```cpp
1  #include "../bits/stdc++.h"
2
3  // グラフ基本要素
4  // For shortest_path, minimum_spanning_tree
5
6  struct Edge
7  {
8      int from, to, cost;
9      Edge(int from, int to, int cost) : from(from), to(to), cost(cost) {}
10 };
11
12 using Edges = std::vector<Edge>;
13 using Graph = std::vector<Edges>;
14 using P = std::pair<int, int>;
15 constexpr int INF = 1e9;
16
17 // 逆順にしているので注意
18 bool operator<(const Edge &e, const Edge &f)
19 {
20     return e.cost > f.cost;
21 }
22
```