

University of Tartu ICPC Team Notebook

(2018-2019) March 21, 2019

- 1 crc.sh
- 2 2D geometry
- 3 3D geometry
- 4 gcc ordered set, hashtable
- 5 PRNGs and Hash functions
- 6 Triangle centers
- 7 Seg-Seg intersection, halfplane intersection area
- 8 Convex polygon algorithms
- 9 Delaunay triangulation $\mathcal{O}(n \log n)$
- 10 Aho Corasick $\mathcal{O}(|\alpha| \sum \text{len})$
- 11 Suffix automaton and tree $\mathcal{O}((n + q) \log(|\alpha|))$
- 12 Dinic
- 13 Min Cost Max Flow with Cycle Cancelling $\mathcal{O}(\text{cap} \cdot nm)$
- 14 DMST $\mathcal{O}(E \log V)$
- 15 Bridges $\mathcal{O}(n)$
- 16 2-Sat $\mathcal{O}(n)$ and SCC $\mathcal{O}(n)$
- 17 Generic persistent compressed lazy segment tree
- 18 Templatized HLD $\mathcal{O}(M(n) \log n)$ per query
- 19 Splay Tree + Link-Cut $\mathcal{O}(N \log N)$
- 20 Templatized multi dimensional BIT $\mathcal{O}(\log(n)^{\text{dim}})$ per query
- 21 Treap $\mathcal{O}(\log n)$ per query
- 22 Radixsort 50M 64 bit integers as single array in 1 sec

23 FFT 5M length/sec

24 Fast mod mult, Rabin Miller prime check, Pollard rho factorization
 $\mathcal{O}(\sqrt{p})$

25 Symmetric Submodular Functions; Queyranne's algorithm

26 Berlekamp-Massey $\mathcal{O}(\mathcal{L}N)$

```

4
1 alias g++='g++ -g -Wall -Wshadow -DCDEBUG' #.basrc
2 alias a='setxkbmap us -option'
3 alias m='setxkbmap us -option caps:escape'
4 alias ma='setxkbmap us -variant dvp -option caps:escape'
5 #settings
6 gsettings set
   → org.compiz.core:/org/compiz/profiles/Default/plugins/core/ hsize 4
7 gsettings set org.gnome.desktop.wm.preferences focus-mode 'slippy'
8 set si cin #.vimrc
9 set ts=4 sw=4 noet
10 set cb=unnamed
11 (global-set-key (kbd "C-x <next>") 'other-window) #.emacs
12 (global-set-key (kbd "C-x <prior>") 'previous-multiframe-window)
13 (global-set-key (kbd "C-M-z") 'ansi-term)
14 (global-linum-mode 1)
15 (column-number-mode 1)
16 (show-paren-mode 1)
17 (setq-default indent-tabs-mode nil)
18 valgrind --vgdb-error=0 ./a <inp & #valgrind
19 gdb a
20 target remote | vgdb

```

16
1 crc.sh

```

18
1#!/bin/env bash
2for j in `seq 1 1 200` ; do
3  sed '/^$\|^$/d' $1 | head -$j | tr -d '[:space:]' | cksum | cut -f1
   → -d ' ' | tail -c 5 #whitespace don't matter.
4 done #there shouldn't be any COMMENTS.
5 #copy lines being checked to separate file.
6 # $ ./crc.sh tmp.cpp | grep XXXX

```

22 University of Tartu
24
25
25

2 2D geometry

Define $\text{orient}(A, B, C) = \overline{AB} \times \overline{AC}$. CCW iff > 0 . Define $\text{perp}(a, b) = (-b, a)$. The vectors are orthogonal.

For line $ax + by = c$ def $\bar{v} = (-b, a)$.

Line through P and Q has $\bar{v} = \overline{PQ}$ and $c = \bar{v} \times P$. $\text{side}_l(P) = \bar{v}_l \times P - c_l$ sign determines which side P is on from l .

$\text{dist}_l(P) = \text{side}_l(P)/v_l$ squared is integer.

Sorting points along a line: comparator is $\bar{v} \cdot A < \bar{v} \cdot B$. Translating line by \bar{t} : new line has $c' = c + \bar{v} \times \bar{t}$.

Line intersection: is $(c_l \bar{v}_m - c_m \bar{v}_l) / (\bar{v}_l \times \bar{v}_m)$.

Project P onto l : is $P - \text{perp}(v) \text{side}_l(P)/v^2$.

Angle bisectors: $\bar{v} = \bar{v}_l/\bar{v}_l + \bar{v}_m/\bar{v}_m$

$c = c_l/\bar{v}_l + c_m/\bar{v}_m$.

P is on segment AB iff $\text{orient}(A, B, P) = 0$ and $\overline{PA} \cdot \overline{PB} \leq 0$.

Proper intersection of AB and CD exists iff $\text{orient}(C, D, A)$ and $\text{orient}(C, D, B)$ have opp. signs and $\text{orient}(A, B, C)$ and $\text{orient}(A, B, D)$ have opp. signs. Coordinates:

$$\frac{A \text{orient}(C, D, B) - B \text{orient}(C, D, A)}{\text{orient}(C, D, B) - \text{orient}(C, D, A)}.$$

Circumcircle center:

```
pt circumCenter(pt a, pt b, pt c) {
    b = b-a, c = c-a; // consider coordinates relative to A
    assert(cross(b,c) != 0); // no circumcircle if A,B,C aligned
    return a + perp(b*sq(c) - c*sq(b))/cross(b,c) /2;
```

Circle-line intersect:

```
int circleLine(pt o, double r, line l, pair<pt, pt> &out) {
    double h2 = r*r - l.sqDist(o);
    if (h2 >= 0) { // the line touches the circle
        pt p = l.proj(o); // point P
        pt h = l.v*sqrt(h2)/abs(l.v); // vector parallel to l, of len h
        out = {p-h, p+h};
    }
    return 1 + sgn(h2);
```

Circle-circle intersect:

```
int circleCircle(pt o1, double r1, pt o2, double r2, pair<pt, pt> &out) {
    pt d=o2-o1; double d2=sq(d);
```

```
if (d2 == 0) {assert(r1 != r2); return 0;} // concentric circles
double pd = (d2 + r1*r1 - r2*r2)/2; // = |O_1P| * d
double h2 = r1*r1 - pd*pd/d2; // = h^2
if (h2 >= 0) {
    pt p = o1 + d*pd/d2, h = perp(d)*sqrt(h2/d2);
    ;
    out = {p-h, p+h};}
return 1 + sgn(h2);
```

Tangent lines:

```
int tangents(pt o1, double r1, pt o2, double r2,
    bool inner, vector<pair<pt,pt>> &out) {
    if (inner) r2 = -r2;
    pt d = o2-o1;
    double dr = r1-r2, d2 = sq(d), h2 = d2-dr*dr;
    if (d2 == 0 || h2 < 0) {assert(h2 != 0);
        return 0;}
    for (double sign : {-1,1}) {
        pt v = (d*dr + perp(d)*sqrt(h2)*sign)/d2;
        out.push_back({o1 + v*r1, o2 + v*r2});}
    return 1 + (h2 > 0);
```

3 3D geometry

$\text{orient}(P, Q, R, S) = (\overline{PQ} \times \overline{PR}) \cdot \overline{PS}$.

S above PQR iff > 0 .

For plane $ax + by + cz = d$ def $\bar{n} = (a, b, c)$.

Line with normal \bar{n} through point P has $d = \bar{n} \cdot P$.

$\text{side}_\Pi(P) = \bar{n} \cdot P - d$ sign determines side from Π .

$\text{dist}_\Pi(P) = \text{side}_\Pi(P)/\bar{n}$.

Translating plane by \bar{t} makes $d' = d + \bar{n} \cdot \bar{t}$.

Plane-plane intersection of has direction $\bar{n}_1 \times \bar{n}_2$ and goes through $((d_1 \bar{n}_2 - d_2 \bar{n}_1) \times \bar{d})/\bar{d}^2$.

Line-line distance:

```
double dist(line3d l1, line3d l2) {
    p3 n = l1.d*l2.d;
    if (n == zero) // parallel
        return l1.dist(l2.o);
    return abs((l2.o-l1.o)|n)/abs(n);
```

Spherical to Cartesian:

$(r \cos \varphi \cos \lambda, r \cos \varphi \sin \lambda, r \sin \varphi)$.

Sphere-line intersection:

```
int sphereLine(p3 o, double r, line3d l, pair<p3, p3> &out) {
    double h2 = r*r - l.sqDist(o);
    if (h2 < 0) return 0; // the line doesn't touch the sphere
    p3 p = l.proj(o); // point P
    p3 h = l.d*sqrt(h2)/abs(l.d); // vector parallel to l, of length h
    out = {p-h, p+h};
```

```
return 1 + (h2 > 0);
```

Great-circle distance between points A and B is $r\angle AOB$.

Spherical segment intersection:

```
bool properInter(p3 a, p3 b, p3 c, p3 d, p3 &out)
) {
    p3 ab = a*b, cd = c*d; // normals of planes OAB and OCD
    int oa = sgn(cd|a),
        ob = sgn(cd|b),
        oc = sgn(ab|c),
        od = sgn(ab|d);
    out = ab*cd*od; // four multiplications => careful with overflow !
    return (oa != ob && oc != od && oa != oc);
}
bool onSphSegment(p3 a, p3 b, p3 p) {
    p3 n = a*b;
    if (n == zero)
        return a*p == zero && (a|p) > 0;
    return (n|p) == 0 && (n|a*p) >= 0 && (n|b*p) <= 0;
}
struct directionSet : vector<p3> {
    using vector::vector; // import constructors
    void insert(p3 p) {
        for (p3 q : *this) if (p*q == zero) return;
        push_back(p);
    }
};
directionSet intersSph(p3 a, p3 b, p3 c, p3 d) {
    assert(validSegment(a, b) && validSegment(c, d));
    p3 out;
    if (properInter(a, b, c, d, out)) return {out};
    directionSet s;
    if (onSphSegment(c, d, a)) s.insert(a);
    if (onSphSegment(c, d, b)) s.insert(b);
    if (onSphSegment(a, b, c)) s.insert(c);
    if (onSphSegment(a, b, d)) s.insert(d);
    return s;
}
```

Angle between spherical segments AB and AC is angle between $A \times B$ and $A \times C$.

Oriented angle: subtract from 2π if mixed product is negative.

Area of a spherical polygon:

$$r^2[\text{sum of interior angles} - (n-2)\pi].$$

4 gcc ordered set, hashtable

```

1 #define DEBUG(...) cerr << __VA_ARGS__ << endl;
2 #ifndef CDEBUG
3 #undef DEBUG
4 #define DEBUG(...) ((void)0);
5 #define NDEBUG
6 #endif
7 #define ran(i, a, b) for (auto i = (a); i < (b); i++)
8 #include <bits/stdc++.h>
9 typedef long long ll;
10 typedef long double ld;
11 using namespace std;
12 #include <bits/extc++.h>
13 using namespace __gnu_pbds;
14 template <typename T, typename U>
15 using hashmap = gp_hash_table<T, U>;
16 template <typename T>
17 using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
18     tree_order_statistics_node_update>;
19 int main() {
20     ordered_set<int> cur;
21     cur.insert(1);
22     cur.insert(3);
23     cout << cur.order_of_key(2)
24         << endl; // the number of elements in the set less than 2
25     cout << *cur.find_by_order(0)
26         << endl; // the 0-th smallest number in the set(0-based)
27     cout << *cur.find_by_order(1)
28         << endl; // the 1-th smallest number in the set(0-based)
29     hashmap<int, int> h({}, {}, {}, {}, {1 << 16});
30 }

```

5 PRNGs and Hash functions

```

1 mt19937 gen;
2 uint64_t rand64() { return gen() ^ ((uint64_t)gen() << 32); } %4798
3 uint64_t rand64() {
4     static uint64_t x = 1; //x != 0
5     x ^= x >> 12;
6     x ^= x << 25;
7     x ^= x >> 27;
8     return x * 0x2545f4914f6cdd1d; // can remove mult
9 }
10 uint64_t mix(uint64_t x){ //can replace constant with variable
11     uint64_t mem[2] = { x, 0xdeadbeeffeebdaedull };
12     asm volatile (
13         "pxor %%xmm0, %%xmm0;""
14         "movdqa (%0), %%xmm1;""
15         "aesenc %%xmm0, %%xmm1;""
16         "movdqa %%xmm1, (%0);""
17         : : "r" (&mem[0])
18         : "memory"

```

```

20         );
21         return mem[0]; // use both slots for 128 bit hash
22     }
23     uint64_t mix(uint64_t x) { //x != 0
24         x = (x ^ (x >> 30)) * 0xbff58476d1ce4e5b9;
25         x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
26         x = x ^ (x >> 31);
27         return x;
28     }
29     uint64_t unmix(uint64_t x) {
30         x = (x ^ (x >> 31) ^ (x >> 62)) * 0x319642b2d24d8ec3;
31         x = (x ^ (x >> 27) ^ (x >> 54)) * 0x96de1b173f119089;
32         x = x ^ (x >> 30) ^ (x >> 60);
33         return x;
34     }
35     uint64_t combine(uint64_t x, uint64_t y) {
36         if (y < x) swap(x, y); // remove for ord
37         return mix(mix(x) + y);
38     }

```

#1736

%1386

#1392

#2223

%5192

#2024

#6956

%9499

#7126

%1575

#4780

%2094

%1466

6 Triangle centers

```

1 const double min_delta = 1e-13;
2 const double coord_max = 1e6;
3 typedef complex<double> point;
4 point A, B, C; // vertexes of the triangle
5 bool collinear() { #0823
6     double min_diff = min(abs(A - B), min(abs(A - C), abs(B - C)));
7     if (min_diff < coord_max * min_delta) return true;
8     point sp = (B - A) / (C - A);
9     double ang = M_PI / 2 - abs(abs(arg(sp)) - M_PI / 2);
10    return ang < min_delta; // positive angle with the real line
11 } #8446
12 point circum_center() { #8446
13     if (collinear()) return point(NAN, NAN);
14     // squared lengths of sides
15     double a2 = norm(B - C);
16     double b2 = norm(A - C);
17     double c2 = norm(A - B); #6715
18     // barycentric coordinates of the circumcenter
19     double c_A = a2 * (b2 + c2 - a2); // sin(2 * alpha) works also
20     double c_B = b2 * (a2 + c2 - b2);
21     double c_C = c2 * (a2 + b2 - c2);
22     double sum = c_A + c_B + c_C;
23     c_A /= sum; #9407
24     c_B /= sum;
25     c_C /= sum;
26     return c_A * A + c_B * B + c_C * C; // cartesian
27 }
28 point centroid() { // center of mass
29     return (A + B + C) / 3.0;
30 }
31 point ortho_center() { // euler line

```

%8446

#6715

#9407

%6856

```

32 point O = circum_center();
33 return O + 3.0 * (centroid() - O);
34 };
35 point nine_point_circle_center() { // euler line
36 point O = circum_center();
37 return O + 1.5 * (centroid() - O);
38 };
39 point in_center() {
40 if (collinear()) return point(NAN, NAN);
41 double a = abs(B - C); // side lengths
42 double b = abs(A - C);
43 double c = abs(A - B);
44 // trilinear coordinates are (1,1,1)
45 double sum = a + b + c;
46 a /= sum;
47 b /= sum;
48 c /= sum; // barycentric
49 return a * A + b * B + c * C; // cartesian
50 } #4892 %4892

```

7 Seg-Seg intersection, halfplane intersection area

```

1 struct Seg {
2 Vec a, b;
3 Vec d() { return b - a; }
4 };
5 Vec intersection(Seg l, Seg r) { #6327
6 Vec dl = l.d(), dr = r.d();
7 if (cross(dl, dr) == 0) return {nanl(""), nanl("")};
8 double h = cross(dr, l.a - r.a) / len(dr);
9 double dh = cross(dr, dl) / len(dr);
10 return l.a + dl * (h / -dh); #8893
11 }
12 // Returns the area bounded by halfplanes
13 double calc_area(const vector<Seg>& lines) { #1804
14 double lb = -HUGE_VAL, ub = HUGE_VAL;
15 vector<Seg> slines[2];
16 for (auto line : lines) {
17 if (line.b.y == line.a.y) {
18 if (line.a.x < line.b.x) {
19 lb = max(lb, line.a.y);
20 } else {
21 ub = min(ub, line.a.y); #6288
22 }
23 } else if (line.a.y < line.b.y) {
24 slines[1].push_back(line);
25 } else {
26 slines[0].push_back({line.b, line.a}); #3607
27 }
28 }
29 ran(i, 0, 2) {
30 sort(slines[i].begin(), slines[i].end(), [&](Seg l, Seg r) { #4919
31 if (cross(l.d(), r.d()) == 0)

```

```

#3895
32 return normal(l.d()) * l.a > normal(r.d()) * r.a;
33 return (1 - 2 * i) * cross(l.d(), r.d()) < 0;
34 );
35 }
36 // Now find the application area of the lines and clean up redundant
37 // ones
38 vector<double> ap_s[2]; #9949
39 ran(side, 0, 2) {
40 vector<double>& apply = ap_s[side];
41 vector<Seg> clines;
42 for (auto line : slines[side]) { #3099
43 while (clines.size() > 0) {
44 Seg other = clines.back();
45 if (cross(line.d(), other.d()) != 0) {
46 double start = intersection(line, other).y;
47 if (start > apply.back()) break; #7856
48 }
49 clines.pop_back();
50 apply.pop_back();
51 }
52 if (clines.size() == 0) {
53 apply.push_back(-HUGE_VAL); #0868
54 } else {
55 apply.push_back(intersection(line, clines.back()).y);
56 }
57 clines.push_back(line);
58 }
59 slines[side] = clines; #8545
60 ap_s[0].push_back(HUGE_VALL);
61 ap_s[1].push_back(HUGE_VALL);
62 double result = 0; #3234
63 {
64 double lb = -HUGE_VALL, ub;
65 for (int i = 0, j = 0; #4531
66 i < (int)slines[0].size() && j < (int)slines[1].size();
67 lb = ub) {
68 ub = min(ap_s[0][i + 1], ap_s[1][j + 1]); #4531
69 double alb = lb, aub = ub;
70 Seg l[2] = {slines[0][i], slines[1][j]};
71 if (cross(l[1].d(), l[0].d()) > 0) {
72 alb = max(alb, intersection(l[0], l[1]).y);
73 } else if (cross(l[1].d(), l[0].d()) < 0) { #2627
74 aub = min(aub, intersection(l[0], l[1]).y);
75 }
76 alb = max(alb, lb);
77 aub = min(aub, ub);
78 aub = max(aub, alb); #8493
79 ran(k, 0, 2) {
80 double x1 =
81 1[0].a.x + (alb - 1[0].a.y) / 1[0].d().y * 1[0].d().x;
82

```

```

83     double x2 =
84         l[0].a.x + (aub - l[0].a.y) / l[0].d().y * l[0].d().x;
85     result += (-1 + 2 * k) * (aub - alb) * (x1 + x2) / 2; #9267
86 }
87 if (ap_s[0][i + 1] < ap_s[1][j + 1]) {
88     i++;
89 } else {
90     j++;
91 }
92 }
93 return result; #3074
94 }
95 }
```

%0513

8 Convex polygon algorithms

```

1 typedef pair<int, int> Vec;
2 typedef pair<Vec, Vec> Seg;
3 typedef vector<Seg>::iterator SegIt;
4 #define F first
5 #define S second
6 #define MP(x, y) make_pair(x, y)
7 Vec sub(const Vec &v1, const Vec &v2) { #7360
8     return MP(v1.F - v2.F, v1.S - v2.S);
9 }
10 ll dot(const Vec &v1, const Vec &v2) {
11     return (ll)v1.F * v2.F + (ll)v1.S * v2.S; #9034
12 }
13 ll cross(const Vec &v1, const Vec &v2) {
14     return (ll)v1.F * v2.S - (ll)v2.F * v1.S;
15 }
16 ll dist_sq(const Vec &p1, const Vec &p2) {
17     return (ll)(p2.F - p1.F) * (p2.F - p1.F) + #3379
18         (ll)(p2.S - p1.S) * (p2.S - p1.S); #0923
19 }
20 struct Point;
21 multiset<Point>::iterator end_node;
22 struct Point {
23     Vec p;
24     typename multiset<Point>::iterator get_it() const {
25         tuple<void*> tmp = {(void*)this - 32}; // gcc rb_tree dependent
26         return *(multiset<Point>::iterator*)&tmp; #7198
27     }
28     bool operator<(const Point &rhs) const {
29         return (p.F < rhs.p.F); // sort by x
30     }
31     bool operator<(const Vec &q) const { #2890
32         auto nxt = next(get_it());
33         if (nxt == end_node) return 0; // nxt == end()
34         return q.S * dot(p, {q.F, 1}) <
35             q.S * dot(nxt->p, {q.F, 1}); // convex hull trick
36     }
37 }
```

#9972

```

38 template <int part> // 1 = upper, -1 = lower
39 struct HullDynamic : public multiset<Point, less<> > {
40     bool bad(iterator y) { #5204
41         if (y == begin()) return 0;
42         auto x = prev(y);
43         auto z = next(y);
44         if (z == end()) return y->p.F == x->p.F && y->p.S <= x->p.S;
45         return part * cross(sub(y->p, x->p), sub(y->p, z->p)) <= 0; #5415
46     }
47     void insert_point(int m, int b) { // O(log(N))
48         auto y = insert({{m, b}});
49         if (bad(y)) {
50             erase(y);
51             return; #1418
52         }
53         while (next(y) != end() && bad(next(y))) erase(next(y));
54         while (y != begin() && bad(prev(y))) erase(prev(y)); #9769
55     }
56     ll eval(int x) { // O(log(N)) upper maximize dot(x, 1, v)
57         end_node = end(); // lower minimize dot(x, 1, v)
58         auto it = lower_bound((Vec){x, part}); #4908
59         return (ll)it->p.F * x + it->p.S;
60     }
61 };
62 struct Hull {
63     vector<Seg> hull;
64     SegIt up_beg;
65     template <typename It>
66     void extend(It beg, It end) { // O(n) #4033
67         vector<Vec> r;
68         for (auto it = beg; it != end; ++it) {
69             if (r.empty() || *it != r.back()) {
70                 while (r.size() >= 2) {
71                     int n = r.size();
72                     Vec v1 = {r[n - 1].F - r[n - 2].F, r[n - 1].S - r[n - 2].S};
73                     Vec v2 = {it->F - r[n - 2].F, it->S - r[n - 2].S}; #3588
74                     if (cross(v1, v2) > 0) break;
75                     r.pop_back();
76                 }
77                 r.push_back(*it);
78             }
79         } #6639
80         ran(i, 0, (int)r.size() - 1) hull.emplace_back(r[i], r[i + 1]);
81     }
82     Hull(vector<Vec> &vert) { // atleast 2 distinct points
83         sort(vert.begin(), vert.end()); // O(n log(n))
84         extend(vert.begin(), vert.end()); #6560
85         int diff = hull.size();
86         extend(vert.rbegin(), vert.rend());
87         up_beg = hull.begin() + diff;
88     }
89 }
```

%0722

```

89 bool contains(Vec p) { // O(log(n))
90   if (p < hull.front().F || p > up_beg->F) return false;
91   {
92     auto it_low = lower_bound(
93       hull.begin(), up_beg, MP(MP(p.F, (int)-2e9), MP(0, 0)));
94     if (it_low != hull.begin()) --it_low; #3373
95     Vec a = {it_low->S.F - it_low->F.F, it_low->S.S - it_low->F.S};
96     Vec b = {p.F - it_low->F.F, p.S - it_low->F.S};
97     if (cross(a, b) < 0) // < 0 is inclusive, <=0 is exclusive
98       return false;
99   } #2197
100  {
101    auto it_up = lower_bound(hull.rbegin(),
102      hull.rbegin() + (hull.end() - up_beg),
103      MP(MP(p.F, (int)2e9), MP(0, 0)));
104    if (it_up - hull.rbegin() == hull.end() - up_beg) --it_up;
105    Vec a = {it_up->F.F - it_up->S.F, it_up->F.S - it_up->S.S};
106    Vec b = {p.F - it_up->S.F, p.S - it_up->S.S};
107    if (cross(a, b) > 0) // > 0 is inclusive, >=0 is exclusive
108      return false; #7227
109  }
110  return true;
111 } #1826
112 // The function can have only one local min and max
113 // and may be constant only at min and max.
114 template <typename T>
115 SegIt max(function<T(Seg &)> f) { // O(log(n))
116   auto l = hull.begin();
117   auto r = hull.end();
118   SegIt b = hull.end(); #8566
119   T b_v;
120   while (r - l > 2) {
121     auto m = l + (r - l) / 2;
122     T l_v = f(*l);
123     T l_n_v = f(*(l + 1)); #3586
124     T m_v = f(*m);
125     T m_n_v = f(*(m + 1));
126     if (b == hull.end() || l_v > b_v) {
127       b = l; // If max is at l we may remove it from the range.
128       b_v = l_v; #7332
129     }
130     if (l_n_v > l_v) {
131       if (m_v < l_v) {
132         r = m;
133       } else {
134         if (m_n_v > m_v) {
135           l = m + 1;
136         } else {
137           r = m + 1;
138         }
139     }
140   } #0656
141   if (m_v < l_v) {
142     l = m + 1;
143   } else {
144     if (m_n_v > m_v) {
145       l = m + 1;
146     } else {
147       r = m + 1;
148     }
149   }
150 }
151 T l_v = f(*l); #7311
152 if (b == hull.end() || l_v > b_v) { #4469
153   b = l;
154   b_v = l_v;
155 }
156 if (r - l > 1) { #9864
157   T l_n_v = f(*(l + 1)); #5972
158   if (b == hull.end() || l_n_v > b_v) {
159     b = l + 1;
160     b_v = l_n_v;
161   }
162 }
163 return b; #9086
164 } #9504
165 SegIt closest(Vec p) { // p can't be internal(can be on border),
166   // hull must have atleast 3 points
167   Seg &ref_p = hull.front(); // O(log(n))
168   return max(function<double(Seg &)>(&p, &ref_p)( #0134
169     Seg &seg) { // accuracy of used type should be coord^-2
170       if (p == seg.F) return 10 - M_PI;
171       Vec v1 = {seg.S.F - seg.F.F, seg.S.S - seg.F.S};
172       Vec v2 = {p.F - seg.F.F, p.S - seg.F.S};
173       ll c_p = cross(v1, v2);
174       if (c_p > 0) { // order the backside by angle
175         Vec v1 = {ref_p.F.F - p.F, ref_p.F.S - p.S}; #5063
176         Vec v2 = {seg.F.F - p.F, seg.F.S - p.S};
177         ll d_p = dot(v1, v2);
178         ll c_p = cross(v2, v1);
179         return atan2(c_p, d_p) / 2;
180       }
181       ll d_p = dot(v1, v2);
182       double res = atan2(d_p, c_p); #0469
183       if (d_p <= 0 && res > 0) res = -M_PI;
184       if (res > 0) {
185         res += 20;
186       } else {
187         res = 10 - res;
188       }
189     } #7417
190   } #0656

```

```

191     return res;
192 }
193 })); %8283
194 template <int DIRECTION> // 1 or -1
195 Vec tan_point(Vec p) { // can't be internal or on border
196     // -1 iff CCW rotation of ray from p to res takes it away from
197     // polygon?
198     Seg &ref_p = hull.front(); // O(log(n))
199     auto best_seg = max(function<double>(Seg &)>(
200         [&p, &ref_p]{
201             Seg &seg) { // accuracy of used type should be coord^-2
202                 Vec v1 = {ref_p.F.F - p.F, ref_p.F.S - p.S};
203                 Vec v2 = {seg.F.F - p.F, seg.F.S - p.S};
204                 ll d_p = dot(v1, v2);
205                 ll c_p = DIRECTION * cross(v2, v1); #9762
206                 return atan2(c_p, d_p); // order by signed angle
207             });
208             return best_seg->F;
209         })); %5037
210 SegIt max_in_dir(Vec v) { // first is the ans. O(log(n))
211     return max(
212         function<ll(Seg &)>([&v](Seg &seg) { return dot(v, seg.F); }));
213 } %9596
214 pair<SegIt, SegIt> intersections(Seg l) { // O(log(n))
215     int x = l.S.F - l.F.F;
216     int y = l.S.S - l.F.S;
217     Vec dir = {-y, x}; #4740
218     auto it_max = max_in_dir(dir);
219     auto it_min = max_in_dir(MP(y, -x));
220     ll opt_val = dot(dir, l.F);
221     if (dot(dir, it_max->F) < opt_val ||
222         dot(dir, it_min->F) > opt_val)
223         return MP(hull.end(), hull.end()); #0276
224     SegIt it_r1, it_r2;
225     function<bool(const Seg &, const Seg &)> inc_c(
226         [&dir](const Seg &lft, const Seg &rgt) {
227             return dot(dir, lft.F) < dot(dir, rgt.F); #1828
228         });
229     function<bool(const Seg &, const Seg &)> dec_c(
230         [&dir](const Seg &lft, const Seg &rgt) {
231             return dot(dir, lft.F) > dot(dir, rgt.F); #1848
232         });
233     if (it_min <= it_max) #8337
234         it_r1 = upper_bound(it_min, it_max + 1, 1, inc_c) - 1;
235         if (dot(dir, hull.front().F) >= opt_val) {
236             it_r2 = upper_bound(hull.begin(), it_min + 1, 1, dec_c) - 1;
237         } else {
238             it_r2 = upper_bound(it_max, hull.end(), 1, dec_c) - 1;
239         }
240     } else {
241         it_r1 = upper_bound(it_max, it_min + 1, 1, dec_c) - 1;
242         if (dot(dir, hull.front().F) <= opt_val) {
243             it_r2 = upper_bound(hull.begin(), it_max + 1, 1, inc_c) - 1; #3840
244         } else {
245             it_r2 = upper_bound(it_min, hull.end(), 1, inc_c) - 1;
246         }
247     }
248     return MP(it_r1, it_r2); #5268 %5268
249 }
250 Seg diameter() { // O(n) #2632
251     Seg res;
252     ll dia_sq = 0;
253     auto it1 = hull.begin();
254     auto it2 = up_beg;
255     Vec v1 = {hull.back().S.F - hull.back().F.F,
256               hull.back().S.S - hull.back().F.S};
257     while (it2 != hull.begin()) { #5150
258         Vec v2 = {(it2 - 1)->S.F - (it2 - 1)->F.F,
259                   (it2 - 1)->S.S - (it2 - 1)->F.S};
260         if (cross(v1, v2) > 0) break;
261         --it2;
262     }
263     while (it2 != hull.end()) { // check all antipodal pairs #1246
264         if (dist_sq(it1->F, it2->F) > dia_sq) {
265             res = {it1->F, it2->F};
266             dia_sq = dist_sq(res.F, res.S);
267         }
268         Vec v1 = {it1->S.F - it1->F.F, it1->S.S - it1->F.S};
269         Vec v2 = {it2->S.F - it2->F.F, it2->S.S - it2->F.S}; #9381
270         if (cross(v1, v2) == 0) {
271             if (dist_sq(it1->S, it2->F) > dia_sq) {
272                 res = {it1->S, it2->F};
273                 dia_sq = dist_sq(res.F, res.S);
274             }
275             if (dist_sq(it1->F, it2->S) > dia_sq) { #7011
276                 res = {it1->F, it2->S};
277                 dia_sq = dist_sq(res.F, res.S);
278             } // report cross pairs at parallel lines.
279             ++it1;
280             ++it2; #5626
281         } else if (cross(v1, v2) < 0) {
282             ++it1;
283         } else { #4406
284             ++it2;
285         }
286     }
287     return res; #9383
288 }
289 };

```

9 Delaunay triangulation $\mathcal{O}(n \log n)$

- ¹ `const int max_co = (1 << 28) - 5;`
- ² `struct Vec {`

```

3 int x, y;
4 bool operator==(const Vec &oth) { return x == oth.x && y == oth.y; }
5 bool operator!=(const Vec &oth) { return !operator==(oth); }
6 Vec operator-(const Vec &oth) { return {x - oth.x, y - oth.y}; } #2919
7 };
8 ll cross(Vec a, Vec b) { return (ll)a.x * b.y - (ll)a.y * b.x; }
9 ll dot(Vec a, Vec b) { return (ll)a.x * b.x + (ll)a.y * b.y; }
10 struct Edge {
11     Vec tar;
12     Edge *nxt; #8008
13     Edge *inv = NULL;
14     Edge *rep = NULL;
15     bool vis = false;
16 };
17 struct Seg { #7311
18     Vec a, b;
19     bool operator==(const Seg &oth) { return a == oth.a && b == oth.b; }
20     bool operator!=(const Seg &oth) { return !operator==(oth); }
21 };
22 ll orient(Vec a, Vec b, Vec c) { #6432
23     return (ll)a.x * (b.y - c.y) + (ll)b.x * (c.y - a.y) +
24         (ll)c.x * (a.y - b.y); %6334
25 }
26 bool in_c_circle(Vec *arr, Vec d) {
27     if (cross(arr[1] - arr[0], arr[2] - arr[0]) == 0)
28         return true; // degenerate
29     ll m[3][3];
30     ran(i, 0, 3); #4264
31     m[i][0] = arr[i].x - d.x;
32     m[i][1] = arr[i].y - d.y;
33     m[i][2] = m[i][0] * m[i][0];
34     m[i][2] += m[i][1] * m[i][1];
35 }
36 __int128 res = 0; #7305
37 res += (__int128)(m[0][0] * m[1][1] - m[0][1] * m[1][0]) * m[2][2];
38 res += (__int128)(m[1][0] * m[2][1] - m[1][1] * m[2][0]) * m[0][2];
39 res -= (__int128)(m[0][0] * m[2][1] - m[0][1] * m[2][0]) * m[1][2];
40 return res > 0; #1845
41 } %6793
42 Edge *add_triangle(Edge *a, Edge *b, Edge *c) {
43     Edge *old[] = {a, b, c};
44     Edge *tmp = new Edge[3];
45     ran(i, 0, 3); #8219
46     old[i]->rep = tmp + i;
47     tmp[i] = {old[i]->tar, tmp + (i + 1) % 3, old[i]->inv};
48     if (tmp[i].inv) tmp[i].inv->inv = tmp + i;
49 }
50 return tmp; #8178
51 }
52 Edge *add_point(Vec p, Edge *cur) { // returns outgoing edge
53     Edge *triangle[] = {cur, cur->nxt, cur->nxt->nxt}; #6769
54     ran(i, 0, 3) {
55         if (orient(triangle[i]->tar, triangle[(i + 1) % 3]->tar, p) < 0) #0233
56             return NULL;
57     }
58     ran(i, 0, 3) {
59         if (triangle[i]->rep) {
60             Edge *res = add_point(p, triangle[i]->rep); #5636
61             if (res)
62                 return res; // unless we are on last layer we must exit here
63         }
64     }
65     Edge p_as_e[p];
66     Edge tmp{cur->tar}; #1432
67     tmp.inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
68     Edge *res = tmp.inv->nxt;
69     tmp.tar = cur->tar;
70     tmp.inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt); #8359
71     tmp.tar = cur->tar;
72     res->inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
73     res->inv->inv = res;
74     return res;
75 }
76 Edge *delaunay(vector<Vec> &points) { #3029
77     random_shuffle(points.begin(), points.end());
78     Vec arr[] = {{4 * max_co, 4 * max_co}, {-4 * max_co, max_co}, #4575
79     {max_co, -4 * max_co}};
80     Edge *res = new Edge[3];
81     ran(i, 0, 3) res[i] = {arr[i], res + (i + 1) % 3};
82     for (Vec &cur : points) { #3471
83         Edge *loc = add_point(cur, res);
84         Edge *out = loc;
85         arr[0] = cur;
86         while (true) {
87             arr[1] = out->tar; #9851
88             arr[2] = out->nxt->tar;
89             Edge *e = out->nxt->inv;
90             if (e && in_c_circle(arr, e->nxt->tar)) {
91                 Edge tmp{cur};
92                 tmp.inv = add_triangle(&tmp, out, e->nxt); #0151
93                 tmp.tar = e->nxt->tar;
94                 tmp.inv->inv = add_triangle(&tmp, e->nxt->nxt, out->nxt->nxt);
95                 out = tmp.inv->nxt;
96                 continue;
97             }
98             out = out->nxt->nxt->inv;
99             if (out->tar == loc->tar) break;
100         }
101     }
102     return res;
103 } #6769
104 void extract_triangles(Edge *cur, vector<vector<Seg> &res) { %6769

```

```

105 if (!cur->vis) {
106     bool inc = true;
107     Edge *it = cur;
108     do {
109         it->vis = true;
110         if (it->rep) {
111             extract_triangles(it->rep, res);
112             inc = false;
113         }
114         it = it->nxt;
115     } while (it != cur);
116     if (inc) {
117         Edge *triangle[3] = {cur, cur->nxt, cur->nxt->nxt};
118         res.resize(res.size() + 1);
119         vector<Seg> &tar = res.back();
120         ran(i, 0, 3) {
121             if ((abs(triangle[i]->tar.x) < max_co &&
122                 abs(triangle[(i + 1) % 3]->tar.x) < max_co))
123                 tar.push_back(
124                     {triangle[i]->tar, triangle[(i + 1) % 3]->tar});
125         }
126         if (tar.empty()) res.pop_back();
127     }
128 }
129 
```

10 Aho Corasick $\mathcal{O}(|\alpha| \sum \text{len})$

```

1 const int alpha_size = 26;
2 struct Node {
3     Node *nxt[alpha_size]; // May use other structures to move in trie
4     Node *suffix;
5     Node() { memset(nxt, 0, alpha_size * sizeof(Node *)); }
6     int cnt = 0;
7 };
8 Node *aho_corasick(vector<vector<char> > &dict) {
9     Node *root = new Node;
10    root->suffix = 0;
11    vector<pair<vector<char> *, Node *> > state;
12    for (vector<char> &s : dict) state.emplace_back(&s, root);
13    for (int i = 0; !state.empty(); ++i) {
14        vector<pair<vector<char> *, Node *> > nstate;
15        for (auto &cur : state) {
16            Node *nxt = cur.second->nxt[(*cur.first)[i]];
17            if (nxt) {
18                cur.second = nxt;
19            } else {
20                nxt = new Node;
21                cur.second->nxt[(*cur.first)[i]] = nxt;
22                Node *suf = cur.second->suffix;
23                cur.second = nxt;
24                nxt->suffix = root; // set correct suffix link
25                while (suf) {
#3769
#2104
#6207
#3011
#8602
%5626
#1006
#9056
#1331
#5283
#3580
#3263
%2882
#5414
%1529
#0015
%8156
#0662
#7950
%0488
#6
9 if (suf->nxt[(*cur.first)[i]]) {
10     nxt->suffix = suf->nxt[(*cur.first)[i]];
11     break;
12 }
13     suf = suf->suffix;
14 }
15     if (cur.first->size() > i + 1) nstate.push_back(cur);
16     state = nstate;
17 }
18 return root;
19 // auxiliary functions for searching and counting
20 Node *walk(Node *cur,
21 char c) { // longest prefix in dict that is suffix of walked string.
22     while (true) {
23         if (cur->nxt[c]) return cur->nxt[c];
24         if (!cur->suffix) return cur;
25         cur = cur->suffix;
26     }
27 }
28 void cnt_matches(Node *root, vector<char> &match_in) {
29     Node *cur = root;
30     for (char c : match_in) {
31         cur = walk(cur, c);
32         ++cur->cnt;
33     }
34 }
35 void add_cnt(Node *root) { // After counting matches propagate ONCE to
36 // suffixes for final counts
37     vector<Node *> to_visit = {root};
38     ran(i, 0, to_visit.size());
39     Node *cur = to_visit[i];
40     ran(j, 0, alpha_size) {
41         if (cur->nxt[j]) to_visit.push_back(cur->nxt[j]);
42     }
43     for (int i = to_visit.size() - 1; i > 0; --i)
44         to_visit[i]->suffix->cnt += to_visit[i]->cnt;
45 }
46 int main() {
47     int n, len;
48     scanf("%d %d", &len, &n);
49     vector<char> a(len + 1);
50     scanf("%s", a.data());
51     a.pop_back();
52     for (char &c : a) c -= 'a';
53     vector<vector<char> > dict(n);
54     ran(i, 0, n) {
55         scanf("%d", &len);
56     }

```

```

77     dict[i].resize(len + 1);
78     scanf("%s", dict[i].data());
79     dict[i].pop_back();
80     for (char &c : dict[i]) c -= 'a';
81 }
82 Node *root = aho_corasick(dict);
83 cnt_matches(root, a);
84 add_cnt(root);
85 ran(i, 0, n) {
86     Node *cur = root;
87     for (char c : dict[i]) cur = walk(cur, c);
88     printf("%d\n", cur->cnt);
89 }
90 }

```

11 Suffix automaton and tree $\mathcal{O}((n+q)\log(|\alpha|))$

```

1 struct Node {
2     map<char, Node *> nxt_char;
3     // Map is faster than hashtable and unsorted arrays
4     int len; // Length of longest suffix in equivalence class.
5     Node *suf;
6     bool has_nxt(char c) const { return nxt_char.count(c); }
7     Node *nxt(char c) { #9664
8         if (!has_nxt(c)) return NULL;
9         return nxt_char[c];
10    }
11    void set_nxt(char c, Node *node) { nxt_char[c] = node; }
12    Node *split(int new_len, char c) { #8305
13        Node *new_n = new Node;
14        new_n->nxt_char = nxt_char;
15        new_n->len = new_len;
16        new_n->suf = suf;
17        suf = new_n; #4595
18        return new_n;
19    }
20    // Extra functions for matching and counting
21    Node *lower(int depth) {
22        // move to longest suf of current with a maximum length of depth.
23        if (suf->len >= depth) return suf->lower(depth);
24        return this;
25    }
26    Node *walk(char c, int depth, int &match_len) { #2130
27        // move to longest suffix of walked path that is a substring
28        match_len = min(match_len, len);
29        // includes depth limit(needed for finding matches)
30        if (has_nxt(c)) { // as suffixes are in classes match_len must be
31            // tracked externally
32            ++match_len;
33            return nxt(c)->lower(depth);
34        }
35        if (suf) return suf->walk(c, depth, match_len); #9589
36        return this;

```

```

37 } %2262
38 int paths_to_end = 0;
39 void set_as_end() { // All suffixes of current node are marked as
40     // ending nodes.
41     paths_to_end += 1;
42     if (suf) suf->set_as_end();
43 }
44 bool vis = false;
45 void calc_paths() {
46     /* Call ONCE from ROOT. For each node calculates number of ways
47      * to reach an end node. paths_to_end is occurrence count for any
48      * strings in current suffix equivalence class. */
49     if (!vis) {
50         vis = true;
51         for (auto cur : nxt_char) {
52             cur.second->calc_paths(); #2404
53             paths_to_end += cur.second->paths_to_end;
54         }
55     }
56 } #7906 %7906
57 // Transform into suffix tree of reverse string
58 map<char, Node *> tree_links;
59 int end_dist = 1 << 30;
60 int calc_end_dist() {
61     if (end_dist == 1 << 30) {
62         if (nxt_char.empty()) end_dist = 0; #7524
63         for (auto cur : nxt_char)
64             end_dist = min(end_dist, 1 + cur.second->calc_end_dist());
65     }
66     return end_dist;
67 } #2021
68 bool vis_t = false;
69 void build_suffix_tree(string &s) { // Call ONCE from ROOT.
70     if (!vis_t) {
71         vis_t = true;
72         if (suf)
73             suf->tree_links[s.size() - end_dist - suf->len - 1] = this; #6270
74             for (auto cur : nxt_char) cur.second->build_suffix_tree(s);
75     }
76 }
77 }; #1268 %1268
78 struct SufAuto {
79     Node *last;
80     Node *root;
81     void extend(char new_c) {
82         Node *nlast = new Node; #0936
83         nlast->len = last->len + 1;
84         Node *swn = last;
85         while (swn && !swn->has_nxt(new_c)) {
86             swn->set_nxt(new_c, nlast);
87             swn = swn->suf; #1831

```

```

88 }
89     if (!swn) {
90         nlast->suf = root;
91     } else {
92         Node *max_sbstr = swn->nxt(new_c); #0855
93         if (swn->len + 1 == max_sbstr->len) {
94             nlast->suf = max_sbstr;
95         } else { // remove for minimal DFA that matches suffixes and
96             // crap
97             Node *eq_sbstr = max_sbstr->split(swn->len + 1, new_c);
98             nlast->suf = eq_sbstr; #1749
99             Node *x = swn; // x = with_edge_to_eq_sbstr
100            while (x != 0 && x->nxt(new_c) == max_sbstr) {
101                x->set_nxt(new_c, eq_sbstr);
102                x = x->suf;
103            }
104        }
105    last = nlast;
106 }
107 SufAuto(string &s) {
108     root = new Node;
109     root->len = 0;
110     root->suf = NULL;
111     last = root; #9604
112     for (char c : s) extend(c);
113     root->calc_end_dist(); // To build suffix tree use reversed string
114     root->build_suffix_tree(s);
115 }
116 }; #6251 %6251

```

12 Dinic

```

1 struct MaxFlow {
2     const static ll INF = 1e18;
3     int source, sink;
4     vector<int> start, now, lvl, adj, rcap, cap_loc, bfs;
5     vector<int> cap, orig_cap;
6     /*ly*/ ll sink_pot = 0;
7     vector<bool> visited;
8     vector<ll> cost;
9     priority_queue<pair<ll, int>, vector<pair<ll, int> >,
10        greater<pair<ll, int> > >
11     dist_que; /*ry*/
12     void add_flow(int idx, ll flow, bool cont = true) {
13         cap[idx] -= flow;
14         if (cont) add_flow(rcap[idx], -flow, false);
15     }
16     MaxFlow(
17         const vector<tuple<int, int, ll, ll /*ly*/, ll /*ry*/ > > &edges) {
18         for (auto &cur : edges) { // from, to, cap, rcap/*ly*/, cost/*ry*/
19             start.resize(
20                 max(max(get<0>(cur), get<1>(cur)) + 2, (int)start.size()));

```

```

21         ++start[get<0>(cur) + 1];
22         ++start[get<1>(cur) + 1];
23     }
24     ran(i, 1, (int)start.size()) start[i] += start[i - 1];
25     now = start;
26     adj.resize(start.back());
27     cap.resize(start.back());
28     rcap.resize(start.back());
29     /*ly*/ cost.resize(start.back()); /*ry*/
30     for (auto &cur : edges) {
31         int u, v;
32         ll c, rc /*ly*/, c_cost /*ry*/ ;
33         tie(u, v, c, rc /*ly*/, c_cost /*ry*/) = cur;
34         assert(u != v);
35         adj[now[u]] = v;
36         adj[now[v]] = u;
37         rcap[now[u]] = now[v];
38         rcap[now[v]] = now[u];
39         cap_loc.push_back(now[u]);
40         /*ly*/ cost[now[u]] = c_cost;
41         cost[now[v]] = -c_cost; /*ry*/
42         cap[now[u]++] = c;
43         cap[now[v]++] = rc;
44         orig_cap.push_back(c);
45     }
46 }
47 bool dinic_bfs(int min_cap) {
48     lvl.clear();
49     lvl.resize(start.size());
50     bfs.clear();
51     bfs.resize(1, source);
52     now = start;
53     lvl[source] = 1;
54     ran(i, 0, (int)bfs.size()) {
55         int u = bfs[i];
56         while (now[u] < start[u + 1]) {
57             int v = adj[now[u]];
58             if /*ly*/ cost[now[u]] == 0 &&
59             /*ry*/ cap[now[u]] >= min_cap && lvl[v] == 0) {
60                 lvl[v] = lvl[u] + 1;
61                 if (v == sink) return true;
62                 bfs.push_back(v);
63             }
64             ++now[u];
65         }
66     }
67     return false;
68 }
69 ll dinic_dfs(int u, ll flow, int min_cap) {
70     if (u == sink) return flow;
71     if (lvl[u] == lvl[sink]) return 0;

```

```

72    ll res = 0;
73    while (now[u] < start[u + 1]) {
74        int v = adj[now[u]];
75        if (lvl[v] == lvl[u] + 1 /*ly*/ && cost[now[u]] == 0 /*ry*/ &&
76            cap[now[u]] >= min_cap) {
77            ll cur = dinic_dfs(v, min(flow, (ll)cap[now[u]]), min_cap);
78            if (cur) {
79                add_flow(now[u], cur);
80                flow -= cur;
81                res += cur;
82                if (!flow) break;
83            }
84        }
85        ++now[u];
86    }
87    return res;
88 }
/*ly*/ bool recalc_dist(bool check_imp = false) {
89     now = start;
90     visited.clear();
91     visited.resize(start.size());
92     dist_que.emplace(0, source);
93     /*lp*/ bool imp = false; /*rp*/
94     while (!dist_que.empty()) {
95         int u;
96         ll dist;
97         tie(dist, u) = dist_que.top();
98         dist_que.pop();
99         if (!visited[u]) {
100             visited[u] = true;
101             /*lp*/ if (check_imp && dist != 0)
102                 imp = true; /*rp*/
103             if (u == sink) sink_pot += dist;
104             while (now[u] < start[u + 1]) {
105                 int v = adj[now[u]];
106                 if (!visited[v] && cap[now[u]])
107                     dist_que.emplace(dist + cost[now[u]], v);
108                 cost[now[u]] += dist;
109                 cost[rcap[now[u]++]] -= dist;
110             }
111         }
112     }
113     /*lp*/ if (check_imp)
114         return imp; /*rp*/
115     return visited[sink];
116 }
/*lp*/ bool recalc_dist_bellman_ford() { // return whether there is
117                                         /*ry*/
118                                         // a negative cycle
119     int i = 0;
120     for (; i < (int)start.size() - 1 && recalc_dist(true); ++i) {
121     }
122     return i == (int)start.size() - 1;
123 }

124 } /*rp*/
125 /*ly*/ pair<ll, /*ry*/ ll /*ly*/> /*ry*/ calc_flow(
126     int _source, int _sink) {
127     source = _source;
128     sink = _sink;
129     assert(max(source, sink) < start.size() - 1);
130     /*ly*/ ll tot_flow = 0;
131     ll tot_cost = 0; /*ry*/
132     /*lp*/ if (recalc_dist_bellman_ford()) {
133         assert(false);
134     } else {
135         /*rp*/
136         /*ly*/ while (recalc_dist()) { /*ry*/
137             ll flow = 0;
138             for (int min_cap = 1 << 30; min_cap; min_cap >= 1) {
139                 while (dinic_bfs(min_cap)) {
140                     now = start;
141                     ll cur;
142                     while (cur = dinic_dfs(source, INF, min_cap)) flow += cur;
143                 }
144                 /*ly*/ tot_flow += flow;
145                 tot_cost += sink_pot * flow; /*ry*/
146             }
147             return /*ly*/ {tot_ /*ry*/ flow /*ly*/, tot_cost} /*ry*/;
148         }
149     }
150     ll flow_on_edge(int idx) {
151         assert(idx < cap.size());
152         return orig_cap[idx] - cap[cap_loc[idx]];
153     }
154 }
155 const int nmax = 1055;
156 int main() {
157     int t;
158     scanf("%d", &t);
159     for (int i = 0; i < t; ++i) {
160         vector<tuple<int, int, ll, ll, ll>> edges;
161         int n;
162         scanf("%d", &n);
163         for (int j = 1; j <= n; ++j) {
164             edges.emplace_back(j, 2 * n + 1, 1, 0, 0);
165         }
166         for (int j = 1; j <= n; ++j) {
167             int card;
168             scanf("%d", &card);
169             edges.emplace_back(0, card, 1, 0, 0);
170         }
171         int ex_c;
172         scanf("%d", &ex_c);
173         for (int j = 0; j < ex_c; ++j) {
174             int a, b;

```

```

175     scanf("%d %d", &a, &b);
176     if (b < a) swap(a, b);
177     edges.emplace_back(a, b, nmax, 0, 1);
178     edges.emplace_back(b, n + b, nmax, 0, 0);
179     edges.emplace_back(n + b, a, nmax, 0, 1);
180 }
181 int v = 2 * n + 2;
182 MaxFlow mf(edges);
183 printf("%d\n", (int)mf.calc_flow(0, v - 1).second);
184 // cout << mf.flow_on_edge(edge_index) << endl;
185 }


---



### 13 Min Cost Max Flow with Cycle Cancelling $\mathcal{O}(\text{cap} \cdot nm)$


1 struct Network {
2     struct Node;
3     struct Edge {
4         Node* u, *v;
5         int f, c, cost;
6         Node* from(Node* pos) {
7             if (pos == u) return v;
8             return u;
9         }
10        int getCap(Node* pos) {
11            if (pos == u) return c - f;
12            return f;
13        }
14        int addFlow(Node* pos, int toAdd) {
15            if (pos == u) {
16                f += toAdd;
17                return toAdd * cost;
18            } else {
19                f -= toAdd;
20                return -toAdd * cost;
21            }
22        }
23    };
24    struct Node {
25        vector<Edge*> conn;
26        int index;
27    };
28    deque<Node> nodes;
29    deque<Edge> edges;
30    Node* addNode() {
31        nodes.push_back(Node());
32        nodes.back().index = nodes.size() - 1;
33        return &nodes.back();
34    }
35    Edge* addEdge(Node* u, Node* v, int f, int c, int cost) {
36        edges.push_back({u, v, f, c, cost});
37        u->conn.push_back(&edges.back());
38        v->conn.push_back(&edges.back());
39
40        return &edges.back();
41    }
42    // Assumes all needed flow has already been added
43    int minCostMaxFlow() { #0927
44        int n = nodes.size();
45        int result = 0;
46        struct State {
47            int p;
48            Edge* used; #7358
49        };
50        while (1) {
51            vector<vector<State>> state(1, vector<State>(n, {0, 0}));
52            for (int lev = 0; lev < n; lev++) { #0078
53                state.push_back(state[lev]);
54                for (int i = 0; i < n; i++) {
55                    if (lev == 0 || state[lev][i].p < state[lev - 1][i].p) {
56                        for (Edge* edge : nodes[i].conn) {
57                            if (edge->getCap(&nodes[i]) > 0) { #7871
58                                int np = state[lev][i].p + #7871
59                                (edge->u == &nodes[i] ? edge->cost : -edge->cost);
60                                int ni = edge->from(&nodes[i])->index;
61                                if (np < state[lev + 1][ni].p) { #3940
62                                    state[lev + 1][ni].p = np; #3940
63                                    state[lev + 1][ni].used = edge;
64                                }
65                            }
66                        }
67                    }
68                }
69            }
70            // Now look at the last level
71            bool valid = false;
72            for (int i = 0; i < n; i++) {
73                if (state[n - 1][i].p > state[n][i].p) { #5398
74                    valid = true;
75                    vector<Edge*> path;
76                    int cap = 1000000000;
77                    Node* cur = &nodes[i];
78                    int clev = n; #6663
79                    vector<bool> expr(n, false);
80                    while (!expr[cur->index]) {
81                        expr[cur->index] = true;
82                        State cstate = state[clev][cur->index];
83                        cur = cstate.used->from(cur);
84                        path.push_back(cstate.used); #3984
85                    }
86                    reverse(path.begin(), path.end());
87                }
88                int i = 0;
89                Node* cur2 = cur;

```

```

90     do {
91         cur2 = path[i]->from(cur2);
92         i++;
93     } while (cur2 != cur);
94     path.resize(i);
95 }
96     for (auto edge : path) {
97         cap = min(cap, edge->getCap(cur));
98         cur = edge->from(cur);
99     }
100    for (auto edge : path) {
101        result += edge->addFlow(cur, cap);
102        cur = edge->from(cur);
103    }
104    if (!valid) break;
105 }
106 return result;
107 }
108 #4029
109 #2900


---


14 DMST  $\mathcal{O}(E \log V)$ 
1 struct EdgeDesc {
2     int from, to, w;
3 };
4 struct DMST {
5     struct Node;
6     struct Edge {
7         Node *from;
8         Node *tar;
9         int w;
10        bool inc;
11    };
12    struct Circle {
13        bool vis = false;
14        vector<Edge *> cont;
15        void clean(int idx);
16    };
17    const static greater<pair<ll, Edge *>> comp;
18    static vector<Circle> to_proc;
19    static bool no_dmst;
20    static Node *root; // Can use inline static since C++17
21    struct Node {
22        Node *par = NULL;
23        vector<pair<int, int>> out_cands; // Circ, edge idx
24        vector<pair<ll, Edge *>> con;
25        bool in_use = false;
26        ll w = 0; // extra to add to edges in con
27        Node *anc() {
28            if (!par) return this;
29            while (par->par) par = par->par;
30            return par;
31        }
32        void clean() {
33            if (!no_dmst) {
34                in_use = false;
35                for (auto &cur : out_cands)
36                    to_proc[cur.first].clean(cur.second);
37            }
38        }
39        Node *con_to_root() {
40            if (anc() == root) return root;
41            in_use = true;
42            Node *super = this; // Will become root or the first Node
43                                // encountered in a loop.
44        }
45        while (super == this) { #3927
46            while (
47                !con.empty() && con.front().second->tar->anc() == anc() ) {
48                pop_heap(con.begin(), con.end(), comp);
49                con.pop_back();
50            }
51            if (con.empty()) {
52                no_dmst = true;
53                return root;
54            }
55            pop_heap(con.begin(), con.end(), comp); #8600
56            auto nxt = con.back();
57            con.pop_back();
58            w = -nxt.first;
59            if (nxt.second->tar
60                ->in_use) { // anc() wouldn't change anything
61                super = nxt.second->tar->anc(); #6612
62                to_proc.resize(to_proc.size() + 1);
63            } else {
64                super = nxt.second->tar->con_to_root();
65            }
66            if (super != root) { #7005
67                to_proc.back().cont.push_back(nxt.second);
68                out_cands.emplace_back(
69                    to_proc.size() - 1, to_proc.back().cont.size() - 1);
70            } else { // Clean circles
71                nxt.second->inc = true; #1096
72                nxt.second->from->clean();
73            }
74        }
75        if (super != root) { // we are some loops non first Node.
76            if (con.size() > super->con.size()) { #2844
77                swap(con,
78                    super->con); // Largest con in loop should not be copied.
79                swap(w, super->w);
80            }
81            for (auto cur : con) { #3498
82                super->con.emplace_back(
83

```

```

82     cur.first - super->w + w, cur.second);
83     push_heap(super->con.begin(), super->con.end(), comp);
84   }
85 } #6348
86 par = super; // root or anc() of first Node encountered in a
87 // loop
88 return super;
89 }
90 };
91 Node *croot; #0309
92 vector<Node> graph;
93 vector<Edge> edges;
94 DMST(int n, vector<EdgeDesc> &desc,
95 int r) { // Self loops and multiple edges are okay.
96 graph.resize(n); #8100
97 croot = &graph[r];
98 for (auto &cur : desc) // Edges are reversed internally
99   edges.push_back(Edge{&graph[cur.to], &graph[cur.from], cur.w});
100 for (int i = 0; i < desc.size(); ++i)
101   graph[desc[i].to].con.emplace_back(desc[i].w, &edges[i]);
102 for (int i = 0; i < n; ++i) #8811
103   make_heap(graph[i].con.begin(), graph[i].con.end(), comp);
104 }
105 bool find() {
106   root = croot;
107   no_dmst = false; #5307
108   for (auto &cur : graph) {
109     cur.con_to_root();
110     to_proc.clear();
111     if (!no_dmst) return false;
112   }
113   return true;
114 }
115 ll weight() {
116   ll res = 0;
117   for (auto &cur : edges) {
118     if (cur.inc) res += cur.w; #6369
119   }
120   return res;
121 }
122 };
123 void DMST::Circle::clean(int idx) {
124   if (!vis) {
125     vis = true;
126     for (int i = 0; i < cont.size(); ++i) { #6503
127       if (i != idx) {
128         cont[i]->inc = true;
129         cont[i]->from->clean();
130       }
131     }
132   }
133 }
134 const greater<pair<ll, DMST::Edge *>> DMST::comp;
135 vector<DMST::Circle> DMST::to_proc;
136 bool DMST::no_dmst; #2354
137 DMST::Node *DMST::root; #2870



---


15 Bridges  $\mathcal{O}(n)$ 
1 struct vert;
2 struct edge {
3   bool exists = true;
4   vert *dest;
5   edge *rev;
6   edge(vert *_dest) : dest(_dest) { rev = NULL; } #8922
7   vert &operator*() { return *dest; }
8   vert *operator->() { return dest; }
9   bool is_bridge(); #0116
10 };
11 struct vert {
12   deque<edge> con;
13   int val = 0;
14   int seen;
15   int dfs(int upd, edge *ban) { // handles multiple edges #1288
16     if (!val) {
17       val = upd;
18       seen = val;
19       for (edge &nxt : con) {
20         if (nxt.exists && (&nxt) != ban) #8194
21           seen = min(seen, nxt->dfs(upd + 1, nxt.rev));
22       }
23     }
24     return seen;
25   }
26   void remove_adj_bridges() {
27     for (edge &nxt : con) {
28       if (nxt.is_bridge()) nxt.exists = false; #7106
29     }
30   } #7106
31   int cnt_adj_bridges() { #9056
32     int res = 0;
33     for (edge &nxt : con) res += nxt.is_bridge();
34     return res;
35   } #9056
36 };
37 bool edge::is_bridge() { #9056
38   return exists && #5223
39     (dest->seen > rev->dest->val || dest->val < rev->dest->seen); #5223
40 }
41 vert graph[nmax];
42 int main() { // Mechanics Practice BRIDGES
43   int n, m;
44   cin >> n >> m;
45   for (int i = 0; i < m; ++i) { #9056

```

```

46     int u, v;
47     scanf("%d %d", &u, &v);
48     graph[u].con.emplace_back(graph + v);
49     graph[v].con.emplace_back(graph + u);
50     graph[u].con.back().rev = &graph[v].con.back();
51     graph[v].con.back().rev = &graph[u].con.back();
52 }
53 graph[1].dfs(1, NULL);
54 int res = 0;
55 for (int i = 1; i <= n; ++i) res += graph[i].cnt_adj_bridges();
56 cout << res / 2 << endl;
57 }

```

16 2-Sat $\mathcal{O}(n)$ and SCC $\mathcal{O}(n)$

```

1 struct Graph {
2     int n;
3     vector<vector<int>> con;
4     Graph(int nszie) {
5         n = nszie;
6         con.resize(n);
7     }
8     void add_edge(int u, int v) { con[u].push_back(v); }
9     void top_dfs(int pos, vector<int> &result, vector<bool> &explr,
10                 vector<vector<int>> &revcon) { #0321
11         if (explr[pos]) return;
12         explr[pos] = true;
13         for (auto next : revcon[pos])
14             top_dfs(next, result, explr, revcon);
15         result.push_back(pos); #2081
16     }
17     vector<int> topsort() {
18         vector<vector<int>> revcon(n);
19         ran(u, 0, n) {
20             for (auto v : con[u]) revcon[v].push_back(u);
21         }
22         vector<int> result; #3875
23         vector<bool> explr(n, false);
24         ran(i, 0, n) top_dfs(i, result, explr, revcon);
25         reverse(result.begin(), result.end());
26         return result; #7568
27     }
28     void dfs(int pos, vector<int> &result, vector<bool> &explr) {
29         if (explr[pos]) return;
30         explr[pos] = true;
31         for (auto next : con[pos]) dfs(next, result, explr);
32         result.push_back(pos); #6880
33     }
34     vector<vector<int>> scc() {
35         vector<int> order = topsort();
36         reverse(order.begin(), order.end());
37         vector<bool> explr(n, false);
38         vector<vector<int>> res;

```

```

39         for (auto it = order.rbegin(); it != order.rend(); ++it) {
40             vector<int> comp;
41             top_dfs(*it, comp, explr, con);
42             sort(comp.begin(), comp.end());
43             res.push_back(comp); #2243
44         }
45         sort(res.begin(), res.end());
46         return res;
47     }
48 }; #0543
49 int main() {
50     int n, m;
51     cin >> n >> m;
52     Graph g(2 * m);
53     ran(i, 0, n) {
54         int a, sa, b, sb;
55         cin >> a >> sa >> b >> sb;
56         a--, b--;
57         g.add_edge(2 * a + 1 - sa, 2 * b + sb);
58         g.add_edge(2 * b + 1 - sb, 2 * a + sa);
59     }
60     vector<int> state(2 * m, 0);
61     {
62         vector<int> order = g.topsort();
63         vector<bool> explr(2 * m, false);
64         for (auto u : order) {
65             vector<int> traversed;
66             g.dfs(u, traversed, explr);
67             if (traversed.size() > 0 && !state[traversed[0] ^ 1]) {
68                 for (auto c : traversed) state[c] = 1;
69             }
70         }
71     }
72     ran(i, 0, m) {
73         if (state[2 * i] == state[2 * i + 1]) {
74             cout << "IMPOSSIBLE\n";
75             return 0;
76         }
77     }
78     ran(i, 0, m) cout << state[2 * i + 1] << '\n';
79     return 0;
80 }

```

17 Generic persistent compressed lazy segment tree

```

1 struct Seg {
2     ll sum = 0;
3     void recalc(const Seg &lhs_seg, int lhs_len, const Seg &rhs_seg,
4                 int rhs_len) { #7684
5         sum = lhs_seg.sum + rhs_seg.sum;
6     }
7 } __attribute__((packed));
8 struct Lazy {

```

```

9 11 add;
10 11 assign_val; // LLONG_MIN if no assign;
11 void init() {
12 12 add = 0;
13 13 assign_val = LLONG_MIN;
14 }
15 Lazy() { init(); }
16 void split(Lazy &lhs_lazy, Lazy &rhs_lazy, int len) {
17 16 lhs_lazy = *this;
18 17 rhs_lazy = *this;
19 18 init();
20 }
21 void merge(Lazy &oth, int len) {
22 21 if (oth.assign_val != LLONG_MIN) {
23 22 add = 0;
24 23 assign_val = oth.assign_val;
25 24 }
26 25 add += oth.add;
27 }
28 void apply_to_seg(Seg &cur, int len) const {
29 28 if (assign_val != LLONG_MIN) {
30 29 cur.sum = len * assign_val;
31 30 }
32 31 cur.sum += len * add;
33 }
34 } __attribute__((packed));
35 %0625 struct Node { // Following code should not need to be modified
36 int ver;
37 bool is_lazy = false;
38 Seg seg;
39 Lazy lazy;
40 Node *lc = NULL, *rc = NULL;
41 void init() {
42 41 if (!lc) {
43 42 lc = new Node{ver};
44 43 rc = new Node{ver};
45 44 }
46 }
47 Node *upd(int L, int R, int l, int r, Lazy &val, int tar_ver) {
48 47 if (ver != tar_ver) {
49 48 Node *rep = new Node(*this);
50 49 rep->ver = tar_ver;
51 50 return rep->upd(L, R, l, r, val, tar_ver);
52 }
53 if (L >= l && R <= r) {
54 53 val.apply_to_seg(seg, R - L);
55 54 lazy.merge(val, R - L);
56 55 is_lazy = true;
57 } else {
58 56 init();
59 57 int M = (L + R) / 2;
60 58 if (is_lazy) {
#7883
#7654
#0050
#2924
#6280
#6321
#5313
#8874
#2138
#8209
#8104
#8581
#9373
#6654
#2185
#4770
#4873
#1461
#9427
#111
}
Lazy l_val, r_val;
lazy.split(l_val, r_val, R - L);
lc = lc->upd(L, M, L, M, l_val, ver);
rc = rc->upd(M, R, M, R, r_val, ver);
is_lazy = false;
}
Lazy l_val, r_val;
val.split(l_val, r_val, R - L);
if (l < M) lc = lc->upd(L, M, l, r, l_val, ver);
if (M < r) rc = rc->upd(M, R, l, r, r_val, ver);
seg.recalc(lc->seg, M - L, rc->seg, R - M);
return this;
void get(int L, int R, int l, int r, Seg *&lft_res, Seg *&tmp,
bool last_ver) {
if (L >= l && R <= r) {
tmp->recalc(*lft_res, L - l, seg, R - L);
swap(lft_res, tmp);
} else {
init();
int M = (L + R) / 2;
if (is_lazy) {
Lazy l_val, r_val;
lazy.split(l_val, r_val, R - L);
lc = lc->upd(L, M, L, M, l_val, ver + last_ver);
lc->ver = ver;
rc = rc->upd(M, R, M, R, r_val, ver + last_ver);
rc->ver = ver;
is_lazy = false;
}
if (l < M) lc->get(L, M, l, r, lft_res, tmp, last_ver);
if (M < r) rc->get(M, R, l, r, lft_res, tmp, last_ver);
}
}
} __attribute__((packed));
struct SegTree { // indexes start from 0, ranges are [beg, end)
vector<Node *> roots; // versions start from 0
int len;
SegTree(int _len) : len(_len) { roots.push_back(new Node{0}); }
int upd(int l, int r, Lazy &val, bool new_ver = false) {
Node *cur_root =
roots.back()->upd(0, len, l, r, val, roots.size() - !new_ver);
if (cur_root != roots.back()) roots.push_back(cur_root);
return roots.size() - 1;
}
Seg get(int l, int r, int ver = -1) {
if (ver == -1) ver = roots.size() - 1;
Seg seg1, seg2;
Seg *pres = &seg1, *ptmp = &seg2;
roots[ver]->get(0, len, l, r, pres, ptmp, roots.size() - 1);
}

```

```

112     return *pres;
113 }
114 };
115
116 int n, m; // solves Mechanics Practice LAZY
117 cin >> n >> m;
118 SegTree seg_tree(1 << 17);
119 for (int i = 0; i < n; ++i) {
120     Lazy tmp;
121     scanf("%lld", &tmp.assign_val);
122     seg_tree.upd(i, i + 1, tmp);
123 }
124 for (int i = 0; i < m; ++i) {
125     int o;
126     int l, r;
127     scanf("%d %d %d", &o, &l, &r);
128     --l;
129     if (o == 1) {
130         Lazy tmp;
131         scanf("%lld", &tmp.add);
132         seg_tree.upd(l, r, tmp);
133     } else if (o == 2) {
134         Lazy tmp;
135         scanf("%lld", &tmp.assign_val);
136         seg_tree.upd(l, r, tmp);
137     } else {
138         Seg res = seg_tree.get(l, r);
139         printf("%lld\n", res.sum);
140     }
141 }

```

18 Templatized HLD $\mathcal{O}(M(n)\log n)$ per query

```

1 class dummy {
2 public:
3     dummy() {}
4     dummy(int, int) {}
5     void set(int, int) {} #9531
6     int query(int left, int right) {
7         cout << this << ' ' << left << ' ' << right << endl;
8     }
9 };
#7932
10 /* T should be the type of the data stored in each vertex;
11  * DS should be the underlying data structure that is used to perform
12  * the group operation. It should have the following methods:
13  * * DS () - empty constructor
14  * * DS (int size, T initial) - constructs the structure with the
15  * given size, initially filled with initial.
16  * * void set (int index, T value) - set the value at index `index` to
17  * `value`
18  * * T query (int left, int right) - return the "sum" of elements
19  * between left and right, inclusive.

```

```

%7542 int main() {
20     /*
21     template <typename T, class DS>
22     class HLD {
23         int vertexc;
24         vector<int> *adj;
25         vector<int> subtree_size;
26         DS structure;
27         DS aux;
28         void build_sizes(int vertex, int parent) {
29             subtree_size[vertex] = 1;
30             for (int child : adj[vertex]) {
31                 if (child != parent) {
32                     build_sizes(child, vertex);
33                     subtree_size[vertex] += subtree_size[child];
34                 }
35             }
36         }
37         int cur;
38         vector<int> ord;
39         vector<int> chain_root;
40         vector<int> par;
41         void build_hld(int vertex, int parent, int chain_source) {
42             cur++;
43             ord[vertex] = cur;
44             chain_root[vertex] = chain_source;
45             par[vertex] = parent;
46             if (adj[vertex].size() > 1 ||
47                 (vertex == 1 && adj[vertex].size() == 1)) {
48                 int big_child, big_size = -1;
49                 for (int child : adj[vertex]) {
50                     if ((child != parent) && (subtree_size[child] > big_size)) {
51                         big_child = child;
52                         big_size = subtree_size[child];
53                     }
54                 }
55                 build_hld(big_child, vertex, chain_source);
56                 for (int child : adj[vertex]) {
57                     if ((child != parent) && (child != big_child))
58                         build_hld(child, vertex, child);
59                 }
60             }
61         }
62     public:
63     HLD(int _vertexc) {
64         vertexc = _vertexc;
65         adj = new vector<int>[vertexc + 5];
66     }
67     void add_edge(int u, int v) {
68         adj[u].push_back(v);
69         adj[v].push_back(u);
70     }
#6178
#2037
#6759
#9593
#0432
#9151
#3027
#8562
#3486

```

```

71 void build(T initial) {
72     subtree_size = vector<int>(vertexc + 5);
73     ord = vector<int>(vertexc + 5);
74     chain_root = vector<int>(vertexc + 5);
75     par = vector<int>(vertexc + 5);
76     cur = 0;
77     build_sizes(1, -1);
78     build_hld(1, -1, 1);
79     structure = DS(vertexc + 5, initial);
80     aux = DS(50, initial);
81 }
82 void set(int vertex, int value) {
83     structure.set(ord[vertex], value);
84 }
85 T query_path(
86     int u, int v) { /* returns the "sum" of the path u->v */
87     int cur_id = 0; #4754
88     while (chain_root[u] != chain_root[v]) {
89         if (ord[u] > ord[v]) {
90             cur_id++;
91             aux.set(cur_id, structure.query(ord[chain_root[u]], ord[u]));
92             u = par[chain_root[u]]; #4538
93         } else {
94             cur_id++;
95             aux.set(cur_id, structure.query(ord[chain_root[v]], ord[v]));
96             v = par[chain_root[v]];
97         }
98     }
99     cur_id++;
100    aux.set(cur_id,
101        structure.query(min(ord[u], ord[v]), max(ord[u], ord[v])));
102    return aux.query(1, cur_id); #7150
103 } #1905
104 void print() {
105     for (int i = 1; i <= vertexc; i++) {
106         cout << i << ' ' << ord[i] << ' ' << chain_root[i] << ' '
107         << par[i] << endl;
108     }
109 }
110 int main() {
111     int vertexc;
112     cin >> vertexc;
113     HLD<int, dummy> hld(vertexc);
114     for (int i = 0; i < vertexc - 1; i++) {
115         int u, v;
116         cin >> u >> v;
117         hld.add_edge(u, v);
118     }
119     hld.build(0);
120     hld.print();
121     int queryc;
122     cin >> queryc;

```

#4566	for (int i = 0; i < queryc; i++) { int u, v; cin >> u >> v; hld.query_path(u, v); cout << endl; }
#2693	
#7758	

19 Splay Tree + Link-Cut $O(N \log N)$

```

1 struct Tree *treev;
2 struct Tree {
3     struct T {
4         int i;
5         constexpr T() : i(-1) {}
6         T(int _i) : i(_i) {}
7         operator int() const { return i; }
8         explicit operator bool() const { return i != -1; }
9         Tree *operator->() { return treev + i; }
10    };
11    T c[2], p;
12    /* insert monoid here */
13    /*lg*/ T link; /*rg*/
14    Tree() {
15        /* init monoid here */
16        /*lg*/ link = -1; /*rg*/
17    }
18 };
19 using T = Tree::T;
20 constexpr T NIL;
21 void update(T t) { /* recalculate the monoid here */ }
22 }
23 void propagate(T t) {
24     assert(t);
25     /*lg*/
26     for (T c : t->c)
27         if (c) c->link = t->link;
28     /*rg*/
29     /* lazily propagate updates here */
30 }
31 /*lp*/
32 void lazy_reverse(T t) { /* lazily reverse t here */ }
33 }
34 /*rp*/
35 T splay(T n) {
36     for (;;) {
37         propagate(n);
38         T p = n->p;
39         if (p == NIL) break;
40         propagate(p);
41         if (p->c[1] == n)
42             assert(p->c[px] == n);

```

#7635

#2337

#0939

#3006

#8514

#3792

19

```

43 T g = p->p;
44 if (g == NIL) { /* zig */
45   p->c[px] = n->c[px ^ 1];
46   p->c[px]->p = p;
47   n->c[px ^ 1] = p;
48   n->c[px ^ 1]->p = n;
49   n->p = NIL;
50   update(p);
51   update(n);
52   break;
53 }
54 propagate(g);
55 ll gx = g->c[1] == p;
56 assert(g->c[gx] == p);
57 T gg = g->p;
58 ll ggx = gg && gg->c[1] == g;
59 if (gg) assert(gg->c[ggx] == g);
60 if (gx == px) { /* zig zig */
61   g->c[gx] = p->c[gx ^ 1];
62   g->c[gx]->p = g;
63   p->c[gx ^ 1] = g;
64   p->c[gx ^ 1]->p = p;
65   p->c[gx] = n->c[gx ^ 1];
66   p->c[gx]->p = p;
67   n->c[gx ^ 1] = p;
68   n->c[gx ^ 1]->p = n;
69 } else { /* zig zag */
70   g->c[gx] = n->c[gx ^ 1];
71   g->c[gx]->p = g;
72   n->c[gx ^ 1] = g;
73   n->c[gx ^ 1]->p = n;
74   p->c[gx ^ 1] = n->c[gx];
75   p->c[gx ^ 1]->p = p;
76   n->c[gx] = p;
77   n->c[gx]->p = n;
78 }
79 if (gg) gg->c[ggx] = n;
80 n->p = gg;
81 update(g);
82 update(p);
83 update(n);
84 if (gg) update(gg);
85 }
86 return n;
87 }
88 T extreme(T t, int x) {
89 while (t->c[x]) t = t->c[x];
90 return t;
91 }
92 T set_child(T t, int x, T a) {
93 T o = t->c[x];
94 t->c[x] = a;

```

```

95   update(t);
96   o->p = NIL;
97   a->p = t;
98   return o;
99 }
100 //***** Link-Cut Tree: *****/
101 T expose(T t) {
102   set_child(splay(t), 1, NIL);
103   T leader = splay(extreme(t, 0));
104   if (leader->link == NIL) return t;
105   set_child(splay(leader), 0, expose(leader->link));
106   return splay(t);
107 }
108 void link(T t, T p) {
109   assert(t->link == NIL);
110   t->link = p;
111 }
112 T cut(T t) {
113   T p = t->link;
114   if (p) expose(p);
115   t->link = NIL;
116   return p;
117 }
118 /*lp*/
119 void make_root(T t) {
120   expose(t);
121   lazy_reverse(extreme(splay(t), 0));
122 }
123 /*rp*/

```

20 Templatized multi dimensional BIT $\mathcal{O}(\log(n)^{\dim})$ per query

```

1 // Fully overloaded any dimensional BIT, use any type for coordinates,
2 // elements, return_value. Includes coordinate compression.
3 template <typename E_T, typename C_T, C_T n_inf, typename R_T>
4 struct BIT {
5   vector<C_T> pos;
6   vector<E_T> elems;
7   bool act = false;
8   BIT() { pos.push_back(n_inf); }
9   void init() {
10     if (act) {
11       for (E_T &c_elem : elems) c_elem.init();
12     } else {
13       act = true;
14       sort(pos.begin(), pos.end());
15       pos.resize(unique(pos.begin(), pos.end()) - pos.begin());
16       elems.resize(pos.size());
17     }
18   }
19   template <typename... loc_form>
20   void update(C_T cx, loc_form... args) {

```

```

21 if (act) {
22     int x = lower_bound(pos.begin(), pos.end(), cx) - pos.begin();
23     for (; x < (int)pos.size(); x += x & -x) #7303
24         elems[x].update(args...);
25 } else {
26     pos.push_back(cx);
27 }
28 } #8505
29 template <typename... loc_form>
30 R_T query(C_T cx, loc_form... args) { // sum in (-inf, cx)
31     R_T res = 0;
32     int x = lower_bound(pos.begin(), pos.end(), cx) - pos.begin() - 1;
33     for (; x > 0; x -= x & -x) res += elems[x].query(args...); #2526
34     return res;
35 }
36 };
37 template <typename I_T>
38 struct wrapped {
39     I_T a = 0;
40     void update(I_T b) { a += b; } #6509
41     I_T query() { return a; }
42     // Should never be called, needed for compilation
43     void init() { DEBUG('i') }
44     void update() { DEBUG('u') }
45 }; #2858
46 // return type should be same as type inside wrapped
47 BIT<BIT<wrapped<ll>, int, INT_MIN, ll>, int, INT_MIN, ll> fenwick;
48 int dim = 2;
49 vector<tuple<int, int, ll> > to_insert;
50 to_insert.emplace_back(1, 1, 1);
51 // set up all pos that are to be used for update
52 for (int i = 0; i < dim; ++i) {
53     for (auto &cur : to_insert)
54         fenwick.update(get<0>(cur), get<1>(cur)); #2858
55     // May include value which won't be used
56     fenwick.init();
57 }
58 // actual use
59 for (auto &cur : to_insert)
60     fenwick.update(get<0>(cur), get<1>(cur), get<2>(cur));
61 cout << fenwick.query(2, 2) << '\n';
62
63 }

```

21 Treap $\mathcal{O}(\log n)$ per query

```

1 mt19937 randgen;
2 struct Treap {
3     struct Node {
4         int key;
5         int value;
6         unsigned int priority;
7         long long total; #5615

```

```

8     Node* lch;
9     Node* rch;
10    Node(int new_key, int new_value) { #5698
11        key = new_key;
12        value = new_value;
13        priority = randgen();
14        total = new_value;
15        lch = 0;
16        rch = 0;
17    }
18    void update() { #7232
19        total = value;
20        if (lch) total += lch->total;
21        if (rch) total += rch->total;
22    }
23    deque<Node> nodes; #9633
24    Node* root = 0;
25    pair<Node*, Node*> split(int key, Node* cur) {
26        if (cur == 0) return {0, 0};
27        pair<Node*, Node*> result;
28        if (key <= cur->key) { #5233
29            auto ret = split(key, cur->lch); #6988
30            cur->lch = ret.second;
31            result = {ret.first, cur};
32        } else {
33            auto ret = split(key, cur->rch); #6988
34            cur->rch = ret.first;
35            result = {cur, ret.second};
36        }
37        cur->update();
38        return result;
39    }
40    Node* merge(Node* left, Node* right) { #7230
41        if (left == 0) return right;
42        if (right == 0) return left;
43        Node* top;
44        if (left->priority < right->priority) { #6282
45            left->rch = merge(left->rch, right);
46            top = left;
47        } else {
48            right->lch = merge(left, right->lch); #3510
49            top = right;
50        }
51        top->update();
52        return top;
53    }
54    void insert(int key, int value) { #8918
55        nodes.push_back(Node(key, value));
56        Node* cur = &nodes.back();
57        pair<Node*, Node*> ret = split(key, root);
58    }

```

```

59     cur = merge(ret.first, cur);
60     cur = merge(cur, ret.second);
61     root = cur;
62 }
63 void erase(int key) {
64     Node *left, *mid, *right;
65     tie(left, mid) = split(key, root);
66     tie(mid, right) = split(key + 1, mid);
67     root = merge(left, right);
68 }
69 long long sum_upto(int key, Node* cur) {
70     if (cur == 0) return 0;
71     if (key <= cur->key) {
72         return sum_upto(key, cur->lch);
73     } else {
74         long long result = cur->value + sum_upto(key, cur->rch);
75         if (cur->lch) result += cur->lch->total;
76         return result;
77     }
78 }
79 long long get(int l, int r) {
80     return sum_upto(r + 1, root) - sum_upto(l, root);
81 }
82 }
83 // Solution for:
84 // http://codeforces.com/group/U01GDa2Gub/contest/219104/problem/TREAP
85 int main() {
86     ios_base::sync_with_stdio(false);
87     cin.tie(0);
88     int m;
89     Treap treap;
90     cin >> m;
91     for (int i = 0; i < m; i++) {
92         int type;
93         cin >> type;
94         if (type == 1) {
95             int x, y;
96             cin >> x >> y;
97             treap.insert(x, y);
98         } else if (type == 2) {
99             int x;
100            cin >> x;
101            treap.erase(x);
102        } else {
103            int l, r;
104            cin >> l >> r;
105            cout << treap.get(l, r) << endl;
106        }
107    }
108    return 0;
109 }

```

#9760 #1416 #7634 #8122 #0094 #4959 %4959

22 Radixsort 50M 64 bit integers as single array in 1 sec

```

1 template <typename T>
2 void rsort(T *a, T *b, int size, int d = sizeof(T) - 1) {
3     int b_s[256]{};
4     ran(i, 0, size) { ++b_s[(a[i] >> (d * 8)) & 255]; }
5     // ++b_s[*((uchar *) (a + i) + d)];
6     T *mem[257];
7     mem[0] = b;
8     T **l_b = mem + 1;
9     l_b[0] = b;
10    ran(i, 0, 255) { l_b[i + 1] = l_b[i] + b_s[i]; }
11    for (T *it = a; it != a + size; ++it) {
12        T id = ((*it) >> (d * 8)) & 255;
13        *(l_b[id]++) = *it;
14    }
15    l_b = mem;
16    if (d) {
17        T *l_a[256];
18        l_a[0] = a;
19        ran(i, 0, 255) l_a[i + 1] = l_a[i] + b_s[i];
20        ran(i, 0, 256) {
21            if (l_b[i + 1] - l_b[i] < 100) {
22                sort(l_b[i], l_b[i + 1]);
23                if (d & 1) copy(l_b[i], l_b[i + 1], l_a[i]);
24            } else {
25                rsort(l_b[i], l_a[i], b_s[i], d - 1);
26            }
27        }
28    }
29 }
30 const int nmax = 5e7;
31 ll arr[nmax], tmp[nmax];
32 int main() {
33     for (int i = 0; i < nmax; ++i) arr[i] = ((ll)rand() << 32) | rand();
34     rsort(arr, tmp, nmax);
35     assert(is_sorted(arr, arr + nmax));
36 }

```

#5369 #6813 #5681 #1162 #7759 %0571

23 FFT 5M length/sec

integer $c = a * b$ is accurate if $c_i < 2^{49}$

```

1 struct Complex {
2     double a = 0, b = 0;
3     Complex &operator/=(const int &oth) {
4         a /= oth;
5         b /= oth;
6         return *this;
7     }
8 };
9 Complex operator+(const Complex &lft, const Complex &rgt) {
10    return Complex{lft.a + rgt.a, lft.b + rgt.b};
11 }

```

#1139 #8384

```

12 Complex operator-(const Complex &lft, const Complex &rgt) {
13     return Complex{lft.a - rgt.a, lft.b - rgt.b};
14 }
15 Complex operator*(const Complex &lft, const Complex &rgt) { #5371
16     return Complex{
17         lft.a * rgt.a - lft.b * rgt.b, lft.a * rgt.b + lft.b * rgt.a};
18 }
19 Complex conj(const Complex &cur) { return Complex{cur.a, -cur.b}; }
20 void fft_rec(Complex *arr, Complex *root_pow, int len) { #7637
21     if (len != 1) { #7637
22         fft_rec(arr, root_pow, len >> 1);
23         fft_rec(arr + len, root_pow, len >> 1);
24     }
25     root_pow += len;
26     for (int i = 0; i < len; ++i) { #0670
27         Complex tmp = arr[i] + root_pow[i] * arr[i + len];
28         arr[i + len] = arr[i] - root_pow[i] * arr[i + len];
29         arr[i] = tmp;
30     }
31 } #7078
32 void fft(vector<Complex> &arr, int ord, bool invert) {
33     assert(arr.size() == 1 << ord);
34     static vector<Complex> root_pow(1);
35     static int inc_pow = 1;
36     static bool is_inv = false; #0102
37     if (inc_pow <= ord) {
38         int idx = root_pow.size();
39         root_pow.resize(1 << ord);
40         for (; inc_pow <= ord; ++inc_pow) { #3349
41             for (int idx_p = 0; idx_p < 1 << (ord - 1); #3349
42                 idx_p += 1 << (ord - inc_pow), ++idx) {
43                 root_pow[idx] = Complex{cos(-idx_p * M_PI / (1 << (ord - 1))), #6357
44                     sin(-idx_p * M_PI / (1 << (ord - 1)))};
45                 if (is_inv) root_pow[idx].b = -root_pow[idx].b;
46             }
47         }
48     }
49     if (invert != is_inv) {
50         is_inv = invert;
51         for (Complex &cur : root_pow) cur.b = -cur.b; #7526
52     }
53     for (int i = 1, j = 0; i < (1 << ord); ++i) {
54         int m = 1 << (ord - 1);
55         bool cont = true; #0510
56         while (cont) {
57             cont = j & m;
58             j ^= m;
59             m >>= 1;
60         }
61         if (i < j) swap(arr[i], arr[j]); #0506
62     }
63     fft_rec(arr.data(), root_pow.data(), 1 << (ord - 1));

```

```

64     if (invert)
65         for (int i = 0; i < (1 << ord); ++i) arr[i] /= (1 << ord); #4380
66 } #4380
67 void mult_poly_mod( #8811
68     vector<int> &a, vector<int> &b, vector<int> &c) { // c += a*b
69     static vector<Complex>
70     arr[4]; // correct upto 0.5-2M elements(mod ~ 1e9)
71     if (c.size() < 400) { #8811
72         for (int i = 0; i < a.size(); ++i)
73             for (int j = 0; j < b.size() && i + j < c.size(); ++j)
74                 c[i + j] = ((ll)a[i] * b[j] + c[i + j]) % mod;
75     } else {
76         int fft_ord = 32 - __builtin_clz(c.size()); #4629
77         if (arr[0].size() != 1 << fft_ord)
78             for (int i = 0; i < 4; ++i) arr[i].resize(1 << fft_ord);
79         for (int i = 0; i < 4; ++i)
80             fill(arr[i].begin(), arr[i].end(), Complex{});
81         for (int &cur : a) #9591
82             if (cur < 0) cur += mod;
83         for (int &cur : b)
84             if (cur < 0) cur += mod;
85         const int shift = 15;
86         const int mask = (1 << shift) - 1; #2625
87         for (int i = 0; i < min(a.size(), c.size()); ++i) {
88             arr[0][i].a = a[i] & mask;
89             arr[1][i].a = a[i] >> shift;
90         }
91         for (int i = 0; i < min(b.size(), c.size()); ++i) { #3501
92             arr[0][i].b = b[i] & mask;
93             arr[1][i].b = b[i] >> shift;
94         }
95         for (int i = 0; i < 2; ++i) fft(arr[i], fft_ord, false);
96         for (int i = 0; i < 2; ++i) { #9971
97             for (int j = 0; j < 2; ++j) {
98                 int tar = 2 + (i + j) / 2;
99                 Complex mult = {0, -0.25};
100                if (i ^ j) mult = {0.25, 0};
101                for (int k = 0; k < (1 << fft_ord); ++k) { #4471
102                    int rev_k = ((1 << fft_ord) - k) % (1 << fft_ord);
103                    Complex ca = arr[i][k] + conj(arr[i][rev_k]);
104                    Complex cb = arr[j][k] - conj(arr[j][rev_k]);
105                    arr[tar][k] = arr[tar][k] + mult * ca * cb;
106                }
107            }
108        }
109        for (int i = 2; i < 4; ++i) { #8403
110            fft(arr[i], fft_ord, true);
111            for (int k = 0; k < (int)c.size(); ++k) {
112                c[k] = (c[k] + (((ll)(arr[i][k].a + 0.5) % mod) #8403
113                                << (shift * 2 * (i - 2)))) % mod;
114            }

```

```

115     c[k] = (c[k] + (((ll)(arr[i][k].b + 0.5) % mod)
116                         << (shift * (2 * (i - 2) + 1)))) %           #0975
117     mod;
118   }
119 }
120 }                                         #1231


---


24 Fast mod mult, Rabin Miller prime check, Pollard rho factorization  $\mathcal{O}(\sqrt{p})$ 


---


1 struct ModArithm {
2   ull n;
3   ld rec;
4   ModArithm(ull _n) : n(_n) { // n in [2, 1<<63)           #0237
5     rec = 1.0L / n;
6   }
7   ull multf(ull a, ull b) { // a, b in [0, min(2*n, 1<<63))
8     ull mult = (ld)a * b * rec + 0.5L;
9     ll res = a * b - mult * n;
10    if (res < 0) res += n;                                         #0780
11    return res; // in [0, n-1)
12  }
13  ull sqp1(ull a) { return multf(a, a) + 1; }                   #9493
14 };
15 ull pow_mod(ull a, ull n, ModArithm &arithm) {                  #1758
16   ull res = 1;
17   for (ull i = 1; i <= n; i <= 1) {
18     if (n & i) res = arithm.multf(res, a);
19     a = arithm.multf(a, a);
20   }
21   return res;
22 }
23 vector<char> small_primes = {                                     #2144
24   2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};
25 bool is_prime(ull n) { // n <= 1<<63, 1M rand/s           #8104
26   ModArithm arithm(n);
27   if (n == 2 || n == 3) return true;
28   if (!(n & 1) || n == 1) return false;
29   ull s = __builtin_ctz(n - 1);
30   ull d = (n - 1) >> s;
31   for (ull a : small_primes) {                                     #6402
32     if (a >= n) break;
33     a = pow_mod(a, d, arithm);
34     if (a == 1 || a == n - 1) continue;
35     for (ull r = 1; r < s; ++r) {                                 #0876
36       a = arithm.multf(a, a);
37       if (a == 1) return false;
38       if (a == n - 1) break;
39     }
39     if (a != n - 1) return false;
40   }
41   return true;
42 }                                         #4806


---


43 }
44 ll pollard_rho(ll n) {                                         #2118
45   ModArithm arithm(n);
46   int cum_cnt = 64 - __builtin_clz(n);
47   cum_cnt *= cum_cnt / 5 + 1;
48   while (true) {                                                 #5290
49     ll lv = rand() % n;
50     ll v = arithm.sqp1(lv);
51     int idx = 1;
52     int tar = 1;
53     while (true) {                                             #4468
54       ll cur = 1;
55       ll v_cur = v;
56       int j_stop = min(cum_cnt, tar - idx);
57       for (int j = 0; j < j_stop; ++j) {
58         cur = arithm.multf(cur, abs(v_cur - lv));
59         v_cur = arithm.sqp1(v_cur);
60         ++idx;
61     }
62     if (!cur) {                                                 #7912
63       for (int j = 0; j < cum_cnt; ++j) {
64         ll g = __gcd(abs(v - lv), n);
65         if (g == 1) {
66           v = arithm.sqp1(v);
67         } else if (g == n) {
68           break;
69         } else {
70           return g;
71         }
72       }
73     } else {                                                     #0906
74       ll g = __gcd(cur, n);
75       if (g != 1) return g;
76     }
77   }
78   v = v_cur;                                                 #7208
79   idx += j_stop;
80   if (idx == tar) {                                         #2298
81     lv = v;
82     tar *= 2;
83     v = arithm.sqp1(v);
84     ++idx;
85   }
86 }
87 }
88 }                                         #3542                         #3542
89 map<ll, int> prime_factor(ll n,                         #3770
90   map<ll, int> *res = NULL) { // n <= 1<<61, ~1000/s (<500/s on CF)
91   if (!res) {
92     map<ll, int> res_act;
93     for (int p : small_primes) {

```

```

94     while (!(n % p)) {
95         ++res_act[p];
96         n /= p;
97     }
98     if (n != 1) prime_factor(n, &res_act);
99     return res_act;
100 }
101 if (is_prime(n)) {
102     ++(*res)[n];
103 } else {
104     ll factor = pollard_rho(n);
105     prime_factor(factor, res);
106     prime_factor(n / factor, res);
107 }
108 return map<ll, int>();
109 } // Usage: fact = prime
110 factor(n);

```

#5477

25 Symmetric Submodular Functions; Queyranne's algorithm

SSF: such function $f : V \rightarrow R$ that satisfies $f(A) = f(V/A)$ and for all $x \in V, X \subseteq Y \subseteq V$ it holds that $f(X+x) - f(X) \leq f(Y+x) - f(Y)$. **Hereditary family**: such set $I \subseteq 2^V$ so that $X \subset Y \wedge Y \in I \Rightarrow X \in I$. **Loop**: such $v \in V$ so that $v \notin I$. breaklines

```

1 def minimize():
2     s = merge_all_loops()
3     while size >= 3:
4         t, u = find_pp()
5         {u} is a possible minimizer
6         tu = merge(t, u)
7         if tu not in I:
8             s = merge(tu, s)
9         for x in V:
10            {x} is a possible minimizer
11    def find_pp():
12        W = {s} # s as in minimizer()
13        todo = V/W
14        ord = []
15        while len(todo) > 0:
16            x = min(todo, key=lambda x: f(W+{x}) - f({x}))
17            W += {x}
18            todo -= {x}
19            ord.append(x)
20        return ord[-1], ord[-2]
21    def enum_all_minimal_minimizers(X):
22        # X is a inclusionwise minimal minimizer
23        s = merge(s, X)
24        yield X
25        for {v} in I:
26            if f({v}) == f(X):
27                yield X

```

#4612

#1963

#5350

#5477

```

28     s = merge(v, s)
29     while size(V) >= 3:
30         t, u = find_pp()
31         tu = merge(t, u)
32         if tu not in I:
33             s = merge(tu, s)
34         elif f({tu}) = f(X):
35             yield tu
36             s = merge(tu, s)

```

26 Berlekamp-Massey $O(\mathcal{LN})$

```

1 template <typename K>
2 static vector<K> berlekamp_massey(vector<K> ss) {
3     vector<K> ts(ss.size());
4     vector<K> cs(ss.size());
5     cs[0] = K::unity;
6     fill(cs.begin() + 1, cs.end(), K::zero);
7     vector<K> bs = cs;
8     int l = 0, m = 1;
9     K b = K::unity;
10    for (int k = 0; k < (int)ss.size(); k++) {
11        K d = ss[k];
12        assert(l <= k);
13        for (int i = 1; i <= l; i++) d += cs[i] * ss[k - i];
14        if (d == K::zero) {
15            m++;
16        } else if (2 * l <= k) {
17            K w = d / b;
18            ts = cs;
19            for (int i = 0; i < (int)cs.size() - m; i++)
20                cs[i + m] -= w * bs[i];
21            l = k + 1 - l;
22            swap(bs, ts);
23            b = d;
24            m = 1;
25        } else {
26            K w = d / b;
27            for (int i = 0; i < (int)cs.size() - m; i++)
28                cs[i + m] -= w * bs[i];
29            m++;
30        }
31    }
32    cs.resize(l + 1);
33    while (cs.back() == K::zero) cs.pop_back();
34    return cs;

```

#6267

#6267

#9661

#2815

#8888

#4390

#8445

#0349