

ICPC Notebook

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template

hash.sh

```
1 #!/bin/sh
2 file=${1:-$(ls -t *.cpp | head -n 1)}
3 out="${file%.*}"
4
5 g++ -std=gnu++2a -D_DEBUG -Wall -Wextra -Wshadow -Wconversion -fsanitize=undefined,address -ggdb "$file" -o "$out" &&
6 g++ -D -E -P -fpreprocessed "$file" | tr -d '[:space:]' | md5sum | cut -c-6
```

settings.sh

```
1 # CLion の設定
2 Settings → Build → CMake → Reload CMake Project
3 add_compile_options(-D_GLIBCXX_DEBUG)
4 # Caps Lock を Ctrl に変更
5 setxkbmap -option ctrl:nocaps
6
```

template.hpp

md5: fc725b

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 using ll = long long;
4 const ll INF = LLONG_MAX / 4;
5 #define rep(i, a, n) for(ll i = a; i < n; i++)
6 #define rrep(i, a, n) for(ll i = a; i >= n; i--)
7 #define inr(l, x, r) (l <= x && x < r)
8 #define sz(a) ssize(a)
9 bool chmin(auto& a, auto b) { return a > b ? a = b, 1 : 0; }
10 bool chmax(auto& a, auto b) { return a < b ? a = b, 1 : 0; }
11
12 int main() {
13     cin.tie(0)->sync_with_stdio(0);
14     // your code here...
15 }
16
```

data-structure

BIT.hpp

md5: b7588b

```

1 struct BIT {
2     vector<ll> a;
3     BIT(ll n) : a(n + 1) {}
4     // A[i] += x
5     void add(ll i, ll x){
6         i++;
7         while(i < (int)a.size()){
8             a[i] += x;
9             i += i & -i;
10        }
11    }
12    // sum of A[0, r)
13    ll sum(ll r) {
14        ll s = 0;
15        while(r){
16            s += a[r];
17            r -= r & -r;
18        }
19        return s;
20    }
21    // sum of A[l, r)
22    ll sum(ll l, ll r){
23        return sum(r) - sum(l);
24    }
25 };
26

```

FastSet.hpp

md5: 2cb8c9

```

1 // using u64 = uint64_t;
2 const u64 B = 64;
3 struct FastSet {
4     u64 n;
5     vector<vector<u64>> a;
6     FastSet(u64 n_) : n(n_) {
7         do a.emplace_back(n_ = (n_ + B - 1) / B);
8         while(n_ > 1);
9     }
10    // bool operator[](ll i) const { return a[0][i / B] >> (i % B) & 1; }
11    void set(ll i) {
12        for(auto& v : a) {
13            v[i / B] |= 1ULL << (i % B);
14            i /= B;
15        }
16    }
17    void reset(ll i) {
18        for(auto& v : a) {
19            v[i / B] &= ~(1ULL << (i % B));
20            if(v[i / B]) break;
21            i /= B;
22        }
23    }
24    ll next(ll i) { // i を超える最小の要素
25        rep(h, 0, sz(a)) {
26            i++;
27            if(i / B >= sz(a[h])) break;
28            u64 d = a[h][i / B] >> (i % B);
29            if(d) {
30                i += countr_zero(d);
31                while(h--) i = i * B + countr_zero(a[h][i]);
32                return i;
33            }
34            i /= B;
35        }
36        return n;
37    }
38    ll prev(ll i) { // i より小さい最大の要素
39        rep(h, 0, sz(a)) {
40            i--;
41            if(i < 0) break;
42            u64 d = a[h][i / B] << (~i % B);
43            if(d) {
44                i -= countr_zero(d);
45                while(h--) i = i * B + __lg(a[h][i]);
46                return i;
47            }
48            i /= B;

```

```
49     }
50     return -1;
51 }
52 };
53 
```

LazySegmentTree.hpp

md5: 247a93

```
1  template<class T,
2          T (*op)(T, T),
3          T (*e)(),
4          class F,
5          T (*mapping)(F, T),
6          F (*composition)(F, F),
7          F (*id)()
8  struct LazySegmentTree {
9      LazySegmentTree(const int _n) : n(_n) {
10         while((1 << log) < n) log++;
11         len = 1 << log;
12         d.assign(len * 2, e());
13         lazy.assign(len, id());
14     }
15     void set(const int i, const T x) {
16         assert(0 <= i && i < n);
17         d[i + len] = x;
18     }
19     T get(int p) {
20         assert(0 <= p && p < n);
21         p += len;
22         for(int i = log; i >= 1; i--) push(p >> i);
23         return d[p];
24     }
25     void build() {
26         for(int i = len - 1; i >= 1; i--) update(i);
27     }
28     void update(int l, int r, const F x) {
29         assert(0 <= l && l <= r && r <= n);
30         l += len;
31         r += len;
32         const int l_ctz = __builtin_ctz(l);
33         const int r_ctz = __builtin_ctz(r);
34         for(int i = log; i > l_ctz; i--) push(l >> i);
35         for(int i = log; i > r_ctz; i--) push((r - 1) >> i);
36         const int lt = l, rt = r;
37         while(l < r) {
38             if(l & 1) apply(l++, x);
39             if(r & 1) apply(--r, x);
40             l >>= 1;
41             r >>= 1;
42         }
43         l = lt;
44         r = rt;
45         for(int i = l_ctz + 1; i <= log; i++) update(l >> i);
46         for(int i = r_ctz + 1; i <= log; i++) update((r - 1) >> i);
47     }
48     T query(int l, int r) {
49         assert(0 <= l && l <= r && r <= n);
50         l += len;
51         r += len;
52         const int l_ctz = __builtin_ctz(l);
53         const int r_ctz = __builtin_ctz(r);
54         for(int i = log; i > l_ctz; i--) push(l >> i);
55         for(int i = log; i > r_ctz; i--) push((r - 1) >> i);
56         T left = e(), right = e();
57         while(l < r) {
58             if(l & 1) left = op(left, d[l++]);
59             if(r & 1) right = op(d[--r], right);
60             l >>= 1;
61             r >>= 1;
62         }
63         return op(left, right);
64     }
65     template<class G> int max_right(int l, G g) {
66         assert(0 <= l && l <= n);
67         assert(g(e()));
68         if(l == n) return n;
69         l += len;
70         for(int i = log; i >= 1; i--) push(l >> i);
71         T sm = e();
72         do {
73             l /= l & -l;
74             if(!g(op(sm, d[l]))) {
75                 while(l < len) {
```

```

76     push(l);
77     l <= 1;
78     if(g(op(sm, d[l]))) {
79         sm = op(sm, d[l]);
80         l++;
81     }
82 }
83     return l - len;
84 }
85     sm = op(sm, d[l]);
86     l++;
87 } while(l & (l - 1));
88 return n;
89 }
90 template<class G> int min_left(int r, G g) {
91     assert(0 <= r && r <= n);
92     assert(g(e()));
93     if(r == 0) return 0;
94     r += len;
95     for(int i = log; i >= 1; i--) push((r - 1) >> i);
96     T sm = e();
97     do {
98         r /= r & -r;
99         if(r > 1) r--;
100        if(!g(op(d[r], sm))) {
101            while(r < len) {
102                push(r);
103                r = r * 2 + 1;
104                if(g(op(d[r], sm))) {
105                    sm = op(d[r], sm);
106                    r--;
107                }
108            }
109            return r + 1 - len;
110        }
111        sm = op(d[r], sm);
112    } while(r & (r - 1));
113    return 0;
114 }
115
116 private:
117     vector<T> d;
118     vector<F> lazy;
119     int n = 1, log = 0, len = 0;
120     inline void update(const int k) { d[k] = op(d[2 * k], d[2 * k + 1]); }
121     inline void apply(const int k, const F& x) {
122         d[k] = mapping(x, d[k]);
123         if(k < len) lazy[k] = composition(lazy[k], x);
124     }
125     inline void push(const int k) {
126         apply(2 * k, lazy[k]);
127         apply(2 * k + 1, lazy[k]);
128         lazy[k] = id();
129     }
130 };
131
132 //区間加算・区間和取得
133 struct S{
134     ll value;
135     ll size;
136 };
137 using F = ll;
138
139 S op(S a, S b){ return {a.value+b.value, a.size+b.size}; }
140 S e(){ return {0, 0}; }
141 S mapping(F f, S x){ return {x.value + f*x.size, x.size}; }
142 F composition(F f, F g){ return f+g; }
143 F id(){ return 0; }

```

SegmentTree.hpp

md5: 10f106

```

11         s = vector<T>(n*2, def);
12     }
13     // s[i] = x;
14     void update(int i, T x) {
15         i += n;
16         s[i] = x;
17         while(i >= 1){
18             s[i] = op(s[2 * i], s[2 * i + 1]);
19         }
20     }
21     // s[i] = f(s[i], x);
22     void apply(int i, T x){
23         i += n;
24         s[i] = op(s[i], x);
25         while(i >= 1){
26             s[i] = op(s[2 * i], s[2 * i + 1]);
27         }
28     }
29     // 区間取得: [b, e)
30     T query(int b, int e){
31         T ra = unit, rb = unit;
32         for(b += n, e += n; b < e; b /= 2, e /= 2){
33             if (b % 2) ra = op(ra, s[b++]);
34             if (e % 2) rb = op(s[--e], rb);
35         }
36         return op(ra, rb);
37     }
38     // セグ木上の二分探索 O(log{n}) (optional)
39     // ex int L = lst.max_right(0, [&](int tmp){return tmp < l[i];});
40     template<class F> int max_right(int l, F f){
41         if(l == _n) return _n;
42         l += n;
43         T sm = unit;
44         do{
45             while(l % 2 == 0) l >= 1;
46             if(!f(op(sm, s[l]))){
47                 while(l < n){
48                     l = (2 * l);
49                     if(f(op(sm, s[l]))){
50                         sm = op(sm, s[l]);
51                         l++;
52                     }
53                 }
54                 return l - n;
55             }
56             sm = op(sm, s[l]);
57             l++;
58         }while((l & -l) != l);
59         return _n;
60     }
61     template<class F> int min_left(int r, F f){
62         if(r == 0) return 0;
63         r += n;
64         T sm = unit;
65         do {
66             r--;
67             while(r > 1 && (r % 2)) r >= 1;
68             if(!f(op(s[r], sm))){
69                 while(r < n){
70                     r = (2 * r + 1);
71                     if(f(op(s[r], sm))){
72                         sm = op(s[r], sm);
73                         r--;
74                     }
75                 }
76                 return r + 1 - n;
77             }
78             sm = op(s[r], sm);
79         }while((r & -r) != r);
80         return 0;
81     }
82 };
83 
```

SparseTable.hpp

md5: acd1f4

```

1  template<typename T> struct SparseTable {
2     vector<vector<T>> st;
3     vector<int> lookup;
4
5     SparseTable(const vector<T>& v) {
6         int b = 0;

```

```

7     while((1 << b) <= v.size()) ++b;
8     st.assign(b, vector<T>(1 << b));
9     for(int i = 0; i < v.size(); i++) { st[0][i] = v[i]; }
10    for(int i = 1; i < b; i++) {
11        for(int j = 0; j + (1 << i) <= (1 << b); j++) { st[i][j] = min(st[i - 1][j], st[i - 1][j + (1 << (i - 1))]); }
12    }
13    lookup.resize(v.size() + 1);
14    for(int i = 2; i < lookup.size(); i++) { lookup[i] = lookup[i >> 1] + 1; }
15  }
16
17 inline T rmq(int l, int r) {
18     int b = lookup[r - l];
19     return min(st[b][l], st[b][r - (1 << b)]);
20 }
21 };
22

```

UnionFind.hpp

md5: 631ec9

```

1  struct UnionFind {
2      vector<int> e;
3      UnionFind(int n) : e(n, -1) {}
4      bool same(int a, int b) { return find(a) == find(b); }
5      int size(int x) { return -e[find(x)]; }
6      int find(int x) { return e[x] < 0 ? x : e[x] = find(e[x]); }
7      bool join(int a, int b) {
8          a = find(a), b = find(b);
9          if(a == b) return false;
10         if(e[a] > e[b]) swap(a, b);
11         e[a] += e[b];
12         e[b] = a;
13         return true;
14     }
15 };

```

WeightedUnionFind.hpp

md5: 79606e

```

1  template<class Abel> struct UnionFind {
2      vector<int> par;
3      vector<int> rank;
4      vector<Abel> diff_weight;
5
6      UnionFind(int n = 1, Abel SUM_UNITY = 0) {
7          init(n, SUM_UNITY);
8      }
9
10     void init(int n = 1, Abel SUM_UNITY = 0) {
11         par.resize(n); rank.resize(n); diff_weight.resize(n);
12         for (int i = 0; i < n; ++i) par[i] = i, rank[i] = 0, diff_weight[i] = SUM_UNITY;
13     }
14
15     int root(int x) {
16         if (par[x] == x) {
17             return x;
18         }
19         else {
20             int r = root(par[x]);
21             diff_weight[x] += diff_weight[par[x]];
22             return par[x] = r;
23         }
24     }
25
26     Abel weight(int x) {
27         root(x);
28         return diff_weight[x];
29     }
30
31     bool issame(int x, int y) {
32         return root(x) == root(y);
33     }
34
35     bool merge(int x, int y, Abel w) {
36         w += weight(x); w -= weight(y);
37         x = root(x); y = root(y);
38         if (x == y) return false;
39         if (rank[x] < rank[y]) swap(x, y), w = -w;
40         if (rank[x] == rank[y]) ++rank[x];
41         par[y] = x;
42         diff_weight[y] = w;
43         return true;
44     }
45

```

```
46     Abel diff(int x, int y) {
47         return weight(y) - weight(x);
48     }
49 }
```

waveletmatrix.hpp

md5: 3b1bf0

```
1 // i桁目のビットが1かどうか
2 bool has_bit(ll x, int i) { return (x >> i) & 1; }
3
4 // 長さnの静的なビット列に対して累積和ができるデータ構造
5 class BitCumulativeSum {
6     // 64桁ごとに累積和を作る
7     inline static constexpr int w = 64;
8
9     vector<uint64_t> block; // ビット列をwごとに保持
10    vector<int> sum;        // 累積和
11
12    public:
13    BitCumulativeSum() = default;
14    BitCumulativeSum(int n) : block(n / w + 1, 0), sum(1, 0) {
15        sum.reserve(block.size() + 1); // 事前に要素数分のメモリを確保しておく（このサイズになっているわけではない）
16    }
17
18    // i桁目のビットを立てる
19    void set(int i) { block[i / w] |= 1LL << (i % w); }
20
21    // 累積和を作成
22    void build() {
23        for(const auto& b : block) {
24            // popcount : 2進数表記で1の数を数える
25            sum.push_back(sum.back() + popcount(b));
26        }
27    }
28
29    // [0, r) 行までの1の個数
30    int rank1(int r) const { return sum[r / w] + popcount(block[r / w] & ((1LL << (r % w)) - 1)); }
31
32    // [0, r) 行までの0の個数
33    int rank0(int r) const { return r - rank1(r); }
34};
35
36 // 本題
37 class WaveletMatrix {
38     int n, sigma;
39     vector<BitCumulativeSum> bv;
40
41    public:
42    WaveletMatrix(vector<int> v) : n((int)v.size()) {
43        // sigmaを決定する
44        int mx = 0;
45        for(auto& x : v) {
46            assert(x >= 0);
47            mx = max(mx, x);
48        }
49        sigma = 0;
50        while((1LL << sigma) - 1 < mx) sigma++;
51
52        // 行列の構築
53        bv.assign(sigma, n);
54        vector<int> nxt_v(n);
55        // 上位の桁から構築していく
56        for(int h = sigma - 1; h >= 0; h--) {
57            auto& B = bv[h]; // h桁目にに対応するビットの累積和（ただし0の個数を数える）
58
59            // vでh桁目が0の要素を左に、1の要素を右に寄せる
60            int l = 0, r = n - 1;
61            // 1の方を寄せる
62            for(int i = n - 1; i >= 0; i--) {
63                if(has_bit(v[i], h)) {
64                    B.set(i);
65                    nxt_v[r--] = v[i];
66                }
67            }
68
69            B.build(); // 累積和を構築
70
71            // 0の方も寄せる
72            for(int i = 0; i < n; i++) {
73                if(!has_bit(v[i], h)) { nxt_v[l++] = v[i]; }
```

```
74         }
75         swap(v, nxt_v);
76     }
77 }
78
79 // [l, r) でk番目に小さい数 (0-indexed)
80 int kth_smallest(int l, int r, int k) const {
81     assert(0 <= k && k < n);
82     uint32_t res = 0;
83     // 上位の桁から0か1を決定していく
84     for(int h = sigma - 1; h >= 0; h--) {
85         const auto& B = bv[h];
86         int zero_cnt = B.rank0(r) - B.rank0(l); // 区間のビット0の個数
87         if(k >= zero_cnt) {
88             // h桁目が1の場合
89             res |= 1 << h;
90             k -= zero_cnt;
91             // 区間の更新
92             // h桁目が0の要素が左、1の要素が右によっていることを利用する
93             l = B.rank0(n) + B.rank1(l);
94             r = B.rank0(n) + B.rank1(r);
95         } else {
96             // h桁目が0の場合
97             l = B.rank0(l);
98             r = B.rank0(r);
99         }
100    }
101    return res;
102 }
103
104 // [l, r) でk番目に大きい数 (0-indexed)
105 int kth_largest(int l, int r, int k) const {
106     assert(0 <= r - l - k + 1 && r - l - k + 1 < n);
107     return kth_smallest(l, r, r - l - k + 1);
108 }
109
110 // [0, r) でu未満の値の個数
111 int range_freq(int r, int u) {
112     assert(u >= 0);
113     if(u >= (1LL << sigma)) return r;
114
115     int l = 0, ret = 0;
116     for(int h = sigma - 1; h >= 0; --h) {
117         auto& B = bv[h];
118         if(has_bit(u, h)) {
119             // h桁目が1の場合
120             ret += B.rank0(r) - B.rank0(l); // 区間に属しているh桁目が0の要素はu未満
121             l = B.rank0(n) + B.rank1(l);
122             r = B.rank0(n) + B.rank1(r);
123         } else {
124             // h桁目が0の場合
125             l = B.rank0(l);
126             r = B.rank0(r);
127         }
128     }
129
130     return ret;
131 }
132
133 // [l, r) でu未満の値の個数
134 int range_freq(int l, int r, int u) {
135     assert(u >= 0);
136     return range_freq(r, u) - range_freq(l, u);
137 }
138
139 // [l, r) でd以上u未満の値の個数
140 int range_freq(int l, int r, int d, int u) {
141     assert(d >= 0 && u >= 0);
142     return range_freq(l, r, u) - range_freq(l, r, d);
143 }
144 };
```

math**BinaryGCD.hpp**

md5: f3ab31

```

1  u64 ctz(u64 x) { return countz_zero(x); }
2  u64 binary_gcd(u64 x, u64 y) {
3      if(!x || !y) return x | y;
4      u64 n = ctz(x), m = ctz(y);
5      x >= n, y >= m;
6      while(x != y) {
7          if(x > y) x = (x - y) >> ctz(x - y);
8          else y = (y - x) >> ctz(y - x);
9      }
10     return x << min(n, m);
11 }
12

```

CHT.hpp

md5: b42f8f

```

1  template<typename T> class CHT {
2      private:
3          struct node {
4              node *left, *right;
5              static const T inf = numeric_limits<T>::max();
6              T a, b;
7              node() : node(0, inf) {}
8              node(const T _a, const T _b) : left(nullptr), right(nullptr), a(_a), b(_b) {}
9              T f(const T x) const { return a * x + b; }
10         };
11         static void swap(node* x, node* y) { std::swap(x->a, y->a), std::swap(x->b, y->b); }
12         void _add_line(node* cur, node* nw, T l, T r) {
13             while(true) {
14                 if(nw->f(l) < cur->f(l)) swap(cur, nw);
15                 if(cur->f(r - 1) <= nw->f(r - 1)) break;
16                 const T mid = (l + r) / 2;
17                 if(cur->f(mid) <= nw->f(mid)) {
18                     if(!cur->right) {
19                         cur->right = new node(*nw);
20                         break;
21                     } else {
22                         cur = cur->right, l = mid;
23                     }
24                 } else {
25                     swap(cur, nw);
26                     if(!cur->left) {
27                         cur->left = new node(*nw);
28                         break;
29                     } else {
30                         cur = cur->left, r = mid;
31                     }
32                 }
33             }
34         }
35         T query(node* cur, const T k, T l, T r) const {
36             T ans = numeric_limits<T>::max();
37             while(cur) {
38                 ans = min(ans, cur->f(k));
39                 const T mid = (l + r) / 2;
40                 if(k < mid) {
41                     cur = cur->left, r = mid;
42                 } else {
43                     cur = cur->right, l = mid;
44                 }
45             }
46             return ans;
47         }
48         void clear(node* cur) {
49             if(cur->left) clear(cur->left);
50             if(cur->right) clear(cur->right);
51             delete cur;
52         }
53         const T lpos, rpos;
54         node* root;
55
56         public:
57         CHT(const T _lpos, const T _rpos) : lpos(_lpos), rpos(_rpos), root(new node()) { assert(lpos < rpos); }
58         // ~CHT(){ clear(root); }
59         // f(x) = a * x + b を挿入
60         void add_line(const T a, const T b) {
61             node nw(a, b);
62             return _add_line(root, &nw, lpos, rpos);

```

```

63     }
64     // x = k での最小値
65     T query(const T k) const { return query(root, k, lpos, rpos); }
66 }

```

ChineseRem.hpp

md5: f60d0f

```

1  inline ll mod(ll a, ll m) { return (a % m + m) % m; }
2
3  inline ll mul(ll a, ll b, ll m) {
4      a = mod(a, m);
5      b = mod(b, m);
6      if(b == 0) return 0;
7      ll res = mul(mod(a + a, m), b >> 1, m);
8      if(b & 1) res = mod(res + a, m);
9      return res;
10 }
11
12 // returns gcd(a, b) and assign x, y to integers
13 // s.t. ax + by = gcd(a, b) and |x| + |y| is minimized
14 ll extgcd(ll a, ll b, ll& x, ll& y) {
15     // assert(a >= 0 && b >= 0);
16     if(!b) return x = 1, y = 0, a;
17     ll d = extgcd(b, a % b, y, x);
18     y -= a / b * x;
19     return d;
20 }
21
22 // 中国剩余定理
23 // リターン値を (r, m) とすると解は x = r (mod. m)
24 // 解なしの場合は (0, -1) をリターン
25 pair<ll, ll> chineseRem(const vector<ll>& b, const vector<ll>& m) {
26     ll r = 0, M = 1;
27     rep(i, 0, (int)b.size()) {
28         ll p, q;
29         ll d = extGCD(M, m[i], p, q); // p is inv of m1/d (mod. m[i]/d)
30         if((b[i] - r) % d != 0) return {0, -1};
31         ll tmp = mul(((b[i] - r) / d), p, (m[i] / d));
32         r += M * tmp;
33         M *= m[i] / d;
34     }
35     return {mod(r, M), M};
36 }

```

Combination.hpp

md5: a88ecc

```

1  int maxnum = 200005;
2  vector<ll> fac(maxnum), inv(maxnum), finv(maxnum);
3  void init_fac() {
4      fac[0] = fac[1] = 1;
5      inv[1] = 1;
6      finv[0] = finv[1] = 1;
7      rep(i, 2, maxnum) {
8          fac[i] = fac[i - 1] * i % MOD;
9          inv[i] = MOD - MOD / i * inv[MOD % i] % MOD;
10         finv[i] = finv[i - 1] * inv[i] % MOD;
11     }
12 }
13 ll nCr(ll n, ll r) {
14     if(n < 0 or n - r < 0 or r < 0) return 0;
15     return fac[n] * (finv[n - r] * finv[r] % MOD) % MOD;
16 }

```

Eratosthenes.hpp

md5: 91b6ba

```

1  int max_num = 1000005;
2  vector<int> erat(max_num);
3  void init_e() {
4      for(ll i = 2; i*i <= max_num; i++) {
5          if(erat[i] == 0) {
6              for(ll j = i * i; j <= max_num - 1; j += i) {
7                  if(erat[j] == 0) erat[j] = i;
8              }
9          }
10     }
11 }

```

ExtGCD.hpp

md5: c3fa9b

```

1  // returns gcd(a, b) and assign x, y to integers
2  // s.t. ax + by = gcd(a, b) and |x| + |y| is minimized

```

```

3   ll extgcd(ll a, ll b, ll& x, ll& y) {
4     // assert(a >= 0 && b >= 0);
5     if(!b) return x = 1, y = 0, a;
6     ll d = extgcd(b, a % b, y, x);
7     y -= a / b * x;
8     return d;
9   }
10

```

Matrix.hpp

md5: 25fbc4

```

1  template<class T> struct Matrix {
2    vector<vector<T>> A;
3
4    Matrix() {}
5
6    Matrix(size_t n, size_t m) : A(n, vector<T>(m, 0)) {}
7
8    Matrix(size_t n) : A(n, vector<T>(n, 0)) {};
9
10   size_t height() const { return (A.size()); }
11
12   size_t width() const { return (A[0].size()); }
13
14   inline const vector<T>& operator[](ll k) const { return (A.at(k)); }
15
16   inline vector<T>& operator[](ll k) { return (A.at(k)); }
17
18   static Matrix I(size_t n) {
19     Matrix mat(n);
20     for(ll i = 0; i < n; i++) mat[i][i] = 1;
21     return (mat);
22   }
23
24   Matrix& operator+=(const Matrix& B) {
25     size_t n = height(), m = width();
26     assert(n == B.height() && m == B.width());
27     for(ll i = 0; i < n; i++)
28       for(ll j = 0; j < m; j++) (*this)[i][j] += B[i][j];
29     return (*this);
30   }
31
32   Matrix& operator-=(const Matrix& B) {
33     size_t n = height(), m = width();
34     assert(n == B.height() && m == B.width());
35     for(ll i = 0; i < n; i++)
36       for(ll j = 0; j < m; j++) (*this)[i][j] -= B[i][j];
37     return (*this);
38   }
39
40   Matrix& operator*=(const Matrix& B) {
41     size_t n = height(), m = B.width(), p = width();
42     assert(p == B.height());
43     vector<vector<T>> C(n, vector<T>(m, 0));
44     for(ll i = 0; i < n; i++)
45       for(ll j = 0; j < m; j++)
46         for(ll k = 0; k < p; k++) C[i][j] = (C[i][j] + (*this)[i][k] * B[k][j]);
47     A.swap(C);
48     return (*this);
49   }
50
51   Matrix& operator^=(long long k) {
52     Matrix B = Matrix::I(height());
53     while(k > 0) {
54       if(k & 1) B *= *this;
55       *this *= *this;
56       k >>= 1LL;
57     }
58     A.swap(B.A);
59     return (*this);
60   }
61
62   Matrix operator+(const Matrix& B) const { return (Matrix(*this) += B); }
63
64   Matrix operator-(const Matrix& B) const { return (Matrix(*this) -= B); }
65
66   Matrix operator*(const Matrix& B) const { return (Matrix(*this) *= B); }
67
68   Matrix operator^(const long long k) const { return (Matrix(*this) ^= k); }
69
70   // 行列式
71   T determinant() {

```

```

72     Matrix B(*this);
73     assert(width() == height());
74     T ret = 1;
75     for(ll i = 0; i < width(); i++) {
76         ll idx = -1;
77         for(ll j = i; j < width(); j++) {
78             if(B[j][i] != 0) idx = j;
79         }
80         if(idx == -1) return (0);
81         if(i != idx) {
82             ret *= -1;
83             swap(B[i], B[idx]);
84         }
85         ret *= B[i][i];
86         T vv = B[i][i];
87         for(ll j = 0; j < width(); j++) { B[i][j] /= vv; }
88         for(ll j = i + 1; j < width(); j++) {
89             T a = B[j][i];
90             for(ll k = 0; k < width(); k++) { B[j][k] -= B[i][k] * a; }
91         }
92     }
93     return (ret);
94 }
95 ll rank() {
96     vector<vector<T>> B = A;
97     ll n = B.size();
98     ll m = B[0].size();
99     rep(i, 0, n) {
100         ll id = i;
101         rep(j, i + 1, n) if(B[id] < B[j]) id = j;
102         swap(B[i], B[id]);
103         ll r = -1;
104         rep(j, i, m) if(B[i][j]) {
105             r = j;
106             break;
107         }
108         if(r == -1) return i;
109         rep(j, 0, n) {
110             if(i == j) continue;
111             if(B[j][r]) { rep(k, i, m) B[j][k] ^= B[i][k]; }
112         }
113     }
114     return n;
115 }
116 };

```

floorsum.hpp

md5: 76b016

```

1 long long floor_sum(long long n, long long m, long long a, long long b) {
2     long long ans = 0;
3     if(a >= m) {
4         ans += (n - 1) * n * (a / m) / 2;
5         a %= m;
6     }
7     if(b >= m) {
8         ans += n * (b / m);
9         b %= m;
10    }
11
12    long long y_max = (a * n + b) / m, x_max = (y_max * m - b);
13    if(y_max == 0) return ans;
14    ans += (n - (x_max + a - 1) / a) * y_max;
15    ans += floor_sum(y_max, a, m, (a - x_max % a) % a);
16    return ans;
17 }
18

```

miller_rabin.hpp

md5: b6e3d4

```

1 ll mod_pow(ll a, ll b, ll m) {
2     ll res = 1;
3     a %= m;
4     while(b > 0) {
5         if(b & 1) res = __uint128_t(res) * a % m;
6         a = __uint128_t(a) * a % m;
7         b >>= 1;
8     }
9     return res;
10 }
11
12 // num が素数なら true, そうでなければ false (計算量 O(log{num}^3))
13 bool miller_rabin(ll num) {

```

```

14     const vector<ll> A = {2, 325, 9375, 28178, 450775, 9780504, 1795265022};
15
16     // これらは例外的に判定が必要（なぜかは分からん）
17     if(num == 2 || num == 3 || num == 5 || num == 13 || num == 19 || num == 73 || num == 193 || num == 407521
18         || num == 299210837)
19         return true;
20     // 1 か 2 以外の偶数は素数でない
21     if(num == 1 || !(num & 1)) return false;
22
23     // num-1 = 2^s d (d は奇数) を満たす s, d を求める
24     ll s = 0, d = num - 1;
25     while(!(d & 1)) { s = s + 1, d >= 1; }
26
27     // 各 a について、条件をチェックする
28     for(auto a : A) {
29         ll powa = mod_pow(a, d, num);
30         if(powa == 1 || powa == num - 1) continue;
31
32         bool may_prime = false;
33         for(int i = 0; i < s - 1; i++) {
34             powa = __uint128_t(powa) * powa % num;
35             if(powa == 1) return false;
36             if(powa == num - 1) {
37                 may_prime = true;
38                 break;
39             }
40         }
41         if(!may_prime) return false;
42     }
43
44     return true;
45 }
```

subset_zeta.hpp

md5: 748007

```

1 template<class T> vector<T> subset_zeta(vector<T> f, int n, bool inv = false) {
2     for(int i = 0; i < n; i++) {
3         for(int S = 0; S < (1 << n); S++) {
4             if((S & (1 << i)) != 0) { // if i in S
5                 if(!inv) {
6                     f[S] += f[S ^ (1 << i)];
7                 } else {
8                     f[S] -= f[S ^ (1 << i)];
9                 }
10            }
11        }
12    }
13    return f;
14 }
15
16 template<class T> vector<T> supset_zeta(vector<T> f, int n, bool inv = false) {
17     for(int i = 0; i < n; i++) {
18         for(int S = 0; S < (1 << n); S++) {
19             if((S & (1 << i)) == 0) { // if i not in S
20                 if(!inv) {
21                     f[S] += f[S ^ (1 << i)];
22                 } else {
23                     f[S] -= f[S ^ (1 << i)];
24                 }
25            }
26        }
27    }
28    return f;
29 }
```

xor_set.hpp

md5: 70bacd

```

1 class xor_set {
2     private:
3     vector<ll> w;
4
5     public:
6     xor_set() {}
7     void insert(ll x) {
8         for(ll v : w)
9             if(v & -v & x) x ^= v;
10        if(x == 0) return;
11        for(ll& v : w)
12            if(x & -x & v) v ^= x;
13        w.push_back(x);
14    }
15    // 独立か判定
```

```
16     ll count(ll x) {
17         for(ll v : w)
18             if(v & -v & x) x ^= v;
19         if(x == 0) return 1;
20         else return 0;
21     }
22     vector<ll> get() { return w; }
23 }
```

modint

modint.hpp

md5: c3f394

```
1 const uint32_t mod = 1000000007;
2 struct mm {
3     uint32_t x;
4     mm() : x(0) {}
5     template<class T> mm(T x_) : x(x_ % mod) {
6         if(x >= mod) x += mod;
7     }
8     friend mm operator+(mm a, mm b) {
9         a.x += b.x;
10        if(a.x >= mod) a.x -= mod;
11        return a;
12    }
13    friend mm operator-(mm a, mm b) {
14        a.x -= b.x;
15        if(a.x >= mod) a.x += mod;
16        return a;
17    }
18    friend mm operator*(mm a, mm b) { return (uint64_t)a.x * b.x; }
19    friend mm operator/(mm a, mm b) { return a * b.inv(); }
20    friend mm& operator+=(mm& a, mm b) { return a = a + b; }
21    friend mm& operator-=(mm& a, mm b) { return a = a - b; }
22    friend mm& operator*=(mm& a, mm b) { return a = a * b; }
23    friend mm& operator/=(mm& a, mm b) { return a = a * b.inv(); }
24    mm inv() const { return pow(mod - 2); }
25    mm pow(ll b) const {
26        mm a = *this, c = 1;
27        while(b) {
28            if(b & 1) c *= a;
29            a *= a;
30            b >>= 1;
31        }
32        return c;
33    }
34 };
35 }
```

FPS

FFT.hpp

md5: 15dbfb

```
1 // need modint
2 // {998244353, 3}, {1000000007, 5}, {1811939329, 13}, {2013265921, 31}
3 mm g = 3; // 原始根
4 void fft(vector<mm>& a) {
5     ll n = a.size(), lg = __lg(n);
6     assert((1 << lg) == n);
7     vector<mm> b(n);
8     rep(l, 1, lg+1){
9         ll w = n >> l;
10        mm s = 1, r = g.pow(mod >> l);
11        for(ll u = 0; u < n / 2; u += w) {
12            rep(d, 0, w) {
13                mm x = a[u << 1 | d], y = a[u << 1 | w | d] * s;
14                b[u | d] = x + y;
15                b[n >> 1 | u | d] = x - y;
16            }
17            s *= r;
18        }
19        swap(a, b);
20    }
21 }
22 vector<mm> conv(vector<mm> a, vector<mm> b) {
23     if(a.empty() || b.empty()) return {};
24     size_t s = a.size() + b.size() - 1, n = bit_ceil(s);
25     a.resize(n), b.resize(n);
26     fft(a), fft(b);
27     mm inv = mm(n).inv();
28     rep(i, 0, n) a[i] *= b[i] * inv;
29     reverse(a.begin() + 1, a.end());
30     fft(a);
31     a.resize(s);
32     return a;
33 }
```

graph**2SAT.hpp**

md5: 7fb307

```

1 // need SCC
2 struct TWO_SAT {
3     int _n;
4     vector<bool> answer;
5     SCC scc;
6     TWO_SAT(int n=0) : _n(n), answer(n), scc(2 * n) {}
7     // if(f is true) x_i; else \bar{x}_i
8     // if(g is true) x_j; else \bar{x}_j
9     void add_clause(int i, bool f, int j, bool g) {
10        scc.add_edge(2 * i + (f ? 0 : 1), 2 * j + (g ? 1 : 0));
11        scc.add_edge(2 * j + (g ? 0 : 1), 2 * i + (f ? 1 : 0));
12    }
13    bool satisfiable() {
14        auto id = scc.scc_ids().second;
15        for (int i = 0; i < _n; i++) {
16            if (id[2 * i] == id[2 * i + 1]) return false;
17            answer[i] = id[2 * i] < id[2 * i + 1];
18        }
19        return true;
20    }
21};
```

BellmanFord.hpp

md5: 1090e0

```

1 struct Edge{
2     int from, to;
3     ll cost;
4 };
5 vector<ll> bellman_ford(vector<Edge> &edges, int n, int start){
6     vector<ll> dist(n, INF);
7     dist[start] = 0;
8     rep(i, 0, n-1){
9         for (auto edge : edges){
10             ll d = (dist[edge.from] + edge.cost);
11             if (dist[edge.from] != INF && d < dist[edge.to]){
12                 dist[edge.to] = d;
13             }
14         }
15     }
16
17     rep(i, 0, n){
18         for (auto edge : edges){
19             ll d = (dist[edge.from] + edge.cost);
20             if(d < dist[edge.to] && dist[edge.from] != INF){
21                 dist[edge.to] = -INF; // 更新されたら無限に小さくなる
22             }
23         }
24     }
25     return dist;
26 }
27 }
```

SCC.hpp

md5: c364f9

```

1 struct SCC{
2     int _n;
3     vector<vector<int>> g;
4     SCC(int n) : _n(n), g(n) {}
5     // add edge
6     void add_edge(int from, int to){ g[from].push_back(to); }
7     // @return pair of (number of scc components, scc id)
8     pair<int, vector<int>> scc_ids() {
9         int now_ord = 0, group_num = 0;
10        vector<int> visited, low(_n), ord(_n, -1), ids(_n);
11        visited.reserve(_n);
12        auto dfs = [&](auto self, int v) -> void {
13            low[v] = ord[v] = now_ord++;
14            visited.push_back(v);
15            for(auto to: g[v]){
16                if(ord[to] == -1){
17                    self(self, to);
18                    low[v] = min(low[v], low[to]);
19                }else{
20                    low[v] = min(low[v], ord[to]);
21                }
22            }
23            if(low[v] == ord[v]){
24
```

```

24         while(true){
25             int u = visited.back();
26             visited.pop_back();
27             ord[u] = _n;
28             ids[u] = group_num;
29             if(u == v) break;
30         }
31         group_num++;
32     }
33 };
34 rep(i, 0, _n) if(ord[i] == -1) dfs(dfs, i);
35 for(auto& x: ids) x = group_num-1-x;
36 return {group_num, ids};
37 }
38 // get scc (topological sorted)
39 vector<vector<int>> scc(){
40     auto ids = scc_ids();
41     int group_num = ids.first;
42     vector<int> counts(group_num);
43     for(auto x : ids.second) counts[x]++;
44     vector<vector<int>> groups(ids.first);
45     rep(i, 0, group_num) groups[i].reserve(counts[i]);
46     rep(i, 0, _n) groups[ids.second[i]].push_back(i);
47     return groups;
48 }
49 };

```

dijkstra.cpp

md5: 2345e4

```

1  vector<ll> dijkstra(int s, vector<vector<pair<int, ll>>> &g){
2      int n = (int)g.size();
3      priority_queue<pair<ll, int>, vector<pair<ll, int>>, greater<pair<ll, int>>> que;
4      vector<ll> dist(n, INF);
5      que.push(make_pair(0, s));
6      dist[s] = 0;
7      while(!que.empty()){
8          auto [d, u] = que.top(); que.pop();
9          if(dist[u] < d) continue;
10         for(auto [v, c]: g[u]){
11             if(dist[v] > d+c){
12                 dist[v] = d+c;
13                 que.push({dist[v], v});
14             }
15         }
16     }
17     return dist;
18 }
19

```

重心分解.hpp

md5: 02cdac

```

1  {
2     vector<bool> used(n); // 重心として除いているかどうか
3     vector<int> sz(n);    // 部分木のサイズ
4
5     auto get_centroid = [&](int v) {
6         // DFS1: 部分木のサイズを求める O(n)
7         auto dfs = [&](auto f, int pos, int pre=-1) -> int {
8             sz[pos] = 1;
9             for(auto nxt: g[pos]){
10                 if(nxt == pre || used[nxt]) continue;
11                 sz[pos] += f(f, nxt, pos);
12             }
13             return sz[pos];
14         };
15         int total = dfs(dfs, v), c = -1;
16         // DFS2: 重心を求める O(n)
17         auto dfs2 = [&](auto f, int pos, int pre=-1) -> void {
18             bool ok = (total-sz[pos])*2 <= total;
19             for(auto nxt: g[pos]){
20                 if(nxt == pre || used[nxt]) continue;
21                 f(f, nxt, pos);
22                 if(sz[nxt]*2 > total) ok = false;
23             }
24             if(ok) c = pos;
25         };
26         dfs2(dfs2, v);
27         return c;
28     };
29 }

```

graph/tree

AuxiliaryTree.hpp

md5: 1e46db

```
1  vector<int> fs, ls, depth, lg, stk;
2
3  vector<vector<int>> st;
4  int cur;
5  vector<vector<int>> graph;
6
7  void ett_dfs(int v, int p, int d) {
8      st[0][fs[v] = cur++] = v;
9      depth[v] = d;
10     for(int w : graph[v]) {
11         if(w == p) continue;
12         ett_dfs(w, v, d + 1);
13         st[0][cur++] = v;
14     }
15     ls[v] = cur - 1;
16 }
17
18 void AuxiliaryTree(vector<vector<int>> gh) {
19     graph = gh;
20     int n = graph.size();
21     fs.resize(n);
22     ls.resize(n);
23     depth.resize(n);
24     lg.resize(3 * n);
25     stk.resize(2 * n);
26     st.resize(20);
27     for(int i = 0; i < 20; i++) st[i].resize(3 * n);
28     cur = 0;
29     ett_dfs(0, -1, 0);
30     lg[0] = lg[1] = 0;
31     for(int i = 2; i <= cur; ++i) lg[i] = lg[i >> 1] + 1;
32
33     for(int i = 0, b = 1; i < lg[cur]; ++i, b <= 1) {
34         for(int j = 0; j < (cur - (b << 1) + 1); ++j) {
35             st[i + 1][j] = (depth[st[i][j]] <= depth[st[i][j + b]]) ? st[i][j] : st[i][j + b];
36         }
37     }
38 }
39
40 bool cmp_at(int x, int y) { return fs[x] < fs[y]; }
41
42 inline int lca(int u, int v) {
43     int x = fs[u], y = fs[v];
44     if(x > y) swap(x, y);
45     int l = lg[y - x + 1];
46     return (depth[st[l][x]] <= depth[st[l][y - (1 << l) + 1]] ? st[l][x] : st[l][y - (1 << l) + 1]);
47 }
48
49 // 頂点vsを含むAuxiliary Treeを構築する
50 // 結果をg0に
51 // 根頂点を返す
52 inline int auxiliary_tree(vector<int>& vs, vector<vector<int>& g0) {
53     sort(vs.begin(), vs.end(), cmp_at);
54     int k = vs.size();
55     for(int i = 0; i < k - 1; ++i) { vs.push_back(lca(vs[i], vs[i + 1])); }
56     sort(vs.begin(), vs.end(), cmp_at);
57     int prv = -1;
58     int cur = 0;
59     for(int i = 0; i < vs.size(); ++i) {
60         int v = vs[i];
61         if(prv == v) continue;
62         while(cur > 0 && ls[stk[cur - 1]] < fs[v]) --cur;
63         if(cur > 0) {
64             g0[stk[cur - 1]].push_back(v);
65             g0[v].push_back(stk[cur - 1]);
66         }
67         // 有向
68         // if(cur > 0) {
69         //     g0[stk[cur-1]].push_back(v);
70         // }
71         // g0[v].clear();
72         stk[cur++] = v;
73         prv = v;
74     }
75     return stk[0];
76 }
```

CartesianTree.hpp

md5: 41ed07

```

1  template<typename T> pair<vector<vector<int>>, int> CartesianTree(vector<T>& a) {
2      int N = (int)a.size();
3      vector<vector<int>> g(N);
4      vector<int> p(N, -1), st;
5      st.reserve(N);
6      for(int i = 0; i < N; i++) {
7          int prv = -1;
8          while(!st.empty() && a[i] < a[st.back()]) {
9              prv = st.back();
10             st.pop_back();
11         }
12         if(prv != -1) p[prv] = i;
13         if(!st.empty()) p[i] = st.back();
14         st.push_back(i);
15     }
16     int root = -1;
17     for(int i = 0; i < N; i++) {
18         if(p[i] != -1) g[p[i]].push_back(i);
19         else root = i;
20     }
21     return make_pair(g, root);
22 }
```

HeavyLightDecomposition.hpp

md5: b366b0

```

1  template<typename T>
2  struct HLDecomposition{
3      int n, root;
4      vector<vector<int>> to;
5      vector<int> par; // 根付き木の親
6      vector<int> subsz; // 部分木のサイズ
7      vector<int> in; // 行きがけ順
8      vector<int> head; // 最も近い heavy なパス上の点
9
10     HLDecomposition(int _n): n(_n), to(_n), par(_n), subsz(_n), in(_n), head(_n) {}
11
12     void add_edge(int u, int v){
13         to[u].push_back(v);
14         to[v].push_back(u);
15     }
16     // 部分木のサイズを計算 and heavy な辺を to[v][0] に移動
17     void dfs1(int pos, int pre){
18         par[pos] = pre;
19         subsz[pos] = 1;
20         // heavy な辺を先頭に持っていく
21         if(to[pos].size() && to[pos][0] == pre) swap(to[pos][0], to[pos].back());
22         for(int i = 0; i < (int)to[pos].size(); i++){
23             int nxt = to[pos][i];
24             if(nxt == pre) continue;
25             dfs1(nxt, pos);
26             subsz[pos] += subsz[nxt];
27             if(subsz[to[pos][0]] < subsz[nxt]) swap(to[pos][0], to[pos][i]);
28         }
29     }
30     void dfs2(int pos, int pre, int &t){
31         in[pos] = t++;
32         for(auto nxt: to[pos]){
33             if(nxt == pre) continue;
34             head[nxt] = (to[pos][0] == nxt ? head[pos] : nxt);
35             dfs2(nxt, pos, t);
36         }
37     }
38     void init(int _root=0){
39         root = _root;
40         dfs1(root, -1);
41         int t = 0;
42         dfs2(root, -1, t);
43     }
44     // u-v パスの間にある辺に対応する列状の区間の集合 [l, r)
45     vector<pair<int, int>> get_edge(int u, int v){
46         vector<pair<int, int>> res;
47         while(true){
48             if(in[u] > in[v]) swap(u, v);
49             if(head[u] == head[v]) break;
50             res.emplace_back(in[head[v]], in[v]+1);
51             v = par[head[v]];
52         }
53         if(in[u]+1 != in[v]+1) res.emplace_back(in[u]+1, in[v]+1);
54         return res;
55 }
```

```

55     }
56     // u-v パスの間にある頂点に対応する列状の区間の集合 [l, r)
57     vector<pair<int, int>> get_vertex(int u, int v){
58         vector<pair<int, int>> res;
59         while(true){
60             if(in[u] > in[v]) swap(u, v);
61             if(head[u] == head[v]) break;
62             res.emplace_back(in[head[v]], in[v]+1);
63             v = par[head[v]];
64         }
65         res.emplace_back(in[u], in[v]+1);
66         return res;
67     }
68 };

```

Rerooting.hpp

md5: 866b81

```

1  template<class E, class V, E (*merge)(E, E), E (*e)(), E (*put_edge)(V, int), V (*put_vertex)(E, int)>
2  struct RerootingDP {
3      struct edge {
4          int to, idx, xdi;
5      };
6      RerootingDP(int n_ = 0) : n(n_), inner_edge_id(0) {
7          es.resize(2 * n - 2);
8          start.resize(2 * n - 2);
9          if(n == 1) es_build();
10     }
11     void add_edge(int u, int v, int idx, int xdi) {
12         start[inner_edge_id] = u;
13         es[inner_edge_id] = {v, idx, xdi};
14         inner_edge_id++;
15         start[inner_edge_id] = v;
16         es[inner_edge_id] = {u, xdi, idx};
17         inner_edge_id++;
18         if(inner_edge_id == 2 * n - 2) { es_build(); }
19     }
20     vector<V> build(int root_ = 0) {
21         root = root_;
22         vector<V> subdp(n);
23         subdp[0] = put_vertex(e(), 0);
24         outs.resize(n);
25         vector<int> geta(n + 1, 0);
26         for(int i = 0; i < n; i++) geta[i + 1] = start[i + 1] - start[i] - 1;
27         geta[root + 1]++;
28         for(int i = 0; i < n; i++) geta[i + 1] += geta[i];
29         auto dfs = [&](auto sfs, int v, int f) -> void {
30             E val = e();
31             for(int i = start[v]; i < start[v + 1]; i++) {
32                 if(es[i].to == f) { swap(es[start[v + 1] - 1], es[i]); }
33                 if(es[i].to == f) continue;
34                 sfs(sfs, es[i].to, v);
35                 E nval = put_edge(subdp[es[i].to], es[i].idx);
36                 outs[geta[v]++] = nval;
37                 val = merge(val, nval);
38             }
39             subdp[v] = put_vertex(val, v);
40         };
41         dfs(dfs, root, -1);
42         return subdp;
43     }
44     vector<V> reroot() {
45         vector<E> reverse_edge(n);
46         reverse_edge[root] = e();
47         vector<V> answers(n);
48         auto dfs = [&](auto sfs, int v) -> void {
49             int le = outs_start(v);
50             int ri = outs_start(v + 1);
51             int siz = ri - le;
52             vector<E> rui(siz + 1);
53             rui[siz] = e();
54             for(int i = siz - 1; i >= 0; i--) { rui[i] = merge(outs[le + i], rui[i + 1]); }
55             answers[v] = put_vertex(merge(rui[0], reverse_edge[v]), v);
56             E lui = e();
57             for(int i = 0; i < siz; i++) {
58                 V rdp = put_vertex(merge(merge(lui, rui[i + 1]), reverse_edge[v]), v);
59                 reverse_edge[es[start[v] + i].to] = put_edge(rdp, es[start[v] + i].xdi);
60                 lui = merge(lui, outs[le + i]);
61                 sfs(sfs, es[start[v] + i].to);
62             }
63         };
64         dfs(dfs, root);
65         return answers;
66     }

```

```

66     }
67
68     private:
69     int n, root, inner_edge_id;
70     vector<E> outs;
71     vector<edge> es;
72     vector<int> start;
73     int outs_start(int v) {
74         int res = start[v] - v;
75         if(root < v) res++;
76         return res;
77     }
78     void es_build() {
79         vector<edge> nes(2 * n - 2);
80         vector<int> nstart(n + 2, 0);
81         for(int i = 0; i < 2 * n - 2; i++) nstart[start[i] + 2]++;
82         for(int i = 0; i < n; i++) nstart[i + 1] += nstart[i];
83         for(int i = 0; i < 2 * n - 2; i++) nes[nstart[start[i] + 1]++] = es[i];
84         swap(es, nes);
85         swap(start, nstart);
86     }
87 };
88
89 using S = ll;
90
91 using T = ll;
92
93 S merge(S a, S b) { return a * b; }
94 S e() { return 1; }
95 S put_edge(T v, int i) { return v + 1; }
96 T put_vertex(S e, int v) { return e; }

```

lca.hpp

md5: b665e8

```

1  struct LCA {
2      int LOG;
3      vector<int> dep;
4      vector<vector<int>> par;
5
6      LCA(int n) : LOG(0), dep(n) {
7          while ((1 << LOG) <= n) LOG++;
8          par.assign(LOG, vector<int>(n, -1));
9      }
10
11     void build(const vector<vector<int>>& g, int root = 0) {
12         queue<int> q;
13         q.push(root);
14         dep[root] = 0;
15
16         while (!q.empty()) {
17             int v = q.front();
18             q.pop();
19             for (int u : g[v]) {
20                 if (u == par[0][v]) continue;
21                 par[0][u] = v;
22                 dep[u] = dep[v] + 1;
23                 q.push(u);
24             }
25         }
26
27         for (int k = 1; k < LOG; k++) {
28             for (int v = 0; v < (int)g.size(); v++) {
29                 int p = par[k - 1][v];
30                 par[k][v] = (p < 0 ? -1 : par[k - 1][p]);
31             }
32         }
33     }
34
35     int lca(int a, int b) const {
36         if (dep[a] < dep[b]) swap(a, b);
37         int d = dep[a] - dep[b];
38
39         for (int k = 0; k < LOG; k++) {
40             if (d >> k & 1) a = par[k][a];
41         }
42         if (a == b) return a;
43
44         for (int k = LOG - 1; k >= 0; k--) {
45             if (par[k][a] != par[k][b]) {
46                 a = par[k][a];
47                 b = par[k][b];
48             }
49         }
50     }

```

```
50         return par[0][a];  
51     }  
52 };
```

flow

dinic.hpp

md5: e27bb9

```
1  template <class Cap>
2  class Dinic {
3      int _n;
4      struct _edge {
5          int to, rev;
6          Cap cap;
7      };
8      vector<pair<int, int>> pos;
9      vector<vector<_edge>> g;
10
11     public:
12         Dinic(): _n(0) {}
13         explicit Dinic(int n): _n(n), g(n) {}
14
15         int add_edge(int from, int to, Cap cap){
16             assert(0 <= from && from < _n);
17             assert(0 <= to && to < _n);
18             assert(0 <= cap);
19             int m = (int)pos.size();
20             pos.push_back({from, (int)g[from].size()});
21             int from_id = (int)g[from].size();
22             int to_id = (int)g[to].size();
23             if(from == to) to_id++;
24             g[from].push_back(_edge{to, to_id, cap});
25             g[to].push_back(_edge{from, from_id, 0});
26             return m;
27         }
28         // 最大流求めるだけならchange_edge()までなくても可
29         struct edge{
30             int from, to;
31             Cap cap, flow;
32         };
33
34         edge get_edge(int i){
35             int m = (int)pos.size();
36             assert(0 <= i && i < m);
37             auto _e = g[pos[i].first][pos[i].second];
38             auto _re = g[_e.to][_e.rev];
39             return edge{pos[i].first, _e.to, _e.cap+_re.cap, _re.cap};
40         }
41
42         vector<edge> edges(){
43             int m = (int)pos.size();
44             vector<edge> result;
45             for(int i = 0; i < m; i++){
46                 result.push_back(get_edge(i));
47             }
48             return result;
49         }
50
51         void change_edge(int i, Cap new_cap, Cap new_flow){
52             int m = (int)pos.size();
53             assert(0 <= i && i < m);
54             assert(0 <= new_flow && new_flow <= new_cap);
55             auto& _e = g[pos[i].first][pos[i].second];
56             auto& _re = g[_e.to][_e.rev];
57             _e.cap = new_cap-new_flow;
58             _re.cap = new_flow;
59         }
60
61         Cap flow(int s, int t){
62             return flow(s, t, numeric_limits<Cap>::max());
63         }
64         // s!=t である必要あり
65         Cap flow(int s, int t, Cap flow_limit){
66             assert(0 <= s && s < _n);
67             assert(0 <= t && t < _n);
68             assert(s != t);
69
70             vector<int> level(_n), iter(_n);
71             queue<int> que;
72
73             auto bfs = [&]()>>void {
74                 fill(level.begin(), level.end(), -1);
75                 level[s] = 0;
76                 queue<int>().swap(que);
77                 que.push(s);
```

```

78         while(!que.empty()){
79             int v = que.front(); que.pop();
80             for(auto e: g[v]){
81                 if(e.cap == 0 || level[e.to] >= 0) continue;
82                 level[e.to] = level[v]+1;
83                 if(e.to == t) return;
84                 que.push(e.to);
85             }
86         }
87     };
88
89     auto dfs = [&](auto self, int v, Cap up)->Cap {
90         if(v == s) return up;
91         Cap res = 0;
92         int level_v = level[v];
93         for(int& i = iter[v]; i < (int)g[v].size(); i++){
94             _edge& e = g[v][i];
95             if(level_v <= level[e.to] || g[e.to][e.rev].cap == 0) continue;
96             Cap d = self(self, e.to, min(up-res, g[e.to][e.rev].cap));
97             if(d <= 0) continue;
98             g[v][i].cap += d;
99             g[e.to][e.rev].cap -= d;
100            res += d;
101            if(res == up) return res;
102        }
103        level[v] = _n;
104        return res;
105    };
106
107    Cap flow = 0;
108    while(flow < flow_limit){
109        bfs();
110        if(level[t] == -1) break;
111        fill(iter.begin(), iter.end(), 0);
112        Cap f = dfs(dfs, t, flow_limit-flow);
113        if(!f) break;
114        flow += f;
115    }
116    return flow;
117}
118
119 // 最小カットをした上で、頂点 s 側に属する頂点集合を返す
120 vector<bool> min_cut(int s){
121     vector<bool> visited(_n);
122     queue<int> que;
123     while(!que.empty()){
124         int p = que.front(); que.pop();
125         visited[p] = true;
126         for(auto e: g[p]){
127             if(e.cap && !visited[e.to]){
128                 visited[e.to] = true;
129                 que.push(e.to);
130             }
131         }
132     }
133     return visited;
134 }
135 };

```

dinic_lower_bound.cpp

md5: a8d3d0

```

1 // need: Dinic
2 template <class F>
3 struct maximum_flow_lr {
4     F flow;
5     int S, T;
6     ll sum_lb;
7
8     maximum_flow_lr() {}
9
10    maximum_flow_lr(int n) : flow(n + 2), S(n), T(n + 1), sum_lb(0) {}
11
12    void add_edge(int u, int v, ll lb, ll ub) {
13        assert(0 <= lb);
14        assert(lb <= ub);
15        if (u == v || ub == 0) return;
16        flow.add_edge(u, v, ub - lb);
17        // Three lines below should have no effect if lb == 0.
18        flow.add_edge(S, v, lb);
19        flow.add_edge(u, T, lb);
20        sum_lb += lb;
21    }

```

```

22     ll max_flow(int s, int t) {
23         ll a = flow.flow(S, T);
24         ll b = flow.flow(s, T);
25         ll c = flow.flow(S, t);
26         ll d = flow.flow(s, t);
27         return (a + c == sum_lb && a + b == sum_lb) ? b + d : -1;
28     }
29 }
30
31

```

mincostflow.hpp

md5: 543d89

```

1  struct mcf_graph {
2      struct edge {
3          int to, rev;
4          ll cap, cost;
5      };
6      int N;
7      vector<vector<edge>> G;
8      vector<pair<int, int>> pos;
9      vector<int> pu, pe;
10     vector<ll> H, D; // ポテンシャル H はここに保存される
11     mcf_graph(int n = 0) : N(n), G(n), pu(n), pe(n) {}
12     void add_edge(int u, int v, ll cap, ll cost) {
13         int ui = (int)G[u].size(), vi = (int)G[v].size();
14         pos.emplace_back(u, ui);
15         G[u].emplace_back(v, vi, cap, cost);
16         G[v].emplace_back(u, ui, 0, -cost);
17     }
18     pair<ll, ll> flow(int s, int t, ll lim = INF) { return slope(s, t, lim).back(); }
19     vector<pair<ll, ll>> slope(int s, int t, ll lim = INF) {
20         vector<pair<ll, ll>> res = {{0, 0}};
21         ll flow = 0, cost = 0;
22         H.assign(N, 0);
23         while (flow < lim) {
24             D.assign(N, INF);
25             /* ここから O(N^2) ダイクストラ */
26             vector<bool> vis(N);
27             D[s] = 0;
28             ll d = INF;
29             while (true) {
30                 int u = -1;
31                 d = INF;
32                 for (int i = 0; i < N; i++) {
33                     if (!vis[i] && chmin(d, D[i])) u = i;
34                 }
35                 if (u == -1) break;
36                 vis[u] = true;
37                 for (int i = 0; i < ssize(G[u]); i++) {
38                     auto e = G[u][i];
39                     int v = e.to;
40                     if (e.cap > 0) {
41                         d = D[u] + e.cost + H[u] - H[v];
42                         if (chmin(D[v], d)) { pu[v] = u, pe[v] = i; }
43                     }
44                 }
45             }
46             /* ここまで */
47             /* ここから O(MlogN) ダイクストラ
48             using P = pair<ll, int>;
49             priority_queue<P, vector<P>, greater<P>> q;
50             D[s] = 0;
51             q.emplace(0, s);
52             while (q.size()) {
53                 auto [d, u] = q.top();
54                 q.pop();
55                 if (d > D[u]) continue;
56                 for (int i = 0; i < ssize(G[u]); i++) {
57                     auto &e = G[u][i];
58                     int v = e.to;
59                     if (e.cap > 0) {
60                         if (chmin(D[v], d + e.cost + H[u] - H[v])) {
61                             q.emplace(D[v], v);
62                             pu[v] = u, pe[v] = i;
63                         }
64                     }
65                 }
66             }
67             ll d;
68            ここまで */
69             if (D[t] == INF) break;

```

```
70         for (int i = 0; i < N; i++) {
71             if (D[i] < INF) H[i] += D[i];
72         }
73         d = lim - flow;
74         for (int i = t; i != s; i = pu[i]) chmin(d, G[pu[i]][pe[i]].cap);
75         flow += d;
76         cost += d * H[t];
77         res.emplace_back(flow, cost);
78         for (int i = t; i != s; i = pu[i]) {
79             auto& e = G[pu[i]][pe[i]];
80             e.cap -= d;
81             G[i][e.rev].cap += d;
82         }
83     }
84     return res;
85 }
86 vector<tuple<int, int, ll, ll, ll>> edges() {
87     vector<tuple<int, int, ll, ll, ll>> res;
88     for (auto [u, i] : pos) {
89         auto e = G[u][i];
90         auto re = G[e.to][e.rev];
91         res.emplace_back(u, e.to, e.cap + re.cap, re.cap, e.cost);
92     }
93     return res;
94 }
95 };
```

string**AhoCorasick.hpp**

md5: dc1171

```

1 struct Aho {
2     using MP = unordered_map<char, int>;
3     vector<MP> to;
4     vector<int> cnt, fail;
5     Aho() : to(1), cnt(1) {}
6     int add(const string& s) {
7         int v = 0;
8         for(char c : s) {
9             if(!to[v].count(c)) {
10                 to[v][c] = to.size();
11                 to.push_back(MP());
12                 cnt.push_back(0);
13             }
14             v = to[v][c];
15         }
16         cnt[v]++;
17         return v;
18     }
19     void init() {
20         fail = vector<int>(to.size(), -1);
21         queue<int> q;
22         q.push(0);
23         while(!q.empty()) {
24             int v = q.front();
25             q.pop();
26             for(auto [c, u] : to[v]) {
27                 fail[u] = (*this)(fail[v], c);
28                 cnt[u] += cnt[fail[u]];
29                 q.push(u);
30             }
31         }
32     }
33     int operator()(int v, char c) const {
34         while(v != -1) {
35             auto it = to[v].find(c);
36             if(it != to[v].end()) return it->second;
37             v = fail[v];
38         }
39         return 0;
40     }
41     int operator[](int v) const { return cnt[v]; }
42 };
43

```

KMP.hpp

md5: 886c63

```

1 // kmp[i] := max{ l ≤ i | s[:l] == s[(i+1)-l:i+1] }
2 // abacaba -> 0010123
3 auto KMP(string s) {
4     vector<ll> p(sz(s));
5     rep(i, 1, sz(s)) {
6         ll g = p[i - 1];
7         while(g && s[i] != s[g]) g = p[g - 1];
8         p[i] = g + (s[i] == s[g]);
9     }
10    return p;
11 }
12

```

Manacher.hpp

md5: 5882fb

```

1 // 各位置での回文半径を求める
2 // aaabaaa -> 1214121
3 // 偶数長の回文を含めて直径を知るには、N+1 個の $ を挿入して 1 を引く
4 // $a$a$a$b$a$a$a$ -> 123432181234321
5 auto manacher(string s) {
6     ll n = sz(s), i = 0, j = 0;
7     vector<ll> r(n);
8     while(i < n) {
9         while(i >= j && i + j < n && s[i - j] == s[i + j]) j++;
10        r[i] = j;
11        ll k = 1;
12        while(i >= k && i + k < n && k + r[i - k] < j) {
13            r[i + k] = r[i - k];
14            k++;
15        }

```

```

16     i += k, j -= k;
17 }
18 return r;
19 }
20

```

RollingHash.hpp

md5: adb8d3

```

1 // using u64 = uint64_t;
2 const u64 mod = INF;
3 u64 add(u64 a, u64 b) {
4     a += b;
5     if(a >= mod) a -= mod;
6     return a;
7 }
8 u64 mul(u64 a, u64 b) {
9     auto c = (_uint128_t)a * b;
10    return add(c >> 61, c & mod);
11 }
12 random_device rnd;
13 const u64 r = ((u64)rnd() << 32 | rnd()) % mod;
14 struct RH {
15     ll n;
16     vector<u64> hs, pw;
17     RH(string s) : n(sz(s)), hs(n + 1), pw(n + 1, 1) {
18         rep(i, 0, n) {
19             pw[i + 1] = mul(pw[i], r);
20             hs[i + 1] = add(mul(hs[i], r), s[i]);
21         }
22     }
23     u64 get(ll l, ll r) const { return add(hs[r], mod - mul(hs[l], pw[r - l])); }
24 };
25

```

SuffixArray.hpp

md5: a95727

```

1 // returns pair{sa, lcp}
2 // sa 長さ n : s[sa[0]:] < s[sa[1]:] < ... < s[sa[n-1]:]
3 // lcp 長さ n-1 : lcp[i] = LCP(s[sa[i]:], s[sa[i+1]:])
4 #define all(a) begin(a), end(a)
5 auto SA(string s) {
6     ll n = sz(s) + 1, lim = 256;
7     // assert(lim > ranges::max(s));
8     vector<ll> sa(n), lcp(n), x(all(s) + 1), y(n), ws(max(n, lim)), rk(n);
9     iota(all(sa), 0);
10    for(ll j = 0, p = 0; p < n; j = max(1LL, j * 2), lim = p) {
11        p = j;
12        iota(all(y), n - j);
13        rep(i, 0, n) if(sa[i] >= j) y[p++] = sa[i] - j;
14        fill(all(ws), 0);
15        rep(i, 0, n) ws[x[i]]++;
16        rep(i, 1, lim) ws[i] += ws[i - 1];
17        for(ll i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
18        swap(x, y);
19        p = 1;
20        x[sa[0]] = 0;
21        rep(i, 1, n) {
22            ll a = sa[i - 1], b = sa[i];
23            x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p++;
24        }
25    }
26    rep(i, 1, n) rk[sa[i]] = i;
27    for(ll i = 0, k = 0; i < n - 1; lcp[rk[i++]] = k) {
28        if(k) k--;
29        while(s[i + k] == s[sa[rk[i] - 1] + k]) k++;
30    }
31    sa.erase(begin(sa));
32    lcp.erase(begin(lcp));
33    return pair{sa, lcp};
34 }
35

```

Trie.hpp

md5: 13af70

```

1 struct Trie {
2     static constexpr int C_SIZE = 26;      // C_SIZE : 文字の種類数
3     static constexpr int C_BEGIN = 'a';    // C_BEGIN : 開始文字
4     static constexpr int ROOT = 0;
5     struct Node {
6         array<int, C_SIZE> to = {};// 子ノードの番号, 存在しなければ-1
7         vector<int> ids;           // そのノードが終端である文字列のIDリスト

```

```

8     Node() { to.fill(-1); }
9 };
10 vector<Node> nodes;
11 int cnt = 0; // 追加した文字列の個数
12 Trie() : nodes(1) {}
13 // nodes[idx]から文字cで遷移したときの頂点のindex
14 int next(int idx, char c) { return nodes[idx].to[c - C_BEGIN]; }
15 // 文字列の追加
16 int insert(const string& s) {
17     int now = ROOT;
18     for(char c : s) {
19         int k = c - C_BEGIN;
20         if(nodes[now].to[k] == -1) {
21             nodes[now].to[k] = nodes.size();
22             nodes.push_back(Node());
23         }
24         now = nodes[now].to[k];
25     }
26     nodes[now].ids.push_back(cnt++);
27     return now;
28 }
29 // 文字列に対応するnodeのindexを検索、存在しなければ-1
30 int find(const string& s) {
31     int now = ROOT;
32     for(char c : s) {
33         now = next(now, c);
34         if(now == -1) return -1;
35     }
36     return now;
37 }
38 };

```

Zalgorithm.hpp

md5: b20b04

```

1 // Z[i] := LCP(s, s[i:])
2 // abacaba -> 7010301
3 auto Z(string s) {
4     ll n = sz(s), l = -1, r = -1;
5     vector<ll> z(n, n);
6     rep(i, 1, n) {
7         ll& x = z[i] = i < r ? min(r - i, z[i - l]) : 0;
8         while(i + x < n && s[i + x] == s[x]) x++;
9         if(i + x > r) l = i, r = i + x;
10    }
11 }
12 }
13

```

algorithm

mo.hpp

md5: 934d7d

```
1 struct Mo {
2     int n;
3     vector<pair<int, int>> lr;
4
5     explicit Mo(int n) : n(n) {}
6
7     void add(int l, int r) { /* [l, r) */
8         lr.emplace_back(l, r);
9     }
10
11    template<typename AL, typename AR, typename EL, typename ER, typename O>
12    void build(const AL& add_left, const AR& add_right, const EL& erase_left, const ER& erase_right, const O& out) {
13        int q = (int)lr.size();
14        int bs = n / min<int>(n, sqrt((double)q));
15        vector<int> ord(q);
16        iota(begin(ord), end(ord), 0);
17        sort(begin(ord), end(ord), [&](int a, int b) {
18            int ablock = lr[a].first / bs, bblock = lr[b].first / bs;
19            if(ablock != bblock) return ablock < bblock;
20            return (ablock & 1) ? lr[a].second > lr[b].second : lr[a].second < lr[b].second;
21        });
22        int l = 0, r = 0;
23        for(auto idx : ord) {
24            while(l > lr[idx].first) add_left(--l);
25            while(r < lr[idx].second) add_right(r++);
26            while(l < lr[idx].first) erase_left(l++);
27            while(r > lr[idx].second) erase_right(--r);
28            out(idx);
29        }
30    }
31
32    template<typename A, typename E, typename O> void build(const A& add, const E& erase, const O& out) {
33        build(add, add, erase, erase, out);
34    }
35 };
36
37 int main() {
38     int N;
39     cin >> N;
40     vector<int> A(N);
41     for(auto& a : A) cin >> a;
42     int Q;
43     cin >> Q;
44     Mo mo(N);
45     for(int i = 0; i < Q; i++) {
46         int a, b;
47         cin >> a >> b;
48         mo.add(a - 1, b);
49     }
50     vector<int> cnt(10000001), ans(Q);
51     int sum = 0;
52     auto add = [&](int i) {
53         if(cnt[A[i]]++ == 0) ++sum;
54     };
55     auto erase = [&](int i) {
56         if(--cnt[A[i]] == 0) --sum;
57     };
58     auto out = [&](int q) { ans[q] = sum; };
59     mo.build(add, erase, out);
60     for(auto& p : ans) cout << p << "\n";
61 }
62 }
```

geometry

geometry.hpp

md5: f4e0fc

```

1  /*
2   * 前提
3   * - 点(位置ベクトル)を複素数型で扱う
4   * - 実軸(real)をx軸、虚軸(imag)をy軸として見る
5   * - 比較するときは、計算誤差を意識して EPS で判定 (equal関数)
6   */
7
8  namespace geometry {
9  using D = long double;
10 using Point = std::complex<D>;
11 using Polygon = vector<Point>;
12 const D EPS = 1e-8;
13 const D PI = M_PI;
14
15 // 入出力ストリーム
16 istream& operator>>(istream& is, Point& p) {
17     D a, b;
18     is >> a >> b;
19     p = Point(a, b);
20     return is;
21 }
22
23 ostream& operator<<(ostream& os, Point& p) { return os << fixed << setprecision(20) << p.real() << ' ' << p.imag(); }
24
25 // d 倍する
26 Point operator*(Point p, D d) { return Point(p.real() * d, p.imag() * d); }
27
28 // 偏角 (θ ≤ θ < 2π)
29 D argument(Point p) {
30     D res = arg(p);
31     if(res < 0.0) res += 2.0 * PI; // [-π, π] -> [0, 2π)
32     return res;
33 }
34
35 // 等しいかどうか (誤差で判定)
36 inline bool equal(D a, D b) { return fabs(a - b) < EPS; }
37
38 // 単位ベクトル
39 Point unit_vector(Point a) { return a / abs(a); }
40
41 // 法線ベクトル (逆向きがよければ (0, -1) をかける)
42 Point normal_vector(Point a, D dir = 1) { return a * Point(0, dir); }
43
44 // 内積 : a · b = |a||b|cosθ
45 D dot(Point a, Point b) { return (a.real() * b.real() + a.imag() * b.imag()); }
46
47 // 外積 : a × b = |a||b|sinθ (外積の大きさではないか？)
48 D cross(Point a, Point b) { return (a.real() * b.imag() - a.imag() * b.real()); }
49
50 // 反時計回りに theta 回転
51 Point rotate(Point a, D theta) {
52     D c = cos(theta), s = sin(theta);
53     return Point(c * a.real() - s * a.imag(), s * a.real() + c * a.imag());
54 }
55
56 // 直線
57 struct Line {
58     Point a, b;
59     Line() = default;
60     Line(Point a_, Point b_) : a(a_), b(b_) { assert(a_ != b_); }
61     // Ax+By=C
62     Line(D A, D B, D C) {
63         if(equal(A, 0)) {
64             a = Point(0, C / B), b = Point(1, C / B);
65         } else if(equal(B, 0)) {
66             b = Point(C / A, 0), a = Point(C / A, 1);
67         } else {
68             a = Point(0, C / B), b = Point(C / A, 0);
69         }
70     }
71 };
72
73 // 線分 (Line と同じ)
74 struct Segment : Line {
75     Segment() = default;

```

```
76     Segment(Point a_, Point b_) : Line(a_, b_){};
77 };
78
79 // 円(中心と半径)
80 struct Circle {
81     Point p;
82     D r;
83     Circle(Point p_, D r_) : p(p_), r(r_) {}
84 };
85
86 // 射影: 直線(線分)に点pから引いた垂線の足を求める
87 Point projection(Line l, Point p) {
88     D t = dot(p - l.a, l.a - l.b) / norm(l.a - l.b);
89     return l.a + (l.a - l.b) * t;
90 }
91 Point projection(Segment l, Point p) {
92     D t = dot(p - l.a, l.a - l.b) / norm(l.a - l.b);
93     return l.a + (l.a - l.b) * t;
94 }
95
96 // 反射: 直線を対象軸として点pと線対称の位置にある点を求める
97 Point reflection(Line l, Point p) { return p + (projection(l, p) - p) * 2.0; }
98
99 // 3点 a, b, c の位置関係
100 int ccw(Point a, Point b, Point c) {
101     b -= a, c -= a;
102     // 点 a, b, c が
103     if(cross(b, c) > EPS) return 1; // 反時計回りのとき
104     if(cross(b, c) < -EPS) return -1; // 時計回りのとき
105
106     // 同一直線上にある場合
107     if(dot(b, c) < 0) return 2; // c, a, b の順
108     if(norm(b) < norm(c)) return -2; // a, b, c の順
109     return 0; // a, c, b の順
110 }
111
112 // 垂直(内積 == 0)
113 bool is_vertical(Line a, Line b) { return equal(dot(a.b - a.a, b.b - b.a), 0); }
114
115 // 平行(外積 == 0)
116 bool is_parallel(Line a, Line b) { return equal(cross(a.b - a.a, b.b - b.a), 0); }
117
118 // 線分の交差判定(線分 s に対して、線分 t の端点が反対側にあればよい)
119 bool is_intersect(Segment s, Segment t) {
120     return (ccw(s.a, s.b, t.a) * ccw(s.a, s.b, t.b) <= 0) && (ccw(t.a, t.b, s.a) * ccw(t.a, t.b, s.b) <= 0);
121 }
122
123 // 交点(交差する前提)
124 Point cross_point(Line s, Line t) {
125     D d1 = cross(s.b - s.a, t.b - t.a);
126     D d2 = cross(s.b - s.a, s.b - t.a);
127     // s, t が一致する場合(適当な1点を返す)
128     if(equal(abs(d1), 0) && equal(abs(d2), 0)) return t.a;
129
130     return t.a + (t.b - t.a) * (d2 / d1);
131 }
132 Point cross_point(Segment s, Segment t) {
133     assert(is_intersect(s, t)); // 交差する前提
134     return cross_point(Line(s), Line(t));
135 }
136
137 // 点の間の距離
138 D dist(Point a, Point b) { return abs(a - b); }
139
140 // 点と直線の距離(垂線の足との距離)
141 D dist_line_point(Line l, Point p) { return abs(p - projection(l, p)); }
142
143 // 線分と点の距離(点pから線分のどこかへの最短距離)
144 D dist_segment_point(Segment l, Point p) {
145     if(dot(l.b - l.a, p - l.a) < EPS) return abs(p - l.a);
146     if(dot(l.a - l.b, p - l.b) < EPS) return abs(p - l.b);
147     return abs(cross(l.b - l.a, p - l.a)) / abs(l.b - l.a);
148 }
149
150 // 線分と線分の距離
151 D dist_segment_segment(Segment s, Segment t) {
152     if(is_intersect(s, t)) return 0.0;
153     D res = min({
154         dist_segment_point(s, t.a),
155         dist_segment_point(s, t.b),
```

```
156     dist_segment_point(t, s.a),
157     dist_segment_point(t, s.b),
158   );
159   return res;
160 }
161
162 // 2つの円の交点
163 pair<Point, Point> crosspoint(const Circle& c1, const Circle& c2) {
164   D d = abs(c1.p - c2.p);
165   D a = acos((c1.r * c1.r + d * d - c2.r * c2.r) / (2 * c1.r * d));
166   D t = atan2(c2.p.imag() - c1.p.imag(), c2.p.real() - c1.p.real());
167   Point p1 = c1.p + Point(cos(t + a) * c1.r, sin(t + a) * c1.r);
168   Point p2 = c1.p + Point(cos(t - a) * c1.r, sin(t - a) * c1.r);
169   return {p1, p2};
170 }
171
172 ll cross_cht(Point o, Point a, Point b) {
173   return (a.real() - o.real()) * (b.imag() - o.imag()) - (a.imag() - o.imag()) * (b.real() - o.real());
174 }
175
176 // 凸包
177 Polygon convex_hull(Polygon ps) {
178   int n = ps.size(), k = 0;
179   if(n <= 2) return ps;
180   sort(ps.begin(), ps.end(),
181     [] (const Point& a, const Point& b) { return real(a) != real(b) ? real(a) < real(b) : imag(a) < imag(b); });
182   Polygon res;
183   for(auto p : ps) {
184     while((int)res.size() >= 2 && cross_cht(res[k - 1], res[k - 2], p) >= 0) {
185       res.pop_back();
186       k--;
187     }
188     res.push_back(p);
189     k++;
190   }
191   int t = res.size();
192   rrep(i, n - 2, 0) {
193     while((int)res.size() > t && cross_cht(res[k - 1], res[k - 2], ps[i]) >= 0) {
194       res.pop_back();
195       k--;
196     }
197     res.push_back(ps[i]);
198     k++;
199   }
200   return res;
201 }
202 }; // namespace geometry
203 using namespace geometry;
204
```

memo**Primes.md****素数の個数**

n	10^2	10^3	10^4	10^5	10^6	10^7	10^8	10^9	10^{10}
$\pi(n)$	25	168	1229	9592	78498	664579	5.76e+6	5.08e+7	4.55e+8

高度合成数

$\leq n$	10^3	10^4	10^5	10^6	10^7	10^8	10^9
x	840	7560	83160	720720	8648640	735134400	735134400
$d^0(x)$	32	64	128	240	448	768	1344
$\leq n$	10^{10}	10^{11}	10^{12}	10^{13}	10^{14}	10^{15}	10^{16}
$d^0(x)$	2304	4032	6720	10752	17280	26880	41472
							103680

素数階乗

n	2	3	5	7	11	13	17	19	23	29
$n\#$	2	6	30	210	2310	30030	510510	9.70e+6	2.23e+8	6.47e+9

階乗

4!	5!	6!	7!	8!	9!	10!	11!	12!	13!
24	120	720	5040	40320	362880	3.63e+6	3.99e+7	4.79e+8	6.23e+9

母関数.md

競プロ用 母関数・形式的幕級数 (FPS) チートシート

1. 母関数の種類と定義

名称	英語略称	定義式	主な用途
通常型母関数	OGF	$A(x) = \sum_{n=0}^{\infty} a_n x^n$	区別しないものの数え上げ (組合せ, 硬貨の支払い, 分割数)
指数型母関数	EGF	$A(x) = \sum_{n=0}^{\infty} a_n \frac{x^n}{n!}$	区別するものの数え上げ (順列, ラベル付きグラフ, 部屋割り)

2. 頻出展開公式 (OGF / EGF)

係数 a_n (または $a_n/n!$) が「1通りの操作」に対応する基本的な部品です。

関数 $f(x)$	級数展開 $\sum c_n x^n$	組合せ論的意味
$\frac{1}{1-x}$	$\sum_{n=0}^{\infty} x^n$	何個でも選べる (0個, 1個, 2個...)
$\frac{1}{1-x^2}$	$\sum_{n=0}^{\infty} x^{2n}$	偶数個選べる (0個, 2個, 4個...)
$\frac{x}{1-x^2}$	$\sum_{n=0}^{\infty} x^{2n+1}$	奇数個選べる (1個, 3個, 5個...)
$\frac{1-x^{k+1}}{1-x}$	$\sum_{i=0}^k x^i$	k 個まで選べる (個数制限付き)
$(1+x)^n$	$\sum_{k=0}^n \binom{n}{k} x^k$	n 個から k 個選ぶ (各要素を選ぶ/選ばない)
$\frac{1}{(1-x)^n}$	$\sum_{k=0}^{\infty} \binom{n+k-1}{k} x^k$	重複組合せ $_n H_k$ (n 種類から重複を許して k 個)
e^x	$\sum_{n=0}^{\infty} \frac{x^n}{n!}$	区別できる要素の基本構成 (EGFで頻出)
e^{ax}	$\sum_{n=0}^{\infty} \frac{a^n x^n}{n!}$	区別できる要素の基本構成 (EGFで頻出)
$-\log(1-x)$	$\sum_{n=1}^{\infty} \frac{x^n}{n}$	サイクル、連結成分の数え上げ

燃やす埋める.md

変形前の制約	変形後の制約
x が 0 のとき z 失う	(x, T, z)
x が 0 のとき z 得る	無条件で z 得る; (S, x, z)
x が 1 のとき z 失う	(S, x, z)
x が 1 のとき z 得る	無条件で z 得る; (x, T, z)
x, y, \dots がすべて 0 のとき z 得る	無条件で z 得る; $(S, w, z), (w, x, \infty), (w, y, \infty)$
x, y, \dots がすべて 1 のとき z 得る	無条件で z 得る; $(w, T, z), (x, w, \infty), (y, w, \infty)$

