

```

1: #include <bits/stdc++.h>
2: using namespace std;
3:
4: const int MAX_N = 1 << 19;
5: struct segtree{
6: public:
7:     int SIZE;
8:     int seg[MAX_N * 2], lazy[MAX_N * 2]; //seg[0]~seg[SIZE-1]
9:     //seg[SIZE]~seg[2*SIZE-1]
10:     //lazy[0]~lazy[SIZE-1]
11:     //lazy[SIZE]~lazy[2*SIZE-1]
12:     segtree(int n){
13:         SIZE = 1;
14:         while(SIZE < n) SIZE *= 2; //2^k >= n
15:         for(int i = 0; i < 2 * SIZE - 1; ++i) seg[i] = lazy[i] = 0; //0~2*SIZE-2
16:     }
17:     void lazy_evaluate(int k, int l, int r){ //l~r
18:         if(lazy[k] != 0){
19:             seg[k * 2 + 1] += lazy[k]; //l~l+1
20:             seg[k * 2 + 2] += lazy[k]; //l+1~r
21:             lazy[k] = 0; //l~r
22:         }
23:     }
24:     void update(int a, int b, int k, int l, int r, int x){
25:         lazy_evaluate(k, l, r);
26:         if(r <= a || b <= l) return;
27:         if(a <= l && r <= b){
28:             seg[k] += x; //l~r
29:             lazy_evaluate(k, l, r);
30:         }else{
31:             update(a, b, k * 2 + 1, l, (l + r) / 2, x);
32:             update(a, b, k * 2 + 2, (l + r) / 2, r, x);
33:             seg[k] = min(seg[k * 2 + 1], seg[k * 2 + 2]); //l~r
34:         }
35:     }
36:     ll query(int a, int b, int k, int l, int r){
37:         lazy_evaluate(k, l, r);
38:         if(r <= a || b <= l) return INF; //min
39:         if(a <= l && r <= b) return seg[k];
40:         ll x = query(a, b, k * 2 + 1, l, (l + r) / 2);
41:         ll y = query(a, b, k * 2 + 2, (l + r) / 2, r);
42:         return min(x, y); //l~r
43:     }
44:     //update(a,b,x) := [a,b] += x
45:     void update(int a, int b, int x){update(a, b, 0, 0, SIZE, x);}
46:     //query(a,b) := [a,b] min
47:     ll query(int a, int b){return query(a, b, 0, 0, SIZE);}
48: };
49:
50: int main(){
51:     //1~2000
52:     const int MAX_N = 1 << 19;
53:     struct segtree{
54:     public:
55:         int SIZE;
56:         int seg[MAX_N * 2], lazy[MAX_N * 2]; //seg[0]~seg[SIZE-1]
57:         //seg[SIZE]~seg[2*SIZE-1]
58:         //lazy[0]~lazy[SIZE-1]
59:         //lazy[SIZE]~lazy[2*SIZE-1]
60:         segtree(int n){
61:             SIZE = 1;
62:             while(SIZE < n) SIZE *= 2; //2^k >= n
63:             for(int i = 0; i < 2 * SIZE - 1; ++i) seg[i] = lazy[i] = 0; //0~2*SIZE-2
64:         }
65:         void lazy_evaluate(int k, int l, int r){ //l~r
66:             if(lazy[k] != 0){
67:                 seg[k * 2 + 1] += lazy[k]; //l~l+1
68:                 seg[k * 2 + 2] += lazy[k]; //l+1~r
69:                 lazy[k] = 0; //l~r
70:             }
71:         }
72:         void update(int a, int b, int k, int l, int r, int x){
73:             lazy_evaluate(k, l, r);
74:             if(r <= a || b <= l) return;
75:             if(a <= l && r <= b){
76:                 seg[k] += x; //l~r
77:                 lazy_evaluate(k, l, r);
78:             }else{
79:                 update(a, b, k * 2 + 1, l, (l + r) / 2, x);
80:                 update(a, b, k * 2 + 2, (l + r) / 2, r, x);
81:                 seg[k] = min(seg[k * 2 + 1], seg[k * 2 + 2]); //l~r
82:             }
83:         }
84:         ll query(int a, int b, int k, int l, int r){
85:             lazy_evaluate(k, l, r);
86:             if(r <= a || b <= l) return INF; //min
87:             if(a <= l && r <= b) return seg[k];
88:             ll x = query(a, b, k * 2 + 1, l, (l + r) / 2);
89:             ll y = query(a, b, k * 2 + 2, (l + r) / 2, r);
90:             return min(x, y); //l~r
91:         }
92:         //update(a,b,x) := [a,b] += x
93:         void update(int a, int b, int x){update(a, b, 0, 0, SIZE, x);}
94:         //query(a,b) := [a,b] min
95:         ll query(int a, int b){return query(a, b, 0, 0, SIZE);}
96:     };
97:
98:     int n = 2000;
99:     segtree st(n);
100:     for(int i = 0; i < n; ++i){
101:         st.update(i, i + 1, 1);
102:     }
103:     ll ans = 0;
104:     for(int i = 0; i < n; ++i){
105:         ans = min(ans, st.query(i, i + 1));
106:     }
107:     cout << ans << endl;
108:     return 0;
109: }

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108:         if(r - l > 1){
109:             lazy[k * 2 + 1] += lazy[k]; //é\201\205á»¶ã\202\222á•/ã\201@ã-\220ã
\201«ã¥\235æ\220¬
110:             lazy[k * 2 + 2] += lazy[k]; //é\201\205á»¶ã\202\222á\217³ã\201@ã-\220
ã\201«ã¥\235æ\220¬
111:         }
112:         lazy[k] = 0; //ã\203\216ã\203¥ã\203\211kã\201¬ã¥\235æ\220¬ã@ \214ã°\206
113:     }
114: }
115: void update(int a, int b, int k, int l, int r, int x){
116:     lazy_evaluate(k, l, r);
117:     if(r <= a || b <= l) return;
118:     if(a <= l && r <= b){
119:         lazy[k] += x; //ã\212 ã\201\210ã\202\213
120:         lazy_evaluate(k, l, r);
121:     }else{
122:         update(a, b, k * 2 + 1, l, (l + r) / 2, x);
123:         update(a, b, k * 2 + 2, (l + r) / 2, r, x);
124:         seg[k] = min(seg[k * 2 + 1], seg[k * 2 + 2]); //ã\214°é\226\223ã\201@min
125:     }
126: }
127: ll query(int a, int b, int k, int l, int r){
128:     lazy_evaluate(k, l, r);
129:     if(r <= a || b <= l) return INF; //minã\201@ã¥±é\237¿ã\201@ã\201*ã\201\204ã
\202\202ã\201@
130:     if(a <= l && r <= b) return seg[k];
131:     ll x = query(a, b, k * 2 + 1, l, (l + r) / 2);
132:     ll y = query(a, b, k * 2 + 2, (l + r) / 2, r);
133:     return min(x, y); //ã•/ã\217³ã\201@minã\202\222
134: }
135: //update(a,b,x) := [a,b]ã\202\222á\205¬ã\201/xã\202\222á\212 ã\201\210ã\202\213
136: void update(int a, int b, int x){update(a, b, 0, 0, SIZE, x);}
137: //query(a,b) := [a,b]ã\201«ã¬¥ã\201\231ã\202\213æ\234\200á°\217á\200¬ã\202\222æ±
\202ã\202\201ã\202\213
138: ll query(int a, int b){return query(a, b, 0, 0, SIZE);}
139: };
140: */
141:
142: /*
143: http://tenka1-2016-qualb.contest.atcoder.jp/tasks/tenka1_2016_qualB_d
144: */
145:
146:
147: #####
148: ##### ./data_struture/segtree_lazy_add_min.h #####
149: #####
150:
151: //(1)ã\214°é\226\223ã\201«ã,\200æ§\230á\212 ç@ \227 (2)ã\214°é\226\223ã\201@æ\234\200
á°\217á\200¬
152: struct segtree{
153: public:
154:     const int SIZE = 1 << 18;
155:     //seg:ã\214°é\226\223ã\201@æ\234\200á°\217á\200¬ lazy:ã\214°é\226\223ã\201«ã¬¥ã
\201\227ã\201/ã\200\201á\212 ã\201\210ã\202\213ã\200¬ã\201§ã\201¥ã\201 é\201\205á»¶ã\201\227
ã\201/ã\201\204ã\202\213ã\202\202ã\201@
156:     vector<ll> seg, lazy; //segã\201¬æ¬ã\201\227ã\201\204æ\203\205á ± lazyã\201¬ã
\214°é\226\223ã\201«ã¬¥ã\201\231ã\202\213ã,\200æ§\230ã\201*ã\207/ç\220\206ã\202\222ç¬°ã\201
\231ã\202\202ã\201@
157:     segtree():seg(SIZE * 2), lazy(SIZE * 2){}
158:     void lazy_evaluate(int k, int l, int r){//é\201\205á»¶ã\203\205á ±ã\201@é\201@ç
\224¬æ\226¹æ³\225
159:         if(lazy[k] != 0){
160:             seg[k] += lazy[k]; //ã\214°é\226\223[l,r]ã\201«ã\201\231ã\201¹ã\201/ã\220
\214ã\201\230ã\200¬ã\202\222è¿¥ã\212 ã\201\231ã\202\213ã\201\223ã\201¬ã\201«ã\201*ã\201fã
\201/ã\201\204ã\201/ã\200\201segã\201«ã\201¬æ\234\200á°\217á\200¬ã\201\214ã\205¥ã\201fã\201/
ã\201\204ã\202\213ã\201@ã\201§ã\200\201á\212 ã\201\210ã\202\213ã\200¬ã\202\222è¶³ã\201\231

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161:         if(r - l > 1){
162:             lazy[k * 2 + 1] += lazy[k]; //é\201\205á»¶ã\202\222á•/ã\201@ã-\220ã
\201«ã¥\235æ\220¬
163:             lazy[k * 2 + 2] += lazy[k]; //é\201\205á»¶ã\202\222á\217³ã\201@ã-\220
ã\201«ã¥\235æ\220¬
164:         }
165:         lazy[k] = 0; //ã\203\216ã\203¥ã\203\211kã\201¬ã¥\235æ\220¬ã@ \214ã°\206
166:     }
167: }
168: void update(int a, int b, int k, int l, int r, int x){
169:     lazy_evaluate(k, l, r);
170:     if(r <= a || b <= l) return;
171:     if(a <= l && r <= b){
172:         lazy[k] += x; //ã\212 ã\201\210ã\202\213
173:         lazy_evaluate(k, l, r);
174:     }else{
175:         update(a, b, k * 2 + 1, l, (l + r) / 2, x);
176:         update(a, b, k * 2 + 2, (l + r) / 2, r, x);
177:         seg[k] = min(seg[k * 2 + 1], seg[k * 2 + 2]); //ã\214°é\226\223ã\201@min
178:     }
179: }
180: ll query(int a, int b, int k, int l, int r){
181:     lazy_evaluate(k, l, r);
182:     if(r <= a || b <= l) return INF; //minã\201@ã¥±é\237¿ã\201@ã\201*ã\201\204ã
\202\202ã\201@
183:     if(a <= l && r <= b) return seg[k];
184:     ll x = query(a, b, k * 2 + 1, l, (l + r) / 2);
185:     ll y = query(a, b, k * 2 + 2, (l + r) / 2, r);
186:     return min(x, y); //ã•/ã\217³ã\201@minã\202\222
187: }
188: //update(a,b,x) := [a,b]ã\202\222á\205¬ã\201/xã\202\222á\212 ã\201\210ã\202\213
189: void update(int a, int b, int x){update(a, b, 0, 0, SIZE, x);}
190: //query(a,b) := [a,b]ã\201«ã¬¥ã\201\231ã\202\213æ\234\200á°\217á\200¬ã\202\222æ±
\202ã\202\201ã\202\213
191: ll query(int a, int b){return query(a, b, 0, 0, SIZE);}
192: };
193:
194: /*
195: //(1)ã\214°é\226\223ã\201«ã,\200æ§\230á\212 ç@ \227 (2)ã\214°é\226\223ã\201@æ\234\200
á°\217á\200¬
196: const int MAX_N = 1 << 19;
197: struct segtree{
198: public:
199:     int SIZE;
200:     int seg[MAX_N * 2], lazy[MAX_N * 2]; //segã\201¬æ¬ã\201\227ã\201\204æ\203
\205á ± lazyã\201¬ã\214°é\226\223ã\201«ã¬¥ã\201\231ã\202\213ã,\200æ§\230ã\201*ã\207/ç\220
\206ã\202\222ç¬°ã\201\231ã\202\202ã\201@
201:     //seg:ã\214°é\226\223ã\201@æ\234\200á°\217á\200¬ lazy:ã\214°é\226\223ã\201«ã¬¥ã
\201\227ã\201/ã\200\201á\212 ã\201\210ã\202\213ã\200¬ã\201§ã\201¥ã\201 é\201\205á»¶ã\201\227
ã\201/ã\201\204ã\202\213ã\202\202ã\201@
202:     segtree(int n){
203:         SIZE = 1;
204:         while(SIZE < n) SIZE *= 2; //è\201ç´ æ\225ª\202\222ã\201@ã\201¹ã\201\215á¹
\227ã\201«
205:         for (int i = 0; i < 2 * SIZE - 1; ++i) seg[i] = lazy[i] = 0; //0ã\201¬é\201
\205á»¶ã\201\227ã\201/ã\201\204ã\202\213ã\202\202ã\201@ã\201\214ã\201*ã\201\204ã\201\223ã
\201¬ã\202\222ç¬°ã\201\231
206:     }
207:     void lazy_evaluate(int k, int l, int r){//é\201\205á»¶ã\203\205á ±ã\201@é\201@ç
\224¬æ\226¹æ³\225
208:         if(lazy[k] != 0){
209:             seg[k] += lazy[k]; //ã\214°é\226\223[l,r]ã\201«ã\201\231ã\201¹ã\201/ã\220
\214ã\201\230ã\200¬ã\202\222è¿¥ã\212 ã\201\231ã\202\213ã\201\223ã\201¬ã\201«ã\201*ã\201fã
\201/ã\201\204ã\201/ã\200\201segã\201«ã\201¬æ\234\200á°\217á\200¬ã\201\214ã\205¥ã\201fã\201/
ã\201\204ã\202\213ã\201@ã\201§ã\200\201á\212 ã\201\210ã\202\213ã\200¬ã\202\222è¶³ã\201\231
210:         if(r - l > 1){

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211:         lazy[k * 2 + 1] += lazy[k]; //é\201\205đ»¶ā\202\222đ•/ā\2010ā-\220ā
\201«ā¼\235æ\220¬
212:         lazy[k * 2 + 2] += lazy[k]; //é\201\205đ»¶ā\202\222đ\217³ā\2010ā-\220
ā\201«ā¼\235æ\220¬
213:     }
214:     lazy[k] = 0; //ā\203\216ā\203¼ā\203\211kā\201¬ā¼\235æ\220¬đ0\214đ°\206
215: }
216: }
217: void update(int a, int b, int k, int l, int r, int x){
218:     lazy_evaluate(k, l, r);
219:     if(r <= a || b <= l) return;
220:     if(a <= l && r <= b){
221:         lazy[k] += x; //ā\212 ā\201\210ā\202\213
222:         lazy_evaluate(k, l, r);
223:     }else{
224:         update(a, b, k * 2 + 1, l, (l + r) / 2, x);
225:         update(a, b, k * 2 + 2, (l + r) / 2, r, x);
226:         seg[k] = min(seg[k * 2 + 1], seg[k * 2 + 2]); //ā\214°é\226\223ā\2010ā\220
227:     }
228: }
229: ll query(int a, int b, int k, int l, int r){
230:     lazy_evaluate(k, l, r);
231:     if(r <= a || b <= l) return INF; //minā\2010ā¼±é\237ċā\2010ā\201*ā\201\204ā
\202\202ā\2010
232:     if(a <= l && r <= b) return seg[k];
233:     ll x = query(a, b, k * 2 + 1, l, (l + r) / 2);
234:     ll y = query(a, b, k * 2 + 2, (l + r) / 2, r);
235:     return min(x, y); //ā•/ā\217³ā\2010minā\202\222
236: }
237: //update(a,b,x) := [a,b]ā\202\222ā\205¬ā\201/xā\202\222ā\212 ā\201\210ā\202\213
238: void update(int a, int b, int x){update(a, b, 0, 0, SIZE, x);}
239: //query(a,b) := [a,b]ā\201«ā¬ā\201\231ā\202\213ā\234\200đ°\217đ\2000ā\202\222æ±
\202ā\202\201ā\202\213
240:     ll query(int a, int b){return query(a, b, 0, 0, SIZE);}
241: };
242: */
243:
244: /*
245: http://tenkal-2016-qualb.contest.atcoder.jp/tasks/tenkal_2016_qualB_d
246: */
247:
248:
249: #####
250: ##### ./data_struture/segtree_lazy_add_sum.h #####
251: #####
252:
253: //(1)ā\214°é\226\223ā\201«ā,\200æš\230đ\212 ċ0\227 (2)ā\214°é\226\223ā\2010ā\220\210
ē¬\210ā\2000
254: struct segtree{
255: public:
256:     const int SIZE = 1 << 18;
257:     //seg:ā\214°é\226\223ā\2010ā\220\210ē¬\210ā\2000 lazy:ā\214°é\226\223ā\201«ā¬ā
\201\227ā\201/ā\200\201ā\212 ā\201\210ā\202\213ā\2000ā\201šā\201¼ā\201 ē\201\205đ»¶ā\201\227
ā\201/ā\201\204ā\202\213ā\202\202ā\2010
258:     vector<ll> seg, lazy; //segā\201¬¬²ā\201\227ā\201\204æ\203\205đ ± lazyā\201¬ā
\214°é\226\223ā\201«ā¬ā\201\231ā\202\213ā,\200æš\230ā\201*ā\207/ċ\220\206ā\202\222ċ0ā\201
\231ā\202\202ā\2010
259:     segtree():seg(SIZE * 2), lazy(SIZE * 2){}
260:     void lazy_evaluate(int k, int l, int r){//é\201\205đ»¶ā\203\205đ ±ā\2010é\2010ċ
\224¬æ\226¹æ³\225
261:         if(lazy[k] != 0){
262:             seg[k] += lazy[k]; //ā\214°é\226\223\l,r)ā\201«ā\201\231ā\201¹ā\201/ā\220
\214ā\201\230ā\2000ā\202\222ċ¼ā\212 ā\201\231ā\202\213ā\201\223ā\201¬ā\201«ā\201*ā\201fā
\201/ā\201\204ā\201/ā\200\201segā\201«ā\201¬ā\220\210ē¬\210ā\2000ā\201\214ā\205¼ā\201fā\201/
ā\201\204ā\202\213ā\2010ā\201šā\200\201ā\212 ā\201\210ā\202\213ā\2000ā\202\222ē¶³ā\201\231
263:             if(r - l > 1){

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264:         lazy[k * 2 + 1] += lazy[k]; //é\201\205đ»¶ā\202\222đ•/ā\2010ā-\220ā
\201«ā¼\235æ\220¬
265:         lazy[k * 2 + 2] += lazy[k]; //é\201\205đ»¶ā\202\222đ\217³ā\2010ā-\220
ā\201«ā¼\235æ\220¬
266:     }
267:     lazy[k] = 0; //ā\203\216ā\203¼ā\203\211kā\201¬ā¼\235æ\220¬đ0\214đ°\206
268: }
269: }
270: void update(int a, int b, int k, int l, int r, int x){
271:     lazy_evaluate(k, l, r);
272:     if(r <= a || b <= l) return;
273:     if(a <= l && r <= b){
274:         lazy[k] += x; //ā\212 ā\201\210ā\202\213
275:         lazy_evaluate(k, l, r);
276:     }else{
277:         update(a, b, k * 2 + 1, l, (l + r) / 2, x);
278:         update(a, b, k * 2 + 2, (l + r) / 2, r, x);
279:         seg[k] = seg[k * 2 + 1] + seg[k * 2 + 2]; //ā\214°é\226\223ā\2010ā\220
\210ē¬\210
280:     }
281: }
282: ll query(int a, int b, int k, int l, int r){
283:     lazy_evaluate(k, l, r);
284:     if(r <= a || b <= l) return 0; //ā\220\210ē¬\210ā\201«ā¼±é\237ċā\2010ā\201*ā
\201\204ā\202\202ā\2010
285:     if(a <= l && r <= b) return seg[k];
286:     ll x = query(a, b, k * 2 + 1, l, (l + r) / 2);
287:     ll y = query(a, b, k * 2 + 2, (l + r) / 2, r);
288:     return x + y; //ā•/ā\217³ā\2010ā\220\210ē¬\210ā\202\222
289: }
290: //update(a,b,x) := [a,b]ā\202\222ā\205¬ā\201/xā\202\222ā\212 ā\201\210ā\202\213
291: void update(int a, int b, int x){update(a, b, 0, 0, SIZE, x);}
292: //query(a,b) := [a,b]ā\201«ā¬ā\201\231ā\202\213ā\220\210ē¬\210ā\2000ā\202\222æ±
\202ā\202\201ā\202\213
293:     ll query(int a, int b){return query(a, b, 0, 0, SIZE);}
294: };
295:
296: #####
297: ##### ./data_struture/segtree_max.hpp #####
298: #####
299:
300: /*
301: ā\221¼ā\201³ā\201 ā\201\227æ\226¹
302:     segtree<int> seg(n); // intā\236\213ā\2010ē\201ċ¬ ā\201š nā\201¬ē\201ċ¬ ā\2010æ
\225°
303: */
304:
305: template <class T> //T : dat[]ā\2010ā,-ē°ā\2010ā\236\213
306: class segtree{
307: public:
308:     int n;
309:     vector<T> dat;
310:     segtree(int n_): n(n_){ //n_ē\201ċ¬ æ\225°
311:         n = 1;
312:         while(n < n_) n *= 2;
313:         dat.resize(n * 2, 0); //(1) ā\210\235æ\234\237đ\2000ā\202\222æ\234
\200đ°\217ā\201« -INFā\201\213ā\202\202
314:     }
315:     void update(int k, T val){ // kċ\225*ċ\2330ā\2010ā\2000(0-indexed)ā\202\222
val ā\201«ā0\211æ\233°
316:         for (dat[k += n] = val; k > 0; k >= 1){ // kā\202\222ā\220«ā\202
\200ā\214°é\226\223ā\2010ā\2020ā\203³ā\203\207ā\203\203ā\202¬ā\202¹ā\202\222ā,\213ā\201\213ā
\202\211ē \206ā\201«ā\210\227æ\214\231
317:             dat[k>>1] = max(dat[k], dat[k ^ 1]); // (2) ā\214°é\226\223ā
\2010æ\234\200đ0šā\2000ā\201šæ\233¬æ\226°
318:         }

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319:         }
320:         T query(int l, int r){ //[l, r]ã\201@ã\214°é\226\223
321:             T ret = 0; //(3) æ\234\200ãðšđ\200ðã\201«é\226çđç\202ã\201*ã\201\204
ã\200ð -INFã\201\213ã\202\202
322:             for (l += n, r += n; l < r; l >= 1, r >= 1){
323:                 if(l & 1) ret = max(ret, dat[l++]); //(4) ã\214°é\226\223ã
\201@æ\234\200ãðšđ\200ðã\201$æ\233°æ\226°
324:                 if(r & 1) ret = max(ret, dat[--r]); //(4) ã\214°é\226\223ã
\201@æ\234\200ãðšđ\200ðã\201$æ\233°æ\226°
325:             }
326:             return ret;
327:         }
328:     };
329:
330:
331: /*
332: segtree ã\201\231ã\201\223ã\201\227é«\230é\200\237ã\214\226
333: æ\233°æ\226°: 1 ç\202¹
334: ã\202~ã\202~ã\203*: ã\214°é\226\223ã\201@æ\234\200ãð\217ã\200ð
335: note: (1)~(4)ã\202\222ãð\211ã\201\210ã\202\213ã\201\223ã\201~ã\201$ã~¼ãç\234ã\217~è
\203¼
336: http://codeforces.com/contest/777/problem/E
337: (http://codeforces.com/contest/777/submission/25346678)
338: ã\201\223ã\201@ã\225\217é; \214ã\201$ã\201~ã\201~ã\201*ã\201\204
339:
340: http://codeforces.com/contest/689/problem/D
341: (http://codeforces.com/contest/689/submission/25354957)
342: ã\201\223ã\201@ã\225\217é; \214ã\201$ã\201~segtree_max_slow.hppã\201~æ~\224ã\201¹ã
\201/ãðšđ\201\215ã\201¹ã·@ã\201\214ã\207°ã\201/ã\201\204ã\202\213
343: */
344:
345:
346: #####
347: ##### ./data_sturture/segtree_max_idx.cpp #####
348: #####
349:
350: template <class T> //T : dat[]ã\201@ã, -è°«ã\201@ã\236\213
351: class segtree{
352: public:
353:     int n;
354:     T neutral;
355:     vector<T> dat;
356:     T func(T l, T r){ //ã\214°é\226\223ã\202\222ã\203\236ã\203¼ã\202, ã\201\231ã
\202\213é\226çæ\225°
357:         return max(l, r); /* ã\201\223ã\201\223ã\202\222ãð\211ã\201\210ã\202
\213 */
358:     }
359:     segtree(int n_, T val): n(n_), neutral(val){ //n_·è/\201ç° æ\225° val:ã\215
\230ã¼\215ã\205\203
360:         n = 1;
361:         while(n < n_) n *= 2;
362:         dat.resize(n * 2, neutral); //ã\210\235æ\234\237ã\200ð
363:     }
364:     void update(int k, T val){ // kç\225*ç\233@ã\201@ã\200ð(0-indexed)ã\202\222
val ã\201«ãð\211æ\233°
365:         for (dat[k += n] = val; k > 0; k >= 1){ // kã\202\222ã\220°ã\202
\200ã\214°é\226\223ã\201@ã\202ðã\203³ã\203\207ã\203\203ã\202~ã\202¹ã\202\222ã, \213ã\201\213ã
\202\211é \206ã\201«ã\210\227æ\214\231
366:             dat[k>>1] = func(dat[k], dat[k ^ 1]);
367:         }
368:     }
369:     T query(int l, int r){ //[l, r]ã\201@ã\214°é\226\223
370:         T ret = neutral;
371:         for (l += n, r += n; l < r; l >= 1, r >= 1){
372:             if(l & 1) ret = func(ret, dat[l++]);
373:             if(r & 1) ret = func(ret, dat[--r]);

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374:         }
375:         return ret;
376:     }
377: };
378:
379: int main(void){
380:     cin >> n >> d >> k;
381:     rep(i, n) cin >> x[i];
382:     segtree<pair<ll, int>> seg(n, make_pair(0, 0));
383:     rep(i, n) seg.update(i, {x[i], -i}); //è¼\236æ\233, é \206æ\234\200ãð\217ã
\201@ã\201\237ã\202\201ã\203\236ã\202ðã\203\212ã\202¹
384:     return 0;
385: }
386:
387: /*
388: http://yukicoder.me/problems/no/489
389: (http://yukicoder.me/submissions/156443)
390: */
391:
392:
393: #####
394: ##### ./data_sturture/segtree_max_slow.hpp #####
395: #####
396:
397: /*
398: ã\221¼ã\201³ã\201 ã\201\227æ\226¹
399: segtree<int> seg(n); // intã\236\213ã\201@è/\201ç° ã\201$ nã\201~è/\201ç° ã\201@æ
\225°
400: */
401:
402: template <class T> //T : dat[]ã\201@ã, -è°«ã\201@ã\236\213
403: class segtree{
404: public:
405:     int n;
406:     vector<T> dat;
407:     segtree(int n_): n(n_){ //n_·è/\201ç° æ\225°
408:         n = 1;
409:         while(n < n_) n *= 2;
410:         dat.resize(n * 2, 0); //(1) ã\210\235æ\234\237ã\200ðã\202\222æ\234
\200ãð\217ã\201« -INFã\201\213ã\202\202
411:     }
412:     void update(int k, T val){ // kç\225*ç\233@ã\201@ã\200ð(0-indexed)ã\202\222
val ã\201«ãð\211æ\233°
413:         k += n - 1; //è\221\211ã\201@ç°\200ç\202¹
414:         dat[k] = val;
415:         while(k > 0){
416:             k = (k - 1) / 2;
417:             dat[k] = max(dat[k * 2 + 1], dat[k * 2 + 2]); // (2) ã\214°é
\226\223ã\201@æ\234\200ãðšđ\200ðã\201$æ\233°æ\226°
418:         }
419:     }
420:     T query(int a, int b, int k, int l, int r){ //[a, b]ã\201@æ\234\200ãðšđ\200ð
ã\202\222æ±\202ã\202\201ã\202\213
421:         if(r <= a || b <= l) return 0; //(3) æ\234\200ãðšđ\200ðã\201«é\226çä
ç\202ã\201¹ã\201\204ã\200ðã\201$æ\233°æ\226° -INFã\201\213ã\202\202
422:         if(a <= l && r <= b) return dat[k];
423:         else{
424:             T vl = query(a, b, k * 2 + 1, l, (l + r) / 2);
425:             T vr = query(a, b, k * 2 + 2, (l + r) / 2, r);
426:             return max(vl, vr); //(4) ã\214°é\226\223ã\201@æ\234\200ãðšđ
\200ðã\201$æ\233°æ\226°
427:         }
428:     }
429:     T query(int a, int b){
430:         return query(a, b, 0, 0, n);
431:     }

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432: };
433:
434: /*
435: segtree
436: æ\233´æ\226º: 1 ç\202¹
437: ä\202~ä\202~ä\203*: ä\214ºé\226\223ä\201@æ\234\200äº$ä\200º
438: note: (1)~(4)ä\202\222äº\211ä\201\210ä\202\213ä\201\223ä\201~ä\201$ä~%äç\234ä\217~è
\203%
439:
440: http://codeforces.com/contest/777/problem/E
441: (http://codeforces.com/contest/777/submission/25143272)
442: */
443:
444:
445: #####
446: ##### ./data_struture/segtree_min.hpp #####
447: #####
448:
449: /*
450: ä\221%ä\201³ä\201 ä\201\227æ\226¹
451: segtree<int> seg(n); // intä\236\213ä\201@è/\201ç´ ä\201$ nä\201~è/\201ç´ ä\201@æ
\225º
452: */
453:
454: template <class T> //T : dat[]ä\201@ä,-èº«ä\201@ä\236\213
455: class segtree{
456: public:
457:     int n;
458:     vector<T> dat;
459:     segtree(int n_): n(n_){ //n_è/\201ç´ æ\225º
460:         n = 1;
461:         while(n < n_) n *= 2;
462:         dat.resize(n * 2, INF); //(1) ä\210\235æ\234\237ä\200ºä\202\222æ\234
\200äº$ä\201«
463:     }
464:     void update(int k, T val){ // kç\225*ç\233@ä\201@ä\200º(0-indexed)ä\202\222
val ä\201«äº\211æ\233´
465:         for (dat[k += n] = val; k > 0; k >= 1){ // kä\202\222ä\220«ä\202
\200ä\214ºé\226\223ä\201@ä\202ºä\203³ä\203\207ä\203\203ä\202~ä\202¹ä\202\222ä.\213ä\201\213ä
\202\211é \206ä\201«ä\210\227æ\214\231
466:             dat[k>=1] = min(dat[k], dat[k ^ 1]); // (2) ä\214ºé\226\223ä
\201@æ\234\200äº$ä\200ºä\201$æ\233´æ\226º
467:         }
468:     }
469:     T query(int l, int r){ //[l, r)ä\201@ä\214ºé\226\223
470:         T ret = INF; //(3) æ\234\200äº\217ä\200ºä\201«é\226çäç\202ä\201*ä
\201\204ä\200º
471:         for (l += n, r += n; l < r; l >= 1, r >= 1){
472:             if(l & 1) ret = min(ret, dat[l++]); //(4) ä\214ºé\226\223ä
\201@æ\234\200äº\217ä\200ºä\201$æ\233´æ\226º
473:             if(r & 1) ret = min(ret, dat[--r]); //(4) ä\214ºé\226\223ä
\201@æ\234\200äº\217ä\200ºä\201$æ\233´æ\226º
474:         }
475:         return ret;
476:     }
477: };
478:
479:
480: /*
481: segtree ä\201\231ä\201\223ä\201\227é«\230é\200\237ä\214\226
482: æ\233´æ\226º: 1 ç\202¹
483: ä\202~ä\202~ä\203*: ä\214ºé\226\223ä\201@æ\234\200äº\217ä\200º
484: note: (1)~(4)ä\202\222äº\211ä\201\210ä\202\213ä\201\223ä\201~ä\201$ä~%äç\234ä\217~è
\203%
485: http://arc045.contest.atcoder.jp/tasks/arc045_b
486: (http://arc045.contest.atcoder.jp/submissions/1151765)

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487:
488: http://codeforces.com/contest/689/problem/D
489: (http://codeforces.com/contest/689/submission/25354957)
490: */
491:
492:
493: #####
494: ##### ./data_struture/segtree_min_slow.hpp #####
495: #####
496:
497: /*
498: ä\221%ä\201³ä\201 ä\201\227æ\226¹
499: segtree<int> seg(n); // intä\236\213ä\201@è/\201ç´ ä\201$ nä\201~è/\201ç´ ä\201@æ
\225º
500: */
501:
502:
503: template <class T> //T : dat[]ä\201@ä,-èº«ä\201@ä\236\213
504: class segtree{
505: public:
506:     int n;
507:     vector<T> dat;
508:     segtree(int n_): n(n_){ //n_è/\201ç´ æ\225º
509:         n = 1;
510:         while(n < n_) n *= 2;
511:         dat.resize(n * 2, INF); //(1) ä\210\235æ\234\237ä\200ºä\202\222æ\234
\200äº$ä\201«
512:     }
513:     void update(int k, T val){ // kç\225*ç\233@ä\201@ä\200º(0-indexed)ä\202\222
val ä\201«äº\211æ\233´
514:         k += n - 1; //è\221\211ä\201@ç´\200ç\202¹
515:         dat[k] = val;
516:         while(k > 0){
517:             k = (k - 1) / 2;
518:             dat[k] = min(dat[k * 2 + 1], dat[k * 2 + 2]); // (2) ä\214ºé
\226\223ä\201@æ\234\200äº\217ä\200ºä\201$æ\233´æ\226º
519:         }
520:     }
521:     T query(int a, int b, int k, int l, int r){ //[a, b)ä\201@æ\234\200äº$ä\200º
ä\202\222æ±\202ä\202\201ä\202\213
522:         if(r <= a || b <= l) return INF; //(3) æ\234\200äº\217ä\200ºä\201«é
\226çäç\202ä\201*ä\201\204ä\200ºä\201$æ\233´æ\226º
523:         if(a <= l && r <= b) return dat[k];
524:         else{
525:             T vl = query(a, b, k * 2 + 1, l, (l + r) / 2);
526:             T vr = query(a, b, k * 2 + 2, (l + r) / 2, r);
527:             return min(vl, vr); //(4) ä\214ºé\226\223ä\201@æ\234\200äº
\217ä\200ºä\201$æ\233´æ\226º
528:         }
529:     }
530:     T query(int a, int b){
531:         return query(a, b, 0, 0, n);
532:     }
533: };
534:
535: /*
536: segtree
537: æ\233´æ\226º: 1 ç\202¹
538: ä\202~ä\202~ä\203*: ä\214ºé\226\223ä\201@æ\234\200äº\217ä\200º
539: note: (1)~(4)ä\202\222äº\211ä\201\210ä\202\213ä\201\223ä\201~ä\201$ä~%äç\234ä\217~è
\203%
540:
541: http://arc045.contest.atcoder.jp/tasks/arc045_b
542: (http://arc045.contest.atcoder.jp/submissions/1151282)
543: */
544:

```

```

545:
546: #####
547: ##### ./data_struture/segtree_monoid.cpp #####
548: #####
549: #####
550: template <class T> //T(ã\203çã\203\216ã\202ðã\203\211) : dat[j]ã\201@ã,-è°«ã\201@ã
\236\213
551: class segtree{
552: public:
553:     int n;
554:     T neutral;
555:     vector<T> dat;
556:     T func(T l, T r) { //ã°\214é \205æ\224ç@227ã-220
557:         int lok, lopen, lclose, rok, ropen, rclose;
558:         tie(lok, lopen, lclose) = l;
559:         tie(rok, ropen, rclose) = r;
560:         int add = min(lopen, rclose);
561:         return make_tuple(lok + rok + 2 * add, lopen + ropen - add, lclose +
rclose - add);
562:     }
563:     segtree(int n_, T val): n(n_), neutral(val) { //n_:è\201ç´ æ\225° val:ã\215
\230ã\215ã\205\203
564:         n = 1;
565:         while(n < n_) n *= 2;
566:         dat.resize(n * 2, neutral); //ã\210\235æ\234\237ã\200ð
567:     }
568:     void update(int k, T val){ // kç\225*ç\2330ã\201@ã\200ð(0-indexed)ã\202\222
val ã\201«ã\211æ\233´
569:         k += n - 1;
570:         dat[k] = val;
571:         while (k > 0) {
572:             k = (k - 1) / 2;
573:             dat[k] = func(dat[k * 2 + 1], dat[k * 2 + 2]);
574:         }
575:     }
576:     T query(int a, int b, int k, int l, int r) { //[a, b]ã\201@ã\214°é\226\223
577:         if(r <= a || b <= l) return neutral;
578:         if(a <= l && r <= b) return dat[k];
579:         else {
580:             T vl = query(a, b, k * 2 + 1, l, (l + r) / 2);
581:             T vr = query(a, b, k * 2 + 2, (l + r) / 2, r);
582:             return func(vl, vr);
583:         }
584:     }
585:     T query(int a, int b) {
586:         return query(a, b, 0, 0, n);
587:     }
588: };
589:
590: #####
591: ##### ./data_struture/segtree_template.hpp #####
592: #####
593: #####
594: template <class T> //T : dat[j]ã\201@ã,-è°«ã\201@ã\236\213
595: class segtree{
596: public:
597:     int n;
598:     T neutral;
599:     vector<T> dat;
600:     T func(T l, T r){ //ã\214°é\226\223ã\202\222ã\203\236ã\203\211ã\201\210ã\202
\202\213é\226çã\225°
601:         return max(l, r); /* ã\201\223ã\201\223ã\202\222ã\211ã\201\210ã\202
\213 */
602:     }
603:     segtree(int n_, T val): n(n_), neutral(val){ //n_:è\201ç´ æ\225° val:ã\215
\230ã\215ã\205\203

```

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604:         n = 1;
605:         while(n < n_) n *= 2;
606:         dat.resize(n * 2, neutral); //ã\210\235æ\234\237ã\200ð
607:     }
608:     void update(int k, T val){ // kç\225*ç\2330ã\201@ã\200ð(0-indexed)ã\202\222
val ã\201«ã\211æ\233´
609:         for (dat[k += n] = val; k > 0; k >= 1){ // kã\202\222ã\220«ã\202
\200ã\214°é\226\223ã\201@ã\202ðã\203³ã\203\207ã\203\202ã\202ã\202ã\202\222ã, \213ã\201\213ã
\202\211é \206ã\201«ã\210\227æ\214\231
610:             dat[k>=1] = func(dat[k], dat[k ^ 1]);
611:         }
612:     }
613:     T query(int l, int r){ //[l, r]ã\201@ã\214°é\226\223
614:         /* ã\217°æ\217\233ã\207°ã\201ªã\201\204æ\231\202ã\215±é\231° */
615:         T ret = neutral;
616:         for (l += n, r += n; l < r; l >= 1, r >= 1){
617:             if(l & 1) ret = func(ret, dat[l++]);
618:             if(r & 1) ret = func(ret, dat[--r]);
619:         }
620:         return ret;
621:     }
622: };
623:
624: /*
625: ã\221\211ã\201ªã\207°ã\201\227æ\226¹
626: æ\213
627: segtree<pair<ll, int>> seg(n, make_pair(0, 0));
628:
629: funcã\201@é\203"ã\210\206ã\202\222ã\211ã\201\210ã\201\210\203\236ã\203\211ã\202,ã\201
\231ã\202\213
630:
631: http://yukicoder.me/problems/no/489
632: (http://yukicoder.me/submissions/156443)
633: */
634:
635: #####
636: ##### ./data_struture/SparseTable_max.hpp #####
637: #####
638: #####
639: /*
640: ã\221\211ã\201ªã\201 ã\201\227æ\226¹
641: int v[1000];
642: segtree<int> seg(n, v); // intã\236\213ã\201@è\201ç´ ã\201$ nã\201"è\201ç´ ã\201@
æ\225°
643: */
644:
645: template <class T> //T : table[j]ã\201@ã,-è°«ã\201@ã\236\213
646: class SparseTable_max{
647: public:
648:     int N, M; //table[N][M]
649:     // table[i][k] := [i, i + 2^k)ã\201@æ\234\200ã\200ð
650:     vector<vector<T>> table;
651:     template<class S> SparseTable_max(int n, S &val): N(n){ // O(nlogn)
652:         M = 32 - __builtin_clz(N); // M - 1 <= logN < M
653:         table.resize(N, vector<T>(M));
654:         for (int i = 0; i < N; ++i){ // [i, i + 1)ã\201\211ã\201$ã\201@ã\214°é
\226\223ã\201@æ\234\200ã\200ð
655:             table[i][0] = val[i];
656:         }
657:         for (int k = 0; k < M - 1; ++k){ // [i, i + 2^(k+1))ã\201@ã\214°é
\226\223ã\202\222è" \210ç@227
658:             for (int i = 0; i + (1<< k) < N; ++i){
659:                 // iã\201\213ã\202\2112^(k+1)ã\201@é\225*ã\201\225ã
\201@ã\214°é\226\223ã\201@æ\234\200ã\217ã\200ðã\202\222²kã\201@é\225*ã\201\225ã\201@ã\214°
é\226\223ã\201@æ\234\200ã\200ðã\202\222ã\210ç\224"ã\201\227ã\201\202ã\202\201ã\202
\213

```



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660:         table[i][k + 1] = max(table[i][k], table[i + (1 << k
)])[k]); // (1)æ\234\200â°\217â\200â
661:     }
662: }
663: }
664: T query(int l, int r){ // O(1) [l, r) ã\201@é\226\223ã\201@æ\234\200â°\217â\200â
665:     int k = 31 - __builtin_clz(r - l); //â\214°é\226\223ã\201@é\225•ã
\201\225ã\201@â\215\212â\210\206â»¥ã,\212ã\201@â\200â i¥\210k<= r - 1 < k + 1)
666:     return max(table[l][k], table[r - (1 << k)][k]); // (2) æ\234\200â°\217â\200â
667: }
668: };
669:
670:
671: /*
672: â\211\215â\207/ç\220\206(nlogn)
673: æ\234\200â°\217â\200â(1)
674:
675: http://codeforces.com/contest/689/problem/D
676: (http://codeforces.com/contest/689/submission/25363691)
677: */
678:
679:
680:
681: #####
682: ##### ./data_struture/SparseTable_min.hpp #####
683: #####
684:
685: /*
686: â\221¥ã\201³ã\201 ã\201\227æ\226¹
687: int v[1000];
688: segtree<int> seg(n, v); // intâ\236\213ã\201@è/\201ç´ ã\201$ nã\201¹è/\201ç´ ã\201@
æ\225°
689: */
690:
691: template <class T> //T : table[][\201@ã,-è°«ã\201@â\236\213
692: class SparseTable{
693: public:
694:     int N, M; //table[N][M]
695:     // table[i][k] := [i, i + 2^k)ã\201@æ\234\200â°\217â\200â
696:     vector<vector<T>> table;
697:     template<class S> SparseTable(int n, S &val): N(n){ // O(nlogn)
698:         M = 32 - __builtin_clz(N); // M - 1 <= logN < M
699:         table.resize(N, vector<T>(M));
700:         for (int i = 0; i < N; ++i){ // [i, i + 1)ã\201¥ã\201$ã\201@â\214°é
\226\223ã\201@æ\234\200â°\217â\200â
701:             table[i][0] = val[i];
702:         }
703:         for (int k = 0; k < M - 1; ++k){ // [i, i + 2^(k+1))ã\201@â\214°é
\226\223ã\202\222è~\210ç@\227
704:             for (int i = 0; i + (1<< k) < N; ++i){
705:                 // iã\201\213ã\202\2112^(k+1)ã\201@é\225•ã\201\225ã
\201@â\214°é\226\223ã\201@æ\234\200â°\217â\200â\202\222â^kã\201@é\225•ã\201\225ã\201@â\214°
é\226\223ã\201@æ\234\200â°\217â\200â\202\222â\210@ç\224"ã\201\227ã\201/æ±\202ã\202\201ã\202
\213
706:                 table[i][k + 1] = min(table[i][k], table[i + (1 << k
)])[k]); // (1)æ\234\200â°\217â\200â
707:             }
708:         }
709:     }
710:     T query(int l, int r){ // O(1) [l, r) ã\201@é\226\223ã\201@æ\234\200â°\217â
\200â
711:         int k = 31 - __builtin_clz(r - l); //â\214°é\226\223ã\201@é\225•ã
\201\225ã\201@â\215\212â\210\206â»¥ã,\212ã\201@â\200â i¥\210k<= r - 1 < k + 1)
712:         return min(table[l][k], table[r - (1 << k)][k]); // (2) æ\234\200â°

```

```

\217â\200â
713:     }
714: };
715:
716: /*
717: template <class T> //T : table[][\201@ã,-è°«ã\201@â\236\213
718: class SparseTable{
719: public:
720:     int N, M; //table[N][M]
721:     // table[i][k] := [i, i + 2^k)ã\201@æ\234\200â°\217â\200â
722:     vector<vector<T>> table;
723:     template<class S> SparseTable(int n, S &val): N(n){ // O(nlogn)
724:         M = 32 - __builtin_clz(N); // M - 1 <= logN < M
725:         table = vector<vector<T>>(N, vector<T>(M, INF)); // (1)æ\234\200â°
\217ã\201«é\226çã¿\202ã\201*ã\201\204ã\200âã\201$æ\233´æ\226°
726:         for (int i = 0; i < N; ++i){ // [i, i + 1)ã\201¥ã\201$ã\201@â\214°é
\226\223ã\201@æ\234\200â°\217â\200â
727:             table[i][0] = val[i];
728:         }
729:         for (int k = 1; k < M; ++k){ // [i, i + 2^k)ã\201@â\214°é\226\223ã
\202\222è~\210ç@\227
730:             for (int i = 0; i + (1<< k) <= N; ++i){
731:                 // iã\201\213ã\202\2112^kã\201@é\225•ã\201\225ã\201@
â\214°é\226\223ã\201@æ\234\200â°\217â\200âã\202\222â^(k-1)ã\201@é\225•ã\201\225ã\201@â\214°é
\226\223ã\201@æ\234\200â°\217â\200âã\202\222â\210@ç\224"ã\201\227ã\201/æ±\202ã\202\201ã\202
\213
732:                 auto first = table[i][k - 1];
733:                 auto second = table[i + (1<< (k - 1))][k - 1];
734:                 table[i][k] = (first < second) ? first : second; //
(2) â°\217ã\201\225ã\201\204æ\226¹ã\201$æ\233´æ\226°
735:             }
736:         }
737:     }
738:     T query(int l, int r){ // O(1) [l, r) ã\201@é\226\223ã\201@æ\234\200â°\217â
\200â
739:         int k = 31 - __builtin_clz(r - l); //â\214°é\226\223ã\201@é\225•ã
\201\225ã\201@â\215\212â\210\206â»¥ã,\212ã\201@â\200â i¥\210k<= r - 1 < k + 1)
740:         return min(table[l][k], table[r - (1 << k)][k]); // (3) æ\234\200â°
\217â\200â
741:     }
742: };
743: /*
744:
745:
746: /*
747: â\211\215â\207/ç\220\206(nlogn)
748: æ\234\200â°\217â\200â(1)
749:
750: http://arc045.contest.atcoder.jp/tasks/arc045_b
751: (http://arc045.contest.atcoder.jp/submissions/1152995)
752: (http://arc045.contest.atcoder.jp/submissions/1152999)
753: æ\234\200â\210\235ã\201@â\210\235æ\234\237â\200âã\202\222ã\201@ã\201@ã\202\210ã\201
\206ã\201«ã\201\231ã\202\213ã\201\213
754: */
755:
756:
757:
758: #####
759: ##### ./data_struture/union_find.h #####
760: #####
761:
762: class DisjointSet{
763: public:
764:     vector<int> rank, p; //rank:æ\234"ã\201@é«\230ã\201\225 p:è/°ã\201@é \202ç
\202¹ç\225*â\217•
765:     DisjointSet(){}

```

```

766:     DisjointSet(int size){//é \202ç\202¹ã\201@æ\225°
767:         rank.resize(size, 0);
768:         p.resize(size, 0);
769:         rep(i, size) makeSet(i);
770:     }
771:     bool same(int x, int y){ //ð\220\214ã\201\230æ\234"ã\201«ã\201\202ã\202\213ã
\201\213
772:         return findSet(x) == findSet(y);
773:     }
774:     void unite(int x, int y){ // æ\234"ã\201@ã\201\206ã\201\227ã\202\222ã\201
\217ã\201fã\201ðã\201\221ã\202\213
775:         link(findSet(x), findSet(y));
776:     }
777: private:
778:     void makeSet(int x){
779:         p[x] = x;
780:         rank[x] = 0;
781:     }
782:     int findSet(int x){ //è/ªã\202\222æ\216çã\201\231fã\210ã\203«ã\203ã\203\210
ã\201ã\201$ã\211
783:         if(x != p[x]){
784:             p[x] = findSet(p[x]);
785:         }
786:         return p[x];
787:     }
788:     void link(int x, int y){ //æ\234"ã\201@é\230ã\201\225ã\202\222è\200\203æ
\2050ã\201\227ã\201\æ\234"ã\201@ã\201\206ã\201\227ã\202\222ã\201\217ã\201fã\201ðã\201\221ã
\202\213
789:         if(rank[x] > rank[y]){
790:             p[y] = x;
791:         }else{
792:             p[x] = y;
793:             if(rank[x] == rank[y]) rank[y]++;
794:         }
795:     }
796: };
797:
798: /*
799: http://abc049.contest.atcoder.jp/tasks/arc065_b
800: */
801:
802: #####
803: ##### ./dp/imos2d.cpp #####
804: #####
805:
806: /*
807: * ä°\214æ;ð\205\203ç"ç\215ä\222\214(é\225*æ\226¹ðã\206\205ã\201@ã\200ðã\201@ä
\220\210è"è\210ã\202\222ä\207°ã\201\231ä\225\217é; \214)
808: */
809:
810: // O(hw)
811: void sum2D(int h, int w) { // a ä\201@ç, /ã\201"æ"ªã\201@é\225*ã\201\225
812:     rep(y, h + 1)rep(x, w + 1) sum[y][x] = 0;
813:     rep(y, h)rep(x, w) sum[y + 1][x + 1] = a[y][x]; // ä\201ã\201\232ã\201"ä
\237\213ã\202\201èã\202\200
814:     rep(y, h + 1)rep(x, w) sum[y][x + 1] += sum[y][x]; // æ"ª
815:     rep(y, h)rep(x, w + 1) sum[y + 1][x] += sum[y][x]; // ç,|
816: }
817: // O(1)
818: int calcSum(int y1, int x1, int y2, int x2) { // æ±\202ã\202\201ã\201\237ã\201\204é
\225*æ\226¹ðã\201@ä* /ä, \212, ä\217³ä, \213ã\201@ä°sæ" \231
819:     return sum[y2 + 1][x2 + 1] - sum[y2 + 1][x1] - sum[y1][x2 + 1] + sum[y1][x1]
;
820: }
821:
822: /*
823: "ã\201ã\201\232ã\201"ä\237\213ã\202\201èã\202\200" ä\201@é\203"ä\210\206ã\201@ãä
\201"æ\233,ä\201\215æ\217\233ã\201\210ã\202\213
824: aøj 1176
825:
826: */
827:
828: #####
829: ##### ./dp/Traveling_Salesman.h #####
830: #####
831:
832: const int MAX_N = 20;
833: vector<pair<int, int> > G[MAX_N]; /* G[u][v] := u->v's weight */
834: int dp[(1 << MAX_N)][MAX_N];
835: int pre[(1 << MAX_N)][MAX_N];
836: int Traveling_Salesman(int n){ /* n := Number of vertices */
837:     rep(i, (1 << n))rep(j, n)dp[i][j] = INF; /* Initialization */
838:     dp[0][0] = 0;
839:     for (int mask = 0; mask < (1 << n); ++mask){
840:         for (int u = 0; u < n; ++u){ /* Current vertex */
841:             for(auto p : G[u]){ /* Next vertex */
842:                 int v = p.first, w = p.second;
843:                 if((mask & (1 << v)) == 0){
844:                     if(dp[mask | (1 << v)][v] > dp[mask][u] + w)
{
845:                         dp[mask | (1 << v)][v] = dp[mask][u]
+ w;
846:                     }
847:                 }
848:             }
849:         }
850:     }
851:     return dp[(1 << n) - 1][0];
852: }
853:
854: vector<int> Restoration(int n){
855:     vector<int> root;
856:     int mask = (1 << n) - 1, v = 0;
857:     root.push_back(v);
858:     while(mask != 0){
859:         int u = pre[mask][v]; /* u -> v */
860:         root.push_back(u);
861:         mask ^= (1 << v);
862:         v = u;
863:     }
864:     reverse(root.begin(), root.end());
865:     return root;
866: }
867:
868: /*
869: http://judge.u-aizu.ac.jp/onlinejudge/description.jsp?id=DPL_2_A
870: çµ\214è*~ðã\205\203ã\201"æð\234è"ã\201\227ã\201/ã\201\204ã\201ªã\201\204
871: */
872:
873: #####
874: ##### ./geometry/template.cpp #####
875: #####
876:
877: class Point { // ç\202¹
878: public:
879:     double x, y;
880:     Point(double x = 0, double y = 0):x(x), y(y){}
881:     Point operator + (Point p) const { return Point(x + p.x, y + p.y); }
882:     Point operator - (Point p) const { return Point(x - p.x, y - p.y); }
883:     Point operator * (double a) const { return Point(a * x, a * y); }
884:     Point operator / (double a) const { return Point(x / a, y / a); }
885:     double abs() const { return sqrt(norm()); }

```



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886:     double norm() const { return x * x + y * y; }
887:     // bool operator < (const Point &p) const { return x != p.x ? x < p.x : y < p.y; }
888:     bool operator < (const Point &p) const { // ẽª¤ā•@ā\202\222ẽ±ā@¹ā\201\227ā\201/
ā~\224ẽ¥\203
889:         return x + EPS < p.x || (eq<double>(x, p.x) && y + EPS < p.y);
890:     }
891:     bool operator == (const Point &p) const { return (eq<double>(x, p.x) && eq<doubl
e>(y, p.y)); }
892: };
893: using Vector = Point;
894: using Polygon = vector<Point>; // ā¤\232ẽ$\'222ā¥¢
895:
896: double dot(const Vector& a, const Vector& b) { return a.x * b.x + a.y * b.y; } // ā
\203\231ā\202-ā\203\210ā\203ªā\201-bā\201@ā\206\205¢@\'215
897: double cross(const Vector& a, const Vector& b) { return a.x * b.y - a.y * b.x; } //
ā\203\231ā\202-ā\203\210ā\203ªā\201-bā\201@ā\226¢@\'215
898: double length2(const Point& a) { return a.norm(); } // ẽ\200\232ā,,ā\201@ẽ\225•ā\201
\225ā\201@2ā¹\227
899: double length(const Point& a) { return a.abs(); } // ẽ\200\232ā,,ā\201@ẽ\225•ā\201
\225
900: Point rotationalTransfer(Point c, double r, double deg) { // cā\202\222ā,-ā¿\203ā
\201-ā\201\227ā\201/ā\215\212ā¥\204rā\201@ā\206\206ā\221-ā,,\212ā\201degā°/ā\201@ā¥\215¢%@ā°
$æ~\231
901:     double rad = PI * deg / 180.0; return c + Point(cos(rad), sin(rad)) * r;
902: }
903: // (x, y, z) ā\201@¢\202¹ā\202\222ā\205\211æ°\220(xyā°$æ~\231ā\201$ā\201@ẽ$\'222ā°/ā
\201\214thetā°/, xyā¹³ẽ\235¢ā\201\213ā\202\211zæ\226¹ā\220\221ā\201,ā\201@ẽ$\'222ā°/ā\201
\214phiā°/ā\201@æ°\231\202ā\201@ā\201\213ā\202\211ā\201/ā\202\211ā\201\227ā\201\237æ\231\202
ā\201@ā¥±ā\201@xyā°$æ~\231
904: Point Shadow(double x, double y, double z, double theta, double phi) {
905:     theta = PI * theta / 180.0, phi = PI * phi / 180.0;
906:     return Point(x - z / tan(phi) * cos(theta), y - z / tan(phi) * sin(theta));
907: }
908:
909: enum ccw_t {
910:     COUNTER_CLOCKWISE = 1, // p0->p1 ā\217\215æ\231\202ẽ~\210ā\233\236ā\202\212ā\201
@æ\226¹ā\220\221ā\201*p2
911:     CLOCKWISE = -1, // p0->p1 æ\231\202ẽ~\210ā\233\236ā\202\212ā\201@æ\226¹ā\220\221
ā\201*p2
912:     ONLINE_BACK = 2, // p2->p0->p1 ā\201@ẽ \206ā\201$¢\233´¢•\232ā,,\212ā\201$p2
913:     ONLINE_FRONT = -2, // p0->p1->p2 ā\201@ẽ \206ā\201$¢\233´¢•\232ā,,\212p2
914:     ON_SEGMENT = 0, // p0->p2->p1 ā\201@ẽ \206ā\201$¢•\232ā\210\206p0p1ā,,\212ā\201*p
2
915: };
916: ccw_t ccw(Point p0, Point p1, Point p2) {
917:     Vector a = p1 - p0, b = p2 - p0;
918:     if ( cross(a, b) > EPS ) return COUNTER_CLOCKWISE;
919:     if ( cross(a, b) < -EPS ) return CLOCKWISE;
920:     if ( dot(a, b) < -EPS ) return ONLINE_BACK;
921:     if ( a.norm() < b.norm() ) return ONLINE_FRONT;
922:     return ON_SEGMENT;
923: }
924:
925: class Segment { // ¢•\232ā\210\206
926: public:
927:     Point p1, p2;
928:     Segment(){}
929:     Segment(Point p1, Point p2):p1(p1), p2(p2){}
930: };
931: using Line = Segment;
932:
933: // *** ā¤\232ẽ$\'222ā¥¢ ***
934: // IN := 2, ON := 1, OUT := 0
935: vector<Segment> getPolygonSegment(const Polygon& p) { //ā¤\232ẽ$\'222ā¥¢ā\201@¢\202¹
ā\201\213ā\202\211ā¤\232ẽ$\'222ā¥¢ā\201@ẽ¥ā\202\222æ±\202ā\202\201ā\202\213

```

```

936:     vector<Segment> ret;
937:     rep(i, p.size() - 1) ret.push_back(Segment(p[i], p[i + 1]));
938:     ret.push_back(Segment(p[p.size() - 1], p[0]));
939:     return ret;
940: }
941: int contains(const Polygon& g, const Point& p){ // ā¤\232ẽ$\'222ā¥¢gā\201@ā,-ā\201«¢
\202¹pā\201\214ā\220ªā\201¥ā\202\214ā\201/ā\201\204ā\202\213ā\201\213
942:     int n = g.size(); bool x = false;
943:     for (int i = 0; i < n; ++i) {
944:         Point a = g[i] - p, b = g[(i + 1) % n] - p;
945:         if ( abs(cross(a, b)) < EPS && dot(a, b) < EPS ) return 1;
946:         if (a.y > b.y) swap(a, b);
947:         if (a.y < EPS && EPS < b.y && cross(a, b) > EPS ) x = !x;
948:     }
949:     return (x ? 2 : 0);
950: }
951: Polygon andrewScan(Polygon s) { // ā\207,ā\214\205(æ\234\200ā\202\202ā•/ā\201«ā\201
\202ā\202\213ẽ \202¢\202¹ā\201\213ā\202\211)
952:     Polygon u, l;
953:     if (s.size() < 3) return s;
954:     sort(s.begin(), s.end()); // x, yā\202\222ā\237°æ°\226ā\201«æ\230\207ẽ \206ā\202
¥ā\203¥ā\203\210
955:     // xā\201\214ā°\217ā\201\225ā\201\204ā\202\202ā\201@ā\201\213ā\202\2112ā\201ª u
ā\201«ẽ¿¥ā\212
956:     u.push_back(s[0]), u.push_back(s[l]);
957:     // x ā\201\214āª$ā\201\215ā\201\204ā\202\202ā\201@ā\201\213ā\202\2112ā\201ª1ā
\201«ẽ¿¥ā\212
958:     l.push_back(s[s.size() - 1]), l.push_back(s[s.size() - 2]);
959:     // ā\207,ā\214\205ā\201@ā,,\212ẽ\203~ā\202\222¢\224\237æ\210\220
960:     for (int i = 2; i < s.size(); i++) {
961:         for (int n = u.size(); n >= 2 && ccw(u[n - 2], u[n - 1], s[i]) != CLOCKWISE;
n--){
962:             u.pop_back();
963:         }
964:         u.push_back(s[i]);
965:     }
966:     // ā\207,ā\214\205ā\201@ā,,\213ẽ\203~ā\202\222¢\224\237æ\210\220
967:     for (int i = s.size() - 3; i >= 0; i--) {
968:         for (int n = l.size(); n >= 2 && ccw(l[n - 2], l[n - 1], s[i]) != CLOCKWISE;
n--){
969:             l.pop_back();
970:         }
971:         l.push_back(s[i]);
972:     }
973:     // æ\231\202ẽ~\210ā\233\236ā\202\212ā\201ªā\201ªā\202\213ā\202\210ā\201\206ā\201
«ā\207,ā\214\205ā\201@¢\202¹ā\201@ā\210\227ā\202\222¢\224\237æ\210\220
974:     reverse(l.begin(), l.end());
975:     for (int i = u.size() - 2; i >= 1; i--) l.push_back(u[i]);
976:     return l;
977: }
978:
979:
980: // *** ¢•\232ā\210\206ā\201@ā°¤ā•@ā\210¤ā@\'232 ***
981: bool intersect(const Point& p1, const Point& p2, const Point& p3, const Point& p4) {
982:     return ( ccw(p1, p2, p3) * ccw(p1, p2, p4) <= 0 &&
983:             ccw(p3, p4, p1) * ccw(p3, p4, p2) <= 0 );
984: }
985: bool intersect(const Segment& s1, const Segment& s2) { // ā°¤ā•@ā\201\227ā\201/ā\201
\204ā\201\237ā\202\211true
986:     return intersect(s1.p1, s1.p2, s2.p1, s2.p2);
987: }
988: //*** ¢•\232ā\210\206ā\201@ā°¤¢\202¹ ***
989: Point getCrossPoint(Segment s1, Segment s2) { // ¢•\232ā\210\206ā\201@ā°¤¢\202¹ā\201
\214ā-\'230ā\234~ā\201\231ā\202\213ā\201\213ā\202\211ẽª¿ā\201¹ā\201\237ā¥\214ā\201ªā\201\213ā
\201\206ā\201\223ā\201"
990:     Vector base = s2.p2 - s2.p1;

```

```

991:     double d1 = abs(cross(base, s1.p1 - s2.p1)), d2 = abs(cross(base, s1.p2 - s2.p1)
);
992:     double t = d1 / (d1 + d2);
993:     return s1.p1 + (s1.p2 - s1.p1) * t;
994: }
995: // *** ㊦\235㊦\233㊦ ***
996: double getDistance(Point& a, Point& b) { // ㊦\202¹a㊦\201¹㊦\202¹b㊦\201㊦㊦\235㊦\233㊦
997:     return length(a - b);
998: }
999: double getDistanceLP(Line& l, Point& p) { // ㊦\233¹㊦㊦\232s㊦\201¹㊦\202¹p㊦\201㊦㊦\235㊦
\233㊦
1000:     return length(cross(l.p2 - l.p1, p - l.p1) / length(l.p2 - l.p1));
1001: }
1002: double getDistanceSP(Segment s, Point p) { // ㊦㊦\232㊦\210\206s㊦\201¹㊦\202¹p㊦\201㊦㊦㊦
\235㊦\233㊦
1003:     if( dot(s.p2 - s.p1, p - s.p1) < EPS ) return length(p - s.p1);
1004:     if( dot(s.p1 - s.p2, p - s.p2) < EPS ) return length(p - s.p2);
1005:     return getDistanceLP(s, p);
1006: }
1007: double getDistanceSS(const Segment& s1, const Segment& s2) { // ㊦㊦\232㊦\210\206s1㊦
\201¹㊦㊦\232㊦\210\206s2㊦\201㊦㊦㊦㊦\202¹
1008:     if( intersect(s1, s2) ) return 0.0; //㊦㊦㊦\202¹17㊦\201㊦㊦㊦\201¹㊦\201¹204㊦\202¹213
㊦\201¹㊦\201¹215
1009:     return min(min(getDistanceSP(s1, s2.p1), getDistanceSP(s1, s2.p2)),
1010:         min(getDistanceSP(s2, s1.p1), getDistanceSP(s2, s1.p2)));
1011: }
1012: double getDistancePolP(const Polygon& pol, const Point& p) { // ㊦㊦\232㊦㊦\222㊦㊦㊦pol㊦
\201¹㊦\202¹p㊦\201㊦㊦㊦\235㊦\233㊦
1013:     if(contains(pol, p) != 0) return 0.0; // ㊦\202¹a㊦\201¹214㊦㊦\232㊦㊦\222㊦㊦㊦㊦\201㊦㊦
\206¹205㊦\203¹㊦\201¹㊦\220¹㊦\201¹㊦\202¹214㊦\201¹㊦\201¹204㊦\202¹213
1014:     double ret = le9;
1015:     for(Segment& u : getPolygonSegment(pol)) ret = min(ret, getDistanceSP(u, p));
1016:     return ret;
1017: }
1018: double getDistancePolPol(const Polygon& p1, const Polygon& p2) { // ㊦㊦\232㊦㊦\222㊦㊦㊦p
1㊦\201¹p㊦\201㊦㊦㊦㊦\235㊦\233㊦
1019:     for(const Point& p : p1) if(contains(p2, p) != 0) return 0.0; // p1㊦\201㊦㊦\202¹㊦
\201¹214㊦㊦\232㊦㊦\222㊦㊦㊦p2㊦\201㊦㊦㊦, -㊦\201¹㊦\220¹㊦㊦\201¹㊦\202¹214㊦\201¹㊦\201¹204㊦\202¹213
1020:     for(const Point& p : p2) if(contains(p1, p) != 0) return 0.0; // p2㊦\201㊦㊦\202¹㊦
\201¹214㊦㊦\232㊦㊦\222㊦㊦㊦p1㊦\201㊦㊦㊦, -㊦\201¹㊦\220¹㊦㊦\201¹㊦\202¹214㊦\201¹㊦\201¹204㊦\202¹213
1021:     double ret = le9;
1022:     for(const Segment& u : getPolygonSegment(p1))for(const Segment& v : getPolygonS
egment(p2)) {
1023:         ret = min(ret, getDistanceSS(u, v));
1024:     }
1025:     return ret;
1026: }
1027:
1028:
1029: class Rectangle { // ㊦\225¹㊦㊦\226¹㊦㊦
1030: public:
1031:     // 3 2
1032:     // 0 1 (㊦\217¹215㊦\231¹202㊦㊦\210㊦㊦\233¹236㊦\202¹212㊦\201¹㊦㊦\225¹㊦㊦\226¹㊦㊦㊦\201㊦㊦
\202¹㊦\202¹222㊦\201¹204㊦\202¹214㊦\202¹213㊦\201¹223㊦\201¹¹)
1033:     vector<Point> p; // ㊦\202¹a㊦\202¹222㊦¹206㊦\225¹㊦\201¹㊦\201¹204㊦\202¹214㊦\202¹213
㊦\201¹223㊦\201¹¹
1034:     Rectangle(vector<Point>&p):p(p) {
1035:         rep(i, 3) reps(j, i + 1, 4) { //㊦\201㊦㊦\223㊦\201¹㊦㊦¹206㊦\225¹㊦\201¹㊦\201¹
\204㊦\202¹214㊦\201¹㊦\202¹202㊦㊦㊦,¹210㊦㊦㊦\201¹㊦\202¹210㊦\201¹206㊦\201¹¹?
1036:             int cnt = 0;
1037:             rep(k, 4) if(k != i && k != j) {
1038:                 cnt += ccw(p[i], p[j], p[k]) == COUNTER_CLOCKWISE;
1039:             }
1040:             if(cnt == 2) {
1041:                 swap(p[i + 1], p[j]);
1042:                 break;

```

```

1043:         }
1044:     }
1045: }
1046: bool intersect(const Segment& s) { // ㊦㊦\232㊦\210\206s㊦\201¹㊦\225¹㊦㊦\226¹㊦㊦㊦\201¹
㊦㊦\221㊦\201¹㊦\201¹217㊦\201¹¹㊦\202¹202¹㊦㊦㊦\201¹214㊦㊦㊦㊦㊦㊦\201¹227㊦\201¹㊦\201¹204㊦\202¹214㊦
\201¹true
1047:     bool flag = false;
1048:     rep(i, 4) flag |= ::intersect(s, Segment(p[i], p[(i + 1) % 4]));
1049:     return flag;
1050: }
1051: bool contain(const Point& pp) { // ㊦\202¹pp㊦\201¹214㊦\225¹㊦㊦\226¹㊦㊦㊦\206¹205㊦
\201¹㊦\220¹㊦㊦\201¹㊦\202¹214㊦\202¹214㊦\201¹㊦㊦㊦㊦\202¹222㊦\220¹㊦㊦\201¹㊦\201¹㊦\201¹204¹true
1052:     bool flag = true;
1053:     rep(i, 4) flag &= ccw(p[i], p[(i + 1) % 4], pp) == COUNTER_CLOCKWISE;
1054:     return flag;
1055: }
1056: bool contain(const Segment& s) { // ㊦㊦\232㊦\210\206s㊦\201¹214㊦\225¹㊦㊦\226¹㊦㊦㊦
\206¹205㊦\201¹㊦\220¹㊦㊦\201¹㊦\202¹214㊦\202¹214㊦\201¹㊦㊦㊦㊦㊦\202¹222㊦\220¹㊦㊦\201¹㊦\201¹㊦\201¹204¹t
rue
1057:     return contain(s.p1) && contain(s.p2);
1058: }
1059: };
1060:
1061:
1062: class Circle {
1063: public:
1064:     Point c;
1065:     double r;
1066:     Circle(Point c = Point(), double r = 0.0):c(c), r(r) {}
1067: }
1068: double arg(Vector p) { return atan2(p.y, p.x); }
1069: Vector polar(double a, double b) { return Point(cos(r) * a, sin(r) * a); }
1070: pair<Point, Point> getCrossPoints(Circle c1, Circle c2) {
1071:     assert(intersect(c1, c2));
1072:     double b = abs(c1.c - c2.c);
1073:     double a = acos(c1.r * c1.r + d * d - c2.r * c2.r) / (2 * c1.r * d);
1074:     double t = arg(c2.c - c1.c);
1075:     return make_pair(c1.c + polar(c1.r, t + a), c1.c + polar(c1.r, t - a));
1076: }
1077:
1078: /*
1079: http://judge.u-aizu.ac.jp/onlinejudge/description.jsp?id=2009
1080: http://judge.u-aizu.ac.jp/onlinejudge/description.jsp?id=1157&lang=jp
1081: http://judge.u-aizu.ac.jp/onlinejudge/description.jsp?id=2402
1082: */
1083:
1084: #####
1085: ##### ./geometry/types_triangles.h #####
1086: #####
1087:
1088: class Types_triangles{
1089: public:
1090:     int n;
1091:     vector<int> y, x;//y㊦㊦㊦\231㊦\200¹㊦㊦㊦¹231
1092:     const double EPS = 1e-10;
1093:     long long cnt_chokaku = 0, cnt_donkaku = 0, cnt_eikaku = 0;
1094:     Types_triangles(const vector<int> &ty, const vector<int> &tx, int size):y(ty
), x(tx), n(size){//n:㊦㊦㊦¹231㊦\201㊦㊦\225¹
1095:         count();
1096:     }
1097: private:
1098:     void count(){
1099:         for (int i = 0; i < n; ++i){
1100:             //M_PI ~ M_PI(-180 ~ 180)
1101:             vector<double> angle;//(x[i], y[i])㊦\202¹222㊦\216¹237㊦\202¹a
\201¹㊦\201¹227㊦\201¹237㊦\201¹217㊦㊦\222

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1102:         for (int j = 0; j < n; ++j){
1103:             if(j == i) continue;
1104:             angle.push_back(atan2(y[j] - y[i], x[j] - x[i]));
1105:         }
1106:         sort(angle.begin(), angle.end());
1107:         for (int j = 0; j < n - 1; ++j){//2d\221~c\2330a\202\222a%
234a\202\213
1108:             angle.push_back(angle[j] + M_PI*2);
1109:         }
1110:         for (int j = 0; j < n - 1; ++j){
1111:             cnt_chokaku += upper_bound(angle.begin(), angle.end(
), angle[j] + M_PI/2.0 + EPS) - lower_bound(angle.begin(), angle.end(), angle[j] + M_PI/2.0
- EPS);
1112:             cnt_donkaku += lower_bound(angle.begin(), angle.end(
), angle[j] + M_PI) - upper_bound(angle.begin(), angle.end(), angle[j] + M_PI/2.0 + EPS);
1113:         }
1114:     }
1115:     cnt_eikaku = (l1)n * (n - 1) * (n - 2) / 6 - cnt_chokaku - cnt_donka
ku;
1116:     }
1117: };
1118:
1119: /*
1120: a*sæ" \231a\201\214a\201\202a\201\237a\201\210a\202\211a\202\214a\201\200\201a\201
\235a\2010a, -a\201sa\201sa\201\215a\202\213a, \211e$ \222a%ca\2010a\201*a\201\213a\201sa\200
\201
1121: e\213-e$ \222a\200\201e\210\215e$ \222a\200\201c\233`e$ \222a\201\214a\201\235a\202\214
a\201\236a\202\214a\201\204a\201\217a\2010a\201\232a\2010a\201sa\201\215a\202\213a\201\213a
\202\222a+\202a\202\201a\202\213a\200\202
1122: http://abc033.contest.atcoder.jp/tasks/abc033_d
1123: */
1124:
1125: #####
1126: ##### ./graph/dijkstra.h #####
1127: #####
1128:
1129: const int MAX_N = 210;
1130: using TYPE = double; // e*\235e\233ca\2010a\236\213a\202\222a\205fa\202\214a\202\213
1131: vector<pair<int, TYPE> > G[MAX_N];
1132: vector<TYPE> dijkstra(int start){
1133:     vector<TYPE> dist(MAX_N, INFF);
1134:     dist[start] = 0;//dist[i] :=a\200\200start->ia\201ka\201sa\2010a\234\200c
237-e*\235e\233c
1135: priority_queue<pair<TYPE, int>, vector<pair<TYPE, int> >, greater<pair<TYPE,
int> > > que;
1136:     que.push(make_pair(0, start));
1137:     while(!que.empty()){
1138:         TYPE cost; int u;//a*\212a\201ka\201sa\201a\201\213a\201\213a\201fa
\201\237a\231\202e\226\223 c\217ka\234"a\2010e \202c\202¹
1139:         cost = que.top().first, u = que.top().second;
1140:         que.pop();
1141:         if(dist[u] < cost) continue;
1142:         for (auto tmp : G[u]){
1143:             int v = tmp.first; TYPE time = tmp.second;//e\232fa\216fa
\201\231a\202\213e \202c\202¹ a\201\235a\2010e \202c\202¹a\201ka\201se\214a\201\217a\231
\202e\226\223
1144:             if(dist[v] > dist[u] + time){//u->v
1145:                 dist[v] = dist[u] + time;
1146:                 que.push(make_pair(dist[v], v));
1147:             }
1148:         }
1149:     }
1150:     return dist;
1151: }
1152:
1153:

```

```

1154: /*
1155: http://joi2016yo.contest.atcoder.jp/tasks/joi2016yo_e
1156: (http://joi2016yo.contest.atcoder.jp/submissions/1201083)
1157: http://judge.u-aizu.ac.jp/onlinejudge/description.jsp?id=2402
1158: */
1159:
1160:
1161: #####
1162: ##### ./graph/dijkstra_Restoration.cpp #####
1163: #####
1164:
1165: const int MAX_N = 210;
1166: vector<pair<int, int> > G[MAX_N];
1167: vector<int> dijkstra(int start, int goal){//a\202¹a\202a\203ka\203\210a\201"a\202¹a
\203ka\203ka\202\222e\200\206a\201«
1168:     vector<long long> dist(MAX_N, INF);
1169:     vector<int> pre(MAX_N, -1);//pre[i] := ia\2010a\211\215a\2010e \202c\202¹
1170:     dist[start] = 0;//dist[i] :=a\200\200start->ia\201ka\201sa\2010a\234\200c\237-e*
235e\233c
1171:     priority_queue<pair<int, int>, vector<pair<int, int> >, greater<pair<int, int> >
> que;
1172:     que.push(make_pair(0, start));
1173:     while(!que.empty()){
1174:         int cost, u, t;//a*\212a\201ka\201sa\201a\201\213a\201\213a\201fa\201\237a
\231\202e\226\223 c\217ka\234"a\2010e \202c\202¹
1175:         cost = que.top().first, u = que.top().second;
1176:         que.pop();
1177:         if(dist[u] < cost) continue;
1178:         for (auto tmp : G[u]){
1179:             int v = tmp.first, time = tmp.second;//e\232fa\216fa\201\231a\202\213e
\202c\202¹ a\201\235a\2010e \202c\202¹a\201ka\201se\214a\201\217a\231\202e\226\223
1180:             if(dist[v] > dist[u] + time){//u->v
1181:                 dist[v] = dist[u] + time;
1182:                 pre[v] = u;
1183:                 que.push(make_pair(dist[v], v));
1184:             }else if(dist[v] == dist[u] + time){//e\236a\233,e \206a\234\200a\217
1185:                 pre[v] = min(pre[v], u);
1186:             }
1187:         }
1188:     }
1189:     //cu\214e~da\205\203
1190:     vector<int> path;
1191:     int s = start, t = goal;
1192:     for (; t != s; t = pre[t]) path.push_back(t);
1193:     path.push_back(s);
1194:     return path; //start-> * -> goal starta\201\213a\202\211goalã\201ka\201sa
\2010a\234\200c\237-cu\214e~(e\236a\233,e \206a\234\200a\217)
1195: }
1196:
1197: /*
1198: http://yukicoder.me/problems/no/160
1199: */
1200:
1201: #####
1202: ##### ./graph/dijkstra_ex.h #####
1203: #####
1204:
1205: int dist[110][30]; // tyouten time := cost
1206: using tup = tuple<int, int, int>;
1207: int dijkstra(int start, int goal, int limit){
1208:     dist[start][0] = 0;
1209:     rep(i, 110)rep(j, 30) dist[i][j] = INF;
1210:     priority_queue<tup, vector<tup>, greater<tup>> que; // cost v time
1211:     que.push(make_tuple(0, start, 0));
1212:     while(!que.empty()) {
1213:         int cost, u, time; tie(cost, u, time) = que.top(); que.pop();

```

```

1276:
1277:     void add_edge(int from, int to, int cap){
1278:         G[from].push_back((edge){to, cap, (int)G[to].size()}); //from -> to
1279:         G[to].push_back((edge){from, 0, (int)G[from].size() - 1}); //to -> fr
om
1280:     }
1281:     //â€¢\227â€¢\212 â€¢\203\221â€¢\202â€¢\202\222â€¢\216â€¢\201\231
1282:     int dfs(int v, int t, int f){
1283:         if(v == t) return f;
1284:         used[v] = true;
1285:         for (int i = 0; i < G[v].size(); ++i){
1286:             edge &e = G[v][i];
1287:             if(!used[e.to] && e.cap > 0){
1288:                 int d = dfs(e.to, t, min(f, e.cap));
1289:                 if(d > 0){
1290:                     e.cap -= d;
1291:                     G[e.to][e.rev].cap += d;
1292:                     return d;
1293:                 }
1294:             }
1295:         }
1296:         return 0;
1297:     }
1298:     //sâ€¢\201\213â€¢\202\211tâ€¢\201,â€¢\201@â€¢\234\200â€¢sâ€¢\201
1299:     int max_flow(int s, int t){
1300:         int flow = 0;
1301:         while(1){
1302:             memset(used, 0, sizeof(used));
1303:             int f = dfs(s, t, INF);
1304:             if(f == 0) return flow;
1305:             flow += f;
1306:         }
1307:     }
1308: };
1309:
1310:
1311: /*
1312:  â€¢\234\200â€¢sâ€¢\201 2â€¢\203~â€¢\203\236â€¢\203\203â€¢\203\201â€¢\203â€¢\202°
1313:  http://codeforces.com/contest/777/problem/B
1314:  */
1315:
1316: #####
1317: ##### ./graph/lca.cpp #####
1318: #####
1319:
1320: class Tree_lca{
1321: public:
1322:     static const int MAXLOG_V = 25;
1323:     vector<vector<int>> > G;
1324:     int V, root; //â€¢\202â€¢\202â€¢\225° â€¢ 1
1325:     // parent[k][v] := â€¢\202â€¢\202â€¢vâ€¢\201\213â€¢\202\2112^kâ€¢\233\236â€¢*â€¢\201â€¢\201
â€¢\231â€¢\201â€¢\201â€¢\210â€¢\201\224â€¢\201\231â€¢\202\213â€¢\202â€¢\202â€¢\202â€¢\200\232â€¢\202\212â€¢\201
\216â€¢\201\216â€¢\202\213â€¢\201"-1)
1326:     vector<int> parent[MAXLOG_V];
1327:     vector<int> depth; //â€¢ 1â€¢\201\213â€¢\202\211â€¢\201@â€¢+â€¢\201\225
1328:
1329:     Tree_lca(int V, int root) : V(V), root(root){
1330:         G.resize(V);
1331:         for (int i = 0; i < MAXLOG_V; ++i) parent[i].resize(V);
1332:         depth.resize(V);
1333:     }
1334:     void unite(int u, int v){ //u-vâ€¢\202\222unite
1335:         G[u].push_back(v);
1336:         G[v].push_back(u);
1337:     }
1338:     int dist(int u, int v){ // u-v â€¢\201@â€¢\235â€¢\233â€¢

```

```

1339:         int p = lca(u, v);
1340:         return (depth[u] - depth[p]) + (depth[v] - depth[p]);
1341:     }
1342:     void init() { //parent[0]ã\201ˆdepthã\202\222ã\210\235ã\234\237ã\214\226
1343:         dfs(root, -1, 0);
1344:         //parentã\202\222ã\210\235ã\234\237ã\214\226 2^kã\201\224ã\201ˆã\201
ã\203\206ã\203%ã\203\226ã\203*ã\202\222ã%234ã\210\220
1345:         for (int k = 0; k + 1 < MAXLOG_V; ++k) {
1346:             for (int v = 0; v < V; ++v) {
1347:                 if (parent[k][v] < 0) parent[k + 1][v] = -1; //root(ro
ã\202\210ã\202\212ã, \212\ã\201\214è/*
1348:                 else parent[k + 1][v] = parent[k][parent[k][v]]; //ã
\203\200ã\203\226ã\203*ã\203^ã\202ã\201§ã\200\215ã, \212ã\201è/*ã\202\222ã±\202ã\202\201ã
\202\213
1349:             }
1350:         }
1351:     }
1352: private:
1353:     //i%221ã\201ã, \212ã\201è/*ã\201ˆã±ã\201\225ã\202\222èˆ-ã\20\232
1354:     void dfs(int v, int p, int d) { //ã\203\216ã\203%ã\203\211ç\225*ã\217*ã\200
\200è/*ã\201èã\203\216ã\203%ã\203\211ç\225*ã\217*ã\200\200ã±ã\201\225
1355:         parent[0][v] = p;
1356:         depth[v] = d;
1357:         for (auto u : G[v]) {
1358:             if (u != p) dfs(u, v, d + 1);
1359:         }
1360:     }
1361:     //u, vã\201@LCAã\202\222ã±\202ã\202\201ã\202\213
1362:     int lca(int u, int v) {
1363:         if (depth[u] > depth[v]) swap(u, v);
1364:         for (int k = 0; k + 1 < MAXLOG_V; k++) { //uã\201\214vã\201ˆã\220\214
ã\201\230é«\230ã\201\225ã\201*ã\201*ã\202\213ã\201%ã\201§è/*ã\202\222è%ã\202\213
1365:             if (((depth[v] - depth[u]) >> k) & 1) {
1366:                 v = parent[k][v]; //bitã\201\214ç«\213ã\201fã\201/ã
\201\204ã\202\214ã\201ã\200\201è/*ã\202\222^kè%ã\201fã\201/ã\201\204ã\201\217
1367:             }
1368:         }
1369:         if (u == v) return u;
1370:         //2ã\210\206ã\216ççˆã\201§LCAã\202\222ã±\202ã\202\201ã\202\213ã\200
\200LCAã\202\210ã\202\212ã, \212ã\201èè/*(LA)ã\201ˆã, ã\201*ã\220\214ã\201\230ã\201*ã\201*ã
\202\213
1371:         for (int k = MAXLOG_V - 1; k >= 0; k--) {
1372:             if (parent[k][u] != parent[k][v]) { //LCAã\201*ã\201\237ã\201@
ã\202\212ç\235\200ã\201\217é\231\220ç\225\214ã\201%ã\201§ã\200\201ã, \212ã\202\222ç\233èã\214
\207ã\201\233ã\201ã\201\204ã\201\204
1373:                 u = parent[k][u];
1374:                 v = parent[k][v];
1375:             }
1376:         }
1377:         return parent[0][u]; //1ã\201ã, \212ã\201\214LCA
1378:     }
1379: };
1380:
1381: /*
1382: init( )ã\202\222ãç\230ã\202\214ã\201*ã\201\204ã\202\210ã\201\206ã\201«
1383: */
1384:
1385: #####
1386: ##### ./graph/scc.h #####
1387: #####
1388:
1389: //ã%é\200Eçµ\220ã\210\220ã\210\206ã\210\206è§F (Kosaraju)//
1390: #define MAX_V 10000//é \202ç\202^ã\225°
1391:
1392: int V;
1393: vector<int> G[MAX_V], rG[MAX_V];

```

```

1394: vector<int> vs;
1395: bool used[MAX_V];
1396: //cmp[v] = cmp[U]ã\201*ã\202\211ã\200\201é \202ç\202'u, vã\201~ã\220\214ã\201\230ã%
é\200Éçµ\220æ\210\220ã\210\206
1397: //cmpã\201*ã\205¥ã\201Fã\201/ã\201\204ã\202\213ç\225*ã\217*ã\201~é\200Éçµ\220ã\201
\227ã\201/ã\201\204ã\202\213ã\202ª\203ª\203\225ã\201\224ã\201~ã\201*ã\200\201ã\203\210ã
\203\235ã\203-ã\202,ã\202*ã\203*ã\202%ã\203%ã\203\210ã\201\225ã\202\214ã\201/ã\201\204ã\201/
ã\200\201ã\203*ã\203%ã\203\227é\203~ã\210\206ã\201~ã\220\214ã\201\230ç\225*ã\217*ã\201*ã\201
*ã\201Fã\201/ã\201\204ã\202\213ã\200\202
1398: int cmp[MAX_V];//cmp[v] := é \202ç\202'vã\201\214ã\220*ã\201%ã\202\214ã\202\213é\200
Éçµ\220æ\210\220ã\210\206ã\201\214ã\201ªã\202\214ã\201*ã\201ªã\201\213ã\202\222çªã\201\231ç
\225*ã\217*
1399: //é\232Fæ\216¥ã\203*ã\202'ã\203\210ã\202\222ã%\234ã\202\213
1400: void add_edge(int from, int to){//0origin
1401: G[from].push_back(to);//ã, \216ã\201\210ã\202\211ã\202\214ã\201\237æ\234\211ã
\220\221ã\202ª\203ª\203\225ã\201ªé\232Fæ\216¥ã\203*ã\202'ã\203\210
1402: rG[to].push_back(from);//ã, \216ã\201\210ã\202\211ã\202\214ã\201\237ã\202ª
\203ª\203\225ã\201ç\237çã\215ª\202\222é\200\206ã\201\227ã\201\237æ\234\211ã\220\221ã\202ª
ã\203ª\203\225ã\201ªé\232Fæ\216¥ã\203*ã\202'ã\203\210
1403: }
1404: //ã, \200ª°\ç\233ªã\201ªdfs
1405: void dfs(int v){
1406: used[v] = true;
1407: for (int i = 0; i < G[v].size(); ++i){
1408: if(!used[G[v][i]]) dfs(G[v][i]);
1409: }
1410: vs.push_back(v);//ã\201\223ã\202\214ã*¥ã, \212é\200ªã\202\201ã\201*ã\201\217ã
\201*ã\201Fã\201\237ã\202\202ã\201ªã\201\213ã\202\211é \206ã\201*vsã\201*é \202ç\202'ç\225*ã
\217*ã\202\222ã\205¥ã\202\214ã\201/ã\201\204ã\201\217
1411: }
1412: //2ª°\ç\233ªã\201ªdfs
1413: void rdfs(int v, int k){
1414: used[v] = true;
1415: cmp[v] = k;//é \202ç\202'vã\201*ã-%ã\201\227ã\201/ã\200\201kç\225*ç\233ªã
\201~ã%*é\200Éçµ\220æ\210\220ã\210\206ã\201$ã\201\202ã\202\213ã\201\223ã\201~ã\205¥ã\202\214
ã\202\213
1416: for (int i = 0; i < rG[v].size(); ++i){
1417: if(!used[rG[v][i]]) rdfs(rG[v][i], k);
1418: }
1419: }
1420: int scc(){
1421: memset(used, 0, sizeof(used));//0(ã%ã\201Fã\201/ã\201*ã\201\204)ã\201$ã\210
\235æ\234\237ã\214\226
1422: vs.clear();//ã\210\235æ\234\237ã\214\226
1423: for (int v = 0; v < V; ++v){
1424: if(!used[v]) dfs(v);
1425: }
1426: memset(used, 0, sizeof(used));
1427: int k = 0;//ã%*é\200Éçµ\220æ\210\220ã\210\206ã\202\222ã\210\206ã\201\221ã
\202\213ç\225*ã\217*
1428: for (int i = vs.size() - 1; i >= 0; --i){//vsã\201*ã\205¥ã\201Fã\201/ã\201
\204ã\202\213ã%ã\214ã\202\215ã\201ªã\202\202ã\201ªã\201\213ã\202\211dfs
1429: if(!used[vs[i]]){
1430: rdfs(vs[i], k); k++;
1431: }
1432: }
1433: return k;//ã%*é\200Éçµ\220æ\210\220ã\210\206ã\201ªã\225°
1434: }
1435:
1436:
1437: #####
1438: ##### ./graph/scc_and_twosat.h #####
1439: #####
1440:
1441: class strongly_connected_components{
1442: public:

```



```

1443:         int group_cnt; // sccã\201@æ\225°
1444:         vector<vector<int>> > G, rG;
1445:         vector<int> used, vs;
1446:         vector<int> cmp; //cmp[v] := é \202ç\202¹vã\201\214ã\220*ã\201¼ã\202\214ã
\202\213é\200Éçµ\220æ\210\220ã\210\206ã\201\214ã\201@ã\202\214ã\201*ã\2010ã\201\213ã\202\222
çºã\201\231ç\225*ã\217•
1447:         strongly_connected_components(const vector<vector<int>> &g, const vector<ve
ctor<int>> &rg, int n):
1448:             G(g), rG(rg), cmp(2 * n), used(2 * n){
1449:                 //mainã\2010ã\207\ç\220\206
1450:                 fill(used.begin(), used.end(), 0);
1451:                 for (int i = 0; i < G.size(); ++i){
1452:                     if(!used[i]) dfs(i);
1453:                 }
1454:                 fill(used.begin(), used.end(), 0);
1455:                 int k = 0;
1456:                 for (int i = vs.size() - 1; i >= 0; --i){
1457:                     if(!used[vs[i]]) rdfs(vs[i], k++);
1458:                 }
1459:                 group_cnt = k;
1460:             }
1461:             int operator[](int i){//é\200Éçµ\220æ\210\220ã\210\206ã\2010ç\225*ã\217•ã
\202\222èç\224ã\201\231
1462:                 return cmp[i];
1463:             }
1464:         private:
1465:             void dfs(int curr){
1466:                 used[curr] = true;
1467:                 for(auto next : G[curr]){
1468:                     if(!used[next]) dfs(next);
1469:                 }
1470:                 vs.push_back(curr);
1471:             }
1472:             void rdfs(int curr, int k){
1473:                 used[curr] = true;
1474:                 cmp[curr] = k;//é \202ç\202¹vã\201*ã~¼ã\201\227ã\201\ã\200\201kç\225
*ç\2330ã\201~ã¼•é\200Éçµ\220æ\210\220ã\210\206ã\201$ã\201\202ã\202\213ã\201\223ã\201~ã\205¼ã
\202\214ã\202\213
1475:                 for(auto next : rG[curr]){
1476:                     if(!used[next]) rdfs(next, k);
1477:                 }
1478:             }
1479: };
1480:
1481: class twosatisfiability{
1482: public:
1483:     int V;
1484:     vector<int> res; // 1:= 0:=
1485:     vector<vector<int>> > g, rg;
1486:     twosatisfiability(int n) : V(n), g(2 * n), rg(2 * n), res(n){}
1487:
1488:     bool exec() {
1489:         strongly_connected_components scc(g, rg, V);
1490:         for (int i = 0; i < V; i++) {
1491:             if (scc[i] == scc[i + V]) return false;
1492:             res[i] = scc[i] > scc[i + V];
1493:         }
1494:         return true;
1495:     }
1496:     void add_edge(int a, int b){
1497:         g[a].push_back(b);
1498:         rg[b].push_back(a);
1499:     }
1500:     //0~V-1: x_i
1501:     //V~2V-1: notx_i
1502:     void add(int a, bool apos, int b, bool bpos){//a V b ã\202\222ã\202ã\2030ã

```

```

\203\225ã\201,
1503:         add_edge(a + (apos ? V : 0), b + (bpos ? 0 : V)); // not a -> b
1504:         add_edge(b + (bpos ? V : 0), a + (apos ? 0 : V)); // not b -> a
1505:     }
1506:     bool operator[](int k){
1507:         return res[k];
1508:     }
1509: };
1510:
1511: int main(void){
1512:
1513:     twosatisfiability sat(n); /* é \202ç\202¹ã\2010æ\225° */
1514:     /* ã\201\235ã\2010ã\201¼ã\201¼ã\202\222true, ã¼\211æ\233~ã\201\231ã\202\213ã
\2010ã\202\222falseã\201~ã\201\227ã\201/
1515:         æ\235;ã¼ã\202\222æ°\200ã\201\237ã\201\225ã\201*ã\201\204ã\202\210ã
\201\206ã\201*ã\202\202ã\2010ã\2010æ\235;ã¼ã\202\222ã\217\215è*çã\201\225ã\201\233ã\201\237
è¼°ã\202\222èç¼ã\212 ã\201\231ã\202\213
1516:         ex) true trueã\201$æ\235;ã¼ã\202\222æ°\200ã\201\237ã\201\225ã\201*ã
\201\204ã\201*ã\202\211
1517:         sat.add(i, false, j, false)
1518:     */
1519:     return 0;
1520: }
1521:
1522: /*
1523: http://yukicoder.me/problems/no/470
1524: http://yukicoder.me/problems/no/274
1525: http://yukicoder.me/problems/no/483
1526: http://codeforces.com/contest/776/problem/D
1527: */
1528:
1529: #####
1530: ##### ./graph/scc_class.h #####
1531: #####
1532:
1533: class strongly_connected_components{
1534: public:
1535:     vector<vector<int>> > G, rG;
1536:     vector<int> used, vs;
1537:     vector<int> cmp; //cmp[v] := é \202ç\202¹vã\201\214ã\220*ã\201¼ã\202\214ã
\202\213é\200Éçµ\220æ\210\220ã\210\206ã\201\214ã\2010ã\202\214ã\201*ã\2010ã\201\213ã\202\222
çºã\201\231ç\225*ã\217•
1538:     strongly_connected_components(int n): G(n), rG(n), cmp(n), used(n){}
1539:     void add_edge(int from, int to){
1540:         G[from].push_back(to);
1541:         rG[to].push_back(from);
1542:     }
1543:     int scc(){
1544:         fill(used.begin(), used.end(), 0);
1545:         vs.clear();
1546:         for (int i = 0; i < G.size(); ++i){
1547:             if(!used[i]) dfs(i);
1548:         }
1549:         fill(used.begin(), used.end(), 0);
1550:
1551:         int k = 0;
1552:         for (int i = vs.size() - 1; i >= 0; --i){
1553:             if(!used[vs[i]]){
1554:                 rdfs(vs[i], k++);
1555:             }
1556:         }
1557:         return k; //sccã\2010æ\225°
1558:     }
1559: private:
1560:     void dfs(int curr){
1561:         used[curr] = true;

```



```

1562:         for(auto next : G[curr]){
1563:             if(!used[next]) dfs(next);
1564:         }
1565:         vs.push_back(curr);
1566:     }
1567:     void rdfs(int curr, int k){
1568:         used[curr] = true;
1569:         cmp[curr] = k; // 202ç\202¹vã\201*ã~%ã\201\227ã\201/ã\200\201kç\225
*ç\233@ã\201~ã%•é\200fçµ\220æ\210\220ã\210\206ã\201$ã\201\202ã\202\213ã\201\223ã\201~ã\205rã
\202\214ã\202\213
1570:         for(auto next : rG[curr]){
1571:             if(!used[next]) rdfs(next, k);
1572:         }
1573:     }
1574: };
1575:
1576: #####
1577: ##### ./math/combination_saml1.cpp #####
1578: #####
1579:
1580: const int MAX_N = 60;
1581: ll com[MAX_N][MAX_N];
1582: void combination(void){ //com[i][j] := iCj
1583:     com[0][0] = 1;
1584:     for (int i = 1; i <= MAX_N - 1; ++i){
1585:         for (int j = 0; j <= i; ++j){
1586:             //ã\203\221ã\202¹ã\202*ã\203*ã\201@i%223è$222ã%ç
1587:             if(j == 0) com[i][j] = com[i - 1][j];
1588:             else com[i][j] = (com[i - 1][j] + com[i - 1][j - 1]);
1589:         }
1590:     }
1591: }
1592:
1593: /*
1594: http://abc057.contest.atcoder.jp/tasks/abc057_d
1595: (http://abc057.contest.atcoder.jp/submissions/1184866)
1596: */
1597:
1598: #####
1599: ##### ./math/combinations.h #####
1600: #####
1601:
1602: const int MAX_N = 2000000;
1603: ll inv[MAX_N + 10];
1604: ll fac[MAX_N + 10], facInv[MAX_N + 10];
1605: class MATH{
1606: public:
1607:     MATH(){
1608:         inverse();
1609:         factroial();
1610:     }
1611:     ll nCk(ll n, ll k){ // n! / k!*(n-k)!
1612:         if(k < 0 || k > n) return 0;
1613:         ll ret = fac[n];
1614:         (ret *= facInv[k]) %= MOD;
1615:         (ret *= facInv[n - k]) %= MOD;
1616:         return ret;
1617:     }
1618:     ll nHk(ll n, ll k){ // nHk = n+k-1 C k = (n+k-1)! / k! * (n-1)!
1619:         if(n == 0 && k == 0) return 1;
1620:         ll ret = fac[n + k - 1];
1621:         (ret *= facInv[k]) %= MOD;
1622:         (ret *= facInv[n - 1]) %= MOD;
1623:         return ret;
1624:     }
1625:     ll nPk(ll n, ll k){ //nPk = n! / (n-k)!
1626:
1627:         if(k < 0 || k > n) return 0;
1628:         ll ret = fac[n];
1629:         (ret *= facInv[n - k]) %= MOD;
1630:         return ret;
1631:     }
1632:     void inverse(void){
1633:         inv[1] = 1;
1634:         for (int i = 2; i <= MAX_N; ++i){
1635:             // inv[i] = MOD - (MOD / i) * inv[MOD % i] % MOD;
1636:             inv[i] = inv[MOD % i] * (MOD - MOD / i) % MOD;
1637:         }
1638:     }
1639:     void factroial(void){
1640:         fac[0] = facInv[0] = 1;
1641:         for (int i = 1; i <= MAX_N; ++i){
1642:             fac[i] = (fac[i - 1] * i) % MOD;
1643:             facInv[i] = (facInv[i - 1] * inv[i]) % MOD;
1644:         }
1645:     }
1646: };
1647:
1648: #####
1649: ##### ./math/eratos.h #####
1650: #####
1651:
1652: bool isprime[20010];
1653: //ã\202¹ã\203@ã\203\210ã\202¹ã\203\206ã\203\215ã\202¹
1654: void eratos(int m){
1655:     for (int i = 0; i <= m; ++i) isprime[i] = true;
1656:     isprime[0] = isprime[1] = false;
1657:     //iã\202\222æ\213ã\201\227ã\201/iã\201@ã\200\215æ\225ª\202\222æ¶\210ã\201\227ã
\201/ã\201\204ã\201\217
1658:     for (int i = 2; i <= m; ++i){
1659:         if(isprime[i]){
1660:             for (int j = 2 * i; j <= m; j += i){
1661:                 isprime[j] = false;
1662:             }
1663:         }
1664:     }
1665: }
1666:
1667: #####
1668: ##### ./math/invmod.hpp #####
1669: #####
1670:
1671: // x^k (mod m)
1672: long long powmod(long long x, long long k, long long m){
1673:     long long ret = 1;
1674:     while(k){
1675:         if(k & 1) ret = ret * x % m;
1676:         x = x * x % m;
1677:         k >>= 1;
1678:     }
1679:     return ret;
1680: }
1681: // 1/a mod(p(ç` æ\225°))
1682: long long invmod(long long a, long long p){
1683:     return powmod(a, p - 2, p);
1684: }
1685:
1686: /*
1687: ã\203\225ã\202$ã\203*ã\203\236ã\203%ã\201@ã\232ç\220\206ã\202\222ç\224¹ã\201\204ã
\201/, modã\201@é\200\206ã\205\203
1688: http://tubo28.me/algorithm/modinv/
1689:

```

```

1754:         if(k % 2 == 0) return powmod(x * x % m, k / 2, m);
1755:         else return x * powmod(x, k - 1, m) % m;
1756:     }
1757:
1758:     /*
1759:     http://arc044.contest.atcoder.jp/tasks/arc044_b
1760:     (http://arc044.contest.atcoder.jp/submissions/1151541)
1761:     */
1762:
1763:
1764: #####
1765: ##### ./math/prime_factorization.h #####
1766: #####
1767:
1768: class primelib{
1769: public:
1770:     vector<int> prime; //prime[i] := iã\201\214ç´ æ\225ã\201@đ ´đ\220\210ã\201«
ã\201`0, ä»¥ã\226ã\201@ã\201`ã\201\215ã\201`iã\202\222ã\211²ã\202\212ã\202\213æ\234\200ã\201ç´ æ\225°
1771:     vector<int> memo;
1772:     primelib(int size):prime(size + 10, 0), memo(size + 10, 0){
1773:         prime_factorization(size + 1);
1774:     }
1775:     //[[left,right]ã\201%ã\201$ã\201@lcmã\201\214memo[x]:=xã\201@æ¬;æ\225° ä\201"
ã\202\227ã\201;";ã\201\225ã\202\214ã\202\213
1776:     void getlcm(int left, int right){
1777:         // fill(memo.begin(), memo.end(), 0); //0ã\201$ã\210\235æ\234\237ã
\214\226
1778:         for (int i = max(2, left); i <= right; ++i){
1779:             map<int, int> degree; //<x, k> := x^k
1780:             int tmp = i;
1781:             while(prime[tmp]){
1782:                 degree[prime[tmp]]++;
1783:                 tmp /= prime[tmp]; //æ\234\200ã\201ç´ æ\225ã
\201$ã\211²ã\202\213
1784:             }
1785:             degree[tmp]++; //æ\213ã\201fã\201\237ç´ æ\225ã\202\222ã
\202«ã\202\203³ã\203\210
1786:             //memo[x] := [left, right]ã\201%ã\201$ã\202\222ç´ đ\233 æ
\225ã\210\206è$£ã\201\227ã\201\237æ\234\200ã\201ç´ã\201xã\201@æ¬;æ\225ã\202\222æ\233`æ\226°
1787:             for(auto u : degree){
1788:                 memo[u.first] = max(memo[u.first], u.second);
1789:             }
1790:         }
1791:     }
1792: private:
1793:     //prime[i] := iã\201\214ç´ æ\225ã\201@đ ´đ\220\210ã\201«ã\201`0, ä»¥ã\226ã
\201@ã\201`ã\201\215ã\201`iã\202\222ã\211²ã\202\212ã\202\213æ\234\200ã\201ç´ æ\225°
1794:     //ã\201\223ã\202\214ã\202\222ã%ã\201\210ã\201@(\logn)ã\201$ç´ đ\233 æ\225ã
\210\206è$£ã\217`è\203%
1795:     void prime_factorization(int n){
1796:         for (int i = 2; i <= n; i++) {
1797:             if (prime[i] == 0) {
1798:                 for (int j = 2; j * i <= n; j++) {
1799:                     prime[i * j] = i;
1800:                 }
1801:             }
1802:         }
1803:     }
1804: };
1805:
1806: #####
1807: ##### ./other/is_ururu.h #####
1808: #####
1809:
1810: bool is_ururu(int v){

```

```

1811:         if(y % 4) return false;
1812:         else if(y % 100) return true;
1813:         else if(y % 400) return false;
1814:         else return true;
1815:     }
1816:
1817: #####
1818: ##### ./search/rollinghash.h #####
1819: #####
1820:
1821: typedef unsigned long long ull;
1822: const ull B = 100000007;
1823: //aã\201~i%\\202ã\201«ã\201\204ã\201\217ã\201
1824: int contain(string a, string b){
1825:     int ret = 0;
1826:     int al = a.length(), bl = b.length();
1827:     if(al > bl) return 0;
1828:
1829:     ull t = 1;
1830:     for (int i = 0; i < al; ++i) t *= B;
1831:
1832:     ull ah = 0, bh = 0;
1833:     for (int i = 0; i < al; ++i) ah = ah * B + a[i];
1834:     for (int i = 0; i < al; ++i) bh = bh * B + b[i];
1835:
1836:     for (int i = 0; i + al <= bl; ++i){
1837:         if(ah == bh) ret++;
1838:         if(i + al < bl) bh = bh * B + b[i + al] - b[i] * t;
1839:     }
1840:     return ret;
1841: }
1842:
1843: /*
1844: http://yukicoder.me/problems/no/430
1845: */
1846:
1847:
1848:
1849: #####
1850: ##### ./search/xor128.h #####
1851: #####
1852:
1853: unsigned int xor128(){//ã¹±æ\225%ç\224\237æ\210\220
1854:     static unsigned int x = 123456789, y = 362436069, z = 521288629, w = 8867512
3;
1855:     unsigned int t = (x ^ (x << 11));
1856:     x = y; y = z; z = w;
1857:     return (w = (w ^ (w >> 19)) ^ (t ^ (t >> 8)));
1858: }
1859:
1860: /*
1861: http://yukicoder.me/problems/no/469
1862: */
1863:

```