e.cap));
52                e.cap -= tmp;
53                G[e.to][e.rev].cap += tmp;
54                cur -= tmp;
55                ret += tmp;
56                if(cur == 0) {
57                    vis[u] = 0;
58                    return ret;
59                }
60            }
61        }
62        vis[u] = 0;
63        return ret;
64    }
65    pair<int, ll> flow() {
66        int flow = 0; ll cost = 0;
67        while(SPFA()) {
68            memset(iter, 0, sizeof(iter));
69            int tmp = dfs(s, INF);
70            flow += tmp, cost += tmp * dis[t];
71        }
72        return {flow, cost};
73    }
74 };
```

11.4 Hopcroft-Karp

```
 1 struct HopcroftKarp {
 2     // id: X = [1, nx], Y = [nx+1, nx+ny]
 3     int n, nx, ny, m, MXCNT;
 4     vector<vector<int> > g;
 5     vector<int> mx, my, dis, vis;
 6     void init(int nnx, int nny, int mm) {
 7         nx = nnx, ny = nny, m = mm;
 8         n = nx + ny + 1;
 9         g.clear(); g.resize(n);
10     }
11     void add(int x, int y) {
12         g[x].emplace_back(y);
13         g[y].emplace_back(x);
14     }
15     bool dfs(int x) {
16         vis[x] = true;
17         Each(y, g[x]) {
18             int px = my[y];
19             if (px == -1 ||
20                 (dis[px] == dis[x]+1 &&
21                 !vis[px] && dfs(px))) {
22                 mx[x] = y;
23                 my[y] = x;
24                 return true;
25             }
26         }
27         return false;
28     }
29     void get() {
30         mx.clear(); mx.resize(n, -1);
31         my.clear(); my.resize(n, -1);
32
33         while (true) {
34             queue<int> q;
35             dis.clear(); dis.resize(n, -1);
36             for (int x = 1; x <= nx; x++){
37                 if (mx[x] == -1) {
38                     dis[x] = 0;
39                     q.push(x);
40                 }
41             }
42             while (!q.empty()) {
43                 int x = q.front(); q.pop();
44                 Each(y, g[x]) {
45                     if (my[y] != -1 && dis[my[y]] ==
                          -1) {
46                         dis[my[y]] = dis[x] + 1;
47                         q.push(my[y]);
```

```
48                     }
49                 }
50             }
51
52             bool brk = true;
53             vis.clear(); vis.resize(n, 0);
54             for (int x = 1; x <= nx; x++)
55                 if (mx[x] == -1 && dfs(x))
56                     brk = false;
57
58             if (brk) break;
59         }
60         MXCNT = 0;
61         for (int x = 1; x <= nx; x++) if (mx[x] != -1)
                 MXCNT++;
62     }
63 } hk;
```

11.5 Cover / Independent Set

```
 1 V(E) Cover: choose some V(E) to cover all E(V)
 2 V(E) Independ: set of V(E) not adj to each other
 3
 4 M = Max Matching
 5 Cv = Min V Cover
 6 Ce = Min E Cover
 7 Iv = Max V Ind
 8 Ie = Max E Ind (equiv to M)
 9
10 M = Cv (Konig Theorem)
11 Iv = V \ Cv
12 Ce = V - M
13
14 Construct Cv:
15 1. Run Dinic
16 2. Find s-t min cut
17 3. Cv = {X in T} + {Y in S}
```

11.6 KM

```
 1 #include <bits/stdc++.h>
 2
 3 using namespace std;
 4 const int inf = 1e9;
 5
 6 struct KuhnMunkres {
 7     int n;
 8     vector<vector<int>> g;
 9     vector<int> lx, ly, slack;
10     vector<int> match, visx, visy;
11     KuhnMunkres(int n) : n(n), g(n, vector<int>(n)),
12         lx(n), ly(n), slack(n), match(n), visx(n), visy
             (n) {}
13     vector<int> & operator[](int i) { return g[i]; }
14     bool dfs(int i, bool aug) { // aug = true 表示要更
           新 match
15         if(visx[i]) return false;
16         visx[i] = true;
17         for(int j = 0; j < n; j++) {
18             if(visy[j]) continue;
19             // 一邊擴增交錯樹、尋找增廣路徑
20             // 一邊更新slack：樹上的點跟樹外的點所造成
                  的最小權重
21             int d = lx[i] + ly[j] - g[i][j];
22             if(d == 0) {
23                 visy[j] = true;
24                 if(match[j] == -1 || dfs(match[j], aug)
                      ) {
25                     if(aug)
26                         match[j] = i;
27                     return true;
28                 }
29             } else {
30                 slack[j] = min(slack[j], d);
31             }
32         }
33         return false;
34     }
35     bool augment() { // 回傳是否有增廣路
```

```
36      for(int j = 0; j < n; j++) if(!visy[j] && slack
            [j] == 0) {
37          visy[j] = true;
38          if(match[j] == -1 || dfs(match[j], false))
                {
39              return true;
40          }
41      }
42      return false;
43   }
44   void relabel() {
45      int delta = inf;
46      for(int j = 0; j < n; j++) if(!visy[j]) delta =
            min(delta, slack[j]);
47      for(int i = 0; i < n; i++) if(visx[i]) lx[i] -=
            delta;
48      for(int j = 0; j < n; j++) {
49          if(visy[j]) ly[j] += delta;
50          else slack[j] -= delta;
51      }
52   }
53   int solve() {
54      for(int i = 0; i < n; i++) {
55          lx[i] = 0;
56          for(int j = 0; j < n; j++) lx[i] = max(lx[i
                ], g[i][j]);
57      }
58      fill(ly.begin(), ly.end(), 0);
59      fill(match.begin(), match.end(), -1);
60      for(int i = 0; i < n; i++) {
61          // slack 在每一輪都要初始化
62          fill(slack.begin(), slack.end(), inf);
63          fill(visx.begin(), visx.end(), false);
64          fill(visy.begin(), visy.end(), false);
65          if(dfs(i, true)) continue;
66          // 重複調整頂標直到找到增廣路徑
67          while(!augment()) relabel();
68          fill(visx.begin(), visx.end(), false);
69          fill(visy.begin(), visy.end(), false);
70          dfs(i, true);
71      }
72      int ans = 0;
73      for(int j = 0; j < n; j++) if(match[j] != -1)
            ans += g[match[j]][j];
74      return ans;
75   }
76 };
77 signed main() {
78   ios_base::sync_with_stdio(0), cin.tie(0);
79   int n;
80   while(cin >> n && n) {
81      KuhnMunkres KM(n);
82      for(int i = 0; i < n; i++) {
83          for(int j = 0; j < n; j++) {
84              int c;
85              cin >> c;
86              if(c > 0)
87                  KM[i][j] = c;
88          }
89      }
90      cout << KM.solve() << '\n';
91   }
92 }
```

12 Combinatorics

12.1 Catalan Number

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

0	1	1	2	5
4	14	42	132	429
8	1430	4862	16796	58786
12	208012	742900	2674440	9694845

12.2 Burnside's Lemma

Let X be the original set.
Let G be the group of operations acting on X.
Let X^g be the set of x not affected by g.
Let X/G be the set of orbits.
Then the following equation holds:

$$|X/G| = \frac{1}{|G|} \sum_{g \in G} |X^g|$$

13 Special Numbers

13.1 Fibonacci Series

1	1	1	2	3
5	5	8	13	21
9	34	55	89	144
13	233	377	610	987
17	1597	2584	4181	6765
21	10946	17711	28657	46368
25	75025	121393	196418	317811
29	514229	832040	1346269	2178309
33	3524578	5702887	9227465	14930352

$f(45) \approx 10^9, f(88) \approx 10^{18}$

13.2 Prime Numbers

- First 50 prime numbers:

1	2	3	5	7	11
6	13	17	19	23	29
11	31	37	41	43	47
16	53	59	61	67	71
21	73	79	83	89	97
26	101	103	107	109	113
31	127	131	137	139	149
36	151	157	163	167	173
41	179	181	191	193	197
46	199	211	223	227	229

- Very large prime numbers:
  1000001333   1000500889   2500001909
  2000000659   900004151   850001359

- $\pi(n) \equiv$ Number of primes $\leq n \approx n/((\ln n) - 1)$
  $\pi(100) = 25, \pi(200) = 46$
  $\pi(500) = 95, \pi(1000) = 168$
  $\pi(2000) = 303, \pi(4000) = 550$
  $\pi(10^4) = 1229, \pi(10^5) = 9592$
  $\pi(10^6) = 78498, \pi(10^7) = 664579$