

Mục lục

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10	1 Simple Max Matching	
10		
11	bool dfs(int u) {	
12	if (mx[u] == T) return false;	
12	mx[u] = T;	
12	for(int v : ke[u]) {	
13	if (!my[v] dfs(my[v])) {	
13	my[v] = u;	
13	return true;	
13	}	
13	}	
13	return false;	
14	}	
14	int main() {	
15	For(i,1,n) {	
15	T++;	
15	res += dfs(i);	
15	}	

```

    // choose my & i
}

```

2 Konig

```

void konig(){
    queue<int> qu;

    f1(i,m) if (!Assigned[i]) qu.push(i);
    f1(i,n) if (!Assigned[N-i]) qu.push(N-i);

    while (qu.size()){
        int u=qu.front(); qu.pop();
        for (int i=0; int v=a[u][i]; i++)
            if (!(Choosed[v]++)) qu.push(Assigned[v]);
    }

    f1(i,m) if (Assigned[i] && !Choosed[i] && !Choosed[Assigned[i]])
        Choosed[i]=true;
}

```

3 Hopcroft Karp Max Matching algorithm

```

// Worse Case: E * sqrt(v)
const int MAXN = 50005, MAXM = 50005;
vector<int> gph[MAXN];
int dis[MAXN], l[MAXN], r[MAXN], vis[MAXN];
void clear() {
    for (int i = 0; i < MAXN; i++)
        gph[i].clear();
}
void add_edge(int l, int r) {
    gph[l].push_back(r);
}
bool bfs(int n) {
    queue<int> que;
    bool ok = 0;
    memset(dis, 0, sizeof(dis));
    for (int i = 0; i < n; i++) {
        if (l[i] == -1 && !dis[i]) {
            que.push(i);
            dis[i] = 1;

```

```

        }
    }
    while (!que.empty()) {
        int x = que.front();
        que.pop();
        for (auto &i : gph[x]) {
            if (r[i] == -1)
                ok = 1;
            else if (!dis[r[i]]) {
                dis[r[i]] = dis[x] + 1;
                que.push(r[i]);
            }
        }
    }
    return ok;
}
bool dfs(int x) {
    for (auto &i : gph[x]) {
        if (r[i] == -1 || (!vis[r[i]] && dis[r[i]] == dis[x] + 1 &&
            dfs(r[i]))) {
            vis[r[i]] = 1;
            l[x] = i;
            r[i] = x;
            return 1;
        }
    }
    return 0;
}
int match(int n) {
    memset(l, -1, sizeof(l));
    memset(r, -1, sizeof(r));
    int ret = 0;
    while (bfs(n)) {
        memset(vis, 0, sizeof(vis));
        for (int i = 0; i < n; i++)
            if (l[i] == -1 && dfs(i))
                ret++;
    }
    return ret;
}
bool chk[MAXN + MAXM];
void rdfs(int x, int n) {
    if (chk[x])
        return;

```

```

    chk[x] = 1;
    for (auto &i : gph[x]) {
        chk[i + n] = 1;
        rdfs(r[i], n);
    }
}

vector<int> getcover(int n, int m) {
    // solve min. vertex cover
    match(n);
    memset(chk, 0, sizeof(chk));
    for (int i = 0; i < n; i++)
        if (l[i] == -1)
            rdfs(i, n);
    vector<int> v;
    for (int i = 0; i < n; i++)
        if (!chk[i])
            v.push_back(i);
    for (int i = n; i < n + m; i++)
        if (chk[i])
            v.push_back(i);
    return v;
}

```

4 Max matching min cost

```

// numbered from 0. i -> mx[i]
const int V = 1000, INF = 1e9;
int g[V][V], mx[V], my[V], fx[V], fy[V], d[V], ar[V], tr[V], p;
int slack(int u, int v) {
    return g[u][v] - fx[u] - fy[v];
}

int augment(int s) {
    queue<int> q;
    q.push(s);
    fill_n(tr, p, -1);
    for(int i = 0; i < p; ++i) d[i] = slack(s, i), ar[i] = s;
    while(true) {
        while(!q.empty()) {
            int u = q.front();
            q.pop();
            for(int v = 0; v < p; ++v) if(tr[v] == -1) {
                int w = slack(u, v);
                if(w == 0) {

```

```

                    tr[v] = u;
                    if(my[v] == -1) return v;
                    q.push(my[v]);
                }
            }
            if(d[v] > w) d[v] = w, ar[v] = u;
        }
    }

    int delta = INF;
    for(int v = 0; v < p; ++v) if(tr[v] == -1) delta =
        min(delta, d[v]);
    fx[s] += delta;
    for(int v = 0; v < p; ++v)
        if(tr[v] == -1) d[v] -= delta;
        else fx[my[v]] += delta, fy[v] -= delta;
    for(int v = 0; v < p; ++v) if(tr[v] == -1 && d[v] == 0) {
        tr[v] = ar[v];
        if(my[v] == -1) return v;
        q.push(my[v]);
    }
}

}

void maxMatchMinCost() {
    fill_n(mx, p, -1);
    fill_n(my, p, -1);
    for(int i = 0; i < p; ++i) fx[i] = *min_element(g[i], g[i]+p);
    for(int s = 0; s < p; ++s) {
        int f = augment(s);
        while(f != -1) {
            int x = tr[f], nx = mx[x];
            mx[x] = f;
            my[f] = x;
            f = nx;
        }
    }
}

```

5 Ganeral Matching

```

class MatchingGraph {
public:
    vector <vector<int> > adj;
    vector <bool> blossom;
    vector <int> parent;

```

```

vector <int> base;
vector <int> match;

int n;

MatchingGraph() {
    n = 0;
}

void addEdge(int x, int y) {
    adj[x].push_back(y);
    adj[y].push_back(x);
}

void clearGraph() {
    int i;
    for (i=0; i<SZ(adj); ++i)
        adj[i].clear();
    fill(blossom.begin(),blossom.end()
    fill(parent.begin(),parent.end()
    for (i=0; i<n; ++i)
        base[i] = i;
    for (i=0; i<n; ++i)
        match[i] = -1;
}

void setN(int newn) {
    n = newn;
    adj.resize(n);
    blossom.resize(n);
    base.resize(n);
    match.resize(n);
    parent.resize(n);
    clearGraph();
}

int lca(int x, int y) {
    vector <bool> fy;
    fy.resize(n);
    fill(fy.begin(),fy.end(),false);
    while (true) {
        x = base[x];
        fy[x] = true;
        if (match[x] == -1)
            break;
        x = parent[match[x]];
    }
    while (true) {
        y = base[y];
        if (fy[y])

```

```

        return y;
        y = parent[match[y]];
    }
    return -1;
}

void path(int now, int child, int curbase) {
    while (base[now] != curbase) {
        blossom[base[now]] = blossom[base[match[now]]] = true;
        parent[now] = child;
        child = match[now];
        now = parent[match[now]];
    }
}

int augmentPath(int x) {
    int i, j;
    for (i=0; i<n; ++i)
        base[i] = i;
    for (i=0; i<n; ++i)
        parent[i] = -1;
    queue<int> bfs;
    vector<bool> sudah;
    sudah.resize(n);
    fill(sudah.begin(), sudah.end(), false);
    sudah[x] = true;
    bfs.push(x);
    while (!bfs.empty()) {
        int now = bfs.front();
        bfs.pop();
        for (i=0; i<SZ(adj[now]); ++i) {
            int next = adj[now][i];
            if (base[next]==base[now] || match[next] == now);
            else if (next == x || (match[next]!=-1 &&
                                   parent[match[next]]!=-1)) {
                int curbase = lca(now, next);
                fill(blossom.begin(), blossom.end(), false);
                path(now, next, curbase);
                path(next, now, curbase);
                for (j = 0; j < n; ++j)
                    if (blossom[j]) {
                        base[j] = curbase;
                        if (!sudah[j]) {
                            sudah[j] = true;
                            bfs.push(j);
                        }
                    }
            }
        }
    }
}

```

```

        }
    } else if (parent[next]==-1) {
        parent[next] = now;
        if (match[next] == -1)
            return next;
        sudah[match[next]] = true;
        bfs.push(match[next]);
    }
}
}
return -1;
}

int edmondsMatch() {
    int i;
    int res = 0;
    for (i=0; i<n; ++i) {
        if (match[i]==-1) {
            int x = augmentPath(i);
            while (x>=0) {
                int p = parent[x];
                int pp = match[p];
                match[x] = p;
                match[p] = x;
                x = pp;
            }
        }
    }
    for (i=0; i<n; ++i)
        if (match[i]!=-1)
            ++res;
    return res >> 1;
}
};

```

6 Stable Marriage

```

/* Numbered from 0
 * For man i, L[i] = list of women in order of decreasing preference
 * For women j, R[j][i] = index of man i in j-th women's list of
   preference
 * OUTPUTS:
 *     - L2R[]:    the mate of man i (always between 0 and n-1)

```

```

 *     - R2L[]:    the mate of woman j (or -1 if single)
 * COMPLEXITY: M^2
 */

#define MAXM 1024
#define MAXW 1024
int m;
int L[MAXM][MAXW], R[MAXW][MAXM];
int L2R[MAXM], R2L[MAXW];
int p[MAXM];
void stableMarriage() {
    static int p[128];
    memset(R2L, -1, sizeof R2L);
    memset(p, 0, sizeof p);
    // Each man proposes...
    for (int i = 0; i < m; i++) {
        int man = i;
        while (man >= 0) { // propose until success
            int wom;
            while (1) {
                wom = L[man][p[man]++];
                if (R2L[wom] < 0 || R[wom][man] > R[wom][R2L[wom]]) break;
            }
            int hubby = R2L[wom];
            R2L[L2R[man] = wom] = man;
            man = hubby; // remarry the dumped guy
        }
    }
}

```

7 Dinic MaxFlow

```

class DinicFlow {
private:
    vector<int> dist, head, work;
    vector<int> point, flow, capa, next;
    int n, m;

    bool bfs(int s, int t) {
        For(i, 1, n) dist[i] = -1;
        queue<int> q;
        dist[s] = 0;
        q.push(s);

```

```

while (!q.empty()) {
    int u = q.front();
    q.pop();
    for (int i = head[u]; i >= 0; i = next[i])
        if (flow[i] < capa[i] && dist[point[i]] < 0) {
            dist[point[i]] = dist[u] + 1;
            q.push(point[i]);
        }
}
return dist[t] >= 0;
}

int dfs(int s, int t, int f) {
    if (s == t) return f;
    for (int &i = work[s]; i >= 0; i = next[i])
        if (flow[i] < capa[i] && dist[point[i]] == dist[s] + 1) {
            int d = dfs(point[i], t, min(f, capa[i] - flow[i]));
            if (d > 0) {
                flow[i] += d;
                flow[i ^ 1] -= d;
                return d;
            }
        }
    return 0;
}

public:
    DinicFlow(int n = 0) {
        this->n = n;
        this->m = 0;
        dist.assign(n + 7, 0);
        head.assign(n + 7, -1);
        work.assign(n + 7, 0);
    }

    void addEdge(int u, int v, int c1, int c2 = 0) {
        point.push_back(v);
        capa.push_back(c1);
        flow.push_back(0);
        next.push_back(head[u]);
        head[u] = m++;
        point.push_back(u);
        capa.push_back(c2);
        flow.push_back(0);
    }
}

```

```

        next.push_back(head[v]);
        head[v] = m++;
    }

    int maxFlow(int s, int t) {
        int totFlow = 0;
        while (bfs(s, t)) {
            For(i, 1, n) work[i] = head[i];
            while (true) {
                int d = dfs(s, t, cmax);
                if (d == 0) break;
                totFlow += d;
            }
        }
        return totFlow;
    }
}

```

8 Mincost MaxFlow SPFA

Min Cost Max Flow - SPFA

Index from 0

edges cap changed during find flow

Lots of double comparison --> likely to fail for double

Example:

MinCostFlow mcf(n);

mcf.addEdge(u, v, cap, cost);

cout << mcf.minCostFlow() << endl;

```

template<class Flow=int, class Cost=int>
struct MinCostFlow {
    const Flow INF_FLOW = 1000111000;
    const Cost INF_COST = 1000111000111000LL;

    int n, t, S, T;
    Flow totalFlow;
    Cost totalCost;
    vector<int> last, visited;
    vector<Cost> dis;
    struct Edge {
        int to;
        Flow cap;
        Cost cost;
    };
};

```

```

    int next;
    Edge(int to, Flow cap, Cost cost, int next) :
        to(to), cap(cap), cost(cost), next(next) {}
};
vector<Edge> edges;

MinCostFlow(int n) : n(n), t(0), totalFlow(0), totalCost(0), last(n,
    -1), visited(n, 0), dis(n, 0) {
    edges.clear();
}

int addEdge(int from, int to, Flow cap, Cost cost) {
    edges.push_back(Edge(to, cap, cost, last[from]));
    last[from] = t++;
    edges.push_back(Edge(from, 0, -cost, last[to]));
    last[to] = t++;
    return t - 2;
}

pair<Flow, Cost> minCostFlow(int _S, int _T) {
    S = _S; T = _T;
    SPFA();
    while (1) {
        while (1) {
            REP(i,n) visited[i] = 0;
            if (!findFlow(S, INF_FLOW)) break;
        }
        if (!modifyLabel()) break;
    }
    return make_pair(totalFlow, totalCost);
}

private:
void SPFA() {
    REP(i,n) dis[i] = INF_COST;
    priority_queue< pair<Cost,int> > Q;
    Q.push(make_pair(dis[S]=0, S));
    while (!Q.empty()) {
        int x = Q.top().second;
        Cost d = -Q.top().first;
        Q.pop();
        // For double: dis[x] > d + EPS
        if (dis[x] != d) continue;
        for(int it = last[x]; it >= 0; it = edges[it].next)

```

```

        if (edges[it].cap > 0 && dis[edges[it].to] > d + edges[it]
            ].cost)
            Q.push(make_pair(-(dis[edges[it].to] = d + edges[it].
                cost), edges[it].to));
    }
    Cost disT = dis[T]; REP(i,n) dis[i] = disT - dis[i];
}

Flow findFlow(int x, Flow flow) {
    if (x == T) {
        totalCost += dis[S] * flow;
        totalFlow += flow;
        return flow;
    }
    visited[x] = 1;
    Flow now = flow;
    for(int it = last[x]; it >= 0; it = edges[it].next)
        // For double: fabs(dis[edges[it].to] + edges[it].cost - dis[x]
        ]) < EPS
        if (edges[it].cap && !visited[edges[it].to] && dis[edges[it].
            to] + edges[it].cost == dis[x]) {
            Flow tmp = findFlow(edges[it].to, min(now, edges[it].cap))
                ;
            edges[it].cap -= tmp;
            edges[it ^ 1].cap += tmp;
            now -= tmp;
            if (!now) break;
        }
    return flow - now;
}

bool modifyLabel() {
    Cost d = INF_COST;
    REP(i,n) if (visited[i])
        for(int it = last[i]; it >= 0; it = edges[it].next)
            if (edges[it].cap && !visited[edges[it].to])
                d = min(d, dis[edges[it].to] + edges[it].cost - dis[i]
                    );

    // For double: if (d > INF_COST / 10)    INF_COST = 1e20
    if (d == INF_COST) return false;
    REP(i,n) if (visited[i])
        dis[i] += d;
    return true;
}

```

```

    }
};

```

9 Upper Lower

- For each edge in original flow:
 - Add edge with cap = upper bound - lower bound.
- Add source s, sink t.
- Let $M[v] = (\text{sum of lower bounds of ingoing edges to } v) - (\text{sum of lower bounds of outgoing edges from } v)$.
- For all v, if $M[v] > 0$, add (s, v, M), else add (v, t, -M).
- If all outgoing edges from S are full --> feasible flow exists, it is flow + lower bounds.

Feasible flow in network with upper + lower constraint, with source & sink

:

- Add edge (t, s) with capacity [0, INF].
- Check feasible in network without source & sink.

Max flow with both upper + lower constraints, source s, sink t: add edge (t, s, +INF).

- Binary search lower bound, check whether feasible flow exists WITHOUT source / sink

10 Alternative Tree

```

int n, m, l, q, t, res, test,
    a[maxn], tin[maxn], tout[maxn], mark[maxn], terror[maxn], f[maxn][20];
vector<int> adj[maxn], _adj[maxn];
stack<int> stk;
void visit(const int &u) {
    tin[u] = ++t;
    for(int i = 1; i <= l; ++i) f[u][i] = f[f[u][i-1]][i-1];
    for(auto v : adj[u])
        if (v != f[u][0]) {
            f[v][0] = u;
            visit(v);
        }
    tout[u] = ++t;
}
bool anc(const int &u, const int &v) {
    return tin[u] <= tin[v] && tout[u] >= tout[v];
}

```

```

}
int lca(int u, int v) {
    if (anc(u,v)) return u;
    if (anc(v,u)) return v;
    for(int i = l; i >= 0; --i)
        if (!anc(f[u][i],v)) u = f[u][i];
    return f[u][0];
}
void query() {
    cin >> m;
    for(int i = 1; i <= m; ++i) {
        cin >> a[i];
        _adj[a[i]].clear();
        mark[a[i]] = test;
        terror[a[i]] = test;
    }
    sort(a+1,a+m+1,cmp);
    for(int i = 1; i < m; ++i) {
        int tmp = lca(a[i],a[i+1]);
        if (mark[tmp] < test) {
            mark[tmp] = test;
            a[++m] = tmp;
            _adj[tmp].clear();
        }
    }
    // sort theo tin
    sort(a+1,a+m+1,cmp);
    while (!stk.empty()) stk.pop();
    stk.push(a[1]);
    for(int i = 2; i <= m; ++i) {
        while (tout[stk.top()] < tout[a[i]]) stk.pop();
        _adj[stk.top()].push_back(a[i]);
        stk.push(a[i]);
    }
    res = 0;
    check(a[1]);
    cout << res << "\n";
}
int main() {
    l = log2(n);
    cin >> q;
    f[1][0] = 1;
    visit(1);
    for(test = 1; test <= q; ++test) query();
}

```



```
}

```

11 Max Clique

```
class MaxClique {
public:
    static const int MV = 210;
    int V;
    int el[MV][MV/30+1];
    int dp[MV];
    int ans;
    int s[MV][MV/30+1];
    vector<int> sol;
    void init(int v) {
        V = v; ans = 0;
        FZ(el); FZ(dp);
    }
    /* Zero Base */
    void addEdge(int u, int v) {
        if(u > v) swap(u, v);
        if(u == v) return;
        el[u][v/32] |= (1<<(v%32));
    }
    bool dfs(int v, int k) {
        int c = 0, d = 0;
        for(int i=0; i<(V+31)/32; i++) {
            s[k][i] = el[v][i];
            if(k != 1) s[k][i] &= s[k-1][i];
            c += __builtin_popcount(s[k][i]);
        }
        if(c == 0) {
            if(k > ans) {
                ans = k;
                sol.clear();
                sol.push_back(v);
                return 1;
            }
            return 0;
        }
        for(int i=0; i<(V+31)/32; i++) {
            for(int a = s[k][i]; a ; d++) {
                if(k + (c-d) <= ans) return 0;
                int lb = a&(-a), lg = 0;
```

```
                a ^= lb;
                while(lb!=1) {
                    lb = (unsigned int)(lb) >> 1;
                    lg ++;
                }
                int u = i*32 + lg;
                if(k + dp[u] <= ans) return 0;
                if(dfs(u, k+1)) {
                    sol.push_back(v);
                    return 1;
                }
            }
        }
        return 0;
    }
    int solve() {
        for(int i=V-1; i>=0; i--) {
            dfs(i, 1);
            dp[i] = ans;
        }
        return ans;
    }
};
```

12 Euler Path

NOTES:

- When choosing starting vertex (for calling find_path), make sure deg[start] > 0.
- If find Euler path, starting vertex must have odd degree.
- Check no solution: SZ(path) == nEdge + 1.

If directed:

- Edge --> int
- add_edge(int a, int b) { adj[a].push_back(b); }
- Check for no solution:
 - - for all u, |in_deg[u] - out_deg[u]| <= 1
 - - At most 1 vertex with in_deg[u] - out_deg[u] = 1
 - - At most 1 vertex with out_deg[u] - in_deg[u] = 1 (start vertex)
 - - BFS from start vertex, all vertices u with out_deg[u] > 0 must be visited

```
struct Edge {
    int to;
    list<Edge>::iterator rev;
```

```

    Edge(int to) :to(to) {}
};
const int MN = 100111;
list<Edge> adj[MN];
vector<int> path; // our result
void find_path(int v) {
    while(adj[v].size() > 0) {
        int vn = adj[v].front().to;
        adj[vn].erase(adj[v].front().rev);
        adj[v].pop_front();
        find_path(vn);
    }
    path.push_back(v);
}
void add_edge(int a, int b) {
    adj[a].push_front(Edge(b));
    auto ita = adj[a].begin();
    adj[b].push_front(Edge(a));
    auto itb = adj[b].begin();
    ita->rev = itb;
    itb->rev = ita;
}

```

13 Interection of two paths

```

int intersect(int a, int b, int c, int d){
    if(lca(b,c)!=c) return 0;
    int z = lca(b,d);
    if(lv[c]<lv[a]){
        if(lca(a,z)==a) return dist(z,a);
    }else{
        if(lca(c,z)==c) return dist(c,z);}
    return 0;
}

```

14 Tree ISO

```

namespace TreeISO {
typedef vector<vector<int>> vvi;
typedef vector<int> vi;
typedef pair<vi, int> pvii;
const int MAXN = 4010;

```

```

#define ii pair<int, int>
int N;
vvi edges[2], levels[2];
int ts[MAXN], label[2][MAXN], parent[2][MAXN];
vi centroid[2];
int findCentroid(const int tID, const int u, const int p) {
    int children = 0, curr;
    for (auto &e : edges[tID][u]) {
        if (e != p) {
            curr = findCentroid(tID, e, u);
            if (curr > (N >> 1))
                break;
            children += curr;
        } //if
    } //for
    if (N - children - 1 <= (N >> 1))
        centroid[tID].push_back(u);
    return ts[u] = children + 1;
} //findCentroid
int setLevels(const int tID, const int u, const int p, const int d) {
    parent[tID][u] = p;
    levels[tID][d].push_back(u);
    int mx = d;
    for (auto &e : edges[tID][u])
        if (e != p)
            mx = max(mx, setLevels(tID, e, u, d + 1));
    return mx;
} //setLevels
bool isoCheck(const int lvl) {
    for (int it = lvl; it >= 0; it--) {
        vector<pvii> order[2];
        for (int i = 0; i < 2; i++) {
            for (auto &u : levels[i][it]) {
                order[i].push_back(pvii(vi(), u));
                for (auto &e : edges[i][u])
                    if (e != parent[i][u])
                        order[i].back().first.push_back(label[i][e]);
            } //for
        } //for
        if ((int) order[0].size() != ((int) order[1].size()))
            return 0;
        for (int i = 0; i < 2; i++) {
            for (int j = 0; j < (int) order[0].size(); j++)
                sort(order[i][j].first.begin(), order[i][j].first.end());

```

```

    sort(order[i].begin(), order[i].end());
} //for
int labelID = 0;
for (int i = 0; i < (int) order[0].size(); i++) {
    if (order[0][i].first != order[1][i].first)
        return 0;
    if (i && order[0][i].first == order[0][i - 1].first) {
        label[0][order[0][i].second] = label[1][order[1][i].second] =
            labelID;
        continue;
    } //if
    label[0][order[0][i].second] = label[1][order[1][i].second] = ++
        labelID;
} //for
} //for
return 1;
} //isoCheck
int checkISO(int _N, vector<ii> _edges) {
    N = _N;
    int u, v;
    int T = 1;
    while (T--) {
        int cur = 0;
        memset(ts, 0, sizeof(int) * (N + 2));
        for (int i = 0; i < 2; i++) {
            edges[i].assign(N + 5, vi());
            levels[i].assign(N + 5, vi());
            memset(label[i], 0, sizeof(int) * (N + 2));
            memset(parent[i], 0, sizeof(int) * (N + 2));
            centroid[i].clear();
            for (int j = 0; j < N - 1; j++) {
                int u = _edges[cur].first;
                int v = _edges[cur].second;
                cur++;
                edges[i][u].push_back(v);
                edges[i][v].push_back(u);
            } //for
            findCentroid(i, edges[i][0].empty() ? 1 : 0, -1);
        } //for
        if (edges[0][0].empty())
            N++;
        if ((int) centroid[0].size() != (int) centroid[1].size()) {
            return 0;
        } //if
    }
}

```

```

if ((int) centroid[0].size() == 2) {
    for (int i = 0; i < 2; i++) {
        for (int j = 0; j < 2; j++) {
            edges[i][centroid[i][j]].erase(std::remove(edges[i][centroid[i][
                j]].begin(),
                edges[i][centroid[i][
                    j]].end(),
                centroid[i][j]),
                edges[i][centroid
                    [i][j]].end());

            edges[i][centroid[i][j]].push_back(N);
            edges[i][N].push_back(centroid[i][j]);
        } //for
        centroid[i][0] = N;
    } //for
} //if
int d[2];
for (int i = 0; i < 2; i++)
    d[i] = setLevels(i, centroid[i][0], -1, 0);
if (d[0] != d[1]) {
    return 0;
} //if
if (d[0] >= 0)
    return isoCheck(d[0] - 1) ? 1 : 0;
} //while
return 0;
} //main
}

```

15 Centroid

```

void findCentroid(int u, int par, int Size) {
    nChild[u] = 1;
    bool pre = true;
    for (int i = 0; i < a[u].size(); i++) {
        int v = a[u][i];
        if (v != par && ok[v]) {
            findCentroid(v, u, Size);
            if (nChild[v] > Size / 2) pre = false;
            nChild[u] += nChild[v];
        }
    }
    if (pre && nChild[u] >= Size / 2)

```

```

    centroid = u;
}

```

16 Aho Corasick

```

const int NODE = (int) 1e6 + 1;
const int NC = 26;
int nextNode[NODE][NC];
int chr[NODE];
int parent[NODE];
int prefix[NODE];
int numNodes;
set<int> match[NODE];
int getPrefix(int);
int go(int u, int c) {
    if (nextNode[u][c] != -1) return nextNode[u][c];
    if (u == 0) return 0;
    return nextNode[u][c] = go(getPrefix(u), c);
}
int getPrefix(int u) {
    if (prefix[u] != -1) return prefix[u];
    if (u == 0 || parent[u] == 0) return prefix[u] = 0;
    return prefix[u] = go(getPrefix(parent[u]), chr[u]);
}
void add(const string &s, int id) {
    int u = 0;
    for (int i = 0; i < (int) s.size(); ++i) {
        int c = s[i] - 'A';
        if (nextNode[u][c] == -1) {
            nextNode[u][c] = numNodes;
            fill(nextNode[numNodes], nextNode[numNodes] + NC, -1);
            chr[numNodes] = c;
            parent[numNodes] = u;
            prefix[numNodes] = -1;
            match[numNodes].clear();
            match[numNodes].insert(-1);
            ++numNodes;
        }
        u = nextNode[u][c];
    }
    match[u].insert(id);
}
set<int>& getMatch(int u) {

```

```

    if (match[u].count(-1) == 0) return match[u];
    const set<int> &foo = getMatch(getPrefix(u));
    match[u].insert(foo.begin(), foo.end());
    match[u].erase(-1);
    return match[u];
}
void init() {
    fill(nextNode[0], nextNode[0] + NC, -1);
    numNodes = 1;
}

```

17 Suffix Array

```

struct SuffixArray {
    string a;
    int N, m;
    vector<int> SA, LCP, x, y, w, c;
    SuffixArray(string _a, int m) : a(" " + _a), N(a.length()), m(m),
        SA(N), LCP(N), x(N), y(N), w(max(m, N)), c(N) {
        a[0] = 0;
        DA();
        kasaiLCP();
        #define REF(X) { rotate(X.begin(), X.begin()+1, X.end()); X.
            pop_back(); }
        REF(SA); REF(LCP);
        a = a.substr(1, a.size());
        for(int i = 0; i < (int) SA.size(); ++i) --SA[i];
        #undef REF
    }
    inline bool cmp (const int a, const int b, const int l) { return (y[a]
        == y[b] && y[a + l] == y[b + l]); }
    void Sort() {
        for(int i = 0; i < m; ++i) w[i] = 0;
        for(int i = 0; i < N; ++i) ++w[x[y[i]]];
        for(int i = 0; i < m - 1; ++i) w[i + 1] += w[i];
        for(int i = N - 1; i >= 0; --i) SA[--w[x[y[i]]]] = y[i];
    }
    void DA() {
        for(int i = 0; i < N; ++i) x[i] = a[i], y[i] = i;
        Sort();
        for(int i, j = 1, p = 1; p < N; j <= 1, m = p) {
            for(p = 0, i = N - j; i < N; i++) y[p++] = i;
            for (int k = 0; k < N; ++k) if (SA[k] >= j) y[p++] = SA[k] - j

```

```

        ;
        Sort();
        for(swap(x, y), p = 1, x[SA[0]] = 0, i = 1; i < N; ++i)
            x[SA[i]] = cmp(SA[i - 1], SA[i], j) ? p - 1 : p++;
    }
}

void kasaiLCP() {
    for (int i = 0; i < N; i++) c[SA[i]] = i;
    for (int i = 0, j, k = 0; i < N; LCP[c[i++]] = k)
        if (c[i] > 0) for (k ? k-- : 0, j = SA[c[i] - 1]; a[i + k] ==
            a[j + k]; k++);
        else k = 0;
}
};

```

18 Manacher

```

void manacher() {
    memset(p, 0, sizeof p);
    int center = 0, right = 0, mi;
    for (int i = 1; i < n; i++) {
        mi = 2 * center - i;
        if (right > i) p[i] = min(right - i, p[mi]);
        while (a[i+(1+p[i])] == a[i-(1+p[i])]) p[i]++;
        //printf("%d:%d\n", i, p[i]);
        if (i + p[i] > right) {
            right = i+p[i];
            center = i;
        }
    }
}

```

19 DP knuth

<http://codeforces.com/blog/entry/8219>

Original Recurrence:

$dp[i][j] = \min(dp[i][k] + dp[k][j]) + C[i][j]$ for $k = i+1..j-1$

Necessary & Sufficient Conditions:

$A[i][j-1] \leq A[i][j] \leq A[i+1][j]$

with $A[i][j]$ = smallest k that gives optimal answer

Also applicable if the following conditions are met:

1. $C[a][c] + C[b][d] \leq C[a][d] + C[b][c]$ (quadrangle inequality)

```

2.  $C[b][c] \leq C[a][d]$  (monotonicity)
for all  $a \leq b \leq c \leq d$ 

To use:
Calculate  $dp[i][i]$  and  $A[i][i]$ 

FOR(len = 1..n-1)
    FOR(i = 1..n-len) {
        j = i + len
        FOR(k = A[i][j-1]..A[i+1][j])
            update(dp[i][j])
    }
// OPTCUT
#include "../template.h"
const int MN = 2011;
int a[MN], dp[MN][MN], C[MN][MN], A[MN][MN];
int n;
void solve() {
    cin >> n; FOR(i,1,n) { cin >> a[i]; a[i] += a[i-1]; }
    FOR(i,1,n) FOR(j,i,n) C[i][j] = a[j] - a[i-1];

    FOR(i,1,n) dp[i][i] = 0, A[i][i] = i;

    FOR(len,1,n-1)
        FOR(i,1,n-len) {
            int j = i + len;
            dp[i][j] = 2000111000;
            FOR(k,A[i][j-1],A[i+1][j]) {
                int cur = dp[i][k-1] + dp[k][j] + C[i][j];
                if (cur < dp[i][j]) {
                    dp[i][j] = cur;
                    A[i][j] = k;
                }
            }
        }
    cout << dp[1][n] << endl;
}

```

20 Convex Hull

```

struct Point {
    long long x, y;
    bool operator < (const Point &v) const {
        return x == v.x ? y < v.y : x < v.x;
    }
}

```

```

    }
    long long cross(const Point &p, const Point &q) const {
        return (p.x - x) * (q.y - y) - (p.y - y) * (q.x - x);
    }
};

vector<Point> convexHull(vector<Point> p) {
    sort(p.begin(), p.end());
    int k = 0, n = p.size();
    vector<Point> poly (2 * n);
    for(int i = 0; i < n; ++i) {
        while(k >= 2 && poly[k-2].cross(poly[k-1], p[i]) < 0) --k;
        poly[k++] = p[i];
    }
    for(int i = n-2, t = k+1; i >= 0; --i) {
        while(k >= t && poly[k-2].cross(poly[k-1], p[i]) < 0) --k;
        poly[k++] = p[i];
    }
    poly.resize(min(n, max(0, k - 1)));
    return poly;
}

```

21 Geometry 2D

```

// Circle Circle Intersection
// zz: pairs of points
zz circleLine(double r, double a, double b, double c){
    zz res = zz(ii(-1e9 - 1, -1e9 - 1), ii(-1e9 - 1, -1e9 - 1));
    double x0 = -a*c/(a*a+b*b), y0 = -b*c/(a*a+b*b);
    if (c*c > r*r*(a*a+b*b) + eps)
        return res;
    else if (abs (c*c - r*r*(a*a+b*b)) < eps) {
        res.first = ii(x0, y0);
        return res; }
    else {
        double d = r*r - c*c/(a*a+b*b);
        double mult = sqrt (d / (a*a+b*b));
        double ax, ay, bx, by;
        ax = x0 + b * mult; bx = x0 - b * mult;
        ay = y0 - a * mult; by = y0 + a * mult;
        res.first = ii(ax, ay); res.second = ii(bx, by);
        return res; } }

zz circleCircleIntersection(Circle c1, Circle c2) {
    zz res = zz(ii(-1e9 - 1, -1e9 - 1), ii(-1e9 - 1, -1e9 - 1));

```

```

    if (dist(ii(c1.x, c1.y), ii(c2.x, c2.y)) < eps) {
        if (abs(c1.r - c2.r) < eps)
            return res;
        return res; }
    double dx = c2.x - c1.x; double dy = c2.y - c1.y;
    double A = -2 * dx; double B = -2 * dy;
    double C = dx * dx + dy * dy + c1.r * c1.r - c2.r * c2.r;
    res = circleLine(c1.r, A, B, C);
    res.first = ii(res.first.first + c1.x, res.first.second + c1.y);
    res.second = ii(res.second.first + c1.x, res.second.second + c1.y);
    return res;
}

///// 2 segments intersection
bool onSegment(Point p, Point q, Point r) // q lies on (p, r)
int orientation(Point p, Point q, Point r){
    int val = (q.y - p.y) * (r.x - q.x) - (q.x - p.x) * (r.y - q.y);
    if (val == 0) return 0; // colinear
    return (val > 0)? 1: 2;}

bool doIntersect(Point p1, Point q1, Point p2, Point q2){
    int o1 = orientation(p1, q1, p2); int o2 = orientation(p1, q1, q2)
    ;
    int o3 = orientation(p2, q2, p1); int o4 = orientation(p2, q2, q1);
    if (o1 != o2 && o3 != o4) return true;
    if (o1 == 0 && onSegment(p1, p2, q1)) return true;
    if (o2 == 0 && onSegment(p1, q2, q1)) return true;
    if (o3 == 0 && onSegment(p2, p1, q2)) return true;
    if (o4 == 0 && onSegment(p2, q1, q2)) return true;
    return false;}

/////

```

22 Geometry 3D

```

typedef double T;
struct p3 {
    T x,y,z;
    p3 operator+(p3 p) {return {x+p.x, y+p.y, z+p.z};}
    p3 operator-(p3 p) {return {x-p.x, y-p.y, z-p.z};}
    p3 operator*(T d) {return {x*d, y*d, z*d};}
    p3 operator/(T d) {return {x/d, y/d, z/d};} //only for floating-point
    bool operator==(p3 p) {return tie(x,y,z) == tie(p.x,p.y,p.z);}
    bool operator!=(p3 p) {return !operator==(p);}
    T operator|(p3 v, p3 w) {return v.x*w.x + v.y*w.y + v.z*w.z;} //dot
    product

```

```

    p3 operator*(p3 v, p3 w) { //cross product
        return {v.y*w.z - v.z*w.y, v.z*w.x - v.x*w.z, v.x*w.y - v.y*w.x};
    }
    T sq(p3 v) {return v|v;}
    double abs(p3 v) {return sqrt(sq(v));}
    p3 unit(p3 v) {return v/abs(v);}
    double angle(p3 v, p3 w) {
        double cosTheta = (v|w) / abs(v) / abs(w);
        return acos(max(-1.0, min(1.0, cosTheta)));}
    T orient(p3 p, p3 q, p3 r, p3 s) {return (q-p)*(r-p)|(s-p);} // S vs plane
        PQR
    struct plane {
        p3 n; T d; // From normal n and offset d
        plane(p3 n, T d) : n(n), d(d) {} // From normal n and point P
        plane(p3 n, p3 p) : n(n), d(n|p) {} // From three non-collinear points
            P,Q,R
        plane(p3 p, p3 q, p3 r) : plane((q-p)*(r-p), p) {}
        // - these work with T = int
        T side(p3 p) {return (n|p)-d;}
        double dist(p3 p) {return abs(side(p))/abs(n);}
        plane translate(p3 t) {return {n, d+(n|t)};}
        // - these require T = double
        plane shiftUp(double dist) {return {n, d + dist*abs(n)};}
        p3 proj(p3 p) {return p - n*side(p)/sq(n);}
        p3 refl(p3 p) {return p - n*2*side(p)/sq(n)};}}
    struct line3d {
        p3 d, o;
        // From two points P, Q
        line3d(p3 p, p3 q) : d(q-p), o(p) {}
        // From two planes p1, p2 (requires T = double)
        line3d(plane p1, plane p2) {
            d = p1.n*p2.n;
            o = (p2.n*p1.d - p1.n*p2.d)*d/sq(d);
        }
        // - these work with T = int
        double sqDist(p3 p) {return sq(d*(p-o))/sq(d);}
        double dist(p3 p) {return sqrt(sqDist(p));}
        bool cmpProj(p3 p, p3 q) {return (d|p) < (d|q);}
        // - these require T = double
        p3 proj(p3 p) {return o + d*(d|(a-o))/sq(d);}
        p3 refl(p3 p) {return proj(p)*2 - p;}
        p3 inter(plane p) {return o - d*p.side(o)/(p.n|d)};}}
    double dist(line l1, line l2) {
        p3 n = l1.d*l2.d;

```

```

        if (n == zero) return l1.dist(l2.o);
        return abs((l2.o-l1.o)|n)/abs(n);}
    p3 closestOnL1(line l1, line l2) {
        p3 n2 = l2.d*(l1.d*l2.d);
        return l1.o + l1.d*((l2.o-l1.o)|n2)/(l1.d|n2);}
    double smallAngle(p3 v, p3 w) {
        return acos(min(abs(v|w)/abs(v)/abs(w), 1.0));}
    double angle(plane p1, plane p2) {
        return smallAngle(p1.n, p2.n);}
    bool isParallel(plane p1, plane p2) {
        return p1.n*p2.n == zero;}
    bool isPerpendicular(plane p1, plane p2) {
        return (p1.n|p2.n) == 0;}
    double angle(line3d l1, line3d l2) {
        return smallAngle(l1.p, l2.d);}
    bool isParallel(line3d l1, line3d l2) {
        return l1.d*l2.d == zero;}
    bool isPerpendicular(line3d l1, line3d l2) {
        return (l1.d|l2.d) == 0;}
    double angle(plane p, line3d l) {
        return M_PI/2 - smallAngle(p.n, l.d);}
    bool isParallel(plane p, line3d l) {
        return (p.n|l.d) == 0;}
    bool isPerpendicular(plane p, line3d l) {
        return p.n*l.d == zero;}
    line3d perpThrough(plane p, p3 o) {return line(o, o+p.n);}
    plane perpThrough(line3d l, p3 o) {return plane(l.d, o);}

```

23 C++ tricks

```

int __builtin_clz(int x); //number of leading zero
int __builtin_ctz(int x); //number of trailing zero
int __builtin_clzll(long long x); //number of leading zero
int __builtin_ctzll(long long x); //number of trailing zero
int __builtin_popcount(int x); // number of 1-bits in x
int __builtin_popcountll(long long x); //number of 1-bits i

```

24 FFT

```

const double PI = acos(-1.0);
typedef complex<double> Complex;
#define MASK(i) (1LL<<(i))

```

```

#define BIT(x,i) (((x) >> (i)) & 1)
#define LOG 17
Complex fftRoot[MASK(LOG)], invRoot[MASK(LOG)];
#define REP(i, n) for (int i = 0, _n = (n); i < _n; i = i + 1)
void initFFT(void) {
    REP(i, MASK(LOG)) {
        double alpha = 2 * PI / MASK(LOG) * i;
        fftRoot[i] = Complex(cos(alpha), sin(alpha));
        invRoot[i] = Complex(cos(-alpha), sin(-alpha));
    }
}

unsigned roundUp(unsigned v) {
    --v;
    REP(i, 5) v |= v >> MASK(i);
    return v + 1;
}

int reverse(int num, int lg) {
    int res = 0;
    REP(i, lg) if (BIT(num, i)) res |= MASK(lg - i - 1);
    return res;
}

vector<Complex> fft(vector<Complex> a, bool invert) {
    int n = a.size(), lg = 0;
    while (MASK(lg) < n) lg++;
    vector<Complex> roots(n);
    REP(i, n) roots[i] = invert ? invRoot[MASK(LOG) / n * i] :
        fftRoot[MASK(LOG) / n * i];

    REP(i, n) {
        int rev = reverse(i, lg);
        if (i < rev) swap(a[i], a[rev]);
    }

    for (int len = 2; len <= n; len <= 1)
        for (int i = 0; i < n; i += len)
            for (int j = 0; j < (len >> 1); j++) {
                Complex u = a[i + j], v = a[i + j + (len >> 1)] *
                    roots[n / len * j];

                a[i + j] = u + v;
                a[i + j + (len >> 1)] = u - v;
            }

    if (invert) REP(i, n) a[i] /= n;
    return a;
}

vector<long long> multiply(const vector<int> &a, const vector<int>
    &b) {

```

```

    int n = roundUp(size(a) + size(b) - 1);
    vector<Complex> pa (n), pb (n);
    for(int i = 0; i < size(a); ++i) pa[i] = a[i];
    for(int i = 0; i < size(b); ++i) pb[i] = b[i];
    pa = fft(pa, false);
    pb = fft(pb, false);
    for(int i = 0; i < n; ++i) pa[i] *= pb[i];
    pa = fft(pa, true);
    vector<long long> res (n);
    for(int i = 0; i < n; ++i) res[i] = round(real(pa[i]));
    return res;
}

```

25 FFT mod

```

struct cp {
    double x, y;
    cp(double x = 0, double y = 0) : x(x), y(y) {}
    cp operator+(const cp& rhs) const { return cp(x + rhs.x, y + rhs.y); }
    cp operator-(const cp& rhs) const { return cp(x - rhs.x, y - rhs.y); }
    cp operator*(const cp& rhs) const {
        return cp(x * rhs.x - y * rhs.y, x * rhs.y + y * rhs.x);
    }
    cp operator!() const { return cp(x, -y); }
} rts[maxf + 1];
cp fa[maxf], fb[maxf];
cp fc[maxf], fd[maxf];
int bitrev[maxf];
void fftinit() {
    int k = 0;
    while ((1 << k) < maxf) k++;
    bitrev[0] = 0;
    for (int i = 1; i < maxf; i++) {
        bitrev[i] = bitrev[i >> 1] >> 1 | ((i & 1) << k - 1);
    }
    double PI = acos((double)-1.0);
    rts[0] = rts[maxf] = cp(1, 0);
    for (int i = 1; i + i <= maxf; i++) {
        rts[i] = cp(cos(i * 2 * PI / maxf), sin(i * 2 * PI / maxf));
    }
    for (int i = maxf / 2 + 1; i < maxf; i++) {
        rts[i] = !rts[maxf - i];
    }
}

```



```

}
void dft(cp a[], int n, int sign) {
    static int isinit;
    if (!isinit) {
        isinit = 1;
        fftinit();
    }
    int d = 0;
    while ((1 << d) * n != maxf) d++;
    for (int i = 0; i < n; i++) {
        if (i < (bitrev[i] >> d)) {
            swap(a[i], a[bitrev[i] >> d]);
        }
    }
    for (int len = 2; len <= n; len <<= 1) {
        int delta = maxf / len * sign;
        for (int i = 0; i < n; i += len) {
            cp *x = a + i, *y = a + i + (len >> 1), *w = sign > 0 ? rts : rts +
                maxf;
            for (int k = 0; k + k < len; k++) {
                cp z = *y * *w;
                *y = *x - z, *x = *x + z;
                x++, y++, w += delta;
            }
        }
    }
    if (sign < 0) {
        for (int i = 0; i < n; i++) {
            a[i].x /= n;
            a[i].y /= n;
        }
    }
}

void multiply(int a[], int b[], int na, int nb, long long c[], int dup =
    0) {
    int n = na + nb - 1;
    while (n != (n & -n)) n += n & -n;
    for (int i = 0; i < n; i++) fa[i] = fb[i] = cp();
    for (int i = 0; i < na; i++) fa[i] = cp(a[i]);
    for (int i = 0; i < nb; i++) fb[i] = cp(b[i]);
    dft(fa, n, 1);
    if (dup) {
        for (int i = 0; i < n; i++) fb[i] = fa[i];
    } else {
        dft(fb, n, 1);
    }
    dft(fc, n, -1), dft(fd, n, -1);
    for (int i = 0; i < n; i++) {
        long long u = ((long long)floor(fc[i].x + 0.5)) % mod;
        long long v = ((long long)floor(fd[i].x + 0.5)) % mod;
        long long w = ((long long)floor(fd[i].y + 0.5)) % mod;
        c[i] = ((u << magic) + v + (w << magic + magic)) % mod;
    }
}

vector<int> multiply(vector<int> a, vector<int> b, int mod = (int)1e9 + 7)
{
    static int fa[maxf], fb[maxf], fc[maxf];
    int na = a.size(), nb = b.size();

```

```

    dft(fb, n, 1);
}
for (int i = 0; i < n; i++) fa[i] = fa[i] * fb[i];
dft(fa, n, -1);
for (int i = 0; i < n; i++) c[i] = (long long)floor(fa[i].x + 0.5);
}

void multiply(int a[], int b[], int na, int nb, int c[], int mod = (int)1
    e9 + 7,
    int dup = 0) {
    int n = na + nb - 1;
    while (n != (n & -n)) n += n & -n;
    for (int i = 0; i < n; i++) fa[i] = fb[i] = cp();
    static const int magic = 15;
    for (int i = 0; i < na; i++)
        fa[i] = cp(a[i] >> magic, a[i] & (1 << magic) - 1);
    for (int i = 0; i < nb; i++)
        fb[i] = cp(b[i] >> magic, b[i] & (1 << magic) - 1);
    dft(fa, n, 1);
    if (dup) {
        for (int i = 0; i < n; i++) fb[i] = fa[i];
    } else {
        dft(fb, n, 1);
    }
    for (int i = 0; i < n; i++) {
        int j = (n - i) % n;
        cp x = fa[i] + !fa[j];
        cp y = fb[i] + !fb[j];
        cp z = !fa[j] - fa[i];
        cp t = !fb[j] - fb[i];
        fc[i] = (x * t + y * z) * cp(0, 0.25);
        fd[i] = x * y * cp(0, 0.25) + z * t * cp(-0.25, 0);
    }
    dft(fc, n, -1), dft(fd, n, -1);
    for (int i = 0; i < n; i++) {
        long long u = ((long long)floor(fc[i].x + 0.5)) % mod;
        long long v = ((long long)floor(fd[i].x + 0.5)) % mod;
        long long w = ((long long)floor(fd[i].y + 0.5)) % mod;
        c[i] = ((u << magic) + v + (w << magic + magic)) % mod;
    }
}

vector<int> multiply(vector<int> a, vector<int> b, int mod = (int)1e9 + 7)
{
    static int fa[maxf], fb[maxf], fc[maxf];
    int na = a.size(), nb = b.size();

```

```

    for (int i = 0; i < na; i++) fa[i] = a[i];
    for (int i = 0; i < nb; i++) fb[i] = b[i];
    multiply(fa, fb, na, nb, fc, mod, a == b);
    int k = na + nb - 1;
    vector<int> res(k);
    for (int i = 0; i < k; i++) res[i] = fc[i];
    return res;
}

int fpow(int a, int k, int p) {
    if (!k) return 1;
    int res = a, t = a;
    k--;
    while (k) {
        if (k & 1) res = (long long)res * t % p;
        t = (long long)t * t % p;
        k >>= 1;
    }
    return res;
}

vector<int> invert(vector<int> a, int n, int mod) {
    assert(a[0] != 0);
    vector<int> x(1, fpow(a[0], mod - 2, mod));
    while (x.size() < n) {
        vector<int> tmp(a.begin(), a.begin() + min(a.size(), 2 * x.size()));
        vector<int> nx = multiply(multiply(x, x, mod), tmp, mod);
        x.resize(2 * x.size());
        for (int i = 0; i < x.size(); i++) {
            x[i] += x[i];
            x[i] -= nx[i];
            if (x[i] < 0) x[i] += mod;
            if (x[i] >= mod) x[i] -= mod;
        }
    }
    x.resize(n);
    return x;
}

pair<vector<int>, vector<int>> divmod(vector<int> a, vector<int> b, int
    mod) {
    int n = a.size(), m = b.size();
    if (n < m) {
        return make_pair(vector<int>(), a);
    }
    reverse(a.begin(), a.end());
    reverse(b.begin(), b.end());

```

```

    vector<int> rb = invert(b, n - m + 1, mod);
    vector<int> d = multiply(a, rb, mod);
    reverse(a.begin(), a.end());
    reverse(b.begin(), b.end());
    while (d.size() > n - m + 1) d.pop_back();
    reverse(d.begin(), d.end());
    vector<int> r = multiply(d, b, mod);
    while (r.size() >= m) r.pop_back();
    for (int i = 0; i < m; i++) {
        r[i] = a[i] - r[i];
        if (r[i] < 0) r[i] += mod;
    }
    return make_pair(d, r);
}

vector<int> chirpz_transform(vector<int> a, int z, int k, int mod) {
    int n = a.size();
    vector<int> x;
    vector<int> y;
    int iz = fpow(z, mod - 2, mod);
    for (int i = 0; i < n; i++) {
        x.push_back((long long)a[i] * fpow(z, (long long)i * i, mod) % mod);
    }
    for (int i = 1 - n; i < k; i++) {
        y.push_back(fpow(iz, (long long)i * i, mod));
    }
    vector<int> r = FFT::multiply(x, y, mod);
    vector<int> res(k);
    for (int i = 0; i < k; i++) {
        res[i] = (long long)r[i + n - 1] * fpow(z, (long long)i * i, mod) %
            mod;
    }
    return res;
}

} // namespace FFT

```

26 NTT

```

const int MODULO = 998244353;
const int ROOT = 3; // Primitive root
void fft(vector<int> &a, bool invert) {
    int n = a.size();
    assert((n & (n - 1)) == 0);
    int lg = __builtin_ctz(n);

```

```

for (int i = 0; i < n; ++i) {
    int j = 0;
    for (int k = 0; k < lg; ++k) if ((i&1<<k)!=0) j |= 1 <<
        (lg-k-1);
    if (i < j) swap(a[i], a[j]);
}
for (int len = 2; len <= n; len *= 2) {
    int wlen = power(ROOT, (MODULO - 1) / len);
    if (invert) wlen = inverse(wlen);
    for (int i = 0; i < n; i += len) {
        int w = 1;
        for (int j = 0; j < len / 2; ++j) {
            int u = a[i + j];
            int v = 1LL * a[i + j + len / 2] * w % MODULO;
            a[i + j] = (u + v) % MODULO;
            a[i + j + len / 2] = (u - v + MODULO) % MODULO;
            w = 1LL * w * wlen % MODULO;
        }
    }
}
if (invert) {
    int mul = inverse(n);
    for (auto &x : a) x = 1LL * x * mul % MODULO;
}

998244353 = 119 * 223 + 1. Primitive root: 3.
985661441 = 235 * 222 + 1. Primitive root: 3.
1012924417 = 483 * 221 + 1. Primitive root: 5

```

27 Gauss

```

// INPUT:      a[][] = an n×n matrix
//             b[][] = an n×m matrix
// OUTPUT:     X      = an n×m matrix (stored in b[][])
//             A^{-1} = an n×n matrix (stored in a[][])
//             returns determinant of a[][]

const double EPS = 1e-10;
typedef vector<int> VI;
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
T GaussJordan(VVT &a, VVT &b) {
    const int n = a.size();

```

```

const int m = b[0].size();
VI irow(n), icol(n), ipiv(n);
T det = 1;
for (int i = 0; i < n; i++) {
    int pj = -1, pk = -1;
    for (int j = 0; j < n; j++) if (!ipiv[j])
        for (int k = 0; k < n; k++) if (!ipiv[k])
            if (pj == -1 || fabs(a[j][k]) > fabs(a[pj][pk])) { pj = j;
                pk = k; }
    if (fabs(a[pj][pk]) < EPS) { cerr << "Matrix is singular." << endl;
        ; exit(0); }
    ipiv[pk]++;
    swap(a[pj], a[pk]);
    swap(b[pj], b[pk]);
    if (pj != pk) det *= -1;
    irow[i] = pj;
    icol[i] = pk;
    T c = 1.0 / a[pk][pk];
    det *= a[pk][pk];
    a[pk][pk] = 1.0;
    for (int p = 0; p < n; p++) a[pk][p] *= c;
    for (int p = 0; p < m; p++) b[pk][p] *= c;
    for (int p = 0; p < n; p++) if (p != pk) {
        c = a[p][pk];
        a[p][pk] = 0;
        for (int q = 0; q < n; q++) a[p][q] -= a[pk][q] * c;
        for (int q = 0; q < m; q++) b[p][q] -= b[pk][q] * c;
    }
}
for (int p = n-1; p >= 0; p--) if (irow[p] != icol[p]) {
    for (int k = 0; k < n; k++) swap(a[k][irow[p]], a[k][icol[p]]);
}
return det;
}

```

28 Simplex

```

// Two-phase simplex algorithm for solving linear programs of the form
//
//      maximize      c^T x
//      subject to    Ax <= b
//                   x >= 0

```

```
//
// INPUT: A -- an m x n matrix
//         b -- an m-dimensional vector
//         c -- an n-dimensional vector
//         x -- a vector where the optimal solution will be stored
//
// OUTPUT: value of the optimal solution (infinity if unbounded
//         above, nan if infeasible)
//
// To use this code, create an LPSolver object with A, b, and c as
// arguments. Then, call Solve(x).

typedef long double DOUBLE;
typedef vector<DOUBLE> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;

const DOUBLE EPS = 1e-9;

struct LPSolver {
    int m, n;
    VI B, N;
    VVD D;

    LPSolver(const VVD &A, const VD &b, const VD &c) :
        m(b.size()), n(c.size()), B(m), N(n + 1), D(m + 2, VD(n + 2)) {
        for (int i = 0; i < m; i++) for (int j = 0; j < n; j++) D[i][j]
            = A[i][j];
        for (int i = 0; i < m; i++) { B[i] = n + i; D[i][n] = -1; D[i]
            [n + 1] = b[i]; }
        for (int j = 0; j < n; j++) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m + 1][n] = 1;
    }

    void Pivot(int r, int s) {
        for (int i = 0; i < m + 2; i++) if (i != r)
            for (int j = 0; j < n + 2; j++) if (j != s)
                D[i][j] -= D[r][j] * D[i][s] / D[r][s];
        for (int j = 0; j < n + 2; j++) if (j != s) D[r][j] /= D[r][s];
        for (int i = 0; i < m + 2; i++) if (i != r) D[i][s] /= -D[r][s];
        D[r][s] = 1.0 / D[r][s];
        swap(B[r], N[s]);
    }
}
```

```
bool Simplex(int phase) {
    int x = phase == 1 ? m + 1 : m;
    while (true) {
        int s = -1;
        for (int j = 0; j <= n; j++) {
            if (phase == 2 && N[j] == -1) continue;
            if (s == -1 || D[x][j] < D[x][s] || (D[x][j] == D[x][s] &&
                N[j] < N[s])) s = j;
        }
        if (D[x][s] > -EPS) return true;
        int r = -1;
        for (int i = 0; i < m; i++) {
            if (D[i][s] < EPS) continue;
            if (r == -1 || D[i][n + 1] / D[i][s] < D[r][n + 1] / D[r][
                s] || ((D[i][n + 1] / D[i][s]) == (D[r][n + 1] / D[r][
                s]) && B[i] < B[r])) r = i;
        }
        if (r == -1) return false;
        Pivot(r, s);
    }
}

DOUBLE Solve(VD &x) {
    int r = 0;
    for (int i = 1; i < m; i++) if (D[i][n + 1] < D[r][n + 1]) r = i;
    if (D[r][n + 1] < -EPS) {
        Pivot(r, n);
        if (!Simplex(1) || D[m + 1][n + 1] < -EPS) return -
            numeric_limits<DOUBLE>::infinity();
        for (int i = 0; i < m; i++) if (B[i] == -1) {
            int s = -1;
            for (int j = 0; j <= n; j++)
                if (s == -1 || D[i][j] < D[i][s] || (D[i][j] == D[i][s]
                    && N[j] < N[s])) s = j;
            Pivot(i, s);
        }
    }
    if (!Simplex(2)) return numeric_limits<DOUBLE>::infinity();
    x = VD(n);
    for (int i = 0; i < m; i++) if (B[i] < n) x[B[i]] = D[i][n + 1];
    return D[m][n + 1];
}
```

```

int main() {

    const int m = 4;
    const int n = 3;
    DOUBLE _A[m][n] = {
        { 6, -1, 0 },
        { -1, -5, 0 },
        { 1, 5, 1 },
        { -1, -5, -1 }
    };

    DOUBLE _b[m] = { 10, -4, 5, -5 };
    DOUBLE _c[n] = { 1, -1, 0 };

    VVD A(m);
    VD b(_b, _b + m);
    VD c(_c, _c + n);
    for (int i = 0; i < m; i++) A[i] = VD(_A[i], _A[i] + n);

    LPSolver solver(A, b, c);
    VD x;
    DOUBLE value = solver.Solve(x);

    cerr << "VALUE: " << value << endl; // VALUE: 1.29032
    cerr << "SOLUTION:"; // SOLUTION: 1.74194 0.451613 1
    for (size_t i = 0; i < x.size(); i++) cerr << " " << x[i];
    cerr << endl;
    return 0;
}

```

29 Chinese Remainder

```

// Solve linear congruences equation:
// -  $a[i] * x = b[i] \text{ MOD } m[i]$  ( $m_i$  don't need to be co-prime)
// Tested:
// - https://open.kattis.com/problems/generalchineseremainder
bool linearCongruences(const vector<ll> &a, const vector<ll> &b,
    const vector<ll> &m, ll &x, ll &M) {
    ll n = a.size();
    x = 0; M = 1;
    REP(i, n) {
        ll a_ = a[i] * M, b_ = b[i] - a[i] * x, m_ = m[i];
        ll y, t, g = extgcd(a_, m_, y, t);
        if (b_ % g) return false;

```

```

        b_ /= g; m_ /= g;
        x += M * (y * b_ % m_);
        M *= m_;
    }
    x = (x + M) % M;
    return true;
}

```

30 Primitive Root

```

int generator(int p) {
    vector<int> fact;
    int phi = p-1, n = phi;
    for (int i=2; i*i<=n; ++i) if (n % i == 0) {
        fact.push_back(i);
        while (n % i == 0) n /= i;
    }
    if (n > 1) fact.push_back(n);
    for (int res=2; res<=p; ++res) {
        bool ok = true;
        for (size_t i=0; i<fact.size() && ok; ++i)
            ok &= powmod(res, phi / fact[i], p) != 1;
        if (ok) return res;
    }
    return -1;
}

```

31 Range Prime Counting

```

// Primes up to  $10^{12}$  can be counted in ~1 second.
const int MAXN = 1000005; // MAXN is the maximum value of  $\sqrt{N}$  + 2
bool prime[MAXN];
int prec[MAXN];
vector<int> P;
void init() {
    prime[2] = true;
    for (int i = 3; i < MAXN; i += 2) prime[i] = true;
    for (int i = 3; i*i < MAXN; i += 2) {
        if (prime[i]) {
            for (int j = i*i; j < MAXN; j += i+i) prime[j] = false;
        }
    }
}

```

```

    }
    for(int i=1; i<MAXN; i++) {
        if (prime[i]) P.push_back(i);
        prec[i] = prec[i-1] + prime[i];
    }
}

lint rec(lint N, int K) {
    if (N <= 1 || K < 0) return 0;
    if (N <= P[K]) return N-1;
    if (N < MAXN && 1ll * P[K]*P[K] > N) return N-1 - prec[N] +
        prec[P[K]];
    const int LIM = 250;
    static int memo[LIM*LIM][LIM];
    bool ok = N < LIM*LIM;
    if (ok && memo[N][K]) return memo[N][K];
    lint ret = N/P[K] - rec(N/P[K], K-1) + rec(N, K-1);
    if (ok) memo[N][K] = ret;
    return ret;
}

lint count_primes(lint N) { //less than or equal to
    if (N < MAXN) return prec[N];
    int K = prec[(int)sqrt(N) + 1];
    return N-1 - rec(N, K) + prec[P[K]];
}

```

32 Knight's shortest path

```

int KSP(int x,int y) {
    if (x < y) swap(x, y);
    if (x == 1 && y == 0) return 3;
    if (x == 2 && y == 2) return 4;
    int d = x - y;
    if (y > d) return 2*((y-d+2)/3)+d;
    return d-2*((d-y)/4);
}

```

33 Extended Euclid

Gia su ket qua la (x0. y0), ho nghiem la (x_0 + k * b / d, y_0 - k * a/d
)
 Phuong trinh ax + by = d co nghiem khi va chi khi d chia het cho gcd(a, b
)

```

a x + b y = gcd(a, b)
int extgcd(int a, int b, int &x, int &y) {
    int g = a; x = 1; y = 0;
    if (b != 0) g = extgcd(b, a % b, y, x), y -= (a / b) * x;
    return g;
}

```

34 Factorial Mod

```

int factmod (int n, int p) { // n!, excluding p^k of course
    int res = 1;
    while (n > 1) {
        res = (res * ((n/p) % 2 ? p-1 : 1)) % p;
        for (int i=2; i<=n%p; ++i)
            res = (res * i) % p;
        n /= p;
    }
    return res % p;
}

```

35 Sqrt Mod

```

// Jacobi Symbol (m/n), m,n >= 0 and n is odd
#define NEGPOW(e) ((e) % 2 ? -1 : 1)
int jacobi(int a, int m) {
    if (a == 0) return m == 1 ? 1 : 0;
    if (a % 2) return NEGPOW((a-1)*(m-1)/4)*jacobi(m%a, a);
    else return NEGPOW((m*m-1)/8)*jacobi(a/2, m);
}

int invMod(int a, int m) {
    int x, y;
    if (extgcd(a, m, x, y) == 1) return (x + m) % m;
    else return 0; // unsolvable
}

// No solution when: n(p-1)/2 = -1 mod p
int sqrtMod(int n, int p) { //find x: x^2 = n (mod p) p is prime
    int S, Q, W, i, m = invMod(n, p);
    for (Q = p - 1, S = 0; Q % 2 == 0; Q /= 2, ++S);
    do { W = rand() % p; } while (W == 0 || jacobi(W, p) != -1);
    for (int R = powMod(n, (Q+1)/2, p), V = powMod(W, Q, p); ;) {
        int z = R * R * m % p;
        for (i = 0; i < S && z % p != 1; z *= z, ++i);
    }
}

```

```

        if (i == 0) return R;
        R = (R * powMod(V, 1 << (S-i-1), p)) % p;
    }
}

int powMod (int a, int b, int p) {
    int res = 1;
    while (b)
        if (b & 1)
            res = int (res * 1ll * a % p), --b;
        else
            a = int (a * 1ll * a % p), b >>= 1;
    return res;
}

```

36 Interval line

```

class Line {
public:
    long long a, b;
};

class Node {
public:
    Line line;
    Node *leftNode, *rightNode;
};

class IntervalLineTree {
private:
    int n;
    Node *root;
    void update(Node *node, int lo, int hi, Line &line) {
        int mid = (lo + hi) >> 1;
        if (line.getY(lo) <= line.getY(hi) && line.getY(hi) <= node->line.getY(hi))
            return;

        if (line.getY(lo) >= node->line.getY(lo) &&
            line.getY(hi) >= node->line.getY(hi)) {
            node->line = line;
            return;
        }
        if (node->leftNode == NULL) {
            node->leftNode = new Node();
        }
    }
}

```

```

        if (node->rightNode == NULL) {
            node->rightNode = new Node();
        }
        if (line.getY(lo) <= node->line.getY(lo) &&
            line.getY(mid) <= node->line.getY(mid)) {
            update(node->rightNode, mid + 1, hi, line);
            return;
        }
        if (line.getY(lo) >= node->line.getY(lo) &&
            line.getY(mid) >= node->line.getY(mid)) {
            update(node->rightNode, mid + 1, hi, node->line);
            node->line = line;
            return;
        }
        if (line.getY(mid+1) <= node->line.getY(mid+1) &&
            line.getY(hi) <= node->line.getY(hi)) {
            update(node->leftNode, lo, mid, line);
        }
        if (line.getY(mid + 1) >= node->line.getY(mid + 1) &&
            line.getY(hi) >= node->line.getY(hi)) {
            update(node->leftNode, lo, mid, node->line);
            node->line = line;
        }
    }

    long long get(Node *node, int lo, int hi, int pos) {
        if (lo > pos || hi < pos) return 0;
        long long res = node->line.getY(pos);
        if (lo == hi) return res;
        int mid = (lo + hi) >> 1;
        if (node->leftNode != NULL)
            res = max(res, get(node->leftNode, lo, mid, pos));
        if (node->rightNode != NULL) {
            res = max(res, get(node->rightNode, mid + 1, hi, pos));
        }
        return res;
    }

public:
    IntervalLineTree(int _n) {
        n = _n;
        root = new Node();
    }

    void update(Line &line) { update(root, 1, n, line); }
    long long get(int pos) { return get(root, 1, n, pos); }
};

```

37 BIT 2D

```

class BIT2D {
public:
    vector<int> nodes[maxn];
    vector<int> f[maxn];
    void fakeUpdate(int u, int v) {
        for (int x = u; x <= n; x += x & -x)
            nodes[x].push_back(v);
    }
    void update(int u, int v) {
        for (int x = u; x <= n; x += x & -x)
            for (int y = lower_bound(nodes[x].begin(), nodes[x].end(), v) -
                nodes[x].begin() + 1; y <= nodes[x].size();
                y += y & -y)
                f[x][y]++;
    }
    int get(int u, int v) {
        int res = 0;
        for (int x = u; x > 0; x -= x & -x)
            for (int y = upper_bound(nodes[x].begin(), nodes[x].end(), v) -
                nodes[x].begin(); y > 0; y -= y & -y)
                res += f[x][y];
        return res;
    }
    void prepare(vector<pair<int, int>> queries) {
        reverse(queries.begin(), queries.end());
        for (auto query : queries) {
            fakeUpdate(query.first, query.second);
        }
        reverse(queries.begin(), queries.end());
        for (int i = 1; i <= n; i++) {
            nodes[i].push_back(inf);
            sort(nodes[i].begin(), nodes[i].end());
            f[i].resize(((int) nodes[i].size()) + 3);
        }
    }
} bit2D;

```

38 Heavy-Light Decomposition

```

chainHead [c]
dinh dau

```

```

cua chuoi
c
    chainInd[u]
chuoi ma
dinh u
nam trong

void hld(int u) {
    //Neu chuoi hien tai chua co dinh dau dinh gan goc nhat thi dat u lam
    //dinh dau cua no
    if (chainHead[nChain] == 0) chainHead[nChain] = u;
    //Gan chuoi hien tai cho u
    chainInd[u] = nChain;
    //Giai thich ben duoi
    posInBase[u] = ++nBase;
    // Bien luu dinh con dac biet
    int mxVtx = -1;
    // Tim dinh con dac biet trong so nhung dinh con cua u
    for (int i = 0; i < adj[u].size(); i++) {
        int v = adj[u][i];
        if (v != parent[u]) {
            if (mxVtx == -1 || nChild[v] > nChild[mxVtx]) {
                mxVtx = v;
            }
        }
    }
}
//Neu tim ra dinh con dac biet (u khong phai la dinh la) thi di chuyen
//den dinh do
if (mxVtx > -1)
    hld(mxVtx);
// Sau khi di het mot chuoi thi tang nChain len va bat dau mot chuoi moi
for (int i = 0; i < adj[u].size(); i++) {
    int v = adj[u][i];
    if (v != parent[u] && v != mxVtx) {
        nChain++;
        hld(v);
    }
}
}

void update(int u, int a) {
    // uchain chuoi hien tai cua u
    // achain chuoi hien tai cua a
    int uchain = chainInd[u], achain = chainInd[a];
    while (1) {

```



```

// Neu u va a cung nam tren mot chuoi thi update doan tu u den a va
ket thuc
if (uchain == achain) {
    updateIntervalTree(..., posInBase[a], posInBase[u], ...);
    break;
}
// Neu u va a khong nam tren cung mot chuoi thi update doan tu u den
dinh dau cua chuoi hien tai
updateIntervalTree(..., posInBase[chainHead[uchain]], posInBase[u],
...);
// Nhay len dinh cha cua dinh dau hien tai
u = parent[chainHead[uchain]];
uchain = chainInd[u];
}
}

/**
Geometry - Tungluu18
*/

Duong tron di qua 3 diem cho truoc Let  $A = (0, 0)$  centers are  $Cy(Bx^2 + By^2) - Bx(Cx^2 + Cy^2)/D$ 
and  $(Bx(Cx^2 + Cy^2) - Cx(Bx^2 + By^2))/D$  where  $D = 2(BxCy - ByCx)$ .

Diem trong tam giac
bool isInside(const Vector &P) {
    Vector a = C - A, b = B - A, c = P - A;
    T under = a.x*b.y - b.x*a.y;
    T u = (c.x*b.y - c.y*b.x);
    T v = (a.x*c.y - a.y*c.x);
    return u >= 0 && v >= 0 && u+v <= under || u<=0
    && v<=0 && u+v >= under;
} //remove equalities if not want the boundary

Pick's theorem (So diem trong da giac co dinh nguyen)
I = A - B/2 + 1
where
    A is the area of a lattice polygon,
    I is number of lattice points inside it,
    B is number of lattice points on the boundary.
    Number of lattice points minus one on a line segment
    from (0, 0) and (x, y) is gcd(x, y).

Tich chap 3d:  $a \times b = (aybz - azby, azbx - axbz, axby - aybx)$ 

```

Distance from line AB to P (for any dimension) : $|(A - P)x(B - P)|/(A - B)$

Khoảng cách từ điểm đến đoạn thẳng if (dot(B-A, P-A) < 0) return dist(A,P); if (dot(A-B, P-B) < 0) return dist(B,P); return fabs(cross(P,A,B) / dist(A,B)); dot - tích vô hướng, cross - tích chập

Hình chiếu: Hình chiếu của C trên đường thẳng AB $[\text{dot}(\text{AB}, \text{AC}) / \text{dot}(\text{AB}, \text{AB})]$ AB

Catalant:

$$C_n = \frac{1}{n+1} * \binom{2n}{n} = \frac{(2n)!}{(n+1)!(n!)} = \frac{n+k}{k} (k=2- > n)$$

Eg: 1; 1; 2; 5; 14; 42; 132; 429; 1430; 4862; 16796; 58786; 208012; 742900; 2674440

Prime: 999999999999999989(18) – 999999937(9)