Contents

1 Misc

1.1 Xor-Basis

```cpp
vector<int> basis;
void add_vector(int x){
    for (auto v : basis){
        x=min(x, x^v);
    }
    if (x) basis.push_back(x);
}

// 給一數字集合 S，求能不能 XOR 出 x
bool check(int x){
    for (auto v : basis){
        x=min(x, x^v);
    }
    return x;
}

// 給一數字集合 S，求能 XOR 出多少數字
// 答案等於 2^{basis 的大小}

// 給一數字集合 S，求 XOR 出最大的數字
int get_max(){
    int ans=0;
    for (auto v : basis){
        ans=max(ans, ans^v);
    }
    return ans;
}
```

1.2 Default-Code

```cpp
#include <bits/stdc++.h>
#define int long long
#define ALL(x) x.begin(), x.end()
#define SZ(x) ((int)x.size())
#define fastio ios::sync_with_stdio(0), cin.tie(0);
using namespace std;

#ifdef LOCAL
#define cout cout << "\033[0;32m"
#define cerr cerr << "\033[0;31m"
#define endl endl << "\033[0m"
#else
#pragma GCC optimize("O3,unroll-loops")
#pragma GCC target("avx,avx2,sse,sse2,sse3,sse4,popcnt")
#define endl "\n"
#endif

const int MAX_N = 5e5+10;
const int INF = 2e18;

void solve1(){

    return;
}

signed main(){

    fastio;

    int t = 1;
    while (t--){
        solve1();
    }

    return 0;
}
```

1.3 Radix-Sort

```cpp
// 值域限制：0 ~ 1073741823(2^30-1)
inline void radix_sort(vector<int> &a, int n){
    static int cnt[32768] = {0};
    vector<int> tmpa(n);
    for(int i = 0; i < n; ++i)
        ++cnt[a[i] & 32767];
    for(int i = 1; i < 32768; ++i)
        cnt[i] += cnt[i-1];
    static int temp;
    for(int i = n-1; i >= 0; --i){
        temp = a[i] & 32767;
        --cnt[temp];
        tmpa[cnt[temp]] = a[i];
    }

    static int cnt2[32768] = {0};
    for(int i = 0; i < n; ++i)
        ++cnt2[(tmpa[i]>>15)];
    for(int i = 1; i < 32768; ++i)
        cnt2[i] += cnt2[i-1];

    for(int i = n-1; i >= 0; --i){
        temp = (tmpa[i]>>15);
        --cnt2[temp];
        a[cnt2[temp]] = tmpa[i];
    }
    return;
}
```

1.4 Set-Pq-Sort

```cpp
// priority_queue，務必檢查相等的 case，給所有元素一個排序的依據
struct cmp{
    bool operator () (Data a, Data b){
        return a.x<b.x;
    }
};
priority_queue<Data, vector<Data>, cmp> pq;

// set，務必檢查相等的 case，給所有元素一個排序的依據
struct Data{
    int x;

    bool operator < (const Data &b) const {
        return x<b.x;
    }
};
```

1.5 2-SAT

```cpp
#include <bits/stdc++.h>
using namespace std;

struct TWO_SAT {
    int n, N;
    vector<vector<int>> G, rev_G;
    deque<bool> used;
    vector<int> order, comp;
    deque<bool> assignment;
    void init(int _n) {
        n = _n;
        N = _n * 2;
        G.resize(N + 5);
        rev_G.resize(N + 5);
    }
    void dfs1(int v) {
        used[v] = true;
        for (int u : G[v]) {
            if (!used[u])
                dfs1(u);
        }
        order.push_back(v);
    }
    void dfs2(int v, int cl) {
        comp[v] = cl;
        for (int u : rev_G[v]) {
            if (comp[u] == -1)
                dfs2(u, cl);
        }
    }
    bool solve() {
        order.clear();
        used.assign(N, false);
        for (int i = 0; i < N; ++i) {
            if (!used[i])
                dfs1(i);
        }
        comp.assign(N, -1);
        for (int i = 0, j = 0; i < N; ++i) {
            int v = order[N - i - 1];
            if (comp[v] == -1)
                dfs2(v, j++);
        }
        assignment.assign(n, false);
        for (int i = 0; i < N; i += 2) {
            if (comp[i] == comp[i + 1])
                return false;
            assignment[i / 2] = (comp[i] > comp[i + 1]);
        }
        return true;
    }
    void add_disjunction(int a, bool na, int b, bool nb) { // A or B
        // na means whether a is negative or not
        // nb means whether b is negative or not
        a = 2 * a ^ na;
        b = 2 * b ^ nb;
        int neg_a = a ^ 1;
    }
};
```

```
        int neg_b = b ^ 1;
        G[neg_a].push_back(b);
        G[neg_b].push_back(a);
        rev_G[b].push_back(neg_a);
        rev_G[a].push_back(neg_b);
        return;
    }
    void get_result(vector<int>& res) {
        res.clear();
        for (int i = 0; i < n; i++)
            res.push_back(assignment[i]);
    }
};
/* CSES Giant Pizza
3 5
+ 1 + 2
- 1 + 3

- + + + -
*/
int main() {
    int n, m;
    cin >> n >> m;
    TWO_SAT E;
    E.init(m);

    char c1, c2;
    int inp1, inp2;
    for (int i = 0; i < n; i++) {
        cin >> c1 >> inp1;
        cin >> c2 >> inp2;
        E.add_disjunction(inp1 - 1, c1 == '-', inp2 - 1, c2
            == '-');
    }

    bool able = E.solve();
    if (able) {
        vector <int> ans;
        E.get_result(ans);
        for (int i : ans)
            cout << (i == true ? '+' : '-') << ' ';
        cout << '\n';
    } else {
        cout << "IMPOSSIBLE\n";
    }

    return 0;
}
```

1.6 Enumerate-Subset

```
// 時間複雜度 O(3^n)
// 枚舉每個 mask 的子集
for (int mask=0 ; mask<(1<<n) ; mask++){
    for (int s=mask ; s>=0 ; s=(s-1)&m){
        // s 是 mask 的子集
        if (s==0) break;
    }
}
```

1.7 Fast-Input

```
// fast IO
// 6f8879
inline char readchar(){
    static char buffer[BUFSIZ], * now = buffer + BUFSIZ, *
        end = buffer + BUFSIZ;
    if (now == end)
    {
        if (end < buffer + BUFSIZ)
            return EOF;
        end = (buffer + fread(buffer, 1, BUFSIZ, stdin));
        now = buffer;
    }
    return *now++;
}
inline int nextint(){
    int x = 0, c = readchar(), neg = false;
    while(('0' > c || c > '9') && c!='-' && c!=EOF) c =
        readchar();
    if(c == '-') neg = true, c = readchar();
    while('0' <= c && c <= '9') x = (x<<3) + (x<<1) + (c^'0')
        , c = readchar();
    if(neg) x = -x;
    return x; // returns 0 if EOF
}
```

1.8 setup

```
se nu rnu bs=2 sw=4 ts=4 hls ls=2 si acd bo=all mouse=a

:inoremap " ""<Esc>i
:inoremap {<CR> {<CR>}<Esc>ko
:inoremap {{ {}<ESC>i

function! F(...)
  execute '!./%:r < ./' . a:1
endfunction
command! -nargs=* R call F(<f-args>)

map <F7> :w<bar>!g++ "%" -o %:r -std=c++17 -Wall -Wextra -
    Wshadow -O2 -DLOCAL -g -fsanitize=undefined,address<CR>
map <F8> :!./%:r<CR>
map <F9> :!./%:r < ./%:r.in<CR>

ca hash w !cpp -dD -P -fpreprocessed \| tr -d "[:space:]" \|
    md5sum \| cut -c-6

" i+<esc>25A---+<esc>
" o|<esc>25A   |<esc>
" "ggVGyG35pGdd
```

1.9 run

```
import os
p = os.listdir(".")
f = input("input: ")

if os.system(f"g++ {f}.cpp -std=c++17 -Wall -Wextra -Wshadow
    -O2 -DLOCAL -g -fsanitize=undefined,address -o {f}") !=
    0:
    print("CE")
    exit(1)

for x in p:
    if x[:len(f)]==f and x[-3:]==".in":
        print(x)
        if os.system(f"./{f} < {x}")!=0:
            print("RE")
            exit(1)
        print()
```

1.10 default2

```
#include <bits/stdc++.h>
using namespace std;
#define int long long

const int MAX_N = 5e5 + 10;
const int INF = 2e18;

void solve(){

}

signed main(){
    ios::sync_with_stdio(0), cin.tie(0);

    int t = 1;
    while (t--){
        solve();
    }

    return 0;
}
```

1.11 random int

```
mt19937 seed(chrono::steady_clock::now().time_since_epoch().
    count());
int rng(int l, int r){
    return uniform_int_distribution<int>(l, r)(seed);
}
```

2 Convolution

2.1 FFT

```
typedef complex<double> cd;
const double PI = acos(-1);

void FFT(vector<cd> &a, bool inv){

```

```
    int n = a.size();

    for (int i=1, j=0 ; i<n ; i++){
        int bit = (n>>1);
        for ( ; j&bit ; bit>>=1){
            j ^= bit;
        }
        j ^= bit;
        if (i<j){
            swap(a[i], a[j]);
        }
    }

    for (int len=2 ; len<=n ; len<<=1){
        cd wlen = polar(1.0, (inv ? 2 : -2)*PI/len);

        for (int i=0 ; i<n ; i+=len){
            cd w(1);
            for (int j=0 ; j<len/2 ; j++){
                cd u = a[i+j];
                cd v = a[i+j+len/2]*w;
                a[i+j] = u+v;
                a[i+j+len/2] = u-v;
                w *= wlen;
            }
        }
    }

    if (inv){
        for (auto &x : a){
            x /= n;
        }
    }

    return;
}

vector<cd> polyMul(vector<cd> a, vector<cd> b){
    int sa = a.size(), sb = b.size(), n = 1;

    while (n<sa+sb-1) n *= 2;
    a.resize(n);
    b.resize(n);
    vector<cd> c(n);

    FFT(a, 0);
    FFT(b, 0);
    for (int i=0 ; i<n ; i++) c[i] = a[i]*b[i];
    FFT(c, 1);

    c.resize(sa+sb-1);

    return c;
}
```

2.2 FFT-2

```
typedef complex<double> cd;

void FFT(vector<cd> &a) {
    int n = a.size(), L = 31-__builtin_clz(n);
    vector<complex<long double>> R(2, 1);
    vector<cd> rt(2, 1);
    for (int k=2 ; k<n ; k*=2){
        R.resize(n);
        rt.resize(n);
        auto x = polar(1.0L, acos(-1.0L) / k);
        for (int i=k ; i<2*k ; i++){
            rt[i] = R[i] = (i&1 ? R[i/2]*x : R[i/2]);
        }
    }

    vector<int> rev(n);
    for (int i=0 ; i<n ; i++){
        rev[i] = (rev[i/2] | (i&1)<<L)/2;
    }
    for (int i=0 ; i<n ; i++){
        if (i<rev[i]) swap(a[i], a[rev[i]]);
    }
    for (int k=1 ; k<n ; k*=2){
        for (int i=0 ; i<n ; i+=2*k){
            for (int j=0 ; j<k ; j++){
                auto x = (double *)&rt[j+k];
                auto y = (double *)&a[i+j+k];
                cd z(x[0]*y[0] - x[1]*y[1], x[0]*y[1] + x[1]*
                     y[0]);
                a[i+j+k] = a[i+j]-z;
                a[i+j] += z;
            }
        }
    }
    return;
}

vector<double> PolyMul(const vector<double> a, const vector<
     double> b){
    if (a.empty() || b.empty()) return {};
    vector<double> res(a.size()+b.size()-1);
    int L = 32 - __builtin_clz(res.size()), n = 1 << L;
    vector<cd> in(n), out(n);

    copy(a.begin(), a.end(), begin(in));
    for (int i=0 ; i<b.size() ; i++){
        in[i].imag(b[i]);
    }
    FFT(in);
    for (cd& x : in) x *= x;
    for (int i=0 ; i<n ; i++){
        out[i] = in[-i & (n - 1)] - conj(in[i]);
    }
    FFT(out);

    for (int i=0 ; i<res.size() ; i++){
        res[i] = imag(out[i]) / (4 * n);
    }

    return res;
}
```

2.3 NTT-998244353

```
const int MOD = (119 << 23) + 1, ROOT = 62; // = 998244353
// For p < 2^30 there is also e.g. 5 << 25, 7 << 26, 479 <<
     21
// and 483 << 21 (same root). The last two are > 10^9.

// 9cd58a
void NTT(vector<int> &a) {
    int n = a.size();
    int L = 31-__builtin_clz(n);
    vector<int> rt(2, 1);
    for (int k=2, s=2 ; k<n ; k*=2, s++){
        rt.resize(n);
        int z[] = {1, qp(ROOT, MOD>>s)};
        for (int i=k ; i<2*k ; i++){
            rt[i] = rt[i/2]*z[i&1]%MOD;
        }
    }

    vector<int> rev(n);
    for (int i=0 ; i<n ; i++){
        rev[i] = (rev[i/2]|(i&1)<<L)/2;
    }
    for (int i=0 ; i<n ; i++){
        if (i<rev[i]){
            swap(a[i], a[rev[i]]);
        }
    }

    for (int k=1 ; k<n ; k*=2){
        for (int i=0 ; i<n ; i+=2*k){
            for (int j=0 ; j<k ; j++){
                int z = rt[j+k]*a[i+j+k]%MOD, &ai = a[i+j];
                a[i+j+k] = ai-z+(z>ai ? MOD : 0);
                ai += (ai+z>=MOD ? z-MOD : z);
            }
        }
    }
}

// 0b0e99
vector<int> polyMul(vector<int> &a, vector<int> &b){
    if (a.empty() || b.empty()) return {};
    int s = a.size()+b.size()-1, B = 32-__builtin_clz(s), n =
          1<<B;
    int inv = qp(n, MOD-2);

    vector<int> L(a), R(b), out(n);
    L.resize(n), R.resize(n);
    NTT(L), NTT(R);
    for (int i=0 ; i<n ; i++){
        out[-i&(n-1)] = L[i]*R[i]%MOD*inv%MOD;
    }
    NTT(out);

    out.resize(s);
    return out;
}
```

2.4 FFT-mod

```
/*
修改 const int MOD = 998244353 更改要取餘的數字
PolyMul(a, b) 回傳多項式乘法的結果 ( c_k = \sum_{i+j} a_i+b_j
     mod MOD )

大約可以支援 5e5 · a_i, b_i 皆在 MOD 以下的非負整數
*/
```

```cpp
const int MOD = 998244353;
typedef complex<double> cd;

// b9c90a
void FFT(vector<cd> &a) {
    int n = a.size(), L = 31-__builtin_clz(n);
    vector<complex<long double>> R(2, 1);
    vector<cd> rt(2, 1);
    for (int k=2 ; k<n ; k*=2){
        R.resize(n);
        rt.resize(n);
        auto x = polar(1.0L, acos(-1.0L) / k);
        for (int i=k ; i<2*k ; i++){
            rt[i] = R[i] = (i&1 ? R[i/2]*x : R[i/2]);
        }
    }

    vector<int> rev(n);
    for (int i=0 ; i<n ; i++){
        rev[i] = (rev[i/2] | (i&1)<<L)/2;
    }
    for (int i=0 ; i<n ; i++){
        if (i<rev[i]) swap(a[i], a[rev[i]]);
    }
    for (int k=1 ; k<n ; k*=2){
        for (int i=0 ; i<n ; i+=2*k){
            for (int j=0 ; j<k ; j++){
                auto x = (double *)&rt[j+k];
                auto y = (double *)&a[i+j+k];
                cd z(x[0]*y[0] - x[1]*y[1], x[0]*y[1] + x[1]*
                     y[0]);
                a[i+j+k] = a[i+j]-z;
                a[i+j] += z;
            }
        }
    }
    return;
}

// d3c65e
vector<int> PolyMul(vector<int> a, vector<int> b){
    if (a.empty() || b.empty()) return {};

    vector<int> res(a.size()+b.size()-1);
    int B = 32-__builtin_clz(res.size()), n = (1<<B), cut =
         int(sqrt(MOD));
    vector<cd> L(n), R(n), outs(n), outl(n);

    for (int i=0 ; i<a.size() ; i++){
        L[i] = cd((int) a[i]/cut, (int)a[i]%cut);
    }
    for (int i=0 ; i<b.size() ; i++){
        R[i] = cd((int) b[i]/cut, (int)b[i]%cut);
    }
    FFT(L);
    FFT(R);
    for (int i=0 ; i<n ; i++){
        int j = -i&(n-1);
        outl[j] = (L[i]+conj(L[j])) * R[i]/(2.0*n);
        outs[j] = (L[i]-conj(L[j])) * R[i]/(2.0*n)/1i;
    }
    FFT(outl);
    FFT(outs);
    for (int i=0 ; i<res.size() ; i++){
        int av = (int)(real(outl[i])+0.5), cv = (int)(imag(
             outs[i])+0.5);
        int bv = (int)(imag(outl[i])+0.5) + (int)(real(outs[i
             ])+0.5);
        res[i] = ((av%MOD*cut+bv) % MOD*cut+cv) % MOD;
    }

    return res;
}
```

3 Data-Structure

3.1 GP-Hash-Table

```cpp
#include <ext/pb_ds/assoc_container.hpp>
using namespace __gnu_pbds;
typedef tree<int,null_type,less<int>,rb_tree_tag,
     tree_order_statistics_node_update> order_set;
struct custom_hash {
    static uint64_t splitmix64(uint64_t x) {
        // http://xorshift.di.unimi.it/splitmix64.c
        x += 0x9e3779b97f4a7c15;
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }

    size_t operator()(uint64_t x) const {
        static const uint64_t FIXED_RANDOM = chrono::
             steady_clock::now().time_since_epoch().count();
        return splitmix64(x + FIXED_RANDOM);
    }
};

gp_hash_table<int, int, custom_hash> ss;
```

3.2 Sparse-Table

```cpp
struct SparseTable{
    vector<vector<int>> st;
    void build(vector<int> v){
        int h = __lg(v.size());
        st.resize(h+1);
        st[0] = v;

        for (int i=1 ; i<=h ; i++){
            int gap = (1<<(i-1));
            for (int j=0 ; j+gap<st[i-1].size() ; j++){
                st[i].push_back(min(st[i-1][j], st[i-1][j+gap
                     ]));
            }
        }
    }

    // 回傳 [ll, rr) 的最小值
    int query(int ll, int rr){
        int h = __lg(rr-ll);
        return min(st[h][ll], st[h][rr-(1<<h)]);
    }
};
```

3.3 Order-Set

```cpp
/*
.find_by_order(k) 回傳第 k 小的值 ( based-0 )
.order_of_key(k) 回傳有多少元素比 k 小
不能在 #define int long long 後 #include 檔案
*/

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
typedef tree<int,null_type,less<int>,rb_tree_tag,
     tree_order_statistics_node_update> order_set;
```

3.4 BIT

```cpp
vector<int> BIT(MAX_SIZE);
void update(int pos, int val){
    for (int i=pos ; i<MAX_SIZE ; i+=i&-i){
        BIT[i]+=val;
    }
}

int query(int pos){
    int ret=0;
    for (int i=pos ; i>0 ; i-=i&-i){
        ret+=BIT[i];
    }
    return ret;
}

// const int MAX_N = (1<<20)
int k_th(int k){ // 回傳 BIT 中第 k 小的元素 ( based-1 )
    int res = 0;
    for (int i=MAX_N>>1 ; i>=1 ; i>>=1)
        if (bit[res+i]<k)
            k -= bit[res+=i];
    return res+1;
}
```

3.5 Persistent-Segment-Tree

```cpp
/*
全部都是 0-based

宣告
Persistent_Segment_Tree st(n+q);
st.build(v, 0);

函式：
update_version(pos, val, ver)：對版本 ver 的 pos 位置改成 val
query_version(ql, qr, ver)：對版本 ver 查詢 [ql, qr) 的區間和
clone_version(ver)：複製版本 ver 到最新的版本
*/
struct Persistent_Segment_Tree{
    int node_cnt = 0;
    struct Node{
```

```
        int lc = -1;
        int rc = -1;
        int val = 0;
    };
    vector<Node> arr;
    vector<int> version;

    Persistent_Segment_Tree(int sz){
        arr.resize(32*sz);
        version.push_back(node_cnt++);
        return;
    }

    void pull(Node &c, Node a, Node b){
        c.val = a.val+b.val;
        return;
    }

    void build(vector<int> &v, int idx, int ll = 0, int rr =
         n){
        auto &now = arr[idx];

        if (rr-ll==1){
            now.val = v[ll];
            return;
        }

        int mid = (ll+rr)/2;
        now.lc = node_cnt++;
        now.rc = node_cnt++;
        build(v, now.lc, ll, mid);
        build(v, now.rc, mid, rr);
        pull(now, arr[now.lc], arr[now.rc]);
        return;
    }

    void update(int pos, int val, int idx, int ll = 0, int rr
          = n){
        auto &now = arr[idx];

        if (rr-ll==1){
            now.val = val;
            return;
        }

        int mid = (ll+rr)/2;
        if (pos<mid){
            arr[node_cnt] = arr[now.lc];
            now.lc = node_cnt;
            node_cnt++;
            update(pos, val, now.lc, ll, mid);
        }else{
            arr[node_cnt] = arr[now.rc];
            now.rc = node_cnt;
            node_cnt++;
            update(pos, val, now.rc, mid, rr);
        }
        pull(now, arr[now.lc], arr[now.rc]);
        return;
    }

    void update_version(int pos, int val, int ver){
        update(pos, val, version[ver]);
    }

    Node query(int ql, int qr, int idx, int ll = 0, int rr =
         n){
        auto &now = arr[idx];

        if (ql<=ll && rr<=qr) return now;
        if (rr<=ql || qr<=ll) return Node();

        int mid = (ll+rr)/2;

        Node ret;
        pull(ret, query(ql, qr, now.lc, ll, mid), query(ql,
             qr, now.rc, mid, rr));
        return ret;
    }

    Node query_version(int ql, int qr, int ver){
        return query(ql, qr, version[ver]);
    }

    void clone_version(int ver){
        version.push_back(node_cnt);
        arr[node_cnt] = arr[version[ver]];
        node_cnt++;
    }
};
```

3.6 Trie

```
struct Trie{
    struct Data{
        int nxt[2]={0, 0};
    };

    int sz=0;
    vector<Data> arr;

    void init(int n){
        arr.resize(n);
    }

    void insert(int n){
        int now=0;
        for (int i=N ; i>=0 ; i--){
            int v=(n>>i)&1;
            if (!arr[now].nxt[v]){
                arr[now].nxt[v]=++sz;
            }
            now=arr[now].nxt[v];
        }
    }

    int query(int n){
        int now=0, ret=0;
        for (int i=N ; i>=0 ; i--){
            int v=(n>>i)&1;
            if (arr[now].nxt[1-v]){
                ret+=(1<<i);
                now=arr[now].nxt[1-v];
            }else if (arr[now].nxt[v]){
                now=arr[now].nxt[v];
            }else{
                return ret;
            }
        }
        return ret;
    }
} tr;
```

3.7 LC-Segment-Tree

```
/*
全部都是 0-based

宣告
LC_Segment_Tree st(n);

函式：
update(val)：將一個 pair <a, b> 代表插入一條 y=ax+b 的直線
query(x)：查詢所有直線在位置 x 的最小值
*/
const int MAX_V = 1e6+10; // 值域最大值

struct LC_Segment_Tree{
    struct Node{ // y = ax+b
        int a = 0;
        int b = INF;

        int y(int x){
            return a*x+b;
        }
    };
    vector<Node> arr;

    LC_Segment_Tree(int n = 0){
        arr.resize(4*n);
    }

    void update(Node val, int idx = 0, int ll = 0, int rr =
         MAX_V){
        if (rr-ll==1){
            if (val.y(ll)<arr[idx].y(ll)){
                arr[idx] = val;
            }
            return;
        }

        int mid = (ll+rr)/2;
        if (arr[idx].a > val.a) swap(arr[idx], val); // 原本
             的線斜率要比較小
        if (arr[idx].y(mid) < val.y(mid)){ // 交點在左邊
            update(val, idx*2+1, ll, mid);
        }else{ // 交點在右邊
            swap(arr[idx], val); // 在左子樹中，新線比舊線還
                 要好
            update(val, idx*2+2, mid, rr);
        }
        return;
    }

    int query(int x, int idx = 0, int ll = 0, int rr = MAX_V)
         {
        if (rr-ll==1){
            return arr[idx].y(ll);
```

```
        }

        int mid = (ll+rr)/2;
        if (x<mid){
            return min(arr[idx].y(x), query(x, idx*2+1, ll,
                mid));
        }else{
            return min(arr[idx].y(x), query(x, idx*2+2, mid,
                rr));
        }
    }
};
```

3.8 Persistent-Disjoint-Set

```
struct Persistent_Disjoint_Set{
    Persistent_Segment_Tree arr, sz;

    void init(int n){
        arr.init(n);
        vector<int> v1;
        for (int i=0 ; i<n ; i++){
            v1.push_back(i);
        }
        arr.build(v1, 0);

        sz.init(n);
        vector<int> v2;
        for (int i=0 ; i<n ; i++){
            v2.push_back(1);
        }
        sz.build(v2, 0);
    }

    int find(int a){
        int res = arr.query_version(a, a+1, arr.version.size
            ()-1).val;
        if (res==a) return a;
        return find(res);
    }

    bool unite(int a, int b){
        a = find(a);
        b = find(b);

        if (a!=b){

            int sz1 = sz.query_version(a, a+1, arr.version.
                size()-1).val;
            int sz2 = sz.query_version(b, b+1, arr.version.
                size()-1).val;

            if (sz1<sz2){
                arr.update_version(a, b, arr.version.size()
                    -1);
                sz.update_version(b, sz1+sz2, arr.version.
                    size()-1);
            }else{
                arr.update_version(b, a, arr.version.size()
                    -1);
                sz.update_version(a, sz1+sz2, arr.version.
                    size()-1);
            }
            return true;
        }
        return false;
    }
};
```

3.9 Add-Set-Segment-Tree

```
// [ll, rr), based-0
// 使用前記得 init(陣列大小), build(陣列名稱)
// add(ll, rr): 區間修改
// set(ll, rr): 區間賦值
// query(ll, rr): 區間求和 / 求最大值
struct SegmentTree{
    struct node{
        int add_tag = 0;
        int set_tag = 0;
        int sum = 0;
        int ma = 0;
    };

    vector<node> arr;

    SegmentTree(int n){
        arr.resize(n<<2);
    }

    node pull(node A, node B){
        node C;
        C.sum = A.sum+B.sum;
        C.ma = max(A.ma, B.ma);
        return C;
    }

     // cce0c8
    void push(int idx, int ll, int rr){
        if (arr[idx].set_tag!=0){
            arr[idx].sum = (rr-ll)*arr[idx].set_tag;
            arr[idx].ma = arr[idx].set_tag;
            if (rr-ll>1){
                arr[idx*2+1].add_tag = 0;
                arr[idx*2+1].set_tag = arr[idx].set_tag;
                arr[idx*2+2].add_tag = 0;
                arr[idx*2+2].set_tag = arr[idx].set_tag;
            }
            arr[idx].set_tag = 0;
        }
        if (arr[idx].add_tag!=0){
            arr[idx].sum += (rr-ll)*arr[idx].add_tag;
            arr[idx].ma += arr[idx].add_tag;
            if (rr-ll>1){
                arr[idx*2+1].add_tag += arr[idx].add_tag;
                arr[idx*2+2].add_tag += arr[idx].add_tag;
            }
            arr[idx].add_tag = 0;
        }
    }

    void build(vector<int> &v, int idx = 0, int ll = 0, int
         rr = n){
        if (rr-ll==1){
            arr[idx].sum = v[ll];
            arr[idx].ma = v[ll];
        }else{
            int mid = (ll+rr)/2;
            build(v, idx*2+1, ll, mid);
            build(v, idx*2+2, mid, rr);
            arr[idx] = pull(arr[idx*2+1], arr[idx*2+2]);
        }
    }

    void add(int ql, int qr, int val, int idx = 0, int ll =
         0, int rr =n){
        push(idx, ll, rr);
        if (rr<=ql || qr<=ll) return;
        if (ql<=ll && rr<=qr){
            arr[idx].add_tag += val;
            push(idx, ll, rr);
            return;
        }
        int mid = (ll+rr)/2;
        add(ql, qr, val, idx*2+1, ll, mid);
        add(ql, qr, val, idx*2+2, mid, rr);
        arr[idx]=pull(arr[idx*2+1], arr[idx*2+2]);
    }

    void set(int ql, int qr, int val, int idx=0, int ll=0,
         int rr=n){
        push(idx, ll, rr);
        if (rr<=ql || qr<=ll) return;
        if (ql<=ll && rr<=qr){
            arr[idx].add_tag = 0;
            arr[idx].set_tag = val;
            push(idx, ll, rr);
            return;
        }
        int mid = (ll+rr)/2;
        set(ql, qr, val, idx*2+1, ll, mid);
        set(ql, qr, val, idx*2+2, mid, rr);
        arr[idx] = pull(arr[idx*2+1], arr[idx*2+2]);
    }

    node query(int ql, int qr, int idx = 0, int ll = 0, int
         rr = n){
        push(idx, ll, rr);
        if (rr<=ql || qr<=ll) return node();
        if (ql<=ll && rr<=qr) return arr[idx];

        int mid = (ll+rr)/2;
        return pull(query(ql, qr, idx*2+1, ll, mid), query(ql
            , qr, idx*2+2, mid, rr));
    }
} ST;
```

3.10 Treap

```
struct Treap{
    Treap *l = nullptr, *r = nullptr;
    int pri = rand(), val = 0, sz = 1;

    Treap(int _val){
        val = _val;
    }
};
```

```cpp
int size(Treap *t){return t ? t->sz : 0;}
void pull(Treap *t){
    t->sz = size(t->l)+size(t->r)+1;
}

Treap* merge(Treap *a, Treap *b){
    if (!a || !b) return a ? a : b;

    if (a->pri>b->pri){
        a->r = merge(a->r, b);
        pull(a);
        return a;
    }else{
        b->l = merge(a, b->l);
        pull(b);
        return b;
    }

}

pair<Treap*, Treap*> split(Treap *&t, int k){ // 1-based <前 k 個元素, 其他元素>
    if (!t) return {};
    if (size(t->l)>=k){
        auto pa = split(t->l, k);
        t->l = pa.second;
        pull(t);
        return {pa.first, t};
    }else{
        auto pa = split(t->r, k-size(t->l)-1);
        t->r = pa.first;
        pull(t);
        return {t, pa.second};
    }
}

// functions
Treap* build(vector<int> v){
    Treap* ret;
    for (int i=0 ; i<SZ(v) ; i++){
        ret = merge(ret, new Treap(v[i]));
    }
    return ret;
}

array<Treap*, 3> cut(Treap *t, int l, int r){ // 1-based <前 1~l-1 個元素, l~r 個元素, r+1 個元素>
    array<Treap*, 3> ret;
    tie(ret[1], ret[2]) = split(t, r);
    tie(ret[0], ret[1]) = split(ret[1], l-1);
    return ret;
}

void print(Treap *t, bool flag = true){
    if (t->l!=0) print(t->l, false);
    cout << t->val;
    if (t->r!=0) print(t->r, false);
    if (flag) cout << endl;
}
```

4 Dynamic-Programming

4.1 SOS-DP

```cpp
// 總時間複雜度為 O(n 2^n)
// 計算 dp[i] = i 所有 bit mask 子集的和
for (int i=0 ; i<n ; i++){
    for (int mask=0 ; mask<(1<<n) ; mask++){
        if ((mask>>i)&1){
            dp[mask] += dp[mask^(1<<i)];
        }
    }
}
```

4.2 Digit-DP

```cpp
#include <bits/stdc++.h>
using namespace std;

long long l, r;
long long dp[20][10][2][2]; // dp[pos][pre][limit] = 後 pos 位，pos 前一位是 pre，(是/否)有上界，(是/否)有前綴零的答案數量

long long memorize_search(string &s, int pos, int pre, bool limit, bool lead){

    // 已經被找過了，直接回傳值
    if (dp[pos][pre][limit][lead]!=-1) return dp[pos][pre][limit][lead];

    // 已經搜尋完畢，紀錄答案並回傳
    if (pos==(int)s.size()){
        return dp[pos][pre][limit][lead] = 1;
    }

    // 枚舉目前的位數數字是多少
    long long ans = 0;
    for (int now=0 ; now<=(limit ? s[pos]-'0' : 9) ; now++){
        if (now==pre){

            // 1~9 絕對不能連續出現
            if (pre!=0) continue;

            // 如果已經不在前綴零的範圍內，0 不能連續出現
            if (lead==false) continue;
        }

        ans += memorize_search(s, pos+1, now, limit&(now==(s[pos]-'0')), lead&(now==0));
    }

    // 已經搜尋完畢，紀錄答案並回傳
    return dp[pos][pre][limit][lead] = ans;
}

// 回傳 [0, n] 有多少數字符合條件
long long find_answer(long long n){
    memset(dp, -1, sizeof(dp));
    string tmp = to_string(n);

    return memorize_search(tmp, 0, 0, true, true);
}

int main(){

    // input
    cin >> l >> r;

    // output - 計算 [l, r] 有多少數字任意兩個位數都不相同
    cout << find_answer(r)-find_answer(l-1) << "\n";

    return 0;
}
```

4.3 整數拆分

$dp[i][x]$ = 要將整數 x 拆成 i 堆的「組合數」

$dp[i+1][x+1] += dp[i][x]$ (創造新的一堆)
$dp[i][x+i] += dp[i][x]$ (把每一堆都增加 1)

5 Geometry

5.1 Pick's-Theorem

給定頂點坐標均是整點的簡單多邊形，面積 = 內部格點數 + 邊上格點數/2 - 1

5.2 Point-In-Polygon

```cpp
/*
可以在有 n 個點的簡單多邊形內，用 O(n) 的時間回傳：
1: 在多邊形內, 0: 在多邊形上, -1: 在多邊形外
*/
const int MAX_POS = 1e9+5; // [記得修改] 座標的最大值
int in_polygon(vector<point> &v, point a){
    int c = v.size();
    v.push_back(v[0]); // 已經用好循環了
    point b = {MAX_POS, a.y+1};
    int cnt = 0;

    for (int i=0 ; i<n ; i++){
        if (in(v[i], v[i+1], a)) return 0;
        if (banana(a, b, v[i], v[i+1])) cnt++;
    }

    return cnt%2 ? 1 : -1;
}
```

5.3 Convex-Hull

```cpp
// e0a719
vector<point> convex_hull(vector<point> v){
    sort(v.begin(), v.end());
    v.resize(unique(v.begin(), v.end())-v.begin());
    vector<point> hull;
    for (int _=0 ; _<2 ; _++){
        int sz=hull.size();
        for (int i=0 ; i<v.size() ; i++){
            while (hull.size()>=sz+2 && ori(hull[hull.size()
                -2], hull[hull.size()-1], v[i])<0){
                hull.pop_back();
            }
            hull.push_back(v[i]);
        }
        hull.pop_back();
        reverse(v.begin(), v.end());
    }
    return hull;
}
```

5.4 Point-Struct

```cpp
const int EPS = 1e-6;

struct Point{
    Point x, y;

    Point(Point _x = 0, Point _y = 0){
        x = _x;
        y = _y;
    }

    // 純量乘、除法
    Point operator * (Point a){return {a*x, a*y};};
    Point operator / (Point a){return {a/x, a/y};};

    // 向量加、減法
    Point operator + (Point a){return {x+a.x, y*a.y};};
    Point operator - (Point a){return {x-a.x, y-a.y};};

    // 內積、外積
    double operator * (Point a){return x*a.x+y*a.y;};
    double operator ^ (Point a){return x*a.y-y*a.x;};

    // bool operator < (const Point &a) const {return (x*a.y<
        a.x*y);} // 極角排序 ( 順時鐘 )
    bool operator < (const Point &a) const {return x==a.x ? y
        <a.y : x<a.x;}
    bool operator == (const Point &a) const {return x==a.x &&
         y==a.y;}

    double dis(Point a){return sqrtl(abs(x-a.x)*abs(x-a.x)+
        abs(y-a.y)*abs(y-a.y));}
};

// 判斷向量正負：1=正數, 0=0, -1=負數
int sign(double a){
    if (abs(a)<EPS) return 0;
    else return (a>0 ? 1 : -1);
}

// 判斷 ab 到 ac 的方向： 1=逆時鐘, 0=重疊, -1=順時鐘
int ori(Point a, Point b, Point c){
    return sign((b-a)^(c-a));
}
```

5.5 Geometry-Struct

```cpp
// 判斷數值正負：{1:正數,0:零,-1:負數}
int sign(long long x) {return (x >= 0) ? ((bool)x) : -1; }
int sign(double x) {
    return (abs(x) < 1e-9) ? 0 : (x > 0 ? 1 : -1);
}

template<typename T>
struct point {
    T x, y;
    point() {}
    point(const T &x, const T &y) : x(x), y(y) {}

    point operator+(point b) {return {x+b.x, y+b.y}; }
    point operator-(point b) {return {x-b.x, y-b.y}; }
    point operator*(T b) {return {x*b, y*b}; }
    point operator/(T b) {return {x/b, y/b}; }
    bool operator==(point b) {return x==b.x && y==b.y; }
    // 逆時針極角排序
    bool operator<(point &b) {return (x*b.y > b.x*y); }
    friend ostream& operator<<(ostream& os, point p) {
        os << "(" << p.x << ", " << p.y << ")";
        return os;
    }
    // 判斷 ab 到 ac 的方向：{1:逆時鐘,0:重疊,-1:順時鐘}
    friend int ori(point a, point b, point c) {
        return sign((b-a)^(c-a));
    }

    T operator*(point b) {return x * b.x + y * b.y; }
    T operator^(point b) {return x * b.y - y * b.x; }
    T abs2() {return (*this) * (*this); }

    // 旋轉 Arg(b) 的角度 ( 小心溢位 )
    point rotate(point b) {return {x*b.x - y*b.y, x*b.y + y*b
        .x}; }
};

template<typename T>
struct line {
    point<T> p1, p2;
    // ax + by + c = 0
    T a, b, c; // |a|, |b| ≤ 2C, |c| ≤ 8C²
    line() {}
    line(const point<T> &x, const point<T> &y) : p1(x), p2(y)
        {
        build();
    }
    void build() {
    a = p1.y - p2.y;
    b = p2.x - p1.x;
    c = (-a*p1.x)-b*p1.y;
    }
    // 判斷點和有向直線的關係：{1:左邊,0:在線上,-1:右邊}
  int ori(point<T> &p) {
    return sign((p2-p1) ^ (p-p1));
  }
  // 判斷直線斜率是否相同
  bool parallel(line &l) {
    return ((p1-p2) ^ (l.p1-l.p2)) == 0;
  }
  // 兩直線交點
    point<long double> line_intersection(line &l) {
        using P = point<long double>;
    point<T> a = p2-p1, b = l.p2-l.p1, s = l.p1-p1;
    return P(p1.x, p1.y) + P(a.x, a.y) * (((long double)(s^b)
        ) / (a^b));
  }
};

template<typename T>
struct polygon {
    vector<point<T>> v;
    polygon() {}
    polygon(const vector<point<T>> &u) : v(u) {}
    // simple 為 true 的時候會回傳任意三點不共線的凸包
    void make_convex_hull(int simple) {
        auto cmp = [&](point<T> &p, point<T> &q) {
            return (p.x == q.x) ? (p.y < q.y) : (p.x < q.x);
        };
        simple = (bool)simple;
        sort(v.begin(), v.end(), cmp);
        v.resize(unique(v.begin(), v.end()) - v.begin());
        vector<point<T>> hull;
        for (int t = 0; t < 2; ++t){
            int sz = hull.size();
            for (auto &i:v) {
                while (hull.size() >= sz+2 && ori(hull[hull.
                    size()-2], hull.back(), i) < simple) {
                    hull.pop_back();
                }
                hull.push_back(i);
            }
            hull.pop_back();
            reverse(v.begin(), v.end());
        }
        swap(hull, v);
    }
//  可以在有 n 個點的簡單多邊形內，用 O(n) 的時間回傳：
//  {1 : 在多邊形內, 0 : 在多邊形上, -1 : 在多邊形外}
    int in_polygon(point<T> a){
        #define in(a, b, c) ( ori(a, b, c) \
                ? 0 : (sign((a-c)*(b-c)) <= 0) )
        const T MAX_POS = (1e9 + 5); // [記得修改] 座標的最大
            值
        point<T> pre = v.back(), b(MAX_POS, a.y + 1);
        int cnt = 0;

        for (auto &i:v) {
            if (in(pre, i, a)) return 0;
            if (banana(a, b, pre, i)) cnt++;
            pre = i;
        }

        return cnt%2 ? 1 : -1;
        #undef in
    }
    friend int halfplane_intersection(vector<line<T>> &s,
         polygon<T> &P) {
        #define neg(p) ((p.y == 0 ? p.x : p.y) < 0)
        auto angle_cmp = [&](line<T> &A, line<T> &B) {
            point<T> a = A.p2-A.p1, b = B.p2-B.p1;
```

```
            return neg(a) < neg(b) || (neg(a) == neg(b) && (a
                ^b) > 0);
        };
        #undef neg
        sort(s.begin(), s.end(), angle_cmp); // 線段左側為該
            線段半平面
        int L, R, n = s.size();
        vector<point<T>> px(n);
        vector<line<T>> q(n);
        q[L = R = 0] = s[0];
        for(int i = 1; i < n; ++i) {
            while(L < R && s[i].ori(px[R-1]) <= 0) --R;
            while(L < R && s[i].ori(px[L])   <= 0) ++L;
            q[++R] = s[i];
            if(q[R].parallel(q[R-1])) {
                --R;
                if(q[R].ori(s[i].p1) > 0) q[R] = s[i];
            }
            if(L < R) px[R-1] = q[R-1].line_intersection(q[R
                ]);
        }
        while(L < R && q[L].ori(px[R-1]) <= 0) --R;
        P.v.clear();
        if(R - L <= 1) return 0;
        px[R] = q[R].line_intersection(q[L]);
        for(int i = L; i <= R; ++i) P.v.push_back(px[i]);
        return R - L + 1;
    }
};
```

5.6 Segment-Intersection

```
// 判斷線段 ab, cd 是否相交
bool banana(point<auto> a, point<auto> b, point<auto> c,
     point<auto> d) {
    #define in(a, b, c) ( ori(a, b, c) \
            ? 0 : (sign((a-c)*(b-c)) <= 0) )
    int s1 = ori(a, b, c);
    int s2 = ori(a, b, d);
    int s3 = ori(c, d, a);
    int s4 = ori(c, d, b);
    if (in(a, b, c) || in(a, b, d) || in(c, d, a) || in(c, d,
         b)) return 1;
    return (s1 * s2 < 0) && (s3 * s4 < 0);
    #undef in
}
```

5.7 Geometry

```
const double PI=atan2(0.0,-1.0);
template<typename T>
struct point{
  T x,y;
  point(){}
  point(const T&x,const T&y):x(x),y(y){}
  point operator+(const point &b)const{
    return point(x+b.x,y+b.y); }
  point operator-(const point &b)const{
    return point(x-b.x,y-b.y); }
  point operator*(const T &b)const{
    return point(x*b,y*b); }
  point operator/(const T &b)const{
    return point(x/b,y/b); }
  bool operator==(const point &b)const{
    return x==b.x&&y==b.y; }
  T dot(const point &b)const{
    return x*b.x+y*b.y; }
  T cross(const point &b)const{
    return x*b.y-y*b.x; }
  point normal()const{//求法向量
    return point(-y,x); }
  T abs2()const{//向量長度的平方
    return dot(*this); }
  T rad(const point &b)const{//兩向量的弧度
return fabs(atan2(fabs(cross(b)),dot(b))); }
  T getA()const{//對x軸的弧度
    T A=atan2(y,x);//超過180度會變負的
    if(A<=-PI/2)A+=PI*2;
    return A;
  }
};
template<typename T>
struct line{
  line(){}
  point<T> p1,p2;
  T a,b,c;//ax+by+c=0
  line(const point<T>&x,const point<T>&y):p1(x),p2(y){}
  void pton(){//轉成一般式
    a=p1.y-p2.y;
    b=p2.x-p1.x;
    c=-a*p1.x-b*p1.y;
  }
  T ori(const point<T> &p)const{//點和有向直線的關係，>0左
      邊、=0在線上<0右邊
    return (p2-p1).cross(p-p1);
  }
  T btw(const point<T> &p)const{//點投影落在線段上<=0
    return (p1-p).dot(p2-p);
  }
  bool point_on_segment(const point<T>&p)const{//點是否在線段
      上
    return ori(p)==0&&btw(p)<=0;
  }
  T dis2(const point<T> &p,bool is_segment=0)const{//點跟直線
      /線段的距離平方
    point<T> v=p2-p1,v1=p-p1;
    if(is_segment){
      point<T> v2=p-p2;
      if(v.dot(v1)<=0)return v1.abs2();
      if(v.dot(v2)>=0)return v2.abs2();
    }
    T tmp=v.cross(v1);
    return tmp*tmp/v.abs2();
  }
  T seg_dis2(const line<T> &l)const{//兩線段距離平方
    return min({dis2(l.p1,1),dis2(l.p2,1),l.dis2(p1,1),l.dis2
        (p2,1)});
  }
  point<T> projection(const point<T> &p)const{//點對直線的投
      影
    point<T> n=(p2-p1).normal();
    return p-n*(p-p1).dot(n)/n.abs2();
  }
  point<T> mirror(const point<T> &p)const{
    //點對直線的鏡射，要先呼叫pton轉成一般式
    point<T> R;
    T d=a*a+b*b;
    R.x=(b*b*p.x-a*a*p.x-2*a*b*p.y-2*a*c)/d;
    R.y=(a*a*p.y-b*b*p.y-2*a*b*p.x-2*b*c)/d;
    return R;
  }
  bool equal(const line &l)const{//直線相等
    return ori(l.p1)==0&&ori(l.p2)==0;
  }
  bool parallel(const line &l)const{
    return (p1-p2).cross(l.p1-l.p2)==0;
  }
  bool cross_seg(const line &l)const{
    return (p2-p1).cross(l.p1-p1)*(p2-p1).cross(l.p2-p1)<=0;
        //直線是否交線段
  }
  int line_intersect(const line &l)const{//直線相交情況，-1無
      限多點、1交於一點、0不相交
    return parallel(l)?(ori(l.p1)==0?-1:0):1;
  }
  int seg_intersect(const line &l)const{
    T c1=ori(l.p1), c2=ori(l.p2);
    T c3=l.ori(p1), c4=l.ori(p2);
    if(c1==0&&c2==0){//共線
      bool b1=btw(l.p1)>=0,b2=btw(l.p2)>=0;
      T a3=l.btw(p1),a4=l.btw(p2);
      if(b1&&b2&&a3==0&&a4>=0) return 2;
      if(b1&&b2&&a3>=0&&a4==0) return 3;
      if(b1&&b2&&a3>=0&&a4>=0) return 0;
      return -1;//無限交點
    }else if(c1*c2<=0&&c3*c4<=0)return 1;
    return 0;//不相交
  }
  point<T> line_intersection(const line &l)const{/*直線交點*/
    point<T> a=p2-p1,b=l.p2-l.p1,s=l.p1-p1;
    //if(a.cross(b)==0)return INF;
    return p1+a*(s.cross(b)/a.cross(b));
  }
  point<T> seg_intersection(const line &l)const{//線段交點
    int res=seg_intersect(l);
    if(res<=0) assert(0);
    if(res==2) return p1;
    if(res==3) return p2;
    return line_intersection(l);
  }
};
template<typename T>
struct polygon{
  polygon(){}
  vector<point<T> > p;//逆時針順序
  T area()const{//面積
    T ans=0;
    for(int i=p.size()-1,j=0;j<(int)p.size();i=j++)
      ans+=p[i].cross(p[j]);
    return ans/2;
  }
  point<T> center_of_mass()const{//重心
    T cx=0,cy=0,w=0;
    for(int i=p.size()-1,j=0;j<(int)p.size();i=j++){
      T a=p[i].cross(p[j]);
      cx+=(p[i].x+p[j].x)*a;
```

```
      cy+=(p[i].y+p[j].y)*a;
      w+=a;
    }
    return point<T>(cx/3/w,cy/3/w);
  }
  char ahas(const point<T>& t)const{//點是否在簡單多邊形內，是的話回傳1、在邊上回傳-1、否則回傳0
    bool c=0;
    for(int i=0,j=p.size()-1;i<p.size();j=i++)
      if(line<T>(p[i],p[j]).point_on_segment(t))return -1;
      else if((p[i].y>t.y)!=(p[j].y>t.y)&&
      t.x<(p[j].x-p[i].x)*(t.y-p[i].y)/(p[j].y-p[i].y)+p[i].x)
        c=!c;
    return c;
  }
  char point_in_convex(const point<T>&x)const{
    int l=1,r=(int)p.size()-2;
    while(l<=r){//點是否在凸多邊形內，是的話回傳1、在邊上回傳-1、否則回傳0
      int mid=(l+r)/2;
      T a1=(p[mid]-p[0]).cross(x-p[0]);
      T a2=(p[mid+1]-p[0]).cross(x-p[0]);
      if(a1>=0&&a2<=0){
        T res=(p[mid+1]-p[mid]).cross(x-p[mid]);
        return res>0?1:(res>=0?-1:0);
      }else if(a1<0)r=mid-1;
      else l=mid+1;
    }
    return 0;
  }
  vector<T> getA()const{//凸包邊對x軸的夾角
    vector<T>res;//一定是遞增的
    for(size_t i=0;i<p.size();++i)
      res.push_back((p[(i+1)%p.size()]-p[i]).getA());
    return res;
  }
  bool line_intersect(const vector<T>&A,const line<T> &l)
      const{//O(logN)
    int f1=upper_bound(A.begin(),A.end(),(l.p1-l.p2).getA())-
        A.begin();
    int f2=upper_bound(A.begin(),A.end(),(l.p2-l.p1).getA())-
        A.begin();
    return l.cross_seg(line<T>(p[f1],p[f2]));
  }
  polygon cut(const line<T> &l)const{//凸包對直線切割，得到直線l左側的凸包
    polygon ans;
    for(int n=p.size(),i=n-1,j=0;j<n;i=j++){
      if(l.ori(p[i])>=0){
        ans.p.push_back(p[i]);
        if(l.ori(p[j])<0)
          ans.p.push_back(l.line_intersection(line<T>(p[i],p[
              j])));
      }else if(l.ori(p[j])>0)
        ans.p.push_back(l.line_intersection(line<T>(p[i],p[j
            ])));
    }
    return ans;
  }
  static bool monotone_chain_cmp(const point<T>& a,const
      point<T>& b){//凸包排序函數
    return (a.x<b.x)||(a.x==b.x&&a.y<b.y);
  }
  void monotone_chain(vector<point<T> > &s){//凸包
    sort(s.begin(),s.end(),monotone_chain_cmp);
    p.resize(s.size()+1);
    int m=0;
    for(size_t i=0;i<s.size();++i){
      while(m>=2&&(p[m-1]-p[m-2]).cross(s[i]-p[m-2])<=0)--m;
      p[m++]=s[i];
    }
    for(int i=s.size()-2,t=m+1;i>=0;--i){
      while(m>=t&&(p[m-1]-p[m-2]).cross(s[i]-p[m-2])<=0)--m;
      p[m++]=s[i];
    }
    if(s.size()>1)--m;
    p.resize(m);
  }
  T diam(){//直徑
    int n=p.size(),t=1;
    T ans=0;p.push_back(p[0]);
    for(int i=0;i<n;i++){
      point<T> now=p[i+1]-p[i];
      while(now.cross(p[t+1]-p[i])>now.cross(p[t]-p[i]))t=(t
          +1)%n;
      ans=max(ans,(p[i]-p[t]).abs2());
    }
    return p.pop_back(),ans;
  }
  T min_cover_rectangle(){//最小覆蓋矩形
    int n=p.size(),t=1,r=1,l;
    if(n<3)return 0;//也可以做最小周長矩形
    T ans=1e99;p.push_back(p[0]);
    for(int i=0;i<n;i++){
      point<T> now=p[i+1]-p[i];
      while(now.cross(p[t+1]-p[i])>now.cross(p[t]-p[i]))t=(t
          +1)%n;
      while(now.dot(p[r+1]-p[i])>now.dot(p[r]-p[i]))r=(r+1)%n
          ;
      if(!i)l=r;
      while(now.dot(p[l+1]-p[i])<=now.dot(p[l]-p[i]))l=(l+1)%
          n;
      T d=now.abs2();
      T tmp=now.cross(p[t]-p[i])*(now.dot(p[r]-p[i])-now.dot(
          p[l]-p[i]))/d;
      ans=min(ans,tmp);
    }
    return p.pop_back(),ans;
  }
  T dis2(polygon &pl){//凸包最近距離平方
    vector<point<T> > &P=p,&Q=pl.p;
    int n=P.size(),m=Q.size(),l=0,r=0;
  for(int i=0;i<n;++i)if(P[i].y<P[l].y)l=i;
  for(int i=0;i<m;++i)if(Q[i].y<Q[r].y)r=i;
    P.push_back(P[0]),Q.push_back(Q[0]);
    T ans=1e99;
    for(int i=0;i<n;++i){
      while((P[l]-P[l+1]).cross(Q[r+1]-Q[r])<0)r=(r+1)%m;
      ans=min(ans,line<T>(P[l],P[l+1]).seg_dis2(line<T>(Q[r],
          Q[r+1])));
      l=(l+1)%n;
    }
    return P.pop_back(),Q.pop_back(),ans;
  }
  static char sign(const point<T>&t){
    return (t.y==0?t.x:t.y)<0;
  }
  static bool angle_cmp(const line<T>& A,const line<T>& B){
    point<T> a=A.p2-A.p1,b=B.p2-B.p1;
    return sign(a)<sign(b)||(sign(a)==sign(b)&&a.cross(b)>0);
  }
  int halfplane_intersection(vector<line<T> > &s){//半平面交
    sort(s.begin(),s.end(),angle_cmp);//線段左側為該線段半平面
    int L,R,n=s.size();
    vector<point<T> > px(n);
    vector<line<T> > q(n);
    q[L=R=0]=s[0];
    for(int i=1;i<n;++i){
      while(L<R&&s[i].ori(px[R-1])<=0)--R;
      while(L<R&&s[i].ori(px[L])<=0)++L;
      q[++R]=s[i];
      if(q[R].parallel(q[R-1])){
        --R;
        if(q[R].ori(s[i].p1)>0)q[R]=s[i];
      }
      if(L<R)px[R-1]=q[R-1].line_intersection(q[R]);
    }
    while(L<R&&q[L].ori(px[R-1])<=0)--R;
    p.clear();
    if(R-L<=1)return 0;
    px[R]=q[R].line_intersection(q[L]);
    for(int i=L;i<=R;++i)p.push_back(px[i]);
    return R-L+1;
  }
};
template<typename T>
struct triangle{
  point<T> a,b,c;
  triangle(){}
  triangle(const point<T> &a,const point<T> &b,const point<T>
      &c):a(a),b(b),c(c){}
  T area()const{
    T t=(b-a).cross(c-a)/2;
    return t>0?t:-t;
  }
  point<T> barycenter()const{//重心
    return (a+b+c)/3;
  }
  point<T> circumcenter()const{//外心
    static line<T> u,v;
    u.p1=(a+b)/2;
    u.p2=point<T>(u.p1.x-a.y+b.y,u.p1.y+a.x-b.x);
    v.p1=(a+c)/2;
    v.p2=point<T>(v.p1.x-a.y+c.y,v.p1.y+a.x-c.x);
    return u.line_intersection(v);
  }
  point<T> incenter()const{//內心
    T A=sqrt((b-c).abs2()),B=sqrt((a-c).abs2()),C=sqrt((a-b).
        abs2());
    return point<T>(A*a.x+B*b.x+C*c.x,A*a.y+B*b.y+C*c.y)/(A+B
        +C);
  }
  point<T> perpencenter()const{//垂心
    return barycenter()*3-circumcenter()*2;
  }
};
template<typename T>
struct point3D{
  T x,y,z;
  point3D(){}
  point3D(const T&x,const T&y,const T&z):x(x),y(y),z(z){}
  point3D operator+(const point3D &b)const{
```

```
    return point3D(x+b.x,y+b.y,z+b.z);}
  point3D operator-(const point3D &b)const{
    return point3D(x-b.x,y-b.y,z-b.z);}
  point3D operator*(const T &b)const{
    return point3D(x*b,y*b,z*b);}
  point3D operator/(const T &b)const{
    return point3D(x/b,y/b,z/b);}
  bool operator==(const point3D &b)const{
    return x==b.x&&y==b.y&&z==b.z;}
  T dot(const point3D &b)const{
    return x*b.x+y*b.y+z*b.z;}
  point3D cross(const point3D &b)const{
    return point3D(y*b.z-z*b.y,z*b.x-x*b.z,x*b.y-y*b.x);}
  T abs2()const{//向量長度的平方
    return dot(*this);}
  T area2(const point3D &b)const{//和b、原點圍成面積的平方
    return cross(b).abs2()/4;}
};
template<typename T>
struct line3D{
  point3D<T> p1,p2;
  line3D(){}
  line3D(const point3D<T> &p1,const point3D<T> &p2):p1(p1),p2
      (p2){}
  T dis2(const point3D<T> &p,bool is_segment=0)const{//點跟直
      線/線段的距離平方
    point3D<T> v=p2-p1,v1=p-p1;
    if(is_segment){
      point3D<T> v2=p-p2;
      if(v.dot(v1)<=0)return v1.abs2();
      if(v.dot(v2)>=0)return v2.abs2();
    }
    point3D<T> tmp=v.cross(v1);
    return tmp.abs2()/v.abs2();
  }
  pair<point3D<T>,point3D<T> > closest_pair(const line3D<T> &
      l)const{
    point3D<T> v1=(p1-p2),v2=(l.p1-l.p2);
    point3D<T> N=v1.cross(v2),ab(p1-l.p1);
    //if(N.abs2()==0)return NULL;平行或重合
    T tmp=N.dot(ab),ans=tmp*tmp/N.abs2();//最近點對距離
    point3D<T> d1=p2-p1,d2=l.p2-l.p1,D=d1.cross(d2),G=l.p1-p1
        ;
    T t1=(G.cross(d2)).dot(D)/D.abs2();
    T t2=(G.cross(d1)).dot(D)/D.abs2();
    return make_pair(p1+d1*t1,l.p1+d2*t2);
  }
  bool same_side(const point3D<T> &a,const point3D<T> &b)
      const{
    return (p2-p1).cross(a-p1).dot((p2-p1).cross(b-p1))>0;
  }
};
template<typename T>
struct plane{
  point3D<T> p0,n;//平面上的點和法向量
  plane(){}
  plane(const point3D<T> &p0,const point3D<T> &n):p0(p0),n(n)
      {}
  T dis2(const point3D<T> &p)const{//點到平面距離的平方
    T tmp=(p-p0).dot(n);
    return tmp*tmp/n.abs2();
  }
  point3D<T> projection(const point3D<T> &p)const{
    return p-n*(p-p0).dot(n)/n.abs2();
  }
  point3D<T> line_intersection(const line3D<T> &l)const{
    T tmp=n.dot(l.p2-l.p1);//等於0表示平行或重合該平面
    return l.p1+(l.p2-l.p1)*(n.dot(p0-l.p1)/tmp);
  }
  line3D<T> plane_intersection(const plane &pl)const{
    point3D<T> e=n.cross(pl.n),v=n.cross(e);
    T tmp=pl.n.dot(v);//等於0表示平行或重合該平面
    point3D<T> q=p0+(v*(pl.n.dot(pl.p0-p0))/tmp);
    return line3D<T>(q,q+e);
  }
};
template<typename T>
struct triangle3D{
  point3D<T> a,b,c;
  triangle3D(){}
  triangle3D(const point3D<T> &a,const point3D<T> &b,const
      point3D<T> &c):a(a),b(b),c(c){}
  bool point_in(const point3D<T> &p)const{//點在該平面上的投
      影在三角形中
    return line3D<T>(b,c).same_side(p,a)&&line3D<T>(a,c).
        same_side(p,b)&&line3D<T>(a,b).same_side(p,c);
  }
};
template<typename T>
struct tetrahedron{//四面體
  point3D<T> a,b,c,d;
  tetrahedron(){}
  tetrahedron(const point3D<T> &a,const point3D<T> &b,const
      point3D<T> &c,const point3D<T> &d):a(a),b(b),c(c),d(d)
      {}
  T volume6()const{//體積的六倍
    return (d-a).dot((b-a).cross(c-a));
  }
  point3D<T> centroid()const{
    return (a+b+c+d)/4;
  }
  bool point_in(const point3D<T> &p)const{
    return triangle3D<T>(a,b,c).point_in(p)&&triangle3D<T>(c,
        d,a).point_in(p);
  }
};
template<typename T>
struct convexhull3D{
  static const int MAXN=1005;
  struct face{
    int a,b,c;
    face(int a,int b,int c):a(a),b(b),c(c){}
  };
  vector<point3D<T>> pt;
  vector<face> ans;
  int fid[MAXN][MAXN];
  void build(){
    int n=pt.size();
    ans.clear();
    memset(fid,0,sizeof(fid));
    ans.emplace_back(0,1,2);//注意不能共線
    ans.emplace_back(2,1,0);
    int ftop = 0;
    for(int i=3, ftop=1; i<n; ++i,++ftop){
      vector<face> next;
      for(auto &f:ans){
        T d=(pt[i]-pt[f.a]).dot((pt[f.b]-pt[f.a]).cross(pt[f.
            c]-pt[f.a]));
        if(d<=0) next.push_back(f);
        int ff=0;
        if(d>0) ff=ftop;
        else if(d<0) ff=-ftop;
        fid[f.a][f.b]=fid[f.b][f.c]=fid[f.c][f.a]=ff;
      }
      for(auto &f:ans){
        if(fid[f.a][f.b]>0 && fid[f.a][f.b]!=fid[f.b][f.a])
          next.emplace_back(f.a,f.b,i);
        if(fid[f.b][f.c]>0 && fid[f.b][f.c]!=fid[f.c][f.b])
          next.emplace_back(f.b,f.c,i);
        if(fid[f.c][f.a]>0 && fid[f.c][f.a]!=fid[f.a][f.c])
          next.emplace_back(f.c,f.a,i);
      }
      ans=next;
    }
  }
  point3D<T> centroid()const{
    point3D<T> res(0,0,0);
    T vol=0;
    for(auto &f:ans){
      T tmp=pt[f.a].dot(pt[f.b].cross(pt[f.c]));
      res=res+(pt[f.a]+pt[f.b]+pt[f.c])*tmp;
      vol+=tmp;
    }
    return res/(vol*4);
  }
};
```

6 Graph

6.1 Find-Bridge

```
vector<int> dep(MAX_N), low(MAX_N);
vector<pair<int, int>> bridge;
bitset<MAX_N> vis;

void dfs(int now, int pre){
    vis[now] = 1;
    low[now] = dep[now] = (now==1 ? 0 : dep[pre]+1);

    for (auto x : G[now]){
        if (x==pre){
            continue;
        }else if (vis[x]==0){
            // 沒有走過的節點
            dfs(x, now);
            low[now] = min(low[now], low[x]);
        }else if (vis[x]==1){
            low[now] = min(low[now], dep[x]);
        }
    }

    if (now!=1 && low[now]==dep[now]){
        bridge.push_back({now, pre});
    }
    return;
}
```

6.2 Find-AP

```cpp
vector<int> dep(MAX_N), low(MAX_N), AP;
bitset<MAX_N> vis;

void dfs(int now, int pre){
    int cnt = 0;
    bool ap = 0;
    vis[now] = 1;
    low[now] = dep[now] = (now==1 ? 0 : dep[pre]+1);

    for (auto x : G[now]){
        if (x==pre){
            continue;
        }else if (vis[x]==0){
            cnt++;
            dfs(x, now);
            low[now] = min(low[now], low[x]);
            if (low[x]>=dep[now]) ap=1;
        }else{
            low[now] = min(low[now], dep[x]);
        }
    }

    if ((now==pre && cnt>=2) || (now!=pre && ap)){
        AP.push_back(now);
    }
}
```

6.3 HLD

```cpp
#include <bits/stdc++.h>
#define int long long
using namespace std;

const int N = 100005;
vector <int> G[N];
struct HLD {
    vector<int> pa, sz, depth, mxson, topf, id;
    int n, idcnt = 0;
    HLD(int _n) : n(_n), pa(_n + 1), sz(_n + 1), depth(_n + 1), mxson(_n + 1), topf(_n + 1), id(_n + 1) {}
    void dfs1(int v = 1, int p = -1) {
        pa[v] = p; sz[v] = 1; mxson[v] = 0;
        depth[v] = (p == -1 ? 0 : depth[p] + 1);
        for (int u : G[v]) {
            if (u == p) continue;
            dfs1(u, v);
            sz[v] += sz[u];
            if (sz[u] > sz[mxson[v]]) mxson[v] = u;
        }
    }
    void dfs2(int v = 1, int top = 1) {
        id[v] = ++idcnt;
        topf[v] = top;
        if (mxson[v]) dfs2(mxson[v], top);
        for (int u : G[v]) {
            if (u == mxson[v] || u == pa[v]) continue;
            dfs2(u, u);
        }
    }
    // query 為區間資料結構
    int path_query(int a, int b) {
        int res = 0;
        while (topf[a] != topf[b]) { /// 若不在同一條鍊上
            if (depth[topf[a]] < depth[topf[b]]) swap(a, b);
            res = max(res, 0ll); // query : l = id[topf[a]], r = id[a]
            a = pa[topf[a]];
        }
        /// 此時已在同一條鍊上
        if (depth[a] < depth[b]) swap(a, b);
        res = max(res, 0ll); // query : l = id[b], r = id[a]
        return res;
    }
};
```

6.4 Tree-Isomorphism

```cpp
#include <bits/stdc++.h>
#pragma GCC optimize("O3,unroll-loops")
#define fastio ios::sync_with_stdio(0), cin.tie(0), cout.tie(0)
#define dbg(x) cerr << #x << " = " << x << endl
#define int long long
using namespace std;

// declare
const int MAX_SIZE = 2e5+5;
const int INF = 9e18;
const int MOD = 1e9+7;
const double EPS = 1e-6;
typedef vector<vector<int>> Graph;
typedef map<vector<int>, int> Hash;

int n, a, b;
int id1, id2;
pair<int, int> c1, c2;
vector<int> sz1(MAX_SIZE), sz2(MAX_SIZE);
vector<int> we1(MAX_SIZE), we2(MAX_SIZE);
Graph g1(MAX_SIZE), g2(MAX_SIZE);
Hash m1, m2;
int testcase=0;

void centroid(Graph &g, vector<int> &s, vector<int> &w, pair<int, int> &rec, int now, int pre){
    s[now]=1;
    w[now]=0;
    for (auto x : g[now]){
        if (x!=pre){
            centroid(g, s, w, rec, x, now);
            s[now]+=s[x];
            w[now]=max(w[now], s[x]);
        }
    }

    w[now]=max(w[now], n-s[now]);
    if (w[now]<=n/2){
        if (rec.first==0) rec.first=now;
        else rec.second=now;
    }
}

int dfs(Graph &g, Hash &m, int &id, int now, int pre){
    vector<int> v;
    for (auto x : g[now]){
        if (x!=pre){
            int add=dfs(g, m, id, x, now);
            v.push_back(add);
        }
    }
    sort(v.begin(), v.end());

    if (m.find(v)!=m.end()){
        return m[v];
    }else{
        m[v]=++id;
        return id;
    }
}


void solve1(){

    // init
    id1=0;
    id2=0;
    c1={0, 0};
    c2={0, 0};
    fill(sz1.begin(), sz1.begin()+n+1, 0);
    fill(sz2.begin(), sz2.begin()+n+1, 0);
    fill(we1.begin(), we1.begin()+n+1, 0);
    fill(we2.begin(), we2.begin()+n+1, 0);
    for (int i=1 ; i<=n ; i++){
        g1[i].clear();
        g2[i].clear();
    }
    m1.clear();
    m2.clear();

    // input
    cin >> n;
    for (int i=0 ; i<n-1 ; i++){
        cin >> a >> b;
        g1[a].push_back(b);
        g1[b].push_back(a);
    }
    for (int i=0 ; i<n-1 ; i++){
        cin >> a >> b;
        g2[a].push_back(b);
        g2[b].push_back(a);
    }

    // get tree centroid
    centroid(g1, sz1, we1, c1, 1, 0);
    centroid(g2, sz2, we2, c2, 1, 0);

    // process
    int res1=0, res2=0, res3=0;
    if (c2.second!=0){
        res1=dfs(g1, m1, id1, c1.first, 0);
        m2=m1;
        id2=id1;
        res2=dfs(g2, m1, id1, c2.first, 0);
        res3=dfs(g2, m2, id2, c2.second, 0);
    }else if (c1.second!=0){
        res1=dfs(g2, m1, id1, c2.first, 0);
        m2=m1;
        id2=id1;
        res2=dfs(g1, m1, id1, c1.first, 0);
```

```
        res3=dfs(g1, m2, id2, c1.second, 0);
    }else{
        res1=dfs(g1, m1, id1, c1.first, 0);
        res2=dfs(g2, m1, id1, c2.first, 0);
    }

    // output
    cout << (res1==res2 || res1==res3 ? "YES" : "NO") << endl
         ;

    return;
}

signed main(void){
    fastio;

    int t=1;
    cin >> t;
    while (t--){
        solve1();
    }
    return 0;
}
```

6.5 Bridge BCC

```
#include <bits/stdc++.h>
using namespace std;

const int N = 200005;
vector <int> G[N];
int low[N], depth[N];
bool vis[N];
vector <vector <int>> bcc;
stack <int> stk;

void dfs(int v, int p) {
    stk.push(v);
    vis[v] = true;
    low[v] = depth[v] = (p == -1 ? 1 : depth[p] + 1);
    for (int u : G[v]) {
        if (u == p) continue;
        if (!vis[u]) {
            /// (v, u) 是樹邊
            dfs(u, v);
            low[v] = min(low[v], low[u]);
        } else {
            /// (v, u) 是回邊
            low[v] = min(low[v], depth[u]);
        }
    }
    /// v 在不依靠父邊的情況下永遠沒辦法走到它的祖先
    if (low[v] == depth[v]) {
        bcc.emplace_back();
        while (stk.top() != v) {
            bcc.back().push_back(stk.top());
            stk.pop();
        }
        bcc.back().push_back(stk.top());
        stk.pop();
    }
}
```

6.6 Cut BCC

```
#include <bits/stdc++.h>
using namespace std;

const int N = 200005;
vector <int> G[N];
int low[N], depth[N];
bool vis[N];
vector <vector <int>> bcc;
stack <int> stk;

void dfs(int v, int p) {
    stk.push(v);
    vis[v] = true;
    low[v] = depth[v] = (p == -1 ? 1 : depth[p] + 1);
    for (int u : G[v]) {
        if (u == p) continue;
        if (!vis[u]) {
            /// (v, u) 是樹邊
            dfs(u, v);
            low[v] = min(low[v], low[u]);
            /// u 無法在不經過父邊的情況走到 v 的祖先
            if (low[u] >= depth[v]) {
                bcc.emplace_back();
                while (stk.top() != u) {
                    bcc.back().push_back(stk.top());
                    stk.pop();
                }
                bcc.back().push_back(stk.top());
                stk.pop();
                bcc.back().push_back(v);
            }
        } else {
            /// (v, u) 是回邊
            low[v] = min(low[v], depth[u]);
        }
    }
}
```

6.7 圓方樹

```
#include <bits/stdc++.h>
#define lp(i,a,b) for(int i=(a);i<(b);i++)
#define pii pair<int,int>
#define pb push_back
#define ins insert
#define ff first
#define ss second
#define opa(x) cerr << #x << " = " << x << ", ";
#define op(x) cerr << #x << " = " << x << endl;
#define ops(x) cerr << x;
#define etr cerr << endl;
#define spc cerr << ' ';
#define BAE(x) (x).begin(), (x).end()
#define STL(x) cerr << #x << " : "; for(auto &qwe:x) cerr <<
    qwe << ' '; cerr << endl;
#define deb1 cerr << "deb1" << endl;
#define deb2 cerr << "deb2" << endl;
#define deb3 cerr << "deb3" << endl;
#define deb4 cerr << "deb4" << endl;
#define deb5 cerr << "deb5" << endl;
#define bye exit(0);
using namespace std;

const int mxn = (int)(2e5) + 10;
const int mxlg = 17;
int last_special_node = (int)(1e5) + 1;
vector<int> E[mxn], F[mxn];

struct edg{
    int fr, to;
    edg(int _fr, int _to){
        fr = _fr;
        to = _to;
    }
};
ostream& operator<<(ostream& os, edg x){os << x.fr << "--" <<
    x.to;}
vector<edg> EV;

void tarjan(int v, int par, stack<int>& S){
    static vector<int> dfn(mxn), low(mxn);
    static vector<bool> to_add(mxn);
    static int nowT = 0;

    int childs = 0;
    nowT += 1;
    dfn[v] = low[v] = nowT;
    for(auto &ne:E[v]){
        int i = EV[ne].to;
        if(i == par) continue;
        if(!dfn[i]){
            S.push(ne);
            tarjan(i, v, S);
            childs += 1;
            low[v] = min(low[v], low[i]);

            if(par >= 0 && low[i] >= dfn[v]){
                vector<int> bcc;
                int tmp;
                do{
                    tmp = S.top(); S.pop();
                    if(!to_add[EV[tmp].fr]){
                        to_add[EV[tmp].fr] = true;
                        bcc.pb(EV[tmp].fr);
                    }
                    if(!to_add[EV[tmp].to]){
                        to_add[EV[tmp].to] = true;
                        bcc.pb(EV[tmp].to);
                    }
                }while(tmp != ne);
                for(auto &j:bcc){
                    to_add[j] = false;
                    F[last_special_node].pb(j);
                    F[j].pb(last_special_node);
                }
                last_special_node += 1;
            }
        }
        else{
            low[v] = min(low[v], dfn[i]);
            if(dfn[i] < dfn[v]){ // edge i--v will be visited
                twice at here, but we only need one.
                S.push(ne);
            }
        }
```

```
    }
}

int dep[mxn], jmp[mxn][mxlg];
void dfs_lca(int v, int par, int depth){
    dep[v] = depth;
    for(auto &i:F[v]){
        if(i == par) continue;
        jmp[i][0] = v;
        dfs_lca(i, v, depth + 1);
    }
}

inline void build_lca(){
    jmp[1][0] = 1;
    dfs_lca(1, -1, 1);
    lp(j,1,mxlg){
        lp(i,1,mxn){
            jmp[i][j] = jmp[jmp[i][j-1]][j-1];
        }
    }
}

inline int lca(int x, int y){
    if(dep[x] < dep[y]){ swap(x, y); }

    int diff = dep[x] - dep[y];
    lp(j,0,mxlg){
        if((diff >> j) & 1){
            x = jmp[x][j];
        }
    }
    if(x == y) return x;

    for(int j = mxlg - 1; j >= 0; j--){
        if(jmp[x][j] != jmp[y][j]){
            x = jmp[x][j];
            y = jmp[y][j];
        }
    }
    return jmp[x][0];
}

inline bool can_reach(int fr, int to){
    if(dep[to] > dep[fr]) return false;

    int diff = dep[fr] - dep[to];
    lp(j,0,mxlg){
        if((diff >> j) & 1){
            fr = jmp[fr][j];
        }
    }
    return fr == to;
}

int main(){
    ios::sync_with_stdio(false); cin.tie(0);
//    freopen("test_input.txt", "r", stdin);
    int n, m, q; cin >> n >> m >> q;
    lp(i,0,m){
        int u, v; cin >> u >> v;
        E[u].pb(EV.size());
        EV.pb(edg(u, v));
        E[v].pb(EV.size());
        EV.pb(edg(v, u));
    }
    E[0].pb(EV.size());
    EV.pb(edg(0, 1));
    stack<int> S;
    tarjan(0, -1, S);
    build_lca();

    lp(queries,0,q){
        int fr, to, relay; cin >> fr >> to >> relay;
        if(fr == relay || to == relay){
            cout << "NO\n";
            continue;
        }
        if((can_reach(fr, relay) || can_reach(to, relay)) &&
            dep[relay] >= dep[lca(fr, to)]){
            cout << "NO\n";
            continue;
        }
        cout << "YES\n";
    }
}
```

6.8 SCC 與縮點

```
/*
給定一個有向圖，迴回傳縮點後的圖、SCC 的資訊
所有點都以 based-0 編號

函式：
SCC_compress G(n): 宣告一個有 n 個點的圖
.add_edge(u, v): 加上一條邊 u -> v
.compress: O(n log n) 計算 G3、SCC、SCC_id 的資訊，並把縮點後
     的結果存在 result 裡

SCC[i] = 某個 SCC 中的所有點
SCC_id[i] = 第 i 個點在第幾個 SCC
*/
// c8b146
struct SCC_compress{
    int n = 0, m = 0;
    vector<vector<int>> G, inv_G, result;
    vector<pair<int, int>> edges;
    vector<bool> vis;
    vector<int> order;

    vector<vector<int>> SCC;
    vector<int> SCC_id;

    SCC_compress(int _n){
        n = _n;
        G.resize(n);
        inv_G.resize(n);
        result.resize(n);
        vis.resize(n);
        SCC_id.resize(n);
    }

    void add_edge(int u, int v){
        G[u].push_back(v);
        inv_G[v].push_back(u);
        edges.push_back({u, v});
        m++;
    }
    void dfs1(vector<vector<int>> &G, int now){
        vis[now] = 1;
        for (auto x : G[now]){
            if (vis[x]==0){
                dfs1(G, x);
            }
        }
        order.push_back(now);
        return;
    }

    void dfs2(vector<vector<int>> &G, int now){
        SCC_id[now] = SCC.size()-1;
        SCC.back().push_back(now);
        vis[now] = 1;

        for (auto x : G[now]){
            if (vis[x]==0){
                dfs2(G, x);
            }
        }
        return;
    }

    void compress(){
        fill(vis.begin(), vis.end(), 0);
        for (int i=0 ; i<n ; i++){
            if (vis[i]==0){
                dfs1(G, i);
            }
        }

        fill(vis.begin(), vis.end(), 0);
        reverse(order.begin(), order.end());
        for (int i=0 ; i<n ; i++){
            if (vis[order[i]]==0){
                SCC.push_back(vector<int>());
                dfs2(inv_G, order[i]);
            }
        }

        for (int i=0 ; i<m ; i++){
            if (SCC_id[edges[i].first]!=SCC_id[edges[i].
                 second]){
                result[SCC_id[edges[i].first]].push_back(
                     SCC_id[edges[i].second]);
            }
        }
        for (int i=0 ; i<SCC.size() ; i++){
            sort(result[i].begin(), result[i].end());
            result[i].resize(unique(result[i].begin(), result
                 [i].end())-result[i].begin());
        }
    }
};
```

6.9 Dinic

```
// 一般圖：O(EV²)
// 二分圖：O(EVV)
struct Flow{
```

```
    struct Edge{
        int v, rc, rid;
    };
    vector<vector<Edge>> G;
    void add(int u, int v, int c){
        G[u].push_back({v, c, G[v].size()});
        G[v].push_back({u, 0, G[u].size()-1});
    }
    vector<int> dis, it;

    Flow(int n){
        G.resize(n);
        dis.resize(n);
        it.resize(n);
    }

    int dfs(int u, int t, int f){
        if (u==t || f==0) return f;
        for (int &i=it[u] ; i<G[u].size() ; i++){
            auto &[v, rc, rid] = G[u][i];
            if (dis[v]!=dis[u]+1) continue;
            int df = dfs(v, t, min(f, rc));
            if (df<=0) continue;
            rc -= df;
            G[v][rid].rc += df;
            return df;
        }
        return 0;
    }

    int flow(int s, int t){
        int ans = 0;
        while (true){
            fill(dis.begin(), dis.end(), INF);
            queue<int> q;
            q.push(s);
            dis[s] = 0;

            while (q.size()){
                int u = q.front(); q.pop();
                for (auto [v, rc, rid] : G[u]){
                    if (rc<=0 || dis[v]<INF) continue;
                    dis[v] = dis[u]+1;
                    q.push(v);
                }
            }
            if (dis[t]==INF) break;

            fill(it.begin(), it.end(), 0);
            while (true){
                int df = dfs(s, t, INF);
                if (df<=0) break;
                ans += df;
            }
        }
        return ans;
    }
    //  the code below constructs minimum cut
    void dfs_mincut(int now, vector<bool> &vis){
    vis[now] = true;
    for (auto &[v, rc, rid] : G[now]){
      if (vis[v]==false && rc>0){
        dfs_mincut(v, vis);
      }
    }
  }
```

```
  vector<pair<int, int>> construct(int n, int s, vector<pair<
      int,int>> &E){
      // E is G without capacity
      vector<bool> vis(n);
    dfs_mincut(s, vis);
    vector<pair<int, int>> ret;
    for (auto &[u, v] : E){
      if (vis[u]==true && vis[v]==false){
              ret.emplace_back(u, v);
      }
    }
    return ret;
  }
};
```

6.10 Dijkstra

```
// 可以在 O(E log E) 的時間複雜度解決在無負權有向圖單點源最短路
const int INF = 2e18; // 要確保 INF 開的足夠大

vector<vector<pair<int, int>>> G(n); // G[i] = <節點, 權重>
vector<int> dis(n, INF);
priority_queue<pair<int, int>, vector<pair<int, int>>,
     greater<pair<int, int>>> pq;
dis[s] = 0;
pq.push({0, s});

while (pq.size()){
    int now_dis = pq.top().first;
    int now_node = pq.top().second;
    pq.pop();

    if (now_dis>dis[now_node]) continue;

    for (auto x : G[now_node]){
        if (now_dis+x.second<dis[x.first]){
            dis[x.first] = now_dis+x.second;
            pq.push({dis[x.first], x.first});
        }
    }
}
```

6.11 定理

- 最小點覆蓋 = 最大匹配 = n - 最大點獨立集
  - 最小點覆蓋：選最少點讓所有的邊都有碰到一個點
  - 最大點獨立集：選最多不共邊的點
- 只有邊帶權的二分圖的定理（可能不重要）
  - w-vertex-cover（帶權點覆蓋）：每條邊的兩個連接點被選中的次數總和至少要是 w_e 。
  - w-weight matching（帶權匹配）
  - minimum vertex count of w-vertex-cover = maximum weight count of w-weight matching（一個點可以被選很多次，但邊不行）
- 點、邊都帶權的二分圖的定理（可能不重要）
  - b-matching：假設 v 的點權是 b_v ，那所有 v 的匹配邊 e 的權重都要滿足 $\sum w_e \leq b_v$ 。
  - The maximum w-weight of a b-matching equals the minimum b-weight of vertices in a w-vertex-cover.

6.12 MCMF

```
struct Flow {
  struct Edge {
    int u, rc, k, rv;
  };

  vector<vector<Edge>> G;
  vector<int> par, par_eid;
  Flow(int n) : G(n+1), par(n+1), par_eid(n+1) {}

  // v->u, capcity: c, cost: k
  void add(int v, int u, int c, int k){
    G[v].push_back({u, c, k, SZ(G[u])});
    G[u].push_back({v, 0, -k, SZ(G[v])-1});
  }

  // 3701d6
  int spfa(int s, int t){
    fill(ALL(par), -1);
    vector<int> dis(SZ(par), INF);
    vector<bool> in_q(SZ(par), false);
    queue<int> Q;
    dis[s] = 0;
    in_q[s] = true;
    Q.push(s);

    while (!Q.empty()){
      int v = Q.front();
      Q.pop();
      in_q[v] = false;

      for (int i=0 ; i<SZ(G[v]) ; i++){
        auto [u, rc, k, rv] = G[v][i];
        if (rc>0 && dis[v]+k<dis[u]){
          dis[u] = dis[v]+k;
          par[u] = v;
          par_eid[u] = i;
          if (!in_q[u]) Q.push(u);
          in_q[u] = true;
        }
      }
    }

    return dis[t];
  }

  // return <max flow, min cost>, 150093
  pair<int, int> flow(int s, int t){
    int fl = 0, cost = 0, d;
    while ((d = spfa(s, t))<INF){
      int cur = INF;
      for (int v=t ; v!=s ; v=par[v])
        cur = min(cur, G[par[v]][par_eid[v]].rc);
      fl += cur;
      cost += d*cur;
```

```
      for (int v=t ; v!=s ; v=par[v]){
        G[par[v]][par_eid[v]].rc -= cur;
        G[v][G[par[v]][par_eid[v]].rv].rc += cur;
      }
    }
    return {fl, cost};
  }

  vector<pair<int, int>> construct(){
    vector<pair<int, int>> ret;
    for (int i=0 ; i<n ; i++){
      for (auto x : G[i]){
        if (x.rc==0){
          ret.push_back({i+1, x.u-n+1});
          break;
        }
      }
    }
    return ret;
  }
};
```

6.13 Dinic with double

```
const double double_INF = 1e18;
const int INF = (int)(1e9 + 10);

struct Flow{
    const double eps = 1e-9;
    struct Edge{
        int v; double rc; int rid;
    };
    vector<vector<Edge>> G;
    void add(int u, int v, double c){
        G[u].push_back({v, c, G[v].size()});
        G[v].push_back({u, 0, G[u].size()-1});
    }
    vector<int> dis, it;

    Flow(int n){
        G.resize(n);
        dis.resize(n);
        it.resize(n);
    }

    double dfs(int u, int t, double f){
        if (u == t || abs(f) < eps) return f;
        for (int &i=it[u] ; i<G[u].size() ; i++){
            auto &[v, rc, rid] = G[u][i];
            if (dis[v]!=dis[u]+1) continue;
            double df = dfs(v, t, min(f, rc));
            if (abs(df) <= eps) continue;
            rc -= df;
            G[v][rid].rc += df;
            return df;
        }
        return 0;
    }

    double flow(int s, int t){
        double ans = 0;
        while (true){
            fill(dis.begin(), dis.end(), INF);
            queue<int> q;
            q.push(s);
            dis[s] = 0;

            while (q.size()){
                int u = q.front(); q.pop();
                for (auto [v, rc, rid] : G[u]){
                    if (abs(rc) <= eps || dis[v] < INF)
                        continue;
                    dis[v] = dis[u] + 1;
                    q.push(v);
                }
            }
            if (dis[t]==INF) break;

            fill(it.begin(), it.end(), 0);
            while (true){
                double df = dfs(s, t, double_INF);
                if (abs(df) <= eps) break;
                ans += df;
            }
        }
        return ans;
    }

    //  the code below constructs minimum cut
    void dfs_mincut(int now, vector<bool> &vis){
        vis[now] = true;
        for (auto &[v, rc, rid] : G[now]){
            if (vis[v] == false && rc > eps){
                dfs_mincut(v, vis);
            }
        }
    }

    vector<pair<int, int>> construct(int n, int s, vector<
         pair<int,int>> &E){
        // E is G without capacity
        vector<bool> vis(n);
        dfs_mincut(s, vis);
        vector<pair<int, int>> ret;
        for (auto &[u, v] : E){
            if (vis[u] == true && vis[v] == false){
                ret.emplace_back(u, v);
            }
        }
        return ret;
    }
};
```

6.14 最大權閉合圖

```
/*
Problem:
    Given w = [w_0, w_1, ..., w_{n-1}] (which can be
    either positive or negative or 0), you can choose
    to take w_i (0 < i < n) or not, but if edge u -> v
    exists, you must take w_v if you want to take w_u
    (in other words, you can't take w_u without taking
     w_v), this function returns the maximum value(> 0)
     you can get. If you need a construction, you can
     output the minimum cut of the S(source) side.
Complexity:
    MaxFlow(n, m) (Non-Biparte:O(n²m) / Bipartite:O(m√n))
*/
int maximum_closure(vector<int> w, vector<pair<int,int>> EV)
    {
    int n = w.size(), S = n + 1, T = n + 2;
    Flow G(T + 5); // Graph/Dinic.cpp
    int sum = 0;
    for (int i = 0; i < n; ++i) {
        if (w[i] > 0) {
            G.add(S, i, w[i]);
            sum += w[i];
        }
        else if (w[i] < 0) {
            G.add(i, T, abs(w[i]));
        }
    }
    for (auto &[u, v] : EV) { // You should make sure that
         INF > Σ|w_i|
        G.add(u, v, INF);
    }
    int cut = G.flow(S, T);
    return sum - cut;
}
```

6.15 tarjan

```
struct tarjan_SCC {
    int now_T, now_SCCs;
    vector<int> dfn, low, SCC;
    stack<int> S;
    vector<vector<int>> E;
    vector<bool> vis, in_stack;

    tarjan_SCC(int n) {
        init(n);
    }
    void init(int n) {
        now_T = now_SCCs = 0;
        dfn = low = SCC = vector<int>(n);
        E = vector<vector<int>>(n);
        S = stack<int>();
        vis = in_stack = vector<bool>(n);
    }
    void add(int u, int v) {
        E[u].push_back(v);
    }
    void build() {
        for (int i = 0; i < dfn.size(); ++i) {
            if (!dfn[i]) dfs(i);
        }
    }
    void dfs(int v) {
        now_T++;
        vis[v] = in_stack[v] = true;
        dfn[v] = low[v] = now_T;
        S.push(v);
        for (auto &i:E[v]) {
            if (!vis[i]) {
                vis[i] = true;
                dfs(i);
                low[v] = min(low[v], low[i]);
            }
            else if (in_stack[i]) {
```

```
                low[v] = min(low[v], dfn[i]);
            }
        }
        if (low[v] == dfn[v]) {
            int tmp;
            do {
                tmp = S.top();
                S.pop();
                SCC[tmp] = now_SCCs;
                in_stack[tmp] = false;
            } while (tmp != v);
            now_SCCs += 1;
        }
    }
};
```

7 Math

7.1 Burnside's-Lemma

$$\sum_{k=1}^{n} \frac{c(k)}{n}$$

- n：有多少種置換方式（例如：旋轉方式）
- $c(k)$：所有可能中，經過 k 次旋轉後，仍不會和別人相同的方式的數量

7.2 線性篩

```
const int MAX_N = 5e5;

// lpf[i] = i 的最小質因數
vector<int> prime, lpf(MAX_N);

void prime_init(){
    for (int i=2 ; i<MAX_N ; i++){
        if (lpf[i]==0){
            lpf[i]=i;
            prime.push_back(i);
        }

        for (int j : prime){
            if (i*j>=MAX_N) break;
            lpf[i*j]=j;
            if (lpf[i]==j) break;
        }
    }
}
```

7.3 Lucas's-Theorem

```
// 對於很大的 C^n_{m} 對質數 p 取模，只要 p 不大就可以用。
int Lucas(int n, int m, int p){
    if (m==0) return 1;
    return (C(n%p, m%p, p)*Lucas(n/p, m/p, p)%p);
}
```

7.4 Matrix

```
struct Matrix{
    int n, m;
    vector<vector<int>> arr;

    Matrix(int _n, int _m){
        n = _n;
        m = _m;
        arr.resize(n, vector<int>(m));
    }

    Matrix operator * (Matrix b){
        Matrix b_t(b.m, b.n);
        for (int i=0 ; i<b.n ; i++){
            for (int j=0 ; j<b.m ; j++){
                b_t.arr[j][i] = b.arr[i][j];
            }
        }

        Matrix ret(n, b.m);
        for (int i=0 ; i<n ; i++){
            for (int j=0 ; j<b.m ; j++){
                for (int k=0 ; k<m ; k++){
                    ret.arr[i][j] += arr[i][k]*b_t.arr[j][k];
                    ret.arr[i][j] %= MOD;
                }
            }
        }
        return ret;
    }

    Matrix pow(int p){
        Matrix ret(n, n), mul = *this;
        for (int i=0 ; i<n ; i++){
            ret.arr[i][i] = 1;
        }

        for ( ; p ; p>>=1){
            if (p&1) ret = ret*mul;
            mul = mul*mul;
        }

        return ret;
    }


    int det(){
        vector<vector<int>> arr = this->arr;
        bool flag = false;
        for (int i=0 ; i<n ; i++){
            int target = -1;
            for (int j=i ; j<n ; j++){
                if (arr[j][i]){
                    target = j;
                    break;
                }
            }
            if (target==-1) return 0;
            if (i!=target){
                swap(arr[i], arr[target]);
                flag = !flag;
            }

            for (int j=i+1 ; j<n ; j++){
                if (!arr[j][i]) continue;
                int freq = arr[j][i]*qp(arr[i][i], MOD-2)%MOD;
                for (int k=i ; k<n ; k++){
                    arr[j][k] -= freq*arr[i][k];
                    arr[j][k] = (arr[j][k]%MOD+MOD)%MOD;
                }
            }
        }

        int ret = !flag ? 1 : MOD-1;
        for (int i=0 ; i<n ; i++){
            ret *= arr[i][i];
            ret %= MOD;
        }
        return ret;
    }
};
```

7.5 最大質因數

```
void max_fac(int n, int &ret){
    if (n<=ret || n<2) return;
    if (isprime(n)){
        ret = max(ret, n);
        return;
    }

    int p = Pollard_Rho(n);
    max_fac(p, ret), max_fac(n/p, ret);
}
```

7.6 中國剩餘定理（m 不互質）

```
int extgcd(int a, int b, int &x, int &y){
    if (b==0){
        x=1, y=0;
        return a;
    }

    int ret=extgcd(b, a%b, y, x);
    y-=a/b*x;
    return ret;
}

// 對於方程組的式子兩兩求解
// {是否有解, {a, m}}
pair<bool, pair<int, int>> CRT(int a1, int m1, int a2, int m2){
    int g=__gcd(m1, m2);
    if ((a2-a1)%g!=0) return {0, {-1, -1}};

    int x, y;
    extgcd(m1, m2, x, y);

    x=(a2-a1)*x/g; // 兩者不能相反
    a1=x*m1+a1;
    m1=m1*m2/g;
    a1=(a1%m1+m1)%m1;
```

```
    return {1, {a1, m1}};
}
```

7.7 歐拉公式

```
// phi(n) = 小於 n 並與 n 互質的正整數數量。
// O(sqrt(n)) · 回傳 phi(n)
int phi(int n){
    int ret = n;

    for (int i=2 ; i*i<=n ; i++){
        if (n%i==0){
            while (n%i==0) n /= i;
            ret = ret*(i-1)/i;
        }
    }
    if (n>1) ret = ret*(n-1)/n;

    return ret;
}

// O(n log n) · 回傳 1~n 的 phi 值
vector<int> phi_1_to_n(int n){
    vector<int> phi(n+1);
    phi[0]=0;
    phi[1]=1;

    for (int i=2 ; i<=n ; i++){
        phi[i]=i-1;
    }

    for (int i=2 ; i<=n ; i++){
        for (int j=2*i ; j<=n ; j+=i){ // 枚舉所有倍數
            phi[j]-=phi[i];
        }
    }

    return phi;
}
```

7.8 歐拉定理

若 a, m 互質，則：

$$a^n \bmod m = a^{n \bmod \varphi(m)} \bmod m$$

若 a, m 可能是任何數，則：

$$a^{\varphi(m)+[n \bmod \varphi(m)]} \bmod m$$

7.9 Fraction

```
#include <bits/stdc++.h>
using namespace std;

/// Fraction template starts ///
#define fraction_template_bonus_check
const long long ll_overflow_warning_value = (long long)(3e9);

long long gcd(long long a, long long b){
    if(a == 0) return 0;
    if(b == 0) return a;
    if(a < b) return gcd(b,a);
    return gcd(b, a%b);
}
struct frac{
    long long a, b;
    frac(long long _a = 0, long long _b = 1){
        a = _a; b = _b;
        if(b == 0){
            cerr << "Error: division by zero\n";
            cerr << "Called : Constructor(" << _a << ", " <<
                 _b << ")\n";
            return;
        }
        if(a == 0){b = 1; return;}
        if(b < 0){a = -a; b = -b;}
        long long gcd_ab = gcd(std::abs(a), b);
        if(gcd_ab != 1){a /= gcd_ab; b /= gcd_ab;}

        #ifdef fraction_template_bonus_check
        if(std::abs(a) > ll_overflow_warning_value || b >
             ll_overflow_warning_value){
            cerr << "Overflow warning : " << a << "/" << b <<
                 "\n";}
        #endif // fraction_template_bonus_check
    }
    frac operator+(frac const &B){
        return frac(a*(B.b)+(B.a)*b, b*(B.b));}
    frac operator-(frac const &B){
        return frac(a*(B.b)-(B.a)*b, b*(B.b));}
    frac operator*(frac const &B){
        return frac(a*(B.a), b*(B.b));}
    frac operator/(frac const &B){
        return frac(a*(B.b), b*(B.a));}

    frac operator+=(frac const &B){
        *this = frac(a*(B.b)+(B.a)*b, b*(B.b));}
    frac operator-=(frac const &B){
        *this = frac(a*(B.b)-(B.a)*b, b*(B.b));}
    frac operator*=(frac const &B){
        *this = frac(a*(B.a), b*(B.b));}
    frac operator/=(frac const &B){
        *this = frac(a*(B.b), b*(B.a));}

    frac abs(){
        a = std::abs(a);
        return *this;
    }

    bool operator<(frac const &B){
        return a*B.b < B.a*b;}
    bool operator<=(frac const &B){
        return a*B.b <= B.a*b;}
    bool operator>(frac const &B){
        return a*B.b > B.a*b;}
    bool operator>=(frac const &B){
        return a*B.b >= B.a*b;}
    bool operator==(frac const &B){
        return a * B.b == B.a * b;}
    bool operator!=(frac const &B){
        return a * B.b != B.a * b;}
};
ostream& operator<<(ostream &os, const frac& A){
    os << A.a << "/" << A.b;
    return os;
}
/// Fraction template ends ///

void test(frac A, frac B){
    cout << "A = " << A << endl;
    cout << "B = " << B << endl;
    cout << endl;
    cout << "A + B = " << A + B << endl;
    cout << "A - B = " << A - B << endl;
    cout << "A * B = " << A * B << endl;
    cout << "A / B = " << A / B << endl;
    cout << endl;
    cout << "(A < B) = " << (A < B) << endl;
    cout << "(A <= B) = " << (A <= B) << endl;
    cout << "(A > B) = " << (A > B) << endl;
    cout << "(A >= B) = " << (A >= B) << endl;
    cout << "(A == B) = " << (A == B) << endl;
    cout << "(A != B) = " << (A != B) << endl;
    cout << "---------------\n";
    return;
}

int main(){
    frac tmp1(-7, 2);
    frac tmp2(5, 3);
    test(tmp1, tmp2);

    frac tmp3(-7);
    frac tmp4(0);
    test(tmp3, tmp4);
    return 0;
}
```

7.10 錯排公式

錯排公式：(n 個人中，每個人皆不再原來位置的組合數)

$$dp_i = \begin{cases} 1 & i = 0 \\ 0 & i = 1 \\ (i-1)(dp_{i-1} + dp_{i-2}) & \text{otherwise} \end{cases}$$

7.11 Quick-Pow

```
int qp(int b, int p, int m = MOD){
    int ret = 1;
    for ( ; p ; p>>=1){
        if (p&1) ret = ret*b%m;
        b = b*b%m;
    }
    return ret;
}
```

7.12 二元一次方程式

$$\begin{cases} ax+by=c \\ dx+ey=f \end{cases} = \begin{cases} x=\frac{ed-bf}{ad-bc} \\ y=\frac{af-ec}{ad-bc} \end{cases}$$

若 $x=\frac{0}{0}$ 且 $y=\frac{0}{0}$，則代表無限多組解。若 $x=\frac{*}{0}$ 且 $y=\frac{*}{0}$，則代表無解。

7.13 Josephus

```cpp
// 有 n 個人，第偶數個報數的人被刪掉，問第 k 個被踢掉的是誰
int solve(int n, int k){
    if (n==1) return 1;
    if (k<=(n+1)/2){
        if (2*k>n) return 2*k%n;
        else return 2*k;
    }else{
        int res=solve(n/2, k-(n+1)/2);
        if (n&1) return 2*res+1;
        else return 2*res-1;
    }
}
```

7.14 數論分塊

```cpp
/*
時間複雜度為 O(sqrt(n))
區間為 [l, r]
*/
for(int i=1 ; i<=n ; i++){
    int l = i, r = n/(n/i);
    i = r;
    ans.push_back(r);
}
```

7.15 Pollard-Rho

```cpp
mt19937 seed(chrono::steady_clock::now().time_since_epoch().
    count());
int rnd(int l, int r){
    return uniform_int_distribution<int>(l, r)(seed);
}

// O(n^{1/4}) 回傳 1 或自己的因數、記得先判斷 n 是不是質數
    (用 Miller-Rabin)
// c1670c
int Pollard_Rho(int n){
    int s = 0, t = 0;
    int c = rnd(1, n-1);

    int step = 0, goal = 1;
    int val = 1;

    for (goal=1 ; ; goal<<=1, s=t, val=1){
        for (step=1 ; step<=goal ; step++){
            t = ((__int128)t*t+c)%n;
            val = (__int128)val*abs(t-s)%n;

            if ((step % 127) == 0){
                int d = __gcd(val, n);
                if (d>1) return d;
            }
        }

        int d = __gcd(val, n);
        if (d>1) return d;
    }
}
```

7.16 中國剩餘定理（m 互質）

```cpp
vector<int> a, m;

int extgcd(int a, int b, int &x, int &y){
    if (b==0){
        x=1, y=0;
        return a;
    }

    int ret=extgcd(b, a%b, y, x);
    y-=a/b*x;
    return ret;
}

// n = 有幾個式子，求解 x \equiv a_i \bmod m_i
int CRT(int n, vector<int> &a, vector<int> &m){
    int p=1, ans=0;

    vector<int> M(n), inv_M(n);

    for (int i=0 ; i<n ; i++) p*=m[i];
    for (int i=0 ; i<n ; i++){
        M[i]=p/m[i];
    int tmp;
        extgcd(M[i], m[i], inv_M[i], tmp);
        ans+=a[i]*inv_M[i]*M[i];
        ans%=p;
    }

    return (ans%p+p)%p;
}
```

7.17 Catalan

任意括號序列：$C_n=\frac{1}{n+1}\binom{2n}{n}$

7.18 數論定理

1. $1\sim x$ 質數的數量 $\approx \frac{x}{\ln x}$
2. $1\sim x$ 的因數的數量 $\approx x^{\frac{1}{3}}$
3. x 的質因數的數量 $\approx \log\log x$
4. p is a prime number $\Leftrightarrow (p-1)!\equiv -1 \pmod p$
5. 每個正整數都可以表示成四個整數的平方和
6. 任何大於 2 的整數都可以表示成兩個質數的和

7.19 Miller-Rabin

```cpp
// O(log n)
typedef Uint unsigned long long
Uint modmul(Uint a, Uint b, Uint m) {
    int ret = a*b - m*(Uint)((long double)a*b/m);
    return ret + m*(ret < 0) - m*(ret>=(int)m);
}

int qp(int b, int p, int m){
    int ret = 1;
    for ( ; p ; p>>=1){
        if (p&1){
            ret = modmul(ret, b, m);
        }
        b = modmul(b, b, m);
    }
    return ret;
}

// ed23aa
vector<int> llsprp = {2, 325, 9375, 28178, 450775, 9780504,
     1795265022};
bool isprime(int n, vector<int> sprp = llsprp){
    if (n==2) return 1;
    if (n<2 || n%2==0) return 0;

    int t = 0;
    int u = n-1;
    for ( ; u%2==0 ; t++) u>>=1;

    for (int i=0 ; i<sprp.size() ; i++){
        int a = sprp[i]%n;
        if (a==0 || a==1 || a==n-1) continue;
        int x = qp(a, u, n);
        if (x==1 || x==n-1) continue;
        for (int j=0 ; j<t ; j++){
            x = modmul(x, x, n);
            if (x==1) return 0;
            if (x==n-1) break;
        }

        if (x==n-1) continue;
        return 0;
    }

    return 1;
}
```

7.20 Stirling's formula

$n!\approx \sqrt{2\pi n}(\frac{n}{e})^n$

7.21 Lagrange any x

```cpp
// init: (x1, y1), (x2, y2) in a vector
struct Lagrange{
    int n;
    vector<pair<int, int>> v;

    Lagrange(vector<pair<int, int>> &_v){
        n = _v.size();
        v = _v;
    }

    // O(n^2 log MAX_A)
    int solve(int x){
        int ret = 0;
        for (int i=0 ; i<n ; i++){
            int now = v[i].second;
            for (int j=0 ; j<n ; j++){
                if (i==j) continue;
                now *= ((x-v[j].first)+MOD)%MOD;
                now %= MOD;
                now *= (qp((v[i].first-v[j].first+MOD)%MOD,
                     MOD-2)+MOD)%MOD;
                now %= MOD;
            }

            ret = (ret+now)%MOD;
        }
        return ret;
    }
};
```

7.22 Matrix-01

```cpp
const int MAX_N = (1LL<<12);
struct Matrix{
    int n, m;
    vector<bitset<MAX_N>> arr;

    Matrix(int _n, int _m){
        n = _n;
        m = _m;
        arr.resize(n);
    }

    Matrix operator * (Matrix b){
        Matrix b_t(b.m, b.n);
        for (int i=0 ; i<b.n ; i++){
            for (int j=0 ; j<b.m ; j++){
                b_t.arr[j][i] = b.arr[i][j];
            }
        }

        Matrix ret(n, b.m);
        for (int i=0 ; i<n ; i++){
            for (int j=0 ; j<b.m ; j++){
                ret.arr[i][j] = ((arr[i]&b_t.arr[j]).count()
                    &1);
            }
        }
        return ret;
    }
};
```

7.23 Matrix-Tree-Theorem

目標：給定一張無向圖，問他的生成樹數量。
方法：先把所有自環刪掉，定義 Q 為以下矩陣

$$Q_{i,j} = \begin{cases} \deg(v_i) & \text{if } i = j \\ -(\text{邊} v_i v_j \text{ 的數量}) & \text{otherwise} \end{cases}$$

接著刪掉 Q 的第一個 row 跟 column，它的 determinant 就是答案。
目標：給定一張有向圖，問他的以 r 為根，可以走到所有點生成樹數量。

方法：先把所有自環刪掉，定義 Q 為以下矩陣

$$Q_{i,j} = \begin{cases} \deg_{in}(v_i) & \text{if } i = j \\ -(\text{邊} v_i v_j \text{ 的數量}) & \text{otherwise} \end{cases}$$

接著刪掉 Q 的第 r 個 row 跟 column，它的 determinant 就是答案。

7.24 Lagrange continuous x

```cpp
#include <bits/stdc++.h>
using namespace std;

const int MAX_N = 5e5 + 10;
const int mod = 1e9 + 7;

long long inv_fac[MAX_N];

inline int fp(long long x, int y) {
    int ret = 1;
    for (; y; y >>= 1) {
        ret = (y & 1) ? (ret * x % mod) : ret;
        x = x * x % mod;
    }
    return ret;
}

// TO USE THIS TEMPLATE, YOU MUST MAKE SURE THAT THE MOD
     NUMBER IS A PRIME.
struct Lagrange {
/*
    Initialize a polynomial with f(x_0), f(x_0 + 1), ..., f(
        x_0 + n).
    This determines a polynomial f(x) whose degree is at most
         n.
    Then you can call sample(x) and you get the value of f(x)
        .
    Complexity of init() and sample() are both O(n).
*/
    int m, shift; // m = n + 1
    vector<int> v, mul;
// You can use this function if you don't have inv_fac array
     already.
    void construct_inv_fac() {
        long long fac = 1;
        for (int i = 2; i < MAX_N; ++i) {
            fac = fac * i % mod;
        }
        inv_fac[MAX_N - 1] = fp(fac, mod - 2);
        for (int i = MAX_N - 1; i >= 1; --i) {
            inv_fac[i - 1] = inv_fac[i] * i % mod;
        }
    }
// You call init() many times without having a second
     instance of this struct.
    void init(int X_0, vector<int> &u) {
        v = u;
        shift = ((1 - X_0) % mod + mod) % mod;
        if (v.size() == 1) v.push_back(v[0]);
        m = v.size();
        mul.resize(m);
    }
// You can use sample(x) instead of sample(x % mod).
    int sample(int x) {
        x = ((long long)x + shift) % mod;
        x = (x < 0) ? (x + mod) : x;
        long long now = 1;
        for (int i = m; i >= 1; --i) {
            mul[i - 1] = now;
            now = now * (x - i) % mod;
        }
        int ret = 0;
        bool neg = (m - 1) & 1;
        now = 1;
        for (int i = 1; i <= m; ++i) {
            int up = now * mul[i - 1] % mod;
            int down = inv_fac[m - i] * inv_fac[i - 1] % mod;
            int tmp = ((long long)v[i - 1] * up % mod) * down
                 % mod;
            ret += (neg && tmp) ? (mod - tmp) : (tmp);
            ret = (ret >= mod) ? (ret - mod) : ret;
            now = now * (x - i) % mod;
            neg ^= 1;
        }
        return ret;
    }
};

int main() {
    int n; cin >> n;
    vector<int> v(n);
    for (int i = 0; i < n; ++i) {
        cin >> v[i];
    }
    Lagrange L;
    L.construct_inv_fac();
    L.init(0, v);
    int x; cin >> x;
    cout << L.sample(x);
}
```

8 String

8.1 Hash

```cpp
int A = rng(1e5, 8e8);
const int B = 1e9+7;
```

```

struct RollingHash{
    vector<int> Pow, Pre;
    RollingHash(string s = ""){
        Pow.resize(s.size());
        Pre.resize(s.size());

        for (int i=0 ; i<s.size() ; i++){
            if (i==0){
                Pow[i] = 1;
                Pre[i] = s[i];
            }else{
                Pow[i] = Pow[i-1]*A%B;
                Pre[i] = (Pre[i-1]*A+s[i])%B;
            }
        }

        return;
    }

    int get(int l, int r){ // 取得 [l, r] 的數值
        if (l==0) return Pre[r];
        int res = (Pre[r]-Pre[l-1]*Pow[r-l+1])%B;
        if (res<0) res += B;
        return res;
    }
};
```

8.2 Manacher

```
string Manacher(string str) {
    string tmp = "$#";
    for(char i : str) {
        tmp += i;
        tmp += '#';
    }

    vector<int> p(tmp.size(), 0);
    int mx = 0, id = 0, len = 0, center = 0;
    for(int i=1 ; i<(int)tmp.size() ; i++) {
        p[i] = mx > i ? min(p[id*2-i], mx-i) : 1;

        while(tmp[i+p[i]] == tmp[i-p[i]]) p[i]++;
        if(mx<i+p[i]) mx = i+p[i], id = i;
        if(len<p[i]) len = p[i], center = i;
    }
    return str.substr((center-len)/2, len-1);
}
```

8.3 Z-Function

```
// 定義一個長度為 n 的文本為 T ，則陣列 Z 的 Z[i] 代表 T[0:n] 和 T[i:n] 最長共同前綴
// bcfbd6
vector<int> z_function(string s){
    vector<int> ret(s.size());
    int ll = 0, rr = 0;

    for (int i=1 ; i<s.size() ; i++){
        int j = 0;

        if (i<rr) j = min(ret[i-ll], rr-i);
        while (s[j]==s[i+j]) j++;
        ret[i] = j;

        if (i+j>rr){
            ll = i;
            rr = i+j;
        }
    }

    ret[0] = s.size();
    return ret;
}
```

8.4 KMP

```
// 給一個字串 S，定義函數 \pi(i) = k 代表 S[1 ... k] = S[i-k+1 ... i]
// 4c61a3
vector<int> KMP(string &s){
    n = SZ(s);
    vector<int> ret(n);
    int now = 0;
    for (int i=1 ; i<n ; i++){
        int j = ret[i-1];
        while (j>0 && s[i]!=s[j]){
            j = ret[j-1];
        }
        if (s[i]==s[j]) j++;
        ret[i] = j;
    }
    return ret;
}
```

8.5 Suffix-Array

```
// 注意，當 |s|=1 時，lcp 不會有值，務必測試 |s|=1 的 case
struct SuffixArray {
    string s;
    vector<int> sa, lcp;
    SuffixArray(string _s, int lim = 256) {
        s = _s;
        int n = s.size()+1, k = 0, a, b;
        vector<int> x(s.begin(), s.end()), y(n), ws(max(n, lim)), rank(n);
        x.push_back(0);
        sa = lcp = y;
        iota(sa.begin(), sa.end(), 0);
        for (int j=0, p=0 ; p<n ; j=max(1LL, j*2), lim=p) {
            p = j;
            iota(y.begin(), y.end(), n-j);
            for (int i=0 ; i<n ; i++) if (sa[i] >= j) y[p++] = sa[i] - j;
            fill(ws.begin(), ws.end(), 0);
            for (int i=0 ; i<n ; i++) ws[x[i]]++;
            for (int i=1 ; i<lim ; i++) ws[i] += ws[i - 1];
            for (int i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
            swap(x, y), p = 1, x[sa[0]] = 0;
            for (int i=1 ; i<n ; i++){
                a = sa[i - 1];
                b = sa[i];
                x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p++;
            }
        }

        for (int i=1 ; i<n ; i++) rank[sa[i]] = i;
        for (int i=0, j ; i<n-1 ; lcp[rank[i++]]=k)
            for (k && k--, j=sa[rank[i]-1] ; i+k<s.size() && j+k<s.size() && s[i+k]==s[j+k] ; k++);
        sa.erase(sa.begin());
        lcp.erase(lcp.begin(), lcp.begin()+2);
    }

    vector<int> pos; // pos[i] = i 這個值在 pos 的哪個地方
    SparseTable st;
    void init_lcp(){
        pos.resize(sa.size());
        for (int i=0 ; i<sa.size() ; i++){
            pos[sa[i]] = i;
        }
        if (lcp.size()){
            st.build(lcp);
        }
    }

    // 用之前記得 init
    // 回傳 [l1, r1] 跟 [l2, r2] 的 lcp，0-based
    int get_lcp(int l1, int r1, int l2, int r2){
        int pos_1 = pos[l1], len_1 = r1-l1+1;
        int pos_2 = pos[l2], len_2 = r2-l2+1;
        if (pos_1>pos_2){
            swap(pos_1, pos_2);
            swap(len_1, len_2);
        }

        if (l1==l2){
            return min(len_1, len_2);
        }else{
            return min({st.query(pos_1, pos_2), len_1, len_2});
        }
    }

    // 檢查 [l1, r1] 跟 [l2, r2] 的大小關係，0-based
    // 如果前者小於後者，就回傳 <0，相等就回傳 =0，否則回傳 >0
    int substring_cmp(int l1, int r1, int l2, int r2){
        int len_1 = r1-l1+1;
        int len_2 = r2-l2+1;
        int res = get_lcp(l1, r1, l2, r2);

        if (res<len_1 && res<len_2){
            return s[l1+res]-s[l2+res];
        }else if (len_1==res && len_2==res){
            // 如果不需要以 index 作為次要排序參數，這裡要回傳 0
            return l1-l2;
        }else{
            return len_1==res ? -1 : 1;
        }
    }
```

```
    // 對於位置在 <=p 的後綴，找離他左邊/右邊最接近位置 >p 的後綴的 lcp，0-based
    // pre[i] = s[i] 離他左邊最接近位置 >p 的後綴的 lcp，0-based
    // suf[i] = s[i] 離他右邊最接近位置 >p 的後綴的 lcp，0-based
    pair<vector<int>, vector<int>> get_left_and_right_lcp(int p){
        vector<int> pre(p+1);
        vector<int> suf(p+1);

        { // build pre
            int now = 0;
            for (int i=0 ; i<s.size() ; i++){
                if (sa[i]<=p){
                    pre[sa[i]] = now;
                    if (i<lcp.size()) now = min(now, lcp[i]);
                }else{
                    if (i<lcp.size()) now = lcp[i];
                }
            }
        }
        { // build suf
            int now = 0;
            for (int i=s.size()-1 ; i>=0 ; i--){
                if (sa[i]<=p){
                    suf[sa[i]] = now;
                    if (i-1>=0) now = min(now, lcp[i-1]);
                }else{
                    if (i-1>=0) now = lcp[i-1];
                }
            }
        }

        return {pre, suf};
    }
};
```

8.6 Min-Rotation

```
// 9d296f
int minRotation(string s) {
    int a=0, N=SZ(s); s += s;
    for (int b=0 ; b<N ; b++){
        for (int k=0 ; k<N ; k++){
            if (a+k == b || s[a+k] < s[b+k]) {b += max(0LL, k-1); break;}
            if (s[a+k] > s[b+k]) { a = b; break; }
        }
    }
    return a;
}
```