Team notebook

September 20, 2017

Contents

1 Data Structures

1.1 heavy light decomposition

```
struct Data_Node {
  int prnt, dpth, value, id, sz, chain;
```

```
  Data_Node( ) :
    prnt( 0 ), dpth( 0 ), value( 0 ),
    id( 0 ), sz( 1 ), chain( 0 ) { }
};
struct Heavy_Light_Decomposition {
  int n, node_counted, cur_chain;
  vvi G, A;
  vector< Data_Node > data_node;
  vi chain_head;
  Segment_Tree st;
  Heavy_Light_Decomposition( int n, vi& value ) :
    n( n ), G( n ), A( n, vi( LOG2 ) ),
    data_node( n, Data_Node( ) ), chain_head( n, -1 ), st( 0, n-1 ) {
    node_counted = cur_chain = 0;
    for( int i = 0; i < n; i++ )
      data_node[ i ].value = value[ i ];
  }
  void add_edge( int u, int v ) {
    G[ u ].PB( v );
    G[ v ].PB( u );
  }
  void set_value( int u, int v ) {
    data_node[ u ].value = v;
    st.update( data_node[ u ].id, data_node[ u ].value );
  }
  void dfs( int u, int d ) {
    data_node[ u ].dpth = d;
    for( int i = 0; i < int( G[ u ].size( ) ); i++ ) {
      int v = G[ u ][ i ];
      if( v == data_node[ u ].prnt )
        continue;
      data_node[ v ].prnt = A[ v ][ 0 ] = u;
      dfs( v, d+1 );
      data_node[ u ].sz += data_node[ v ].sz;
    }
  }
  void build_hld( int u ) {
    if( chain_head[ cur_chain ] == -1 )
      chain_head[ cur_chain ] = u;
    data_node[ u ].chain = cur_chain;
    data_node[ u ].id = node_counted++;
    st.update( data_node[ u ].id, data_node[ u ].value );
    int best_child = -1;
    for( auto& v : G[ u ] ) {
      if( v == data_node[ u ].prnt )
        continue;
      if( best_child == -1 || ( data_node[ best_child ].sz < data_node[ v
          ].sz ) )
        best_child = v;
    }
    if( best_child != -1 )
      build_hld( best_child );
    for( auto& v : G[ u ] ) {
      if( v == data_node[ u ].prnt || v == best_child )
        continue;
      cur_chain++;
      build_hld( v );
    }
  }
  void build( ) {
    dfs( 0, 0 );
    build_lca( );
    build_hld( 0 );
  }
  int query_hld_util( int u, int a ) {
    int r = data_node[ u ].value;
    int chain_u, chain_a = data_node[ a ].chain;
    while( true ) {
      chain_u = data_node[ u ].chain;
      if( chain_u == chain_a ) {
        if( u != a )
          r = __gcd( r, st.query( data_node[ u ].id, data_node[ a ].id ) );
        else
          r = __gcd( r, data_node[ u ].value );
        break;
      }
      else {
        r = __gcd( r, st.query( data_node[ chain_head[ chain_u ] ].id,
            data_node[ u ].id ) );
        u = data_node[ chain_head[ chain_u ] ].prnt;
      }
    }
    return r;
  }
  int query_hld( int u, int v ) {
    int lca = query_lca( u, v );
    return __gcd( query_hld_util( u, lca ), query_hld_util( v, lca ) );
  }
};
```

1.2 hull optimizer

```
/*
 * O( n ) where n = number of lines added
 * Given a set of lines of the form y = mx + b, find the minimum y-value
     when any of the given lines are evaluated at the specified x.
 * To optimize for maximum y-value, call the constructor with query_max =
     true.
 * Reference: https://github.com/alxli
 */

class hull_optimizer {
  struct line {
    ll m, b, val;
    lf xlo;
    bool is_query, query_max;
    line( ll m, ll b, ll val, bool is_query, bool query_max )
        : m(m), b(b), val(val), xlo(-oo),
          is_query(is_query), query_max(query_max) { }
    bool parallel( const line& l )const {
      return m == l.m;
    }
    lf intersect( const line &l )const {
      if( parallel( l ) ) {
        return oo;
      }
      return (lf)( l.b-b )/( m-l.m );
    }
    bool operator < ( const line &l )const {
      if( l.is_query ) {
        return query_max ? ( xlo < l.val ) : ( l.val < xlo );
      }
      return m < l.m;
    }
  };

  set< line > hull;
  bool query_max;
  typedef set<line>::iterator hulliter;

  bool has_prev( hulliter it )const {
    return it != hull.begin( );
  }
  bool has_next( hulliter it )const {
    return ( it != hull.end( ) ) && ( ++it != hull.end( ) );
  }
  bool irrelevant( hulliter it )const {
    if( !has_prev( it ) || !has_next( it ) ) {
      return false;
    }
    hulliter prev = it, next = it;
    --prev;
    ++next;
    return query_max ? (prev->intersect(*next) <= prev->intersect(*it))
                     : (next->intersect(*prev) <= next->intersect(*it));
  }
  hulliter update_left_border( hulliter it ) {
    if( (query_max && !has_prev(it)) || (!query_max && !has_next(it)) ) {
      return it;
    }
    hulliter it2 = it;
    lf val = it->intersect(query_max ? *--it2 : *++it2);
    line l(*it);
    l.xlo = val;
    hull.erase(it++);
    return hull.insert( it, l );
  }

public:
  hull_optimizer( bool query_max = false ) {
    this->query_max = query_max;
  }
  void add_line( ll m, ll b ) {
    line l( m, b, 0, false, query_max );
    hulliter it = hull.lower_bound( l );
    if( it != hull.end( ) && it->parallel( l ) ) {
      if( ( query_max && it->b < b ) || ( !query_max && b < it->b ) ) {
        hull.erase( it++ );
      } else {
        return ;
      }
    }
    it = hull.insert( it, l );
    if( irrelevant( it ) ) {
      hull.erase(it);
      return;
    }
    while( has_prev( it ) && irrelevant( --it ) ) {
      hull.erase( it++ );
    }
```

```
    while( has_next( it ) && irrelevant( ++it ) ) {
      hull.erase( it-- );
    }
    it = update_left_border( it );
    if( has_prev( it ) ) {
      update_left_border( --it );
    }
    if( has_next( ++it ) ) {
      update_left_border( ++it );
    }
  }
  ll get_best( ll x )const {
    line q( 0, 0, x, true, query_max );
    hulliter it = hull.lower_bound( q );
    if( query_max ) {
      --it;
    }
    return it->m*x + it->b;
  }
};
```

1.3 hull trick optimization

```
struct Line {
  ll m, b;
  Line( ) { }
  Line( ll m, ll b ) : m(m), b(b) { }
  ll solve( ll x ) {
    return m*x + b;
  }
};

int sz;
Line hull[ MAXN ];
lf inters[ MAXN ];

lf find_intersection( const Line& l1, const Line& l2 ) {
  return lf( l1.b-l2.b )/lf( l2.m-l1.m );
}

void add_line( ll m, ll b ) {
  hull[ sz ] = Line( m, b );
  if( sz == 0 ) {
    inters[ sz ] = oo;
  } else {
    inters[ sz ] = find_intersection( hull[ sz ], hull[ sz-1 ] );
  }
  while( sz >= 2 && inters[ sz ] > inters[ sz-1 ] ) {
    hull[ sz-1 ] = hull[ sz ];
    inters[ sz-1 ] = find_intersection( hull[ sz-2 ], hull[ sz-1 ] );
    sz--;
  }
  sz++;
}

ll get_min( ll x ) {
  int lo = 0, hi = sz-1, mi;
  while( lo <= hi ) {
    mi = ( lo+hi )>>1;
    if( inters[ mi ] > x ) {
      lo = mi+1;
    } else {
      hi = mi-1;
    }
  }
  return hull[ hi ].solve( x );
}
```

1.4 kd tree

```
bool cmp_pt_d( const pt &a, const pt &b, int d ) {
  for( int i = 0; i < DIM; ++i ) {
    if( a.v[i] != b.v[ (d+i)%DIM ] ) {
      return a.v[i] < b.v[ (d+i)%DIM ];
    }
  }
  return true;
}

bool cmp_pt( const pt &a, const pt &b ) {
  return cmp_pt_d( a,b,0 );
}

struct Node {
  int dim;
  pt p;
```

```cpp
  Node *l, *r;
  Node( int dim, pt &p, Node *l, Node *r ) : dim( dim ), p( p ), l( l ),
      r( r ) {}
};

typedef Node *    pnode;

void k_sort( int f, int mi, int t ) {
  for( int i = f; i <= t; ++i ) {
    extra[ i ] = P[ 0 ][ i ];
  }
  for( int i = 1; i < DIM; ++i ) {
    for( int j = f, ii = f, jj = mi+1; j <= t; ++j ) {
      if( extra[ mi ].idx == P[i][j].idx ) continue;
      if( !cmp_pt_d( extra[ mi ], P[i][j], DIM-i ) ) {
        P[ i-1 ][ ii++ ] = P[ i ][ j ];
      } else {
        P[ i-1 ][ jj++ ] = P[ i ][ j ];
      }
    }
  }
  for( int i = f; i <= t; ++i ) {
    P[ DIM-1 ][ i ] = extra[ i ];
  }
}

void create_kd_tree( pnode &root, int f, int t, int d ) {
  if( t == f ) {
    root = new Node( d, points[P[0][f].idx], NULL, NULL );
    return;
  }
  int nd = (d+1)%DIM;
  if( t-f == 1 ) {
    if( cmp_pt( P[0][f], P[0][t] ) ) {
      create_kd_tree( root, t, t, d );
      create_kd_tree( root->l, f, f, nd );
    } else {
      create_kd_tree( root, f, f, d );
      create_kd_tree( root->l, t, t, nd );
    }
    return;
  }
  int mi = (t+f+1)/2;
  k_sort( f, mi, t );
  root = new Node( d, points[ P[0][mi].idx ], NULL, NULL );
  create_kd_tree( root->l, f, mi-1, nd );
  create_kd_tree( root->r, mi+1, t, nd );
}

void kd_insert( pnode &root, pt &point, int d ) {
  if( root == NULL ) {
    root = new Node( d, point, NULL, NULL );
  } else if( root->p.v[d] <= point.v[d] ) {
    kd_insert( root->r, point, (d+1)%DIM );
  } else {
    kd_insert( root->l, point, (d+1)%DIM );
  }
}

pt min_pt( pt p, pt q, int d ) {
  if( p.v[d] < q.v[d] ) return p;
  if( p.v[d] > q.v[d] ) return q;
  if( samePt(p,q) ) return p;
  return min_pt( p, q, (d+1)%DIM );
}

pt find_min( pnode root, int d ) {
  if( root == NULL ) {
    return pt(oo,oo);
  }
  if( root->dim == d ) {
    if( root->l == NULL ) return root->p;
    return find_min( root->l, d );
  }
  pt p = find_min( root->l, d );
  pt q = find_min( root->r, d );
  return min_pt( min_pt(p,q,d), root->p, d );
}

void kd_delete( pnode &root, pt point ) {
  if( root == NULL ) return;
  if( samePt(root->p, point) ) {
    if( root->r == NULL && root->l == NULL ) {
      root = NULL;
    } else {
      if( root->r == NULL ) swap( root->l, root->r );
      root->p = find_min( root->r, root->dim );
      kd_delete( root->r, root->p );
    }
    return;
```

```
  }
  if( root->p.v[ root->dim ] <= point.v[ root->dim ] ) {
    kd_delete( root->r, point );
  } else {
    kd_delete( root->l, point );
  }
}

void nearest_neighbor( pt &point, pnode &root, pt &r, lf &d ) {
  if( !root ) return;
  lf curd = dist( point, root->p );
  if( curd && d > curd ) {
    d = curd;
    r = root->p;
  }
  lf delta = abs( point.v[ root->dim ] - root->p.v[ root->dim ] );
  delta *= delta;
  if( point.v[ root->dim ] <= root->p.v[ root->dim ] ) {
    nearest_neighbor( point, root->l, r, d );
    if( d >= delta ) {
      nearest_neighbor( point, root->r, r, d );
    }
  } else {
    nearest_neighbor( point, root->r, r, d );
    if( d >= delta ) {
      nearest_neighbor( point, root->l, r, d );
    }
  }
}
```

1.5 ordered set

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>

using namespace __gnu_pbds;

typedef
tree<
  T,
  null_type,
  less< T >,
  rb_tree_tag,
  tree_order_statistics_node_update >
ordered_set;

// Get Kth element of type T [ 0, size )
*X.find_by_order( y )
// Count elements smaller than y
X.order_of_key( y )
```

1.6 treap(explicit)

```
struct node {
  ll k, p, mn;
  node *l, *r;
  node( ll k ) : k(k), p(rand()), mn(oo), l(nullptr), r(nullptr) { }
};

typedef node* pnode;

ll min_node( pnode t ) {
  if( t == nullptr ) {
    return oo;
  }
  return t->mn;
}

void upd_min( pnode t ) {
  if( t != nullptr ) {
    t->mn = min( t->k, min( min_node( t->l ), min_node( t->r ) ) );
  }
}

void merge( pnode &t, pnode left, pnode right ) {
  if( left == nullptr || right == nullptr ) {
    t = ( right == nullptr ) ? left : right;
  }
  else if( left->p > right->p ) {
    merge( left->r, left->r, right );
    t = left;
  }
  else {
    merge( right->l, left, right->l );
    t = right;
  }
```

```
  upd_min( t );
}

void split( pnode t, ll k, pnode &left, pnode &right ) {
  if( t == nullptr ) {
    left = right = nullptr;
  }
  else if( t->k < k ) {
    split( t->r, k, t->r, right );
    left = t;
  }
  else {
    split( t->l, k, left, t->l );
    right = t;
  }
  upd_min( t );
}

void insert( pnode &t, pnode new_node ) {
  if( t == nullptr ) {
    t = new_node;
  }
  else if( t->p < new_node->p ) {
    split( t, new_node->k, new_node->l, new_node->r );
    t = new_node;
  }
  else if( t->k < new_node->k ) {
    insert( t->r, new_node );
  }
  else {
    insert( t->l, new_node );
  }
  upd_min( t );
}

void erase( pnode &t, ll k ) {
  if( t == nullptr ) {
    return;
  }
  if( t->k == k ) {
    merge( t, t->l, t->r );
  }
  else if( t->k < k ) {
    erase( t->r, k );
  }
  else {
    erase( t->l, k );
  }
  upd_min( t );
}
```

1.7 treap(implicit)

```
struct node {
  int k, p, cnt, mn;
  bool rvs;
  node *l, *r;
  node( int k ) : k( k ), p( rand() ), cnt( 1 ), rvs( false ), l( NULL ),
      r( NULL ) {}
};

typedef node* pnode;

int cnt( pnode &t ) {
  if( !t ) {
    return 0;
  }
  return t->cnt;
}

void upd_cnt( pnode &t ) {
  if( t ) {
    t->cnt = 1 + cnt( t->l ) + cnt( t->r );
  }
}

void push( pnode &t ) {
  if( t && t->rvs ) {
    t->rvs = false;
    swap( t->l, t->r );
    if( t->l != NULL ) t->l->rvs ^= true;
    if( t->r != NULL ) t->r->rvs ^= true;
  }
}

void merge( pnode &t, pnode left, pnode right ) {
  push( left ); push( right );
  if( !left || !right ) {
```

```
    t = left ? left : right ;
    return;
  }
  if( left->p > right->p ) {
    merge( left->r, left->r, right );
    t = left;
  }
  else {
    merge( right->l, left, right->l );
    t = right;
  }
  upd_cnt( t );
}

void split( pnode t, int k, pnode &left, pnode &right, int add = 0 ) {
  if( !t ) {
    left = right = NULL;
    return;
  }
  push( t );
  int cur_key = add + cnt( t->l );
  if( cur_key < k ) {
    split( t->r, k, t->r, right, add + 1 + cnt( t->l ) );
    left = t;
  }
  else {
    split( t->l, k, left, t->l, add );
    right = t;
  }
  upd_cnt( t );
}

void insert( pnode &t, int idx, int k ) {
  pnode new_node = new node( k );
  if( !t ) {
    t = new_node;
    return;
  }
  pnode left, right;
  split( t, idx, left, right );
  merge( left, left, new_node );
  merge( t, left, right );
  upd_cnt( t );
}

void erase( pnode &t, int k ) {
  if( !t ) {
    return;
  }
  push( t );
  if( t->k == k ) {
    merge( t, t->l, t->r );
  }
  else if( t->k < k ) {
    erase( t->r, k );
  }
  else {
    erase( t->l, k );
  }
  upd_cnt( t );
}
```

2 Geometry

2.1 geometry 2D

```
const int DIM = 2;
struct pt {
  lf v[DIM];
  pt( ) { }
  pt( lf x, lf y ) {
    v[0] = x;
    v[1] = y;
  }
};

inline lf x( pt P ) { return P.v[0]; }
inline lf y( pt P ) { return P.v[1]; }

istream& operator >> ( istream& in, pt& p ) {
  for( int i = 0; i < DIM; ++i ) {
    in >> p.v[i];
  }
  return in;
}

ostream& operator << ( ostream& out, const pt& p ) {
```

```cpp
  for( int i = 0; i < DIM; ++i ) {
    out << double(p.v[i]) << " ";
  }
  return out;
}

pt operator + ( const pt& A, const pt& B ) { return pt( x(A)+x(B),
    y(A)+y(B) ); }
pt operator - ( const pt& A, const pt& B ) { return pt( x(A)-x(B),
    y(A)-y(B) ); }
pt operator * ( const lf& B, const pt& A ) { return pt( x(A)*B, y(A)*B );
    }
pt operator * ( const pt& A, const lf& B ) { return pt( x(A)*B, y(A)*B );
    }
pt operator * ( const pt& A, const pt& B ) { return pt(
    x(A)*x(B)-y(A)*y(B), x(A)*y(B)+y(A)*x(B) ); }
pt operator / ( const pt& A, const lf& B ) { return pt( x(A)/B, y(A)/B );
    }

inline lf dot( pt A, pt B ) { return x(A)*x(B) + y(A)*y(B); }
inline lf cross( pt A, pt B ) { return x(A)*y(B) - y(A)*x(B); }
inline lf norm( pt A ) { return x(A)*x(A) + y(A)*y(A); }
inline lf abs( pt A ) { return sqrt( norm(A) ); }
inline lf arg( pt A ) { return atan2( y(A), x(A) ); }
inline pt exp( pt A ) { return pt( exp( x(A) )*cos( y(A) ), exp( x(A)
    )*sin( y(A) ) ) ; }
inline pt rot( pt P, lf ang ) { return P*exp( pt(0,1)*ang ); }
inline pt rotccw( pt P ) { return P*pt(0,1); }
inline pt rotcw( pt P ) { return P*pt(0,-1); }
inline bool same( lf a, lf b ) { return a+EPS > b && b+EPS > a; }
inline bool samePt( pt A, pt B ) { return same ( x(A), x(B) ) && same (
    y(A), y(B) ); }
inline lf angle( pt A, pt O, pt B ) { return (lf)acos( dot(A-O, B-O) /
    sqrt(norm(O-A) * norm(O-B)) ); }
inline bool parallel( pt A, pt B, pt C, pt D ) { return same ( 0, cross(
    B-A, D-C ) ); }
inline bool ortho( pt A, pt B, pt C, pt D ) { return same ( 0, dot( B-A,
    D-C ) ); }
inline lf dist( pt A, pt B ) { return abs( B - A ); }

pt inversion( lf r, pt A ) {
  return r*A / norm(A);
}
int get_points( pt p, pt q ) {
  return __gcd( abs(x(p)-x(q)), abs(y(p)-y(q)) );
}

// 0 for collineal points ( angle = 0 )
// 1 for angle BAX counter clockwise
// -1 for angle BAX clockwise
int ccw( pt X, pt A, pt B ) {
  lf c = cross( B-A, X-A );
  if( same( c, 0.0 ) ) { return 0; }
  if( c > EPS ) { return 1; }
  return -1;
}

lf distToLine( pt p, pt A, pt B, pt &c ) {
  lf u = dot( p-A , B-A ) / norm( B-A );
  c = A + u*( B-A );
  return dist( p , c );
}

pt refPoint( pt X, pt A, pt B ) {
  pt aux; distToLine( X, A, B, aux );
  return X + lf(2.0)*(aux-X);
}

pt linesIntersection( pt A, pt B, pt C, pt D ) {
  lf x = cross( C, D-C ) - cross( A, D-C );
  x /= cross( B-A, D-C );
  return A + x*(B-A);
}

inline bool lineContains( pt X, pt A, pt B ) { return fabs(cross( B-A ,
    X-A )) < EPS; }

inline bool segContains( pt X, pt A, pt B ) {
  if ( !same( 0, cross ( A-X, B-X ) ) ) return 0;
  return ( dot( A-X, B-X ) < EPS );
}

inline bool collinearSegsIntersects ( pt A, pt B, pt C, pt D ) {
  return segContains(A,C,D) || segContains(B,C,D)
      || segContains(C,A,B) || segContains(D,A,B);
}

bool segmentsIntersect( pt A, pt B, pt C, pt D ) {
  if( samePt(A,B) )
    return segContains( A, C, D );
```

```
  if( samePt(C,D) )
    return segContains( C, A, B );
  if( parallel(A,B,C,D) )
    return collinearSegsIntersects( A,B,C,D );
  pt aux = linesIntersection(A,B,C,D);
  return segContains(aux,A,B) && segContains(aux,C,D);
}

lf distToSegment( pt p, pt A, pt B, pt &c ) {
  lf u = dot( p-A , B-A ) / norm( B-A );
  if( u < -EPS ) { c = A; return dist( p , A ); }
  if( (u-1.0) > EPS ) { c = B; return dist( p, B ); }
  return distToLine(p,A,B,c);
}

inline bool insideCircle( pt p, pt c, lf r ) { return norm(c-p) <
    (r*r)+EPS; }

//From two Points and Radius, get center of the circle
//There are two possible centers, to get the other, reverse p1 p2
bool circle2Pt (pt p1, pt p2, lf r, pt& c) {
  lf d2 = x(p1-p2) * x(p1-p2) + y(p1-p2) * y(p1-p2);
  lf det = r*r / d2 - 0.25;
  if( det < -EPS ) return false;
  lf h = sqrt(det);
  c.v[0] = x(p1+p2)*0.5 + y(p1-p2)*h ;
  c.v[1] = y(p1+p2)*0.5 + x(p2-p1)*h ;
  return true;
}

pt circle3Pt(pt a, pt b, pt c) {
  b = (a+b)/lf(2.0); c = (a+c)/lf(2.0);
  return linesIntersection(b, b+rotcw(a-b), c, c+rotcw(a-c));
}


bool circleLineIntersection( pt c, lf r, pt A, pt B, pt &p1, pt &p2 ) {
  pt t;
  lf u = distToLine( c, A, B, t );
  if( u > r+EPS ) {
    return false;
  }
  pt v = (B-A)/abs(B-A);
  lf d = sqrt(r*r - u*u);
  p1 = t + d*v;
  p2 = t - d*v;
  return true;
}

// -1 for same circles
// 0 for no intersection
// 1 for tangent
// 2 for 2 points of intersection
int intersectionCircles( pt c1, lf r1, pt c2, lf r2, pt &p1, pt &p2 ) {
  if( samePt( c1, c2 ) && same(r1,r2) ) return -1;
  lf sr = (r1 + r2) * (r1 + r2);
  lf dr = (r1 - r2) * (r1 - r2);
  lf d = norm( c2-c1 );
  if( d+EPS < dr || d > sr+EPS ) return 0;
  if ( same(d,sr) || same(d,dr) ) {
    p1 = p2 = c1 + (c2-c1)/sqrt(d) * r1;
    return 1;
  }
  pt tmp;
  tmp.v[0] = (r1*r1 - r2*r2 + d ) / (2.0*sqrt(d)) ;
  tmp.v[1] = sqrt( r1*r1 - x(tmp)*x(tmp) ) ;
  lf ang = arg( c2 - c1 );
  p1 = rot( tmp, ang ) + c1;
  p2 = refPoint( p1, c1, c2 );
  return 2;
}

// P[0] must be equal to P[n]
double perimeter(const vector<pt> &P) {
  double result = 0.0;
  for(int i = 0; i < (int)P.size()-1; i++) result += dist( P[i],P[i+1] );
  return result;
}

// P[0] must be equal to P[n]
// Area is positive if the polygon is ccw
double signedArea(const vector<pt> &P) {
  double result = 0.0;
  for(int i = 0; i < (int)P.size()-1; i++) result += cross( P[i],P[i+1] );
  return result / 2.0;
}

double area(const vector<pt> &P) { return fabs(signedArea(P)); }

// P[0] must be equal to P[n]
```

```
bool isConvex( const vector<pt> &P) {
  int sz = (int) P.size(); if(sz <= 3) return false;
  bool isL = ccw(P[0], P[1], P[2]) >= 0;
  for (int i = 1; i < sz-1; i++) {
    if( ( ccw(P[i], P[i+1], P[(i+2) == sz ? 1 : i+2]) >= 0 ) != isL)
        return false;
  }
  return true;
}

// P[0] must be equal to P[n]
pt computeCentroid(const vector<pt> &p) {
  pt c(0,0);
  lf scale = 6.0 * signedArea(p);
  for (int i = 0, j = 1; i < p.size()-1; i++, j++)
    c = c + (p[i]+p[j])*(x(p[i]) * y(p[j]) - x(p[j]) * y(p[i]));
  return c / scale;
}

// P[0] must be equal to P[n]
bool isSimple(const vector<pt> &p) {
  for (int i = 0, j, l; i < p.size()-1; i++) {
    for (int k = i+1; k < p.size()-1; k++) {
      j = (i+1); l = (k+1);
      if (i == l || j == k) continue;
      if (segmentsIntersect(p[i], p[j], p[k], p[l]))
        return false;
    }
  }
  return true;
}

// P[0] must be equal to P[n]
// Return 1 for interior, 0 for boundary and -1 for exterior
// O( N )
int inPolygon(pt X, const vector<pt> &P) {
  const int n = P.size(); int cnt = 0;
  for (int i = 0; i < n-1; i++) {
    if( segContains(X, P[i], P[i+1]) ) return 0;
    if( y(P[i]) <= y(X) ) {
      if( y(P[i+1]) > y(X) )
        if( !(ccw( X, P[i], P[i+1]) >= 0) ) cnt++;
    }
    else if ( y(P[i+1]) <= y(X) ) {
      if( ccw( X, P[i], P[i+1]) >= 0 ) cnt--;
    }
  }
  if(cnt == 0) return -1;
  else return 1;
}

// P[ 0 ] must be the left most (down) point
// 0 for collinear, 1 for inside, -1 for outside
// O( Log N )
int inConvexPolygon( pt X, lf mnx, lf mxx, vector<pt> &P ) {
  if( x(X) < mnx || x(X) > mxx )
    return -1;
  int lo = 1, hi = int( P.size() )-1, mi;
  while( lo <= hi ) {
    mi = (lo+hi)/2;
    if( cross( P[mi]-P[0], X-P[0] ) < -EPS ) {
      lo = mi+1;
    }
    else {
      hi = mi-1;
    }
  }
  lo = hi;
  if( hi == -1 ) return -1;
  lf c = cross( X-P[lo], X-P[lo+1] );
  if( same( c, 0.0 ) )
    return ( segContains( X, P[lo], P[lo+1] ) ? 0 : -1 );
  if( c > EPS )
    return -1;
  return 1;
}

// O( N )
lf diameterOfConvexPolygon( const vector<pt> &P, pt &A, pt &B ) {
  lf ans = -oo, d;
  int lo = 0, hi = 0;
  int sz = int(P.size());
  for( int i = 0, j = 0; i < sz; ++i ) {
    while( dist( P[i], P[j] )+EPS < dist( P[i], P[ (j+1)%sz ] ) ) {
      j = (j+1)%sz;
    }
    d = dist( P[i], P[j] );
    if( ans+EPS < d ) {
      ans = d;
      lo = i; hi = j;
```

```
    }
  }
  A = P[lo]; B = P[hi];
  return ans;
}

//Returns the Polygon to the left of AB (counter clockwise)
// O( N )
vector<pt> cutPolygon (pt A, pt B, const vector<pt> &P) {
  vector<pt> Q;
  for (int i = 0; i < (int)P.size(); i++) {
    double left1 = cross( B-A , P[i]-A ), left2 = 0;
    if(i != (int)P.size()-1) left2 = cross( B-A , P[i+1]-A );
    if(left1 > -EPS) Q.push_back(P[i]);
    if( left1 * left2 < -EPS ) Q.push_back( linesIntersection(P[i],
        P[i+1], A, B) );
  }
  if (!Q.empty() && !samePt(Q.back(), Q.front()) ) Q.push_back(Q.front());
  return Q;
}

// Returns Polygon in clockwise and with leftmost (down) point at P[0]
// O( N )
vector<pt> reorganize( vector<pt> &P ) {
  int n = int(P.size());
  vector<pt> R( n );
  if( P.size() == 1 ) {
    R[ 0 ] = P[ 0 ];
    return R;
  }
  //Check if is counterclockwise
  if ( signedArea( P ) > EPS ) { reverse( P.begin(), P.end() ); }
  int s = 0;
  for( int i = 1; i < n; ++i ) {
    if( x(P[s]) > x(P[i]) || ( x(P[s]) == x(P[i]) && y(P[s]) > y(P[i]) )
        ) {
      s = i;
    }
  }
  R[ 0 ] = P[ s ];
  for( int i = (s+1)%n, j = 1; i != s; i = (i+1)%n, ++j ) {
    if( samePt( P[i], P[(i-1+n)%n] ) ) {
      j--;
      continue;
    }
    R[ j ] = P[ i ];
  }
  R[ n-1 ] = R[ 0 ];
  return R;
}

// P and Q must P[0] = P[n]
// Be careful with polygons of just one point
// O( N + M )
vector<pt> convexPolygonSum( vector<pt> &P, vector<pt> &Q ) {
  P = reorganize( P );
  Q = reorganize( Q );
  int n = int( P.size() ), m = int( Q.size() );
  vector<pt> R( n+m-1 );
  R[ 0 ] = (P[ 0 ] + Q[ 0 ]);
  int i = 1, j = 1, k = 1;
  for( ; i < n && j < m; ++k ) {
    if( cross( P[i]-P[i-1], Q[j]-Q[j-1] ) < -EPS ) {
      R[ k ] = R[ k-1 ] + ( P[ i ]-P[ i-1 ] );
      ++i;
    }
    else {
      R[ k ] = R[ k-1 ] + ( Q[ j ]-Q[ j-1 ] );
      ++j;
    }
  }
  while( i < n ) {
    R[ k ] = R[ k-1 ] + ( P[ i ]-P[ i-1 ] );
    ++i;
    ++k;
  }
  while( j < m ) {
    R[ k ] = R[ k-1 ] + ( Q[ j ]-Q[ j-1 ] );
    ++j;
    ++k;
  }
  vector<pt> T;
  T.PB( R[ 0 ] );
  for( int i = 1; i+1 < int(R.size()); ++i ) {
    if( same( cross( R[i]-R[i-1], R[i+1]-R[i-1] ), 0.0 ) )
      continue;
    T.PB( R[i] );
  }
  T.PB( T[ 0 ] );
```

```
  return T;
}

// Monotone Chain O( N Log N )
bool cmpPt( pt A, pt B ) {
  if( !same( x(A), x(B) ) ) return x(A) < x(B);
  return y(A) < y(B);
}

int turn(pt A, pt B, pt C) {
  lf r = cross(B-A, C-A);
  if( same( r, 0.0 ) ) return 0;
  if( r > EPS ) return 1;
  return -1;
}

// Return CH in ccw order starting at leftmost - downmost x
// Doesn't return P[ n ] = P[ 0 ]
vector<pt> CH( vector<pt> &P ) {
  if ( P.size() == 1 ) return P;
  const int n = P.size();
  sort ( P.begin(), P.end(), cmpPt );
  vector<pt> up;
  up.push_back(P[0]); up.push_back(P[1]);
  vector<pt> dn;
  dn.push_back(P[0]); dn.push_back(P[1]);
  for ( int i = 2; i < n; ++i ) {
    // If collineal points are needed is > and <, otherwise >= and <=
    while ( up.size() > 1 && turn(up[up.size()-2],up.back(),P[i]) >= 0 )
      up.pop_back();
    while ( dn.size() > 1 && turn(dn[dn.size()-2],dn.back(),P[i]) <= 0 )
      dn.pop_back();
    up.push_back(P[i]);
    dn.push_back(P[i]);
  }
  for (int i = (int) up.size() - 2; i >= 1; i--) dn.push_back(up[i]);
  return dn;
}
```

2.2 geometry 3D

```
struct pt {
  lf x, y, z;
  pt( ) { }
  pt( lf x, lf y, lf z ) : x( x ), y ( y ), z ( z ) { }
};

const lf EPS = 1e-9;
const lf PI = acos( -1.0 );
const pt o = pt( 0.0, 0.0, 0.0 );

inline lf x( pt P ) { return P.x; }
inline lf y( pt P ) { return P.y; }
inline lf z( pt P ) { return P.z; }

istream& operator >> ( istream& in, pt& p ) {
  lf x,y,z; in >> x >> y >> z;
  p = pt(x,y,z); return in;
}

ostream& operator << ( ostream& out, const pt& p ) {
  out << "(" << p.x << ", " << p.y << ", " << p.z << ")";
  return out;
}

pt operator + ( const pt& A, const pt& B ) { return { x(A)+x(B),
    y(A)+y(B), z(A)+z(B) }; }
pt operator - ( const pt& A, const pt& B ) { return { x(A)-x(B),
    y(A)-y(B), z(A)-z(B) }; }
pt operator * ( const pt& A, const lf& B ) { return { x(A)*B, y(A)*B,
    z(A)*B }; }
pt operator * ( const lf& B, const pt& A ) { return { x(A)*B, y(A)*B,
    z(A)*B }; }
pt operator / ( const pt& A, const lf& B ) { return { x(A)/B, y(A)/B,
    z(A)/B }; }

inline pt cross( pt A, pt B ) { return pt( y(A)*z(B)-z(A)*y(B),
    z(A)*x(B)-x(A)*z(B), x(A)*y(B)-y(A)*x(B) ); }
inline lf dot( pt A, pt B ) { return x(A)*x(B) + y(A)*y(B) + z(A)*z(B); }
inline lf norm( pt A ) { return x(A)*x(A) + y(A)*y(A) + z(A)*z(A); }
inline lf abs( pt A ) { return sqrt( norm(A) ); }
inline bool same ( lf a, lf b ) { return a+EPS > b && b+EPS > a; }
inline bool samePt ( pt A, pt B ) { return same ( x(A), x(B) ) && same (
    y(A), y(B) ) && same ( z(A), z(B) ); }
inline bool zero( lf d ) { return d >= -EPS && d <= EPS; }

bool is_plane( pt A, pt B, pt C ) {
  return !samePt( cross( B-A, C-A ), o );
```

```
}

// 1 for intersect, 0 for inside, -1 for parallel
int linePlane( pt S, pt T, pt A, pt B, pt C, pt& r ) {
  pt n = cross( B-A, C-A );
  pt u = T-S;
  lf d = dot( n, u );
  if( !zero( d ) ) {
    d = dot( n, A-S ) / d;
    r = S + u*d;
    return 1;
  }
  d = dot( n, A-S );
  if( zero( d ) ) return 0;
  return -1;
}

bool lineLineIntersection( pt A, pt B, pt C, pt D, pt& S ) {
  pt e = B-A, f = D-C, g = C-A;
  pt fg = cross( f, g ), fe = cross( f, e );
  lf h = abs( fg ), k = abs( fe );
  if( zero( h ) || zero( k ) ) return false;
  if( samePt( cross( fg, fe ), o ) )
    S = A + e*h/k;
  else
    S = A - e*h/k;
  return true;
}

bool planesIntersection( pt A, pt B, pt C, pt D, pt E, pt F, pt& S, pt& T
    ) {
  pt n1 = cross( B-A, C-A );
  pt n2 = cross( D-E, F-E );
  pt u = cross( n1, n2 );
  if( samePt( u, o ) ) return false;
  lineLineIntersection( A, B, D, E, S );
  T = S + u;
}
```

2.3 pick theorem

$$A = I + \frac{B}{2} - 1$$

- A: Area
- I: Points inside the polygon
- B: Points in the boundary of the polygon

3 Graphs

3.1 2sat

```
/*
 * Equivalences
 * (s1^a2)v(a1^s2) = (s1vs2)^(a1va2)^(s1va1)^(s2va2)
 */
struct SAT {
  int n;
  vector< vector< vi > > graph;
  vi tag;
  vb seen, value;
  stack< int > st;
  SAT( int n ) : n( n ), graph( 2, vector< vi >( 2*n ) ), tag( 2*n ),
      seen( 2*n ), value( 2*n ) { }
  int neg( int x ) {
    return 2*n-x-1;
  }
  ///We give u v v and it makes u -> v and v -> u
  void make_implication( int u, int v ) {
    implication( neg(u), v );
    implication( neg(v), u );
  }
  void make_true( int u ) {
    add_edge( neg(u), u );
  }
  void make_false( int u ) {
    make_true( neg(u) );
  }
  void eq( int u, int v ) {
    implication( u, v );
    implication( v, u );
  }
  void diff( int u, int v ) {
    eq( u, neg(v) );
  }
  void implication( int u, int v ) {
    add_edge( u, v );
    add_edge( neg(v), neg(u) );
```

```
  }
  void add_edge( int u, int v ) {
    graph[ 0 ][ u ].push_back( v );
    graph[ 1 ][ v ].push_back( u );
  }
  void dfs( int id, int u, int t = 0 ) {
    seen[ u ] = true;
    for( auto& v : graph[ id ][ u ] )
      if( !seen[ v ] )
        dfs( id, v, t );
    if( id == 0 )
      st.push( u );
    else
      tag[ u ] = t;
  }
  void kosaraju( ) {
    for( int u = 0; u < n; u++ ) {
      if( !seen[ u ] )
        dfs( 0, u );
      if( !seen[ neg(u) ] )
        dfs( 0, neg(u) );
    }
    fill( seen.begin( ), seen.end( ), false );
    int t = 0;
    while( !st.empty( ) ) {
      int u = st.top( ); st.pop( );
      if( !seen[ u ] )
        dfs( 1, u, t++ );
    }
  }
  bool satisfiable( ) {
    kosaraju();
    for( int i = 0; i < n; i++ ) {
      if( tag[ i ] == tag[ neg(i) ] ) return false;
      value[ i ] = tag[ i ] > tag[ neg(i) ];
    }
    return true;
  }
};
```

3.2 block cut tree

```
namespace BlockCutTree {
  int t, rootCh, typeCnt;
  int low[ MAX ], dfn[ MAX ], type[ MAX ];
  vi graph[ MAX ];
  bool cut[ MAX ];
  map< pii, int > bridges;
  stack< int > s;

  void init( ) {
    t = rootCh = typeCnt = 0;
    bridges.clear( );
    for( int i = 0; i < MAX; i++ ) {
      dfn[ i ] = 0;
      cut[ i ] = false;
      graph[ i ].clear( );
    }
  }

  void add_edge( int u, int v ) {
    graph[ u ].push_back( v );
  }

  void tarjan( int u, int fu ) {
    low[ u ] = dfn[ u ] = ++t;
    for( auto& v : graph[ u ] ) {
      if( v == fu ) continue;
      if( !dfn[ v ] ){
        if( u == 1 ) rootCh++;
        s.push( v );
        tarjan( v, u );
        low[ u ] = min( low[ u ], low[ v ] );
        if( low[ v ] >= dfn[ u ] ) {
          int w;
          typeCnt++;
          do {
            w = s.top( ); s.pop( );
            if( cut[ w ] )
              LowestCommonAncestor::add_edge( typeCnt, type[ w ] );
            else type[ w ] = typeCnt;
          } while( w != v );
          if( low[ v ] > dfn[ u ] )
            bridges[ make_pair( min( u, v ), max( u, v ) ) ] = typeCnt;
          if( !cut[ u ] ) {
            cut[ u ] = true;
            type[ u ] = ++typeCnt;
```

```
        LowestCommonAncestor::add_edge( typeCnt, typeCnt-1 );
      }
      else
        LowestCommonAncestor::add_edge( type[ u ], typeCnt );
    }
  }
  else low[ u ] = min( low[ u ], dfn[ v ] );
  }
}

void create_block_cut_tree( ) {
  LowestCommonAncestor::init( );
  tarjan( 1, 1 );
  if( rootCh == 1 ){
    cut[ 1 ] = false;
    type[ 1 ] = --typeCnt;
  }
  LowestCommonAncestor::dfs( type[ 1 ], type[ 1 ] );
  LowestCommonAncestor::build_sparse_table( );
}

}
```

3.3 tarjan bridges

```
void dfs( int u, int p = -1 ) {
  dfn[ u ] = low[ u ] = ++t;
  int children = 0;
  for( int i = 0; i < SIZE( graph[u] ); ++i ) {
    int v = graph[ u ][ i ];
    if( !dfn[ v ] == -1 ) {
      children++;
      dfs( v, u );
      low[ u ] = min( low[u], low[v] );
      ///Bridges
      if( low[v] > dfn[u] ) {
        cout << u << " " << v << endl;
      }
      ///Articulation points
      if( p == -1 && children > 1 ) {
        ap[ u ] = true;
      }
      if( p != -1 && low[v] >= dfn[u] ) {
        ap[ u ] = true;
      }
    }
    else if( v != p ) {
      low[ u ] = min( low[u], dfn[v] );
    }
  }
}
```

3.4 tarjan scc

```
void dfs( int u ) {
  dfn[ u ] = low[ u ] = ++t;
  st.push( u );
  in_stack[ u ] = true;
  for( int i = 0; i < SIZE( graph[u] ); ++i ) {
    int v = graph[ u ][ i ];
    if( dfn[ v ] == -1 ) {
      dfs( v );
      low[ u ] = min( low[ u ], low[ v ] );
    }
    else if( in_stack[v] == true ) {
      low[ u ] = min( low[u], dfn[v] );
    }
  }
  if( low[ u ] == dfn[ u ] ) {
    int w;
    while( st.top( ) != u ) {
      w = st.top( );
      cout << w << " ";
      in_stack[ w ] = false;
      st.pop( );
    }
    w = st.top( );
    cout << w << "\n";
    in_stack[ w ] = false;
    st.pop( );
  }
}
```

4 Math

4.1 fft

```
const lf PI = acos( -1.0 );

struct cp { lf r, i; };

cp operator + ( const cp& a, const cp& b ) { return { a.r+b.r, a.i+b.i };
    }
cp operator - ( const cp& a, const cp& b ) { return { a.r-b.r, a.i-b.i };
    }
cp operator * ( const cp& a, const cp& b ) { return { a.r*b.r-a.i*b.i,
    a.r*b.i+a.i*b.r }; }
cp operator * ( const cp& a, lf x ) { return { a.r*x, a.i*x }; }
cp operator * ( lf x, const cp& a ) { return { a.r*x, a.i*x }; }
cp operator / ( const cp& a, lf x ) { return { a.r/x, a.i/x }; }

ostream& operator << ( ostream& out, const cp& c ) {
  out << c.r;
  return out;
}

void rev( cp* a, int n ) {
  int i, j, k;
  for( i = 1, j = n>>1; i < n-1; ++i ) {
    if( i < j ) swap( a[ i ], a[ j ] );
    for( k = n>>1; j >= k; j -= k, k >>= 1 );
    j += k;
  }
}

void dft( cp* a, int n, int flag = 1 ) {
  rev( a, n );
  for( int m = 2; m <= n; m <<= 1 ) {
    cp wm = { cos( flag*2.0*PI/m ), sin( flag*2.0*PI/m ) };
    for( int k = 0; k < n; k += m ) {
      cp w = { 1.0, 0.0 };
      for( int j = k; j < k+(m>>1); ++j, w = w*wm ) {
        cp u = a[ j ], v = a[ j+(m>>1) ]*w;
        a[ j ] = u+v;
        a[ j+(m>>1) ] = u-v;
      }
    }
  }
}

void mul( int na, cp* a, int nb, cp* b ) {
  int n = 1;
  while( n <= na+nb+1 ) n <<= 1;
  dft( a, n ); dft( b, n );
  for( int i = 0; i < n; ++i ) {
    a[ i ] = a[ i ]*b[ i ];
  }
  dft( a, n, -1 );
  for( int i = 0; i < n; ++i ) {
    a[ i ].r = round( a[ i ].r/lf(n) );
  }
}
```

4.2 gauss jordan

```
const double EPS = 1e-10;

double Gauss_Jordan( vvd& a, vvd& b ) {
  const int n = int( a.size( ) );
  const int m = int( a[ 0 ].size( ) );
  vi irow( n ), icol( n ), ipiv( n );
  double 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 || abs( a[ j ][ k ] ) > abs( a[ pj ][ pk ] ) ) {
              pj = j;
              pk = k;
            }
          }
        }
      }
    }
    if( abs( 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;
    double 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;
}
```

4.3 latitude longitude converter

```
struct Lat_Lon {
  double r, lat, lon;
};

struct Rect {
  double x, y, z;
};

Lat_Lon convert( Rect& p ) {
  Lat_Lon q;
  q.r = sqrt( p.x*p.x + p.y*p.y + p.z*p.z );
  q.lat = 180.0/PI*asin( p.z/q.r );
  q.lon = 180.0/PI*acos( p.x/sqrt( p.x*p.x + p.y*p.y ) );
  return q;
}

Rect convert( Lat_Lon& q ) {
  Rect p;
  p.x = q.r*cos( q.lon*PI/180.0 )*cos( q.lat*PI/180.0 );
  p.y = q.r*sin( q.lon*PI/180.0 )*cos( q.lat*PI/180.0 );
  p.z = q.r*sin( q.lat*PI/180.0 );
  return p;
}
```

4.4 miller rabin

```
bool check( ll a, ll n ) {
  ll u = n-1;
  int t = 0;
  while( u%2LL == 0 ) {
    t++;
    u /= 2LL;
  }
  ll nxt = mod_pow( a, u, n );
  if( nxt == 1 )
    return false;
  ll lst;
  for( int i = 0; i < t; i++ ) {
    lst = nxt;
    nxt = mod_mul( lst, lst, n );
    if( nxt == 1 ) {
      return ( lst != n-1 );
    }
  }
```

```
  return ( nxt != 1 );
}

bool miller_rabin( ll n, int it = 20 ) {
  if( n <= 1 ) {
    return false;
  }
  if( n == 2 ) {
    return true;
  }
  if( n%2LL == 0 ) {
    return false;
  }
  for( int i = 0; i < it; i++ ) {
    ll a = rand( )%( n-1 ) + 1;
    if( check( a, n ) ) {
      return false;
    }
  }
  return true;
}
```

4.5 modular arithmetic

```
/*
 * Modular Arithmetic
 */
int mod_of( int n, int mod ) {
  return ( ( n%mod )+mod )%mod;
}

/// returns d = gcd( a, b ); finds x, y such that d = a*x + b*y
int extended_euclid( int a, int b, int &x, int &y ) {
  int xx = 0; y = 0;
  int yy = 1; x = 1;
  while( b ) {
    int q = a/b;
    int t = b; b = a%b; a = t;
    t = xx; xx = x-q*xx; x = t;
    t = yy; yy = y-q*yy; y = t;
  }
  return a;
}

int mod_inverse( int a, int n ) {
  int x, y;
  int d = extended_euclid( a, n, x, y );
  if( d > 1 ) {
    return -1;
  }
  return x%n;
}

/// computes x and y such that ax + by = c
bool linear_diophantine( int a, int b, int c, int &x, int &y ) {
  int d = __gcd( a, b );
  if( c%d ) {
    return false;
  }
  x = c/d*mod_inverse( a/d, b/d );
  y = ( c-a*x )/b;
  return true;
}

/// finds all solutions to a*x = b ( mod n )
vi modular_linear_equation_solver( int a, int b, int n ) {
  a = mod_of( a, n );
  b = mod_of( b, n );
  vi ret;
  int x, y;
  int d = extended_euclid( a, n, x, y );
  if( b%d == 0 ) {
    x = mod_of( x*( b/d ), n );
    for( int i = 0; i < d; i++ ) {
      ret.PB( mod_of( x+i*( n/d ), n ) );
    }
  }
  return ret;
}

/// Chinese remainder theorem (special case): find z such that
/// z % x = a, z % y = b. Here, z is unique modulo M = lcm(x,y).
/// Return (z,M). On failure, M = -1.
pii chinese_remainder_theorem( int x, int a, int y, int b ) {
  int s, t;
  int d = extended_euclid( x, y, s, t );
  if( a%d != b%d ) {
    return MP( 0, -1 );
```

```
  }
  return MP( mod_of( s*b*x+t*a*y, x*y )/d, x*y/d );
}

/// Chinese remainder theorem: find z such that
/// z % x[i] = a[i] for all i. Note that the solution is
/// unique modulo M = lcm_i (x[i]). Return (z,M). On
/// failure, M = -1. Note that we do not require the a[i]'s
/// to be relatively prime.
pii chinese_remainder_theorem( const vi& x, const vi& a ) {
  pii ret = MP( a[ 0 ], x[ 0 ] );
  for (int i = 1; i < int( x.size( ) ); i++ ) {
    ret = chinese_remainder_theorem( ret.SE, ret.FI, x[ i ], a[ i ] );
    if( ret.SE == -1 ) {
      break;
    }
  }
  return ret;
}
```

4.6 pollard rho

```
ll pollard_rho( ll n ) {
  ll x, y, i = 1, k = 2, d;
  x = y = rand( )%n;
  while( true ) {
    i++;
    x = mod_mul( x, x, n );
    x += 2;
    if( x >= n ) {
      x -= n;
    }
    if( x == y ) {
      return 1;
    }
    d = __gcd( abs( x-y ), n );
    if( d != 1 ) {
      return d;
    }
    if( i == k ) {
      y = x;
      k *= 2LL;
    }
  }
  return 1;
}

vll factorize( ll n ) {
  vll ans;
  if( n == 1 ) {
    return ans;
  }
  if( miller_rabin( n ) ) {
    ans.PB( n );
  }
  else {
    ll d = 1;
    while( d == 1 ) {
      d = pollard_rho( n );
    }
    vll dd = factorize( d );
    ans = factorize( n/d );
    for( int i = 0; i < dd.size( ); i++ ) {
      ans.PB( dd[ i ] );
    }
  }
  return ans;
}
```

4.7 primes

```
vi count_divisors_sieve( ) {
  const int mx = int( 1e7 )+1;
  bitset< mx > is_prime; is_prime.set( );
  vi cnt( mx, 1 );
  is_prime[ 0 ] = is_prime[ 1 ] = 0;
  for( int i = 2; i < mx; i++ ) {
    if( is_prime[ i ] ) {
      cnt[ i ]++;
      for( int j = i+i; j < mx; j += i ) {
        int n = j, c = 1;
        while( n%i == 0 ) {
          n /= i;
          c++;
        }
        cnt[ j ] = cnt[ j ]*c;
```

```cpp
        is_prime[ j ] = 0;
      }
    }
  }
  return cnt;
}

vi euler_phi_sieve( ) {
  const int mx = int( 1e7 )+1;
  bitset< mx > is_prime; is_prime.set( );
  vi phi( mx );
  for( int i = 1; i < mx; i++ ) {
    phi[ i ] = i;
  }
  is_prime[ 0 ] = is_prime[ 1 ] = 0;
  for( int i = 2; i < mx; i++ ) {
    if( is_prime[ i ] ) {
      for( int j = i; j < mx; j += i ) {
        phi[ j ] = phi[ j ]-( phi[ j ]/i );
        is_prime[ j ] = 0;
      }
    }
  }
  return phi;
}

ll count_divisors( vll& prime, ll n ) {
  int total_primes = int( prime.size( ) );
  ll r = 1;
  for( int i = 0; prime[ i ]*prime[ i ] <= n && i < total_primes; i++ ) {
    ll p = 1;
    while( n%prime[ i ] == 0 ) {
      n /= prime[ i ];
      p++;
    }
    r = r*p;
  }
  if( n != 1 ) {
    r = r*2LL;
  }
  return r;
}

ll highest_exponent( ll n, ll p ) {
  ll r = 0, t = p;
  while( t <= n ) {
    r = r+( n/t );
    t = t*p;
  }
  return r;
}

ll count_divisors_factorial( vll& prime, ll n ) {
  int total_primes = int( prime.size( ) );
  ll r = 0;
  for( int i = 0; prime[ i ] <= n && i < total_primes; i++ ) {
    r = r*( highest_exponent( n, prime[ i ] )+1 );
  }
  return r;
}

ll sum_divisors( vll& prime, ll n ) {
  int total_primes = int( prime.size( ) );
  ll r = 1;
  for( int i = 0; prime[ i ]*prime[ i ] <= n && i < total_primes; i++ ) {
    ll p = 1;
    while( n%prime[ i ] == 0 ) {
      n /= prime[ i ];
      p++;
    }
    r = r*( ( bin_pow( prime[ i ], p )-1 )/( prime[ i ]-1 ) );
  }
  if( n != 1 ) {
    r = r*( ( bin_pow( n, 2 )-1 )/( n-1 ) );
  }
  return r;
}

ll euler_phi( vll& prime, ll n ) {
  int total_primes = int( prime.size( ) );
  ll r = n;
  for( int i = 0; prime[ i ]*prime[ i ] <= n && i < total_primes; i++ ) {
    if( n%prime[ i ] == 0 ) {
      r = r-( r/prime[ i ] );
    }
    while( n%prime[ i ] == 0 ) {
      n /= prime[ i ];
    }
  }
  if( n != 1 ) {
```

```
    r = r-( r/n );
  }
  return r;
}
```

4.8 utilities

```
ll mod_mul( ll a, ll b, ll mod ) {
  ll x = 0, y = a%mod;
  while( b ) {
    if( b&1 ) {
      x = ( x+y )%mod;
    }
    y = ( y+y )%mod;
    b >>= 1;
  }
  return x;
}

ll mod_pow( ll b, ll e, ll mod ) {
  ll r = 1;
  while( e > 0 ) {
    if( e&1 ) {
      r = mod_mul( r, b, mod );
    }
    b = mod_mul( b, b, mod );
    e >>= 1;
  }
  return r;
}

ll bin_pow( ll b, ll e ) {
  ll r = 1;
  while( e > 0 ) {
    if( e&1 ) {
      r = r*b;
    }
    b = b*b;
    e >>= 1;
  }
  return r;
}
```

5 Misc

5.1 bits utilities

```
            Binary
Value       Sample          Meaning
  x         00101100     the original x value
x & -x      00000100     extract lowest bit set
x | -x      11111100     create mask for lowest-set-bit & bits to its left
x ^ -x      11111000     create mask bits to left of lowest bit set
x & (x-1)   00101000     strip off lowest bit set
                         --> useful to process words in O(bits set)
                             instead of O(nbits in a word)
x | (x-1)   00101111     fill in all bits below lowest bit set
x ^ (x-1)   00000111     create mask for lowest-set-bit & bits to its
    right
~x & (x-1)  00000011     create mask for bits to right of lowest bit set
x | (x+1)   00101101     toggle lowest zero bit
x / (x&-x)  00001011     shift number right so lowest set bit is at bit 0
```

5.2 cc template

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

#define PB        push_back
#define PF        push_front
#define MP        make_pair
#define FI        first
#define SE        second
#define SIZE( A ) int( ( A ).size( ) )
#define ALL( A )  ( A ).begin( ), ( A ).end( )
#define ALLR( A ) ( A ).rbegin( ), ( A ).rend( )

using namespace std;

typedef long long          ll;
typedef unsigned long long ull;
typedef long double        lf;
typedef pair< int, int > pii;
typedef pair< ll, ll >   pll;
typedef vector< bool >   vb;
typedef vector< lf >     vd;
```

```
typedef vector< ll >     vll;
typedef vector< int >    vi;
typedef vector< pii >    vpii;

const int MAXN = int( 1e5 )+10;
const int MOD = int( 1e9 )+7;
const int oo  = INT_MAX;

int main( ) {

#ifdef LOCAL
  freopen( "input", "r", stdin );
#else
  ios_base::sync_with_stdio( 0 );
  cin.tie( 0 );
#endif

  return 0;
}
```

6 Networks

6.1 dilworth theorem

Chain: Set of elements in which every two are comparable.

Antichain: Set of elements in which every two are NOT comparable.

The graph is built by making an edge between U and V if U comparable to V (transitivity applies).

- The width of a finite partially ordered set S is the minimum number of chains needed to cover S, i.e. the minimum number of chains such that any element of S is in at least one of the chains.
- The width of a finite partially ordered set S is the maximum size of an antichain in S.
- The maximum size of an antichain is (Number of nodes - Maximum Bipartite Matching)

6.2 dinic

```
/*
 * O( |v|^2*|e| )
 */
struct Edge {
  int from, to, cap, flow;
  Edge( int from, int to, int cap, int flow ) :
  from(from), to(to), cap(cap), flow(flow) { }
};

struct Network {
  int n;
  vector< Edge > edges;
  vector< vi > graph;
  vi dist, ptr;

  Network( int n ) : n(n), graph(n), dist(n), ptr(n) { }

  void add_edge( int from, int to, int cap ) {
    graph[ from ].PB( SIZE(edges) );
    edges.PB( Edge( from, to, cap, 0 ) );
    graph[ to ].PB( SIZE(edges) );
    edges.PB( Edge( to, from, 0, 0 ) );
  }
  bool bfs( int s, int t ) {
    fill( ALL(dist), -1 );
    queue< int > q;
    q.push( s );
    dist[ s ] = 0;
    while( !q.empty( ) && dist[ t ] == -1 ) {
      int u = q.front( ); q.pop( );
      for( int i = 0; i < SIZE( graph[u] ); ++i ) {
        int id = graph[u][i], v = edges[id].to;
        if( dist[ v ] == -1 && edges[id].flow < edges[id].cap ) {
          q.push( v );
          dist[ v ] = dist[u]+1;
        }
      }
    }
    return ( dist[ t ] != -1 );
  }
  int dfs( int u, int t, int flow ) {
    if( !flow ) return 0;
    if( u == t ) return flow;
    for( ; ptr[u] < SIZE( graph[u] ); ++ptr[u] ) {
      int id = graph[u][ ptr[u] ], v = edges[id].to;
      if( dist[ v ] != dist[ u ]+1 ) continue;
```

```
      int pushed = dfs( v, t, min( flow, edges[id].cap-edges[id].flow ) );
      if( pushed ) {
        edges[ id ].flow += pushed;
        edges[ id^1 ].flow -= pushed;
        return pushed;
      }
    }
    return 0;
  }
  ll max_flow( int s, int t ) {
    ll flow = 0;
    while( bfs( s, t ) ) {
      fill( ALL(ptr), 0 );
      while( int pushed = dfs( s, t, oo ) ) {
        flow += pushed;
      }
    }
    return flow;
  }
};
```

6.3 hopcroft karp

```
/*
 * O( |e|*sqrt(|v|) )
 */
struct MBM {
  int n1, n2, edges;
  vi last, prev, head, matching, dist;
  vb used, seen;

  MBM( ) :
  last(MAXN1), prev(MAXM), head(MAXM), matching(MAXN2),
  dist(MAXN1), used(MAXN1), seen(MAXN1) { }

  void init( int n1, int n2 ) {
    this->n1 = n1; this->n2 = n2;
    edges = 0;
    fill( last.begin(), last.begin()+n1, -1 );
  }
  void add_edge( int u, int v ) {
    head[ edges ] = v;
    prev[ edges ] = last[ u ];
    last[ u ] = edges++;
  }
  void bfs( ) {
    fill( dist.begin(), dist.begin()+n1, -1 );
    queue< int > q;
    for( int u = 0; u < n1; u++ ) {
      if( !used[u] ) {
        q.push( u );
        dist[ u ] = 0;
      }
    }
    while( !q.empty() ) {
      int u1 = q.front(); q.pop();
      for( int e = last[u1]; e >= 0; e = prev[e] ) {
        int u2 = matching[ head[e] ];
        if( u2 >= 0 && dist[u2] < 0 ) {
          dist[ u2 ] = dist[u1]+1;
          q.push( u2 );
        }
      }
    }
  }
  bool dfs( int u1 ) {
    seen[ u1 ] = true;
    for( int e = last[u1]; e >= 0; e = prev[e] ) {
      int v = head[ e ];
      int u2 = matching[ v ];
      if( u2 < 0 || ( !seen[u2] && dist[u2] == dist[u1]+1 && dfs(u2) ) ) {
        matching[ v ] = u1;
        used[ u1 ] = true;
        return true;
      }
    }
    return false;
  }
  int max_matching( ) {
    fill( used.begin(), used.begin()+n1, false );
    fill( matching.begin(), matching.begin()+n2, -1 );
    int ans = 0;
    while( true ) {
      bfs( );
      fill( seen.begin(), seen.begin()+n1, false );
      int f = 0;
      for( int u = 0; u < n1; u++ ) {
        if( !used[ u ] && dfs( u ) ) {
```

```
        f++;
      }
    }
    if( f == 0 ) {
      return ans;
    }
    ans += f;
  }
  return 0;
 }
};
```

6.4 konig theorem

- In any bipartite graph, the number of edges in a maximum matching is equal to the number of vertices in a minimum vertex cover.
- The complement of a vertex cover in any graph is an independent set, so a minimum vertex cover is complementary to a maximum independent set.

6.5 max bipartite matching

```
/*
 * O( v*e ) where v = # nodes, e = # edges
 */
int n, m;
vi graph[ MAXN ];
int match[ MAXM ];
bool seen[ MAXM ];
bool dfs( int u ) {
  for( int i = 0; i < SIZE( graph[u] ); ++i ){
    int v = graph[ u ][ i ];
    if( seen[ v ] ) continue;
    seen[ v ] = true;
    if( match[ v ] == -1 || dfs( match[v] ) ) {
      match[ v ] = u;
      return true;
    }
  }
  return false;
}
int mbm( ) {
  int r = 0;
  memset( match, -1, sizeof(match) );
  for( int u = 0; u < n; ++u ) {
    memset( seen, false, sizeof(seen) );
    r += dfs( u );
  }
  return r;
}
```

6.6 minimum cost maximum flow

```
/*
 * O( ? )
 */
struct Edge {
  int from, to, cap, cost, flow;
  Edge( ) { }
  Edge( int from, int to, int cap, int cost, int flow ) :
  from(from), to(to), cap(cap), cost(cost), flow(flow) { }
};

struct Network {
  int n;
  vector< Edge > edge;
  vector< vi > graph;
  vi pred, dist, phi;

  Network( int n ) : n(n), graph(n), pred(n), dist(n), phi(n) { }

  void add_edge( int from, int to, int cap, int cost ) {
    graph[ from ].PB( SIZE( edge ) );
    edge.PB( Edge( from, to, cap, cost, 0 ) );
    graph[ to ].PB( SIZE( edge ) );
    edge.PB( Edge( to, from, 0, -cost, 0 ) );
  }
  bool dijkstra( int s, int t ) {
    fill( ALL(dist), oo );
    fill( ALL(pred), -1 );
    set< pii > pq;
    dist[ s ] = 0;
    for( pq.insert( MP( dist[s], s ) ); !pq.empty( ); ) {
      int u = ( *pq.begin() ).SE; pq.erase( pq.begin() );
      for( int i = 0; i < SIZE( graph[u] ); i++ ) {
        Edge& e = edge[ graph[u][i] ];
```

```
      int ndist = dist[e.from]+e.cost+phi[e.from]-phi[e.to];
      if( e.cap-e.flow > 0 && ndist < dist[e.to] ) {
        pq.erase( MP( dist[e.to], e.to ) );
        dist[ e.to ] = ndist;
        pred[ e.to ] = graph[ u ][ i ];
        pq.insert( MP( dist[e.to], e.to ) );
      }
    }
  }
  for( int i = 0; i < n; i++ ) {
    phi[ i ] = min( oo, phi[i]+dist[i] );
  }
  return ( dist[t] != oo );
}
pair< ll, ll > max_flow( int s, int t ) {
  ll mincost = 0, maxflow = 0;
  fill( ALL(phi), 0 );
  while( dijkstra( s, t ) ) {
    int flow = oo;
    for( int v = pred[t]; v != -1; v = pred[ edge[v].from ] ) {
      flow = min( flow, edge[v].cap-edge[v].flow );
    }
    for( int v = pred[t]; v != -1; v = pred[ edge[v].from ] ) {
      Edge& e1 = edge[ v ];
      Edge& e2 = edge[ v^1 ];
      mincost += e1.cost*flow;
      e1.flow += flow;
      e2.flow -= flow;
    }
    maxflow += flow;
  }
  return MP( maxflow, mincost );
}
};
```

6.7 minimum cut(bidirectional)

```
/*
 * O( |v|^3 )
 */
int n;
pair< int, vi > min_cut( vector< vi >& graph ) {
  vi used( n );
  vi cut, best_cut;
  int best_weight = -1;
  for( int phase = n-1; phase >= 0; --phase ) {
    vi w = graph[ 0 ];
    vi added = used;
    int prev, last = 0;
    for( int i = 0; i < phase; ++i ) {
      prev = last; last = -1;
      for( int j = 1; j < n; ++j ) {
        if( !added[j] && ( last == -1 || w[j] > w[last] ) ) {
          last = j;
        }
      }
      if( i == phase-1 ) {
        for( int j = 0; j < n; j++ ) {
          graph[ prev ][ j ] += graph[ last ][ j ];
        }
        for( int j = 0; j < n; j++ ) {
          graph[ j ][ prev ] = graph[ prev ][ j ];
        }
        used[ last ] = true;
        cut.PB( last );
        if( best_weight == -1 || w[last] < best_weight ) {
          best_cut = cut;
          best_weight = w[last];
        }
      }
      else {
        for( int j = 0; j < n; j++ ) {
          w[ j ] += graph[ last ][ j ];
        }
        added[ last ] = true;
      }
    }
  }
  return MP( best_weight, best_cut );
}
```

6.8 minimum cut(directional)

```
/*
 * O( |e|*flow_complexity )
 */
```

```
bool cmp_edge( const Edge &e1, const Edge &e2 ) {
  if( e1.cap != e2.cap ) return e1.cap > e2.cap;
  return e1.index < e2.index;
}
bool ok[ MAXN ];
ll get_flow( int s, int t ) {
  Network netw( n );
  for( int i = 0; i < m; ++i ) {
    if( !ok[ edges[i].index ] ) {
      netw.add_edge( edges[i].from, edges[i].to, edges[i].cap );
    }
  }
  return netw.max_flow( s, t );
}
vi min_cut( int s, int t ) {
  sort( ALL(edges), cmp_edge );
  ll flow = get_flow( s, t );
  vi ans;
  for( int i = 0; flow; ++i ) {
    ok[ edges[i].index ] = true;
    ll cur_flow = get_flow( s, t );
    ok[ edges[i].index ] = (flow-cur_flow == edges[i].cap);
    if( ok[ edges[i].index ] ) {
      ans.PB( edges[i].index );
      flow = cur_flow;
    }
  }
}
```

6.9 push relabel

```
/*
 * O( |v|^3 )
 */
struct Edge {
  int from, to, cap, flow, index;
  Edge( int from, int to, int cap, int flow, int index ) :
  from(from), to(to), cap(cap), flow(flow), index(index) { }
};

struct Network {
  int n;
  vector< vector<Edge> > graph;
vll excess;
vi dist, active, count;
queue< int > q;

Network( int n ) : n(n), graph(n), excess(n), dist(n), active(n),
    count(2*n) { }

void add_edge( int from, int to, int cap ) {
  graph[ from ].PB( Edge( from, to, cap, 0, SIZE( graph[to] ) ) );
  if( from == to ) graph[ from ].back( ).index++;
  graph[ to ].PB( Edge( to, from, 0, 0, SIZE( graph[from] )-1 ) );
}
void enqueue( int v ) {
  if( !active[ v ] && excess[v] > 0 ) {
    active[ v ] = true;
    q.push( v );
  }
}
void push( Edge &e ) {
  int amt = int( min( excess[e.from], ll(e.cap-e.flow) ) );
  if( dist[e.from] <= dist[e.to] || amt == 0 ) return ;
  e.flow += amt;
  graph[ e.to ][ e.index ].flow -= amt;
  excess[ e.to ] += amt;
  excess[ e.from ] -= amt;
  enqueue( e.to );
}
void gap( int k ) {
  for( int v = 0; v < n; v++ ) {
    if( dist[v] < k ) continue;
    count[ dist[v] ]--;
    dist[ v ] = max( dist[v], n+1 );
    count[ dist[v] ]++;
    enqueue( v );
  }
}
void relabel( int v ) {
  count[ dist[ v ] ]--;
  dist[ v ] = 2*n;
  for( int i = 0; i < SIZE( graph[v] ); i++ )
    if( graph[v][i].cap-graph[v][i].flow > 0 )
      dist[ v ] = min( dist[v], dist[ graph[v][i].to ]+1 );
  count[ dist[v] ]++;
  enqueue( v );
}
```

```
  void discharge( int v ) {
    for( int i = 0; excess[v] > 0 && i < SIZE( graph[v] ); i++ )
      push( graph[v][i] );
    if( excess[v] > 0 ) {
      if( count[ dist[v] ] == 1 )
        gap( dist[v] );
      else
        relabel( v );
    }
  }
  ll max_flow( int s, int t ) {
    count[ 0 ] = n-1;
    count[ n ] = 1;
    dist[ s ] = n;
    active[ s ] = active[ t ] = true;
    for( int i = 0; i < SIZE( graph[s] ); i++ ) {
      excess[ s ] += graph[ s ][ i ].cap;
      push( graph[s][i] );
    }
    while( !q.empty( ) ) {
      int v = q.front( ); q.pop( );
      active[ v ] = false;
      discharge( v );
    }
    ll totflow = 0;
    for (int i = 0; i < SIZE( graph[s] ); i++ )
      totflow += graph[s][i].flow;
    return totflow;
  }
};
```

7 Strings

7.1 aho corasick

```
/*
 * O( |t|+SUM( |p_i| )+matches ) where t is a text and p_i are the
      patterns
 */

const int alphabet = 26;
int fail[ MAX_N ];
int mv( int node, int c ){
  while( !trie[ node ][ c ] ) {
    node = fail[ node ];
  }
  return trie[ node ][ c ];
}
void build_aho_corasick( ) {
  memset( fail, 0, sizeof( fail ) );
  queue< int > q;
  for( int i = 0; i < alphabet; i++ ) {
    if( trie[1][i] ) {
      q.push( trie[1][i] );
      fail[ trie[1][i] ] = 1;
    }
    else {
      trie[1][i] = 1;
    }
  }
  while( !q.empty( ) ) {
    int node = q.front( ); q.pop( );
    for( int i = 0; i < alphabet; i++ ){
      if( trie[node][i] ) {
        fail[ trie[node][i] ] = mv( fail[ node ], i );
        q.push( trie[node][i] );
      }
    }
  }
}
```

7.2 hashing

```
/*
 * gen_mod( ) generates two random primes ~10^9
 * fill_hash( acc, t ) acc[ i ] ( 1 <= i <= |t| ) stores the hash of t[0,
     i-1].
 * get_hash( acc, l, r ) return the hash [ l, r ] using the acc array.
 */

void gen_mod( ) {
  srand( time( nullptr ) );
  for( int i = 0; i < 2; ++i ) {
    int mod = int(1e9) + rand()%int(5e6);
    while( !is_prime( mod ) ) {
```

```
      mod++;
    }
    cout << mod << '\n';
  }
}

typedef pair< int, int > mint;
const int MOD[ ] = { 1001864327, 1001265673 };
const mint BASE( 256, 256 ), ZERO( 0, 0 ), ONE( 1, 1 );
inline int add( int a, int b, const int& mod ) { return ( a+b >= mod ) ?
    a+b-mod : a+b; }
inline int sbt( int a, int b, const int& mod ) { return ( a-b < 0 ?
    a-b+mod : a-b ); }
inline int mul( int a, int b, const int& mod ) { return ll(a)*ll(b) %
    ll(mod); }

inline ll operator ! ( const mint a ) { return (ll(a.FI)<<32)|ll(a.SE); }
inline mint operator + ( const mint a, const mint b ) {
  return mint( add( a.FI, b.FI, MOD[0] ), add( a.SE, b.SE, MOD[1] ) );
}
inline mint operator - ( const mint a, const mint b ) {
  return mint( sbt( a.FI, b.FI, MOD[0] ), sbt( a.SE, b.SE, MOD[1] ) );
}
inline mint operator * ( const mint a, const mint b ) {
  return mint( mul( a.FI, b.FI, MOD[0] ), mul( a.SE, b.SE, MOD[1] ) );
}

void fill_hash( mint* acc, const string& t ) {
  acc[ 0 ] = ZERO;
  for( int i = 1; i <= n; ++i ) {
    acc[ i ] = acc[ i-1 ]*BASE + val[ t[i-1] ];
  }
}
mint get_hash( mint* acc, int l, int r ) {
  return acc[ r+1 ] - acc[ l ]*base[ r-l+1 ];
}
```

7.3 kmp automaton

```
/*
 * O( n*alphabet ) where n = |text|
 * Returns a matrix such that a[ i ][ j ] is equal to the transition if
     I'm at i-th position and see the character j.
 */

const int alphabet = 256;
vector< vi > kmp_automaton( string t ) {
  int len = SIZE( t );
  vi phi = kmp( t );
  vector< vi > aut( len, vi( alphabet ) );
  for( int i = 0; i < len; ++i ) {
    for( int c = 0; c < alphabet; ++c ) {
      if( i > 0 && char(c) != t[ i ] ) {
        aut[ i ][ c ] = aut[ phi[i-1] ][ c ];
      } else {
        aut[ i ][ c ] = i + ( char(c) == t[ i ] );
      }
    }
  }
  return aut;
}
```

7.4 kmp

```
/*
 * O( n ) where n = |text|
 * For each i, phi[ i ] is equal to the longest prefix that also is a
     suffix ending at i.
 */

vi kmp( string t ) {
  int len = SIZE( t );
  vi phi( len );
  phi[ 0 ] = 0;
  for( int i = 1, j = 0; i < len; ++i ) {
    while( j > 0 && t[ i ] != t[ j ] ) {
      j = phi[ j-1 ];
    }
    if( t[ i ] == t[ j ] ) {
      ++j;
    }
    phi[ i ] = j;
  }
  return phi;
}
```

7.5 manacher

```
/*
 * O( n ) where n = |text|
 * Returns a vector with size equal to 2*|text|. For each i in such
     vector, p[ i ] is equal to the maximum palindrome centered at this
     position.
 */

vi manacher( string t ) {
  int len = SIZE( t );
  vi p( 2*len );
  int C = -1, R = -1;
  int n = (len-1)<<1;
  for( int i = 0; i <= n; i++ ) {
    int j = 2*C-i;
    p[ i ] = ( R >= i ) ? min( R-i+1, p[ j ] ) : !( i%2 );
    int l = (i-p[ i ])>>1;
    int r = (i+p[ i ]+1)>>1;
    while( l >= 0 && r < len && t[ l ] == t[ r ] ) {
      p[ i ] += 2;
      l--; r++;
    }
    int ri = p[ i ] ? ((i+p[ i ])>>1)<<1 : i;
    if( ri > R ) {
      C = i;
      R = ri;
    }
  }
  return p;
}
```

7.6 minimum expression

```
/*
 * O( n ) where n = |text|
 * Find the lexicographically minimal string rotation.
 */

int minimum_expression( string t ) {
  t = t+t;
  int len = SIZE( t );
  int i = 0, j = 1, k = 0;
  while( i+k < len && j+k < len ) {
    if( t[ i+k ] == t[ j+k ] ) {
      k++;
    }
    else if( t[ i+k ] > t[ j+k ] ) {
      i = i+k+1;
      if( i <= j ) {
        i = j+1;
      }
      k = 0;
    }
    else {
      j = j+k+1;
      if( j <= i ) {
        j = i+1;
      }
      k = 0;
    }
  }
  return min( i, j );
}
```

7.7 suffix array

```
/*
 * O( n*log(n) ) where n = |text|
 * sa[i] contains the starting position of the i-th smallest suffix in t,
     ensuring that for all 1 < i <= n, t[sa[i-1], n] < t[sa[i], n] holds.
 * O( n ) where n = |text|
 * lcp[i] stores the lengths of the longest common prefixes between all
     pairs of consecutive suffixes in a sorted suffix array (needs sa).
 */

int n, mx;
string t;
int pos[ MAXN ], cnt[ MAXN ];
int aux_sa[ MAXN ], aux_pos[ MAXN ];
int sa[ MAXN ], lcp[ MAXN ];

bool check( int i, int gap ) {
  if( pos[ sa[i-1] ] != pos[ sa[i] ] ) {
    return true;
  }
```

```
  if( sa[ i-1 ]+gap < n && sa[ i ]+gap < n ) {
    return ( pos[ sa[i-1]+gap ] != pos[ sa[i]+gap ] );
  }
  return true;
}
void radix_sort( int k ) {
  for( int i = 0; i < mx; ++i ) {
    cnt[ i ] = 0;
  }
  for( int i = 0; i < n; i++ ) {
    cnt[ (i+k < n) ? pos[ i+k ]+1 : 1 ]++;
  }
  for( int i = 1; i < mx; i++ ) {
    cnt[ i ] += cnt[ i-1 ];
  }
  for( int i = 0; i < n; i++ ) {
    aux_sa[ cnt[ (sa[ i ]+k < n) ? pos[ sa[i]+k ] : 0 ]++ ] = sa[ i ];
  }
  for( int i = 0; i < n; i++ ) {
    sa[ i ] = aux_sa[ i ];
  }
}
void build_sa( ) {
  for( int i = 0; i < n; i++ ) {
    sa[ i ] = i;
    pos[ i ] = t[ i ];
  }
  for( int gap = 1; gap < n; gap <<= 1 ) {
    radix_sort( gap );
    radix_sort( 0 );
    aux_pos[ sa[0] ] = 0;
    for( int i = 1; i < n; i++ ) {
      aux_pos[ sa[i] ] = aux_pos[ sa[i-1] ] + check( i, gap );
    }
    for( int i = 0; i < n; i++ ) {
      pos[ i ] = aux_pos[ i ];
    }
    if( pos[ sa[n-1] ] == n-1 ) {
      break;
    }
  }
}
void build_lcp( ) {
  int k = 0;
  lcp[ 0 ] = 0;
  for( int i = 0; i < n; i++ ) {
    if( pos[ i ] == 0 ) {
      continue;
    }
    while( t[ i+k ] == t[ sa[ pos[i]-1 ]+k ] ) {
      k++;
    }
    lcp[ pos[ i ] ] = k;
    k = max( 0, k-1 );
  }
}
void build( string s ) {
  n = SIZE( s );
  t = s+"#";
  mx = max( 256, n );
  build_sa( );
  build_lcp( );
}
```

7.8 z algorithm

```
/*
 * O( n ) where n = |text|
 * For each i, z[ i ] is equal to the longest substring starting at i
     that is prefix of the text.
 */

vi z_algorithm( string str ) {
  int len = SIZE( str );
  vi z( len );
  z[ 0 ] = 0;
  for( int i = 1, l = 0, r = 0; i < len; ++i ) {
    if( i <= r ) z[ i ] = min( r-i+1, z[ i-l ] );
    while( i+z[ i ] < len && str[ z[i] ] == str[ i+z[i] ] ) z[ i ]++;
    if( i+z[ i ]-1 > r ) {
      l = i;
      r = i+z[ i ]-1;
    }
  }
  return z;
}
```