Contents

1 Basic

1.1 .vimrc

```
sy on
set ru nu cin cul sc so=3 ts=4 sw=4 bs=2 ls=2 mouse=a
inoremap {<CR> {<CR>}<C-o>O
map <F7> :w<CR>:!g++ "%" -Wall -Wextra -Wshadow -
    Wconversion -fsanitize=address -fsanitize=undefined
     -D_GLIBCXX_DEBUG -o /owo/run<CR>:!/owo/run<CR>
```

1.2 pragma

```
#pragma GCC optimize("Ofast,unroll-loops")
#pragma GCC target("avx,avx2,sse,sse2,sse3,ssse3,sse4,
    popcnt,abm,mmx,fma,tune=native")
```

1.3 PBDS

```
#include <bits/extc++.h>
using namespace __gnu_pbds;

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
tree<int, null_type, less<int>, rb_tree_tag,
    tree_order_statistics_node_update> bst;
// order_of_key(n): # of elements <= n
// find_by_order(n): 0-indexed

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/priority_queue.hpp>
__gnu_pbds::priority_queue<int, greater<int>,
    pairing_heap_tag> pq;
```

1.4 splitmix64

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

struct custom_hash
{
    static uint64_t splitmix64(uint64_t x)
    {
        x += 0x9e3779b97f4a7c15;
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }
    size_t operator()(uint64_t x) const
    {
        static const uint64_t FIXED_RANDOM = chrono::
            steady_clock::now().time_since_epoch().
            count();
        return splitmix64(x + FIXED_RANDOM);
    }
};
```

2 Graph

2.1 BCC Vertex*

```
int n, m, dfn[N], low[N], is_cut[N], nbcc = 0, t = 0;
vector<int> g[N], bcc[N], G[2 * N];
stack<int> st;
void tarjan(int p, int lp) {
  dfn[p] = low[p] = ++t;
  st.push(p);
```

```
  for (auto i : g[p]) {
    if (!dfn[i]) {
      tarjan(i, p);
      low[p] = min(low[p], low[i]);
      if (dfn[p] <= low[i]) {
        nbcc++;
        is_cut[p] = 1;
        for (int x = 0; x != i; st.pop()) {
          x = st.top();
          bcc[nbcc].push_back(x);
        }
        bcc[nbcc].push_back(p);
      }
    } else low[p] = min(low[p], dfn[i]);
  }
}
void build() { // [n+1,n+nbcc] cycle, [1,n] vertex
  for (int i = 1; i <= nbcc; i++) {
    for (auto j : bcc[i]) {
      G[i + n].push_back(j);
      G[j].push_back(i + n);
    }
  }
}
```

2.2 Bridge*

```
int low[N], dfn[N], Time; // 1-base
vector<pii> G[N], edge;
vector<bool> is_bridge;

void init(int n) {
  Time = 0;
  for (int i = 1; i <= n; ++i)
    G[i].clear(), low[i] = dfn[i] = 0;
}

void add_edge(int a, int b) {
  G[a].pb(pii(b, SZ(edge))), G[b].pb(pii(a, SZ(edge)));
  edge.pb(pii(a, b));
}

void dfs(int u, int f) {
  dfn[u] = low[u] = ++Time;
  for (auto i : G[u])
    if (!dfn[i.X])
      dfs(i.X, i.Y), low[u] = min(low[u], low[i.X]);
    else if (i.Y != f) low[u] = min(low[u], dfn[i.X]);
  if (low[u] == dfn[u] && f != -1) is_bridge[f] = 1;
}

void solve(int n) {
  is_bridge.resize(SZ(edge));
  for (int i = 1; i <= n; ++i)
    if (!dfn[i]) dfs(i, -1);
}
```

2.3 2SAT (SCC)*

```
struct SAT { // 0-base
  int low[N], dfn[N], bln[N], n, Time, nScc;
  bool instack[N], istrue[N];
  stack<int> st;
  vector<int> G[N], SCC[N];
  void init(int _n) {
    n = _n; // assert(n * 2 <= N);
    for (int i = 0; i < n + n; ++i) G[i].clear();
  }
  void add_edge(int a, int b) { G[a].pb(b); }
  int rv(int a) {
    if (a >= n) return a - n;
    return a + n;
  }
  void add_clause(int a, int b) {
    add_edge(rv(a), b), add_edge(rv(b), a);
  }
  void dfs(int u) {
    dfn[u] = low[u] = ++Time;
    instack[u] = 1, st.push(u);
    for (int i : G[u])
      if (!dfn[i])
        dfs(i), low[u] = min(low[i], low[u]);
      else if (instack[i] && dfn[i] < dfn[u])
        low[u] = min(low[u], dfn[i]);
    if (low[u] == dfn[u]) {
      int tmp;
      do {
        tmp = st.top(), st.pop();
        instack[tmp] = 0, bln[tmp] = nScc;
      } while (tmp != u);
      ++nScc;
    }
  }
  bool solve() {
    Time = nScc = 0;
    for (int i = 0; i < n + n; ++i)
      SCC[i].clear(), low[i] = dfn[i] = bln[i] = 0;
    for (int i = 0; i < n + n; ++i)
      if (!dfn[i]) dfs(i);
    for (int i = 0; i < n + n; ++i) SCC[bln[i]].pb(i);
    for (int i = 0; i < n; ++i) {
      if (bln[i] == bln[i + n]) return false;
      istrue[i] = bln[i] < bln[i + n];
      istrue[i + n] = !istrue[i];
    }
    return true;
  }
};
```

2.4 MinimumMeanCycle*

```
ll road[N][N]; // input here
struct MinimumMeanCycle {
  ll dp[N + 5][N], n;
  pll solve() {
    ll a = -1, b = -1, L = n + 1;
    for (int i = 2; i <= L; ++i)
      for (int k = 0; k < n; ++k)
        for (int j = 0; j < n; ++j)
          dp[i][j] =
            min(dp[i - 1][k] + road[k][j], dp[i][j]);
    for (int i = 0; i < n; ++i) {
      if (dp[L][i] >= INF) continue;
      ll ta = 0, tb = 1;
      for (int j = 1; j < n; ++j)
        if (dp[j][i] < INF &&
          ta * (L - j) < (dp[L][i] - dp[j][i]) * tb)
          ta = dp[L][i] - dp[j][i], tb = L - j;
      if (ta == 0) continue;
      if (a == -1 || a * tb > ta * b) a = ta, b = tb;
    }
    if (a != -1) {
      ll g = __gcd(a, b);
      return pll(a / g, b / g);
    }
    return pll(-1LL, -1LL);
  }
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i)
      for (int j = 0; j < n; ++j) dp[i + 2][j] = INF;
  }
};
```

2.5 Virtual Tree*

```
vector<int> vG[N];
int top, st[N];

void insert(int u) {
  if (top == -1) return st[++top] = u, void();
  int p = LCA(st[top], u);
  if (p == st[top]) return st[++top] = u, void();
  while (top >= 1 && dep[st[top - 1]] >= dep[p])
    vG[st[top - 1]].pb(st[top]), --top;
  if (st[top] != p)
    vG[p].pb(st[top]), --top, st[++top] = p;
  st[++top] = u;
}

void reset(int u) {
  for (int i : vG[u]) reset(i);
```

```
  vG[u].clear();
}

void solve(vector<int> &v) {
  top = -1;
  sort(ALL(v),
    [&](int a, int b) { return dfn[a] < dfn[b]; });
  for (int i : v) insert(i);
  while (top > 0) vG[st[top - 1]].pb(st[top]), --top;
  // do something
  reset(v[0]);
}
```

2.6 Maximum Clique Dyn*

```
const int N = 150;
struct MaxClique { // Maximum Clique
  bitset<N> a[N], cs[N];
  int ans, sol[N], q, cur[N], d[N], n;
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; i++) a[i].reset();
  }
  void addEdge(int u, int v) { a[u][v] = a[v][u] = 1; }
  void csort(vector<int> &r, vector<int> &c) {
    int mx = 1, km = max(ans - q + 1, 1), t = 0,
        m = r.size();
    cs[1].reset(), cs[2].reset();
    for (int i = 0; i < m; i++) {
      int p = r[i], k = 1;
      while ((cs[k] & a[p]).count()) k++;
      if (k > mx) mx++, cs[mx + 1].reset();
      cs[k][p] = 1;
      if (k < km) r[t++] = p;
    }
    c.resize(m);
    if (t) c[t - 1] = 0;
    for (int k = km; k <= mx; k++)
      for (int p = cs[k]._Find_first(); p < N;
           p = cs[k]._Find_next(p))
        r[t] = p, c[t] = k, t++;
  }
  void dfs(vector<int> &r, vector<int> &c, int l,
    bitset<N> mask) {
    while (!r.empty()) {
      int p = r.back();
      r.pop_back(), mask[p] = 0;
      if (q + c.back() <= ans) return;
      cur[q++] = p;
      vector<int> nr, nc;
      bitset<N> nmask = mask & a[p];
      for (int i : r)
        if (a[p][i]) nr.push_back(i);
      if (!nr.empty()) {
        if (l < 4) {
          for (int i : nr)
            d[i] = (a[i] & nmask).count();
          sort(nr.begin(), nr.end(),
            [&](int x, int y) { return d[x] > d[y]; });
        }
        csort(nr, nc), dfs(nr, nc, l + 1, nmask);
      } else if (q > ans) ans = q, copy_n(cur, q, sol);
      c.pop_back(), q--;
    }
  }
  int solve(bitset<N> mask = bitset<N>(
              string(N, '1'))) { // vertex mask
    vector<int> r, c;
    ans = q = 0;
    for (int i = 0; i < n; i++)
      if (mask[i]) r.push_back(i);
    for (int i = 0; i < n; i++)
      d[i] = (a[i] & mask).count();
    sort(r.begin(), r.end(),
      [&](int i, int j) { return d[i] > d[j]; });
    csort(r, c), dfs(r, c, 1, mask);
    return ans; // sol[0 ~ ans-1]
  }
} graph;
```

2.7 Dominator Tree*

```
struct dominator_tree { // 1-base
  vector<int> G[N], rG[N];
  int n, pa[N], dfn[N], id[N], Time;
  int semi[N], idom[N], best[N];
  vector<int> tree[N]; // dominator_tree
  void init(int _n) {
    n = _n;
    for (int i = 1; i <= n; ++i)
      G[i].clear(), rG[i].clear();
  }
  void add_edge(int u, int v) {
    G[u].pb(v), rG[v].pb(u);
  }
  void dfs(int u) {
    id[dfn[u] = ++Time] = u;
    for (auto v : G[u])
      if (!dfn[v]) dfs(v), pa[dfn[v]] = dfn[u];
  }
  int find(int y, int x) {
    if (y <= x) return y;
    int tmp = find(pa[y], x);
    if (semi[best[y]] > semi[best[pa[y]]])
      best[y] = best[pa[y]];
    return pa[y] = tmp;
  }
  void tarjan(int root) {
    Time = 0;
    for (int i = 1; i <= n; ++i) {
      dfn[i] = idom[i] = 0;
      tree[i].clear();
      best[i] = semi[i] = i;
    }
    dfs(root);
    for (int i = Time; i > 1; --i) {
      int u = id[i];
      for (auto v : rG[u])
        if (v = dfn[v]) {
          find(v, i);
          semi[i] = min(semi[i], semi[best[v]]);
        }
      tree[semi[i]].pb(i);
      for (auto v : tree[pa[i]]) {
        find(v, pa[i]);
        idom[v] =
          semi[best[v]] == pa[i] ? pa[i] : best[v];
      }
      tree[pa[i]].clear();
    }
    for (int i = 2; i <= Time; ++i) {
      if (idom[i] != semi[i]) idom[i] = idom[idom[i]];
      tree[id[idom[i]]].pb(id[i]);
    }
  }
};
```

2.8 DMST

```
struct zhu_liu { // O(VE)
  struct edge {
    int u, v;
    ll w;
  };
  vector<edge> E; // 0-base
  int pe[N], id[N], vis[N];
  ll in[N];
  void init() { E.clear(); }
  void add_edge(int u, int v, ll w) {
    if (u != v) E.pb(edge{u, v, w});
  }
  ll build(int root, int n) {
    ll ans = 0;
    for (;;) {
      fill_n(in, n, INF);
      for (int i = 0; i < SZ(E); ++i)
        if (E[i].u != E[i].v && E[i].w < in[E[i].v])
          pe[E[i].v] = i, in[E[i].v] = E[i].w;
      for (int u = 0; u < n; ++u) // no solution
        if (u != root && in[u] == INF) return -INF;
      int cntnode = 0;
      fill_n(id, n, -1), fill_n(vis, n, -1);
      for (int u = 0; u < n; ++u) {
        if (u != root) ans += in[u];
```

```
        int v = u;
        while (vis[v] != u && !~id[v] && v != root)
          vis[v] = u, v = E[pe[v]].u;
        if (v != root && !~id[v]) {
          for (int x = E[pe[v]].u; x != v;
               x = E[pe[x]].u)
            id[x] = cntnode;
          id[v] = cntnode++;
        }
      }
      if (!cntnode) break; // no cycle
      for (int u = 0; u < n; ++u)
        if (!~id[u]) id[u] = cntnode++;
      for (int i = 0; i < SZ(E); ++i) {
        int v = E[i].v;
        E[i].u = id[E[i].u], E[i].v = id[E[i].v];
        if (E[i].u != E[i].v) E[i].w -= in[v];
      }
      n = cntnode, root = id[root];
    }
    return ans;
  }
};
```

```
#define rep(i, a, b) for (int i = a; i < (b); ++i)
#define all(x) begin(x), end(x)
#define sz(x) (int)(x).size()
typedef vector<int> vi;
struct RollbackUF {
  vi e;
  vector<pii> 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 sz(st); }
  void rollback(int t) {
    for (int i = time(); i-- > t;)
      e[st[i].first] = st[i].second;
    st.resize(t);
  }
  bool join(int a, int b) {
    a = find(a), b = find(b);
    if (a == b) return false;
    if (e[a] > e[b]) swap(a, b);
    st.push_back({a, e[a]});
    st.push_back({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);
}
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;
  vi 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;
  rep(s, 0, n) {
    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.join(u, w));
        u = uf.find(u), heap[u] = cyc, seen[u] = -1;
        cycs.push_front({u, time, {&Q[qi], &Q[end]}});
      }
    }
    rep(i, 0, qi) 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;
  }
  rep(i, 0, n) par[i] = in[i].a;
  return {res, par};
}
```

2.9 Vizing's theorem*

```
namespace Vizing { // Edge coloring
                   // G: coloring adjM
int C[maxN][maxN], G[maxN][maxN];
void clear(int N) {
  for (int i = 0; i <= N; i++) {
    for (int j = 0; j <= N; j++) C[i][j] = G[i][j] = 0;
  }
}
void solve(vector<pii> &E, int N, int M) {
  int X[MAXN] = {}, a;
  auto update = [&](int u) {
    for (X[u] = 1; C[u][X[u]]; X[u]++);
  };
  auto color = [&](int u, int v, int c) {
    int p = G[u][v];
    G[u][v] = G[v][u] = c;
    C[u][c] = v;
    C[v][c] = u;
    C[u][p] = C[v][p] = 0;
    if (p) X[u] = X[v] = p;
    else update(u), update(v);
    return p;
  };
  auto flip = [&](int u, int c1, int c2) {
    int p = C[u][c1];
    swap(C[u][c1], C[u][c2]);
    if (p) G[u][p] = G[p][u] = c2;
    if (!C[u][c1]) X[u] = c1;
    if (!C[u][c2]) X[u] = c2;
    return p;
  };
  for (int i = 1; i <= N; i++) X[i] = 1;
  for (int t = 0; t < E.size(); t++) {
    int u = E[t].first, v0 = E[t].second, v = v0,
        c0 = X[u], c = c0, d;
    vector<pii> L;
    int vst[MAXN] = {};
    while (!G[u][v0]) {
      L.emplace_back(v, d = X[v]);
```

```
      if (!C[v][c])
        for (a = (int)L.size() - 1; a >= 0; a--)
          c = color(u, L[a].first, c);
      else if (!C[u][d])
        for (a = (int)L.size() - 1; a >= 0; a--)
          color(u, L[a].first, L[a].second);
      else if (vst[d]) break;
      else vst[d] = 1, v = C[u][d];
    }
    if (!G[u][v0]) {
      for (; v; v = flip(v, c, d), swap(c, d));
      if (C[u][c0]) {
        for (a = (int)L.size() - 2;
             a >= 0 && L[a].second != c; a--)
          ;
        for (; a >= 0; a--)
          color(u, L[a].first, L[a].second);
      } else t--;
    }
  }
}
} // namespace Vizing
```

3 Data Structure

3.1 Heavy light Decomposition

```
struct Heavy_light_Decomposition { // 1-base
  int n, ulink[N], deep[N], mxson[N], w[N], pa[N];
  int t, pl[N], data[N], dt[N], bln[N], edge[N], et;
  vector<pii> G[N];
  void init(int _n) {
    n = _n, t = 0, et = 1;
    for (int i = 1; i <= n; ++i)
      G[i].clear(), mxson[i] = 0;
  }
  void add_edge(int a, int b, int w) {
    G[a].pb(pii(b, et));
    G[b].pb(pii(a, et));
    edge[et++] = w;
  }
  void dfs(int u, int f, int d) {
    w[u] = 1, pa[u] = f, deep[u] = d++;
    for (auto &i : G[u])
      if (i.X != f) {
        dfs(i.X, u, d), w[u] += w[i.X];
        if (w[mxson[u]] < w[i.X]) mxson[u] = i.X;
      } else bln[i.Y] = u, dt[u] = edge[i.Y];
  }
  void cut(int u, int link) {
    data[pl[u] = t++] = dt[u], ulink[u] = link;
    if (!mxson[u]) return;
    cut(mxson[u], link);
    for (auto i : G[u])
      if (i.X != pa[u] && i.X != mxson[u])
        cut(i.X, i.X);
  }
  void build() { dfs(1, 1, 1), cut(1, 1), /*build*/; }
  int query(int a, int b) {
    int ta = ulink[a], tb = ulink[b], re = 0;
    while (ta != tb)
      if (deep[ta] < deep[tb])
        /*query*/, tb = ulink[b = pa[tb]];
      else /*query*/, ta = ulink[a = pa[ta]];
    if (a == b) return re;
    if (pl[a] > pl[b]) swap(a, b);
    /*query*/
    return re;
  }
};
```

3.2 Centroid Decomposition*

```
struct Cent_Dec { // 1-base
  vector<pll> G[N];
  pll info[N]; // store info. of itself
  pll upinfo[N]; // store info. of climbing up
  int n, pa[N], layer[N], sz[N], done[N];
  ll dis[__lg(N) + 1][N];
  void init(int _n) {
    n = _n, layer[0] = -1;
    fill_n(pa + 1, n, 0), fill_n(done + 1, n, 0);
    for (int i = 1; i <= n; ++i) G[i].clear();
  }
  void add_edge(int a, int b, int w) {
    G[a].pb(pll(b, w)), G[b].pb(pll(a, w));
  }
  void get_cent(
    int u, int f, int &mx, int &c, int num) {
    int mxsz = 0;
    sz[u] = 1;
    for (pll e : G[u])
      if (!done[e.X] && e.X != f) {
        get_cent(e.X, u, mx, c, num);
        sz[u] += sz[e.X], mxsz = max(mxsz, sz[e.X]);
      }
    if (mx > max(mxsz, num - sz[u]))
      mx = max(mxsz, num - sz[u]), c = u;
  }
  void dfs(int u, int f, ll d, int org) {
    // if required, add self info or climbing info
    dis[layer[org]][u] = d;
    for (pll e : G[u])
      if (!done[e.X] && e.X != f)
        dfs(e.X, u, d + e.Y, org);
  }
  int cut(int u, int f, int num) {
    int mx = 1e9, c = 0, lc;
    get_cent(u, f, mx, c, num);
    done[c] = 1, pa[c] = f, layer[c] = layer[f] + 1;
    for (pll e : G[c])
      if (!done[e.X]) {
        if (sz[e.X] > sz[c])
          lc = cut(e.X, c, num - sz[c]);
        else lc = cut(e.X, c, sz[e.X]);
        upinfo[lc] = pll(), dfs(e.X, c, e.Y, c);
      }
    return done[c] = 0, c;
  }
  void build() { cut(1, 0, n); }
  void modify(int u) {
    for (int a = u, ly = layer[a]; a;
         a = pa[a], --ly) {
      info[a].X += dis[ly][u], ++info[a].Y;
      if (pa[a])
        upinfo[a].X += dis[ly - 1][u], ++upinfo[a].Y;
    }
  }
  ll query(int u) {
    ll rt = 0;
    for (int a = u, ly = layer[a]; a;
         a = pa[a], --ly) {
      rt += info[a].X + info[a].Y * dis[ly][u];
      if (pa[a])
        rt -=
          upinfo[a].X + upinfo[a].Y * dis[ly - 1][u];
    }
    return rt;
  }
};
```

3.3 Link cut tree*

```
struct Splay { // xor-sum
  static Splay nil;
  Splay *ch[2], *f;
  int val, sum, rev, size;
  Splay(int _val = 0)
    : val(_val), sum(_val), rev(0), size(1) {
    f = ch[0] = ch[1] = &nil;
  }
  bool isr() {
    return f->ch[0] != this && f->ch[1] != this;
  }
  int dir() { return f->ch[0] == this ? 0 : 1; }
  void setCh(Splay *c, int d) {
    ch[d] = c;
    if (c != &nil) c->f = this;
    pull();
  }
  void give_tag(int r)
```

```
  { if (r) swap(ch[0], ch[1]), rev ^= 1; }
  void push() {
    if (ch[0] != &nil) ch[0]->give_tag(rev);
    if (ch[1] != &nil) ch[1]->give_tag(rev);
    rev = 0;
  }
  void pull() {
    // take care of the nil!
    size = ch[0]->size + ch[1]->size + 1;
    sum = ch[0]->sum ^ ch[1]->sum ^ val;
    if (ch[0] != &nil) ch[0]->f = this;
    if (ch[1] != &nil) ch[1]->f = this;
  }
} Splay::nil;
Splay *nil = &Splay::nil;
void rotate(Splay *x) {
  Splay *p = x->f;
  int d = x->dir();
  if (!p->isr()) p->f->setCh(x, p->dir());
  else x->f = p->f;
  p->setCh(x->ch[!d], d);
  x->setCh(p, !d);
  p->pull(), x->pull();
}
void splay(Splay *x) {
  vector<Splay *> splayVec;
  for (Splay *q = x;; q = q->f) {
    splayVec.pb(q);
    if (q->isr()) break;
  }
  reverse(ALL(splayVec));
  for (auto it : splayVec) it->push();
  while (!x->isr()) {
    if (x->f->isr()) rotate(x);
    else if (x->dir() == x->f->dir())
      rotate(x->f), rotate(x);
    else rotate(x), rotate(x);
  }
}
Splay *access(Splay *x) {
  Splay *q = nil;
  for (; x != nil; x = x->f)
    splay(x), x->setCh(q, 1), q = x;
  return q;
}
void root_path(Splay *x) { access(x), splay(x); }
void chroot(Splay *x) {
  root_path(x), x->rev ^= 1;
  x->push(), x->pull();
}
void split(Splay *x, Splay *y) {
  chroot(x), root_path(y);
}
void link(Splay *x, Splay *y) {
  root_path(x), chroot(y);
  x->setCh(y, 1);
}
void cut(Splay *x, Splay *y) {
  split(x, y);
  if (y->size != 5) return;
  y->push();
  y->ch[0] = y->ch[0]->f = nil;
}
Splay *get_root(Splay *x) {
  for (root_path(x); x->ch[0] != nil; x = x->ch[0])
    x->push();
  splay(x);
  return x;
}
bool conn(Splay *x, Splay *y) {
  return get_root(x) == get_root(y);
}
Splay *lca(Splay *x, Splay *y) {
  access(x), root_path(y);
  if (y->f == nil) return y;
  return y->f;
}
void change(Splay *x, int val) {
  splay(x), x->val = val, x->pull();
}
int query(Splay *x, Splay *y) {
  split(x, y);
  return y->sum;
}
```

4 Flow/Matching

4.1 Kuhn Munkres*

```
struct KM { // 0-base
  ll w[N][N], hl[N], hr[N], slk[N];
  int fl[N], fr[N], pre[N], qu[N], ql, qr, n;
  bool vl[N], vr[N];
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n; ++i)
      fill_n(w[i], n, -INF);
  }
  void add_edge(int a, int b, ll wei) {
    w[a][b] = wei;
  }
  bool Check(int x) {
    if (vl[x] = 1, ~fl[x])
      return vr[qu[qr++] = fl[x]] = 1;
    while (~x) swap(x, fr[fl[x] = pre[x]]);
    return 0;
  }
  void bfs(int s) {
    fill_n(slk, n, INF), fill_n(vl, n, 0), fill_n(vr, n
      , 0);
    ql = qr = 0, qu[qr++] = s, vr[s] = 1;
    for (ll d;;) {
      while (ql < qr)
        for (int x = 0, y = qu[ql++]; x < n; ++x)
          if (!vl[x] && slk[x] >= (d = hl[x] + hr[y] -
              w[x][y])) {
            if (pre[x] = y, d) slk[x] = d;
            else if (!Check(x)) return;
          }
      d = INF;
      for (int x = 0; x < n; ++x)
        if (!vl[x] && d > slk[x]) d = slk[x];
      for (int x = 0; x < n; ++x) {
        if (vl[x]) hl[x] += d;
        else slk[x] -= d;
        if (vr[x]) hr[x] -= d;
      }
      for (int x = 0; x < n; ++x)
        if (!vl[x] && !slk[x] && !Check(x)) return;
    }
  }
  ll solve() {
    fill_n(fl, n, -1), fill_n(fr, n, -1), fill_n(hr, n,
       0);
    for (int i = 0; i < n; ++i)
      hl[i] = *max_element(w[i], w[i] + n);
    for (int i = 0; i < n; ++i) bfs(i);
    ll res = 0;
    for (int i = 0; i < n; ++i) res += w[i][fl[i]];
    return res;
  }
};
```

4.2 MincostMaxflow*

```
struct MinCostMaxFlow { // 0-base
  struct Edge {
    ll from, to, cap, flow, cost, rev;
  } *past[N];
  vector<Edge> G[N];
  int inq[N], n, s, t;
  ll dis[N], up[N], pot[N];
  bool BellmanFord() {
    fill_n(dis, n, INF), fill_n(inq, n, 0);
    queue<int> q;
    auto relax = [&](int u, ll d, ll cap, Edge *e) {
      if (cap > 0 && dis[u] > d) {
        dis[u] = d, up[u] = cap, past[u] = e;
        if (!inq[u]) inq[u] = 1, q.push(u);
      }
    };
```

```
    relax(s, 0, INF, 0);
    while (!q.empty()) {
      int u = q.front();
      q.pop(), inq[u] = 0;
      for (auto &e : G[u]) {
        ll d2 = dis[u] + e.cost + pot[u] - pot[e.to];
        relax(e.to, d2, min(up[u], e.cap - e.flow), &e)
            ;
      }
    }
    return dis[t] != INF;
  }
  void solve(int _s, int _t, ll &flow, ll &cost, bool
      neg = true) {
    s = _s, t = _t, flow = 0, cost = 0;
    if (neg) BellmanFord(), copy_n(dis, n, pot);
    for (; BellmanFord(); copy_n(dis, n, pot)) {
      for (int i = 0; i < n; ++i) dis[i] += pot[i] -
          pot[s];
      flow += up[t], cost += up[t] * dis[t];
      for (int i = t; past[i]; i = past[i]->from) {
        auto &e = *past[i];
        e.flow += up[t], G[e.to][e.rev].flow -= up[t];
      }
    }
  }
  void init(int _n) {
    n = _n, fill_n(pot, n, 0);
    for (int i = 0; i < n; ++i) G[i].clear();
  }
  void add_edge(ll a, ll b, ll cap, ll cost) {
    G[a].pb(Edge{a, b, cap, 0, cost, SZ(G[b])});
    G[b].pb(Edge{b, a, 0, 0, -cost, SZ(G[a]) - 1});
  }
};
```

4.3 Maximum Simple Graph Matching*

```
struct GenMatch { // 1-base
  int V, pr[N];
  bool el[N][N], inq[N], inp[N], inb[N];
  int st, ed, nb, bk[N], djs[N], ans;
  void init(int _V) {
    V = _V;
    for (int i = 0; i <= V; ++i) {
      for (int j = 0; j <= V; ++j) el[i][j] = 0;
      pr[i] = bk[i] = djs[i] = 0;
      inq[i] = inp[i] = inb[i] = 0;
    }
  }
  void add_edge(int u, int v) {
    el[u][v] = el[v][u] = 1;
  }
  int lca(int u, int v) {
    fill_n(inp, V + 1, 0);
    while (1)
      if (u = djs[u], inp[u] = true, u == st) break;
      else u = bk[pr[u]];
    while (1)
      if (v = djs[v], inp[v]) return v;
      else v = bk[pr[v]];
    return v;
  }
  void upd(int u) {
    for (int v; djs[u] != nb;) {
      v = pr[u], inb[djs[u]] = inb[djs[v]] = true;
      u = bk[v];
      if (djs[u] != nb) bk[u] = v;
    }
  }
  void blo(int u, int v, queue<int> &qe) {
    nb = lca(u, v), fill_n(inb, V + 1, 0);
    upd(u), upd(v);
    if (djs[u] != nb) bk[u] = v;
    if (djs[v] != nb) bk[v] = u;
    for (int tu = 1; tu <= V; ++tu)
      if (inb[djs[tu]])
        if (djs[tu] = nb, !inq[tu])
          qe.push(tu), inq[tu] = 1;
  }
  void flow() {
    fill_n(inq + 1, V, 0), fill_n(bk + 1, V, 0);
    iota(djs + 1, djs + V + 1, 1);
    queue<int> qe;
    qe.push(st), inq[st] = 1, ed = 0;
    while (!qe.empty()) {
      int u = qe.front();
      qe.pop();
      for (int v = 1; v <= V; ++v)
        if (el[u][v] && djs[u] != djs[v] &&
          pr[u] != v) {
          if ((v == st) ||
            (pr[v] > 0 && bk[pr[v]] > 0)) {
            blo(u, v, qe);
          } else if (!bk[v]) {
            if (bk[v] = u, pr[v] > 0) {
              if (!inq[pr[v]]) qe.push(pr[v]);
            } else {
              return ed = v, void();
            }
          }
        }
    }
  }
  void aug() {
    for (int u = ed, v, w; u > 0;)
      v = bk[u], w = pr[v], pr[v] = u, pr[u] = v,
      u = w;
  }
  int solve() {
    fill_n(pr, V + 1, 0), ans = 0;
    for (int u = 1; u <= V; ++u)
      if (!pr[u])
        if (st = u, flow(), ed > 0) aug(), ++ans;
    return ans;
  }
};
```

4.4 Minimum Weight Matching (Clique version)*

```
struct Graph { // 0-base (Perfect Match), n is even
  int n, match[N], onstk[N], stk[N], tp;
  ll edge[N][N], dis[N];
  void init(int _n) {
    n = _n, tp = 0;
    for (int i = 0; i < n; ++i) fill_n(edge[i], n, 0);
  }
  void add_edge(int u, int v, ll w) {
    edge[u][v] = edge[v][u] = w;
  }
  bool SPFA(int u) {
    stk[tp++] = u, onstk[u] = 1;
    for (int v = 0; v < n; ++v)
      if (!onstk[v] && match[u] != v) {
        int m = match[v];
        if (dis[m] >
          dis[u] - edge[v][m] + edge[u][v]) {
          dis[m] = dis[u] - edge[v][m] + edge[u][v];
          onstk[v] = 1, stk[tp++] = v;
          if (onstk[m] || SPFA(m)) return 1;
          --tp, onstk[v] = 0;
        }
      }
    onstk[u] = 0, --tp;
    return 0;
  }
  ll solve() { // find a match
    for (int i = 0; i < n; ++i) match[i] = i ^ 1;
    while (1) {
      int found = 0;
      fill_n(dis, n, 0);
      fill_n(onstk, n, 0);
      for (int i = 0; i < n; ++i)
        if (tp = 0, !onstk[i] && SPFA(i))
          for (found = 1; tp >= 2;) {
            int u = stk[--tp];
            int v = stk[--tp];
            match[u] = v, match[v] = u;
          }
      if (!found) break;
    }
    ll ret = 0;
```

```
    for (int i = 0; i < n; ++i)
      ret += edge[i][match[i]];
    return ret >> 1;
  }
};
```

4.5 SW-mincut

```
struct SW{ // global min cut, O(V^3)
  #define REP for (int i = 0; i < n; ++i)
  static const int MXN = 514, INF = 2147483647;
  int vst[MXN], edge[MXN][MXN], wei[MXN];
  void init(int n) {
    REP fill_n(edge[i], n, 0);
  }
  void addEdge(int u, int v, int w){
    edge[u][v] += w; edge[v][u] += w;
  }
  int search(int &s, int &t, int n){
    fill_n(vst, n, 0), fill_n(wei, n, 0);
    s = t = -1;
    int mx, cur;
    for (int j = 0; j < n; ++j) {
      mx = -1, cur = 0;
      REP if (wei[i] > mx) cur = i, mx = wei[i];
      vst[cur] = 1, wei[cur] = -1;
      s = t; t = cur;
      REP if (!vst[i]) wei[i] += edge[cur][i];
    }
    return mx;
  }
  int solve(int n) {
    int res = INF;
    for (int x, y; n > 1; n--){
      res = min(res, search(x, y, n));
      REP edge[i][x] = (edge[x][i] += edge[y][i]);
      REP {
        edge[y][i] = edge[n - 1][i];
        edge[i][y] = edge[i][n - 1];
      } // edge[y][y] = 0;
    }
    return res;
  }
} sw;
```

4.6 BoundedFlow*(Dinic*)

```
struct BoundedFlow { // 0-base
  struct edge {
    int to, cap, flow, rev;
  };
  vector<edge> G[N];
  int n, s, t, dis[N], cur[N], cnt[N];
  void init(int _n) {
    n = _n;
    for (int i = 0; i < n + 2; ++i)
      G[i].clear(), cnt[i] = 0;
  }
  void add_edge(int u, int v, int lcap, int rcap) {
    cnt[u] -= lcap, cnt[v] += lcap;
    G[u].pb(edge{v, rcap, lcap, SZ(G[v])});
    G[v].pb(edge{u, 0, 0, SZ(G[u]) - 1});
  }
  void add_edge(int u, int v, int cap) {
    G[u].pb(edge{v, cap, 0, SZ(G[v])});
    G[v].pb(edge{u, 0, 0, SZ(G[u]) - 1});
  }
  int dfs(int u, int cap) {
    if (u == t || !cap) return cap;
    for (int &i = cur[u]; i < SZ(G[u]); ++i) {
      edge &e = G[u][i];
      if (dis[e.to] == dis[u] + 1 && e.cap != e.flow) {
        int df = dfs(e.to, min(e.cap - e.flow, cap));
        if (df) {
          e.flow += df, G[e.to][e.rev].flow -= df;
          return df;
        }
      }
    }
    dis[u] = -1;
    return 0;
  }
  bool bfs() {
    fill_n(dis, n + 3, -1);
    queue<int> q;
    q.push(s), dis[s] = 0;
    while (!q.empty()) {
      int u = q.front();
      q.pop();
      for (edge &e : G[u])
        if (!~dis[e.to] && e.flow != e.cap)
          q.push(e.to), dis[e.to] = dis[u] + 1;
    }
    return dis[t] != -1;
  }
  int maxflow(int _s, int _t) {
    s = _s, t = _t;
    int flow = 0, df;
    while (bfs()) {
      fill_n(cur, n + 3, 0);
      while ((df = dfs(s, INF))) flow += df;
    }
    return flow;
  }
  bool solve() {
    int sum = 0;
    for (int i = 0; i < n; ++i)
      if (cnt[i] > 0)
        add_edge(n + 1, i, cnt[i]), sum += cnt[i];
      else if (cnt[i] < 0) add_edge(i, n + 2, -cnt[i]);
    if (sum != maxflow(n + 1, n + 2)) sum = -1;
    for (int i = 0; i < n; ++i)
      if (cnt[i] > 0)
        G[n + 1].pop_back(), G[i].pop_back();
      else if (cnt[i] < 0)
        G[i].pop_back(), G[n + 2].pop_back();
    return sum != -1;
  }
  int solve(int _s, int _t) {
    add_edge(_t, _s, INF);
    if (!solve()) return -1; // invalid flow
    int x = G[_t].back().flow;
    return G[_t].pop_back(), G[_s].pop_back(), x;
  }
};
```

4.7 Gomory Hu tree*

```
MaxFlow Dinic;
int g[MAXN];
void GomoryHu(int n) { // 0-base
  fill_n(g, n, 0);
  for (int i = 1; i < n; ++i) {
    Dinic.reset();
    add_edge(i, g[i], Dinic.maxflow(i, g[i]));
    for (int j = i + 1; j <= n; ++j)
      if (g[j] == g[i] && ~Dinic.dis[j])
        g[j] = i;
  }
}
```

4.8 Minimum Cost Circulation*

```
struct MinCostCirculation { // 0-base
  struct Edge {
    ll from, to, cap, fcap, flow, cost, rev;
  } *past[N];
  vector<Edge> G[N];
  ll dis[N], inq[N], n;
  void BellmanFord(int s) {
    fill_n(dis, n, INF), fill_n(inq, n, 0);
    queue<int> q;
    auto relax = [&](int u, ll d, Edge *e) {
      if (dis[u] > d) {
        dis[u] = d, past[u] = e;
        if (!inq[u]) inq[u] = 1, q.push(u);
      }
    };
    relax(s, 0, 0);
    while (!q.empty()) {
      int u = q.front();
      q.pop(), inq[u] = 0;
```

```
      for (auto &e : G[u])
        if (e.cap > e.flow)
          relax(e.to, dis[u] + e.cost, &e);
    }
  }
  void try_edge(Edge &cur) {
    if (cur.cap > cur.flow) return ++cur.cap, void();
    BellmanFord(cur.to);
    if (dis[cur.from] + cur.cost < 0) {
      ++cur.flow, --G[cur.to][cur.rev].flow;
      for (int i = cur.from; past[i]; i = past[i]->from
          ) {
        auto &e = *past[i];
        ++e.flow, --G[e.to][e.rev].flow;
      }
    }
    ++cur.cap;
  }
  void solve(int mxlg) {
    for (int b = mxlg; b >= 0; --b) {
      for (int i = 0; i < n; ++i)
        for (auto &e : G[i])
          e.cap *= 2, e.flow *= 2;
      for (int i = 0; i < n; ++i)
        for (auto &e : G[i])
          if (e.fcap >> b & 1)
            try_edge(e);
    }
  }
  void init(int _n) { n = _n;
    for (int i = 0; i < n; ++i) G[i].clear();
  }
  void add_edge(ll a, ll b, ll cap, ll cost) {
    G[a].pb(Edge{a, b, 0, cap, 0, cost, SZ(G[b]) + (a
        == b)});
    G[b].pb(Edge{b, a, 0, 0, 0, -cost, SZ(G[a]) - 1});
  }
} mcmf; // O(VE * ElogC)
```

4.9 Flow Models

- Maximum/Minimum flow with lower bound / Circulation problem
  1. Construct super source S and sink T.
  2. For each edge (x, y, l, u), connect $x \to y$ with capacity $u - l$.
  3. For each vertex v, denote by $in(v)$ the difference between the sum of incoming lower bounds and the sum of outgoing lower bounds.
  4. If $in(v) > 0$, connect $S \to v$ with capacity $in(v)$, otherwise, connect $v \to T$ with capacity $-in(v)$.
     - To maximize, connect $t \to s$ with capacity ∞ (skip this in circulation problem), and let f be the maximum flow from S to T. If $f \neq \sum_{v \in V, in(v)>0} in(v)$, there's no solution. Otherwise, the maximum flow from s to t is the answer.
     - To minimize, let f be the maximum flow from S to T. Connect $t \to s$ with capacity ∞ and let the flow from S to T be f'. If $f + f' \neq \sum_{v \in V, in(v)>0} in(v)$, there's no solution. Otherwise, f' is the answer.
  5. The solution of each edge e is $l_e + f_e$, where f_e corresponds to the flow of edge e on the graph.

- Construct minimum vertex cover from maximum matching M on bipartite graph (X, Y)
  1. Redirect every edge: $y \to x$ if $(x, y) \in M$, $x \to y$ otherwise.
  2. DFS from unmatched vertices in X.
  3. $x \in X$ is chosen iff x is unvisited.
  4. $y \in Y$ is chosen iff y is visited.

- Minimum cost cyclic flow
  1. Consruct super source S and sink T
  2. For each edge (x, y, c), connect $x \to y$ with $(cost, cap) = (c, 1)$ if $c > 0$, otherwise connect $y \to x$ with $(cost, cap) = (-c, 1)$
  3. For each edge with $c < 0$, sum these cost as K, then increase $d(y)$ by 1, decrease $d(x)$ by 1
  4. For each vertex v with $d(v) > 0$, connect $S \to v$ with $(cost, cap) = (0, d(v))$
  5. For each vertex v with $d(v) < 0$, connect $v \to T$ with $(cost, cap) = (0, -d(v))$
  6. Flow from S to T, the answer is the cost of the flow $C + K$

- Maximum density induced subgraph
  1. Binary search on answer, suppose we're checking answer T
  2. Construct a max flow model, let K be the sum of all weights
  3. Connect source $s \to v$, $v \in G$ with capacity K
  4. For each edge (u, v, w) in G, connect $u \to v$ and $v \to u$ with capacity w
  5. For $v \in G$, connect it with sink $v \to t$ with capacity $K + 2T - (\sum_{e \in E(v)} w(e)) - 2w(v)$
  6. T is a valid answer if the maximum flow $f < K|V|$

- Minimum weight edge cover
  1. For each $v \in V$ create a copy v', and connect $u' \to v'$ with weight $w(u, v)$.
  2. Connect $v \to v'$ with weight $2\mu(v)$, where $\mu(v)$ is the cost of the cheapest edge incident to v.
  3. Find the minimum weight perfect matching on G'.

- Project selection problem
  1. If $p_v > 0$, create edge (s, v) with capacity p_v; otherwise, create edge (v, t) with capacity $-p_v$.
  2. Create edge (u, v) with capacity w with w being the cost of choosing u without choosing v.
  3. The mincut is equivalent to the maximum profit of a subset of projects.

- Dual of minimum cost maximum flow
  1. Capacity c_{uv}, Flow f_{uv}, Cost w_{uv}, Required Flow difference for vertex b_u.
  2. If all w_{uv} are integers, then optimal solution can happen when all p_u are integers.

$$\begin{aligned} \min \sum_{uv} w_{uv} f_{uv} & \\ -f_{uv} \geq -c_{uv} \Leftrightarrow & \min \sum_{u} b_u p_u + \sum_{uv} c_{uv} \max(0, p_v - p_u - w_{uv}) \\ \sum_{v} f_{vu} - \sum_{v} f_{uv} = -b_u & \qquad p_u \geq 0 \end{aligned}$$

5 String

5.1 KMP

```
int KMP(string s, string t) {
  int n = t.size(), ans = 0;
  vector<int> f(t.size(), 0);
  f[0] = -1;
  for (int i = 1, j = -1; i < t.size(); i++) {
    while (j >= 0)
      if (t[j + 1] == t[i]) break;
      else j = f[j];
    f[i] = ++j;
  }
  for (int i = 0, j = 0; i < s.size(); i++) {
    while (j >= 0)
      if (t[j + 1] == s[i]) break;
      else j = f[j];
    if (++j + 1 == t.size()) ans++, j = f[j];
  }
  return ans;
}
```

5.2 Z-value

```
int Z[1000006];
void z(string s) {
  for (int i = 1, mx = 0; i < s.size(); i++) {
    if (i < Z[mx] + mx)
      Z[i] = min(Z[mx] - i + mx, Z[i - mx]);
    while (
      Z[i] + i < s.size() && s[i + Z[i]] == s[Z[i]])
      Z[i]++;
    if (Z[i] + i > Z[mx] + mx) mx = i;
  }
}
```

5.3 Manacher

```
int man[2000006];
int manacher(string s) {
  string t;
  for (int i = 0; i < s.size(); i++) {
    if (i) t.push_back('$');
    t.push_back(s[i]);
  }
  int mx = 0, ans = 0;
  for (int i = 0; i < t.size(); i++) {
    man[i] = 1;
    man[i] = min(man[mx] + mx - i, man[2 * mx - i]);
    while (man[i] + i < t.size() && i - man[i] >= 0 &&
      t[i + man[i]] == t[i - man[i]])
      man[i]++;
    if (i + man[i] > mx + man[mx]) mx = i;
  }
  for (int i = 0; i < t.size(); i++)
```

```
    ans = max(ans, man[i] - 1);
  return ans;
}
```

5.4 Suffix Array

```
vector<int> sa, cnt, rk, tmp, lcp;
void SA(string s) {
  int n = s.size();
  sa.resize(n), cnt.resize(n), rk.resize(n),
    tmp.resize(n);
  iota(sa.begin(), sa.end(), 0);
  sort(sa.begin(), sa.end(),
    [&](int i, int j) { return s[i] < s[j]; });
  rk[0] = 0;
  for (int i = 1; i < n; i++)
    rk[sa[i]] =
      rk[sa[i - 1]] + (s[sa[i - 1]] != s[sa[i]]);
  for (int k = 1; k <= n; k <<= 1) {
    fill(cnt.begin(), cnt.end(), 0);
    for (int i = 0; i < n; i++)
      cnt[rk[(sa[i] - k + n) % n]]++;
    for (int i = 1; i < n; i++) cnt[i] += cnt[i - 1];
    for (int i = n - 1; i >= 0; i--)
      tmp[--cnt[rk[(sa[i] - k + n) % n]]] =
        (sa[i] - k + n) % n;
    sa.swap(tmp);
    tmp[sa[0]] = 0;
    for (int i = 1; i < n; i++)
      tmp[sa[i]] = tmp[sa[i - 1]] +
        (rk[sa[i - 1]] != rk[sa[i]] ||
          rk[(sa[i - 1] + k) % n] !=
            rk[(sa[i] + k) % n]);
    rk.swap(tmp);
  }
}

void LCP(string s) {
  int n = s.size(), k = 0;
  lcp.resize(n);
  for (int i = 0; i < n; i++)
    if (rk[i] == 0) lcp[rk[i]] = 0;
    else {
      if (k) k--;
      int j = sa[rk[i] - 1];
      while (
        i + k < n && j + k < n && s[i + k] == s[j + k])
        k++;
      lcp[rk[i]] = k;
    }
}
```

5.5 SAIS

```
namespace sfx {
bool _t[N * 2];
int SA[N * 2], H[N], RA[N];
int _s[N * 2], _c[N * 2], x[N], _p[N], _q[N * 2];
// zero based, string content MUST > 0
// SA[i]: SA[i]-th suffix is the i-th lexigraphically
    smallest suffix.
// H[i]: longest common prefix of suffix SA[i] and
    suffix SA[i - 1].
void pre(int *sa, int *c, int n, int z)
{ fill_n(sa, n, 0), copy_n(c, z, x); }
void induce(int *sa, int *c, int *s, bool *t, int n,
    int z) {
  copy_n(c, z - 1, x + 1);
  for (int i = 0; i < n; ++i)
    if (sa[i] && !t[sa[i] - 1])
      sa[x[s[sa[i] - 1]]++] = sa[i] - 1;
  copy_n(c, z, x);
  for (int i = n - 1; i >= 0; --i)
    if (sa[i] && t[sa[i] - 1])
      sa[--x[s[sa[i] - 1]]] = sa[i] - 1;
}
void sais(int *s, int *sa, int *p, int *q, bool *t, int
     *c, int n, int z) {
  bool uniq = t[n - 1] = true;
  int nn = 0, nmxz = -1, *nsa = sa + n, *ns = s + n,
      last = -1;
  fill_n(c, z, 0);
  for (int i = 0; i < n; ++i) uniq &= ++c[s[i]] < 2;
  partial_sum(c, c + z, c);
  if (uniq) {
    for (int i = 0; i < n; ++i) sa[--c[s[i]]] = i;
    return;
  }
  for (int i = n - 2; i >= 0; --i)
    t[i] = (s[i] == s[i + 1] ? t[i + 1] : s[i] < s[i +
        1]);
  pre(sa, c, n, z);
  for (int i = 1; i <= n - 1; ++i)
    if (t[i] && !t[i - 1])
      sa[--x[s[i]]] = p[q[i] = nn++] = i;
  induce(sa, c, s, t, n, z);
  for (int i = 0; i < n; ++i)
    if (sa[i] && t[sa[i]] && !t[sa[i] - 1]) {
      bool neq = last < 0 || !equal(s + sa[i], s + p[q[
          sa[i]] + 1], s + last);
      ns[q[last = sa[i]]] = nmxz += neq;
    }
  sais(ns, nsa, p + nn, q + n, t + n, c + z, nn, nmxz +
       1);
  pre(sa, c, n, z);
  for (int i = nn - 1; i >= 0; --i)
    sa[--x[s[p[nsa[i]]]]] = p[nsa[i]];
  induce(sa, c, s, t, n, z);
}
void mkhei(int n) {
  for (int i = 0, j = 0; i < n; ++i) {
    if (RA[i])
      for (; _s[i + j] == _s[SA[RA[i] - 1] + j]; ++j);
    H[RA[i]] = j, j = max(0, j - 1);
  }
}
void build(int *s, int n) {
  copy_n(s, n, _s), _s[n] = 0;
  sais(_s, SA, _p, _q, _t, _c, n + 1, 256);
  copy_n(SA + 1, n, SA);
  for (int i = 0; i < n; ++i) RA[SA[i]] = i;
  mkhei(n);
}}
```

5.6 AC Automaton

```
#define sumS 500005
#define sigma 26
#define base 'a'
struct AhoCorasick {
  int ch[sumS][sigma] = {{}}, f[sumS] = {-1},
      tag[sumS], mv[sumS][sigma], jump[sumS],
      cnt[sumS];
  int idx = 0;
  int insert(string &s) {
    int j = 0;
    for (int i = 0; i < (int)s.size(); i++) {
      if (!ch[j][s[i] - base])
        ch[j][s[i] - base] = ++idx;
      j = ch[j][s[i] - base];
    }
    tag[j] = 1;
    return j;
  }
  int next(int u, int c) {
    return u < 0 ? 0 : mv[u][c];
  }
  void build() {
    queue<int> q;
    q.push(0);
    while (!q.empty()) {
      int u = q.front();
      q.pop();
      for (int v = 0; v < sigma; v++) {
        if (ch[u][v]) {
          f[ch[u][v]] = next(f[u], v);
          q.push(ch[u][v]);
        }
        mv[u][v] =
          (ch[u][v] ? ch[u][v] : next(f[u], v));
      }
      if (u) jump[u] = (tag[f[u]] ? f[u] : jump[f[u]]);
    }
```

```
  }
  void match(string &s) {
    for (int i = 0; i <= idx; i++) cnt[i] = 0;
    for (int i = 0, j = 0; i < (int)s.size(); i++) {
      j = next(j, s[i] - base);
      cnt[j]++;
    }
    vector<int> v;
    v.emplace_back(0);
    for (int i = 0; i < (int)v.size(); i++)
      for (int j = 0; j < sigma; j++)
        if (ch[v[i]][j]) v.emplace_back(ch[v[i]][j]);
    reverse(v.begin(), v.end());
    for (int i : v)
      if (f[i] > 0) cnt[f[i]] += cnt[i];
  }
} ac;
```

5.7 Smallest Rotation

```
int mincyc(string s) {
  int n = s.size();
  s = s + s;
  int i = 0, ans = 0;
  while (i < n) {
    ans = i;
    int j = i + 1, k = i;
    while (j < s.size() && s[j] >= s[k]) {
      k = (s[j] > s[k] ? i : k + 1);
      ++j;
    }
    while (i <= k) i += j - k;
  }
  return ans;
}
```

5.8 De Bruijn sequence*

```
constexpr int MAXC = 10, MAXN = 1e5 + 10;
struct DBSeq {
  int C, N, K, L, buf[MAXC * MAXN]; // K <= C^N
  void dfs(int *out, int t, int p, int &ptr) {
    if (ptr >= L) return;
    if (t > N) {
      if (N % p) return;
      for (int i = 1; i <= p && ptr < L; ++i)
        out[ptr++] = buf[i];
    } else {
      buf[t] = buf[t - p], dfs(out, t + 1, p, ptr);
      for (int j = buf[t - p] + 1; j < C; ++j)
        buf[t] = j, dfs(out, t + 1, t, ptr);
    }
  }
  void solve(int _c, int _n, int _k, int *out) {
    int p = 0;
    C = _c, N = _n, K = _k, L = N + K - 1;
    dfs(out, 1, 1, p);
    if (p < L) fill(out + p, out + L, 0);
  }
} dbs;
```

6 Math

6.1 ExtGCD

```
// beware of negative numbers!
void extgcd(ll a, ll b, ll c, ll &x, ll &y) {
  if (b == 0) x = c / a, y = 0;
  else {
    extgcd(b, a % b, c, y, x);
    y -= x * (a / b);
  }
}
```

6.2 floor and ceil

```
int floor(int a, int b)
{ return a / b - (a % b && (a < 0) ^ (b < 0)); }
int ceil(int a, int b)
{ return a / b + (a % b && (a < 0) ^ (b > 0)); }
```

6.3 floor sum*

```
ll floorsum(ll A, ll B, ll C, ll N) {
  if (A == 0) return (N + 1) * (B / C);
  if (A > C || B > C)
    return (N + 1) * (B / C) +
      N * (N + 1) / 2 * (A / C) +
      floorsum(A % C, B % C, C, N);
  ll M = (A * N + B) / C;
  return N * M - floorsum(C, C - B - 1, A, M - 1);
} // \sum^{n}_0 floor((ai + b) / m)
```

6.4 Miller Rabin*

```
// n < 4,759,123,141        3 : 2, 7, 61
// n < 1,122,004,669,633    4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383    6 : pirmes <= 13
// n < 2^64                 7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022
bool Miller_Rabin(ll a, ll n) {
  if ((a = a % n) == 0) return 1;
  if (n % 2 == 0) return n == 2;
  ll tmp = (n - 1) / ((n - 1) & (1 - n));
  ll t = __lg(((n - 1) & (1 - n))), x = 1;
  for (; tmp; tmp >>= 1, a = mul(a, a, n))
    if (tmp & 1) x = mul(x, a, n);
  if (x == 1 || x == n - 1) return 1;
  while (--t)
    if ((x = mul(x, x, n)) == n - 1) return 1;
  return 0;
}
```

6.5 Fraction

```
struct fraction {
  ll n, d;
  fraction(const ll &_n=0, const ll &_d=1): n(_n), d(_d
      ) {
    ll t = gcd(n, d);
    n /= t, d /= t;
    if (d < 0) n = -n, d = -d;
  }
  fraction operator-() const
  { return fraction(-n, d); }
  fraction operator+(const fraction &b) const
  { return fraction(n * b.d + b.n * d, d * b.d); }
  fraction operator-(const fraction &b) const
  { return fraction(n * b.d - b.n * d, d * b.d); }
  fraction operator*(const fraction &b) const
  { return fraction(n * b.n, d * b.d); }
  fraction operator/(const fraction &b) const
  { return fraction(n * b.d, d * b.n); }
  void print() {
    cout << n;
    if (d != 1) cout << "/" << d;
  }
};
```

6.6 Linear Equations

```
struct matrix { //m variables, n equations
  int n, m;
  fraction M[MAXN][MAXN + 1], sol[MAXN];
  int solve() { //-1: inconsistent, >= 0: rank
    for (int i = 0; i < n; ++i) {
      int piv = 0;
      while (piv < m && !M[i][piv].n) ++piv;
      if (piv == m) continue;
      for (int j = 0; j < n; ++j) {
        if (i == j) continue;
        fraction tmp = -M[j][piv] / M[i][piv];
        for (int k = 0; k <= m; ++k) M[j][k] = tmp * M[
            i][k] + M[j][k];
      }
    }
    int rank = 0;
    for (int i = 0; i < n; ++i) {
      int piv = 0;
      while (piv < m && !M[i][piv].n) ++piv;
      if (piv == m && M[i][m].n) return -1;
```

```
      else if (piv < m) ++rank, sol[piv] = M[i][m] / M[
          i][piv];
    }
    return rank;
  }
};
```

6.7 Pollard Rho*

```
map<ll, int> cnt;
void PollardRho(ll n) {
  if (n == 1) return;
  if (prime(n)) return ++cnt[n], void();
  if (n % 2 == 0) return PollardRho(n / 2), ++cnt[2],
      void();
  ll x = 2, y = 2, d = 1, p = 1;
  #define f(x, n, p) ((mul(x, x, n) + p) % n)
  while (true) {
    if (d != n && d != 1) {
      PollardRho(n / d);
      PollardRho(d);
      return;
    }
    if (d == n) ++p;
    x = f(x, n, p), y = f(f(y, n, p), n, p);
    d = gcd(abs(x - y), n);
  }
}
```

6.8 chineseRemainder

```
ll solve(ll x1, ll m1, ll x2, ll m2) {
  ll g = gcd(m1, m2);
  if ((x2 - x1) % g) return -1; // no sol
  m1 /= g; m2 /= g;
  pll p = exgcd(m1, m2);
  ll lcm = m1 * m2 * g;
  ll res = p.first * (x2 - x1) * m1 + x1;
  // be careful with overflow
  return (res % lcm + lcm) % lcm;
}
```

6.9 Factorial without prime factor*

```
// O(p^k + log^2 n), pk = p^k
ll prod[MAXP];
ll fac_no_p(ll n, ll p, ll pk) {
  prod[0] = 1;
  for (int i = 1; i <= pk; ++i)
    if (i % p) prod[i] = prod[i - 1] * i % pk;
    else prod[i] = prod[i - 1];
  ll rt = 1;
  for (; n; n /= p) {
    rt = rt * mpow(prod[pk], n / pk, pk) % pk;
    rt = rt * prod[n % pk] % pk;
  }
  return rt;
} // (n! without factor p) % p^k
```

6.10 QuadraticResidue*

```
// Berlekamp-Rabin

ll trial(ll y, ll z, ll m) {
  ll a0 = 1, a1 = 0, b0 = z, b1 = 1, p = (m - 1) / 2;
  while (p) {
    if (p & 1)
      tie(a0, a1) =
        make_pair((a1 * b1 % m * y + a0 * b0) % m,
          (a0 * b1 + a1 * b0) % m);
    tie(b0, b1) =
      make_pair((b1 * b1 % m * y + b0 * b0) % m,
        (2 * b0 * b1) % m);
    p >>= 1;
  }
  if (a1) return inv(a1, m);
  return -1;
}

mt19937 rd(49);
ll psqrt(ll y, ll p) {
  if (fpow(y, (p - 1) / 2, p) != 1) return -1;
  for (int i = 0; i < 30; i++) {
    ll z = rd() % p;
    if (z * z % p == y) return z;
    ll x = trial(y, z, p);
    if (x == -1) continue;
    return x;
  }
  return -1;
}
```

6.11 PiCount*

```
ll PrimeCount(ll n) { // n ~ 10^13 => < 2s
  if (n <= 1) return 0;
  int v = sqrt(n), s = (v + 1) / 2, pc = 0;
  vector<int> smalls(v + 1), skip(v + 1), roughs(s);
  vector<ll> larges(s);
  for (int i = 2; i <= v; ++i) smalls[i] = (i + 1) / 2;
  for (int i = 0; i < s; ++i) {
    roughs[i] = 2 * i + 1;
    larges[i] = (n / (2 * i + 1) + 1) / 2;
  }
  for (int p = 3; p <= v; ++p) {
    if (smalls[p] > smalls[p - 1]) {
      int q = p * p;
      ++pc;
      if (1LL * q * q > n) break;
      skip[p] = 1;
      for (int i = q; i <= v; i += 2 * p) skip[i] = 1;
      int ns = 0;
      for (int k = 0; k < s; ++k) {
        int i = roughs[k];
        if (skip[i]) continue;
        ll d = 1LL * i * p;
        larges[ns] = larges[k] - (d <= v ? larges[
            smalls[d] - pc] : smalls[n / d]) + pc;
        roughs[ns++] = i;
      }
      s = ns;
      for (int j = v / p; j >= p; --j) {
        int c = smalls[j] - pc, e = min(j * p + p, v +
            1);
        for (int i = j * p; i < e; ++i) smalls[i] -= c;
      }
    }
  }
  for (int k = 1; k < s; ++k) {
    const ll m = n / roughs[k];
    ll t = larges[k] - (pc + k - 1);
    for (int l = 1; l < k; ++l) {
      int p = roughs[l];
      if (1LL * p * p > m) break;
      t -= smalls[m / p] - (pc + l - 1);
    }
    larges[0] -= t;
  }
  return larges[0];
}
```

6.12 Discrete Log*

```
int DiscreteLog(int s, int x, int y, int m) {
  constexpr int kStep = 32000;
  unordered_map<int, int> p;
  int b = 1;
  for (int i = 0; i < kStep; ++i) {
    p[y] = i;
    y = 1LL * y * x % m;
    b = 1LL * b * x % m;
  }
  for (int i = 0; i < m + 10; i += kStep) {
    s = 1LL * s * b % m;
    if (p.find(s) != p.end()) return i + kStep - p[s];
  }
  return -1;
}
int DiscreteLog(int x, int y, int m) {
  if (m == 1) return 0;
  int s = 1;
```

```
  for (int i = 0; i < 100; ++i) {
    if (s == y) return i;
    s = 1LL * s * x % m;
  }
  if (s == y) return 100;
  int p = 100 + DiscreteLog(s, x, y, m);
  if (fpow(x, p, m) != y) return -1;
  return p;
}
```

6.13 Berlekamp Massey

```
template <typename T>
vector<T> BerlekampMassey(const vector<T> &output) {
  vector<T> d(SZ(output) + 1), me, he;
  for (int f = 0, i = 1; i <= SZ(output); ++i) {
    for (int j = 0; j < SZ(me); ++j)
      d[i] += output[i - j - 2] * me[j];
    if ((d[i] -= output[i - 1]) == 0) continue;
    if (me.empty()) {
      me.resize(f = i);
      continue;
    }
    vector<T> o(i - f - 1);
    T k = -d[i] / d[f]; o.pb(-k);
    for (T x : he) o.pb(x * k);
    o.resize(max(SZ(o), SZ(me)));
    for (int j = 0; j < SZ(me); ++j) o[j] += me[j];
    if (i - f + SZ(he) >= SZ(me)) he = me, f = i;
    me = o;
  }
  return me;
}
```

6.14 Primes

```
12721 13331 14341 75577 123457 222557 556679 999983
    1097774749 1076767633 100102021 999997771
    1001010013 1000512343 987654361 999991231 999888733
     98789101 987777733 999991921 1010101333 1010102101
     1000000000039 1000000000000037 2305843009213693951
     4611686018427387847 9223372036854775783
    18446744073709551557
```

6.15 Theorem

- Cramer's rule

$$\begin{array}{l} ax+by=e \\ cx+dy=f \end{array} \Rightarrow \begin{array}{l} x=\dfrac{ed-bf}{ad-bc} \\ y=\dfrac{af-ec}{ad-bc} \end{array}$$

- Vandermonde's Identity

$$C(n+m,k)=\sum_{i=0}^{k} C(n,i)C(m,k-i)$$

- Kirchhoff's Theorem

  Denote L be a $n\times n$ matrix as the Laplacian matrix of graph G, where $L_{ii}=d(i)$, $L_{ij}=-c$ where c is the number of edge (i,j) in G.

  - The number of undirected spanning in G is $|\det(\tilde{L}_{11})|$.
  - The number of directed spanning tree rooted at r in G is $|\det(\tilde{L}_{rr})|$.

- Tutte's Matrix

  Let D be a $n\times n$ matrix, where $d_{ij}=x_{ij}$ (x_{ij} is chosen uniformly at random) if $i<j$ and $(i,j)\in E$, otherwise $d_{ij}=-d_{ji}$. $\frac{rank(D)}{2}$ is the maximum matching on G.

- Cayley's Formula

  - Given a degree sequence $d_1,d_2,\ldots,d_n$ for each *labeled* vertices, there are $\frac{(n-2)!}{(d_1-1)!(d_2-1)!\cdots(d_n-1)!}$ spanning trees.
  - Let $T_{n,k}$ be the number of *labeled* forests on n vertices with k components, such that vertex $1,2,\ldots,k$ belong to different components. Then $T_{n,k}=kn^{n-k-1}$.

- Erdős–Gallai theorem

  A sequence of nonnegative integers $d_1\ge\cdots\ge d_n$ can be represented as the degree sequence of a finite simple graph on n vertices if and only if $d_1+\cdots+d_n$ is even and $\sum_{i=1}^{k} d_i\le k(k-1)+\sum_{i=k+1}^{n}\min(d_i,k)$ holds for every $1\le k\le n$.

- Gale–Ryser theorem

  A pair of sequences of nonnegative integers $a_1\ge\cdots\ge a_n$ and $b_1,\ldots,b_n$ is bigraphic if and only if $\sum_{i=1}^{n}a_i=\sum_{i=1}^{n}b_i$ and $\sum_{i=1}^{k}a_i\le\sum_{i=1}^{n}\min(b_i,k)$ holds for every $1\le k\le n$.

- Fulkerson–Chen–Anstee theorem

  A sequence $(a_1,b_1),\ldots,(a_n,b_n)$ of nonnegative integer pairs with $a_1\ge\cdots\ge a_n$ is digraphic if and only if $\sum_{i=1}^{n}a_i=\sum_{i=1}^{n}b_i$ and $\sum_{i=1}^{k}a_i\le\sum_{i=1}^{k}\min(b_i,k-1)+\sum_{i=k+1}^{n}\min(b_i,k)$ holds for every $1\le k\le n$.

- Möbius inversion formula

  - $f(n)=\sum_{d\mid n}g(d)\Leftrightarrow g(n)=\sum_{d\mid n}\mu(d)f(\frac{n}{d})$
  - $f(n)=\sum_{n\mid d}g(d)\Leftrightarrow g(n)=\sum_{n\mid d}\mu(\frac{d}{n})f(d)$

- Spherical cap

  - A portion of a sphere cut off by a plane.
  - r: sphere radius, a: radius of the base of the cap, h: height of the cap, θ: $\arcsin(a/r)$.
  - Volume $=\pi h^2(3r-h)/3=\pi h(3a^2+h^2)/6=\pi r^3(2+\cos\theta)(1-\cos\theta)^2/3$.
  - Area $=2\pi rh=\pi(a^2+h^2)=2\pi r^2(1-\cos\theta)$.

- Lagrange multiplier

  - Optimize $f(x_1,\ldots,x_n)$ when k constraints $g_i(x_1,\ldots,x_n)=0$.
  - Lagrangian function $\mathcal{L}(x_1,\ldots,x_n,\lambda_1,\ldots,\lambda_k)=f(x_1,\ldots,x_n)-\sum_{i=1}^{k}\lambda_i g_i(x_1,\ldots,x_n)$.
  - The solution corresponding to the original constrained optimization is always a saddle point of the Lagrangian function.

6.16 Estimation

- Estimation

  - The number of divisors of n is at most around 100 for $n<5e4$, 500 for $n<1e7$, 2000 for $n<1e10$, 200000 for $n<1e19$.
  - The number of ways of writing n as a sum of positive integers, disregarding the order of the summands. $1,1,2,3,5,7,11,15,22,30$ for $n=0\sim 9$, 627 for $n=20$, $\sim 2e5$ for $n=50$, $\sim 2e8$ for $n=100$.
  - Total number of partitions of n distinct elements: $B(n)=1,1,2,5,15,52,203,877,4140,21147,115975,678570,4213597,27644437,190899322,\ldots$.

6.17 Euclidean Algorithms

- $m=\lfloor\frac{an+b}{c}\rfloor$
- Time complexity: $O(\log n)$

$$f(a,b,c,n)=\sum_{i=0}^{n}\lfloor\frac{ai+b}{c}\rfloor$$

$$=\begin{cases}\lfloor\frac{a}{c}\rfloor\cdot\frac{n(n+1)}{2}+\lfloor\frac{b}{c}\rfloor\cdot(n+1) & \\ +f(a \bmod c,b \bmod c,c,n), & a\ge c\lor b\ge c\\ 0, & n<0\lor a=0\\ nm-f(c,c-b-1,a,m-1), & \text{otherwise}\end{cases}$$

$$g(a,b,c,n)=\sum_{i=0}^{n}i\lfloor\frac{ai+b}{c}\rfloor$$

$$=\begin{cases}\lfloor\frac{a}{c}\rfloor\cdot\frac{n(n+1)(2n+1)}{6}+\lfloor\frac{b}{c}\rfloor\cdot\frac{n(n+1)}{2} & \\ +g(a \bmod c,b \bmod c,c,n), & a\ge c\lor b\ge c\\ 0, & n<0\lor a=0\\ \frac{1}{2}\cdot(n(n+1)m-f(c,c-b-1,a,m-1) & \\ -h(c,c-b-1,a,m-1)), & \text{otherwise}\end{cases}$$

$$h(a,b,c,n)=\sum_{i=0}^{n}\lfloor\frac{ai+b}{c}\rfloor^2$$

$$=\begin{cases}\lfloor\frac{a}{c}\rfloor^2\cdot\frac{n(n+1)(2n+1)}{6}+\lfloor\frac{b}{c}\rfloor^2\cdot(n+1) & \\ +\lfloor\frac{a}{c}\rfloor\cdot\lfloor\frac{b}{c}\rfloor\cdot n(n+1) & \\ +h(a \bmod c,b \bmod c,c,n) & \\ +2\lfloor\frac{a}{c}\rfloor\cdot g(a \bmod c,b \bmod c,c,n) & \\ +2\lfloor\frac{b}{c}\rfloor\cdot f(a \bmod c,b \bmod c,c,n), & a\ge c\lor b\ge c\\ 0, & n<0\lor a=0\\ nm(m+1)-2g(c,c-b-1,a,m-1) & \\ -2f(c,c-b-1,a,m-1)-f(a,b,c,n), & \text{otherwise}\end{cases}$$

6.18 General Purpose Numbers

- Bernoulli numbers

  $B_0 - 1, B_1^{\pm} = \pm\frac{1}{2}, B_2 = \frac{1}{6}, B_3 = 0$

  $\sum_{j=0}^{m} \binom{m+1}{j} B_j = 0$, EGF is $B(x) = \frac{x}{e^x - 1} = \sum_{n=0}^{\infty} B_n \frac{x^n}{n!}$.

  $S_m(n) = \sum_{k=1}^{n} k^m = \frac{1}{m+1} \sum_{k=0}^{m} \binom{m+1}{k} B_k^+ n^{m+1-k}$

- Stirling numbers of the second kind Partitions of n distinct elements into exactly k groups.

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

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

  $x^n = \sum_{i=0}^{n} S(n,i)(x)_i$

- Pentagonal number theorem

  $\prod_{n=1}^{\infty} (1 - x^n) = 1 + \sum_{k=1}^{\infty} (-1)^k \left(x^{k(3k+1)/2} + x^{k(3k-1)/2}\right)$

- Catalan numbers

  $C_n^{(k)} = \frac{1}{(k-1)n+1} \binom{kn}{n}$

  $C^{(k)}(x) = 1 + x[C^{(k)}(x)]^k$

- Eulerian numbers

  Number of permutations $\pi \in S_n$ in which exactly k elements are greater than the previous element. k j:s s.t. $\pi(j) > \pi(j+1)$, $k+1$ j:s s.t. $\pi(j) \geq j$, k j:s s.t. $\pi(j) > j$.

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

  $E(n,0) = E(n,n-1) = 1$

  $E(n,k) = \sum_{j=0}^{k} (-1)^j \binom{n+1}{j} (k+1-j)^n$

6.19 Tips for Generating Functions

- Ordinary Generating Function $A(x) = \sum_{i \geq 0} a_i x^i$
  - $A(rx) \Rightarrow r^n a_n$
  - $A(x) + B(x) \Rightarrow a_n + b_n$
  - $A(x)B(x) \Rightarrow \sum_{i=0}^{n} a_i b_{n-i}$
  - $A(x)^k \Rightarrow \sum_{i_1+i_2+\cdots+i_k=n} a_{i_1} a_{i_2} \ldots a_{i_k}$
  - $xA(x)' \Rightarrow na_n$
  - $\frac{A(x)}{1-x} \Rightarrow \sum_{i=0}^{n} a_i$
- Exponential Generating Function $A(x) = \sum_{i \geq 0} \frac{a_i}{i!} x_i$
  - $A(x) + B(x) \Rightarrow a_n + b_n$
  - $A^{(k)}(x) \Rightarrow a_{n+k}$
  - $A(x)B(x) \Rightarrow \sum_{i=0}^{n} \binom{n}{i} a_i b_{n-i}$
  - $A(x)^k \Rightarrow \sum_{i_1+i_2+\cdots+i_k=n} \binom{n}{i_1, i_2, \ldots, i_k} a_{i_1} a_{i_2} \ldots a_{i_k}$
  - $xA(x) \Rightarrow na_n$
- Special Generating Function
  - $(1+x)^n = \sum_{i \geq 0} \binom{n}{i} x^i$
  - $\frac{1}{(1-x)^n} = \sum_{i \geq 0} \binom{i}{n-1} x^i$
  - $S_k = \sum_{x=1}^{n} x^k$: $S = \sum_{p=0}^{\infty} x^p = \frac{e^x - e^{x(n+1)}}{1-e^x}$

7 Polynomial

7.1 NTT/FFT

```
//9223372036737335297, 3
#define base ll // complex<double>
#define N 524288
// const double PI = acosl(-1);
const ll mod = 998244353, g = 3;
base omega[4 * N], omega_[4 * N];
int rev[4 * N];

ll fpow(ll b, ll p);

ll inverse(ll a) { return fpow(a, mod - 2); }

void calcW(int n) {
  ll r = fpow(g, (mod - 1) / n), invr = inverse(r);
  omega[0] = omega_[0] = 1;
  for (int i = 1; i < n; i++) {
    omega[i] = omega[i - 1] * r % mod;
    omega_[i] = omega_[i - 1] * invr % mod;
  }
  // double arg = 2.0 * PI / n;
  // for (int i = 0; i < n; i++)
  // {
  //     omega[i] = base(cos(i * arg), sin(i * arg));
  //     omega_[i] = base(cos(-i * arg), sin(-i *
  //     arg));
  // }
}

void calcrev(int n) {
  int k = __lg(n);
  for (int i = 0; i < n; i++) rev[i] = 0;
  for (int i = 0; i < n; i++)
    for (int j = 0; j < k; j++)
      if (i & (1 << j)) rev[i] ^= 1 << (k - j - 1);
}

vector<base> NTT(vector<base> poly, bool inv) {
  base *w = (inv ? omega_ : omega);
  int n = poly.size();
  for (int i = 0; i < n; i++)
    if (rev[i] > i) swap(poly[i], poly[rev[i]]);

  for (int len = 1; len < n; len <<= 1) {
    int arg = n / len / 2;
    for (int i = 0; i < n; i += 2 * len)
      for (int j = 0; j < len; j++) {
        base odd =
          w[j * arg] * poly[i + j + len] % mod;
        poly[i + j + len] =
          (poly[i + j] - odd + mod) % mod;
        poly[i + j] = (poly[i + j] + odd) % mod;
      }
  }
  if (inv)
    for (auto &a : poly) a = a * inverse(n) % mod;
  return poly;
}

vector<base> mul(vector<base> f, vector<base> g) {
  int sz = 1 << (__lg(f.size() + g.size() - 1) + 1);
  f.resize(sz), g.resize(sz);
  calcrev(sz);
  calcW(sz);
  f = NTT(f, 0), g = NTT(g, 0);
  for (int i = 0; i < sz; i++)
    f[i] = f[i] * g[i] % mod;
  return NTT(f, 1);
}
```

7.2 Fast Walsh Transform*

```
/* x: a[j], y: a[j + (L >> 1)]
or: (y += x * op), and: (x += y * op)
xor: (x, y = (x + y) * op, (x - y) * op)
invop: or, and, xor = -1, -1, 1/2 */
void fwt(int *a, int n, int op) { //or
  for (int L = 2; L <= n; L <<= 1)
    for (int i = 0; i < n; i += L)
      for (int j = i; j < i + (L >> 1); ++j)
        a[j + (L >> 1)] += a[j] * op;
}
const int N = 21;
int f[N][1 << N], g[N][1 << N], h[N][1 << N], ct[1 << N
    ];
void subset_convolution(int *a, int *b, int *c, int L)
    {
  // c_k = \sum_{i | j = k, i & j = 0} a_i * b_j
  int n = 1 << L;
  for (int i = 1; i < n; ++i)
    ct[i] = ct[i & (i - 1)] + 1;
  for (int i = 0; i < n; ++i)
    f[ct[i]][i] = a[i], g[ct[i]][i] = b[i];
  for (int i = 0; i <= L; ++i)
    fwt(f[i], n, 1), fwt(g[i], n, 1);
  for (int i = 0; i <= L; ++i)
    for (int j = 0; j <= i; ++j)
      for (int x = 0; x < n; ++x)
        h[i][x] += f[j][x] * g[i - j][x];
  for (int i = 0; i <= L; ++i)
    fwt(h[i], n, -1);
  for (int i = 0; i < n; ++i)
```

```
    c[i] = h[ct[i]][i];
}
```

7.3 Polynomial Operation

```
#define poly vector<base>

poly inv(poly A) {
  A.resize(1 << (__lg(A.size() - 1) + 1));
  poly B = {inverse(A[0])};
  for (int n = 1; n < A.size(); n += n) {
    poly pA(A.begin(), A.begin() + 2 * n);
    calcrev(4 * n);
    calcW(4 * n);
    pA.resize(4 * n);
    B.resize(4 * n);
    pA = NTT(pA, 0);
    B = NTT(B, 0);
    for (int i = 0; i < 4 * n; i++)
      B[i] =
        ((B[i] * 2 - pA[i] * B[i] % mod * B[i]) % mod +
          mod) %
        mod;
    B = NTT(B, 1);
    B.resize(2 * n);
  }
  return B;
}

pair<poly, poly> div(poly A, poly B) {
  if (A.size() < B.size()) return make_pair(poly(), A);
  int n = A.size(), m = B.size();
  poly revA = A, invrevB = B;
  reverse(revA.begin(), revA.end());
  reverse(invrevB.begin(), invrevB.end());
  revA.resize(n - m + 1);
  invrevB.resize(n - m + 1);
  invrevB = inv(invrevB);

  poly Q = mul(revA, invrevB);
  Q.resize(n - m + 1);
  reverse(Q.begin(), Q.end());
  poly R = mul(Q, B);
  R.resize(m - 1);
  for (int i = 0; i < m - 1; i++)
    R[i] = (A[i] - R[i] + mod) % mod;
  return make_pair(Q, R);
}

ll fast_kitamasa(ll k, poly A, poly C) {
  int n = A.size();
  C.emplace_back(mod - 1);
  poly Q, R = {0, 1}, F = {1};
  R = div(R, C);
  while (k) {
    if (k & 1) F = div(mul(F, R), C);
    R = div(mul(R, R), C);
    k >>= 1;
  }
  ll ans = 0;
  for (int i = 0; i < F.size(); i++)
    ans = (ans + A[i] * F[i]) % mod;
  return ans;
}

vector<ll> fpow(vector<ll> f, ll p, ll m) {
  int b = 0;
  while (b < f.size() && f[b] == 0) b++;
  f = vector<ll>(f.begin() + b, f.end());
  int n = f.size();
  f.emplace_back(0);
  vector<ll> q(min(m, b * p), 0);
  q.emplace_back(fpow(f[0], p));
  for (int k = 0; q.size() < m; k++) {
    ll res = 0;
    for (int i = 0; i < min(n, k + 1); i++)
      res = (res +
              p * (i + 1) % mod * f[i + 1] % mod *
                q[k - i + b * p]) %
        mod;
    for (int i = 1; i < min(n, k + 1); i++)
      res = (res -
              f[i] * (k - i + 1) % mod *
                q[k - i + 1 + b * p]) %
            mod;
    res = (res < 0 ? res + mod : res) *
      inv(f[0] * (k + 1) % mod) % mod;
    q.emplace_back(res);
  }
  return q;
}
```

7.4 Newton's Method + Misc GF

Given $F(x)$ where

$$F(x) = \sum_{i=0}^{\infty} \alpha_i (x - \beta)^i$$

for β being some constant. Polynomial P such that $F(P) = 0$ can be found iteratively. Denote by Q_k the polynomial such that $F(Q_k) = 0 \pmod{x^{2^k}}$, then

$$Q_{k+1} = Q_k - \frac{F(Q_k)}{F'(Q_k)} \pmod{x^{2^{k+1}}}$$

- A^{-1}: $B_{k+1} = B_k(2 - AB_k) \mod x^{2^{k+1}}$
- $\ln A$: $(\ln A)' = \frac{A'}{A}$
- $\exp A$: $B_{k+1} = B_k(1 + A - \ln B_k) \mod x^{2^{k+1}}$
- $\sqrt{A}$: $B_{k+1} = \frac{1}{2}(B_k + AB_k^{-1}) \mod x^{2^{k+1}}$

8 Geometry

8.1 Default Code

```
typedef pair<double, double> pdd;
typedef pair<pdd, pdd> Line;
struct Cir{pdd O; double R;};
const double eps=1e-8;
pdd operator+(pdd a, pdd b)
{ return pdd(a.X + b.X, a.Y + b.Y);}
pdd operator-(pdd a, pdd b)
{ return pdd(a.X - b.X, a.Y - b.Y);}
pdd operator*(pdd a, double b)
{ return pdd(a.X * b, a.Y * b); }
pdd operator/(pdd a, double b)
{ return pdd(a.X / b, a.Y / b); }
double dot(pdd a, pdd b)
{ return a.X * b.X + a.Y * b.Y; }
double cross(pdd a, pdd b)
{ return a.X * b.Y - a.Y * b.X; }
double abs2(pdd a)
{ return dot(a, a); }
double abs(pdd a)
{ return sqrt(dot(a, a)); }
int sign(double a)
{ return fabs(a) < eps ? 0 : a > 0 ? 1 : -1; }
int ori(pdd a, pdd b, pdd c)
{ return sign(cross(b - a, c - a)); }
bool collinearity(pdd p1, pdd p2, pdd p3)
{ return sign(cross(p1 - p3, p2 - p3)) == 0; }
bool btw(pdd p1,pdd p2,pdd p3) {
  if(!collinearity(p1, p2, p3)) return 0;
  return sign(dot(p1 - p3, p2 - p3)) <= 0;
}
bool seg_intersect(pdd p1, pdd p2, pdd p3, pdd p4) {
  int a123 = ori(p1, p2, p3);
  int a124 = ori(p1, p2, p4);
  int a341 = ori(p3, p4, p1);
  int a342 = ori(p3, p4, p2);
  if(a123 == 0 && a124 == 0)
    return btw(p1, p2, p3) || btw(p1, p2, p4) ||
      btw(p3, p4, p1) || btw(p3, p4, p2);
  return a123 * a124 <= 0 && a341 * a342 <= 0;
}
pdd intersect(pdd p1, pdd p2, pdd p3, pdd p4) {
  double a123 = cross(p2 - p1, p3 - p1);
  double a124 = cross(p2 - p1, p4 - p1);
  return (p4 * a123 - p3 * a124) / (a123 - a124); // C
      ^3 / C^2
```

```
}
pdd perp(pdd p1)
{ return pdd(-p1.Y, p1.X); }
pdd projection(pdd p1, pdd p2, pdd p3)
{ return p1 + (p2 - p1) * dot(p3 - p1, p2 - p1) / abs2(
    p2 - p1); }
```

8.2 Convex hull*

```
void hull(vector<pll> &dots) { // n=1 => ans = {}
  sort(dots.begin(), dots.end());
  vector<pll> ans(1, dots[0]);
  for (int ct = 0; ct < 2; ++ct, reverse(ALL(dots)))
    for (int i = 1, t = SZ(ans); i < SZ(dots); ans.pb(
        dots[i++]))
      while (SZ(ans) > t && ori(ans[SZ(ans) - 2], ans.
          back(), dots[i]) <= 0)
        ans.pop_back();
  ans.pop_back(), ans.swap(dots);
}
```

8.3 Heart

```
pdd circenter(pdd p0, pdd p1, pdd p2) { // radius = abs
    (center)
  p1 = p1 - p0, p2 = p2 - p0;
  double x1 = p1.X, y1 = p1.Y, x2 = p2.X, y2 = p2.Y;
  double m = 2. * (x1 * y2 - y1 * x2);
  center.X = (x1 * x1 * y2 - x2 * x2 * y1 + y1 * y2 * (
      y1 - y2)) / m;
  center.Y = (x1 * x2 * (x2 - x1) - y1 * y1 * x2 + x1 *
       y2 * y2) / m;
  return center + p0;
}
pdd incenter(pdd p1, pdd p2, pdd p3) { // radius = area
     / s * 2
  double a = abs(p2 - p3), b = abs(p1 - p3), c = abs(p1
      - p2);
  double s = a + b + c;
  return (a * p1 + b * p2 + c * p3) / s;
}
pdd masscenter(pdd p1, pdd p2, pdd p3)
{ return (p1 + p2 + p3) / 3; }
pdd orthcenter(pdd p1, pdd p2, pdd p3)
{ return masscenter(p1, p2, p3) * 3 - circenter(p1, p2,
     p3) * 2; }
```

8.4 Minimum Enclosing Circle*

```
pdd Minimum_Enclosing_Circle(vector<pdd> dots, double &
    r) {
  pdd cent;
  random_shuffle(ALL(dots));
  cent = dots[0], r = 0;
  for (int i = 1; i < SZ(dots); ++i)
    if (abs(dots[i] - cent) > r) {
      cent = dots[i], r = 0;
      for (int j = 0; j < i; ++j)
        if (abs(dots[j] - cent) > r) {
          cent = (dots[i] + dots[j]) / 2;
          r = abs(dots[i] - cent);
          for(int k = 0; k < j; ++k)
            if(abs(dots[k] - cent) > r)
              cent = excenter(dots[i], dots[j], dots[k
                  ], r);
        }
    }
  return cent;
}
```

8.5 Polar Angle Sort*

```
int cmp(pll a, pll b, bool same = true) {
#define is_neg(k) (sign(k.Y) < 0 || (sign(k.Y) == 0 &&
    sign(k.X) < 0))
  int A = is_neg(a), B = is_neg(b);
  if (A != B)
    return A < B;
  if (sign(cross(a, b)) == 0)
    return same ? abs2(a) < abs2(b) : -1;
  return sign(cross(a, b)) > 0;
}
```

8.6 Intersection of two circles*

```
bool CCinter(Cir &a, Cir &b, pdd &p1, pdd &p2) {
  pdd o1 = a.O, o2 = b.O;
  double r1 = a.R, r2 = b.R, d2 = abs2(o1 - o2), d =
      sqrt(d2);
  if(d < max(r1, r2) - min(r1, r2) || d > r1 + r2)
      return 0;
  pdd u = (o1 + o2) * 0.5 + (o1 - o2) * ((r2 * r2 - r1
      * r1) / (2 * d2));
  double A = sqrt((r1 + r2 + d) * (r1 - r2 + d) * (r1 +
       r2 - d) * (-r1 + r2 + d));
  pdd v = pdd(o1.Y - o2.Y, -o1.X + o2.X) * A / (2 * d2)
      ;
  p1 = u + v, p2 = u - v;
  return 1;
}
```

8.7 Intersection of polygon and circle*

```
// Divides into multiple triangle, and sum up
const double PI=acos(-1);
double _area(pdd pa, pdd pb, double r){
  if(abs(pa)<abs(pb)) swap(pa, pb);
  if(abs(pb)<eps) return 0;
  double S, h, theta;
  double a=abs(pb),b=abs(pa),c=abs(pb-pa);
  double cosB = dot(pb,pb-pa) / a / c, B = acos(cosB);
  double cosC = dot(pa,pb) / a / b, C = acos(cosC);
  if(a > r){
    S = (C/2)*r*r;
    h = a*b*sin(C)/c;
    if (h < r && B < PI/2) S -= (acos(h/r)*r*r - h*sqrt
        (r*r-h*h));
  }
  else if(b > r){
    theta = PI - B - asin(sin(B)/r*a);
    S = .5*a*r*sin(theta) + (C-theta)/2*r*r;
  }
  else S = .5*sin(C)*a*b;
  return S;
}
double area_poly_circle(const vector<pdd> poly,const
    pdd &O,const double r){
  double S=0;
  for(int i=0;i<SZ(poly);++i)
    S+=_area(poly[i]-O,poly[(i+1)%SZ(poly)]-O,r)*ori(O,
        poly[i],poly[(i+1)%SZ(poly)]);
  return fabs(S);
}
```

8.8 Intersection of line and circle*

```
vector<pdd> circleLine(pdd c, double r, pdd a, pdd b) {
  pdd p = a + (b - a) * dot(c - a, b - a) / abs2(b - a)
      ;
  double s = cross(b - a, c - a), h2 = r * r - s * s /
      abs2(b - a);
  if (h2 < 0) return {};
  if (h2 == 0) return {p};
  pdd h = (b - a) / abs(b - a) * sqrt(h2);
  return {p - h, p + h};
}
```

8.9 Half plane intersection*

```
pll area_pair(Line a, Line b)
{ return pll(cross(a.Y - a.X, b.X - a.X), cross(a.Y - a
    .X, b.Y - a.X)); }
bool isin(Line l0, Line l1, Line l2) {
  // Check inter(l1, l2) strictly in l0
  auto [a02X, a02Y] = area_pair(l0, l2);
  auto [a12X, a12Y] = area_pair(l1, l2);
  if (a12X - a12Y < 0) a12X *= -1, a12Y *= -1;
  return (__int128) a02Y * a12X - (__int128) a02X *
      a12Y > 0; // C^4
}
/* Having solution, check size > 2 */
/* --^-- Line.X --^-- Line.Y --^-- */
vector<Line> halfPlaneInter(vector<Line> arr) {
  sort(ALL(arr), [&](Line a, Line b) -> int {
```

```
    if (cmp(a.Y - a.X, b.Y - b.X, 0) != -1)
      return cmp(a.Y - a.X, b.Y - b.X, 0);
    return ori(a.X, a.Y, b.Y) < 0;
  });
  deque<Line> dq(1, arr[0]);
  for (auto p : arr) {
    if (cmp(dq.back().Y - dq.back().X, p.Y - p.X, 0) ==
        -1)
      continue;
    while (SZ(dq) >= 2 && !isin(p, dq[SZ(dq) - 2], dq.
        back()))
      dq.pop_back();
    while (SZ(dq) >= 2 && !isin(p, dq[0], dq[1]))
      dq.pop_front();
    dq.pb(p);
  }
  while (SZ(dq) >= 3 && !isin(dq[0], dq[SZ(dq) - 2], dq
      .back()))
    dq.pop_back();
  while (SZ(dq) >= 3 && !isin(dq.back(), dq[0], dq[1]))
    dq.pop_front();
  return vector<Line>(ALL(dq));
}
```

8.10 CircleCover*

```
const int N = 1021;
struct CircleCover {
  int C;
  Cir c[N];
  bool g[N][N], overlap[N][N];
  // Area[i] : area covered by at least i circles
  double Area[ N ];
  void init(int _C){ C = _C;}
  struct Teve {
    pdd p; double ang; int add;
    Teve() {}
    Teve(pdd _a, double _b, int _c):p(_a), ang(_b), add
        (_c){}
    bool operator<(const Teve &a)const
    {return ang < a.ang;}
  }eve[N * 2];
  // strict: x = 0, otherwise x = -1
  bool disjuct(Cir &a, Cir &b, int x)
  {return sign(abs(a.O - b.O) - a.R - b.R) > x;}
  bool contain(Cir &a, Cir &b, int x)
  {return sign(a.R - b.R - abs(a.O - b.O)) > x;}
  bool contain(int i, int j) {
    /* c[j] is non-strictly in c[i]. */
    return (sign(c[i].R - c[j].R) > 0 || (sign(c[i].R -
         c[j].R) == 0 && i < j)) && contain(c[i], c[j],
         -1);
  }
  void solve(){
    fill_n(Area, C + 2, 0);
    for(int i = 0; i < C; ++i)
      for(int j = 0; j < C; ++j)
        overlap[i][j] = contain(i, j);
    for(int i = 0; i < C; ++i)
      for(int j = 0; j < C; ++j)
        g[i][j] = !(overlap[i][j] || overlap[j][i] ||
            disjuct(c[i], c[j], -1));
    for(int i = 0; i < C; ++i){
      int E = 0, cnt = 1;
      for(int j = 0; j < C; ++j)
        if(j != i && overlap[j][i])
          ++cnt;
      for(int j = 0; j < C; ++j)
        if(i != j && g[i][j]) {
          pdd aa, bb;
          CCinter(c[i], c[j], aa, bb);
          double A = atan2(aa.Y - c[i].O.Y, aa.X - c[i
              ].O.X);
          double B = atan2(bb.Y - c[i].O.Y, bb.X - c[i
              ].O.X);
          eve[E++] = Teve(bb, B, 1), eve[E++] = Teve(aa
              , A, -1);
          if(B > A) ++cnt;
        }
      if(E == 0) Area[cnt] += pi * c[i].R * c[i].R;
      else{
        sort(eve, eve + E);
        eve[E] = eve[0];
        for(int j = 0; j < E; ++j){
          cnt += eve[j].add;
          Area[cnt] += cross(eve[j].p, eve[j + 1].p) *
              .5;
          double theta = eve[j + 1].ang - eve[j].ang;
          if (theta < 0) theta += 2. * pi;
          Area[cnt] += (theta - sin(theta)) * c[i].R *
              c[i].R * .5;
        }
      }
    }
  }
};
```

8.11 Tangent line of two circles

```
vector<Line> go( const Cir& c1 , const Cir& c2 , int
    sign1 ){
  // sign1 = 1 for outer tang, -1 for inter tang
  vector<Line> ret;
  double d_sq = abs2(c1.O - c2.O);
  if (sign(d_sq) == 0) return ret;
  double d = sqrt(d_sq);
  pdd v = (c2.O - c1.O) / d;
  double c = (c1.R - sign1 * c2.R) / d;
  if (c * c > 1) return ret;
  double h = sqrt(max(0.0, 1.0 - c * c));
  for (int sign2 = 1; sign2 >= -1; sign2 -= 2) {
    pdd n = pdd(v.X * c - sign2 * h * v.Y,
      v.Y * c + sign2 * h * v.X);
    pdd p1 = c1.O + n * c1.R;
    pdd p2 = c2.O + n * (c2.R * sign1);
    if (sign(p1.X - p2.X) == 0 and
        sign(p1.Y - p2.Y) == 0)
      p2 = p1 + perp(c2.O - c1.O);
    ret.pb(Line(p1, p2));
  }
  return ret;
}
```

8.12 minMaxEnclosingRectangle*

```
const double INF = 1e18, qi = acos(-1) / 2 * 3;
pdd solve(vector<pll> &dots) {
#define diff(u, v) (dots[u] - dots[v])
#define vec(v) (dots[v] - dots[i])
  hull(dots);
  double Max = 0, Min = INF, deg;
  int n = SZ(dots);
  dots.pb(dots[0]);
  for (int i = 0, u = 1, r = 1, l = 1; i < n; ++i) {
    pll nw = vec(i + 1);
    while (cross(nw, vec(u + 1)) > cross(nw, vec(u)))
      u = (u + 1) % n;
    while (dot(nw, vec(r + 1)) > dot(nw, vec(r)))
      r = (r + 1) % n;
    if (!i) l = (r + 1) % n;
    while (dot(nw, vec(l + 1)) < dot(nw, vec(l)))
      l = (l + 1) % n;
    Min = min(Min, (double)(dot(nw, vec(r)) - dot(nw,
        vec(l))) * cross(nw, vec(u)) / abs2(nw));
    deg = acos(dot(diff(r, l), vec(u)) / abs(diff(r, l)
        ) / abs(vec(u)));
    deg = (qi - deg) / 2;
    Max = max(Max, abs(diff(r, l)) * abs(vec(u)) * sin(
        deg) * sin(deg));
  }
  return pdd(Min, Max);
}
```

8.13 PointSegDist

```
double PointSegDist(pdd q0, pdd q1, pdd p) {
  if (sign(abs(q0 - q1)) == 0) return abs(q0 - p);
  if (sign(dot(q1 - q0, p - q0)) >= 0 && sign(dot(q0 -
      q1, p - q1)) >= 0)
    return fabs(cross(q1 - q0, p - q0) / abs(q0 - q1));
  return min(abs(p - q0), abs(p - q1));
}
```

8.14 PointInConvex*

```
bool PointInConvex(const vector<pll> &C, pll p, bool
    strict = true) {
  int a = 1, b = SZ(C) - 1, r = !strict;
  if (SZ(C) == 0) return false;
  if (SZ(C) < 3) return r && btw(C[0], C.back(), p);
  if (ori(C[0], C[a], C[b]) > 0) swap(a, b);
  if (ori(C[0], C[a], p) >= r || ori(C[0], C[b], p) <=
      -r)
    return false;
  while (abs(a - b) > 1) {
    int c = (a + b) / 2;
    (ori(C[0], C[c], p) > 0 ? b : a) = c;
  }
  return ori(C[a], C[b], p) < r;
}
```

8.15 TangentPointToHull*

```
/* The point should be strictly out of hull
   return arbitrary point on the tangent line */
pii get_tangent(vector<pll> &C, pll p) {
  int N = SZ(C);
  auto gao = [&](int s) {
    auto lt = [&](int x, int y)
    { return ori(p, C[y % N], C[x % N]) == s; };
    int l = 0, r = N; bool up = lt(0, 1);
    while (r - l > 1) {
      int m = (l + r) / 2;
      if (lt(m, 0) ? up : !lt(m, m + 1)) r = m;
      else l = m;
    }
    return (lt(l, r) ? r : l) % N;
  };
  return pii(gao(1), gao(-1));
} // return (a, b), ori(p, C[a], C[b]) > 0
```

8.16 VectorInPoly*

```
// ori(a, b, c) >= 0, valid: "strict" angle from a-b to
     a-c
bool btwangle(pll a, pll b, pll c, pll p, int strict) {
  return ori(a, b, p) >= strict && ori(a, p, c) >=
      strict;
}
// whether vector{cur, p} in counter-clockwise order
    prv, cur, nxt
bool inside(pll prv, pll cur, pll nxt, pll p, int
    strict) {
  if (ori(cur, nxt, prv) >= 0)
    return btwangle(cur, nxt, prv, p, strict);
  return !btwangle(cur, prv, nxt, p, !strict);
}
```

8.17 RotatingSweepLine

```
void rotatingSweepLine(vector<pii> &ps) {
  int n = SZ(ps), m = 0;
  vector<int> id(n), pos(n);
  vector<pii> line(n * (n - 1));
  for (int i = 0; i < n; ++i)
    for (int j = 0; j < n; ++j)
      if (i != j) line[m++] = pii(i, j);
  sort(ALL(line), [&](pii a, pii b) {
    return cmp(ps[a.Y] - ps[a.X], ps[b.Y] - ps[b.X]);
  }); // cmp(): polar angle compare
  iota(ALL(id), 0);
  sort(ALL(id), [&](int a, int b) {
    if (ps[a].Y != ps[b].Y) return ps[a].Y < ps[b].Y;
    return ps[a] < ps[b];
  }); // initial order, since (1, 0) is the smallest
  for (int i = 0; i < n; ++i) pos[id[i]] = i;
  for (int i = 0; i < m; ++i) {
    auto l = line[i];
    // do something
    tie(pos[l.X], pos[l.Y], id[pos[l.X]], id[pos[l.Y]])
         = make_tuple(pos[l.Y], pos[l.X], l.Y, l.X);
  }
}
```

9 Else

9.1 Mo's Alogrithm(With modification)

```
/*
Mo's Algorithm With modification
Block: N^{2/3}, Complexity: N^{5/3}
*/
struct Query {
  int L, R, LBid, RBid, T;
  Query(int l, int r, int t):
    L(l), R(r), LBid(l / blk), RBid(r / blk), T(t) {}
  bool operator<(const Query &q) const {
    if (LBid != q.LBid) return LBid < q.LBid;
    if (RBid != q.RBid) return RBid < q.RBid;
    return T < b.T;
  }
};
void solve(vector<Query> query) {
  sort(ALL(query));
  int L=0, R=0, T=-1;
  for (auto q : query) {
    while (T < q.T) addTime(L, R, ++T); // TODO
    while (T > q.T) subTime(L, R, T--); // TODO
    while (R < q.R) add(arr[++R]); // TODO
    while (L > q.L) add(arr[--L]); // TODO
    while (R > q.R) sub(arr[R--]); // TODO
    while (L < q.L) sub(arr[L++]); // TODO
    // answer query
  }
}
```

9.2 Mo's Alogrithm On Tree

```
/*
Mo's Algorithm On Tree
Preprocess:
1) LCA
2) dfs with in[u] = dft++, out[u] = dft++
3) ord[in[u]] = ord[out[u]] = u
4) bitset<MAXN> inset
*/
struct Query {
  int L, R, LBid, lca;
  Query(int u, int v) {
    int c = LCA(u, v);
    if (c == u || c == v)
      q.lca = -1, q.L = out[c ^ u ^ v], q.R = out[c];
    else if (out[u] < in[v])
      q.lca = c, q.L = out[u], q.R = in[v];
    else
      q.lca = c, q.L = out[v], q.R = in[u];
    q.Lid = q.L / blk;
  }
  bool operator<(const Query &q) const {
    if (LBid != q.LBid) return LBid < q.LBid;
    return R < q.R;
  }
};
void flip(int x) {
    if (inset[x]) sub(arr[x]); // TODO
    else add(arr[x]); // TODO
    inset[x] = ~inset[x];
}
void solve(vector<Query> query) {
  sort(ALL(query));
  int L = 0, R = 0;
  for (auto q : query) {
    while (R < q.R) flip(ord[++R]);
    while (L > q.L) flip(ord[--L]);
    while (R > q.R) flip(ord[R--]);
    while (L < q.L) flip(ord[L++]);
    if (~q.lca) add(arr[q.lca]);
    // answer query
    if (~q.lca) sub(arr[q.lca]);
  }
}
```

9.3 Additional Mo's Algorithm Trick

- Mo's Algorithm With Addition Only

- Sort querys same as the normal Mo's algorithm.
- For each query $[l, r]$:
- If $l/blk = r/blk$, brute-force.
- If $l/blk \neq curL/blk$, initialize $curL := (l/blk + 1) \cdot blk, curR := curL - 1$
- If $r > curR$, increase $curR$
- decrease $curL$ to fit l, and then undo after answering

- Mo's Algorithm With Offline Second Time
  - Require: Changing answer $\equiv$ adding $f([l, r], r + 1)$.
  - Require: $f([l, r], r + 1) = f([1, r], r + 1) - f([1, l), r + 1)$.
  - Part1: Answer all $f([1, r], r + 1)$ first.
  - Part2: Store $curR \to R$ for $curL$ (reduce the space to $O(N)$), and then answer them by the second offline algorithm.
  - Note: You must do the above symmetrically for the left boundaries.

9.4 Hilbert Curve

```
ll hilbert(int n, int x, int y) {
  ll res = 0;
  for (int s = n / 2; s; s >>= 1) {
    int rx = (x & s) > 0;
    int ry = (y & s) > 0;
    res += s * 1ll * s * ((3 * rx) ^ ry);
    if (ry == 0) {
      if (rx == 1) x = s - 1 - x, y = s - 1 - y;
      swap(x, y);
    }
  }
  return res;
} // n = 2^k
```

9.5 DynamicConvexTrick*

```
// only works for integer coordinates!! maintain max
struct Line {
  mutable ll a, b, p;
  bool operator<(const Line &rhs) const { return a <
      rhs.a; }
  bool operator<(ll x) const { return p < x; }
};
struct DynamicHull : multiset<Line, less<>> {
  static const ll kInf = 1e18;
  ll Div(ll a, ll b) { return a / b - ((a ^ b) < 0 && a
       % b); }
  bool isect(iterator x, iterator y) {
    if (y == end()) { x->p = kInf; return 0; }
    if (x->a == y->a) x->p = x->b > y->b ? kInf : -kInf
      ;
    else x->p = Div(y->b - x->b, x->a - y->a);
    return x->p >= y->p;
  }
  void addline(ll a, ll b) {
    auto z = insert({a, b, 0}), y = z++, x = y;
    while (isect(y, z)) z = erase(z);
    if (x != begin() && isect(--x, y)) isect(x, y =
      erase(y));
    while ((y = x) != begin() && (--x)->p >= y->p)
      isect(x, erase(y));
  }
  ll query(ll x) {
    auto l = *lower_bound(x);
    return l.a * x + l.b;
  }
};
```

9.6 Stern-Brocot Tree*

- Construction: Root $\frac{1}{1}$, left/right neighbor $\frac{0}{1}, \frac{1}{0}$, each node is sum of last left/right neighbor: $\frac{a}{b}, \frac{c}{d} \to \frac{a+c}{b+d}$
- Property: Adjacent (mid-order DFS) $\frac{a}{b}, \frac{c}{d} \Rightarrow bc - ad = 1$.
- Search known $\frac{p}{q}$: keep L-R alternative. Each step can calcaulated in $O(1) \Rightarrow$ total $O(\log C)$.
- Search unknown $\frac{p}{q}$: keep L-R alternative. Each step can calcaulated in $O(\log C)$ checks $\Rightarrow$ total $O(\log^2 C)$ checks.

10 Python

10.1 Misc

```
import math
math.isqrt(2) # integer sqrt
```