

ICPC Notebook

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template

hash.sh

```
# 使い方: sh hash.sh -> コピペ -> Ctrl + D
# コメント・空白・改行を削除して md5 でハッシュする
g++ -dD -E -P -fpreprocessed - | tr -d '[:space:]' | md5sum | cut -c-6
```

settings.sh

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

template.hpp

md5: 9df547

```
#include <bits/stdc++.h>
using namespace std;
using ll = long long;
const ll INF = LLONG_MAX / 4;
#define rep(i, a, b) for(ll i = a; i < (b); i++)
#define rrep(i, a, n) for(ll i = a; i >= n; i--)
#define all(a) begin(a), end(a)
#define sz(a) size(a)
bool chmin(auto& a, auto b) { return a > b ? a = b, 1 : 0; }
bool chmax(auto& a, auto b) { return a < b ? a = b, 1 : 0; }

int main() {
    cin.tie(0)->sync_with_stdio(0);
    // your code here...
}
```

data-structure

BIT.hpp

md5: 8133c8

```
struct BIT {
    vector<ll> a;
    BIT(ll n) : a(n + 1) {}
    void add(ll i, ll x) { // A[i] += x
        i++;
        while(i < sz(a)) {
            a[i] += x;
            i += i & -i;
        }
    }
    ll sum(ll r) {
        ll s = 0;
        while(r) {
            s += a[r];
            r -= r & -r;
        }
        return s;
    }
    ll sum(ll l, ll r) { // sum of A[l, r]
        return sum(r) - sum(l);
    }
};
```

FastSet.hpp

md5: 2cb8c9

```
// using u64 = uint64_t;
const u64 B = 64;
struct FastSet {
    u64 n;
    vector<vector<u64>> a;
    FastSet(u64 n_) : n(n_) {
        do a.emplace_back(n_ = (n_ + B - 1) / B);
        while(n_ > 1);
    }
    // bool operator[](ll i) const { return a[0][i / B] >> (i % B) & 1; }
    void set(ll i) {
        for(auto& v : a) {
            v[i / B] |= 1ULL << (i % B);
        }
    }
};
```

```

        i /= B;
    }

    void reset(ll i) {
        for(auto& v : a) {
            v[i / B] &= ~(1ULL << (i % B));
            if(v[i / B]) break;
            i /= B;
        }
    }

    ll next(ll i) { // i を超える最小の要素
        rep(h, 0, sz(a)) {
            i++;
            if(i / B >= sz(a[h])) break;
            u64 d = a[h][i / B] >> (i % B);
            if(d) {
                i += countr_zero(d);
                while(h--) i = i * B + countr_zero(a[h][i]);
                return i;
            }
            i /= B;
        }
        return n;
    }

    ll prev(ll i) { // i より小さい最大の要素
        rep(h, 0, sz(a)) {
            i--;
            if(i < 0) break;
            u64 d = a[h][i / B] << (~i % B);
            if(d) {
                i -= countr_zero(d);
                while(h--) i = i * B + __lg(a[h][i]);
                return i;
            }
            i /= B;
        }
        return -1;
    }
};
```

math

BinaryGCD.hpp

md5: f3ab31

```

u64 ctz(u64 x) { return countr_zero(x); }
u64 binary_gcd(u64 x, u64 y) {
    if(!x || !y) return x | y;
    u64 n = ctz(x), m = ctz(y);
    x >>= n, y >>= m;
    while(x != y) {
        if(x > y) x = (x - y) >> ctz(x - y);
        else y = (y - x) >> ctz(y - x);
    }
    return x << min(n, m);
}
```

ExtGCD.hpp

md5: c3fa9b

```

// returns gcd(a, b) and assign x, y to integers
// s.t. ax + by = gcd(a, b) and |x| + |y| is minimized
ll extgcd(ll a, ll b, ll& x, ll& y) {
    // assert(a >= 0 && b >= 0);
    if(!b) return x = 1, y = 0, a;
    ll d = extgcd(b, a % b, y, x);
    y -= a / b * x;
    return d;
}
```

geometry.hpp

md5: f4e0fc

```

/*
前提
- 点(位置ベクトル)を複素数型で扱う
- 実軸(real)をx軸、虚軸(imag)をy軸として見る
- 比較するときは、計算誤差を意識して EPS で判定 (equal関数)
*/

```

```

namespace geometry {
using D = long double;
using Point = std::complex<D>;

```

```

using Polygon = vector<Point>;
const D EPS = 1e-8;
const D PI = M_PI;

// 入出力ストリーム
istream& operator>>(istream& is, Point& p) {
    D a, b;
    is >> a >> b;
    p = Point(a, b);
    return is;
}

ostream& operator<<(ostream& os, Point& p) { return os << fixed
    << setprecision(20) << p.real() << ' ' << p.imag(); }

// d 倍する
Point operator*(Point p, D d) { return Point(p.real() * d,
p.imag() * d); }

// 偏角 (θ <= θ < 2π)
D argument(Point p) {
    D res = arg(p);
    if(res < 0.0) res += 2.0 * PI; // [-π, π] -> [0, 2π]
    return res;
}

// 等しいかどうか (誤差で判定)
inline bool equal(D a, D b) { return fabs(a - b) < EPS; }

// 単位ベクトル
Point unit_vector(Point a) { return a / abs(a); }

// 法線ベクトル (逆向きがよければ (0, -1) をかける)
Point normal_vector(Point a, D dir = 1) { return a * Point(0,
dir); }

// 内積: a · b = |a||b|cosθ
D dot(Point a, Point b) { return (a.real() * b.real() +
a.imag() * b.imag()); }

// 外積: a × b = |a||b|sinθ (外積の大きさではないか? )
D cross(Point a, Point b) { return (a.real() * b.imag() -
a.imag() * b.real()); }

// 反時計回りに theta 回転
Point rotate(Point a, D theta) {
    D c = cos(theta), s = sin(theta);
    return Point(c * a.real() - s * a.imag(), s * a.real() + c *
a.imag());
}

// 直線
struct Line {
    Point a, b;
    Line() = default;
    Line(Point a_, Point b_) : a(a_), b(b_) { assert(a_ != b_); }
};
```

```

    // Ax+By=C
    Line(D A, D B, D C) {
        if(equal(A, 0)) {
            a = Point(0, C / B), b = Point(1, C / B);
        } else if(equal(B, 0)) {
            b = Point(C / A, 0), a = Point(C / A, 1);
        } else {
            a = Point(0, C / B), b = Point(C / A, 0);
        }
    }
};
```

```

// 線分 (Line と同じ)
struct Segment : Line {
    Segment() = default;
    Segment(Point a_, Point b_) : Line(a_, b_) {};
};
```

```

// 円 (中心と半径)
struct Circle {
    Point p;
    D r;
    Circle(Point p_, D r_) : p(p_), r(r_) {};
};
```

```

// 射影：直線（線分）に 点p から引いた垂線の足を求める
Point projection(Line l, Point p) {
    D t = dot(p - l.a, l.a - l.b) / norm(l.a - l.b);
    return l.a + (l.a - l.b) * t;
}
Point projection(Segment l, Point p) {
    D t = dot(p - l.a, l.a - l.b) / norm(l.a - l.b);
    return l.a + (l.a - l.b) * t;
}

// 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
Point reflection(Line l, Point p) { return p + (projection(l, p) - p) * 2.0; }

// 3点 a, b, c の位置関係
int ccw(Point a, Point b, Point c) {
    b -= a, c -= a;
    // 点 a, b, c が
    if(cross(b, c) > EPS) return 1; // 反時計回りのとき
    if(cross(b, c) < -EPS) return -1; // 時計回りのとき
}

// 同一直線上にある場合
if(dot(b, c) < 0) return 2; // c, a, b の順
if(norm(b) < norm(c)) return -2; // a, b, c の順
return 0; // a, c, b の順
}

// 垂直（内積 == 0）
bool is_vertical(Line a, Line b) { return equal(dot(a.b - a.a, b.b - b.a), 0); }

// 平行（外積 == 0）
bool is_parallel(Line a, Line b) { return equal(cross(a.b - a.a, b.b - b.a), 0); }

// 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）
bool is_intersect(Segment s, Segment t) {
    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);
}

// 交点（交差する前提）
Point cross_point(Line s, Line t) {
    D d1 = cross(s.b - s.a, t.b - t.a);
    D d2 = cross(s.b - s.a, s.b - t.a);
    // s, t が一致する場合（適当な1点を返す）
    if(equal(abs(d1), 0) && equal(abs(d2), 0)) return t.a;

    return t.a + (t.b - t.a) * (d2 / d1);
}
Point cross_point(Segment s, Segment t) {
    assert(is_intersect(s, t)); // 交差する前提
    return cross_point(Line(s), Line(t));
}

// 点の間の距離
D dist(Point a, Point b) { return abs(a - b); }

// 点と直線の距離（垂線の足との距離）
D dist_line_point(Line l, Point p) { return abs(p - projection(l, p)); }

// 線分と点の距離（点p から線分のどこかへの最短距離）
D dist_segment_point(Segment l, Point p) {
    if(dot(l.b - l.a, p - l.a) < EPS) return abs(p - l.a);
    if(dot(l.a - l.b, p - l.b) < EPS) return abs(p - l.b);
    return abs(cross(l.b - l.a, p - l.a)) / abs(l.b - l.a);
}

// 線分と線分の距離
D dist_segment_segment(Segment s, Segment t) {
    if(is_intersect(s, t)) return 0.0;
    D res = min({
        dist_segment_point(s, t.a),
        dist_segment_point(s, t.b),
        dist_segment_point(t, s.a),
        dist_segment_point(t, s.b),
    });
    return res;
}

```

```

}

// 2つの円の交点
pair<Point, Point> crosspoint(const Circle& c1, const Circle& c2) {
    D d = abs(c1.p - c2.p);
    D a = acos((c1.r * c1.r + d * d - c2.r * c2.r) / (2 * c1.r * d));
    D t = atan2(c2.p.imag() - c1.p.imag(), c2.p.real() - c1.p.real());
    Point p1 = c1.p + Point(cos(t + a) * c1.r, sin(t + a) * c1.r);
    Point p2 = c1.p + Point(cos(t - a) * c1.r, sin(t - a) * c1.r);
    return {p1, p2};
}

ll cross_cht(Point o, Point a, Point b) {
    return (a.real() - o.real()) * (b.imag() - o.imag()) -
    (a.imag() - o.imag()) * (b.real() - o.real());
}

// 凸包
Polygon convex_hull(Polygon ps) {
    int n = ps.size(), k = 0;
    if(n <= 2) return ps;
    sort(ps.begin(), ps.end(),
        [](const Point& a, const Point& b) { return real(a) != real(b) ? real(a) < real(b) : imag(a) < imag(b); });
    Polygon res;
    for(auto p : ps) {
        while((int)res.size() >= 2 && cross_cht(res[k - 1], res[k - 2], p) >= 0) {
            res.pop_back();
            k--;
        }
        res.push_back(p);
        k++;
    }
    int t = res.size();
    rrep(i, n - 2, 0) {
        while((int)res.size() > t && cross_cht(res[k - 1], res[k - 2], ps[i]) >= 0) {
            res.pop_back();
            k--;
        }
        res.push_back(ps[i]);
        k++;
    }
    return res;
}
}; // namespace geometry
using namespace geometry;

```

modint

modint.hpp

md5: 81b530

```

const ll mod = 998244353;
struct mm {
    ll x;
    mm(ll x_ = 0) : x(x_ % mod) {
        if(x < 0) x += mod;
    }
    friend mm operator+(mm a, mm b) { return a.x + b.x; }
    friend mm operator-(mm a, mm b) { return a.x - b.x; }
    friend mm operator*(mm a, mm b) { return a.x * b.x; }
    friend mm operator/(mm a, mm b) { return a * b.inv(); }
    // 4 行コピペ Alt + Shift + クリックで複数カーソル
    friend mm& operator+=(mm& a, mm b) { return a = a.x + b.x; }
    friend mm& operator-=(mm& a, mm b) { return a = a.x - b.x; }
    friend mm& operator*=(mm& a, mm b) { return a = a.x * b.x; }
    friend mm& operator/=(mm& a, mm b) { return a = a * b.inv(); }
};

mm inv() const { return pow(mod - 2); }
mm pow(ll b) const {
    mm a = *this, c = 1;
    while(b) {
        if(b & 1) c *= a;
        a *= a;
        b >>= 1;
    }
    return c;
}

```

```

    }
    return c;
}
};
```

FPS

FFT.hpp

md5: 3138c7

```

// {998244353, 3}, {1811939329, 13}, {2013265921, 31}
mm g = 3; // 原始根
void fft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    assert((1 << lg) == n);
    vector<mm> b(n);
    rep(l, 1, lg + 1) {
        ll w = n >> l;
        mm s = 1, r = g.pow(mod >> l);
        for(ll u = 0; u < n / 2; u += w) {
            rep(d, 0, w) {
                mm x = a[u << 1 | d], y = a[u << 1 | w | d] * s;
                b[u | d] = x + y;
                b[n >> 1 | u | d] = x - y;
            }
            s *= r;
        }
        swap(a, b);
    }
    vector<mm> conv(vector<mm> a, vector<mm> b) {
        if(a.empty() || b.empty()) return {};
        size_t s = sz(a) + sz(b) - 1, n = bit_ceil(s);
        // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
        a.resize(n);
        b.resize(n);
        fft(a);
        fft(b);
        mm inv = mm(n).inv();
        rep(i, 0, n) a[i] *= b[i] * inv;
        ifft(a);
        a.resize(s);
        return a;
    }
}
```

FFT_fast.hpp

md5: c8c567

```

// modint を u32 にして加減算を真面目にやると速い
mm g = 3; // 原始根
void fft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    static auto z = [] {
        vector<mm> z(30);
        mm s = 1;
        rep(i, 2, 32) {
            z[i - 2] = s * g.pow(mod >> i);
            s *= g.inv().pow(mod >> i);
        }
        return z;
    }();
    rep(l, 0, lg) {
        ll w = 1 << (lg - l - 1);
        mm s = 1;
        rep(k, 0, 1 << l) {
            ll o = k << (lg - l);
            rep(i, o, o + w) {
                mm x = a[i], y = a[i + w] * s;
                a[i] = x + y;
                a[i + w] = x - y;
            }
            s *= z[coutntr_zero<uint64_t>(~k)];
        }
    }
    // コピペ
    void ifft(vector<mm>& a) {
        ll n = sz(a), lg = __lg(n);
        static auto z = [] {
            vector<mm> z(30);
            mm s = 1;
```

```

rep(i, 2, 32) { // g を逆数に
    z[i - 2] = s * g.inv().pow(mod >> i);
    s *= g.pow(mod >> i);
}
return z;
}();
for(ll l = lg; l--;) { // 逆順に
    ll w = 1 << (lg - l - 1);
    mm s = 1;
    rep(k, 0, 1 << l) {
        ll o = k << (lg - l);
        rep(i, o, o + w) {
            mm x = a[i], y = a[i + w]; // *s を下に移動
            a[i] = x + y;
            a[i + w] = (x - y) * s;
        }
        s *= z[coutntr_zero<uint64_t>(~k)];
    }
}
vector<mm> conv(vector<mm> a, vector<mm> b) {
    if(a.empty() || b.empty()) return {};
    size_t s = sz(a) + sz(b) - 1, n = bit_ceil(s);
    // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
    a.resize(n);
    b.resize(n);
    fft(a);
    fft(b);
    mm inv = mm(n).inv();
    rep(i, 0, n) a[i] *= b[i] * inv;
    ifft(a);
    a.resize(s);
    return a;
}
```

graph

2SAT.hpp

md5: fde404

```

struct TwoSat {
    int N;
    vector<vector<int>> gr;
    vector<int> values; // 0 = false, 1 = true
    TwoSat(int n = 0) : N(n), gr(2 * n) {}

    int addVar() { // (optional)
        gr.emplace_back();
        gr.emplace_back();
        return N++;
    }
    // (f V j)
    void either(int f, int j) {
        f = max(2 * f, -1 - 2 * f);
        j = max(2 * j, -1 - 2 * j);
        gr[f].push_back(j ^ 1);
        gr[j].push_back(f ^ 1);
    }
    // x は真
    void setValue(int x) { either(x, x); }
    // li の中から高々1つ真
    void atMostOne(const vector<int>& li) { // (optional)
        if(sz(li) <= 1) return;
        int cur = ~li[0];
        rep(i, 2, sz(li)) {
            int next = addVar();
            either(cur, ~li[i]);
            either(cur, next);
            either(~li[i], next);
            cur = ~next;
        }
        either(cur, ~li[1]);
    }

    vector<int> val, comp, z;
    int time = 0;
    int dfs(int i) {
        int low = val[i] = ++time, x;
        z.push_back(i);
        for(int e : gr[i])
```

```

    if(!comp[e]) low = min(low, val[e] ?: dfs(e));
    if(low == val[i]) do {
        x = z.back();
        z.pop_back();
        comp[x] = low;
        if(values[x >> 1] == -1) values[x >> 1] = x & 1;
    } while(x != i);
    return val[i] = low;
}

bool solve() {
    values.assign(N, -1);
    val.assign(2 * N, 0);
    comp = val;
    rep(i, 0, 2 * N) if(!comp[i]) dfs(i);
    rep(i, 0, N) if(comp[2 * i] == comp[2 * i + 1]) return 0;
    return 1;
}

```

scc.hpp

md5: d48735

```

struct StronglyConnectedComponents {
    ll n;
    vector<vector<ll>> G, rG;
    vector<ll> order, component;
    vector<bool> used;
    void dfs(ll v) {
        used[v] = 1;
        for(auto nv : G[v]) {
            if(!used[nv]) dfs(nv);
        }
        order.push_back(v);
    }
    void rdfs(ll v, ll k) {
        component[v] = k;
        for(auto nv : rG[v]) {
            if(component[nv] < 0) rdfs(nv, k);
        }
    }
    StronglyConnectedComponents(vector<vector<ll>>& _G) {
        n = _G.size();
        G = _G;
        rG.resize(n);
        component.assign(n, -1);
        used.resize(n);
        for(ll v = 0; v < n; v++) {
            for(auto nv : G[v]) rG[nv].push_back(v);
        }
        for(ll v = 0; v < n; v++)
            if(!used[v]) dfs(v);
        ll k = 0;
        reverse(order.begin(), order.end());
        for(auto v : order)
            if(component[v] == -1) rdfs(v, k), k++;
    }
    /// 頂点(u, v)が同じ強連結成分に含まれるか
    bool is_same(ll u, ll v) { return component[u] == component[v]; }

    /// 強連結成分を1つのノードに演したグラフを再構築する
    vector<vector<ll>> rebuild() {
        ll N = *max_element(component.begin(), component.end()) +
1;
        vector<vector<ll>> rebuildeedG(N);
        set<pair<ll, ll>> connected;
        for(ll v = 0; v < n; v++) {
            for(auto nv : G[v]) {
                if(component[v] != component[nv] and
!connected.count(pair(v, nv))) {
                    connected.insert(pair(v, nv));
                    rebuildeedG[component[v]].push_back(component[nv]);
                }
            }
        }
        return rebuildeedG;
    }
    vector<vector<ll>> scc() {

```

```

        unordered_map<ll, vector<ll>> mp;
        rep(i, 0, n) mp[component[i]].push_back(i);
        vector<vector<ll>> res;
        for(auto [key, val] : mp) res.push_back(val);
        return res;
    }
}

```

graph/tree**lca.hpp**

md5: 281c40

```

template<class graph> struct lca {
    const graph& G;
    vector<vector<int>> parent;
    vector<int> dep;
    int log = 1;
    lca(const graph& G, int root = 0) : G(G) { init(root); }
    void init(int root = 0) {
        const int n = G.size();
        dep.assign(n, -1);
        parent.assign(1, vector<int>(n, -1));
        queue<int> que({root});
        dep[root] = 0;
        int max_dep = 0;
        while(!que.empty()) {
            const int pos = que.front();
            que.pop();
            max_dep = max(max_dep, dep[pos]);
            for(const auto& x : G[pos]) {
                if(dep[x] == -1) {
                    dep[x] = dep[pos] + 1;
                    parent[0][x] = pos;
                    que.push(x);
                }
            }
        }
        while((1 << log) <= max_dep) log++;
        parent.resize(log, vector<int>(n, -1));
        for(int k = 0; k < log - 1; k++) {
            for(int v = 0; v < n; v++) {
                if(parent[k][v] < 0) parent[k + 1][v] = -1;
                else parent[k + 1][v] = parent[k][parent[k][v]];
            }
        }
        int query(int u, int v) const {
            if(dep[u] < dep[v]) swap(u, v);
            const int sub = dep[u] - dep[v];
            for(int k = 0; k < log; k++) {
                if(!(sub >> k)) break;
                if(sub >> k & 1) u = parent[k][u];
            }
            if(u == v) return u;
            for(int k = __lg(dep[u]); k >= 0; k--) {
                if(parent[k][u] != parent[k][v]) {
                    u = parent[k][u];
                    v = parent[k][v];
                }
            }
            return parent[0][u];
        }
        int dist(const int u, const int v) const { return dep[u] +
dep[v] - dep[query(u, v)] * 2; }
        int jump(int u, int v, int d) const {
            const int lc = query(u, v);
            const int l = dep[u] - dep[lc];
            const int r = dep[v] - dep[lc];
            if(d < 0 || d > l + r) return -1;
            if(l < d) {
                d = l + r - d;
                swap(u, v);
            }
            for(int k = 0; k < log; k++) {
                if(!(d >> k)) break;
                if(d >> k & 1) u = parent[k][u];
            }
            return u;
        };
    }
}

```

flow**dinic.hpp**

md5: fd2103

```
struct Dinic {
    int V; // 頂点数
    vector<vector<vector<ll>>> graph; // グラフ
    vector<int> dis; // 始点からの距離
    vector<int> next; // 次に処理する頂点のメモ
    Dinic(int v) : V(v) { graph.resize(V); }
    void add_edge(int from, int to, ll capacity) {
        graph[from].push_back({to, capacity,
        (int)graph[to].size()});
        graph[to].push_back({from, 0, (int)graph[from].size() - 1});
    }
    void bfs(int s) {
        dis.assign(V, -1);
        dis[s] = 0;
        deque<int> pos = {s};
        while(pos.size()) {
            int now = pos[0];
            pos.pop_front();
            for(auto& to : graph[now]) {
                if(dis[to[0]] < 0 and to[1] > 0) {
                    dis[to[0]] = dis[now] + 1;
                    pos.emplace_back(to[0]);
                }
            }
        }
    }
    ll dfs(int v, int t, ll f) {
        if(v == t) return f;
        for(int& i = next[v]; i < graph[v].size(); i++) {
            int to = graph[v][i][0];
            ll cap = graph[v][i][1];
            int rev = graph[v][i][2];
            if(cap > 0 and dis[v] < dis[to]) {
                ll d = dfs(to, t, min(f, cap));
                if(d > 0) {
                    cap -= d;
                    graph[to][rev][1] += d;
                    return d;
                }
            }
        }
        return 0;
    }
    ll max_flow(int s, int t) {
        ll flow = 0;
        while(1) {
            bfs(s);
            if(dis[t] < 0) return flow;
            next.assign(V, 0);
            ll f;
            while((f = dfs(s, t, INF)) > 0) flow += f;
        }
    }
};
```

mincostflow.hpp

md5: e93128

```
struct MinCostFlow {
    int V;
    vector<vector<vector<ll>>> g; // g[from] = {{to, 容量, コスト, 逆辺のindex} ... }
    vector<ll> h, dis; // ポテンシャル, 最短距離
    vector<int> prevv, preve; // 直前の頂点, 辺
    MinCostFlow(int v) : V(v), g(v), dis(v), prevv(v), preve(v) {}

    void add_edge(int u, int v, ll c, ll d) {
        g[u].push_back({v, c, d, (int)g[v].size()});
        g[v].push_back({u, 0, -d, (int)g[u].size() - 1});
    }

    ll min_cost_flow(int s, int t, ll f) {
        ll res = 0;
        h.assign(V, 0);
```

```
using Q = pair<ll, int>;
while(f > 0) {
    priority_queue<Q, vector<Q>, greater<Q>> que;
    dis.assign(V, LLONG_MAX);
    dis[s] = 0;
    que.push({0, s});
    while(que.size()) {
        Q q = que.top();
        int v = q.second;
        que.pop();
        if(dis[v] < q.first) continue;
        for(int i = 0; i < g[v].size(); i++) {
            auto edge = g[v][i];
            int to = edge[0];
            ll cap = edge[1], cost = edge[2];
            if(cap > 0 and dis[to] > dis[v] + cost + h[v] - h[to]) {
                dis[to] = dis[v] + cost + h[v] - h[to];
                prevv[to] = v;
                preve[to] = i;
                que.push({dis[to], to});
            }
        }
    }
    if(dis[t] == INF) return -1;
    for(int i = 0; i < V; i++) h[i] += dis[i];
    ll d = f;
    for(int i = t; i != s; i = prevv[i]) d = min(d,
    g[prevv[i]][preve[i]][1]);
    f -= d;
    res += d * h[t];
    for(int i = t; i != s; i = prevv[i]) {
        auto& edge = g[prevv[i]][preve[i]];
        edge[1] -= d;
        g[i][edge[3]][1] += d;
    }
}
return res;
};
```

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; $(w, T, z), (x, w, \infty), (y, w, \infty)$

string**KMP.hpp**

md5: 886c63

```
// kmp[i] := max{ l ≤ i | s[:l] == s[(i+1)-l:i+1] }
// abacaba -> 0010123
auto KMP(string s) {
    vector<ll> p(sz(s));
    rep(i, 1, sz(s)) {
        ll g = p[i - 1];
        while(g && s[i] != s[g]) g = p[g - 1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}
```

Manacher.hpp

md5: 5882fb

```
// 各位置での回文半径を求める
// aaabaaa -> 1214121
// 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
```

```
// $a$a$b$a$a$a$ -> 123432181234321
auto manacher(string s) {
    ll n = sz(s), i = 0, j = 0;
    vector<ll> r(n);
    while(i < n) {
        while(i >= j && i + j < n && s[i - j] == s[i + j]) j++;
        r[i] = j;
        ll k = 1;
        while(i >= k && i + k < n && k + r[i - k] < j) {
            r[i + k] = r[i - k];
            k++;
        }
        i += k, j -= k;
    }
    return r;
}
```

RollingHash.hpp

md5: adb8d3

```
// using u64 = uint64_t;
const u64 mod = INF;
u64 add(u64 a, u64 b) {
    a += b;
    if(a >= mod) a -= mod;
    return a;
}
u64 mul(u64 a, u64 b) {
    auto c = (__uint128_t)a * b;
    return add(c >> 61, c & mod);
}
random_device rnd;
const u64 r = ((u64)rnd() << 32 | rnd()) % mod;
struct RH {
    ll n;
    vector<u64> hs, pw;
    RH(string s) : n(sz(s)), hs(n + 1), pw(n + 1, 1) {
        rep(i, 0, n) {
            pw[i + 1] = mul(pw[i], r);
            hs[i + 1] = add(mul(hs[i], r), s[i]);
        }
    }
    u64 get(ll l, ll r) const { return add(hs[r], mod -
mul(hs[l], pw[r - l])); }
};
```

SuffixArray.hpp

md5: 1d70ce

```
// returns pair{sa, lcp}
// sa 長さ n : s[sa[0]:] < s[sa[1]:] < ... < s[sa[n-1]:]
// lcp 長さ n-1 : lcp[i] = LCP(s[sa[i]:], s[sa[i+1]:])
auto SA(string s) {
    ll n = sz(s) + 1, lim = 256;
    // assert(lim > ranges::max(s));
    vector<ll> sa(n), lcp(n), x(all(s) + 1), y(n), ws(max(n,
lim)), rk(n);
    iota(all(sa), 0);
    for(ll j = 0, p = 0; p < n; j = max(1LL, j * 2), lim = p) {
        p = j;
        iota(all(y), n - j);
        rep(i, 0, n) if(sa[i] >= j) y[p++] = sa[i] - j;
        fill(all(ws), 0);
        rep(i, 0, n) ws[x[i]]++;
        rep(i, 1, lim) ws[i] += ws[i - 1];
        for(ll i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
        swap(x, y);
        p = 1;
        x[sa[0]] = 0;
```

```
rep(i, 1, n) {
    ll a = sa[i - 1], b = sa[i];
    x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1
: p++;
}
rep(i, 1, n) rk[sa[i]] = i;
for(ll i = 0, k = 0; i < n - 1; lcp[rk[i++]] = k) {
    if(k) k--;
    while(s[i + k] == s[sa[rk[i] - 1] + k]) k++;
}
sa.erase(begin(sa));
lcp.erase(begin(lcp));
return pair{sa, lcp};
}
```

Zalgorithm.hpp

md5: b20b04

```
// Z[i] := LCP(s, s[i:])
// abacaba -> 7010301
auto Z(string s) {
    ll n = sz(s), l = -1, r = -1;
    vector<ll> z(n, n);
    rep(i, 1, n) {
        ll& x = z[i] = i < r ? min(r - i, z[i - l]) : 0;
        while(i + x < n && s[i + x] == s[x]) x++;
        if(i + x > r) l = i, r = i + x;
    }
    return z;
}
```

algorithm**geometry****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	73513440	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
							64512
							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