Code Library for Lmxyy

Lmxyy
Shanghai Jiao Tong University

2017 年 10 月 26 日

目录

Chapter 1

Algorithms

1.1 1D1D Dynamic Programming

```
1  // noi2009 诗人小 G
2  #include<cstring>
3  #include<cstdio>
4  #include<cstdlib>
5  using namespace std;
6
7  #define limit (1e18)
8  #define maxn 100010
9  #define maxm 40
10 int N,L,P,pre[maxn],top;
11 char s[maxm];
12 long double f[maxn];
13 struct node { int l,r,key; }stack[maxn];
14
15 inline long double qsm(int a,int b)
16 {
17     long double  ret = 1;
18     while (b--) ret *= 1.0*a;
19     return ret;
20 }
21
22 inline long double calc(int a,int b)
23 {
24     return f[b]+qsm(abs(pre[a]-pre[b]-L),P);
25 }
26
27 inline int find(int a)
28 {
29     int l = 1,r = top,mid;
30     while (l <= r)
31     {
32         mid = (l + r) >> 1;
33         if (stack[mid].l<=a&&stack[mid].r>=a) return stack[mid].key;
```

```
34          if (a < stack[mid].l) r = mid - 1;
35          else l = mid + 1;
36      }
37  }
38
39  inline void updata(int now)
40  {
41      int l = 1,r;
42      while (top)
43      {
44          if (calc(stack[top].l,stack[top].key) >= calc(stack[top].l,now))
45              --top;
46          else
47          {
48              l = stack[top].l,r = stack[top].r;
49              while (l <= r)
50              {
51                  int mid = (l + r) >> 1;
52                  if (calc(mid,stack[top].key) >= calc(mid,now)) r = mid - 1;
53                  else l = mid + 1;
54              }
55              stack[top].r = r;
56              break;
57          }
58      }
59      if (l <= N) stack[++top] = (node){l,N,now};
60  }
61
62  inline void dp()
63  {
64      f[0] = 0;
65      stack[top = 1] = (node) {1,N,0};
66      for (int i = 1;i <= N;++i)
67      {
68          int key = find(i);
69          f[i] = calc(i,key);
70          updata(i);
71      }
72  }
73
74  int main()
75  {
76      freopen("1563.in","r",stdin);
77      freopen("1563.out","w",stdout);
78      int T; scanf("%d",&T);
79      while (T--)
80      {
81          scanf("%d %d %d\n",&N,&L,&P);
82          L++;
```

```
        for (int i = 1;i <= N;++i)
        {
            scanf("%s",s);
            pre[i] = strlen(s)+1+pre[i-1];
        }
        dp();
        if (f[N] > limit) printf("Too hard to arrange\n");
        else printf("%.0Lf\n",f[N]);
        printf("--------------------\n");
    }
    fclose(stdin); fclose(stdout);
    return 0;
}
```

1.2 Dynamic Minimal Spanning Tree

```
// 每次修改一条边，每次修改一条边权值，求最小生成树
#include<algorithm>
#include<cstring>
#include<vector>
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

typedef long long ll;
const int maxn = 100010; const ll inf = 1LL<<40;
int N,M,Q,father[maxn],cnt[maxn],reid[maxn]; ll ans[maxn];

inline int find(int a) { if (father[a] != a) return father[a] = find(father[a]); return
↪  father[a]; }

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

struct Edge
{
    int a,b,id; ll c;
    inline Edge() = default;
    inline Edge(int _a,int _b,int _id,ll _c):a(_a),b(_b),id(_id),c(_c) {}
    inline void read(int i) { a = gi(),b = gi(),c = gi(); id = i; }
    friend inline bool operator <(const Edge &x,const Edge &y) { return x.c < y.c; }
}edge[22][maxn],tmp[maxn],bac[maxn];
```

```
33
34  struct Operation
35  {
36      int x; ll y;
37      inline Operation() = default;
38      inline Operation(int _x,ll _y):x(_x),y(_y) {}
39      inline void read() { x = gi(),y = gi(); }
40  }opt[maxn];
41
42  inline void construct(int &tot,ll &sum)
43  {
44      sort(tmp+1,tmp+tot+1);
45      for (int i = 1;i <= tot;++i)
46          father[tmp[i].a] = tmp[i].a,father[tmp[i].b] = tmp[i].b;
47      vector <Edge> vec;
48      for (int i = 1;i <= tot;++i)
49      {
50          int u = find(tmp[i].a),v = find(tmp[i].b);
51          if (u != v) father[u] = v,vec.push_back(tmp[i]);
52      }
53      for (int i = 0;i < (int)vec.size();++i)
54          father[vec[i].a] = vec[i].a,father[vec[i].b] = vec[i].b;
55      for (int i = 0;i < (int)vec.size();++i)
56      {
57          Edge e = vec[i];
58          if (e.c != -inf) father[find(e.a)] = find(e.b),sum += e.c;
59      }
60      vec.clear();
61      for (int i = 1;i <= tot;++i)
62      {
63          int u = find(tmp[i].a),v = find(tmp[i].b);
64          if (u != v)
65          {
66              tmp[i].a = u,tmp[i].b = v;
67              vec.push_back(tmp[i]);
68          }
69      }
70      for (int i = 0;i < (int)vec.size();++i) tmp[i+1] = vec[i];
71      for (int i = 1;i <= tot;++i) reid[tmp[i].id] = i;
72      tot = (int)vec.size();
73  }
74
75  inline void destruct(int &tot)
76  {
77      sort(tmp+1,tmp+tot+1);
78      for (int i = 1;i <= tot;++i)
79          father[tmp[i].a] = tmp[i].a,father[tmp[i].b] = tmp[i].b;
80      vector <Edge> vec;
81      for (int i = 1;i <= tot;++i)
```

```
82      {
83          int u = find(tmp[i].a),v = find(tmp[i].b);
84          if (u != v) father[u] = v,vec.push_back(tmp[i]);
85          else if (tmp[i].c == inf) vec.push_back(tmp[i]);
86      }
87      for (int i = 0;i < (int)vec.size();++i) tmp[i+1] = vec[i];
88      tot = (int)vec.size();
89  }
90
91  inline void work(int l,int r,int dep,ll sum)
92  {
93      int tot = cnt[dep];
94      for (int i = 1;i <= tot;++i) tmp[i] = edge[dep][i];
95      if (l == r)
96      {
97          bac[opt[l].x].c = opt[l].y;
98          for (int i = 1;i <= tot;++i)
99          {
100             tmp[i].c = bac[tmp[i].id].c;
101             father[tmp[i].a] = tmp[i].a;
102             father[tmp[i].b] = tmp[i].b;
103         }
104         sort(tmp+1,tmp+tot+1);
105         for (int i = 1;i <= tot;++i)
106         {
107             int u = find(tmp[i].a),v = find(tmp[i].b);
108             if (u != v) sum += tmp[i].c,father[u] = v;
109         }
110         ans[l] = sum; return;
111     }
112     for (int i = 1;i <= tot;++i)
113         tmp[i].c = bac[tmp[i].id].c,reid[tmp[i].id] = i;
114     for (int i = l;i <= r;++i) tmp[reid[opt[i].x]].c = -inf;
115     construct(tot,sum);
116     for (int i = l;i <= r;++i)
117         tmp[reid[opt[i].x]].c = inf;
118     destruct(tot);
119     for (int i = 1;i <= tot;++i) edge[dep+1][i] = tmp[i];
120     int mid = (l+r)>>1; cnt[dep+1] = tot;
121     work(l,mid,dep+1,sum); work(mid+1,r,dep+1,sum);
122 }
123
124 int main()
125 {
126     // freopen("B.in","r",stdin);
127     N = gi(),M = gi(),Q = gi();
128     for (int i = 1;i <= M;++i) bac[i].read(i),edge[0][i] = bac[i];
129     for (int i = 1;i <= Q;++i) opt[i].read();
130     for (int i = 1;i <= N;++i) father[i] = i;
```

```
    cnt[0] = M; work(1,Q,0,0);
    for (int i = 1;i <= Q;++i) printf("%lld\n",ans[i]);
    return 0;
}
```

1.3 Plug-like Dynamic Programming

```
// ural 1519
#include<cstdio>
#include<cstdlib>
#include<cstring>
#include<iostream>
#include<algorithm>
using namespace std;

typedef long long ll;
const int maxn = 14,maxs = 300010;
int mp[maxn][maxn],N,M,cur,last,total[2];
int size,ex,ey,head[maxs],nxt[maxs],Hash[maxs];
ll f[2][maxs],state[2][maxs];

inline void init()
{
    memset(mp,0,sizeof mp); ex = ey = 0;
    size = cur = 0; last = 1;
    total[cur] = 1;
    state[cur][1] = 0;
    f[cur][1] = 1;
}

inline void calc(ll s,ll inc)
{
    int pos = s%maxs;
    for (int i = head[pos];i;i = nxt[i])
        if (state[cur][Hash[i]] == s)
        {
            f[cur][Hash[i]] += inc;
            return;
        }
    ++total[cur];
    state[cur][total[cur]] = s;
    f[cur][total[cur]] = inc;
    nxt[++size] = head[pos];
    head[pos] = size;
    Hash[size] = total[cur];
}

inline ll work()
{
```

```
43      ll ret = 0;
44      for (int i = 1;i <= N;++i)
45      {
46          for (int k = 1;k <= total[cur];++k) state[cur][k] <<= 2;
47          for (int j = 1;j <= M;++j)
48          {
49              memset(head,0,sizeof head);
50              size = 0; cur ^= 1,last ^= 1;
51              total[cur] = 0;
52              for (int k = 1;k <= total[last];++k)
53              {
54                  ll s = state[last][k],num = f[last][k];
55                  int p = (s>>((j-1)<<1))%4,q = (s>>(j<<1))%4;
56                  if (!mp[i][j]) { if (!p&&!q) calc(s,num); }
57                  else if (!p&&!q)
58                  {
59                      if (mp[i+1][j]&&mp[i][j+1])
60                          calc(s+(1<<((j-1)<<1))+2*(1<<(j<<1)),num);
61                  }
62                  else if (!p&&q)
63                  {
64                      if (mp[i][j+1]) calc(s,num);
65                      if (mp[i+1][j]) calc(s-q*(1<<(j<<1))+q*(1<<((j-1)<<1)),num);
66                  }
67                  else if (p&&!q)
68                  {
69                      if (mp[i+1][j]) calc(s,num);
70                      if (mp[i][j+1]) calc(s-p*(1<<((j-1)<<1))+p*(1<<(j<<1)),num);
71                  }
72                  else if (p == 1&&q == 1)
73                  {
74                      int b = 1;
75                      for (int t = j+1;t <= M;++t)
76                      {
77                          int v = (s>>(t<<1))%4;
78                          if (v == 1) ++b; else if (v == 2) --b;
79                          if (b == 0)    { s -= 1*(1<<(t<<1)); break; }
80                      }
81                      calc(s-(1<<((j-1)<<1))-(1<<(j<<1)),num);
82                  }
83                  else if (p == 2&&q == 2)
84                  {
85                      int b = 1;
86                      for (int t = j-2;t >= 0;--t)
87                      {
88                          int v = (s>>(t<<1))%4;
89                          if (v == 2) ++b; else if (v == 1) --b;
90                          if (b == 0)    { s += 1*(1<<(t<<1)); break; }
91                      }
```

```
92                      calc(s-2*(1<<((j-1)<<1))-2*(1<<(j<<1)),num);
93                  }
94                  else if (p == 1&&q == 2) { if (i == ex&&j == ey) ret += num; }
95                  else if (p == 2&&q == 1)
96                      calc(s-2*(1<<((j-1)<<1))-(1<<(j<<1)),num);
97              }
98          }
99      }
100     return ret;
101 }
102
103 int main()
104 {
105     freopen("1519.in","r",stdin);
106     while (scanf("%d%d",&N,&M) != EOF)
107     {
108         init();
109         for (int i = 1;i <= N;++i)
110             for (int j = 1;j <= M;++j)
111             {
112                 char ch; do ch = getchar(); while (ch != '.'&&ch != '*');
113                 if (ch == '.') ex = i,ey = j,mp[i][j] = 1;
114             }
115         cout << work() << endl;
116     }
117     return 0;
118 }
```

1.4 Slop Optimization

```
1  #include<algorithm>
2  #include<cstring>
3  #include<iostream>
4  #include<cstdio>
5  #include<cstdlib>
6  using namespace std;
7
8  typedef long long ll;
9  const int maxn = 500010; const ll inf = 1LL<<60;
10 int N,K,A[maxn]; ll pre[maxn],f[maxn];
11
12 struct Point
13 {
14     ll x,y;
15     inline Point() = default;
16     inline Point(ll _x,ll _y):x(_x),y(_y) {}
17     friend inline Point operator -(const Point &a,const Point &b) { return
   ↪  Point(a.x-b.x,a.y-b.y); }
18     friend inline ll operator /(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
```

```
};

inline ll calc(const Point &a,int b) { return -a.x*b+a.y; }

struct Queue
{
    Point array[maxn]; int h,t;
    inline Queue() = default;
    inline void init() { h = t = 0; }
    inline void pop_front(int i) { while (t-h >= 2&&calc(array[h+1],i) > calc(array[h+2],i))
↪   ++h; }
    inline void push(const Point &a,int i) { while (t-h >=
↪   2&&(a-array[t-1])/(array[t]-array[t-1]) >= 0) --t; array[++t] = a; }
    inline Point front() const { return array[h+1]; }
}team;

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

int main()
{
    // freopen("E.in","r",stdin);
    for (int T = gi();T--;)
    {
        N = gi(),K = gi(); team.init();
        for (int i = 1;i <= N;++i) A[i] = gi();
        for (int i = 1;i <= N;++i) pre[i] = pre[i-1]+A[i];
        for (int i = 1;i <= N;++i)
        {
            if (i >= K)
            {
                if (f[i-K] != inf)
                    team.push(Point(A[i-K+1],f[i-K]-pre[i-K]+(ll)(i-K)*A[i-K+1]),i);
                team.pop_front(i);
                f[i] = calc(team.front(),i)+pre[i];
            }
            else f[i] = inf;
        }
        cout << f[N] << endl;
    }
    return 0;
}
```

1.5 Three-dimension Partial Order

```
//三维偏序，CDQ 分治
#define lowbit(a) (a&-a)
int M,N,A,B,tree[maxn];

inline void ins(int a,int b) { for (;a < maxn;a += lowbit(a)) tree[a] = max(tree[a],b); }
inline void clear(int a) { for (;a < maxn;a += lowbit(a)) tree[a] = 0; }
inline int calc(int a) { int ret = 0; for (;a;a -= lowbit(a)) ret = max(tree[a],ret); return
↪  ret; }

struct Node
{
    int x,y,z,res;
    inline Node(int _x = 0,int _y = 0,int _z = 0,int _res = 0):x(_x),y(_y),z(_z),res(_res) {}
    inline void update() { ++x,++y,++z; }
}E[maxn];

inline bool cmpx(const Node &a,const Node &b)
{
    if (a.x != b.x) return a.x < b.x;
    else if (a.y != b.y) return a.y > b.y;
    else return a.z > b.z;
}
inline bool cmpy(const Node &a,const Node &b) { return a.y < b.y; }

inline void work(int l,int r)
{
    if (l == r) { E[l].res = max(E[l].res,1); return; }
    int mid = (l+r) >> 1,p = l;
    work(l,mid);
    sort(E+l,E+mid+1,cmpy);
    sort(E+mid+1,E+r+1,cmpy);
    for (int i = mid+1;i <= r;++i)
    {
        for (;p <= mid&&E[p].y < E[i].y;++p) ins(E[p].z,E[p].res);
        E[i].res = max(E[i].res,calc(E[i].z-1)+1);
    }
    while (p > l) clear(E[--p].z);
    sort(E+mid+1,E+r+1,cmpx);
    work(mid+1,r);
}

inline int run()
{
    for (int i = 1;i <= N+M;++i) E[i].update();
    sort(E+1,E+N+M+1,cmpx); work(1,N+M);
    int ret = 0;
    for (int i = 1;i <= N+M;++i) ret = max(ret,E[i].res);
    return ret;
```

```
48 }
```

Chapter 2

Computational Geometry

2.1 Circle Intersection

```cpp
//modified
const double eps = 1e-7,pi = acos(-1.0);
int N,M; double area[maxn]; // area[k] -> area of intersections >= k.

inline int dcmp(double a)
{
    if (-eps <= a&&a <= eps) return 0;
    else if (a > 0) return 1; else return -1;
}

struct Point
{
    double x,y;
    inline Point() = default;
    inline Point(double _x,double _y):x(_x),y(_y) {}
    inline void read() { x = gi(),y = gi(); }
    inline double norm() const { return sqrt(x*x+y*y); }
    inline double angle() const { return atan2(y,x); }
    inline Point unit() const { double len = norm(); return Point(x/len,y/len); }
    friend inline Point operator-(const Point &a,const Point &b) { return
    ↪  Point(a.x-b.x,a.y-b.y); }
    friend inline Point operator+(const Point &a,const Point &b) { return
    ↪  Point(a.x+b.x,a.y+b.y); }
    friend inline Point operator*(const Point &a,double b) { return Point(a.x*b,a.y*b); }
    friend inline Point operator*(double b,const Point &a) { return Point(a.x*b,a.y*b); }
    friend inline Point operator/(const Point &a,double b) { return Point(a.x/b,a.y/b); }
    friend inline double operator/(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
};
struct Circle
{
    Point C; double r; int sgn;
    inline Circle() = default;
```

```
31      inline Circle(const Point &_C,double _r,int _sgn):C(_C),r(_r),sgn(_sgn) {}
    ↪  // sgn 代表该圆的权值，默认 1
32      friend inline bool operator==(const Circle &a,const Circle &b)
33      {
34          if (dcmp(a.r-b.r)) return false;
35          if (dcmp(a.C.x-b.C.x)) return false;
36          if (dcmp(a.C.y-b.C.y)) return false;
37          if (a.sgn != b.sgn) return false;
38          return true;
39      }
40      friend inline bool operator!=(const Circle &a,const Circle &b) { return !(a == b); }
41  }cir[maxn];
42
43  inline Point rotate(const Point &p,double cost,double sint)
44  {
45      double x = p.x,y = p.y;
46      return Point(x*cost-y*sint,x*sint+y*cost);
47  }
48  inline pair <Point,Point> crosspoint(const Point &ap,double ar,const Point &bp,double br)
49  {
50      double d = (ap-bp).norm(),cost = (ar*ar+d*d-br*br)/(2*ar*d),sint = sqrt(1-cost*cost);
51      Point v = ((bp-ap).unit())*ar;
52      return make_pair(ap+rotate(v,cost,-sint),ap+rotate(v,cost,sint));
53  }
54  inline pair <Point,Point> crosspoint(const Circle &a,const Circle &b) { return
    ↪  crosspoint(a.C,a.r,b.C,b.r); }
55
56  inline bool overlap(const Circle &a,const Circle &b) { return dcmp(a.r-b.r-(a.C-b.C).norm()) >=
    ↪  0; } // b 是不是在 a 里面
57  inline bool intersect(const Circle &a,const Circle &b)
58  {
59      if (overlap(a,b)) return false;
60      if (overlap(b,a)) return false;
61      return dcmp((a.C-b.C).norm()-a.r-b.r) < 0;
62  }
63
64  struct Event
65  {
66      Point p; double a; int d;
67      inline Event() = default;
68      inline Event(const Point &_p,double _a,double _d):p(_p),a(_a),d(_d) {}
69      friend inline bool operator <(const Event &a,const Event &b) { return a.a < b.a; }
70  };
71
72  inline void solve()
73  {
74      for (int i = 1;i <= M;++i) area[i] = 0;
75      for (int i = 1;i <= M;++i)
76      {
```

```
77          int cnt = cir[i].sgn; if (cnt<0) cnt = 0; vector <Event> event;
78          for (int j = 1;j < i;++j) if (cir[i] == cir[j]) cnt += cir[j].sgn;
79          for (int j = 1;j <= M;++j)
80              if (j != i&&cir[i] != cir[j]&&overlap(cir[j],cir[i])) cnt += cir[j].sgn;
81          for (int j = 1;j <= M;++j)
82              if (j != i&&intersect(cir[i],cir[j]))
83              {
84                  pair <Point,Point> res = crosspoint(cir[i],cir[j]); swap(res.first,res.second);
85                  double alpha1 = (res.first-cir[i].C).angle(),alpha2 =
    ↪  (res.second-cir[i].C).angle();
86                  event.push_back(Event(res.second,alpha2,cir[j].sgn));
87                  event.push_back(Event(res.first,alpha1,-cir[j].sgn));
88                  cnt += (alpha2 > alpha1)*cir[j].sgn;
89              }
90          if (!event.size()) area[cnt] += pi*cir[i].r*cir[i].r*cir[i].sgn;
91          else
92          {
93              sort(event.begin(),event.end());
94              event.push_back(event.front());
95              for (int j = 0;j+1 < (int)event.size();++j)
96              {
97                  cnt += event[j].d;
98                  area[cnt] += event[j].p/event[j+1].p/2*cir[i].sgn;
99                  double alpha = event[j+1].a-event[j].a;
100                 if (alpha < 0) alpha += 2*pi;
101                 if (!dcmp(alpha)) continue;
102                 area[cnt] += alpha*cir[i].r*cir[i].r/2*cir[i].sgn;
103                 area[cnt] += -sin(alpha)*cir[i].r*cir[i].r/2*cir[i].sgn;
104             }
105         }
106     }
107 }
108
109 // origin
110 struct Event {
111     Point p;
112     double ang;
113     int delta;
114     Event (Point p = Point(0, 0), double ang = 0, double delta = 0) : p(p), ang(ang),
    ↪  delta(delta) {}
115 };
116 bool operator < (const Event &a, const Event &b) {
117     return a.ang < b.ang;
118 }
119 void addEvent(const Circle &a, const Circle &b, vector<Event> &evt, int &cnt) {
120     double d2 = (a.o - b.o).len2(),
121            dRatio = ((a.r - b.r) * (a.r + b.r) / d2 + 1) / 2,
122            pRatio = sqrt(-(d2 - sqr(a.r - b.r)) * (d2 - sqr(a.r + b.r)) / (d2 * d2 * 4));
123     Point d = b.o - a.o, p = d.rotate(PI / 2),
```

```
124             q0 = a.o + d * dRatio + p * pRatio,
125             q1 = a.o + d * dRatio - p * pRatio;
126     double ang0 = (q0 - a.o).ang(),
127            ang1 = (q1 - a.o).ang();
128     evt.push_back(Event(q1, ang1, 1));
129     evt.push_back(Event(q0, ang0, -1));
130     cnt += ang1 > ang0;
131 }
132 bool issame(const Circle &a, const Circle &b) { return sign((a.o - b.o).len()) == 0 && sign(a.r
    ↪  - b.r) == 0; }
133 bool overlap(const Circle &a, const Circle &b) { return sign(a.r - b.r - (a.o - b.o).len()) >=
    ↪  0; }
134 bool intersect(const Circle &a, const Circle &b) { return sign((a.o - b.o).len() - a.r - b.r) <
    ↪  0; }
135 Circle c[N];
136 double area[N];  // area[k] -> area of intersections >= k.
137 Point centroid[N];  //k 次圆的质心
138 bool keep[N];
139 void add(int cnt, DB a, Point c) {
140     area[cnt] += a;
141     centroid[cnt] = centroid[cnt] + c * a;
142 }
143 void solve(int C) {
144     for (int i = 1; i <= C; ++ i) {
145         area[i] = 0;
146         centroid[i] = Point(0, 0);
147     }
148     for (int i = 0; i < C; ++i) {
149         int cnt = 1;
150         vector<Event> evt;
151         for (int j = 0; j < i; ++j) if (issame(c[i], c[j])) ++cnt;
152         for (int j = 0; j < C; ++j) {
153             if (j != i && !issame(c[i], c[j]) && overlap(c[j], c[i])) {
154                 ++cnt;
155             }
156         }
157         for (int j = 0; j < C; ++j) {
158             if (j != i && !overlap(c[j], c[i]) && !overlap(c[i], c[j]) && intersect(c[i], c[j]))
    ↪  {
159                 addEvent(c[i], c[j], evt, cnt);
160             }
161         }
162         if (evt.size() == 0u) {
163             add(cnt, PI * c[i].r * c[i].r, c[i].o);
164         } else {
165             sort(evt.begin(), evt.end());
166             evt.push_back(evt.front());
167             for (int j = 0; j + 1 < (int)evt.size(); ++j) {
168                 cnt += evt[j].delta;
```

```
                add(cnt, det(evt[j].p, evt[j + 1].p) / 2, (evt[j].p + evt[j + 1].p) / 3);
                double ang = evt[j + 1].ang - evt[j].ang;
                if (ang < 0) {
                    ang += PI * 2;
                }
                if (sign(ang) == 0) continue;
                double ang0 = evt[j].a,ang1 = evt[j+1].a;
                add(cnt, ang * c[i].r * c[i].r / 2, c[i].o +
                    Point(sin(ang1) - sin(ang0), -cos(ang1) + cos(ang0)) * (2 / (3 * ang) *
    ↪  c[i].r));
                add(cnt, -sin(ang) * c[i].r * c[i].r / 2, (c[i].o + evt[j].p + evt[j + 1].p) /
    ↪  3);
            }
        }
    }
    for (int i = 1; i <= C; ++ i)
        if (sign(area[i])) {
            centroid[i] = centroid[i] / area[i];
        }
}
```

2.2 Common Formulas

```
//计算几何常用公式
inline int dcmp(double a)
{
    if (fabs(a) <= eps) return 0;
    else if (a > 0) return 1;
    else return -1;
}
struct Point
{
    double x,y;
    inline Point() = default;
    inline Point(double _x,double _y):x(_x),y(_y) {}
    inline Point unit() const
    {
        double len = norm();
        if (!dcmp(len)) return Point(1,0);
        else return *this/len;
    }
    inline double norm() const { return sqrt(x*x+y*y); }
    inline Point reflect(const Point &p) const
    {
        Point v = *this-p; double len = v.norm();
        v = v/len; return p+v*(1/len);
    }
    inline void read() { scanf("%lf %lf",&x,&y); }
    inline Point vertical() const { return Point(y,-x); }
```

```
    inline double angle() const
    {
        double ret = atan2(y,x);
        if (ret < 0) ret += 2*pi;
        return ret;
    }
    friend inline bool operator ==(const Point &a,const Point &b) { return !dcmp(a.x-b.x)&&!dcmp(a.y-b.y); }
    friend inline Point operator -(const Point &a,const Point &b) { return Point(a.x-b.x,a.y-b.y); }
    friend inline Point operator +(const Point &a,const Point &b) { return Point(a.x+b.x,a.y+b.y); }
    friend inline Point operator /(const Point &a,double b) { return Point(a.x/b,a.y/b); }
    friend inline Point operator *(const Point &a,double b) { return Point(a.x*b,a.y*b); }
    friend inline Point operator *(double b,const Point &a) { return Point(a.x*b,a.y*b); }
    friend inline double operator /(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
};
struct Line
{
    Point p,v; double slop;
    inline Line() = default;
    inline Line(const Point &_p,const Point &_v):p(_p),v(_v) {}
    inline void update() { slop = v.alpha(); }
    friend inline bool operator <(const Line &l1,const Line &l2)
    { return l1.slop < l2.slop; }
    inline double dis(const Point &a) { fabs((a-p)/v)/(v.len()); } //点到直线距离
};

inline bool OnLine(const Line &l,const Point &p) { return !dcmp(l.v/(p-l.p)); } //点在直线上

inline Point CrossPoint(const Line &a,const Line &b)  //直线交点
{
    Point u = a.p - b.p;
    double t = (b.v/u)/(a.v/b.v);
    return a.p+a.v*t;
}

inline bool parallel(const Line &a,const Line &b) { return !dcmp(a.v/b.v); } //直线平行
```

2.3 Convex Hull

```
struct Point
{
    inline Point() = default;
    inline Point(double _x,double _y):x(_x),y(_y) {}
    inline Point unit() const
    {
        double len = norm();
        if (!dcmp(len)) return Point(1,0);
```

```
9           else return *this/len;
10      }
11      inline double norm() const { return sqrt(x*x+y*y); }
12      inline Point reflect(const Point &p) const
13      {
14          Point v = *this-p; double len = v.norm();
15          v = v/len; return p+v*(1/len);
16      }
17      inline void read() { scanf("%lf %lf",&x,&y); }
18      inline Point vertical() const { return Point(y,-x); }
19      inline double angle() const
20      {
21          double ret = atan2(y,x);
22          if (ret < 0) ret += 2*pi;
23          return ret;
24      }
25      friend inline bool operator ==(const Point &a,const Point &b) { return
    ↪  !dcmp(a.x-b.x)&&!dcmp(a.y-b.y); }
26      friend inline Point operator -(const Point &a,const Point &b) { return
    ↪  Point(a.x-b.x,a.y-b.y); }
27      friend inline Point operator +(const Point &a,const Point &b) { return
    ↪  Point(a.x+b.x,a.y+b.y); }
28      friend inline Point operator /(const Point &a,double b) { return Point(a.x/b,a.y/b); }
29      friend inline Point operator *(const Point &a,double b) { return Point(a.x*b,a.y*b); }
30      friend inline Point operator *(double b,const Point &a) { return Point(a.x*b,a.y*b); }
31      friend inline double operator /(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
32      friend inline bool operator <(const Point &a,const Point &b)
33      {
34          if (a.x != b.x) return a.x < b.x;
35          else return a.y < b.y;
36      }
37  }P[maxn],convex[maxn];
38
39  inline void ConvexHull()
40  {
41      sort(P+1,P+N+1);  //x 第一关键字，y 第二关键字从小到大排序
42      for (int i = 1;i <= N;++i)
43      {
44          while (m > 1&&(convex[m]-convex[m-1])/(P[i]-convex[m-1]) <= 0) --m;
45          convex[++m] = P[i];
46      }
47      int k = m;
48      for (int i = N-1;i;--i)
49      {
50          while (m > k&&(convex[m]-convex[m-1])/(P[i]-convex[m - 1]) <= 0) --m;
51          convex[++m] = P[i];
52      }
53      if (N > 1) m--;
54  }
```

2.4 Cross Points of Circles

```
//圆圆求交，需先判定两圆有交
inline Point rotate(const Point &p,double cost,double sint)
{
    double x = p.x,y = p.y;
    return Point(x*cost-y*sint,x*sint+y*cost);
}

inline pair <Point,Point> CrossPoint(const Point &ap,double ar,const Point &bp,double br)
{
    double d = (ap-bp).norm();
    double cost = (ar*ar+d*d-br*br)/(2*ar*d),sint = sqrt(1-cost*cost);
    Point v = ((bp-ap)/(bp-ap).norm())*ar;
    return make_pair(ap+rotate(v,cost,-sint),ap+rotate(v,cost,sint));
}
```

2.5 Cross Points of Line and Circle

```
//a b 直线两点，o 圆心
//若 a b 为线段，则 0 <= t1,t2 <= 1
inline void CrossPoint(const Point &a,const Point &b,const Point &o,double r,Point *ret,int
    &num)
{
    double X0 = o.x,Y0 = o.y;
    double X1 = a.x,Y1 = a.y;
    double X2 = b.x,Y2 = b.y;
    double dx = X2-X1,dy = Y2-Y1;
    double A = dx*dx+dy*dy;
    double B = 2*dx*(X1-X0)+2*dy*(Y1-Y0);
    double C = (X1-X0)*(X1-X0)+(Y1-Y0)*(Y1-Y0)-r*r;
    double delta = B*B-4*A*C+eps;
    num = 0;
    if (delta >= 0)
    {
        double t1 = (-B-sqrt(delta))/(2*A);
        double t2 = (-B+sqrt(delta))/(2*A);
        ret[++num] = Point(X1+t1*dx,Y1+t1*dy);
        ret[++num] = Point(X1+t2*dx,Y1+t2*dy);
    }
}
```

2.6 Graham Scanning Algorithm

```
//凸包上最大四边形面积
#include<cmath>
#include<algorithm>
#include<cstring>
#include<iostream>
```

```cpp
#include<cstdio>
#include<cstdlib>
using namespace std;

const int maxn = 2010;
int N,M; double ans;

struct Point
{
    double x,y;
    Point() = default;
    Point(double _x,double _y):x(_x),y(_y) {}
    inline void read() { scanf("%lf %lf",&x,&y); }
    friend inline Point operator -(const Point &a,const Point &b) { return Point(a.x-b.x,a.y-b.y); }
    friend inline double operator /(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
    friend inline double operator <(const Point &a,const Point &b)
    {
        if (a.x != b.x) return a.x < b.x;
        else return a.y < b.y;
    }
}P[maxn],convex[maxn];

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

inline void ConvexHull()
{
    int m = 0;
    sort(P+1,P+N+1);  //x 第一关键字，y 第二关键字从小到大排序
    for (int i = 1;i <= N;++i)
    {
        while (m > 1&&(convex[m]-convex[m-1])/(P[i]-convex[m-1]) <= 0) --m;
        convex[++m] = P[i];
    }
    int k = m;
    for (int i = N-1;i;--i)
    {
        while (m > k&&(convex[m]-convex[m-1])/(P[i]-convex[m - 1]) <= 0) --m;
        convex[++m] = P[i];
    }
    if (N > 1) m--; M = m;
}
```

```
54
55  inline void Graham()
56  {
57      for (int i = 1;i <= M;++i) convex[i+M] = convex[i];
58      int p1,p2,p3,p4;
59      for (p1 = 1;p1 <= M;++p1)
60      {
61          p2 = p1+1;
62          p3 = p2+1;
63          p4 = p3+1;
64          for (;p3 < p1+M-1;++p3)
65          {
66              Point v = convex[p3]-convex[p1];
67              while (p2 < p3&&fabs((convex[p2]-convex[p1])/v) <
    ↪  fabs((convex[p2+1]-convex[p1])/v)) ++p2;
68              while (p4 < p1+M&&fabs((convex[p4]-convex[p1])/v) <
    ↪  fabs((convex[p4+1]-convex[p1])/v)) ++p4;
69              ans = max(ans,fabs((convex[p2]-convex[p1])/v)+fabs((convex[p4]-convex[p1])/v));
70          }
71      }
72      ans = ans/2;
73  }
74
75  int main()
76  {
77      N = gi();
78      for (int i = 1;i <= N;++i) P[i].read();
79      ConvexHull();
80      Graham();
81      printf("%.3f\n",ans);
82      return 0;
83  }
84  ////////////////////////////////////////////////////////////////////
85  inline void jam()  //凸包上最大四边形面积
86  {
87      for (int i = 1;i <= m;++i) ch[i+m] = ch[i];  //凸包倍长
88      for (int p1 = 1,p2,p3,p4;p1 <= m;++p1)
89      {
90          p2 = p1 + 1;
91          p3 = p2 + 1;
92          p4 = p3 + 1;
93          for (;p3 < p1 + m - 1;++p3)
94          {
95              Line l = ((SEG) { ch[p1],ch[p3] }).extend();//枚举对角线，线段变成直线
96              while (p2 < p3 && l.dis(ch[p2]) < l.dis(ch[p2 + 1])) ++p2;//点到直线距离
97              while (p4 < p1 + m && l.dis(ch[p4]) < l.dis(ch[p4 + 1])) ++p4;
98              ans = max(ans,(l.dis(ch[p2])+l.dis(ch[p4]))*(ch[p1] - ch[p3]).len()/2);//更新答案
99          }
100     }
```

```
}
```

2.7 Half Plane Intersection

```
//半平面交，直线左侧半平面，注意最后是 tail-head <= 0 还是 tail-head <= 1
inline int dcmp(double a)
{
    if (-eps <= a&&a <= eps) return 0;
    else if (a > 0) return 1; else return -1;
}

struct Point
{
    double x,y;
    inline Point() = default;
    inline Point(double _x,double _y):x(_x),y(_y) {}
    inline void read() { x = gi(),y = gi(); }
    inline Point vertical() const { return Point(-y,x); }
    inline Point unit() const
    {
        double len = norm();
        if (!dcmp(len)) return Point(1,0);
        else return *this/len;
    }
    inline double norm() const { return sqrt(x*x+y*y); }
    inline double angle() const { return atan2(y,x); }
    friend inline Point operator+(const Point &a,const Point &b) { return
    ↪  Point(a.x+b.x,a.y+b.y); }
    friend inline Point operator-(const Point &a,const Point &b) { return
    ↪  Point(a.x-b.x,a.y-b.y); }
    friend inline Point operator*(const Point &a,double b) { return Point(a.x*b,a.y*b); }
    friend inline Point operator*(double b,const Point &a) { return Point(a.x*b,a.y*b); }
    friend inline double operator/(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
}P[maxn],pp[maxn],pol[maxn];

struct Line
{
    Point p,v;
    inline Line(const Point _p = Point(),const Point _v = Point()):p(_p),v(_v) {}
    inline double slop() const { return v.angle(); }
    friend inline bool operator<(const Line &a,const Line &b) { return a.slop() < b.slop(); }
}line[maxn],qq[maxn];

inline bool onleft(const Line &L,const Point &p)
{
    return dcmp(L.v/(p-L.p)) > 0;
}
inline bool parallel(const Line &a,const Line &b) { return !dcmp(a.v/b.v); }
inline Point crosspoint(const Line &a,const Line &b)
```

```
{
    Point u = a.p-b.p;
    double t = (b.v/u)/(a.v/b.v);
    return a.p+(a.v*t);
}

inline int half_plane_intersection()
{
    sort(lines+1,lines+tot+1);  //直线按斜率排序
    int head,tail;
    qq[head = tail = 1] = lines[1];
    for (int i = 2;i <= tot;++i)
    {
        while (head < tail&&!onleft(lines[i],pp[tail-1])) --tail;
        while (head < tail&&!onleft(lines[i],pp[head])) ++head;
        qq[++tail] = lines[i];
        if (parallel(qq[tail],qq[tail-1]))
        {
            tail--;
            if (onleft(qq[tail],lines[i].p)) qq[tail] = lines[i];
        }
        if (head < tail) pp[tail-1] = crosspoint(qq[tail],qq[tail-1]);
    }
    while (head < tail && !onleft(qq[head],pp[tail-1])) --tail;
    if (tail-head <= 0) return 0;
    pp[tail] = crosspoint(qq[tail],qq[head]);
    for (int i = head;i <= tail;++i) pol[++m] = pp[i];  //半平面交点
    pol[0] = pol[m];
    return m;
}
```

2.8 Intersecting Area of Circle and Polygon

```
const int maxn = 510;
const double eps = 1e-9;

inline int dcmp(double a)
{
    if (a > eps) return 1;
    else if (a < -eps) return -1;
    else return 0;
}

struct Point
{
    double x,y;
    Point() = default;
    Point(double _x,double _y):x(_x),y(_y) {}
    inline double norm() const { return sqrt(x*x+y*y); }
```

```
17      inline Point unit() const { double len = norm(); return Point(x/len,y/len); }
18      friend Point operator +(const Point &a,const Point &b) { return Point(a.x+b.x,a.y+b.y); }
19      friend Point operator -(const Point &a,const Point &b) { return Point(a.x-b.x,a.y-b.y); }
20      friend Point operator *(const Point &a,double b) { return Point(a.x*b,a.y*b); }
21      friend Point operator *(double b,const Point &a) { return Point(a.x*b,a.y*b); }
22      friend Point operator /(const Point &a,double b) { return Point(a.x/b,a.y/b); }
23      friend double operator /(const Point &a,const Point &b) { return a.x*b.y-b.x*a.y; }
24      friend double operator *(const Point &a,const Point &b) { return a.x*b.x+a.y*b.y; }
25      inline void read() { scanf("%lf %lf",&x,&y); }
26  }P[maxn],A,B;
27  int N; double K;
28
29  inline double getSectorArea(const Point &a,const Point &b,double r)
30  {
31      double c = (2*r*r-((a-b)*(a-b)))/(2*r*r);
32      double alpha = acos(c);
33      return r*r*alpha/2.0;
34  }
35
36  inline pair <double,double> getSolution(double a,double b,double c)
37  {
38      double delta = b*b-4*a*c;
39      if (dcmp(delta) < 0) return make_pair(0,0);
40      else return make_pair((-b-sqrt(delta))/(2*a),(-b+sqrt(delta))/(2*a));
41  }
42
43  inline pair <Point,Point> getIntersection(const Point &a,const Point &b,double r)
44  {
45      Point d = b-a;
46      double A = d*d,B = 2*(d*a),C = (a*a)-r*r;
47      pair <double,double> s = getSolution(A,B,C);
48      return make_pair(a+(d*s.first),a+(d*s.second));
49  }
50
51  inline double getPointDist(const Point &a,const Point &b)
52  {
53      Point d = b-a;
54      int sA = dcmp(a*d),sB = dcmp(b*d);
55      if (sA*sB <= 0) return (a/b)/((a-b).norm());
56      else return min(a.norm(),b.norm());
57  }
58
59  double getArea(const Point &a,const Point &b,double r)
60  {
61      double dA = a*a,dB = b*b,dC = getPointDist(a,b),ans = 0;
62      if (dcmp(dA-r*r) <= 0&&dcmp(dB-r*r) <= 0) return (a/b)/2;
63      Point tA = a.unit()*r,tB = b.unit()*r;
64      if (dcmp(dC-r) > 0) return getSectorArea(tA,tB,r);
65      pair <Point,Point> ret = getIntersection(a,b,r);
```

```
    if (dcmp(dA-r*r) > 0&&dcmp(dB-r*r) > 0)
    {
        ans += getSectorArea(tA,ret.first,r);
        ans += (ret.first/ret.second)/2;
        ans += getSectorArea(ret.second,tB,r);
        return ans;
    }
    if (dcmp(dA-r*r) > 0) return (ret.first/b)/2+getSectorArea(tA,ret.first,r);
    else return (a/ret.second)/2.0+getSectorArea(ret.second,tB,r);
}

double getArea(int n,Point *p,const Point &c,double r)
{
    double ret = 0;
    for (int i = 0;i < n;++i)
    {
        int sgn = dcmp((p[i]-c)/(p[(i+1)%n]-c));
        if (sgn > 0) ret += getArea(p[i]-c,p[(i+1)%n]-c,r);
        else ret -= getArea(p[(i+1)%n]-c,p[i]-c,r);
    }
    return fabs(ret);
}
```

2.9 Intersection of Line and Convex Hull

```
//O(logN)
inline double getA(const Node &a)
{
    double ret = atan2(a.y,a.x);
    if (ret <= -pi/2) ret += 2*pi;
    return ret;
}

inline int find(double x)
{
    if (x <= w[1]||x >= w[m]) return 1;
    return upper_bound(w+1,w+m+1,x)-w;
}

inline bool intersect(const Node &a,const Node &b)
{
    int i = find(getA(b-a)),j = find(getA(a-b));
    if (dcmp((b-a)/(hull[i]-a))*dcmp((b-a)/(hull[j]-a)) > 0) return false;
    else return true;
}

inline void convex()
{
    for (int i = 1;i <= N;++i)
```

```
    {
        while (m > 1&&(hull[m]-hull[m-1])/(P[i]-hull[m-1]) <= 0) --m;
        hull[++m] = P[i];
    }
    int k = m;
    for (int i = N-1;i;--i)
    {
        while (m > k&&(hull[m]-hull[m-1])/(P[i]-hull[m-1]) <= 0) --m;
        hull[++m] = P[i];
    }
    if (N > 1) m--;
    for (int i = 1;i <= m;++i)
        w[i]= getA(hull[i+1]-hull[i]);
}
```

2.10 Minimal Product

```
// 最小乘积匹配
#include<algorithm>
#include<cstring>
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

const int maxn = 80,inf = 1<<29;
int N,ans,A[maxn][maxn],B[maxn][maxn];

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

struct KM
{
    int w[maxn][maxn],lx[maxn],ly[maxn],match[maxn],way[maxn],slack[maxn]; bool used[maxn];

    inline void init()
    {
        for (int i = 1;i <= N;++i)
            match[i] = lx[i] = ly[i] = way[i] = 0;
    }

    inline void hungary(int x)
    {
```

```
33          match[0] = x; int j0 = 0;
34          for (int j = 0;j <= N;++j)
35              slack[j] = -inf,used[j] = false;
36          do
37          {
38              used[j0] = true;
39              int i0 = match[j0],delta = -inf,j1 = 0;
40              for (int j = 1;j <= N;++j)
41                  if (!used[j])
42                  {
43                      int cur = -w[i0][j]-lx[i0]-ly[j];
44                      if (cur > slack[j]) slack[j] = cur,way[j] = j0;
45                      if (slack[j] > delta) delta = slack[j],j1 = j;
46                  }
47              for (int j = 0;j <= N;++j)
48              {
49                  if (used[j]) lx[match[j]] += delta,ly[j] -= delta;
50                  else slack[j] -= delta;
51              }
52              j0 = j1;
53          }
54          while (match[j0]);
55          do
56          {
57              int j1 = way[j0];
58              match[j0] = match[j1];
59              j0 = j1;
60          }
61          while (j0);
62      }
63
64      inline void work() { for (int i = 1;i <= N;++i) hungary(i); }
65
66      inline int get_ans()
67      {
68          int sum = 0;
69          for (int i = 1;i <= N;++i)
70          {
71              // if (w[match[i]][i] == inf) ; // 无解
72              if (match[i] > 0) sum += w[match[i]][i];
73          }
74          return sum;
75      }
76
77      inline void getp(int &x,int &y)
78      {
79          x = y = 0;
80          for (int i = 1;i <= N;++i)
81              x += A[match[i]][i],y += B[match[i]][i];
```

```
    }
}km;

inline void work(int X1,int Y1,int X2,int Y2)
{
    km.init();
    for (int i = 1;i <= N;++i)
        for (int j = 1;j <= N;++j)
            km.w[i][j] = (X2-X1)*B[i][j]+(Y1-Y2)*A[i][j];
    km.work();
    if (km.get_ans() >= X2*Y1-X1*Y2) return;
    int x,y; km.getp(x,y);
    ans = min(ans,x*y);
    work(X1,Y1,x,y); work(x,y,X2,Y2);
}

int main()
{
    // freopen("B.in","r",stdin);
    for (int T = gi();T--;)
    {
        N = gi(); ans = inf;
        for (int i = 1;i <= N;++i) for (int j = 1;j <= N;++j) A[i][j] = gi();
        for (int i = 1;i <= N;++i) for (int j = 1;j <= N;++j) B[i][j] = gi();
        int X1,Y1,X2,Y2;
        km.init();
        for (int i = 1;i <= N;++i)
            for (int j = 1;j <= N;++j)
                km.w[i][j] = A[i][j];
        km.work(); km.getp(X1,Y1);
        km.init();
        for (int i = 1;i <= N;++i)
            for (int j = 1;j <= N;++j)
                km.w[i][j] = B[i][j];
        km.work(); km.getp(X2,Y2);
        ans = min(X1*Y1,X2*Y2);
        work(X1,Y1,X2,Y2);
        cout << ans << endl;
    }
    fclose(stdin); fclose(stdout);
    return 0;
}
```

2.11 Planar Graph

```
// 包括平面图转对偶图
inline int dcmp(double a)
{
    if (fabs(a) <= eps) return 0;
```

```
5       else if (a > 0) return 1;
6       else return -1;
7   }
8   struct Point
9   {
10      double x,y;
11      inline Point(double _x = 0,double _y = 0):x(_x),y(_y) {}
12      inline void read() { x = gi(),y = gi(); }
13      friend inline Point operator-(const Point &a,const Point &b) { return
    ↪   Point(a.x-b.x,a.y-b.y); }
14      friend inline double operator/(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
15      inline double angle() { return atan2(y,x); }
16  }pp[maxn];
17  struct Segment
18  {
19      int from,to,h,id,sur; // from 号点到 to 号点，h 为边权,suf 为这条有向边维出来的平面编号。
20      inline Segment(int _from = 0,int _to = 0,int _h = 0,int _id = 0,int _sur =
    ↪   0):from(_from),to(_to),h(_h),id(_id),sur(_sur) {}
21      friend inline bool operator<(const Segment &a,const Segment &b) { return
    ↪   (pp[a.to]-pp[a.from]).angle() < (pp[b.to]-pp[b.from]).angle(); }
22  }edge[maxm*2];
23  vector <int> G[maxn];
24
25  inline void nadd(int u,int v,int h) { ++ncnt; G[u].push_back(ncnt); edge[ncnt] = Segment(u,v,h);
    ↪   }
26  inline void nins(int u,int v,int h) { nadd(u,v,h); nadd(v,u,h); }
27
28  inline bool cmp(int a,int b) { return edge[a] < edge[b]; }
29
30  inline void find_surface()
31  {
32      for (int i = 1;i <= N;++i) sort(G[i].begin(),G[i].end(),cmp);
33      for (int i = 1;i <= N;++i)
34      {
35          int nn = G[i].size();
36          for (int j = 0;j < nn;++j)
37              edge[G[i][j]].id = j;
38      }
39      for (int i = 2;i <= ncnt;++i)
40          if (!edge[i].sur)
41          {
42              ++tot; int j = i,p,nn; vector <Point> vec;
43              while (!edge[j].sur)
44              {
45                  edge[j].sur = tot; vec.push_back(pp[edge[j].from]);
46                  p = edge[j].to; nn = G[p].size();
47                  j ^= 1; j = G[p][(edge[j].id+1)%nn];
48              }
49              double res = 0; nn = vec.size();
```

```
50              for (j = 0;j < nn;++j)
51                  res += (vec[j]-vec[0])/(vec[(j+1)%nn]-vec[0]);
52              res /= 2; space[tot] = res;
    ↪  // 第 tot 个平面的有向面积，外面的大平面面积为正，其余为负，大平面可能有多个（平面图不连通）
53          }
54      // 开始建边，以 mst 为例
55      // for (int i = 2;i <= cnt;i += 2)
56      // {
57      //     if (space[edge[i].sur]<0&&space[edge[i^1].sur]<0)
58      //         arr[++all] = (ARR) { edge[i].sur,edge[i^1].sur,edge[i].h };
59      //     else arr[++all] = (ARR) { edge[i].sur,edge[i^1].sur,inf};
60      // }
61  }
62
63  // 点定位
64  struct Scan
65  {
66      double x,y; int bel,sign;
67      inline Scan(double _x = 0,double _y = 0,int _bel = 0,int _sign =
    ↪  0):x(_x),y(_y),bel(_bel),sign(_sign) {}
68      friend inline bool operator < (const Scan &a,const Scan &b)
69      {
70          if (a.x != b.x) return a.x < b.x;
71          else return a.sign > b.sign;
72      }
73  }bac[maxn*4];
74
75  struct Splay
76  {
77      int num,root,ch[maxn][2],fa[maxn],key[maxn]; queue <int> team;
78
79      inline int newnode()
80      {
81          int ret;
82          if (team.empty()) ret = ++num;
83          else ret = team.front(),team.pop();
84          fa[ret] = ch[ret][0] = ch[ret][1] = 0;
85          return ret;
86      }
87
88      inline void init() { num = 0; root = newnode(); key[root] = cnt; }
89
90      inline void rotate(int x)
91      {
92          int y = fa[x],z = fa[y],l = ch[y][1] == x,r = l^1;
93          if (z != 0) ch[z][ch[z][1] == y] = x;
94          fa[x] = z; fa[y] = x; fa[ch[x][r]] = y;
95          ch[y][l] = ch[x][r]; ch[x][r] = y;
96      }
```

```
97
98      inline void splay(int x)
99      {
100         while (fa[x] != 0)
101         {
102             int y = fa[x],z = fa[y];
103             if (fa[y] != 0)
104             {
105                 if ((ch[y][0] == x)^(ch[z][0] == y)) rotate(x);
106                 else rotate(y);
107             }
108             rotate(x);
109         }
110         root = x;
111     }
112
113     inline int lower_bound(const Point &p)
114     {
115         int now = root,ret = 0;
116         while (now)
117         {
118             int k = key[now];
119             if ((p-pp[edge[k].from])/(pp[edge[k].to]-pp[edge[k].from]) >= 0)
120                 ret = k,now = ch[now][0];
121             else now = ch[now][1];
122         }
123         return ret;
124     }
125
126     inline int find(int w)
127     {
128         int now = root;
129         double x = pp[edge[w].to].x,y = pp[edge[w].to].y;
130         double ang = (pp[edge[w].to] - pp[edge[w].from]).angle();
131         while (now)
132         {
133             int k = key[now];
134             if (k == w) return now;
135             NODE p = pp[edge[k].to] - pp[edge[k].from],q = pp[edge[k].from];
136             double xx = x - q.x,yy = q.y+xx/p.x*p.y;
137             if (equal(yy,y))
138             {
139                 double t = p.angle();
140                 now = ch[now][ang < t];
141             }
142             else now = ch[now][y > yy];
143         }
144     }
145
```

```
146     inline void erase(int w)
147     {
148         int p = find(w);
149         while (ch[p][0] || ch[p][1])
150         {
151             if (ch[p][0])
152             {
153                 rotate(ch[p][0]);
154                 if (p == root) root = fa[p];
155             }
156             else
157             {
158                 rotate(ch[p][1]);
159                 if (p == root) root = fa[p];
160             }
161         }
162         team.push(p);
163         ch[fa[p]][ch[fa[p]][1] == p] = 0;
164         fa[p] = 0;
165     }
166
167     inline void insert(int w)
168     {
169         int now = root,pre;
170         double x = pp[edge[w].from].x,y = pp[edge[w].from].y;
171         double ang = (pp[edge[w].to] - pp[edge[w].from]).angle();
172         double xx,yy;
173         while (true)
174         {
175             int k = key[now];
176             NODE p = pp[edge[k].to] - pp[edge[k].from],q = pp[edge[k].from];
177             xx = x - q.x,yy = q.y+xx/p.x*p.y;
178             if (equal(yy,y))
179             {
180                 double t = p.angle();
181                 pre = now,now = ch[now][ang > t];
182                 if (!now)
183                 {
184                     now = newnode();
185                     fa[now] = pre; ch[pre][ang > t] = now; key[now] = w;
186                     break;
187                 }
188             }
189             else
190             {
191                 pre = now,now = ch[now][y > yy];
192                 if (!now)
193                 {
194                     now = newnode();
```

```
                    fa[now] = pre; ch[pre][y>yy] = now; key[now] = w;
                    break;
                }
            }
        }
        splay(now);
    }
}S;

inline void locate()
{
    int nn = 0;
    for (int i = 2;i <= cnt;i += 2)
    {
        if (!dcmp(pp[edge[i].from].x-pp[edge[i].to].x)) continue;
        bac[++nn] = Scan(pp[edge[i].from].x,pp[edge[i].from].y,i,2);
        bac[++nn] = Scan(pp[edge[i].to].x,pp[edge[i].to].y,i,3);
    }
    scanf("%d",&T); double x,y;
    // 查询 (x,y) 所在平面
    for (int i = 1;i <= T;++i)
    {
        scanf("%lf %lf",&x,&y);
        bac[++nn] = Scan(x,y,i,0);
        scanf("%lf %lf",&x,&y);
        bac[++nn] = Scan(x,y,i,1);
    }
    sort(bac+1,bac+nn+1);
    pp[++n] = Point(-oo,-oo); pp[++n] = (oo,-oo);
    edge[++cnt] = Edge(n-1,n);
    S.init(); int p;
    for (int i = 1;i <= nn;++i)
    {
        if (bac[i].sign == 2||bac[i].sign == 3)
        {
            if (bac[i].sign == 2) S.insert(bac[i].bel);
            else S.erase(bac[i].bel);
        }
        else
        {
            p = S.lower_bound(Point(bac[i].x,bac[i].y));
            query[bac[i].bel][bac[i].sign] = edge[p].sur;
        }
    }
}
```

2.12 Polygon Class

```
inline bool PointOnSegment(const Point &t,const Point &a,const Point &b)
{
    if (dcmp((t-a)/(b-a))) return false;
    if (dcmp((t-a)*(t-b)) > 0) return false;
    return true;
}

inline bool in(const Point &a,const Point &b,const Point &c)
{
    double alpha = a.angle(),beta = b.angle(),gamma = c.angle(); // angle 返回 [0,2pi]
    if (alpha <= beta) return dcmp(gamma-alpha) > 0&&dcmp(beta-gamma) > 0;
    else return dcmp(gamma-alpha) > 0||dcmp(beta-gamma) > 0;
}

struct Polygon
{
    int n; Point a[maxn];
    inline Polygon() {}
    inline void read()
    {
        n = gi();
        for (int i = 0;i < n;++i) a[i].read();
        a[n] = a[0];
    }
    // 点是否在多边形内部，内部为 1，外部为 0，边界为 2，不管顺逆时针
    inline int Point_In(const Point &t) const
    {
        int num = 0;
        for (int i = 0;i < n;++i)
        {
            if (PointOnSegment(t,a[i],a[i+1])) return 2;
            int k = dcmp((a[i+1]-a[i])/(t-a[i]));
            int d1 = dcmp(a[i].y-t.y),d2 = dcmp(a[i+1].y-t.y);
            if (k > 0&&d1 <= 0&&d2 > 0) ++num;
            if (k < 0&&d2 <= 0&&d1 > 0) --num;
        }
        return num != 0;
    }
    // 判断多边形的方向，true 为逆时针，false 为顺时针，用叉积判断哪个多
    inline bool CalculateClockDirection()
    {
        int res = 0;
        for (int i = 0;i < n;++i)
        {
            int p = i-1,s = i+1,sgn;
            if (p < 0) p += n; if (s >= n) s -= n;
            sgn = dcmp((a[i]-a[p])/(a[s]-a[i]));
            if (sgn) { if (sgn > 0) ++res; else --res; }
```

```
        }
        return res > 0;
    }
    // 判断多边形方向，true 为逆时针，false 为顺时针，用 Green 公式
    inline bool CalculateClockDirection()
    {
        double res = 0;
        for (int i = 0;i < n;++i)
            res -= 0.5*(a[i+1].y+a[i].y)*(a[i+1].x-a[i].x);
        return res > 0;
    }

    // 线段 ab 是否有点严格在多边形内部，先判断线段是否与多边形边界有交，再判断 ab 是否与多边形有交，内部 false，外
    inline bool can(int ia,int ib)
    {
        Point a = P[ia],b = P[ib],v = b-a;
        if (in(P[ia+1]-a,P[ia-1]-a,b-a)||in(P[ib+1]-b,P[ib-1]-b,a-b)) return false;
        for (register int i = 0;i < N;++i)
        {
            if (dcmp(v/(P[i]-a))*dcmp(v/(P[i+1]-a)) <
↪   0&&dcmp(vec[i]/(a-P[i]))*dcmp(vec[i]/(b-P[i])) < 0)
                return false;
            if (PointOnSegment(a,P[i],P[i+1])||PointOnSegment(b,P[i],P[i+1])) return false;
            if (PointOnSegment(P[i],a,b)||PointOnSegment(P[i+1],a,b)) return false;
        }
        return true;
    }
}poly;
```

2.13 Union Area of Circles

```
//N 为开始圆的个数，M 为离散化后圆的个数，cnt 为去包含后圆的个数
int N,M,cnt;

struct Node
{
    double x,y;
    inline  Node(double _x = 0,double _y = 0):x(_x),y(_y) {}
    inline void read() { x = gi(),y = gi(); }
    inline double norm() const { return sqrt(x*x+y*y); }
    inline double angle() const { return atan2(y,x); }
    inline Node unit() const { double len = norm(); return Node(x/len,y/len); }
    friend inline Node operator-(const Node &a,const Node &b) { return Node(a.x-b.x,a.y-b.y); }
    friend inline Node operator+(const Node &a,const Node &b) { return Node(a.x+b.x,a.y+b.y); }
    friend inline Node operator*(const Node &a,double b) { return Node(a.x*b,a.y*b); }
    friend inline Node operator*(double b,const Node &a) { return Node(a.x*b,a.y*b); }
    friend inline double operator/(const Node &a,const Node &b) { return a.x*b.y-a.y*b.x; }
};
struct Circle
```

```
{
    Node C; double r;
    inline Circle(const Node &_C = Node(),double _r = 0):C(_C),r(_r) {}
    friend inline bool operator<(const Circle &a,const Circle &b)
    {
        if (dcmp(a.r-b.r)) return dcmp(a.r-b.r) < 0;
        else if (dcmp(a.C.x-b.C.x)) return dcmp(a.C.x-b.C.x) < 0;
        else return dcmp(a.C.y-b.C.y) < 0;
    }
    friend inline bool operator==(const Circle &a,const Circle &b)
    {
        if (dcmp(a.r-b.r)) return false;
        if (dcmp(a.C.x-b.C.x)) return false;
        if (dcmp(a.C.y-b.C.y)) return false;
        return true;
    }
}tc[maxn],cir[maxn];

inline Node rotate(const Node &p,double cost,double sint)
{
    double x = p.x,y = p.y;
    return Node(x*cost-y*sint,x*sint+y*cost);
}
inline pair <Node,Node> crosspoint(const Node &ap,double ar,const Node &bp,double br)
{
    double d = (ap-bp).norm(),cost = (ar*ar+d*d-br*br)/(2*ar*d),sint = sqrt(1-cost*cost);
    Node v = ((bp-ap).unit())*ar;
    return make_pair(ap+rotate(v,cost,-sint),ap+rotate(v,cost,sint));
}
inline pair <Node,Node> crosspoint(const Circle &a,const Circle &b) { return
↪   crosspoint(a.C,a.r,b.C,b.r); }

struct Event
{
    Node p; double a; int d;
    inline Event(const Node &_p = Node(),double _a = 0,double _d = 0):p(_p),a(_a),d(_d) {}
    friend inline bool operator <(const Event &a,const Event &b) { return a.a < b.a; }
};

inline double work()
{
    sort(tc+1,tc+M+1); M = unique(tc+1,tc+M+1)-tc-1;
    for (int i = M;i;--i)
    {
        bool ok = true;
        for (int j = i+1;j <= M;++j)
        {
            double d = (tc[i].C-tc[j].C).norm();
            if (dcmp(d-fabs(tc[i].r-tc[j].r)) <= 0) { ok = false; break; }
```

```
67          }
68          if (ok) cir[++cnt] = tc[i];
69      }
70      // for (int i = M;i;--i) cir[++cnt] = tc[i];
71      double ret = 0;
72      for (int i = 1;i <= cnt;++i)
73      {
74          vector <Event> event;
75          Node boundary = cir[i].C+Node(cir[i].r,0);
76          event.push_back(Event(boundary,-pi,0));
77          event.push_back(Event(boundary,pi,0));
78          for (int j = 1;j <= cnt;++j)
79          {
80              if (i == j) continue;
81              double d = (cir[i].C-cir[j].C).norm();
82              if (dcmp(d-(cir[i].r+cir[j].r)) < 0)
83              {
84                  pair <Node,Node> res = crosspoint(cir[i],cir[j]);
85                  double x = (res.first-cir[i].C).angle(),y = (res.second-cir[i].C).angle();
86                  if (dcmp(x-y) > 0)
87                  {
88                      event.push_back(Event(res.first,x,1));
89                      event.push_back(Event(boundary,pi,-1));
90                      event.push_back(Event(boundary,-pi,1));
91                      event.push_back(Event(res.second,y,-1));
92                  }
93                  else
94                  {
95                      event.push_back(Event(res.first,x,1));
96                      event.push_back(Event(res.second,y,-1));
97                  }
98              }
99          }
100         sort(event.begin(),event.end());
101         int sum = event[0].d;
102         for (int j = 1;j < (int)event.size();++j)
103         {
104             if (!sum)
105             {
106                 ret += (event[j-1].p/event[j].p)/2;
107                 double x = event[j-1].a,y = event[j].a;
108                 double area = cir[i].r*cir[i].r*(y-x)/2;
109                 Node v1 = event[j-1].p-cir[i].C,v2 = event[j].p-cir[i].C;
110                 area -= (v1/v2)/2; ret += area;
111             }
112             sum += event[j].d;
113         }
114     }
115     return ret;
```

```
116 }
```

Chapter 3

Data Structure

3.1 Divide and Conquer on Tree

```cpp
#include<cstring>
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

#define maxn (100010)
int best,cnt = 1,side[maxn],toit[maxn],next[maxn],large[maxn];
int sd[maxn],d[maxn],ns,nd,ans,N,K,size[maxn]; bool vis[maxn];

inline void add(int a,int b)
{ next[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b; }
inline void ins(int a,int b)
{ add(a,b); add(b,a); }

inline void getroot(int now,int fa,int rest)
{
    size[now] = 1; large[now] = 0;
    for (int i = side[now];i;i = next[i])
    {
        if (toit[i] == fa||vis[toit[i]]) continue;
        getroot(toit[i],now,rest);
        size[now] += size[toit[i]];
        large[now] = max(large[now],size[toit[i]]);
    }
    large[now] = max(large[now],rest-size[now]);
    if (large[now] < large[best]) best = now;
}
inline int find_root(int now,int rest)
{ best = 0; getroot(now,0,rest); return best; }

inline void dfs(int now,int fa,int dep)
{
```

```
    size[now] = 1; nd = max(dep,nd); ++d[dep];
    for (int i = side[now];i;i = next[i])
        if (toit[i] != fa&&!vis[toit[i]])
            dfs(toit[i],now,dep+1),size[now] += size[toit[i]];
}

inline void subdivide(int now)
{
    vis[now] = true;
    for (int i = side[now];i;i = next[i])
    {
        if (vis[toit[i]]) continue;
        dfs(toit[i],now,1); ans += d[K];
        for (int j = 1;j < K;++j) ans += d[j]*sd[K-j];
        for (int j = 1;j <= nd;++j) sd[j] += d[j],d[j] = 0;
        ns = max(nd,ns); nd = 0;
    }
    memset(sd,0,4*(ns+1)); ns = 0;
    for (int i = side[now];i;i = next[i])
        if (!vis[toit[i]])
            subdivide(find_root(toit[i],size[toit[i]]));
}

int main()
{
    freopen("D.in","r",stdin);
    freopen("D.out","w",stdout);
    scanf("%d %d",&N,&K);
    for (int i = 1,a,b;i < N;++i) scanf("%d %d",&a,&b),ins(a,b);
    large[0] = 1<<30; subdivide(find_root(1,N));
    printf("%d",ans);
    fclose(stdin); fclose(stdout);
    return 0;
}
```

3.2 Dynamicly Divide and Conquer on Tree

```
// N 个点的树，每个点点权 0/1，询问两个 0 点之间最远距离，每次可以 flip 一个点的点权
#include<set>
#include<vector>
#include<algorithm>
#include<cstring>
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

const int maxn = 200010,inf = 1<<29,lhh = 4000037;
```

```
12  int
    ↪  N,cnt,nlight,tot,best,Root,side[maxn],toit[maxn],nxt[maxn],size[maxn],large[maxn],optimal[maxn];
13  int father[maxn],L[maxn],R[maxn],leaf[maxn],rechain[lhh],depth[lhh]; bool off[maxn],vis[maxn];
14  vector <int> son[maxn]; pair <int,int> Hash[lhh]; multiset <int> mx[maxn],S[maxn];
15
16  struct Value
17  {
18      int a,b;
19      inline Value() {}
20      inline Value(int _a,int _b):a(_a),b(_b) {}
21      friend inline Value operator +(const Value &x,const Value &y)
22      {
23          Value ret;
24          if (x.a > y.a)
25          {
26              ret.a = x.a;
27              if (x.b > y.a) ret.b = x.b;
28              else ret.b = y.a;
29          }
30          else
31          {
32              ret.a = y.a;
33              if (y.b > x.a) ret.b = y.b;
34              else ret.b = x.a;
35          }
36          return ret;
37      }
38  }tree[maxn*2];
39
40  inline void add(int a,int b) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b; }
41  inline void ins(int a,int b) { add(a,b); add(b,a); }
42
43  inline int gi()
44  {
45      char ch; int ret = 0,f = 1;
46      do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
47      if (ch == '-') f = -1,ch = getchar();
48      do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
49      return ret*f;
50  }
51
52  inline int find(const pair <int,int> &key)
53  {
54      int now = (2333*key.first+5003*key.second)%lhh;
55      while (true)
56      {
57          if (Hash[now].first == 0||Hash[now] == key) return now;
58          else ++now;
59          if (now >= lhh) now -= lhh;
```

```
60      }
61  }
62
63  inline void getroot(int now,int rest,int fa)
64  {
65      size[now] = 1; large[now] = 0;
66      for (int i = side[now];i;i = nxt[i])
67      {
68          if (vis[toit[i]]||toit[i] == fa) continue;
69          getroot(toit[i],rest,now);
70          size[now] += size[toit[i]];
71          large[now] = max(large[now],size[toit[i]]);
72      }
73      large[now] = max(large[now],rest-size[now]);
74      if (large[now] < large[best]) best = now;
75  }
76  inline int find_root(int rest,int now) { best = 0; getroot(now,rest,0); return best; }
77
78  inline void dfs(int id,int root,int now,int fa,int dep)
79  {
80      S[id].insert(dep);
81      pair <int,int> key = make_pair(root,now); int pos = find(key);
82      rechain[pos] = id; depth[pos] = dep; Hash[pos] = key;
83      size[now] = 1;
84      for (int i = side[now];i;i = nxt[i])
85      {
86          if (vis[toit[i]]||toit[i] == fa) continue;
87          dfs(id,root,toit[i],now,dep+1);    size[now] += size[toit[i]];
88      }
89  }
90
91  inline void subdivide(int root)
92  {
93      optimal[root] = -inf; mx[root].insert(-inf);
94      L[root] = tot+1;
95      for (int i = side[root];i;i = nxt[i])
96      {
97          if (vis[toit[i]]) continue;
98          ++tot; dfs(tot,root,toit[i],root,1);
99          S[tot].insert(-inf);
100     }
101     R[root] = tot; vis[root] = true;
102     for (int i = side[root];i;i = nxt[i])
103     {
104         if (vis[toit[i]]) continue;
105         int tmp = find_root(size[toit[i]],toit[i]);
106         father[tmp] = root; son[root].push_back(tmp);
107         subdivide(tmp);
108     }
```

```
109 }
110
111 inline void build(int now,int l,int r)
112 {
113     if (l == r)
114     {
115         tree[now] = Value(*S[l].rbegin(),-inf);
116         leaf[l] = now; return;
117     }
118     int mid = (l+r)>>1;
119     build(now<<1,l,mid); build(now<<1|1,mid+1,r);
120     tree[now] = tree[now<<1]+tree[now<<1|1];
121 }
122
123 inline Value query(int now,int l,int r,int ql,int qr)
124 {
125     if (l == ql&&r == qr) return tree[now];
126     int mid = (l+r)>>1;
127     if (qr <= mid) return query(now<<1,l,mid,ql,qr);
128     else if (ql > mid) return query(now<<1|1,mid+1,r,ql,qr);
129     else return query(now<<1,l,mid,ql,mid)+query(now<<1|1,mid+1,r,mid+1,qr);
130 }
131
132 inline void upd(int &a,int b) { if (a < b) a = b; }
133
134 inline void modify(int pos,int dep,bool sign)
135 {
136     if (sign) S[pos].insert(dep); else S[pos].erase(S[pos].find(dep));
137     tree[leaf[pos]] = Value(*S[pos].rbegin(),-inf);
138     for (int now = leaf[pos]>>1;now;now >>= 1)
139         tree[now] = tree[now<<1]+tree[now<<1|1];
140 }
141 inline void modify(int pos)
142 {
143     int c = 0;
144     if (father[pos]) mx[father[pos]].erase(mx[father[pos]].find(optimal[pos]));
145     off[pos] ^= 1; if (off[pos]) nlight++; else nlight--;
146     if (L[pos] <= R[pos])
147     {
148         Value res = query(1,1,tot,L[pos],R[pos]);
149         optimal[pos] = max(res.a+res.b,*mx[pos].rbegin());
150         if (off[pos]) upd(optimal[pos],res.a);
151     }
152     if (father[pos]) mx[father[pos]].insert(optimal[pos]);
153     for (int now = father[pos];now;now = father[now])
154     {
155         int t = find(make_pair(now,pos));
156         int id = rechain[t],dep = depth[t];
157         modify(id,dep,off[pos]);
```

```
158         if (father[now]) mx[father[now]].erase(mx[father[now]].find(optimal[now]));
159         Value res = query(1,1,tot,L[now],R[now]);
160         optimal[now] = max(res.a+res.b,*mx[now].rbegin());
161         if (off[now]) upd(optimal[now],res.a);
162         if (father[now]) mx[father[now]].insert(optimal[now]);
163         ++c;
164     }
165 }
166
167 inline void redfs(int now)
168 {
169     for (int i = 0;i < (int)son[now].size();++i)
170         redfs(son[now][i]),mx[now].insert(optimal[son[now][i]]);
171     if (L[now] <= R[now])
172     {
173         Value res = query(1,1,tot,L[now],R[now]);
174         optimal[now] = max(res.a+res.b,*mx[now].rbegin());
175         if (off[now]) upd(optimal[now],res.a);
176     }
177 }
178
179 int main()
180 {
181     // freopen("A.in","r",stdin);
182     memset(off,true,sizeof off);
183     nlight = N = gi();
184     for (int i = 1;i < N;++i) ins(gi(),gi());
185     large[0] = inf;
186     subdivide(Root = find_root(N,1));
187     build(1,1,tot); redfs(Root);
188     for (int Q = gi();Q--;)
189     {
190         char opt; do opt = getchar(); while (opt != 'G'&&opt != 'C');
191         if (opt == 'G')
192         {
193             if (!nlight) puts("-1");
194             else if (nlight == 1) puts("0");
195             else printf("%d\n",optimal[Root]);
196         }
197         else modify(gi());
198     }
199     return 0;
200 }
```

3.3 Heavy Path Decomposition

```
1 int side[maxn],toit[maxn<<1],nxt[maxn<<1],nxt[maxn<<1];
2 int timestamp,father[maxn],dfn[maxn],redfn[maxn],top[maxn],size[maxn];
3
```

```
4  void decompose(int now,int tp)
5  {
6      redfn[dfn[now] = ++timestamp] = now;
7      top[now] = tp; int heavy = 0;
8      for (int i = side[now];i;i = nxt[i])
9          if (toit[i] != father[now]&&size[toit[i]] > size[heavy]) heavy = toit[i];
10     if (!heavy) return; decompose(heavy,tp);
11     for (int i = side[now];i;i = nxt[i])
12         if (toit[i] != father[now]&&toit[i] != heavy) decompose(toit[i],toit[i]);
13 }
14
15 void dfs(int now)
16 {
17     size[now] = 1;
18     for (int i = side[now];i;i = nxt[i])
19         if (toit[i] != father[now])
20         {
21             father[toit[i]] = now,con[toit[i]] = i;
22             dep[toit[i]] = dep[now]+1,dfs(toit[i]);
23             size[now] += size[toit[i]] ;
24         }
25 }
26
27 // 对点操作
28 inline int query(int a,int b)
29 {
30     int ret = -inf;
31     while (top[a] != top[b])
32     {
33         if (dep[top[a]] < dep[top[b]]) swap(a,b);
34         ret = max(ret,ask(1,1,N,dfn[top[a]],dfn[a]));
35         a = father[top[a]];
36     }
37     if (dep[a] < dep[b]) swap(a,b);
38     ret = max(ret,query(1,1,N,dfn[b],dfn[a]));
39     return ret;
40 }
41
42 // 对边操作
43 inline int query(int a,int b)
44 {
45     int ret = -inf;
46     while (top[a] != top[b])
47     {
48         if (dep[top[a]] < dep[top[b]]) swap(a,b);
49         ret = max(ret,ask(1,1,N,dfn[top[a]],dfn[a]));
50         a = father[top[a]];
51     }
52     if (a == b) return ret;
```

```
    if (dep[a] < dep[b]) swap(a,b);
    ret = max(ret,ask(1,1,N,dfn[b]+1,dfn[a]));
    return ret;
}
```

3.4 K-Dimension Tree

```
struct Point
{
    double x,y; int id;
    inline Point() = default;
    inline Point(double _x,double _y,int _id):x(_x),y(_y),id(_id) {}
    inline void read(int i = 0) { scanf("%lf %lf",&x,&y); id = i; }
    inline double norm() { return sqrt(x*x+y*y); }
    friend inline Point operator+(const Point &a,const Point &b) { return
    ↪ Point(a.x+b.x,a.y+b.y); }
    friend inline Point operator-(const Point &a,const Point &b) { return
    ↪ Point(a.x-b.x,a.y-b.y); }
    friend inline double operator*(const Point &a,const Point &b) { return a.x*b.x+a.y*b.y; }
    friend inline double operator/(const Point &a,const Point &b) { return a.x*b.y-a.y*b.x; }
}P[maxn];

struct Rectangle
{
    double lx,rx,ly,ry;
    inline Rectangle() = default;
    inline Rectangle(double _lx,double _rx,double _ly,double
    ↪ _ry):lx(_lx),rx(_rx),ly(_ly),ry(_ry) {}
    inline void set(const Point &p) { lx = rx = p.x; ly = ry = p.y; }
    inline void merge(const Point &p)
    {
        lx = min(lx,p.x); rx = max(rx,p.x);
        ly = min(ly,p.y); ry = max(ry,p.y);
    }
    inline void merge(const Rectangle &r)
    {
        lx = min(lx,r.lx); rx = max(rx,r.rx);
        ly = min(ly,r.ly); ry = max(ry,r.ry);
    }
    // 最小距离，到 4 个角和 4 条边距离
    inline double dist(const Point &p)
    {
        if (p.x <= lx&&p.y <= ly) return (p-Point(lx,ly)).norm();
        else if (p.x <= rx&&p.y <= ly) return p.y-ly;
        else if (p.x >= rx&&p.y <= ly) return (p-Point(rx,ly)).norm();
        else if (p.x >= rx&&p.y <= ry) return p.x-rx;
        else if (p.x >= rx&&p.y >= ry) return (p-Point(rx,ry)).norm();
        else if (p.x >= lx&&p.y >= ry) return p.y-ry;
        else if (p.x <= lx&&p.y >= ry) return (p-Point(lx,ry)).norm();
```

```
40          else if (p.x <= lx&&p.y >= ly) return p.x-lx;
41          return 0;
42      }
43      // 最大距离，到 4 个角的距离
44      inline double dist(const Point &p)
45      {
46          double ret = 0;
47          ret += max((rx-p.x)*(rx-p.x),(lx-p.x)*(lx-p.x));
48          ret += max((ry-p.y)*(ry-p.y),(ly-p.y)*(ly-p.y));
49          return ret;
50      }
51  };
52
53  struct Node
54  {
55      int child[2]; Point p; Rectangle r;
56      inline Node() = default;
57      inline Node(const Point &_p,const Rectangle &_r):p(_p),r(_r) { r.set(p); memset(child,0,8);
    ↪  }
58      inline void set(const Point &_p) { p = _p; r.set(p); memset(child,0,8); }
59  }tree[maxn];
60
61  inline bool cmpx(const Point &a,const Point &b)
62  {
63      if (a.x != b.x) return a.x < b.x;
64      else return a.y < b.y;
65  }
66  inline bool cmpy(const Point &a,const Point &b)
67  {
68      if (a.y != b.y) return a.y < b.y;
69      else return a.x < b.x;
70  }
71
72  inline bool cmp(pair <double,int> a,pair <double,int> b)
73  {
74      int sgn = dcmp(a.first-b.first);
75      if (sgn) return sgn < 0;
76      else return a.second < b.second;
77  }
78
79  // 查询 k 大/小
80  inline void query(int now,const Point &p,int k,pair <double,int> ret[],bool dim = false)
81  {
82      if (dcmp(tree[now].r.dist(p)-ret[k].first) > 0) return;
83      pair <double,int> val = make_pair((p-tree[now].p).norm(),tree[now].p.id);
84      for (int i = 1;i <= k;++i)
85          if (cmp(val,ret[i]))
86          {
87              for (int j = k+1;j > i;--j) ret[j] = ret[j-1];
```

```
88              ret[i] = val; break;
89          }
90      if ((dim&&cmpx(p,tree[now].p))||(!dim&&cmpy(p,tree[now].p)))
91      {
92          if (tree[now].child[0]) query(tree[now].child[0],p,k,ret,dim^1);
93          if (tree[now].child[1]) query(tree[now].child[1],p,k,ret,dim^1);
94      }
95      else
96      {
97          if (tree[now].child[1]) query(tree[now].child[1],p,k,ret,dim^1);
98          if (tree[now].child[0]) query(tree[now].child[0],p,k,ret,dim^1);
99      }
100 }
101
102 // 查询最小/大
103 inline void query(int x,const Point &p,pair <double,int> ret,bool dim = false)
104 {
105     if (dcmp(tree[now].r.disp(p)-ret.first) > 0) return;
106     pair <double,int> val = make_pair((p-tree[now].p).norm(),tree[now].p.id);
107     if (cmp(val,ret)) ret = val;
108     if ((dim&&cmpx(p,tree[now].p))||(!dim&&cmpy(p,tree[now].p)))
109     {
110         if (tree[now].child[0]) query(tree[now].child[0],p,ret,dim^1);
111         if (tree[now].child[1]) query(tree[now].child[1],p,ret,dim^1);
112     }
113     else
114     {
115         if (tree[now].child[1]) query(tree[now].child[1],p,ret,dim^1);
116         if (tree[now].child[0]) query(tree[now].child[0],p,ret,dim^1);
117     }
118 }
119
120 inline int build(int l,int r,bool dim)
121 {
122     int now = ++size,mid = (l+r)>>1;
123     nth_element(vec.begin()+l-1,vec.begin()+mid-1,vec.begin()+r,dim?cmpx:cmpy);
124     tree[now].set(vec[mid-1]);
125     if (l < mid)
126     {
127         tree[now].child[0] = build(l,mid-1,dim^1);
128         tree[now].r.merge(tree[tree[now].child[0]].r);
129     }
130     if (r > mid)
131     {
132         tree[now].child[1] = build(mid+1,r,dim^1);
133         tree[now].r.merge(tree[tree[now].child[1]].r);
134     }
135     return now;
136 }
```

3.5 Leftlist Tree

```
// It's correct, but it needs be rewritten.
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

#define maxn (600010)
int N,M,root[maxn],size[maxn],v[maxn],dep[maxn],l[maxn],r[maxn],tot;

inline int Merge(int x,int y)
{
    if (!x||!y) return x+y;
    if (v[x]>v[y]) swap(x,y);
    r[x] = Merge(r[x],y);
    if (dep[l[x]] < dep[r[x]]) swap(l[x],r[x]);
    dep[x] = dep[r[x]]+1;
    return x;
}
inline int Init(int x) { v[++tot] = x; l[tot] = r[tot] = dep[tot] = 0; return tot;}
inline int Insert(int x,int y) { return Merge(x,Init(y)); }
inline int pop(int x) { return Merge(l[x],r[x]); }

inline int read()
{
    char ch; int f = 1,ret = 0;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

int main()
{
    freopen("1050.in","r",stdin);
    freopen("1050.out","w",stdout);
    scanf("%d %d",&N,&M);
    for (int i = 1;i <= N;++i) root[i] = Init(read()),size[i] = 1;
    while (M--)
    {
        int opt = read();
        if (!opt)
        {
            int a = read()+1,b = read()+1;
            if (size[b]) root[a] = Merge(root[a],root[b]);
            size[a] += size[b]; size[b] = 0;
        }
        else if (opt == 1)
        {
```

```
            int a = read()+1;
            if (!size[a]) puts("-1");
            else printf("%d\n",v[root[a]]),root[a] = pop(root[a]),--size[a];
        }
        else
        {
            int a = read()+1; ++size[a];
            root[a] = Insert(root[a],read());
        }
    }
    fclose(stdin); fclose(stdout);
    return 0;
}
```

3.6 Link Cut Tree

```
inline bool isroot(int a) { return ch[fa[a]][0] != a&&ch[fa[a]][1] != a; }

inline void update(int x) { val[x] = (val[ch[x][0]]+val[ch[x][1]]).merge(x); }
inline void pushdown(int x)
{
    if (rev[x])
    {
        int &lc = ch[x][0],&rc = ch[x][1];
        swap(lc,rc);
        if (lc) rev[lc] ^= 1;
        if (rc) rev[rc] ^= 1;
        rev[x] = false;
    }
}

inline void rotate(int x)
{
    int y = fa[x],z = fa[y],l = ch[y][1] == x,r = l^1;
    if (!isroot(y)) ch[z][ch[z][1] == y] = x; fa[x] = z;
    if (ch[x][r]) fa[ch[x][r]] = y; ch[y][l] = ch[x][r];
    fa[y] = x; ch[x][r] = y; update(y); update(x);
}
inline void splay(int x)
{
    int top = 0,i;
    for (i = x;!isroot(i);i = fa[i]) stk[++top] = i; stk[++top] = i;
    while (top) pushdown(stk[top--]);
    while (!isroot(x))
    {
        int y = fa[x],z = fa[y];
        if (!isroot(y))
        {
            if ((ch[y][0] == x)^(ch[z][0] == y)) rotate(x);
```

```
34              else rotate(y);
35          }
36          rotate(x);
37      }
38  }
39
40  inline int access(int x)
41  {
42      int t = 0;
43      for (t = 0;x;t = x,x = fa[x])
44          splay(x),ch[x][1] = t,update(x);
45      return t;
46  }
47  inline int evert(int x) { int t; rev[t = access(x)] ^= 1; return t; }
48  inline int find(int x)
49  {
50      x = access(x);
51      while (pushdown(x),ch[x][0]) x = ch[x][0];
52      return x;
53  }
54  inline void cut(int x,int y)
55  {
56      evert(x); access(y); splay(y);
57      if (ch[y][0] != x||ch[x][1] != 0) return;
58      ch[y][0] = fa[x] = 0; update(x); update(y);
59  }
60  inline void link(int x,int y) { fa[evert(x)] = y; }
61
62
63  // Magic Forest
64  #include<algorithm>
65  #include<cstring>
66  #include<iostream>
67  #include<cstdio>
68  #include<cstdlib>
69  using namespace std;
70
71  const int maxn = 200010,inf = 1<<29;
72  int N,M,A[maxn],B[maxn],fa[maxn],ch[maxn][2];
73  int stk[maxn],ans = inf; bool rev[maxn];
74
75  struct Value
76  {
77      int ma,mb,id;
78      inline Value(int _ma = 0,int _mb = 0,int _id = 0):ma(_ma),mb(_mb),id(_id) {}
79      friend inline Value operator +(const Value &a,const Value &b)
80      {
81          Value ret = Value(max(a.ma,b.ma),max(a.mb,b.mb),a.id);
82          if (B[a.id] < B[b.id]) ret.id = b.id;
```

```
83          return ret;
84      }
85      inline Value merge(int i)
86      {
87          Value ret = Value(max(ma,A[i]),max(mb,B[i]),id);
88          if (B[i] > B[id]) ret.id = i;
89          return ret;
90      }
91  }val[maxn];
92
93  inline int gi()
94  {
95      char ch; int ret = 0,f = 1;
96      do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
97      if (ch == '-') f = -1,ch = getchar();
98      do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
99      return ret*f;
100 }
101
102 struct Edge
103 {
104     int x,y,a,b;
105     inline Edge(int _x = 0,int _y = 0,int _a = 0,int _b = 0):x(_x),y(_y),a(_a),b(_b) {}
106     inline void read() { x = gi(),y = gi(),a = gi(),b = gi(); }
107     friend inline bool operator <(const Edge &s,const Edge &t) { return s.a < t.a; }
108 }edge[maxn];
109
110 inline bool isroot(int a) { return ch[fa[a]][0] != a&&ch[fa[a]][1] != a; }
111
112 inline void update(int x) { val[x] = (val[ch[x][0]]+val[ch[x][1]]).merge(x); }
113 inline void pushdown(int x)
114 {
115     if (rev[x])
116     {
117         int &lc = ch[x][0],&rc = ch[x][1];
118         swap(lc,rc);
119         if (lc) rev[lc] ^= 1;
120         if (rc) rev[rc] ^= 1;
121         rev[x] = false;
122     }
123 }
124
125 inline void rotate(int x)
126 {
127     int y = fa[x],z = fa[y],l = ch[y][1] == x,r = l^1;
128     if (!isroot(y)) ch[z][ch[z][1] == y] = x; fa[x] = z;
129     if (ch[x][r]) fa[ch[x][r]] = y; ch[y][l] = ch[x][r];
130     fa[y] = x; ch[x][r] = y; update(y); update(x);
131 }
```

```
132 inline void splay(int x)
133 {
134     int top = 0,i;
135     for (i = x;!isroot(i);i = fa[i]) stk[++top] = i; stk[++top] = i;
136     while (top) pushdown(stk[top--]);
137     while (!isroot(x))
138     {
139         int y = fa[x],z = fa[y];
140         if (!isroot(y))
141         {
142             if ((ch[y][0] == x)^(ch[z][0] == y)) rotate(x);
143             else rotate(y);
144         }
145         rotate(x);
146     }
147 }
148
149 inline int access(int x)
150 {
151     int t = 0;
152     for (t = 0;x;t = x,x = fa[x])
153         splay(x),ch[x][1] = t,update(x);
154     return t;
155 }
156 inline int evert(int x) { int t; rev[t = access(x)] ^= 1; return t; }
157 inline int find(int x)
158 {
159     x = access(x);
160     while (pushdown(x),ch[x][0]) x = ch[x][0];
161     return x;
162 }
163 inline void cut(int x,int y)
164 {
165     evert(x); access(y); splay(y);
166     if (ch[y][0] != x||ch[x][1] != 0) return;
167     ch[y][0] = fa[x] = 0; update(x); update(y);
168 }
169 inline void link(int x,int y) { fa[evert(x)] = y; }
170
171 inline Value query(int x,int y) { evert(x); return val[access(y)]; }
172
173 int main()
174 {
175     // freopen("D.in","r",stdin);
176     N = gi(),M = gi();
177     for (int i = 1;i <= M;++i) edge[i].read();
178     sort(edge+1,edge+M+1);
179     for (int i = 0;i <= N;++i)
180         A[i] = B[i] = -inf,val[i] = Value(A[i],B[i],i);
```

```
    for (int i = 1;i <= M;++i)
        A[i+N] = edge[i].a,B[i+N] = edge[i].b,val[i+N] = Value(A[i+N],B[i+N],i+N);
    for (int i = 1;i <= M;++i)
    {
        if (edge[i].x == edge[i].y) continue;
        if (find(edge[i].x) == find(edge[i].y))
        {
            Value res = query(edge[i].x,edge[i].y); int id = res.id-N;
            if (edge[i].b < edge[id].b)
            {
                cut(edge[id].x,id+N),cut(edge[id].y,id+N);
                link(edge[i].x,i+N),link(edge[i].y,i+N);
            }
        }
        else link(edge[i].x,i+N),link(i+N,edge[i].y);
        if (find(1) == find(N))
        {
            Value res = query(1,N);
            ans = min(ans,res.ma+res.mb);
        }
    }
    if (ans == inf) ans = -1;
    printf("%d\n",ans);
    return 0;
}
```

3.7 Merge Split Treap

```
// By zky. To be rewritten.
const int mo=1e9+7;
int rnd(){
    static int x=1;
    return x=(x*23333+233);
}
int rnd(int n){
    int x=rnd();
    if(x<0)x=-x;
    return x%n+1;
}
struct node{
    int siz,key;
    int val;
    LL sum;
    node *c[2];
    node* rz(){
        sum=val;siz=1;
        if(c[0])sum+=c[0]->sum,siz+=c[0]->siz;
        if(c[1])sum+=c[1]->sum,siz+=c[1]->siz;
        return this;
```

```
22      }
23      node(){}
24      node(int v){
25          siz=1;key=rnd();
26          val=v;sum=v;
27          c[0]=c[1]=0;
28      }
29
30  }pool[maxn*8],*root,*cur=pool,*old_root,*stop;
31  node *newnode(int v=0){
32      *cur=node(v);
33      return cur++;
34  }
35  node *old_merge(node *p,node *q){
36      if(!p&&!q)return 0;
37      node *u=0;
38      if(!p||!q)return u=p?p->rz():(q?q->rz():0);
39      if(rnd(sz(p)+sz(q))<sz(p)){
40          u=p;
41          u->c[1]=old_merge(u->c[1],q);
42      }else{
43          u=q;
44          u->c[0]=old_merge(p,u->c[0]);
45      }
46      return u->rz();
47  }
48  node *merge(node *p,node *q){
49      if(!p&&!q)return 0;
50      node *u=newnode();
51      if(!p||!q)return u=p?p->rz():(q?q->rz():0);
52      if(rnd(sz(p)+sz(q))<sz(p)){
53          *u=*p;
54          u->c[1]=merge(u->c[1],q);
55      }else{
56          *u=*q;
57          u->c[0]=merge(p,u->c[0]);
58      }
59      return u->rz();
60  }
61  node *split(node *u,int l,int r){
62      if(l>r||!u)return 0;
63      node *x=0;
64      if(l==1&&r==sz(u)){
65          x=newnode();
66          *x=*u;
67          return x->rz();
68      }
69      int lsz=sz(u->c[0]);
70      if(r<=lsz)
```

```
        return split(u->c[0],l,r);
    if(l>lsz+1)
        return split(u->c[1],l-lsz-1,r-lsz-1);
    x=newnode();
    *x=*u;
    x->c[0]=split(u->c[0],l,lsz);
    x->c[1]=split(u->c[1],1,r-lsz-1);
    return x->rz();
}
```

3.8 Modui Algorithm on Tree

```
// 询问树上路径元素 mex, inc dec 复杂度不对，需要用线段树/set(带 log) 或者分块 (修改 O(1))
// 若包括 lca，每组询问需要把 lca 补 (inc) 上去。
#include<cstdio>
#include<cstdlib>
#include<algorithm>
#include<cstring>
#include<iostream>
using namespace std;

const int Size = 337,maxn = 200010;
int N,Q,cnt,nxt[maxn],side[maxn],len[maxn],toit[maxn],f[maxn][20],key[maxn],timestamp;
int dep[maxn],L[maxn],R[maxn],dfn[maxn],ans[maxn],exist[maxn],show[maxn],res;

inline void add(int a,int b,int c) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b;
↪  len[cnt] = c; }
inline void ins(int a,int b,int c) { add(a,b,c); add(b,a,c); }

void dfs(int now)
{
    dfn[L[now] = ++timestamp] = now;
    for (int i = 1;(1<<i) <= dep[now];++i) f[now][i] = f[f[now][i-1]][i-1];
    for (int i = side[now];i;i = nxt[i])
    {
        if (toit[i] == f[now][0]) continue;
        f[toit[i]][0] = now; key[toit[i]] = len[i];
        dep[toit[i]] = dep[now]+1;
        dfs(toit[i]);
    }
    dfn[R[now] = ++timestamp] = now;
}

inline int jump(int a,int b) { for (int i = 0;b;b >>= 1,++i) if (b&1) a = f[a][i]; return a; }
inline int lca(int a,int b)
{
    if (dep[a] < dep[b]) swap(a,b);
    a = jump(a,dep[a]-dep[b]);
    if (a == b) return a;
```

```
37      for (int i = 0;i >= 0;)
38      {
39          if (f[a][i] == f[b][i]) --i;
40          else a = f[a][i],b = f[b][i],++i;
41      }
42      return f[a][0];
43  }
44
45  struct Node
46  {
47      int a,b,c,id;
48      Node() = default;
49      Node(int _a,int _b,int _c = 0,int _id = 0):a(_a),b(_b),c(_c),id(_id) {}
50      inline void read(int i)
51      {
52          id = i; scanf("%d %d",&a,&b); c = lca(a,b);
53          if (c == a||c == b) { if (a != c) swap(a,b); a = L[c]+1; b = L[b]; }
54          else { if (L[a] > L[b]) swap(a,b); a = R[a]; b = L[b]; }
55      }
56      friend inline bool operator <(const Node &x,const Node &y) { return x.b < y.b; }
57  }query[maxn];
58
59  inline bool cmp(const Node &x,const Node &y) { return x.a < y.a; }
60
61  inline void inc(int id)
62  {
63      if (key[id] >= maxn) return;
64      ++exist[key[id]];
65      while (exist[res]) ++res;
66  }
67  inline void dec(int id)
68  {
69      if (key[id] >= maxn) return;
70      --exist[key[id]];
71      if (key[id] < res&&!exist[key[id]]) res = key[id];
72  }
73
74  inline void work()
75  {
76      int l = 1,r = 0;
77      for (int i = 1;i <= Q;++i)
78      {
79          while (r < query[i].b)
80          {
81              show[dfn[++r]]++;
82              if (show[dfn[r]] == 2) dec(dfn[r]); else inc(dfn[r]);
83          }
84          while (l > query[i].a)
85          {
```

```
            show[dfn[--l]]++;
            if (show[dfn[l]] == 2) dec(dfn[l]); else inc(dfn[l]);
        }
        while (r > query[i].b)
        {
            if (show[dfn[r]] == 1) dec(dfn[r]); else inc(dfn[r]);
            show[dfn[r--]]--;
        }
        while (l < query[i].a)
        {
            if (show[dfn[l]] == 1) dec(dfn[l]); else inc(dfn[l]);
            show[dfn[l++]]--;
        }
        ans[query[i].id] = res;
    }
}

int main()
{
    freopen("F.in","r",stdin);
    scanf("%d %d",&N,&Q);
    for (int i = 1;i < N;++i)
    {
        int a,b,c;
        scanf("%d %d %d",&a,&b,&c);
        ins(a,b,c);
    }
    dfs(1);
    for (int i = 1;i <= Q;++i) query[i].read(i);
    sort(query+1,query+Q+1,cmp);
    for (int i = 1,j;i <= Q;i = j)
    {
        for (j = i;j <= Q&&query[j].a-query[i].a <= Size;++j);
        sort(query+i+1,query+j);
    }
    work();
    for (int i = 1;i <= Q;++i) printf("%d\n",ans[i]);
    return 0;
}
```

3.9 Modui Algorithm without Deletion

```
// r 单调右移，l 只会在 sqrt(N) 中移动，保证每次 undo 的复杂度可行即可。
// CodeForces 620F
#include<vector>
#include<algorithm>
#include<cstring>
#include<iostream>
#include<cstdio>
```

```
8  #include<cstdlib>
9  using namespace std;
10
11 const int maxn = 1000010,len = 200,inf = 1<<29;
12 int N,M,pre[maxn],A[maxn],ans[maxn];
13
14 inline int gi()
15 {
16     char ch; int ret = 0,f = 1;
17     do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
18     if (ch == '-') f = -1,ch = getchar();
19     do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
20     return ret*f;
21 }
22
23 inline void upd(int &a,int b) { if (a < b) a = b; }
24
25 struct Trie
26 {
27     int nxt[maxn][2],val[maxn],root,cnt; vector < pair<int,int> > vec;
28     inline int newnode() { val[++cnt] = inf; memset(nxt[cnt],0,8); return cnt; }
29     inline void init() { val[0] = inf; cnt = 0; root = newnode(); }
30
31     inline int query(int key,int num)
32     {
33         int now = root,ret = 0;
34         for (int i = 19;i >= 0;--i)
35         {
36             int dir = !(num&(1<<i));
37             if (val[nxt[now][dir]] <= key)
38                 ret |= (1<<i),now = nxt[now][dir];
39             else now = nxt[now][dir^1];
40         }
41         return ret;
42     }
43
44     inline void insert(int key,int num,int mode) { insert(root,19,key,num,mode); }
45     inline void insert(int &now,int dep,int key,int num,int mode)
46     {
47         if (!now) now = newnode();
48         if (dep < 0)
49         {
50             if (mode) vec.push_back(make_pair(num,val[now]));
51             val[now] = min(val[now],key); return;
52         }
53         insert(nxt[now][(num&(1<<dep)) > 0],dep-1,key,num,mode);
54         val[now] = min(val[nxt[now][0]],val[nxt[now][1]]);
55     }
56
```

```
57      inline void change(int now,int dep,int num,int v)
58      {
59          if (dep < 0) { val[now] = v; return; }
60          change(nxt[now][(num&(1<<dep)) > 0],dep-1,num,v);
61          val[now] = min(val[nxt[now][0]],val[nxt[now][1]]);
62      }
63
64      inline void undo()
65      {
66          reverse(vec.begin(),vec.end());
67          for (auto x:vec) change(root,19,x.first,x.second);
68          vec.clear();
69      }
70  }tree1,tree2;
71
72  struct Query
73  {
74      int l,r,id;
75      inline void read(int i) { l = gi(),r = gi(),id = i; }
76      friend inline bool operator <(const Query &a,const Query &b) { return a.l < b.l; }
77  }query[maxn];
78  inline bool cmp(const Query &a,const Query &b) { return a.r < b.r; }
79
80  inline void work(int l,int r)
81  {
82      int lim = query[r].l;
83      sort(query+l,query+r+1,cmp);
84      tree1.init(); tree2.init();
85      for (int i = l;i <= r;++i)
86      {
87          if (query[i].r <= lim)
88          {
89              for (int j = query[i].l;j <= query[i].r;++j)
90              {
91                  tree1.insert(A[j],pre[A[j]-1],false);
92                  tree2.insert(-A[j],pre[A[j]],false);
93                  upd(ans[query[i].id],tree1.query(A[j],pre[A[j]]));
94                  upd(ans[query[i].id],tree2.query(-A[j],pre[A[j]-1]));
95              }
96              tree1.init(),tree2.init();
97          }
98          else
99          {
100             int pos = lim,mx = 0;
101             for (;i <= r;++i)
102             {
103                 while (pos < query[i].r)
104                 {
105                     ++pos;
```

```
                    tree1.insert(A[pos],pre[A[pos]-1],false);
                    tree2.insert(-A[pos],pre[A[pos]],false);
                    upd(mx,tree1.query(A[pos],pre[A[pos]]));
                    upd(mx,tree2.query(-A[pos],pre[A[pos]-1]));
                }
                upd(ans[query[i].id],mx);
                for (int j = lim;j >= query[i].l;--j)
                {
                    tree1.insert(A[j],pre[A[j]-1],true);
                    tree2.insert(-A[j],pre[A[j]],true);
                    upd(ans[query[i].id],tree1.query(A[j],pre[A[j]]));
                    upd(ans[query[i].id],tree2.query(-A[j],pre[A[j]-1]));
                }
                tree1.undo(); tree2.undo();
            }
            break;
        }
    }
}

int main()
{
    // freopen("A.in","r",stdin);
    for (int i = 1;i <= 1000000;++i) pre[i] = pre[i-1]^i;
    N = gi(); M = gi();
    for (int i = 1;i <= N;++i) A[i] = gi();
    for (int i = 1;i <= M;++i) query[i].read(i);
    sort(query+1,query+M+1);
    for (int i = 1,j;i <= M;i = j)
    {
        for (j = i;j <= M&&query[j].l-query[i].l <= len;++j);
        work(i,j-1);
    }
    for (int i = 1;i <= M;++i) printf("%d\n",ans[i]);
    return 0;
}
```

3.10 President Tree

```
inline void build(int &now,int l,int r)
{
    now = ++cnt; if (l == r) return;
    int mid = (l+r)>>1;
    build(tree[now].ch[0],l,mid); build(tree[now].ch[1],mid+1,r);
}

inline void ins(int &now,int ref,int l,int r,int key)
{
    now = ++cnt; tree[now] = tree[ref];
```

```
    if (l == r) { ++tree[now].sum; return; }
    int mid = (l+r) >> 1;
    if (key <= mid) ins(tree[now].ch[0],tree[ref].ch[0],l,mid,key);
    else ins(tree[now].ch[1],tree[ref].ch[1],mid+1,r,key);
    tree[now].sum = tree[tree[now].ch[0]].sum+tree[tree[now].ch[1]].sum;
}
```

3.11 Splay

```
//splay

inline int find(int rk)
{
    for (int now = root;;)
    {
        if (rk == size[ch[now][0]]+1) return now;
        else if (rk > size[ch[now][0]]+1)
            rk -= size[ch[now][1]]+1,now = ch[now][1];
        else now = ch[now][0];
    }
    return 0;
}

inline int upperbound(int x)
{
    int ret = 0;
    for (int now = root;now;)
    {
        if (key[now] > x) ret = now,now = ch[now][0];
        else now = ch[now][1];
    }
    return ret;
}
inline int lowerbound(int x)
{
    int ret = 0;
    for (int now = root;now;)
    {
        if (key[now] >= x) ret = now,now = ch[now][0];
        else now = ch[now][1];
    }
    return ret;
}

inline void rotate(int x)
{
    int y = fa[x],z = fa[y],l = ch[y][0] != x,r = l^1;
    if (z) ch[z][ch[z][0] != y] = x; fa[x] = z;
    if (ch[x][r]) fa[ch[x][r]] = y;
```

```
    ch[y][l] = ch[x][r]; fa[y] = x; ch[x][r] = y;
    update(y); update(x);
}
inline void splay(int x,int aim) //aim is x's father.
{
    int top = 0;
    for (int i = x;i;i = fa[i]) stack[++top] = i;
    while (top) pushdown(stack[top--]);
    while (fa[x] != aim)
    {
        int y = fa[x],z = fa[y];
        if (z != aim)
        {
            if ((ch[y][0] == x)^(ch[z][0] == y)) rotate(x);
            else rotate(y);
        }
        rotate(x);
    }
    if (!aim) root = x;
}

// 维修数列
#include<cassert>
#include<queue>
#include<algorithm>
#include<cstring>
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

const int maxn = 500010,inf = 1<<29;
int N,M,root,cnt,arr[maxn],tag[maxn],key[maxn],fa[maxn],ch[maxn][2],lb[maxn],rb[maxn];
int wb[maxn],sum[maxn],size[maxn],stk[maxn]; bool rev[maxn]; char cmd[20]; queue <int> team;

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

inline int newnode(int x = 0)
{
    int ret;
    if (!team.empty())
        ret = team.front(),team.pop();
```

```
90      else ret = ++cnt;
91      key[ret] = sum[ret] = lb[ret] = rb[ret] = wb[ret] = x;
92      rev[ret] = false; tag[ret] = inf; size[ret] = 1;
93      return ret;
94  }
95
96  inline void pushdown(int now)
97  {
98      int lc = ch[now][0],rc = ch[now][1];
99      if (rev[now])
100     {
101         if (lc)
102         {
103             swap(ch[lc][0],ch[lc][1]);
104             swap(lb[lc],rb[lc]); rev[lc] ^= 1;
105         }
106         if (rc)
107         {
108             swap(ch[rc][0],ch[rc][1]);
109             swap(lb[rc],rb[rc]); rev[rc] ^= 1;
110         }
111         rev[now] = false;
112     }
113     if (tag[now] != inf)
114     {
115         if (lc)
116         {
117             key[lc] = tag[lc] = tag[now]; sum[lc] = tag[lc]*size[lc];
118             if (tag[lc] > 0) lb[lc] = rb[lc] = wb[lc] = sum[lc];
119             else lb[lc] = rb[lc] = wb[lc] = tag[lc];
120         }
121         if (rc)
122         {
123             key[rc] = tag[rc] = tag[now]; sum[rc] = tag[rc]*size[rc];
124             if (tag[rc] > 0) lb[rc] = rb[rc] = wb[rc] = sum[rc];
125             else lb[rc] = rb[rc] = wb[rc] = tag[rc];
126         }
127         tag[now] = inf;
128     }
129 }
130
131 inline void update(int now)
132 {
133     // pushdown(now);
134     int lc = ch[now][0],rc = ch[now][1];
135     size[now] = size[lc]+size[rc]+1;
136     sum[now] = sum[lc]+sum[rc]+key[now];
137     if (lc&&rc)
138     {
```

```
139         lb[now] = max(lb[lc],max(sum[lc]+key[now],sum[lc]+key[now]+lb[rc]));
140         rb[now] = max(rb[rc],max(sum[rc]+key[now],sum[rc]+key[now]+rb[lc]));
141         wb[now] = max(wb[lc],wb[rc]); wb[now] = max(wb[now],key[now]);
142         wb[now] = max(wb[now],rb[lc]+key[now]); wb[now] = max(wb[now],lb[rc]+key[now]);
143         wb[now] = max(wb[now],rb[lc]+key[now]+lb[rc]);
144     }
145     else if (lc)
146     {
147         lb[now] = max(lb[lc],sum[lc]+key[now]);
148         rb[now] = max(key[now],key[now]+rb[lc]);
149         wb[now] = max(wb[lc],key[now]);
150         wb[now] = max(wb[now],rb[lc]+key[now]);
151     }
152     else if (rc)
153     {
154         rb[now] = max(rb[rc],sum[rc]+key[now]);
155         lb[now] = max(key[now],key[now]+lb[rc]);
156         wb[now] = max(wb[rc],key[now]);
157         wb[now] = max(wb[now],lb[rc]+key[now]);
158     }
159     else sum[now] = lb[now] = rb[now] = wb[now] = key[now];
160 }
161
162 inline int build(int l,int r)
163 {
164     int mid = (l+r) >> 1,ret = newnode(arr[mid]);
165     if (l < mid) ch[ret][0] = build(l,mid-1),fa[ch[ret][0]] = ret;
166     if (r > mid) ch[ret][1] = build(mid+1,r),fa[ch[ret][1]] = ret;
167     update(ret); return ret;
168 }
169
170 inline void init()
171 {
172     root = newnode(); ch[root][1] = newnode(); fa[2] = 1;
173     for (int i = 1;i <= N;++i) arr[i] = gi();
174     ch[2][0] = build(1,N); fa[ch[2][0]] = 2;
175     update(2); update(1);
176 }
177
178 inline int find(int rk)
179 {
180     for (int now = root;;)
181     {
182         pushdown(now);
183         if (rk == size[ch[now][0]]+1) return now;
184         else if (rk > size[ch[now][0]]+1)
185             rk -= size[ch[now][0]]+1,now = ch[now][1];
186         else now = ch[now][0];
187     }
```

```
188     return 0;
189 }
190
191 inline void rotate(int x)
192 {
193     int y = fa[x],z = fa[y],l = ch[y][0] != x,r = l^1;
194     if (z) ch[z][ch[z][0] != y] = x;
195     fa[x] = z; fa[y] = x; fa[ch[x][r]] = y;
196     ch[y][l] = ch[x][r]; ch[x][r] = y;
197     update(y); update(x);
198 }
199 inline void splay(int x,int aim)
200 {
201     int top = 0;
202     for (int i = x;i;i = fa[i]) stk[++top] = i;
203     while (top) pushdown(stk[top--]);
204     while (fa[x] != aim)
205     {
206         int y = fa[x],z = fa[y];
207         if (z != aim)
208         {
209             if ((ch[y][0] == x)^(ch[z][0] == y)) rotate(x);
210             else rotate(y);
211         }
212         rotate(x);
213     }
214     if (!aim) root = x;
215 }
216
217 inline void Delete(int &now)
218 {
219     if (!now) return;
220     Delete(ch[now][0]);
221     Delete(ch[now][1]);
222     team.push(now); now = 0;
223 }
224
225 inline void print()
226 {
227     for (int i = 1;i <= cnt;++i)
228         printf("%d:%d %d\n",i,ch[i][0],ch[i][1]);
229     for (int i = 1;i <= cnt;++i)
230         printf("%d:%d\n",i,fa[i]);
231
232 }
233
234 inline void laydown(int now)
235 {
236     if (!now) return;
```

```
237     pushdown(now);
238     laydown(ch[now][0]);
239     printf("%d ",key[now]);
240     laydown(ch[now][1]);
241     update(now);
242 }
243
244 int main()
245 {
246     //freopen("C.in","r",stdin);
247     N = gi(); M = gi(); init();
248     while (M--)
249     {
250         scanf("%s",cmd);
251         if (cmd[0] == 'I')
252         {
253             int pos = gi(),a = find(pos+1),b = find(pos+2); N = gi();
254             for (int i = 1;i <= N;++i) arr[i] = gi();
255             splay(a,0); splay(b,a);
256             ch[b][0] = build(1,N); fa[ch[b][0]] = b;
257             update(b); update(a);
258         }
259         else if (cmd[0] == 'D')
260         {
261             int pos = gi(); N = gi();
262             int a = find(pos),b = find(pos+N+1);
263             splay(a,0); splay(b,a);
264             Delete(ch[b][0]); update(b); update(a);
265         }
266         else if (cmd[0] == 'M'&&cmd[2] == 'K')
267         {
268             int pos = gi(); N = gi();
269             int a = find(pos),b = find(pos+N+1);
270             splay(a,0); splay(b,a);
271             key[ch[b][0]] = tag[ch[b][0]] = gi(); sum[ch[b][0]] = tag[ch[b][0]]*size[ch[b][0]];
272             if (tag[ch[b][0]] > 0) lb[ch[b][0]] = rb[ch[b][0]] = wb[ch[b][0]] = sum[ch[b][0]];
273             else lb[ch[b][0]] = rb[ch[b][0]] = wb[ch[b][0]] = tag[ch[b][0]];
274             update(b); update(a);
275         }
276         else if (cmd[0] == 'R')
277         {
278             int pos = gi(); N = gi();
279             int a = find(pos),b = find(pos+N+1);
280             splay(a,0); splay(b,a);
281             rev[ch[b][0]] ^= 1;
282             swap(ch[ch[b][0]][0],ch[ch[b][0]][1]);
283             swap(lb[ch[b][0]],rb[ch[b][0]]);
284             update(b); update(a);
285         }
```

```
286         else if (cmd[0] == 'G')
287         {
288             int pos = gi(); N = gi();
289             int a = find(pos),b = find(pos+N+1);
290             splay(a,0); splay(b,a);
291             printf("%d\n",sum[ch[b][0]]);
292         }
293         else
294         {
295             splay(1,0); splay(2,1);
296             printf("%d\n",wb[ch[2][0]]);
297         }
298     }
299     return 0;
300 }
```

Chapter 4

Graph Theory

4.1 2-Sat

```
1  // bzoj 1823
2  #include<stack>
3  #include<iostream>
4  #include<cstring>
5  #include<cstdio>
6  #include<cstdlib>
7  using namespace std;
8
9  #define maxn 210
10 #define maxm 2010
11 int n,m,cnt,side[maxn],next[maxm],toit[maxm],dfn[maxn],id[maxn];
12 int tot,low[maxn],d[maxn],DFN;
13 stack <int> S; bool vis[maxn];
14
15 inline void init()
16 {
17     DFN = tot = cnt = 0; memset(vis,false,2*(n+4));
18     memset(side,0,8*(n+4)); memset(dfn,0,8*(n+4));
19 }
20
21 inline void add(int a,int b) { next[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b; }
22
23 inline void dfs(int now)
24 {
25     S.push(now); dfn[now] = low[now] = ++DFN;
26     for (int i = side[now];i;i = next[i])
27     {
28         if (vis[toit[i]]) continue;
29         if (!dfn[toit[i]]) dfs(toit[i]);
30         low[now] = min(low[toit[i]],low[now]);
31     }
32     if (low[now] == dfn[now])
33     {
```

```
        ++tot;
        while (S.top() != now) id[S.top()] = tot,vis[S.top()] = true,S.pop();
        id[S.top()] = tot,vis[S.top()] = true,S.pop();
    }
}

int main()
{
    freopen("1823.in","r",stdin);
    freopen("1823.out","w",stdout);
    int T; scanf("%d",&T);
    while (T--)
    {
        scanf("%d %d\n",&n,&m);
        init();
        while (m--)
        {
            char c1,c2; int a,b; bool o1,o2;
            scanf("%c%d %c%d\n",&c1,&a,&c2,&b);
            o1 = c1 == 'h'; o2 = c2 == 'h';
            add((o1^1)*n+a,o2*n+b);
            add((o2^1)*n+b,o1*n+a);
        }
        int i;
        for (i = 1;i <= n<<1;++i) if (!dfn[i]) dfs(i);
        for (i = 1;i <= n;++i) if (id[i] == id[i+n]) { printf("BAD\n"); break; }
        if (i <= n) continue;
        printf("GOOD\n");
    }
    fclose(stdin); fclose(stdout);
    return 0;
}
```

4.2 Bridges and Cut Vertices

```
// 求割边和割点
const int maxn = 200010;
int N,M,cnt,Ts,dfn[maxn],low[maxn],nxt[maxn];
int toit[maxn],side[maxn];
bool bridge[maxn],cut[maxn];

inline void dfs(int now,int fa)
{
    dfn[now] = low[now] = ++Ts; int child = 0;
    for (int i = side[now];i;i = nxt[i])
    {
        if (toit[i] == fa) continue;
        if (!dfn[toit[i]])
        {
```

```
            dfs(toit[i],now); ++child;
            low[now] = min(low[now],low[toit[i]]);
            if (low[toit[i]] > dfn[now]) bridge[i] = true;
            if (low[toit[i]] >= dfn[now]) cut[now] = true;
        }
        else low[now] = min(low[now],dfn[toit[i]]);
    }
    if (!fa&&child == 1) cut[now] = false;
}
```

4.3 Cost Flow

```
int side[maxv],nxt[maxe],toit[maxe],cost[maxe],pre[maxv];
int cap[maxv],arr[maxv],dis[maxv]; bool in[maxv];
int source,sink;

inline void add(int a,int b,int c,int d) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b;
↪  cap[cnt] = c; cost[cnt] = d; }
inline void ins(int a,int b,int c,int d) { add(a,b,c,d); add(b,a,0,-d); }

inline bool spfa(int &Flow,int &Cost)
{
    queue <int> team; team.push(source);
    memset(dis,0x7,4*(sink+5));
    dis[source] = 0; in[source] = true;
    arr[source] = inf; arr[sink] = 0;
    while (!team.empty())
    {
        int now = team.front(); team.pop();
        for (int i = side[now];i;i = nxt[i])
        {
            if (!cap[i]) continue;
            if (dis[toit[i]] > dis[now]+cost[i])
            {
                arr[toit[i]] = min(cap[i],arr[now]); pre[toit[i]] = i;
                dis[toit[i]] = dis[now]+cost[i];
                if (!in[toit[i]]) in[toit[i]] = true,team.push(toit[i]);
            }
        }
        in[now] = false;
    }
    if (!arr[sink]) return false;
    Flow += arr[sink];
    for (int now = sink,i;now != source;now = toit[i^1])
    {
        i = pre[now]; Cost += cost[pre[now]]*arr[sink];
        cap[i] -= arr[sink]; cap[i^1] += arr[sink];
    }
    return true;
```

```
}
```

4.4 Difference Constraints

```
// bzoj2330
#include<iostream>
#include<stack>
#include<queue>
#include<cstdio>
#include<cstdlib>
using namespace std;

#define maxn 100010
#define maxm 200010
int cnt,side[maxn],next[maxm],toit[maxm],cost[maxm],d[maxn];
int nside[maxn],nnext[maxm],ntoit[maxm],ncost[maxm],m,tot;
int dfn[maxn],low[maxn],sum[maxn],id[maxn],arr[maxn],n;
bool vis[maxn]; stack <int> S;

inline void add(int a,int b,int c)
{
    next[++cnt] = side[a]; side[a] = cnt;
    toit[cnt] = b; cost[cnt] = c;
}

inline void ins(int a,int b,int c)
{
    nnext[++cnt] = nside[a]; nside[a] = cnt;
    ntoit[cnt] = b; ncost[cnt] = c; ++d[b];
}

inline void dfs(int now)
{
    S.push(now); dfn[now] = low[now] = ++cnt;
    for (int i = side[now];i;i = next[i])
        if (!vis[toit[i]])
        {
            if (!dfn[toit[i]]) dfs(toit[i]);
            low[now] = min(low[toit[i]],low[now]);
        }
    if (low[now] == dfn[now])
    {
        ++tot;
        while (S.top() != now) id[S.top()] = tot,vis[S.top()] = true,S.pop();
        id[S.top()] = tot,vis[S.top()] = true,S.pop();
    }
}

inline bool rebuild()
```

```
{
    cnt = 0;
    for (int i = 1;i <= n;++i)
        for (int j = side[i];j;j = next[j])
        {
            if (id[toit[j]] == id[i]) sum[id[i]] += cost[j];
            else ins(id[i],id[toit[j]],cost[j]);
        }
    for (int i = 1;i <= tot;++i) if (sum[i]) return false;
    return true;
}

inline void topsort()
{
    queue <int> team;
    for (int i = 1;i <= tot;++i) if (!d[i]) team.push(i),arr[i] = 1;
    while (!team.empty())
    {
        int now = team.front(); team.pop();
        for (int i = nside[now];i;i = nnext[i])
        {
            arr[ntoit[i]] = max(arr[now]+ncost[i],arr[ntoit[i]]);
            if (!--d[ntoit[i]]) team.push(ntoit[i]);
        }
    }
}

int main()
{
    freopen("2330.in","r",stdin);
    freopen("2330.out","w",stdout);
    scanf("%d %d",&n,&m);
    for (int i = 1;i <= m;++i)
    {
        int x,a,b; scanf("%d %d %d",&x,&a,&b);
        if (x == 1) add(a,b,0),add(b,a,0);
        else if (x == 2) add(a,b,1);
        else if (x == 3) add(b,a,0);
        else if (x == 4) add(b,a,1);
        else add(a,b,0);
    }
    cnt = 0; for (int i = n;i;--i) if (!dfn[i]) dfs(i);
    if (!rebuild()) printf("-1"),exit(0);
    topsort();
    long long ans = 0;
    for (int i = 1;i <= n;++i) ans += (long long)arr[id[i]];
    printf("%lld",ans);
    fclose(stdin); fclose(stdout);
    return 0;
```

```
}
```

4.5 Dinic Algorithm

```
// dinic
int source,sink,cnt = 1;
int d[maxv],side[maxv],cur[maxv],side[maxe],nxt[maxe],toit[maxe],cap[maxe]; bool in[maxv];

inline void add(int a,int b,int c) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b;
↪  cap[cnt] = c; }
inline void ins(int a,int b,int c) { add(a,b,c); add(b,a,0); }

inline bool bfs()
{
    queue <int> team; team.push(source); d[source] = 0;
    memset(in,false,tot+10); in[source] = true; team.push(source);
    while (!team.empty())
    {
        int now = team.front(); team.pop(); cur[now] = side[now];
        for (int i = side[now];i;i = nxt[i])
        {
            if (!cap[i]) continue;
            if (!in[toit[i]])
                in[toit[i]] = true,d[toit[i]] = d[now]+1,team.push(toit[i]);
        }
    }
    return in[sink];
}

inline int dfs(int now,int f)
{
    if (now == sink||!f) return f;
    int used = 0,w;
    for (int &i = cur[now];i;i = nxt[i])
        if (cap[i]&&d[toit[i]] == d[now]+1)
        {
            w = dfs(toit[i],min(cap[i],f-used));
            used += w; cap[i] -= w; cap[i^1] += w;
            if (used == f) break;
        }
    return used;
}

inline int dinic(int S,int T)
{
    source = S; sink = T; int ret = 0;
    while (bfs()) ret += dfs(source,inf);
    return ret;
}
```

4.6 Dominator Tree

```
//建出来的树点的编号 i 在原图中是 redfn[i]
int N,M,Ts,cnt,side[maxn],nxt[maxn],toit[maxn],dfn[maxn],redfn[maxn],idom[maxn],best[maxn],semi[maxn];
int ans[maxn],anc[maxn],fa[maxn],child[maxn],size[maxn]; vector <int> prod[maxn],bucket[maxn],son[maxn];

inline void init()
{
    cnt = 1; memset(side,0,sizeof side); memset(ans,0,sizeof ans);
    for (int i = 0;i <= N;++i) prod[i].clear(),bucket[i].clear(),son[i].clear();
}

inline void add(int a,int b) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b; }

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

inline void dfs(int now)
{
    dfn[now] = ++Ts; redfn[Ts] = now;
    anc[Ts] = idom[Ts] = child[Ts] = size[Ts] = 0;
    semi[Ts] = best[Ts] = Ts;
    for (int i = side[now];i;i = nxt[i])
    {
        if (!dfn[toit[i]])
            dfs(toit[i]),fa[dfn[toit[i]]] = dfn[now];
        prod[dfn[toit[i]]].push_back(dfn[now]);
    }
}

inline void compress(int now)
{
    if (anc[anc[now]] != 0)
    {
        compress(anc[now]);
        if (semi[best[now]] > semi[best[anc[now]]])
            best[now] = best[anc[now]];
        anc[now] = anc[anc[now]];
    }
}

inline int eval(int now)
```

```
47  {
48      if (!anc[now]) return now;
49      else
50      {
51          compress(now);
52          return semi[best[anc[now]]] >= semi[best[now]]?best[now]:best[anc[now]];
53      }
54  }
55
56  inline void link(int v,int w)
57  {
58      int s = w;
59      while (semi[best[w]] < semi[best[child[w]]])
60      {
61          if (size[s]+size[child[child[s]]] >= 2*size[child[s]])
62              anc[child[s]] = s,child[s] = child[child[s]];
63          else size[child[s]] = size[s],s = anc[s] = child[s];
64      }
65      best[s] = best[w]; size[v] += size[w];
66      if (size[v] < 2*size[w]) swap(s,child[v]);
67      while (s) anc[s] = v,s = child[s];
68  }
69
70  inline void lengauer_tarjan()
71  {
72      memset(dfn,0,sizeof dfn); memset(fa,-1,sizeof fa); Ts = 0;
73      dfs(N); fa[1] = 0;
74      for (int w = Ts;w > 1;--w)
75      {
76          for (auto x:prod[w])
77          {
78              int u = eval(x);
79              if (semi[w] > semi[u]) semi[w] = semi[u];
80          }
81          bucket[semi[w]].push_back(w);
82          link(fa[w],w); if (!fa[w]) continue;
83          for (auto x:bucket[fa[w]])
84          {
85              int u = eval(x);
86              if (semi[u] < fa[w]) idom[x] = u;
87              else idom[x] = fa[w];
88          }
89          bucket[fa[w]].clear();
90      }
91      for (int w = 2;w <= Ts;++w)
92          if (idom[w] != semi[w])
93              idom[w] = idom[idom[w]];
94      idom[1] = 0;
95      for (int i = Ts;i > 1;--i)
```

```
96      {
97          if (fa[i] == -1) continue;
98          son[idom[i]].push_back(i);
99      }
100 }
101
102 // 例题：询问 i 号点到 N 号点所有必经点编号和
103 #include<algorithm>
104 #include<cstring>
105 #include<iostream>
106 #include<cstdio>
107 #include<cstdlib>
108 using namespace std;
109
110 const int maxn = 100010;
111 int
    ↪  N,M,Ts,cnt,side[maxn],nxt[maxn],toit[maxn],dfn[maxn],redfn[maxn],idom[maxn],best[maxn],semi[maxn];
112 int ans[maxn],anc[maxn],fa[maxn],child[maxn],size[maxn]; vector <int>
    ↪  prod[maxn],bucket[maxn],son[maxn];
113
114 inline void init()
115 {
116     cnt = 1; memset(side,0,sizeof side); memset(ans,0,sizeof ans);
117     for (int i = 0;i <= N;++i) prod[i].clear(),bucket[i].clear(),son[i].clear();
118 }
119
120 inline void add(int a,int b) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b; }
121
122 inline int gi()
123 {
124     char ch; int ret = 0,f = 1;
125     do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
126     if (ch == '-') f = -1,ch = getchar();
127     do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
128     return ret*f;
129 }
130
131 inline void dfs(int now)
132 {
133     dfn[now] = ++Ts; redfn[Ts] = now;
134     anc[Ts] = idom[Ts] = child[Ts] = size[Ts] = 0;
135     semi[Ts] = best[Ts] = Ts;
136     for (int i = side[now];i;i = nxt[i])
137     {
138         if (!dfn[toit[i]])
139             dfs(toit[i]),fa[dfn[toit[i]]] = dfn[now];
140         prod[dfn[toit[i]]].push_back(dfn[now]);
141     }
142 }
```

```
143
144 inline void compress(int now)
145 {
146     if (anc[anc[now]] != 0)
147     {
148         compress(anc[now]);
149         if (semi[best[now]] > semi[best[anc[now]]])
150             best[now] = best[anc[now]];
151         anc[now] = anc[anc[now]];
152     }
153 }
154
155 inline int eval(int now)
156 {
157     if (!anc[now]) return now;
158     else
159     {
160         compress(now);
161         return semi[best[anc[now]]] >= semi[best[now]]?best[now]:best[anc[now]];
162     }
163 }
164
165 inline void link(int v,int w)
166 {
167     int s = w;
168     while (semi[best[w]] < semi[best[child[w]]])
169     {
170         if (size[s]+size[child[child[s]]] >= 2*size[child[s]])
171             anc[child[s]] = s,child[s] = child[child[s]];
172         else size[child[s]] = size[s],s = anc[s] = child[s];
173     }
174     best[s] = best[w]; size[v] += size[w];
175     if (size[v] < 2*size[w]) swap(s,child[v]);
176     while (s) anc[s] = v,s = child[s];
177 }
178
179 inline void lengauer_tarjan()
180 {
181     memset(dfn,0,sizeof dfn); memset(fa,-1,sizeof fa); Ts = 0;
182     dfs(N); fa[1] = 0;
183     for (int w = Ts;w > 1;--w)
184     {
185         for (auto x:prod[w])
186         {
187             int u = eval(x);
188             if (semi[w] > semi[u]) semi[w] = semi[u];
189         }
190         bucket[semi[w]].push_back(w);
191         link(fa[w],w); if (!fa[w]) continue;
```

```
        for (auto x:bucket[fa[w]])
        {
            int u = eval(x);
            if (semi[u] < fa[w]) idom[x] = u;
            else idom[x] = fa[w];
        }
        bucket[fa[w]].clear();
    }
    for (int w = 2;w <= Ts;++w)
        if (idom[w] != semi[w])
            idom[w] = idom[idom[w]];
    idom[1] = 0;
    for (int i = Ts;i > 1;--i)
    {
        if (fa[i] == -1) continue;
        son[idom[i]].push_back(i);
    }
}

inline void get_ans(int now)
{
    ans[redfn[now]] += redfn[now];
    for (auto x:son[now])
        ans[redfn[x]] += ans[redfn[now]],get_ans(x);
}

int main()
{
    //freopen("I.in","r",stdin);
    while (scanf("%d %d",&N,&M) != EOF)
    {
        init();
        for (int i = 1,a,b;i <= M;++i)
            a = gi(),b = gi(),add(a,b);
        lengauer_tarjan(); get_ans(1);
        for (int i = 1;i <= N;++i)
            printf("%d%c",ans[i]," \n"[i == N]);
    }
    return 0;
}
```

4.7 Hungary

```
//匈牙利算法
//Version1
inline bool find(int x)
{
    if (cor[x]) return false;
    for (int i = side[x];i;i = next[i]) if (!used[toit[i]])
```

```
    {
        used[toit[i]] = true;
        if (!cho[toit[i]]||find(cho[toit[i]]))
        {
            cho[toit[i]] = x; map[x] = toit[i];
             return true;
        }
    }
    return false;
}

inline void hungry()
{
    for (int i = 1;i <= p;++i)
        memset(used,false,sizeof(used)),find(i);
    for (int i = 1;i <= m;++i)
    {
        memset(used,false,sizeof(used)),cho[map[i]] = 0;
        find(i),cor[i] = true;
    }
}
//Version2
inline int find(int x)
{
    for (int i = 1;i <= n;++i)
        if (f[x][i]&&!used[i])
        {
            used[i] = true;
            if (!cho[i]||find(cho[i])) { cho[i] = x; return true; }
        }
    return false;
}

inline int hungry()
{
    int ret = 0;
    for (int i = 1;i <= n;++i)
    {
        memset(used,false,sizeof(used));
        if (find(i)) ret++;
    }
    return ret;
}
```

4.8 Isap Algorithm

```
// isap: 有毒
inline void bfs()
{
```

```
4       queue <int> team; memcpy(cur,side,4*(N+1));
5       team.push(sink); d[sink] = 1; in[sink] = true;
6       while (!team.empty())
7       {
8           int now = team.front(); team.pop(); nd[d[now]]++;
9           for (int i = side[now];i;i = nxt[i])
10              if (cap[i^1] && !in[toit[i]])
11                  in[toit[i]] = true,d[toit[i]] = d[now]+1,team.push(toit[i]);
12      }
13      for (int i = 1;i <= N;++i) if (!in[i]) nd[d[i] = N+1]++;
14  }
15  inline int isap()
16  {
17      int res = 0,now = source,ca = inf;
18      bfs();
19      while (d[source] <= N)
20      {
21          if (now == sink)
22          {
23              while (now != source)
24              {
25                  cap[pre[now]] -= ca; cap[pre[now]^1] += ca;
26                  now = toit[pre[now]^1];
27              }
28              res += ca; ca = inf;
29          }
30          bool flag = false; arr[now] = ca;
31          for (int i = cur[now];i;i = nxt[i])
32              if (cap[i]&&d[toit[i]]==d[now]-1)
33              {
34                  cur[now] = pre[toit[i]] = i; ca = min(ca,cap[i]);
35                  now = toit[i]; flag = true; break;
36              }
37          if (flag) continue; if (!--nd[d[now]]) break; int arg = N;
38          for (int i = side[now];i;i = nxt[i])
39              if (cap[i]&&d[toit[i]] < arg) arg = d[toit[i]];
40          ++nd[d[now]=arg+1]; cur[now] = side[now];
41          if (now != source) ca = arr[now = toit[pre[now]^1]];
42      }
43      return res;
44  }
45
46  int source;         // 源点
47  int sink;           // 汇点
48  int p[max_nodes];   // 可增广路上的上一条弧的编号
49  int num[max_nodes]; // 和 t 的最短距离等于 i 的节点数量
50  int cur[max_nodes]; // 当前弧下标
51  int d[max_nodes];   // 残量网络中节点 i 到汇点 t 的最短距离
52  bool visited[max_nodes];
```

```
53
54  // 预处理，反向 BFS 构造 d 数组
55  bool bfs()
56  {
57      memset(visited, 0, sizeof(visited));
58      queue<int> Q;
59      Q.push(sink);
60      visited[sink] = 1;
61      d[sink] = 0;
62      while (!Q.empty()) {
63          int u = Q.front();
64          Q.pop();
65          for (iterator_t ix = G[u].begin(); ix != G[u].end(); ++ix) {
66              Edge &e = edges[(*ix)^1];
67              if (!visited[e.from] && e.capacity > e.flow) {
68                  visited[e.from] = true;
69                  d[e.from] = d[u] + 1;
70                  Q.push(e.from);
71              }
72          }
73      }
74      return visited[source];
75  }
76
77  // 增广
78  int augment()
79  {
80      int u = sink, df = __inf;
81      // 从汇点到源点通过 p 追踪增广路径，df 为一路上最小的残量
82      while (u != source) {
83          Edge &e = edges[p[u]];
84          df = min(df, e.capacity - e.flow);
85          u = edges[p[u]].from;
86      }
87      u = sink;
88      // 从汇点到源点更新流量
89      while (u != source) {
90          edges[p[u]].flow += df;
91          edges[p[u]^1].flow -= df;
92          u = edges[p[u]].from;
93      }
94      return df;
95  }
96
97  int max_flow()
98  {
99      int flow = 0;
100     bfs();
101     memset(num, 0, sizeof(num));
```

```
102     for (int i = 0; i < num_nodes; i++) num[d[i]]++;
103     int u = source;
104     memset(cur, 0, sizeof(cur));
105     while (d[source] < num_nodes) {
106         if (u == sink) {
107             flow += augment();
108             u = source;
109         }
110         bool advanced = false;
111         for (int i = cur[u]; i < G[u].size(); i++) {
112             Edge& e = edges[G[u][i]];
113             if (e.capacity > e.flow && d[u] == d[e.to] + 1) {
114                 advanced = true;
115                 p[e.to] = G[u][i];
116                 cur[u] = i;
117                 u = e.to;
118                 break;
119             }
120         }
121         if (!advanced) { // retreat
122             int m = num_nodes - 1;
123             for (iterator_t ix = G[u].begin(); ix != G[u].end(); ++ix)
124                 if (edges[*ix].capacity > edges[*ix].flow)
125                     m = min(m, d[edges[*ix].to]);
126             if (--num[d[u]] == 0) break; // gap 优化
127             num[d[u] = m+1]++;
128             cur[u] = 0;
129             if (u != source)
130                 u = edges[p[u]].from;
131         }
132     }
133     return flow;
134 }
135 //By mxh
136 #define maxn 1010
137 const int INF=1<<30;
138 int n,m;
139 int S,T;
140 struct Edge
141 {
142     int v,flow,next;
143 }    e[510010];
144 int g[maxn],tot=1;//tot 初值必须赋为 1
145 void addedge(int x,int y,int flow)
146 {
147     e[++tot].v=y;e[tot].flow=flow;e[tot].next=g[x];g[x]=tot;
148     e[++tot].v=x;e[tot].flow=0;e[tot].next=g[y];g[y]=tot;
149 }
150 int w[maxn],hash[maxn],d[maxn];
```

```
151 int que[maxn],pre1[maxn],pre2[maxn],p[maxn];
152 bool vis[maxn];
153 int maxflow()
154 {
155     for (int i=1;i<=n;i++)    hash[i]=0,d[i]=0,vis[i]=false;
156     for (int i=1;i<=n;i++)    p[i]=g[i];
157     //hash[0]=n;
158     int l,r;
159     l=r=1;
160     que[1]=T;hash[0]=1;vis[T]=true;
161     while (l<=r)
162     {
163         int u=que[l++];
164         for (int i=g[u];i;i=e[i].next)
165         if ((i&1) && !vis[e[i].v])
166         {
167             que[++r]=e[i].v;
168             vis[e[i].v]=true;
169             d[e[i].v]=d[u]+1;
170             hash[d[e[i].v]]++;
171         }
172     }
173     for (int i=1;i<=n;i++)
174     if (!vis[i])    d[i]=n,hash[n]++;
175     int flow=INF;
176     int ans=0;
177     int u=S;
178     while (d[S]<n)
179     {
180         w[u]=flow;
181         bool bo=true;
182         for (int i=p[u];i;i=e[i].next)
183         if (e[i].flow && d[e[i].v]==d[u]-1)
184         {
185             flow=min(flow,e[i].flow);
186             p[u]=i;
187             pre1[e[i].v]=u;
188             pre2[e[i].v]=i;
189             u=e[i].v;
190             bo=false;
191             if (u==T)
192             {
193                 ans+=flow;
194                 while (u!=S)
195                 {
196                     e[pre2[u]].flow-=flow;
197                     e[pre2[u]^1].flow+=flow;
198                     u=pre1[u];
199                 }
```

```
200                 flow=INF;
201             }
202             break;
203         }
204         if (!bo)    continue;
205         int minx=n,pos=0;
206         for (int i=g[u];i;i=e[i].next)
207         if (e[i].flow && d[e[i].v]<minx)    minx=d[e[i].v],pos=i;
208         p[u]=pos;
209         hash[d[u]]--;
210         if (hash[d[u]]==0)    break;
211         d[u]=minx+1;
212         hash[d[u]]++;
213         if (u!=S)    u=pre1[u],flow=w[u];
214     }
215     return ans;
216 }
```

4.9 Kuhn-Munkres Algorithm

```
1  // Truly O(n^3), 最大权匹配
2  // 邻接矩阵, 不能连的边设为-INF, 求最小权匹配时边权取负, 但不能连的还是 -INF, 使用时先对 1 -> n 调用 hungary() , 再
3  struct KM
4  {
5      int w[maxn][maxn],lx[maxn],ly[maxn],match[maxn],way[maxn],slack[maxn];
6      bool used[maxn];
7
8      inline void init()
9      {
10         for (int i = 1;i <= N;++i)
11             match[i] = lx[i] = ly[i] = way[i] = 0;
12     }
13
14     inline void hungary(int x)
15     {
16         match[0] = x; int j0 = 0;
17         for (int j = 0;j <= N;++j)
18             slack[j] = inf,used[j] = false;
19         do
20         {
21             used[j0] = true;
22             int i0 = match[j0],delta = inf,j1 = 0;
23             for (int j = 1;j <= N;++j)
24                 if (!used[j])
25                 {
26                     int cur = -w[i0][j]-lx[i0]-ly[j];
27                     if (cur < slack[j])
28                         slack[j] = cur,way[j] = j0;
29                     if (slack[j] < delta)
```

```
                        delta = slack[j],j1 = j;
                }
            for (int j = 0;j <= N;++j)
            {
                if (used[j]) lx[match[j]] += delta,ly[j] -= delta;
                else slack[j] -= delta;
            }
            j0 = j1;
        }
        while (match[j0]);
        do
        {
            int j1 = way[j0];
            match[j0] = match[j1];
            j0 = j1;
        }
        while (j0);
    }

    inline void work() { for (int i = 1;i <= N;++i) hungary(i); }

    inline int get_ans()
    {
        int sum = 0;
        for (int i = 1;i <= N;++i)
        {
            // if (w[match[i]][i] == -inf) ; //无解
            if (match[i] > 0) sum += w[match[i]][i];
        }
        return sum;
    }
}km;
//最小权匹配
struct KM
{
    int w[maxn][maxn],lx[maxn],ly[maxn],match[maxn],way[maxn],slack[maxn]; bool used[maxn];

    inline void init()
    {
        for (int i = 1;i <= N;++i)
            match[i] = lx[i] = ly[i] = way[i] = 0;
    }

    inline void hungary(int x)
    {
        match[0] = x; int j0 = 0;
        for (int j = 0;j <= N;++j)
            slack[j] = -inf,used[j] = false;
        do
```

```
        {
            used[j0] = true;
            int i0 = match[j0],delta = -inf,j1 = 0;
            for (int j = 1;j <= N;++j)
                if (!used[j])
                {
                    int cur = -w[i0][j]-lx[i0]-ly[j];
                    if (cur > slack[j]) slack[j] = cur,way[j] = j0;
                    if (slack[j] > delta) delta = slack[j],j1 = j;
                }
            for (int j = 0;j <= N;++j)
            {
                if (used[j]) lx[match[j]] += delta,ly[j] -= delta;
                else slack[j] -= delta;
            }
            j0 = j1;
        }
        while (match[j0]);
        do
        {
            int j1 = way[j0];
            match[j0] = match[j1];
            j0 = j1;
        }
        while (j0);
    }

    inline void work() { for (int i = 1;i <= N;++i) hungary(i); }

    inline int get_ans()
    {
        int sum = 0;
        for (int i = 1;i <= N;++i)
        {
            // if (w[match[i]][i] == inf) ; // 无解
            if (match[i] > 0) sum += w[match[i]][i];
        }
        return sum;
    }
}km;
```

4.10 Maximal Matching in General Graphs

```
// 接口 int matching(), 返回最大匹配数,G 为邻接矩阵
inline void push(int x)
{
    team.push(x); check[x] = true;
    if (!treec[x]) tra[++cnt] = x,treec[x] = true;
}
```

```
7  inline int root(int x) { return f[x]?f[x] = root(f[x]):x; }
8
9  inline void clear()
10 {
11     for (int i = 1,j;i <= cnt;++i)
12     {
13         j = tra[i]; father[j] = 0,f[j] = 0;
14         check[j] = treec[j] = false;
15     }
16 }
17
18 inline int lca(int u,int v)
19 {
20     int len = 0;
21     for (;u;u = father[match[u]])
22         pathc[path[++len] = u = root(u)] = true;
23     for (;;v = father[match[v]])
24         if (pathc[v = root(v)]) break;
25     for (int i = 1;i <= len;++i)
26         pathc[path[i]] = false;
27     return v;
28 }
29
30 inline void reset(int u,int p)
31 {
32     for (int v;root(u) != p;)
33     {
34         if (!check[v = match[u]]) push(v);
35         if (!f[u]) f[u] = p; if (!f[v]) f[v] = p;
36         u = father[v]; if (root(u) != p) father[u] = v;
37     }
38 }
39
40 inline void flower(int u,int v)
41 {
42     int p = lca(u,v);
43     if (root(u) != p) father[u] = v;
44     if (root(v) != p) father[v] = u;
45     reset(u,p); reset(v,p);
46 }
47
48 inline bool find(int x)
49 {
50     while (!team.empty()) team.pop();
51     cnt = 0; push(x);
52     while (!team.empty())
53     {
54         int i = team.front(); team.pop();
55         for (int j = 1;j <= N;++j)
```

```
            if (G[i][j]&&root(i) != root(j)&&match[j] != i)
            {
                if (match[j]&&father[match[j]]) flower(i,j);
                else if (!father[j])
                {
                    father[tra[++cnt] = j] = i; treec[j] = true;
                    if (match[j]) push(match[j]);
                    else
                    {
                        for (int k = i,l = j,p;k;l = p,k = father[l])
                            p = match[k],match[k] = l,match[l] = k;
                        return true;
                    }
                }
            }
    }
    return false;
}

inline int matching()
{
    memset(father,0,sizeof father);  memset(f,0,sizeof f); memset(path,0,sizeof path);
    memset(tra,0,sizeof tra); memset(match,0,sizeof match); memset(check,false,sizeof check);
    memset(treec,false,sizeof treec); memset(pathc,false,sizeof pathc);
    int ret = cnt = 0;
    for (int i = 1;i <= N;++i)
    {
        if (match[i]) continue;
        if (find(i)) ++ret; clear();
    }
    return ret;
}
```

4.11 Maximal Weighted Matching in General Graphs

```
// 接口 int matching(), 返回最大匹配数,G 为邻接矩阵
inline void push(int x)
{
    team.push(x); check[x] = true;
    if (!treec[x]) tra[++cnt] = x,treec[x] = true;
}
inline int root(int x) { return f[x]?f[x] = root(f[x]):x; }

inline void clear()
{
    for (int i = 1,j;i <= cnt;++i)
    {
        j = tra[i]; father[j] = 0,f[j] = 0;
        check[j] = treec[j] = false;
```

```
15      }
16  }
17
18  inline int lca(int u,int v)
19  {
20      int len = 0;
21      for (;u;u = father[match[u]])
22          pathc[path[++len] = u = root(u)] = true;
23      for (;;v = father[match[v]])
24          if (pathc[v = root(v)]) break;
25      for (int i = 1;i <= len;++i)
26          pathc[path[i]] = false;
27      return v;
28  }
29
30  inline void reset(int u,int p)
31  {
32      for (int v;root(u) != p;)
33      {
34          if (!check[v = match[u]]) push(v);
35          if (!f[u]) f[u] = p; if (!f[v]) f[v] = p;
36          u = father[v]; if (root(u) != p) father[u] = v;
37      }
38  }
39
40  inline void flower(int u,int v)
41  {
42      int p = lca(u,v);
43      if (root(u) != p) father[u] = v;
44      if (root(v) != p) father[v] = u;
45      reset(u,p); reset(v,p);
46  }
47
48  inline bool find(int x)
49  {
50      while (!team.empty()) team.pop();
51      cnt = 0; push(x);
52      while (!team.empty())
53      {
54          int i = team.front(); team.pop();
55          for (int j = 1;j <= N;++j)
56              if (G[i][j]&&root(i) != root(j)&&match[j] != i)
57              {
58                  if (match[j]&&father[match[j]]) flower(i,j);
59                  else if (!father[j])
60                  {
61                      father[tra[++cnt] = j] = i; treec[j] = true;
62                      if (match[j]) push(match[j]);
63                      else
```

```
                    {
                        for (int k = i,l = j,p;k;l = p,k = father[l])
                            p = match[k],match[k] = l,match[l] = k;
                        return true;
                    }
                }
            }
    }
    return false;
}

inline int matching()
{
    memset(father,0,sizeof father);  memset(f,0,sizeof f); memset(path,0,sizeof path);
    memset(tra,0,sizeof tra); memset(match,0,sizeof match); memset(check,false,sizeof check);
    memset(treec,false,sizeof treec); memset(pathc,false,sizeof pathc);
    int ret = cnt = 0;
    for (int i = 1;i <= N;++i)
    {
        if (match[i]) continue;
        if (find(i)) ++ret; clear();
    }
    return ret;
}
```

4.12 Maximum Cardinality Search

```
// BZOJ 1006
#include<algorithm>
#include<queue>
#include<cstdio>
#include<cstdlib>
#include<set>
using namespace std;

#define maxn 10010
#define maxc 510
#define maxm 1000010
int tot,n,m,cnt,color[maxn][maxc],label[maxn],all;
int side[maxn],next[maxm*2],toit[maxm*2],per[maxn];
bool in[maxn];
struct node
{
    int key,ord;
    friend bool operator < (node a,node b) {return a.key > b.key; }
};
multiset <node> S;

inline void add(int a,int b)
```

```
23  {
24      next[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b;
25  }
26
27  inline void ins(int a,int b){add(a,b); add(b,a);}
28
29  inline void mcs()
30  {
31      int i,u;
32      for (i = 1;i <= n;++i) S.insert((node){0,i});
33      while (all < n)
34      {
35          u = (*S.begin()).ord; S.erase(S.begin()); if (in[u]) continue;
36          in[u] = true; per[++all] = u;
37          for (i = side[u];i;i = next[i])
38              if (!in[toit[i]])
39              {
40                  label[toit[i]]++;
41                  S.insert((node){label[toit[i]],toit[i]});
42              }
43      }
44  }
45
46  inline void paint()
47  {
48      int p,i,j,t;
49      for (p = 1;p <= n;++p)
50      {
51          i = per[p];
52          for (j = 1;j <= tot;++j)
53              if (!color[i][j]) {t = j; break; }
54          if (j == tot + 1) t = ++tot;
55          for (j = side[i];j;j = next[j])
56              color[toit[j]][t] = true;
57      }
58  }
59
60  int main()
61  {
62      freopen("1006.in","r",stdin);
63      freopen("1006.out","w",stdout);
64      scanf("%d %d",&n,&m);
65      for (int i = 1;i <= m;++i)
66      { int a,b; scanf("%d %d",&a,&b); ins(a,b); }
67      mcs();
68      paint();
69      printf("%d",tot);
70      fclose(stdin); fclose(stdout);
71      return 0;
```

```
72 }
```

4.13 Network Flow with Lower Bound

1. **无源汇有上下界可行流**

   设原来源点为 $Source$，汇点是 $Sink$。新建一个超级源 $SuperSource$ 和超级汇 $SuperSink$。对于原网络中的每一条边 $u \to v$，上界 U，下界 L，将它拆分为三条边：

   (1) $u \to SuperSink$，容量为 L。

   (2) $SuperSource \to v$，容量为 L。

   (3) $u \to v$，容量为 $U - L$。

   最后添加边 $Sink \to Source$，容量为 $+\infty$。在新建的网络上，计算从 $SuperSource$ 到 $SuperSink$ 的最大流。若每条从 $SuperSource$ 发出的边都满流，说明存在可行流，否则不。每条边实际流量为容量下界 + 附加流中它的流量。

2. **有源汇有上下界可行流**

   在“无源汇有上下界可行流”建图上，新增一条 $Sink \to Source$ 的边，容量为 $+\infty$ 即可。

3. **有源汇有上下界最大流**

   在“有源汇有上下界可行流”建图上，先判断是否存在可行流，若存在可行流，拆掉 $Sink \to Source$ 的边后，接着在图中 $Source \to Sink$ 最大流增广加上原可行流即为最大流答案。（若存在可行流，去掉下界后最大流即为原图有源汇有上下界最大流）

4. **有源汇有上下界最小流**

   在“有源汇有上下界可行流”建图上，先判断是否存在可行流，若存在可行流，拆掉 $Sink \to Source$ 的边后，用可行流减去在图中 $Sink \to Source$ 增广的最大流即为最小流答案。

在实现时，可以吧 $SuperSource$ 连向同一节点的多条边合成一条（容量合并。从同一节点指向 $SuperSink$ 的多条边也应合并。

对于费用流，只需要改变将网络流算法改成费用流算法。对于原网络中的每一条边 $u \to v$，上界 U，下界 L，费用 c，将它拆分为三条边：

(1) $u \to SuperSink$，容量为 L，费用 c。

(2) $SuperSource \to v$，容量为 L，费用 0。

(3) $u \to v$，容量为 $U - L$，费用 c。

4.14 Point Biconnected Component

```
1 // Source: HackerRank - bonnie-and-clyde
2 #include<algorithm>
3 #include<vector>
4 #include<stack>
5 #include<iostream>
6 #include<cstdio>
```

```cpp
#include<cstdlib>
using namespace std;

const int maxn = 400010;
int N,M,Q,cnt = 1,side[maxn],toit[maxn],nxt[maxn],f[maxn][25],father[maxn],low[maxn];
int tot,dep[maxn],dfn[maxn],nside[maxn],ntoit[maxn],nnxt[maxn]; bool cut[maxn];
stack <int> S; vector <int> bel[maxn],bcc[maxn]; bool vis[maxn];

inline int find(int a) { if (father[a] != a) father[a] = find(father[a]); return father[a]; }

inline void add(int a,int b) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b; }
inline void ins(int a,int b) { add(a,b); add(b,a); }
inline void nadd(int a,int b) { nnxt[++cnt] = nside[a]; nside[a] = cnt; ntoit[cnt] = b; }
inline void nins(int a,int b) { nadd(a,b); nadd(b,a); }

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

inline void tj(int now,int fa)
{
    dfn[now] = low[now] = ++cnt; int child = 0;
    for (int i = side[now];i;i = nxt[i])
    {
        if (toit[i] == fa) continue;
        if (!dfn[toit[i]])
        {
            S.push(i>>1); tj(toit[i],now); ++child;
            low[now] = min(low[now],low[toit[i]]);
            if (low[toit[i]] >= dfn[now])
            {
                cut[now] = true; ++tot;
                while (true)
                {
                    int t = S.top(); S.pop();
                    bel[toit[t<<1]].push_back(tot);    bel[toit[t<<1|1]].push_back(tot);
                    bcc[tot].push_back(toit[t<<1]); bcc[tot].push_back(toit[t<<1|1]);
                    if (t == (i>>1)) break;
                }
            }
        }
        else low[now] = min(low[now],dfn[toit[i]]);
    }
    if (!fa&&child == 1) cut[now] = false;
```

```
56  }
57
58  inline void build()
59  {
60      vector <int> cuts; cnt = 1;
61      for (int i = 1;i <= tot;++i)
62      {
63          sort(bcc[i].begin(),bcc[i].end());
64          bcc[i].erase(unique(bcc[i].begin(),bcc[i].end()),bcc[i].end());
65      }
66      for (int i = 1;i <= N;++i) if (cut[i]) cuts.push_back(i);
67      for (auto x:cuts)
68      {
69          sort(bel[x].begin(),bel[x].end());
70          bel[x].erase(unique(bel[x].begin(),bel[x].end()),bel[x].end());
71          ++tot; for (auto y:bel[x]) nins(tot,y);
72          bel[x].clear(); bel[x].push_back(tot); bcc[tot].push_back(x);
73      }
74  }
75
76  inline void dfs(int now)
77  {
78      vis[now] = true;
79      for (int i = 1;(1<<i) <= dep[now];++i) f[now][i] = f[f[now][i-1]][i-1];
80      for (int i = nside[now];i;i = nnxt[i])
81      {
82          if (vis[ntoit[i]]) continue; f[ntoit[i]][0] = now;
83          dep[ntoit[i]] = dep[now]+1; dfs(ntoit[i]);
84      }
85  }
86
87  inline int jump(int a,int b) { for (int i = 0;b;++i,b >>= 1) if (b&1) a = f[a][i]; return a; }
88  inline int lca(int a,int b)
89  {
90      if (dep[a] < dep[b]) swap(a,b);
91      a = jump(a,dep[a]-dep[b]); if (a == b) return a;
92      for (int i = 0;i >= 0;)
93      {
94          if (f[a][i] != f[b][i]) a = f[a][i],b = f[b][i],++i;
95          else --i;
96      }
97      return f[a][0];
98  }
99
100 inline bool check(int u,int v,int w)
101 {
102     if (find(u) != find(v)||find(v) != find(w)) return false;
103     if (u == w||v == w) return true; if (u == v) return false;
104     int uu = bel[u][0],vv = bel[v][0],ww = bel[w][0],su,sv;
```

```
    if (uu == ww||vv == ww) return true;
    if (lca(uu,ww) == ww) su = jump(uu,dep[uu]-dep[ww]-1); else su = f[ww][0];
    if (lca(vv,ww) == ww) sv = jump(vv,dep[vv]-dep[ww]-1); else sv = f[ww][0];
    if (su == sv)
    {
        if (!cut[w]) return false;
        else
        {
            if (su == uu||sv == vv) return true; int ssu,ssv;
            if (lca(su,uu) == su) ssu = jump(uu,dep[uu]-dep[su]-1); else ssu = f[su][0];
            if (lca(sv,vv) == sv) ssv = jump(vv,dep[vv]-dep[sv]-1); else ssv = f[sv][0];
            if (ssu == ssv) return false; else return true;
        }
    }
    else return true;
}

int main()
{
    freopen("J.in","r",stdin);
    freopen("J.out","w",stdout);
    N = gi(); M = gi(); Q = gi();
    for (int i = 1;i <= N;++i) father[i] = i;
    for (int i = 1,a,b;i <= M;++i)
    {
        ins(a = gi(),b = gi());
        a = find(a),b = find(b);
        if (a != b) father[a] = b;
    }
    cnt = 0; for (int i = 1;i <= N;++i) if (!dfn[i]) tj(i,0);
    build(); for (int i = 1;i <= N;++i) if (!vis[i]) dfs(i);
    while (Q--)
    {
        int u = gi(),v = gi(),w = gi();
        if (check(u,v,w)) puts("YES"); else puts("NO");
    }
    return 0;
}
```

4.15 Steiner Tree

```
/*
 *  Steiner Tree: 求，使得指定 K 个点连通的生成树的最小总权值
 *  st[i] 表示顶点 i 的标记值，如果 i 是指定集合内第 m(0<=m<K) 个点，则 st[i]=1<<m
 *  endSt=1<<K
 *  dptree[i][state] 表示以 i 为根，连通状态为 state 的生成树值
 */
inline void update(int &x,int y) { if (x == -1) x = y; else if (x > y) x = y; }
inline void spfa(int state)
```

```
{
    while (!team.empty())
    {
        int now = team.front(); team.pop();
        for (int i = side[now];i;i = nxt[i])
        {
            int v = toit[i];
            if (f[v][st[v]|state] == -1||f[v][st[v]|state] > f[now][state]+len[i])
            {
                f[v][st[v]|state] = f[now][state]+len[i];
                if ((st[v]|state) != state||vis[v][state]) continue;
                vis[v][state] = true; team.push(v);
            }
        }
        vis[now][state] = false;
    }
}
inline int work()
{
    endSt = 1<<(K<<1);
    memset(f,-1,sizeof(f)); memset(st,0,sizeof(st)); memset(dp,-1,sizeof(dp));
    memset(vis,false,sizeof(vis)); memset(side,0,sizeof(side));
    for (int i = 1;i <= K;++i) st[i] = 1<<(i-1);
    for (int i = 1;i <= K;++i) st[N-K+i] = 1<<(i+K-1);
    for (int i = 1;i <= N;++i) f[i][st[i]] = 0;
    for (int j = 1;j < endSt;++j)
    {
        for (int i = 1;i <= N;++i)
        {
            if (!st[i]||(st[i]&j))
                for (int sub = (j-1)&j;sub;sub = (sub-1)&j)
                {
                    int x = sub|st[i],y = (j-sub)|st[i];
                    if (f[i][x] != -1&&f[i][y] != -1)
                        update(f[i][j],f[i][x]+f[i][y]);
                }
            if (f[i][j] != -1) team.push(i),vis[i][j] = true;
        }
        spfa(j);
    }
}
```

4.16 Stoer Wagner Algorithm

```
int G[maxn][maxn],node[maxn],dis[maxn]; bool visit[maxn];

inline int solve(int n)
{
    if (n == 1) return inf;
```

```
    int answer = inf;
    for (int i = 0;i < n;++i) node[i] = i;
    while (n > 1)
    {
        int mx = 1;
        for (int i = 0;i < n;++i)
        {
            dis[node[i]] = G[node[0]][node[i]];
            if (dis[node[i]] > dis[node[mx]]) mx = i;
        }
        int prev = 0;
        memset(visit,false,sizeof visit);
        visit[node[0]] = true;
        for (int i = 1;i < n;++i)
        {
            if (i == n-1)
            {
                answer = min(answer,dis[node[mx]]);
                for (int k = 0;k < n;++k)
                    G[node[k]][node[prev]] = (G[node[prev]][node[k]] += G[node[k]][node[mx]]);
                node[mx] = node[--n];
            }
            visit[node[mx]] = true; prev = mx; mx = -1;
            for (int j = 1;j < n;++j)
                if (!visit[node[j]])
                {
                    dis[node[j]] += G[node[prev]][node[j]];
                    if (mx == -1||dis[node[mx]] < dis[node[j]]) mx = j;
                }
        }
    }
    return answer;
}
```

4.17 Strongly Connected Component

```
int dfn[maxn],low[maxn],timestamp;
stack <int> stk; vector <int> scc[maxn];
void tarjan(int now)
{
    dfn[now] = low[now] = ++timestamp;
    stk.push(now);
    for (int i = side[now];i;i = nxt[i])
    {
        if (!dfn[toit[i]])
            tarjan(toit[i]),low[now] = min(low[now],low[toit[i]]);
        else if (!bel[toit[i]]) low[now] = min(low[now],dfn[toit[i]]);
    }
    if (dfn[now] == low[now])
```

```
    {
        ++tot;
        while (stk.top() != now)
        {
            scc[tot].push_back(stk.top());
            bel[stk.top()] = tot; stk.pop();
        }
        scc[tot].push_back(stk.top());
        bel[stk.top()] = tot; stk.pop();
    }
}
```

4.18 Virtual Tree

```
int N,cnt,timestamp,dfn[maxn],f[maxn][25],side[maxn],H[maxn];
int dep[maxn],toit[maxn],nxt[maxn],last[maxn],cost[maxn],stk[maxn];
ll best[maxn],g[maxn];

inline void add(int a,int b,int c) { nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b;
↪  cost[cnt] = c; }
inline void ins(int a,int b,int c) { add(a,b,c); add(b,a,c); }

inline void nadd(int a,int b,int idc)
{
    if (a == b) return;
    if (last[a] != idc) side[a] = 0,last[a] = idc;
    if (last[b] != idc) side[b] = 0,last[b] = idc;
    nxt[++cnt] = side[a]; side[a] = cnt; toit[cnt] = b;
}

inline bool cmp(int a,int b) { return dfn[a] < dfn[b]; }

inline void dfs(int now)
{
    dfn[now] = ++timestamp;
    for (int i = 1;(1<<i) <= dep[now];++i)
        f[now][i] = f[f[now][i-1]][i-1];
    for (int i = side[now];i;i = nxt[i])
        if (toit[i] != f[now][0])
        {
            best[toit[i]] = min(best[now],(ll)cost[i]);
            dep[toit[i]] = dep[now]+1;
            f[toit[i]][0] = now; dfs(toit[i]);
        }
}

inline int jump(int a,int step) { for (int i = 0;step;step >>= 1,++i) if (step&1) a = f[a][i];
↪  return a; }
inline int lca(int a,int b)
```

```
{
    if (dep[a] < dep[b]) swap(a,b);
    a = jump(a,dep[a]-dep[b]);
    if (a == b) return a;
    for (int i = 0;i >= 0;)
    {
        if (f[a][i] != f[b][i])
            a = f[a][i],b = f[b][i],++i;
        else --i;
    }
    return f[a][0];
}

inline void work(int idc)
{
    cnt = 0; int K = gi(),tot,top;
    for (int i = 1;i <= K;++i) H[i] = gi();
    sort(H+1,H+K+1,cmp); H[tot = 1] = H[1];
    for (int i = 2;i <= K;++i) if (lca(H[tot],H[i]) != H[tot]) H[++tot] = H[i];
    stk[top = 1] = 1;
    for (int i = 1;i <= tot;++i)
    {
        int ans = lca(H[i],stk[top]);
        while (true)
        {
            if (dep[ans] >= dep[stk[top-1]]) { nadd(ans,stk[top--],idc); break; }
            nadd(stk[top-1],stk[top],idc); --top;
        }
        if (stk[top] != ans) stk[++top] = ans;
        if (stk[top] != H[i]) stk[++top] = H[i];
    }
    while (--top) nadd(stk[top],stk[top+1],idc);
    // dp(1); printf("%lld\n",g[1]);
}
```

4.19 Zhu-Liu Algorithm

```
struct Directed_MT
{
    struct Edge
    {
        int u,v,w;
        inline Edge() = default;
        inline Edge(int _u,int _v,int _w):u(_u),v(_v),w(_w) {}
    };
    int n,m,vis[maxn],pre[maxn],id[maxn],in[maxn]; Edge edges[maxm];

    inline void init(int _n) { n = _n; m = 0; }
    inline void AddEdge(int u,int v,int w) { edges[m++] = Edge(u,v,w); }
```

```
13      inline int work(int root)
14      {
15          int ret = 0;
16          while (true)
17          {
18              // 初始化
19              for (int i = 0;i < n;++i) in[i] = inf+1;
20              for (int i = 0;i < m;++i)
21              {
22                  int u = edges[i].u,v = edges[i].v;
23                  // 找寻最小入边，删除自环
24                  if (edges[i].w < in[v]&&u != v)
25                      in[v] = edges[i].w,pre[v] = u;
26              }
27              // 如果没有最小入边，表示该点不连通，则最小树形图形成失败
28              for (int i = 0;i < n;++i)
29              {
30                  if (i == root) continue;
31                  if (in[i] == inf+1) return inf;
32              }
33              int cnt = 0; // 记录缩点
34              memset(id,-1,sizeof id); memset(vis,-1,sizeof vis);
35              in[root] = 0;
36              for (int i = 0;i < n;++i)
37              {
38                  ret += in[i]; int v = i;
39                  // 找寻自环
40                  while (vis[v] != i&&id[v] == -1&&v != root)
41                      vis[v] = i,v = pre[v];
42                  if (v != root&&id[v] == -1)
43                  {
44                      // 这里不能从 i 开始找，因为 i 有可能不在自环内
45                      for (int u = pre[v];u != v;u = pre[u]) id[u] = cnt;
46                      id[v] = cnt++;
47                  }
48              }
49              // 如果没有自环了，表示最小树形图成功了
50              if (!cnt) break;
51              // 找到那些不是自环的，重新给那些点进行标记
52              for (int i = 0;i < n;++i)
53                  if (id[i] == -1) id[i] = cnt++;
54              for (int i = 0;i < m;++i)
55              {
56                  int u = edges[i].u,v = edges[i].v;
57                  edges[i].v = id[v]; edges[i].u = id[u];
58                  if (id[u] != id[v]) edges[i].w -= in[v];
59              }
60              // 缩点完后，点的数量就变了
61              n = cnt; root = id[root];
```

```
        }
        return ret;
    }
}MT;
```

4.20 ZKW Cost Flow

```
// To be written
bool spfa()
{
    memset(mark,0,sizeof(mark));
    memset(d,0x7,sizeof(d));
    d[T] = 0; mark[T] = 1;
    queue <int> team;
    team.push(T);
    while (!team.empty())
    {
        int now = team.front();
        team.pop();
        for (int i = head[now];i;i = e[i].next)
            if (e[i^1].v&&d[e[i].to] > d[now]-e[i].c)
            {
                d[e[i].to] = d[now]-e[i].c;
                if (!mark[e[i].to])
                {
                    mark[e[i].to] = true;
                    team.push(e[i].to);
                }
            }
        mark[now] = false;
    }
    if (d[0] > 10000000) return false;
    return true;
}

int dfs(int x,int f)
{
    if (x == T)
    {
        mark[T] = 1;
        return f;
    }
    int used = 0,w;
    mark[x] = true;
    for (int i = head[x];i;i = e[i].next)
        if (!mark[e[i].to]&&e[i].v&&d[x]-e[i].c==d[e[i].to])
        {
            w = f - used;
            w = dfs(e[i].to,small(e[i].v,w));
```

```
43              ans += w*e[i].c;
44              e[i].v -= w;
45              e[i^1].v += w;
46              used += w;
47              if (used == f) return f;
48          }
49      return used;
50  }
51
52  void zkw()
53  {
54      while (spfa())
55      {
56          mark[T] = 1;
57          while (mark[T])
58          {
59              memset(mark,0,sizeof(mark));
60              dfs(0,inf);
61          }
62      }
63  }
```

Chapter 5

Number Theory

5.1 Baby Step Giant Step

```
// To Be Verified
// 求出最小的 t 使得 X^t = Y mod mod
inline int bsgs(int X,int Y,int mod)
{
    int m = ceil(sqrt(mod+0.5)),mul = 1,res = 1;
    if (Y == 1) return 0;
    hash.clear(); hash[Y] = 0;
    for (int i = 1;i <= m;++i)
    {
        mul = ((ll)mul*(ll)X)%mod;
        if (mul == Y) return i;
        hash[(ll)Y*(ll)mul%mod] = i;
    }
    res = mul;
    for (int i = 2;(i-1)*m <= mod;++i)
    {
        res = (ll)res*(ll)mul%mod;
        if (hash.find(res) != hash.end()) return i*m-hash[res];
    }
    return -1;
}
```

5.2 Chinese Remainder Theorem

```
//快速乘
inline ll qsc(ll a,ll b,ll mod)
{
    ll ret = 0; a %= mod,b %= mod;
    for (;b;b >>= 1)
    {
        if (b&1)
        {
```

```
            ret += a;
            if (ret >= mod) ret -= mod;
        }
        a += a; if (a >= mod) a -= mod;
    }
    return ret;
}

inline ll msm(ll a,ll b,ll mod)
{
    ll ret = 1;
    for (;b;b >>= 1,a = qsc(a,a,mod)) if (b&1) ret = qsc(ret,a,mod);
    return ret;
}

inline ll crt()
{
    ll lcm = 1,ret = 0;
    for (int i = 1;i <= K;++i) lcm *= (ll)P[i];
    for (int i = 1;i <= K;++i)
    {
        ll tm = lcm/P[i];
        ll inv = msm(tm,P[i]-2,P[i]);
        ret = (ret+qsj(qsj(tm,inv,lcm),res[i],lcm))%lcm;
    }
    return ret;
}
```

5.3 Extended Euclidean Algorithm

```
//By yxj
inline ll exgcd(ll a,ll b,ll c) //ax mod b = c
{
    if (a == 0) return -1;
    else if (c % a == 0) return c/a;
    ll t = exgcd(b % a,a,((-c % a)+a)%a);
    if (t == -1) return -1;
    return (t*b+c)/a;
}

//Input:a,b,&x,&y,ax+by = gcd(a,b)
//Output:gcd(a,b)
inline int exgcd(int a,int b,int &x,int &y)
{
    if (!b) { x = 1,y = 0; return a; }
    else
    {
        int r = exgcd(b,a%b,y,x);
        y -= x*(a/b); return r;
```

```
    }
}
```

5.4 Linearly Sieve

```
//欧拉函数
inline void ready()
{
    phi[1] = 1;
    for (int i = 2;i < maxn;++i)
    {
        if (!exist[i]) phi[i] = i-1,prime[++tot] = i;
        for (int j = 1;j <= tot;++j)
        {
            if (i*prime[j] >= maxn) break;
            exist[i*prime[j]] = true;
            if (i % prime[j] == 0)
                { phi[i*prime[j]] = phi[i]*prime[j]; break; }
            else phi[i*prime[j]] = phi[i]*phi[prime[j]];
        }
    }
}
//莫比乌斯函数
inline void ready()
{
    mu[1] = 1;
    for (int i = 2;i <= 50000;++i)
    {
        if (!exist[i]) { prime[++tot] = i; mu[i] = -1; }
        for (int j = 1;j <= tot&&prime[j]*i <= 50000;++j)
        {
            exist[i*prime[j]] = true;
            if (i % prime[j] == 0) { mu[i*prime[j]] = 0; break; }
            mu[i*prime[j]] = -mu[i];
        }
    }
}
```

5.5 N-Power Residue

```
//Input:p,N,a p is a prime
//Output:the solutions to equation x^N=a(mod p) in [0,p-1]
inline vector <int> residue(int p,int N,int a)
{
    int g = PrimitiveRoot(p); ll m = bsgs(g,a,p);
    vector <int> ret;
    if (!a) { ret.push_back(0); return ret; }
    if (m == -1) return ret;
    ll A = N,B = p-1,C = m,x,y,d = exgcd(A,B,x,y);
```

```
    if (C % d) return ret;
    x *= (C / d)%B;
    ll delta = B / d;
    for (int i = 0;i < d;++i)
    {
        x += delta; if (x >= B) x -= B;
        ret.push_back((int)qsm(g,x,p));
    }
    sort(ret.begin(),ret.end());
    ret.erase(unique(ret.begin(),ret.end()),ret.end());
    return ret;
}
```

5.6 Number Theoretic Transformation

```
// The First Version
struct node
{
    int a[maxn*2],len;
    inline void NTT(int loglen,int len,int on)
    {
        for (int i = 0,j,t,p;i < len;++i)
        {
            for (j = 0,t = i,p = 0;j < loglen;++j,t >>= 1)
                p <<= 1,p |= t&1;
            if (p > i) swap(a[p],a[i]);
        }
        for (int s = 1,k = 2;s <= loglen;++s,k <<= 1)
        {
            int wn; if (on) wn = e[s]; else wn = ine[s];
            for (int i = 0;i < len;i += k)
            {
                int w = 1;
                for (int j = 0;j < (k >> 1);++j,w = (ll)wn*w%rhl)
                {
                    int u = a[i+j],v = (ll)w*a[i+j+(k>>1)]%rhl;
                    a[i+j] = u+v; if (a[i+j] >= rhl) a[i+j] -= rhl;
                    a[i+j+(k>>1)] = u-v;
                    if (a[i+j+(k>>1)] < 0) a[i+j+(k>>1)] += rhl;
                }
            }
        }
        if (!on)
        {
            int inv = qsm(len,rhl-2,rhl);
            for (int i = 0;i < len;++i) a[i] = (ll)a[i]*inv%rhl;
        }
    }
    friend inline bool operator *(node x,node y)
```

```
35      {
36          int loglen = 0,len;
37          for (;(1<<loglen)<x.len+y.len;++loglen); len = 1<<loglen;
38          x.NTT(loglen,len,1); y.NTT(loglen,len,1);
39          for (int i = 0;i < (1<<loglen);++i) x.a[i] = (ll)x.a[i]*y.a[i]%rhl;
40          x.NTT(loglen,len,0);
41      }
42  };
43
44  int main()
45  {
46      for (int i = 1;i < 20;++i)
47          e[i] = qsm(gg,(rhl-1)>>i,rhl),ine[i] = qsm(e[i],rhl-2,rhl);
48  }
49
50  // The Second Version
51  typedef long long ll;
52  ll e[20],ine[20];
53
54  inline ll qsm(ll a,int b,int c)
55  {
56      ll ret = 1;
57      for (;b;b >>= 1,(a *= a) %= c) if (b&1) (ret *= a) %= c;
58      return ret;
59  }
60
61  inline void NTT(ll *a,int loglen,int len,int on)
62  {
63      for (int i = 0,j,t,p;i < len;++i)
64      {
65          for (j = 0,t = i,p = 0;j < loglen;++j,t >>= 1)
66              p <<= 1,p |= t&1;
67          if (p > i) swap(a[p],a[i]);
68      }
69      for (int s = 1,k = 2;s <= loglen;++s,k <<= 1)
70      {
71          int wn; if (on) wn = e[s]; else wn = ine[s];
72          for (int i = 0;i < len;i += k)
73          {
74              int w = 1;
75              for (int j = 0;j < (k >> 1);++j,w = (ll)wn*w%lhh)
76              {
77                  int u = a[i+j],v = (ll)w*a[i+j+(k>>1)]%lhh;
78                  a[i+j] = u+v; if (a[i+j] >= lhh) a[i+j] -= lhh;
79                  a[i+j+(k>>1)] = u-v;
80                  if (a[i+j+(k>>1)] < 0) a[i+j+(k>>1)] += lhh;
81              }
82          }
83      }
```

```
84      if (!on)
85      {
86          int inv = qsm(len,lhh-2,lhh);
87          for (int i = 0;i < len;++i) a[i] = a[i]*inv%lhh;
88      }
89  }
90
91  struct Polynomial
92  {
93      int len; ll array[maxn<<2];
94      inline Polynomial(int _len = 0):len(_len) {}
95      inline Polynomial(ll a[],int n):len(n) { for (int i = 0;i < n;++i) array[i] = a[i]; }
96      inline ll operator [](int n) const { return array[n]; }
97      inline ll &operator [](int n) { return array[n]; }
98      inline void set(int n) { len = n; }
99      inline void set(int n,ll a[]) { len = n; for (int i = 0;i < n;++i) array[i] = a[i]; }
100     inline void extend(int key)
101     {
102         for (int i = len;i < (1<<key);++i)
103             array[i] = 0;
104     }
105     inline void cut(int key) { len = key; }
106     inline void transform(int loglen,int on) { NTT(array,loglen,1<<loglen,on); }
107 }; //变量只能定义在全局，不然会 re
108
109 inline Polynomial multiply(Polynomial &pa,Polynomial &ret) // self-multiply
110 {
111     int loglen = 0;
112     while ((1<<loglen) < (pa.len<<1)-1) ++loglen;
113     pa.extend(1<<loglen); pa.transform(loglen,1);
114     for (int i = 0;i < (1<<loglen);++i) ret[i] = pa[i]*pa[i]%lhh;
115     ret.transform(loglen,0); ret.cut((pa.len<<1)-1);
116     return ret;
117 }
118 inline Polynomial multiply(Polynomial &pa,Polynomial &pb,Polynomial &ret)
119 {
120     int loglen = 0;
121     while ((1<<loglen) < (pa.len+pb.len-1)) ++loglen;
122     pa.extend(1<<loglen); pa.transform(loglen,1);
123     pb.extend(1<<loglen); pb.transform(loglen,1);
124     for (int i = 0;i < (1<<loglen);++i) ret[i] = pa[i]*pb[i]%lhh;
125     ret.transform(loglen,0); ret.cut(pa.len+pb.len-1);
126     return ret;
127 }
128
129 int main()
130 {
131     for (int i = 1;i < 20;++i)
132         e[i] = qsm(g,(lhh-1)>>i,lhh),ine[i] = qsm(e[i],lhh-2,lhh);
```

```
}
```

5.7 Pollard Rho Algorithm

```
const int prime[] = {0,2,3,5,7,11,13,17,19,23,29,31};

inline ll mul(ll a,ll b,ll p) { return (a*b-((ll)((ld)a/p*b+1e-3)*p)+p)%p; }

inline bool check(ll m)
{
    if (m <= 2) return m == 2;
    ll tmp = m-1; int t = 0;
    while (!(tmp&1)) ++t,tmp >>= 1;
    for (int i = 1;i <= 10;++i)
    {
        int a = prime[i];
        if (a == m) return true;
        ll w = qsm(a,tmp,m);
        for (int it = 1;it <= t;++it)
        {
            ll pf = mul(w,w,m);
            if (pf == 1&&(w != 1&&w != m-1)) return false;
            w = pf;
        }
        if (w != 1) return false;
    }
    return true;
}
inline void rho(ll m)
{
    if (check(m)) { fac[++nn] = m; return; }
    while (true)
    {
        ll X = (ll)rand()*rand()%(m-1)+1,Y = X;
        ll c = (ll)rand()*rand()%(m-1)+1; int i,j;
        for (i = j = 2;;++i)
        {
            X = (mul(X,X,m)+c) % m;
            ll d = __gcd(abs(X-Y),m);
            if (1 < d&&d < m) { rho(d),rho(m/d); return; }
            if (X == Y) break; if (i == j) Y = X,j <<= 1;
        }
    }
}
inline void factor(ll m) { nn = 0; if (m > 1) rho(m); sort(fac+1,fac+nn+1); }


//__int128 Version
typedef __int128 int128;
```

```
46  inline int128 mul(int128 a,int128 b,int128 mod)
47  {
48      int128 ret = 0; a %= mod,b %= mod;
49      for (;b;b >>= 1)
50      {
51          if (b&1)
52          {
53              ret += a;
54              if (ret >= mod) ret -= mod;
55          }
56          a += a; if (a >= mod) a -= mod;
57      }
58      return ret;
59  }
60
61  inline int128 qsm(int128 a,int128 b,int128 mod)
62  {
63      int128 ret = 1;
64      for (;b;b >>= 1,a = mul(a,a,mod)) if (b&1) ret = mul(ret,a,mod);
65      return ret;
66  }
67
68  inline void ready()
69  {
70      for (int i = 2;i <= 100;++i)
71      {
72          if (prime[i]) continue; prime[++tot] = i;
73          for (int j = i*i;j <= 100;j += i) prime[j] = 1;
74      }
75  }
76
77  inline int128 gi()
78  {
79      int128 ret = 0; char ch;
80      do ch = getchar(); while (!(ch >= '0'&&ch <= '9'));
81      do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
82      return ret;
83  }
84
85  inline int128 gcd(int128 a,int128 b) { if (b == 0) return a; return gcd(b,a%b); }
86
87  inline int128 Abs(int128 a) { if (a < 0) return -a; return a; }
88
89  inline bool check(int128 m)
90  {
91      if (m <= 2) return m == 2;
92      int128 tmp = m-1; int t = 0;
93      while (!(tmp&1)) ++t,tmp >>= 1;
94      for (int i = 1;i <= tot;++i)
```

```
    {
        int a = prime[i];
        if (a == m) return true;
        int128 w = qsm(a,tmp,m);
        for (int it = 1;it <= t;++it)
        {
            int128 pf = mul(w,w,m);
            if (pf == 1&&(w != 1&&w != m-1)) return false;
            w = pf;
        }
        if (w != 1) return false;
    }
    return true;
}
inline void rho(int128 m)
{
    if (check(m)) { fac[++nn] = m; return; }
    while (true)
    {
        int128 X = (int128)rand()*(int128)rand()%(m-1)+1,Y = X;
        int128 c = (int128)rand()*(int128)rand()%(m-1)+1; int i,j;
        for (i = j = 2;;++i)
        {
            X = (mul(X,X,m)+c)%m;
            int128 d = gcd(Abs(X-Y),m);
            if (1 < d&&d < m) { rho(d),rho(m/d); return; }
            if (X == Y) break; if (i == j) Y = X,j <<= 1;
        }
    }
}

inline void factor(int128 m) { nn = 0; if (m > 1) rho(m); sort(fac+1,fac+nn+1); }
```

5.8 Primitive Root

```
//Input:A prime p
//Output:p's primitive root
vector <ll> a;

inline g_test(ll g,ll p)
{
    for (ll i = a.size()-1;i >= 0;--i)
        if (qsm(g,(p-1)/a[i],p) == 1) return 0;
    return 1;
}

inline ll PrimitiveRoot(ll p)
{
    ll tmp = p - 1;
```

```
    for (ll i = 2;i <= tmp/i;++i)
    {
        if (!(tmp % i))
        {
            a.push_back(i);
            while (!(tmp%i)) tmp /= i;
        }
        if (tmp != 1) a.push_back(tmp);
    }
    for (ll g = 1;;++g) if (g_test(g,p)) return g;
}
```

5.9 Quadratic Residue

```
//判断是否存在 x, 使得 x^2=a mod n, 存在返回最小 x, 否则返回-1
inline int modsqr(int a,int n)
{
    int b,k,i,x;
    if (n == 2) return a & 1;
    if (qsm(a,(n-1)>>1,n) == 1)
    {
        if (n % 4 == 3) x = qsm(a,(n+1)>>2,n);
        else
        {
            for (b = 1;qsm(b,(n-1)>>1,n) == 1;++b);
            i = (n-1)>>1; k = 0;
            do
            {
                i >>= 1,k >>= 1;
                if (!((qsm(a,i,n)*(ll)qsm(b,k,n)+1)%n)) k += ((n-1)>>1);
            }
            while (!(i&1));
            x = (qsm(a,(i+1)>>1,n)*(ll)qsm(b,k>>1,n)) % n;
        }
        if ((x << 1) > n) x = n-x;
        return x;
    }
    return -1;
}
```

5.10 Single Variable Modulus Linear Equation

```
//Input:a,b,n
//Output:All the solutions in [0,n) to the equation ax=b(mod n)
inline vector <ll> LineModEquation(ll a,ll b,ll n)
{
    ll x,y,d = exgcd(a,n,x,y); vector <ll> ans;
    if (!(b % d))
    {
```

```
8           x %= n; x += n; x % n;
9           ans.push_back(x*(b/d)%n);
10          for (ll i= 1;i < d;++i) ans.push_back((ans[0]+i*n/d)%n);
11          //若找最小的，直接就是 (ans[0]%(n/d))
12      }
13      return ans;
14  }
```

Chapter 6

Numerical Algorithms

6.1 Counting Integral Points under Straight Line

```
// \sum_{i = 0}^{n-1} (a+bi)/m
inline ll count(ll n,ll a,ll b,ll m)
{
    if (!b) return n*(a/m);
    else if (a >= m) return n*(a/m)+count(n,a%m,b,m);
    else if (b >= m) return (n-1)*n/2*(b/m)+count(n,a,b%m,m);
    else return count((a+b*n)/m,(a+b*n)%m,m,b);
}
```

6.2 Evaluation of Expression

```
#include<bitset>
#include<stack>
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

const int maxn = 200010;
int T,N,M,pri[256],match[maxn]; bitset <maxn> A,B; char s[maxn];

inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

inline bitset <maxn> calc(int l,int r)
{
```

```
    if (l > r) return bitset <maxn>();
    while (match[l] == r) ++l,r--;
    if (l == r) { if (s[l] == 'A') return A; else return B; }
    int cur = 0; pair <int,int> mn(1<<30,0);
    for (int i = l;i <= r;++i)
    {
        if (s[i] == '(') cur += 10;
        else if (s[i] == ')') cur -= 10;
        else if (pri[s[i]])
            if (make_pair(cur+pri[s[i]],i) < mn)
                mn = make_pair(cur+pri[s[i]],i);
    }
    int pos = mn.second; auto L = calc(l,pos-1),R = calc(pos+1,r);
    if (s[pos] == '+') return L|R;
    else if (s[pos] == '*') return L&R;
    else return ~R;
}

int main()
{
    freopen("H.in","r",stdin);
    freopen("H.out","w",stdout);
    pri['+'] = 1; pri['*'] = 2; pri['-'] = 3;
    while (++T)
    {
        N = gi(),M = gi(); if (!N) break;
        A.reset(); B.reset(); printf("Case %d: ",T);
        for (int K = gi();K--;) A[gi()] = 1;
        for (int K = gi();K--;) B[gi()] = 1;
        scanf("%s",s+1); stack <int> S;
        for (int i = 1;i <= M;++i) match[i] = -1;
        for (int i = 1;i <= M;++i)
        {
            if (s[i] == '(') S.push(i);
            else if (s[i] == ')')
            {
                int t = S.top(); S.pop();
                match[match[t] = i] = t;
            }
        }
        int tot = 0; auto ans = calc(1,M);
        for (int i = 1;i <= N;++i) tot += ans[i]; printf("%d",tot);
        for (int i = 1;i <= N;++i) if (ans[i]) printf(" %d",i); putchar('\n');
    }
    return 0;
}
```

6.3 Fast Fourier Transformation

```
// The First Version
struct Vir
{
    double re,im;
    inline Vir(double _re = 0,double _im = 0):re(_re),im(_im) {}
    friend inline Vir operator*(const Vir &a,const Vir &b) { return
    ↪  Vir(a.re*b.re-a.im*b.im,a.re*b.im+a.im*b.re); }
    friend inline Vir operator+(const Vir &a,const Vir &b) { return Vir(a.re+b.re,a.im+b.im); }
    friend inline Vir operator-(const Vir &a,const Vir &b) { return Vir(a.re-b.re,a.im-b.im); }
    friend inline Vir operator/(const Vir &a,double r) { return Vir(a.re/r,a.im/r); }
}pa[maxn],pb[maxn];

inline void fft(Vir *a,int loglen,int len,int on)
{
    for (register int i = 0,j,t,p;i < len;++i)
    {
        for (p = j = 0,t = i;j < loglen;++j,t >>= 1)
            p <<= 1,p |= (t&1);
        if (p > i) swap(a[p],a[i]);
    }
    for (register int m = 2,s = 1;s <= loglen;++s,m <<= 1)
    {
        register Vir w(cos(2*pi*on/m),sin(2*pi*on/m));
        for (int i = 0;i < len;i += m)
        {
            register Vir wn(1,0);
            for (register int j = 0;j < (m>>1);++j,wn = wn*w)
            {
                register Vir u = a[i+j],v = wn*a[i+j+(m>>1)];
                a[i+j] = u+v; a[i+j+(m>>1)] = u-v;
            }
        }
    }
    if (on == -1) for (int i = 0;i < len;++i) a[i] = a[i]/len;
}

inline void work()
{
    int loglen = 0,len;
    while ((1<<loglen) < l) ++loglen; len = 1 << loglen;
    fft(pa,loglen,len,1); fft(pb,loglen,len,1);
    for (int i = 0;i < len;++i) pa[i] = pa[i]*pb[i];
    fft(pa,loglen,len,-1);
}

//The Second Version
const double pi = acos(-1.0);
struct Complex
```

```
48  {
49      double re,im;
50      inline Complex() = default;
51      inline Complex(double _re,double _im):re(_re),im(_im) {}
52      friend inline Complex operator*(const Complex &a,const Complex &b) { return
    ↪   Complex(a.re*b.re-a.im*b.im,a.re*b.im+a.im*b.re); }
53      friend inline Complex operator+(const Complex &a,const Complex &b) { return
    ↪   Complex(a.re+b.re,a.im+b.im); }
54      friend inline Complex operator-(const Complex &a,const Complex &b) { return
    ↪   Complex(a.re-b.re,a.im-b.im); }
55      friend inline Complex operator/(const Complex &a,double r) { return Complex(a.re/r,a.im/r);
    ↪   }
56  };
57
58  inline void FFT(Complex *a,int loglen,int len,int on)
59  {
60      for (register int i = 0,j,t,p;i < len;++i)
61      {
62          for (p = j = 0,t = i;j < loglen;++j,t >>= 1)
63              p <<= 1,p |= (t&1);
64          if (p > i) swap(a[p],a[i]);
65      }
66      for (register int m = 2,s = 1;s <= loglen;++s,m <<= 1)
67      {
68          register Complex w(cos(2*pi*on/m),sin(2*pi*on/m));
69          for (int i = 0;i < len;i += m)
70          {
71              register Complex wn(1,0);
72              for (register int j = 0;j < (m>>1);++j,wn = wn*w)
73              {
74                  register Complex u = a[i+j],v = wn*a[i+j+(m>>1)];
75                  a[i+j] = u+v; a[i+j+(m>>1)] = u-v;
76              }
77          }
78      }
79      if (on == -1) for (int i = 0;i < len;++i) a[i] = a[i]/len;
80  }
81
82  struct Polynomial
83  {
84      int len; Complex array[maxn<<2];
85      inline Polynomial(int _len = 0):len(_len) {}
86      inline Polynomial(Complex a[],int n):len(n) { for (int i = 0;i < n;++i) array[i] = a[i]; }
87      inline Complex operator [](int n) const { return array[n]; }
88      inline Complex &operator [](int n) { return array[n]; }
89      inline void set(int n) { len = n; }
90      inline void set(int n,Complex a[]) { len = n; for (int i = 0;i < n;++i) array[i] = a[i]; }
91      inline void extend(int key)
92      {
```

```
        for (int i = len;i < (1<<key);++i)
            array[i] = Complex(0,0);
    }
    inline void cut(int key) { len = key; }
    inline void transform(int loglen,int on) { FFT(array,loglen,1<<loglen,on); }
}; //变量只能定义在全局，不然会 re

inline Polynomial multiply(Polynomial &pa,Polynomial &ret) // self-multiply
{
    int loglen = 0;
    while ((1<<loglen) < (pa.len<<1)-1) ++loglen;
    pa.extend(1<<loglen); pa.transform(loglen,1);
    for (int i = 0;i < (1<<loglen);++i) ret[i] = pa[i]*pa[i];
    ret.transform(loglen,-1); ret.cut((pa.len<<1)-1);
    return ret;
}
inline Polynomial multiply(Polynomial &pa,Polynomial &pb,Polynomial &ret)
{
    int loglen = 0;
    while ((1<<loglen) < (pa.len+pb.len-1)) ++loglen;
    pa.extend(1<<loglen); pa.transform(loglen,1);
    pb.extend(1<<loglen); pb.transform(loglen,1);
    for (int i = 0;i < (1<<loglen);++i) ret[i] = pa[i]*pb[i];
    ret.transform(loglen,-1); ret.cut(pa.len+pb.len-1);
    return ret;
}
```

6.4 Fast Input and Output

```
// Input and Output of Int
// Be careful of Max_Int and Min_Int
inline int gi()
{
    char ch; int ret = 0,f = 1;
    do ch = getchar(); while (!(ch >= '0'&&ch <= '9')&&ch != '-');
    if (ch == '-') f = -1,ch = getchar();
    do ret = ret*10+ch-'0',ch = getchar(); while (ch >= '0'&&ch <= '9');
    return ret*f;
}

inline void pi(int a)
{
    if (!a) putchar('0');
    if (a < 0) a = -a,putchar('-');
    int num[10],n = 0;
    while (a) num[n++] = a%10,a /= 10;
    for (int i = n-1;i >= 0;--i) putchar('0'+num[i]);
}
```

6.5 Fraction Class

```
typedef long long ll;
struct Fraction
{
    ll num,den;
    inline Fraction(ll a = 0,ll b = 1)
    {
        if (den < 0) a = -a,b = -b;
        assert(b != 0); ll g = gcd(abs(a),b);
        num = a/g; den = b/g;
    }
    friend inline Fraction operator +(const Fraction &a,const Fraction &b) const { return Fraction(a.num*b.den+b.num*a.den,a.den*b.den); }
    friend inline Fraction operator -(const Fraction &a,const Fraction &b) const { return Fraction(a.num*b.den-b.num*a.den,a*den*b.den); }
    friend inline Fraction operator *(const Fraction &a,const Fraction &b) const { return Fraction(a.num*b.num,a*den*b.den); }
    friend inline Fraction operator /(const Fraction &a,const Fraction &b) const { return Fraction(a.num*b.den,a*den*b.num); }
    friend inline bool operator <(const Fraction &a,const Fraction &b) const { return a.num*b.den < a.den*b.num; }
    friend inline bool operator <(const Fraction &a,const Fraction &b) const { return a.num==b.num&&a.den==b.den; }
};
```

6.6 Gray Code

```
//0-2^n-1 的格雷码
inline vector <int> GrayCreat(int n)
{
    vector <int> res;
    for (int i = 0;i < (1<<n);++i) res.push_back(i^(i>>1));
    return res;
}
```

6.7 Numerical Integration

```
//self-adapt simpson
inline long double simpson(long double l,long double r,long double mid,long double Cl,long double Cr,long double Cm)
{
    long double tCl = calc((l+mid)/2),tCr = calc((mid+r)/2);
    long double ans=(r-l)*(Cl+Cr+4*Cm)/6,lans=(mid-l)*(Cl+Cm+4*tCl)/6,rans=(r-mid)*(Cr+Cm+4*tCr)/6;
    if (r-l <= 1e-3&&fabs(lans+rans-ans)<eps) return ans;
    // if (dep > lim&&fabs(lans+rans-ans)<eps) return ans;
    else return simpson(l,mid,(l+mid)/2,Cl,Cm,tCl)+simpson(mid,r,(mid+r)/2,Cm,Cr,tCr);
}
```

```
10
11  //romberg---To Be Verified
12  template <class T>
13  inline double romberg(const T &f,double a,double b,double eps = 1e-8)
14  {
15      vector <double> t; double h = b-a,last,cur;
16      int k = 1,i = 1;
17      t.push_back(h*(f(a)+f(b))/2);
18      do
19      {
20          last = t.back(); cur = 0; double x = a+h/2;
21          for (int j = 0;j < k;++j) cur += f(x),x += h;
22          cur = (t[0]+h*cur)/2;
23          double k1 = 4.0/3,k2 = 1.0/3;
24          for (int j = 0;j < i;++j)
25          {
26              double temp = k1*cur-k2*t[j];
27              t[j] = cur; cur = temp; k2 /= 4*k1-k2; k1 = k2+1;
28          }
29          t.push_back(cur); k *= 2; h /= 2; ++i;
30      }
31      while (fabs(last - cur) > eps);
32      return t.back();
33  }
```

6.8 Simplex

6.8.1 Description

有 n 个实数变量 $x_1, x_2, \ldots, x_n$ 和 m 条约束，其中第 i 条约束形如 $\sum_{i=1}^{n} a_{i,j} x_j \leq b_i$。

此外这 n 个变量需要满足非负性限制，$x_j \geq 0$。

在满足上述所有条件的情况下，你需要指定每个变量 x_j 的取值，使得目标函数 $F = \sum_{j=1}^{n} c_j x_j$ 的值最大。

6.8.2 Input

第一行三个正整数 n, m, t。其中 $t \in \{0, 1\}$。

第二行有 n 个整数 $c_1, c_2, \ldots, c_n$，整数间均用一个空格分隔。

接下来 m 行，每行代表一条约束，其中第 i 行有 $n+1$ 个整数 $a_{i1}, a_{i2}, \ldots, a_{in}, b_i$，整数间均用一个空格分隔。

6.8.3 Output

如果不存在满足所有约束的解，仅输出一行 “Infeasible”。

如果对于任意的 M，都存在一组解使得目标函数的值大于 M，仅输出一行 “Unbounded”。

否则，第一行输出一个实数，表示目标函数的最大值 F。

如果 $t = 1$，那么你还需要输出第二行，用空格隔开的 n 个非负实数，表示此时 $x_1, x_2, \ldots, x_n$ 的取值，如有多组方案请任意输出其中一个。

6.8.4 Code

```
// uoj 179
#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

#define maxn (30)
#define eps (1e-8)

int N,M,op,tot,q[maxn],idx[maxn],idy[maxn]; double a[maxn][maxn],A[maxn];

inline void pivot(int x,int y)
{
    swap(idy[x],idx[y]);
    double tmp = a[x][y]; a[x][y] = 1/a[x][y];
    for (int i = 0;i <= N;++i) if (y != i) a[x][i] /= tmp;
    tot = 0; for (int i = 0;i <= N;++i) if (i != y&&(a[x][i] > eps||a[x][i] < -eps)) q[++tot] =
    ↪  i;
    for (int i = 0;i <= M;++i)
    {
        if ((x == i)||(a[i][y] < eps&&a[i][y] > -eps)) continue;
        for (int j = 1;j <= tot;++j) a[i][q[j]] -= a[x][q[j]]*a[i][y];
        a[i][y] = -a[i][y]/tmp;
    }
}

int main()
{
    freopen("179.in","r",stdin);
    freopen("179.out","w",stdout);
    scanf("%d %d %d",&N,&M,&op); srand(233);
    for (int i = 1;i <= N;++i) scanf("%lf",a[0]+i);
    for (int i = 1;i <= M;++i)
    {
        for (int j = 1;j <= N;++j) scanf("%lf",a[i]+j);
        scanf("%lf",a[i]);
    }
    for (int i = 1;i <= N;++i) idx[i] = i;
    for (int i = 1;i <= M;++i) idy[i] = i+N;
    while (true)
    {
        int x = 0,y = 0;
        for (int i = 1;i <= M;++i) if (a[i][0] < -eps&&((!x)||(rand()&1))) x = i; if (!x) break;
        for (int i = 1;i <= N;++i) if (a[x][i] < -eps&&((!y)||(rand()&1))) y = i; if (!y) return
    ↪  puts("Infeasible"),0;
```

```
44          pivot(x,y);
45      }
46      while (true)
47      {
48          int x = 0,y = 0; double mn = 1e15;
49          for (int i = 1;i <= N;++i) if (a[0][i] > eps) { y = i; break; } if (!y) break;
50          for (int i = 1;i <= M;++i) if (a[i][y] > eps && a[i][0]/a[i][y] < mn) mn =
    ↪  a[i][0]/a[i][y],x = i; if (!x) return puts("Unbounded"),0;
51          pivot(x,y);
52      }
53      printf("%.8lf\n",-a[0][0]); if (!op) return 0;
54      for (int i = 1;i <= M;++i) if (idy[i] <= N) A[idy[i]] = a[i][0];
55      for (int i = 1;i <= N;++i) printf("%.8lf ",A[i]);
56      fclose(stdin); fclose(stdout);
57      return 0;
58  }
```

6.9 Solutions of Equation of Higher Order

```
1   // vector <double> solve(vector <double> coef,int n)
2   // coef 方程的系数; n 方程的系数
3   // 输出所有实数解
4   const double EPS = 1e-15,inf = 1e12;
5
6   inline int sign(double x) { return x < -EPS?-1:x > EPS; }
7
8   inline double get(const vector <double> &coef,double x)
9   {
10      double e = 1,s = 0;
11      for (int i = 0;i < coef.size();++i) s += coef[i]*e,e *= x;
12      return s;
13  }
14
15  inline double find(const vector <double> &coef,int n,double lo,double hi)
16  {
17      double sign_lo,sign_hi;
18      if ((sign_lo = sign(get(coef,lo)))== 0) return lo;
19      if ((sign_hi = sign(get(coef,hi)))== 0) return hi;
20      if (sign_lo*sign_hi > 0) return inf;
21      for (int step = 0;step < 100&&hi-lo > EPS;++step)
22      {
23          double m = (lo+hi)/2; int sign_mid = sign(get(coef,m));
24          if (sign_mid == 0) return m;
25          else if (sign_lo*sign_mid < 0) hi = m;
26          else lo = m;
27      }
28      return (lo+hi)/2;
29  }
30
```

```
31 inline vector <double> solve(const vector <double> &coef,int n)
32 {
33     vector <double> ret;
34     if (n == 1)
35     {
36         if (sign(coef[1])) ret.push_back(-coef[0]/coef[1]);
37         return ret;
38     }
39     vector <double> dcoef(n);
40     for (int i = 0;i < n;++i) dcoef[i] = coef[i+1]*(i+1);
41     vector <double> droot = solve(dcoef,n-1);
42     droot.insert(droot.begin(),-inf);
43     droot.push_back(inf);
44     for (int i = 0;i+1 < droot.size();++i)
45     {
46         double tmp = find(coef,n,droot[i],droot[i+1]);
47         if (tmp < inf) ret.push_back(tmp);
48     }
49     return ret;
50 }
```

Chapter 7

String Algorithms

7.1 Aho-Corasick Automaton

```
// ac 自动机
inline int newnode()
{
    memset(nxt[L],-1,sizeof(nxt[L]));
    return ++L-1;
}
inline void init() { L = 0; root = newnode(); }
inline void insert()
{
    int len = strlen(buf),now = root;
    for (int i = 0;i < len;++i)
    {
        if (nxt[now][buf[i]-'0'] == -1)
            nxt[now][buf[i]-'0'] = newnode();
        now = nxt[now][buf[i]-'0'];
    }
    end[now] = true;
}
inline void build()
{
    int now = root; queue <int> team;
    fail[root] = root;
    for (int i = 0;i < 10;++i)
    {
        if (nxt[now][i] == -1) nxt[now][i] = root;
        else fail[nxt[now][i]] = root,team.push(nxt[now][i]);
    }
    while (!team.empty())
    {
        now = team.front(); team.pop();
        for (int i = 0;i < 10;++i)
        {
            if (nxt[now][i] == -1)
```

```
                nxt[now][i] = nxt[fail[now]][i];
            else
            {
                fail[nxt[now][i]] = nxt[fail[now]][i];
                team.push(nxt[now][i]);
            }
        }
    }
}
```

7.2 Knuth-Morris-Pratt Algorithm

```
// To Be Verified
void cal_next(char *str, int *next, int len)
{
    int i,j;
    next[0] = -1;
    for (int i = 1; i < len; i++)
    {
        j = next[i - 1];
        while (str[j+1] != str[i]&&(j >= 0)) j = next[j];
        if (str[i] == str[j+1]) next[i] = j + 1;
        else next[i] = -1;
    }
}

int KMP(char *str,int slen, char *ptr,int plen,int *next)
{
    int s_i = 0,p_i = 0;
    while (s_i < slen&&p_i < plen)
    {
        if (str[s_i] == ptr[p_i]) s_i++,p_i++;
        else
        {
            if (!p_i) s_i++;
            else p_i = next[p_i-1] + 1;
        }
    }
    return (p_i == plen)?(s_i - plen):-1;
}
```

7.3 Manacher Algorithm

```
// Correct but to Be Rewritten
inline void ready()
{
    for (int i = 1;i <= 2*l1+1;++i)
        { if (i & 1) bac[i] = '#'; else bac[i] = s[i>>1]; }
    bin[0] = 1;
```

```
    for (int i = 1;i <= l1;++i)
        hash[i] = hash[i-1]*37+s[i]-'A'+1,bin[i] = 37*bin[i-1];
}

inline void manacher()
{
    rad[1] = 1;int best = 1;
    for (int i = 2;i <= 2*l1+1;++i)
    {
        int j;
        if (best+rad[best]-1<i) j = 1;
        else j = min(rad[2*best-i],best+rad[best]-i)+1;
        while (i-j+1&&i+j-1<=2*l1+1&&bac[i-j+1]==bac[i+j-1])
        {
            if (bac[i+j-1] != '#')
            {
                ull h = (hash[(i+j-1)>>1]-hash[((i-j+1)>>1)-1]*bin[j]);
                if (!exist1[h%rhl1]||!exist2[h%rhl2]||!exist3[h%rhl3])
                {
                    exist1[h%rhl1]=exist2[h%rhl2]=exist3[h%rhl3] = true;
                    ++tot,have[tot][0] = (i-j+1)>>1;
                    have[tot][1] = (i+j-1)>>1;
                }
            }
            ++j;
        }
        rad[i] = j-1;
        if (i+rad[i]>best+rad[best]) best = i;
    }
}
```

7.4 Palindrome Automaton

```
// Correct but to Be Rewritten
struct pat
{
    int next[maxn][26],fail[maxn],cnt[maxn],len[maxn],s[maxn],last,n,p;
    inline int newnode(int l) { cnt[p] = 0; len[p] = 1; return p++; }
    inline void init() { last = n = p = 0; newnode(0); newnode(-1); s[0] = -1; fail[0] = 1; }
    inline int getfail(int x) { while (s[n-len[x]-1] != s[n]) x = fail[x]; return x; }
    inline void add(int c)
    {
        c -= 'a'; s[++n] = c; int cur = getfail(last);
        if (!next[cur][c])
        {
            int now = newnode(len[cur]+2);
            fail[now] = next[getfail(fail[cur])][c];
            next[cur][c] = now;
        }
```

```
        last = next[cur][c]; cnt[last]++;
    }
}
```

7.5 Suffix Array

```
// 记得最后填一个字符集中没有的字符
inline void build(char *buf,int *Sa,int *Rank,int *Height,int n,int now,int m)
{
    int i,j,k,*x = t1,*y = t2;
    memset(c,0,4*m);
    for (i = 0;i < n;++i) c[x[i] = buf[i]-'A']++;
    for (i = 1;i < m;++i) c[i] += c[i-1];
    for (i = n-1;i >= 0;--i) Sa[--c[x[i]]] = i;
    for (k = 1;k < n;k <<= 1)
    {
        int p = 0;
        for (i = n-k;i < n;++i) y[p++] = i;
        for (i = 0;i < n;++i) if (Sa[i] >= k) y[p++] = Sa[i] - k;
        memset(c,0,4*m);
        for (i = 0;i < n;++i) c[x[y[i]]]++;
        for (i = 1;i < m;++i) c[i] += c[i-1];
        for (i = n-1;i >= 0;--i) Sa[--c[x[y[i]]]] = y[i];
        swap(x,y); p = 1; x[Sa[0]] = 0;
        for (i = 1;i < n;++i)
            x[Sa[i]] = y[Sa[i-1]] == y[Sa[i]]&&y[Sa[i-1]+k] == y[Sa[i]+k]?p-1:p++;
        if (p >= n) break; m = p;
    }
    for (i = 0;i < n;++i) Rank[Sa[i]] = i;
    for (i = k = 0;i < n;++i)
    {
        if (k) --k; if (!Rank[i]) continue;
        j = Sa[Rank[i]-1];
        while (i+k<n&&j+k<n&&buf[i+k]==buf[j+k]) ++k;
        Height[Rank[i]] = k;
    }
}
```

7.6 Suffix Automaton

```
// Correct but to Be Rewritten
struct SAM
{
    int tot,tail,cnt,p,np,q,nq,sz[maxn],arr[maxn],step[maxn],tran[maxn][26],parent[maxn];
    inline SAM() { tail = tot = 1; }
    inline void insert(int c)
    {
        p = tail; np = tail = ++tot; step[np] = step[p]+1;
        for (;!tran[p][c];p = parent[p]) tran[p][c] = np;
```

```
10          if (!p) parent[np] = 1;
11          else
12          {
13              q = tran[p][c];
14              if (step[p]+1 == step[q]) parent[np] = q;
15              else
16              {
17                  nq = ++tot; step[nq] = step[p]+1;
18                  memcpy(tran[nq],tran[q],104);
19                  parent[nq] = parent[q]; parent[np] = parent[q] = nq;
20                  for (;tran[p][c] == q;p = parent[p]) tran[p][c] = nq;
21              }
22          }
23          sz[np] = 1;
24      }
25
26      inline void dfs(int now)
27      {
28          if (vis[now]) return; vis[now] = true;
29          for (int i = 0;i < 26;++i)
30              if (tran[now][i]) dfs(tran[now][i]),arr[now] += arr[tran[now][i]];
31          arr[now] += sz[now];
32      }
33
34      inline void build()
35      {
36          if (!mode) for (int i = 1;i <= tot;++i) sz[i] = 1;
37          else
38          {
39              for (int i = 2;i <= tot;++i) ++d[parent[i]];
40              queue <int> team; for (int i = 1;i <= tot;++i) if (!d[i]) team.push(i);
41              while (!team.empty())
42              {
43                  int now = team.front(); team.pop();
44                  sz[parent[now]] += sz[now];
45                  if (!--d[parent[now]]) team.push(parent[now]);
46              }
47          }
48          sz[1] = 0; dfs(1);
49      }
50      inline void work()
51      {
52          int now = 1,l = 0,rank = 0; memset(s,0,N+1);
53          if (K > arr[1]) puts("-1");
54          else
55          {
56              while (true)
57              {
58                  rank += sz[now]; if (rank >= K) break;
```

```
59                  for (int i = 0;i < 26;++i)
60                  {
61                      if (rank+arr[tran[now][i]] < K) rank += arr[tran[now][i]];
62                      else { s[++l] = 'a'+i; now = tran[now][i]; break; }
63                  }
64              }
65              printf("%s",s+1);
66          }
67      }
68  }sam;
```

Chapter 8

Others

8.1 Calculation of Date

```
//ya 年 ma 月 da 日与 yb 年 mb 月 db 日相差几天
const int days = 365,s[] = {0,31,28,31,30,31,30,31,31,30,31,30,31};
inline bool isleap(int y)
{
    if ((!(y%400)||y%100)&&!(y%4)) return true;
    return false;
}

inline int leap(int y)
{
    if (!y) return 0;
    return y/4-y/100+y/400;
}

inline int calc(int day,int mon,int year)
{
    int res = (year-1)*days+leap(year-1);
    for (int i = 1;i < mon;++i) res += s[i];
    if (isleap(year)&&mon > 2) res++;
    res += day; return res;
}

inline int count_day(int da,int ma,int ya,int db,int mb,int yb)
{
    int resa = calc(da,ma,ya);
    int resb = calc(db,mb,yb);
    return abs(resa-resb);
}
```

8.2 Java Hints

```java
// Code 1
import java.io.*;
import java.math.*;
import java.util.*;

public class Main
{
    final static int lhh = 998244353,maxn = 1655;
    static long jc[] = new long [maxn];

    static int calc(BigInteger N)
    {
        if (N.compareTo(BigInteger.ONE) <= 0) return 0;
        // System.out.println(N);
        int l = 2,r = 1650,mid;
        while (l <= r)
        {
            mid = (l+r)>>1;
            if (((BigInteger.valueOf(mid)).pow(mid)).compareTo(N) <= 0) l = mid+1;
            else r = mid-1;
        }
        // System.out.println(l+" "+r);
         int ret = (int)jc[r]-1,d = l; if (ret < 0) ret += lhh;
        int digit[] = new int[d]; BigInteger _d = BigInteger.valueOf(l);
        for (int i = 0;i < d;++i)
        {
            digit[i] = N.mod(_d).intValue();
            N = N.divide(_d);
        }
        // for (int i = d-1;i >= 0;--i) System.out.print(digit[i]);
        // System.out.println();
        boolean cho[] = new boolean[d],safe = false,exist = true;
        Arrays.fill(cho,false);
        int per[] = new int [d];
        for (int i = d-1;i >= 0;--i)
        {
            int cur = -1;
            if (safe)
            {
                int down = i == d-1?1:0;
                for (int j = d-1;j >= down;--j)
                {
                    if (cho[j] == true) continue;
                    cur = j; break;
                }
                if (cur == -1) { exist = false; break; }
                cho[cur] = true; per[i] = cur;
            }
```

```
49              else
50              {
51                  if (cho[digit[i]] == true)
52                  {
53                      // System.out.println(i+":"+digit[i]);
54                      while (i < d)
55                      {
56                          cur = -1;
57                          int down = i == d-1?1:0;
58                          for (int j = digit[i]-1;j >= down;--j)
59                          {
60                              if (cho[j] == true) continue;
61                              cur = j; break;
62                          }
63                          // System.out.println(cur+":"+i);
64                          if (cur == -1) { ++i; if (i < d) cho[per[i]] = false; }
65                          else { cho[cur] = true; per[i] = cur; break; }
66                      }
67
68                      if (cur == -1) { exist = false; break; }
69                      safe = true;
70                  }
71                  else
72                  {
73                      if (digit[i] == 0&&i == d-1) { exist = false; break; }
74                      per[i] = digit[i];
75                      cho[digit[i]] = true;
76                  }
77              }
78          }
79          // for (int i = d-1;i >= 0;--i) System.out.print(per[i]);
80          // System.out.println();
81          if (!exist) return ret;
82          for (int i = d-1;i >= 0;--i)
83          {
84              int tmp = per[i];
85              for (int j = d-1;j > i;--j)
86                  if (per[j] < per[i]) --tmp;
87              ret += jc[i]*tmp%lhh;
88              if (ret >= lhh) ret -= lhh;
89          }
90          ret++; if (ret >= lhh) ret -= lhh;
91          ret -= jc[d-1]; if (ret < 0) ret += lhh;
92          // System.out.println(ret);
93          return ret;
94      }
95
96      public static void main(String args[])
97      {
```

```
        jc[0] = 1;
        for (int i = 1;i <= 1650;++i)
            jc[i] = jc[i-1]*(long)i%lhh;
        Scanner cin = new Scanner(System.in);
        int T = cin.nextInt();

        while (T-- > 0)
        {
            BigInteger l = cin.nextBigInteger(),r = cin.nextBigInteger();
            int ans = calc(r)-calc(l.subtract(BigInteger.ONE));
            if (ans < 0) ans += lhh; System.out.println(ans);
        }
        // calc(BigInteger.valueOf(123455));
    }
}

//Code 2
import java.io.*;
import java.util.*;
import java.math.*;
public class Main
{
    static BigDecimal ratio[] = new BigDecimal[110];
    public static void main(String[] args)
    {
        Scanner cin = new Scanner(System.in);
        int T = cin.nextInt();
        for (int Case = 1;Case <= T;++Case)
        {
            int N = cin.nextInt();
            for (int i = 1;i <= N;++i)
            {
                String S = cin.next();
                String[] str = S.split(":");
                BigDecimal a = new BigDecimal(str[0]),b = new BigDecimal(str[1]);
                ratio[i] = a.divide(a.add(b),30,BigDecimal.ROUND_HALF_EVEN);
            }
            Arrays.sort(ratio,1,N+1);
            BigDecimal res = new BigDecimal(0),_1 = new BigDecimal(1); int ans = 0;
            for (int i = 1;i <= N;++i)
            {
                res = res.add(ratio[i]);
                if (res.compareTo(_1) < 0) ans = i;
                else break;
            }
            System.out.println("Case #"+Case+": "+ans);
        }
    }
}
```

```java

// Code 3
import java.math.*;
import java.util.*;
public class Main
{
    static BigInteger d,ret,temp,yy;
    static int n,dd;
    static boolean mark = true;
    static BigInteger[] a = new BigInteger[20];
    public static void main(String[] args)
    {
        Scanner in = new Scanner (System.in);
        n = in.nextInt();
        temp = BigInteger.ONE;
        ret = BigInteger.ZERO;
        for (int i = 0;i < n;++i)
        {
            int k = in.nextInt();
            a[i] = BigInteger.valueOf(k);
            d = temp.gcd(a[i]);
            temp = temp.multiply(a[i]).divide(d);
        }
        for (int i = 1;i < (1<<n);++i)
        {
            mark = false; yy = BigInteger.ONE;
            for (int j = 0;j < n;++j) if (((1 << j) & i) > 0) { mark = !mark; d = a[j].gcd(yy);
 ↪  yy = yy.multiply(a[j]).divide(d); }
            if (mark) ret = ret.add(temp.divide(yy));
            else ret = ret.subtract(temp.divide(yy));
        }
        d = ret.gcd(temp);
        System.out.println(ret.divide(d));
        System.out.println(temp.divide(d));
    }
}

// Code 4
import java.io.*;
import java.math.*;
import java.util.*;

public class Main
{
    public static String reverse(String str) { return new
 ↪  StringBuffer(str).reverse().toString(); }

    public static void main(String args[])
    {
```

```
194         Scanner cin = new Scanner(System.in);
195         int T = cin.nextInt(); BigInteger zero = BigInteger.valueOf(0);
196         while (T-- > 0)
197         {
198             int base1 = cin.nextInt(),base2 = cin.nextInt();
199             String S = cin.next(); int len = S.length();
200             System.out.println(base1+" "+S);
201             BigInteger res = BigInteger.valueOf(0),b1 = BigInteger.valueOf(base1),b2 =
    ↪  BigInteger.valueOf(base2);
202             for (int i = 0;i < len;++i)
203             {
204                 res = res.multiply(b1);
205                 int rep = 0;
206                 if (S.charAt(i) >= '0'&&S.charAt(i) <= '9') rep = S.charAt(i)-'0';
207                 else if (S.charAt(i) >= 'A'&&S.charAt(i) <= 'Z') rep = 10+S.charAt(i)-'A';
208                 else rep = 36+S.charAt(i)-'a';
209                 res = res.add(BigInteger.valueOf(rep));
210             }
211             String ret = new String();
212             // System.out.println(res);
213             if (res.compareTo(zero) == 0) ret += '0';
214             else
215                 while (res.compareTo(zero) > 0)
216                 {
217                     long val = res.remainder(b2).longValue();
218                     // System.out.println(val);
219                     if (val < 10) ret += (char)(val+'0');
220                     else if (val < 36) ret += (char)(val+'A'-10);
221                     else ret += (char)(val+'a'-36);
222                     res = res.divide(b2);
223                 }
224             System.out.println(base2+" "+reverse(ret)+"\n");
225         }
226     }
227 }
```

8.3 Emacs Configuration-Full

```
1  ;;--------------------General--------------------
2  (global-set-key (kbd "M-n") 'forward-paragraph)
3  (global-set-key (kbd "M-p") 'backward-paragraph)
4  (global-set-key (kbd "<f12>") 'print-buffer)
5  (global-set-key (kbd "C-`") 'set-mark-command)
6  (global-set-key (kbd "<f5>") 'eshell)
7  ;; 修改透明度
8  (set-frame-parameter (selected-frame) 'alpha (list 78 78))
9  (add-to-list 'default-frame-alist (cons 'alpha (list 78 78)))
10 ;; set the cursor
11 (setq-default cursor-type 'bar)
```

```
12 ;; comment-dwim
13 (defun strong-comment-dwim-line (&optional arg)
14
   ↪  "Replacement for the comment-dwim command. If no region is selected and current line is not blank and we a
15   (interactive "*P")
16   (comment-normalize-vars)
17   (if (and (not (region-active-p)) (not (looking-at "[ \t]*$")))
18       (comment-or-uncomment-region (line-beginning-position) (line-end-position))
19     (comment-dwim arg)))
20 (global-set-key (kbd "M-;") 'strong-comment-dwim-line)
21 ;; Remove tool bar
22 (tool-bar-mode -1)
23 ;; 不要滚动栏，现在都用滚轴鼠标了，可以不用滚动栏了
24 (scroll-bar-mode -1)
25 ;; 设置行号
26 (global-linum-mode t)
27 ;; Change the Title
28 (setq frame-title-format "%b@lmxyy'-emacs")
29 ;; 滚动页面时比较舒服，不要整页的滚动
30 (setq scroll-step 1
31         scroll-margin 3
32         scroll-conservatively 10000)
33 ;; 设置界面 start
34 (if window-system
35     (setq default-frame-alist
36           (append
37            '( (top . 0)
38               (left . 0)
39               (width . 300)
40               (height . 300))
41            default-frame-alist))
42   )
43 ;; 允许 emacs 和外部其他程序的粘贴
44 (setq x-select-enable-clipboard t)
45 ;; 去掉菜单栏，我将 F10 绑定为显示菜单栏，万一什么东西忘了，需要菜单栏了可以摁 F10 调出，再摁 F10 就去掉菜单
46 (menu-bar-mode -1)
47 ;; 显示列号
48 (setq column-number-mode t)
49 ;; 开启语法高亮。
50 (global-font-lock-mode 1)
51 ;; Auto Indent
52 (global-set-key (kbd "RET") 'newline-and-indent)
53
54
55 ;; --------------------Tex Mode--------------------
56 ;; Emacs 加载 Auctex
57 (load "auctex.el" nil t t)
58 (load "preview-latex.el" nil t t)
59 (setq Tex-auto-save t)
```

```
(setq Tex-parse-self t)
(setq-default Tex-master nil)
;; 设置编译信息
(defun compile-xelatex ()
  (interactive)
  (compile (format "xelatex -shell-escape %s" (buffer-name))))
(global-set-key (kbd "<f6>") 'compile-xelatex)
(defun compile-latex ()
  (interactive)
  (compile (format "latex -shell-escape %s" (buffer-name))))
(global-set-key (kbd "C-<f6>") 'compile-latex)

;; --------------------C++ Mode--------------------
;; 设置编译信息
(defun compile-cpp ()
  (interactive)
  (compile (format "g++ -o %s %s -g -lm -Wall -std=c++11"  (file-name-sans-extension
  ↪  (buffer-name))(buffer-name))))
(global-set-key (kbd "<f9>") 'compile-cpp)
(defun compile-cpp-O2 ()
  (interactive)
  (compile (format "g++ -o %s %s -g -lm -Wall -std=c++11 -O2"  (file-name-sans-extension
  ↪  (buffer-name))(buffer-name))))
(global-set-key (kbd "C-<f9>") 'compile-cpp-O2)
;; 设置一键调试
(global-set-key (kbd "<f8>") 'gud-gdb)
;; 设置 tab 为 4 个空格的宽度
(setq c-basic-offset 4)
(setq default-tab-width 4)

;; --------------------Java Mode--------------------
;; 设置编译信息
(defun compile-java ()
  (interactive)
  (compile (format "javac %s" (buffer-name))))
(global-set-key (kbd "<f7>") 'compile-java)

;; --------------------Org Mode--------------------
(setq org-startup-indented t)
;; The following lines are always needed. Choose your own keys.
(add-to-list 'auto-mode-alist '("\\.org\\'" . org-mode))
(add-hook 'org-mode-hook 'turn-on-font-lock) ; not needed when global-font-lock-mode is on
(global-set-key "\C-cl" 'org-store-link)
(global-set-key "\C-ca" 'org-agenda)
(global-set-key "\C-cb" 'org-iswitchb)

;; --------------------Ido Mode--------------------
;; 启用 ido 模式
(ido-mode t)
```

```

;; --------------------Custon Sets--------------------
(custom-set-variables
 ;; custom-set-variables was added by Custom.
 ;; If you edit it by hand, you could mess it up, so be careful.
 ;; Your init file should contain only one such instance.
 ;; If there is more than one, they won't work right.
 '(column-number-mode t)
 '(cua-mode t nil (cua-base))
 '(inhibit-startup-screen t)
 '(menu-bar-mode nil)
 '(tool-bar-mode nil))
(custom-set-faces
 ;; custom-set-faces was added by Custom.
 ;; If you edit it by hand, you could mess it up, so be careful.
 ;; Your init file should contain only one such instance.
 ;; If there is more than one, they won't work right.
 '(default ((t (:family "Courier 10 Pitch" :foundry "bitstream" :slant normal :weight bold
 ↪  :height 151 :width normal)))))
```

8.4 Emacs Configuration-Competition

```
;; Default Font: Courier 10 Pitch Bold    Size: 15
;; Remember to set CUA-mode and save your options.
(global-set-key (kbd "M-n") 'forward-paragraph)
(global-set-key (kbd "M-p") 'backward-paragraph)
(global-linum-mode t)
(defun compile-cpp ()
  (interactive)
  (compile (format "g++ -o %s %s -g -lm -Wall -std=c++11"  (file-name-sans-extension
 ↪  (buffer-name))(buffer-name))))
(global-set-key (kbd "<f9>") 'compile-cpp)
(global-set-key (kbd "<f8>") 'gud-gdb)
(setq default-tab-width 4)
(setq c-basic-offset 4)
(global-set-key (kbd "RET") 'newline-and-indent)
```