

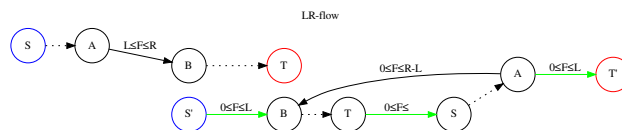
# University of Tartu ICPC Team

## Notebook (2018-2019)

March 25, 2019

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 2 Splay Tree + Link-Cut  $\mathcal{O}(N \log N)$   
 2 **Maxflow Complexity**  
 2  $\mathcal{O}(V^2 E)$  – Dinic  
 2  $\Theta(V E \log U)$  – Capacity scaling  
 2  $\Theta(\text{flow} E)$  – Small flow  
 2  $\Theta(\min\{V^{\frac{2}{3}}, E^{\frac{1}{2}}\} E)$  – Unitary capacities  
 3  $\Theta(\sqrt{V} E)$  – Each vertex other than S,T has only a single incoming unitary edge or outgoing one (bipartite matching)  
 4  $\Theta(\text{flow} E \log V)$  – Min-cost-max flow



### Min Rotation of string

```
10 int a=0, N=s.size();
11 s += s;
12 ran(b,0,N){
13     ran(i,0,N) {
14         if (a+i == b || s[a+i] < s[b+i]) {
15             b += max(0, i-1);
16             break;
17         }
18     }
19     if (s[a+i] > s[b+i]) {
20         a = b;
21         break;
22     }
23 }
```

```
15 }
16 }
17 }
18 return a;
19 Series
20
21 
$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty)$$

22
23 
$$\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1)$$

24
25 
$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1)$$

26
27 
$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty)$$

28
29 
$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)$$

```

### Symmetric Submodular Functions; Queyrannes'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  $v \notin I$ .

```
def minimize():
    s = merge_all_loops()
    while size >= 3:
        t, u = find_pp()
        {u} is a possible minimizer
        tu = merge(t, u)
        if tu not in I:
            s = merge(tu, s)
    for x in V:
        {x} is a possible minimizer
def find_pp():
    W = {s} # s as in minimizer()
    todo = V/W
    ord = []
    while len(todo) > 0:
        x = min(todo, key=lambda x: f(W+{x}) - f({x}))
        W += {x}
        todo -= {x}
        ord.append(x)
    return ord[-1], ord[-2]
```

```

def enum_all_minimal_minimizers(X):
    # X is a inclusionwise minimal minimizer
    s = merge(s, X)
    yield X
    for {v} in I:
        if f({v}) == f(X):
            yield X
            s = merge(v, s)
    while size(V) >= 3:
        t, u = find_pp()
        tu = merge(t, u)
        if tu not in I:
            s = merge(tu, s)
        elif f({tu}) = f(X):
            yield tu
            s = merge(tu, s)
Subset convolution  $\mathcal{O}(N \log N)$ 
 $c[z] = \sum_{z=x \oplus y} a[x] \cdot b[y]$ , where  $\oplus$  is one of AND, OR,
XOR. The size of  $a$  must be a power of two.
void FST(vi& a, bool inv) { //size(a) == 2^x
    for (int n=(int)a.size(), step = 1; step <
        ↪ n; step *= 2) {
        for (int i = 0; i < n; i += 2 * step)
            ran(j, i, i + step) {
                int &u = a[j], &v = a[j + step];
                tie(u, v) =
                    inv ? pii(v - u, u) : pii(v, u + v);
                    ↪ // AND
                inv ? pii(v, u - v) : pii(u + v, u);
                    ↪ // OR
                pii(u + v, u - v);
                    ↪ // XOR
            }
        }
    if (inv) trav(x, a) x /= a.size(); // XOR
    ↪ only
}
vi conv(vi a, vi b) {
    FST(a, 0);
    FST(b, 0);
    ran(i, 0, (int)a.size()) a[i] *= b[i];
    FST(a, 1);
    return a;
}

```

### Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with  $m > n > 0$ ,  $k > 0$ ,  $m \perp n$ , and either  $m$  or  $n$  even.

### Primes

$p = 962592769$  is such that  $2^{21} \mid p - 1$ , which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power  $p^a$ , except for  $p = 2, a > 2$ , and there are  $\varphi(\varphi(p^a))$  many. For  $p = 2, a > 2$ , the group  $\mathbb{Z}_{2^a}^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$ .

### Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of  $n$  is at most around 100 for  $n < 5e4$ , 500 for  $n < 1e7$ , 2000 for  $n < 1e10$ , 200 000 for  $n < 1e19$ .

### Möbius inversion

$$\forall n : g(n) = \sum_{d|n} f(d) \iff \forall n : f(n) = \sum_{d|n} \mu(d) g\left(\frac{n}{d}\right)$$

### Derangements

Permutations of a set such that none of the elements appear in their original position.

$$D(n) = (n-1)(D(n-1) + D(n-2)) = nD(n-1) + (-1)^n = \left\lfloor \frac{n!}{e} \right\rfloor$$

### Burnside's lemma

Given a group  $G$  of symmetries and a set  $X$ , the number of elements of  $X$  up to symmetry equals

$$\frac{1}{|G|} \sum_{g \in G} |X^g|,$$

where  $X^g$  are the elements fixed by  $g$  ( $g.x = x$ ).

If  $f(n)$  counts “configurations” (of some sort) of length  $n$ , we can ignore rotational symmetry using  $G = \mathbb{Z}_n$  to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k|n} f(k) \varphi(n/k).$$

### Partition function

Number of ways of writing  $n$  as a sum of positive integers, disregarding the order of the summands.

$$p(0) = 1, p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k-1)/2)$$

$$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$$

$n$	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	$\sim 2e5$	$\sim 2e8$

### Stirling numbers of the first kind

Number of permutations on  $n$  items with  $k$  cycles.

$$c(n, k) = c(n-1, k-1) + (n-1)c(n-1, k), \quad c(0, 0) = 1$$

$$\sum_{k=0}^n c(n, k) x^k = x(x+1) \dots (x+n-1)$$

$$c(8, k) = 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1$$

$$c(n, 2) = 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots$$

### Eulerian numbers

Number of permutations  $\pi \in S_n$  in which exactly  $k$  elements are greater than the previous element.  $k$   $j$ :s s.t.  $\pi(j) > \pi(j+1)$ ,  $k+1$   $j$ :s s.t.  $\pi(j) \geq j$ ,  $k$   $j$ :s s.t.  $\pi(j) > j$ .

$$E(n, k) = (n-k)E(n-1, k-1) + (k+1)E(n-1, k)$$

$$E(n, 0) = E(n, n-1) = 1$$

$$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

### Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$$S(n, k) = S(n-1, k-1) + kS(n-1, k)$$

$$S(n, 1) = S(n, n) = 1$$

$$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$$

### Bell numbers

Total number of partitions of  $n$  distinct elements.  $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$ . For  $p$  prime,

$$B(p^m + n) \equiv mB(n) + B(n+1) \pmod{p}$$

### Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)!n!}$$

$$C_0 = 1, \quad C_{n+1} = \frac{2(2n+1)}{n+2} C_n, \quad C_{n+1} = \sum C_i C_{n-i}$$

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$$

- sub-diagonal monotone paths in an  $n \times n$  grid.
- strings with  $n$  pairs of parenthesis, correctly nested.
- binary trees with  $n+1$  leaves (0 or 2 children).
- ordered trees with  $n+1$  vertices.
- ways a convex polygon with  $n+2$  sides can be cut into triangles by connecting vertices with straight lines.
- permutations of  $[n]$  with no 3-term increasing subseq.

## 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  $l$ .

$\text{dist}_l(P) = \text{side}_l(P) / \|\bar{v}_l\|$  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 paral
        // 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);
```

## 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  $\Pi$ .

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

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  $2\pi$  if mixed product is negative.

Area of a spherical polygon:

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

```

Triangle centers
const double min_delta = 1e-13;
const double coord_max = 1e6;
typedef complex<double> point;
point A, B, C; // vertices of the triangle
bool collinear() {
    double min_diff =
        min(abs(A - B), min(abs(A - C), abs(B - C)));
    if (min_diff < coord_max * min_delta) return true;
    point sp = (B - A) / (C - A);
    double ang = M_PI / 2 - abs(abs(arg(sp)) - M_PI / 2);
    return ang < min_delta;
    // positive angle with the real line
}
point circum_center() {
    if (collinear()) return point(NAN, NAN);
    // squared lengths of sides
    double a2 = norm(B - C);
    double b2 = norm(A - C);
    double c2 = norm(A - B);
    // barycentric coordinates of the circumcenter
    // sin(2 * alpha) works also
    double c_A = a2 * (b2 + c2 - a2);
    double c_B = b2 * (a2 + c2 - b2);
    double c_C = c2 * (a2 + b2 - c2);
    double sum = c_A + c_B + c_C;
    c_A /= sum;
    c_B /= sum;
    c_C /= sum;
    return c_A * A + c_B * B + c_C * C; // cartesian
}
point centroid() { // center of mass
    return (A + B + C) / 3.0;
}
point ortho_center() { // euler line
    point O = circum_center();
    return O + 3.0 * (centroid() - O);
};
point nine_point_circle_center() { // euler line
    point O = circum_center();
    return O + 1.5 * (centroid() - O);
};
point in_center() {
    if (collinear()) return point(NAN, NAN);
    double a = abs(B - C); // side lengths
    double b = abs(A - C);
    double c = abs(A - B);
    // trilinear coordinates are (1,1,1)
    double sum = a + b + c;
    a /= sum;
    b /= sum;
    c /= sum;
    return a * A + b * B + c * C; // barycentric
    return a * A + b * B + c * C; // cartesian
}

} // %9596
Seg-Seg intersection, halfplane intersection
struct Seg {
    Vec a, b;
    Vec d() { return b - a; }
};
Vec intersection(Seg l, Seg r) {
    Vec dl = l.d(), dr = r.d();
    if (cross(dl, dr) == 0) return {nanl(""), nanl("")};
    double h = cross(dr, l.a - r.a) / len(dr);
    double dh = cross(dr, dl) / len(dr);
    return l.a + dl * (h / -dh);
}
// Returns the area bounded by halfplanes
double calc_area(const vector<Seg>& lines) {
    double lb = -HUGE_VAL, ub = HUGE_VAL;
    vector<Seg> slines[2];
    for (auto line : lines) {
        if (line.b.y == line.a.y) {
            if (line.a.x < line.b.x) {
                lb = max(lb, line.a.x);
            } else {
                ub = min(ub, line.a.x);
            }
        } else if (line.a.y < line.b.y) {
            slines[1].push_back(line);
        } else {
            slines[0].push_back({line.b, line.a});
        }
    }
    ran(i, 0, 2) {
        sort(slines[i].begin(), slines[i].end(),
            [&](Seg l, Seg r) {
                if (cross(l.d(), r.d()) == 0)
                    return normal(l.d()) * l.a >
                        normal(r.d()) * r.a;
                return (1 - 2 * i) * cross(l.d(), r.d()) < 0;
            });
        // Now find the application area of the lines and clean
        // up redundant ones
        vector<double> ap_s[2];
        ran(side, 0, 2) {
            vector<double>& apply = ap_s[side];
            vector<Seg> clines;
            for (auto line : slines[side]) {
                while (clines.size() > 0) {
                    Seg other = clines.back();
                    if (cross(line.d(), other.d()) != 0) {
                        double start = intersection(line, other).y;
                        if (start > apply.back()) break;
                    }
                    clines.pop_back();
                    apply.pop_back();
                }
                if (clines.size() == 0) {
                    apply.push_back(-HUGE_VAL);
                }
            }
        }
    }
}

} else {
    apply.push_back(
        intersection(line, clines.back()).y);
    clines.push_back(line);
}
slines[side] = clines;
}
ap_s[0].push_back(HUGE_VALL);
ap_s[1].push_back(HUGE_VALL);
double result = 0;
{
    double lb = -HUGE_VALL, ub;
    for (int i = 0, j = 0; i < (int)slines[0].size() &&
        j < (int)slines[1].size();
        lb = ub) {
        ub = min(ap_s[0][i + 1], ap_s[1][j + 1]);
        double alb = lb, aub = ub;
        Seg l[2] = {slines[0][i], slines[1][j]};
        if (cross(l[1].d(), l[0].d()) > 0) {
            alb = max(alb, intersection(l[0], l[1]).y);
        } else if (cross(l[1].d(), l[0].d()) < 0) {
            aub = min(aub, intersection(l[0], l[1]).y);
        }
        alb = max(alb, lb);
        aub = min(aub, ub);
        aub = max(aub, alb);
        ran(k, 0, 2) {
            double x1 = l[0].a.x + (alb - l[0].a.y) /
                l[0].d().y * l[0].d().x;
            double x2 = l[0].a.x + (aub - l[0].a.y) /
                l[0].d().y * l[0].d().x;
            result +=
                (-1 + 2 * k) * (aub - alb) * (x1 + x2) / 2;
        }
        if (ap_s[0][i + 1] < ap_s[1][j + 1]) {
            i++;
        } else {
            j++;
        }
    }
}
return result;
}

Convex polygon algorithms
typedef pair<int, int> Vec;
typedef pair<Vec, Vec> Seg;
typedef vector<Seg>::iterator SegIt;
#define F first
#define S second
#define MP(x, y) make_pair(x, y)
Vec sub(const Vec &v1, const Vec &v2) {
    return MP(v1.F - v2.F, v1.S - v2.S);
}
ll dot(const Vec &v1, const Vec &v2) {
    return (ll)v1.F * v2.F + (ll)v1.S * v2.S;
}

```

```

11 cross(const Vec &v1, const Vec &v2) {
    return (l1)v1.F * v2.S - (l1)v2.F * v1.S;
}
2634
11 dist_sq(const Vec &p1, const Vec &p2) {
    return (l1)(p2.F - p1.F) * (p2.F - p1.F) +
        (l1)(p2.S - p1.S) * (p2.S - p1.S);
}
%4155
struct Point;
multiset<Point>::iterator end_node;
struct Point {
    Vec p;
    typename multiset<Point>::iterator get_it() const {
        // gcc rb_tree dependent
        tuple<void*> tmp = {(void*)this - 32};
        return *(multiset<Point>::iterator*)(&tmp);
    }
    bool operator<(const Point &rhs) const {
        return (p.F < rhs.p.F); // sort by x
    }
    bool operator<(const Vec &q) const {
        auto nxt = next(get_it()); // convex hull trick
        if (nxt == end_node) return 0; // nxt == end()
        return q.S * dot(p, {q.F, 1}) <
            q.S * dot(nxt->p, {q.F, 1});
    }
};
template <int part> // 1 = upper, -1 = lower
struct HullDynamic : public multiset<Point, less<>> {
    bool bad(iterator y) {
        if (y == begin()) return 0;
        auto x = prev(y);
        auto z = next(y);
        if (z == end())
            return y->p.F == x->p.F && y->p.S <= x->p.S;
        return part *
            cross(sub(y->p, x->p), sub(y->p, z->p)) <=
                0;
    }
    void insert_point(int m, int b) { // O(log(N))
        auto y = insert({m, b});
        if (bad(y)) {
            erase(y);
            return;
        }
        while (next(y) != end() && bad(next(y)))
            erase(next(y));
        while (y != begin() && bad(prev(y))) erase(prev(y));
    }
    9920
11 eval(
    int x) { // O(log(N)) upper maximize dot({x, 1}, v)
        end_node =
            end(); // lower minimize dot({x, 1}, v)
        auto it = lower_bound((Vec){x, part});
        return (l1)it->p.F * x + it->p.S;
    }
};
%8709
struct Hull {

```

```

    vector<Seg> hull;
    SegIt up_beg;
    template <typename It>
    void extend(It beg, It end) { // O(n)
        vector<Vec> r;
        for (auto it = beg; it != end; ++it) {
            if (r.empty() || *it != r.back()) {
                while (r.size() >= 2) {
                    int n = r.size();
                    Vec v1 = {r[n - 1].F - r[n - 2].F,
                        r[n - 1].S - r[n - 2].S};
                    Vec v2 = {
                        it->F - r[n - 2].F, it->S - r[n - 2].S};
                    if (cross(v1, v2) > 0) break;
                    r.pop_back();
                }
                r.push_back(*it);
            }
        }
        ran(i, 0, (int)r.size() - 1)
        hull.emplace_back(r[i], r[i + 1]);
    }
    Hull(vector<Vec> &vert) { // at least 2 distinct points
        sort(vert.begin(), vert.end()); // O(n log(n))
        extend(vert.begin(), vert.end());
        int diff = hull.size();
        extend(vert.rbegin(), vert.rend());
        up_beg = hull.begin() + diff;
    }
    %0939
    bool contains(Vec p) { // O(log(n))
        if (p < hull.front().F || p > up_beg->F)
            return false;
        {
            auto it_low = lower_bound(hull.begin(), up_beg,
                MP(MP(p.F, (int)-2e9), MP(0, 0)));
            if (it_low != hull.begin()) --it_low;
            Vec a = {it_low->S.F - it_low->F.F,
                it_low->S.S - it_low->F.S};
            Vec b = {p.F - it_low->F.F, p.S - it_low->F.S};
            if (cross(a, b) <
                0) // < 0 is inclusive, <= 0 is exclusive
                return false;
        }
    }
    {
        auto it_up = lower_bound(hull.rbegin(),
            hull.rbegin() + (hull.end() - up_beg),
            MP(MP(p.F, (int)2e9), MP(0, 0)));
            9423
        if (it_up - hull.rbegin() == hull.end() - up_beg)
            --it_up;
            Vec a = {it_up->F.F - it_up->S.F,
                it_up->F.S - it_up->S.S};
            Vec b = {p.F - it_up->S.F, p.S - it_up->S.S};
            if (cross(a, b) >
                0) // > 0 is inclusive, >= 0 is exclusive
                return false;
    }
    }
    return true;
}

```

```

}
%3267
// The function can have only one local min and max
// and may be constant only at min and max.
template <typename T>
SegIt max(function<T(Seg &>) f) { // O(log(n))
    auto l = hull.begin();
    auto r = hull.end();
    SegIt b = hull.end();
    8566
    T b_v;
    while (r - l > 2) {
        auto m = l + (r - l) / 2;
        T l_v = f(*l);
        T l_n_v = f(*(l + 1));
        T m_v = f(*m);
        T m_n_v = f(*(m + 1));
        if (b == hull.end() || l_v > b_v) {
            3580
            b = l; // If max is at l we may remove it from
                // the range.
            b_v = l_v;
        }
        if (l_n_v > l_v) {
            if (m_v < l_v) {
                r = m;
            } else {
                if (m_n_v > m_v) {
                    l = m + 1;
                } else {
                    r = m + 1;
                }
            }
        } else {
            if (m_v < l_v) {
                7715
                l = m + 1;
            } else {
                if (m_n_v > m_v) {
                    l = m + 1;
                } else {
                    r = m + 1;
                }
            }
        }
    }
    T l_v = f(*l);
    if (b == hull.end() || l_v > b_v) {
        b = l;
        b_v = l_v;
    }
    if (r - l > 1) {
        2147
        T l_n_v = f(*(l + 1));
        if (b == hull.end() || l_n_v > b_v) {
            b = l + 1;
            b_v = l_n_v;
        }
    }
    return b;
}
%5939
SegIt closest(

```



```

Vec p) { // p can't be internal(can be on border),
        // hull must have atleast 3 points
Seg &ref_p = hull.front(); // O(log(n))
return max(function<double>(Seg &)>(
    [&p, &ref_p](Seg &seg) { // accuracy of used type
                                // should be coord^2
        if (p == seg.F) return 10 - M_PI; // 0134
        Vec v1 = {seg.S.F - seg.F.F, seg.S.S - seg.F.S};
        Vec v2 = {p.F - seg.F.F, p.S - seg.F.S};
        ll c_p = cross(v1, v2);
        if (c_p > 0) { // order the backside by angle
            Vec v1 = {ref_p.F.F - p.F, ref_p.F.S - p.S};
            Vec v2 = {seg.F.F - p.F, seg.F.S - p.S};
            ll d_p = dot(v1, v2);
            ll c_p = cross(v2, v1); // 5063
            return atan2(c_p, d_p) / 2;
        }
        ll d_p = dot(v1, v2);
        double res = atan2(d_p, c_p);
        if (d_p <= 0 && res > 0) res = -M_PI;
        if (res > 0) { // 5050
            res += 20;
        } else {
            res = 10 - res;
        }
        return res;
    })); // 5632
}
template <int DIRECTION> // 1 or -1
Vec tan_point(
    Vec p) { // can't be internal or on border
        // -1 iff CCW rotation of ray from p to res takes it
        // away from
        // polygon?
Seg &ref_p = hull.front(); // O(log(n))
auto best_seg = max(function<double>(Seg &)>(
    [&p, &ref_p](Seg &seg) { // accuracy of used type
                                // should be coord^2
        Vec v1 = {ref_p.F.F - p.F, ref_p.F.S - p.S};
        Vec v2 = {seg.F.F - p.F, seg.F.S - p.S};
        ll d_p = dot(v1, v2); // 0212
        ll c_p = DIRECTION * cross(v2, v1);
        return atan2(c_p, d_p); // order by signed angle
    }));
return best_seg->F; // 5890
}
SegIt max_in_dir(
    Vec v) { // first is the ans. O(log(n))
return max(function<ll>(Seg &)>(
    [&v](Seg &seg) { return dot(v, seg.F); })); // 5805
}
pair<SegIt, SegIt> intersections(Seg l) { // O(log(n))
    int x = l.S.F - l.F.F;
    int y = l.S.S - l.F.S;
    Vec dir = {-y, x};
    auto it_max = max_in_dir(dir); // 4740
    auto it_min = max_in_dir(MP(y, -x));

```

```

    ll opt_val = dot(dir, l.F);
    if (dot(dir, it_max->F) < opt_val ||
        dot(dir, it_min->F) > opt_val) // 8921
        return MP(hull.end(), hull.end());
SegIt it_r1, it_r2;
function<bool>(const Seg &, const Seg &)> inc_c(
    [&dir](const Seg &lft, const Seg &rgt) {
        return dot(dir, lft.F) < dot(dir, rgt.F);
    }); // 1828
function<bool>(const Seg &, const Seg &)> dec_c(
    [&dir](const Seg &lft, const Seg &rgt) {
        return dot(dir, lft.F) > dot(dir, rgt.F);
    }); // 1765
if (it_min <= it_max) {
    it_r1 =
        upper_bound(it_min, it_max + 1, 1, inc_c) - 1;
    if (dot(dir, hull.front().F) >= opt_val) { // 8531
        it_r2 = upper_bound(
            hull.begin(), it_min + 1, 1, dec_c) -
            1;
    } else {
        it_r2 =
            upper_bound(it_max, hull.end(), 1, dec_c) - 1;
    }
} else {
    it_r1 =
        upper_bound(it_max, it_min + 1, 1, dec_c) - 1;
    if (dot(dir, hull.front().F) <= opt_val) { // 1538
        it_r2 = upper_bound(
            hull.begin(), it_max + 1, 1, inc_c) -
            1;
    } else {
        it_r2 =
            upper_bound(it_min, hull.end(), 1, inc_c) - 1;
    }
}
return MP(it_r1, it_r2); // 2632
} // 2632
Seg diameter() { // O(n)
    Seg res;
    ll dia_sq = 0;
    auto it1 = hull.begin();
    auto it2 = up_beg;
    Vec v1 = {hull.back().S.F - hull.back().F.F,
        hull.back().S.S - hull.back().F.S}; // 2168
    while (it2 != hull.begin()) {
        Vec v2 = {(it2 - 1)->S.F - (it2 - 1)->F.F,
            (it2 - 1)->S.S - (it2 - 1)->F.S};
        if (cross(v1, v2) > 0) break; // 4807
        --it2;
    }
    while (
        it2 != hull.end()) { // check all antipodal pairs
        if (dist_sq(it1->F, it2->F) > dia_sq) {
            res = {it1->F, it2->F};
            dia_sq = dist_sq(res.F, res.S); // 7128
        }
    }

```

```

    Vec v1 = {
        it1->S.F - it1->F.F, it1->S.S - it1->F.S};
    Vec v2 = {
        it2->S.F - it2->F.F, it2->S.S - it2->F.S}; // 9381
    if (cross(v1, v2) == 0) {
        if (dist_sq(it1->S, it2->F) > dia_sq) {
            res = {it1->S, it2->F};
            dia_sq = dist_sq(res.F, res.S);
        }
        if (dist_sq(it1->F, it2->S) > dia_sq) { // 8171
            res = {it1->F, it2->S};
            dia_sq = dist_sq(res.F, res.S);
        } // report cross pairs at parallel lines.
        ++it1;
        ++it2;
    } else if (cross(v1, v2) < 0) {
        ++it1;
    } else {
        ++it2;
    }
}
return res;
}; // 1111
Delaunay triangulation O(nlogn)
const int max_co = (1 << 28) - 5;
struct Vec {
    int x, y;
    bool operator==(const Vec &oth) {
        return x == oth.x && y == oth.y;
    }
    bool operator!=(const Vec &oth) {
        return !operator==(oth); // 2500
    }
    Vec operator-(const Vec &oth) {
        return {x - oth.x, y - oth.y};
    }
};
ll cross(Vec a, Vec b) {
    return (ll)a.x * b.y - (ll)a.y * b.x; // 8725
}
ll dot(Vec a, Vec b) {
    return (ll)a.x * b.x + (ll)a.y * b.y;
}
struct Edge {
    Vec tar;
    Edge *nxt;
    Edge *inv = NULL;
    Edge *rep = NULL; // 4335
    bool vis = false;
};
struct Seg {
    Vec a, b;
    bool operator==(const Seg &oth) {
        return a == oth.a && b == oth.b;
    }
    bool operator!=(const Seg &oth) {

```

```

    return !operator==(oth);
}
};
11 orient(Vec a, Vec b, Vec c) {
    return (11)a.x * (b.y - c.y) + (11)b.x * (c.y - a.y) +
        (11)c.x * (a.y - b.y);
}
3775
3775
bool in_c_circle(Vec *arr, Vec d) {
    if (cross(arr[1] - arr[0], arr[2] - arr[0]) == 0)
        return true; // degenerate
11 m[3][3];
ran(i, 0, 3) {
    m[i][0] = arr[i].x - d.x;
    m[i][1] = arr[i].y - d.y;
    m[i][2] = m[i][0] * m[i][0];
    m[i][2] += m[i][1] * m[i][1];
}
__int128 res = 0; //double seems to work as well
res +=
    (__int128)(m[0][0] * m[1][1] - m[0][1] * m[1][0]) *
    m[2][2];
res +=
    (__int128)(m[1][0] * m[2][1] - m[1][1] * m[2][0]) *
    m[0][2];
res -=
    (__int128)(m[0][0] * m[2][1] - m[0][1] * m[2][0]) *
    m[1][2];
return res > 0;
}
1845
Edge *add_triangle(Edge *a, Edge *b, Edge *c) {
    Edge *old[] = {a, b, c};
    Edge *tmp = new Edge[3];
    ran(i, 0, 3) {
        old[i]->rep = tmp + i;
        tmp[i] = {
            old[i]->tar, tmp + (i + 1) % 3, old[i]->inv;
            if (tmp[i].inv) tmp[i].inv->inv = tmp + i;
        }
        return tmp;
    }
}
0087
Edge *add_point(
    Vec p, Edge *cur) { // returns outgoing edge
    Edge *triangle[] = {cur, cur->nxt, cur->nxt->nxt};
    ran(i, 0, 3) {
        if (orient(triangle[i]->tar,
            triangle[(i + 1) % 3]->tar, p) < 0)
            return NULL;
    }
    ran(i, 0, 3) {
        if (triangle[i]->rep) {
            Edge *res = add_point(p, triangle[i]->rep);
            if (res)
                return res; // unless we are on last layer we
                // must exit here
        }
    }
    Edge p_as_e{p};
    Edge tmp{cur->tar};
    tmp.inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
    Edge *res = tmp.inv->nxt;
    tmp.tar = cur->tar;
    tmp.inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
    tmp.tar = cur->tar;
    res->inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
    res->inv->inv = res;
    return res;
}
4005
3259
Edge *delanay(vector<Vec> &points) {
    random_shuffle(points.begin(), points.end());
    Vec arr[] = {{4 * max_co, 4 * max_co},
        {-4 * max_co, max_co}, {max_co, -4 * max_co}};
    Edge *res = new Edge[3];
    ran(i, 0, 3) res[i] = {arr[i], res + (i + 1) % 3};
    for (Vec &cur : points) {
        Edge *loc = add_point(cur, res);
        Edge *out = loc;
        arr[0] = cur;
        while (true) {
            arr[1] = out->tar;
            arr[2] = out->nxt->tar;
            Edge *e = out->nxt->inv;
            if (e && in_c_circle(arr, e->nxt->tar)) {
                Edge tmp{cur};
                tmp.inv = add_triangle(&tmp, out, e->nxt);
                tmp.tar = e->nxt->tar;
                tmp.inv->inv =
                    add_triangle(&tmp, e->nxt->nxt, out->nxt->nxt);
                out = tmp.inv->nxt;
                continue;
            }
            out = out->nxt->nxt->inv;
            if (out->tar == loc->tar) break;
        }
    }
    return res;
}
void extract_triangles(
    Edge *cur, vector<vector<Seg> > &res) {
    if (!cur->vis) {
        bool inc = true;
        Edge *it = cur;
        do {
            it->vis = true;
            if (it->rep) {
                extract_triangles(it->rep, res);
                inc = false;
            }
            it = it->nxt;
        } while (it != cur);
        if (inc) {
            Edge *triangle[3] = {cur, cur->nxt, cur->nxt->nxt};
            res.resize(res.size() + 1);
            vector<Seg> &tar = res.back();
            ran(i, 0, 3) {
                if ((abs(triangle[i]->tar.x) < max_co &&
                    abs(triangle[(i + 1) % 3]->tar.x) <
                        max_co))
                    tar.push_back({triangle[i]->tar,
                        triangle[(i + 1) % 3]->tar});
                if (tar.empty()) res.pop_back();
            }
        }
    }
}
9617
%8602
Contest setup
alias g++='g++ -g -Wall -Wshadow -Wconversion \ #.bashrc
-fsanitize=undefined,address -DCDEBUG' #.bashrc
alias a='setxkbmap us -option' #.bashrc
alias m='setxkbmap us -option caps:escape' #.bashrc
alias ma='setxkbmap us -variant dvp \ #.bashrc
-option caps:escape' #.bashrc
gsettings set org.compiz.core: \ #settings
/org/compiz/profiles/Default/plugins/core/ hsize 4
gsettings set org.gnome.desktop.wm.preferences \
    focus-mode 'sloppy' #settings
gvim template.cpp
1771
cd samps #copy everything
for d in *; do cd $d; for f in *; do \
    cp $f "../${d,,}$f"; done; \
    cd ..; cp "../template.cpp" "../${d,,}.cpp"; done
cd ..
set si cin #.vimrc
set ts=4 sw=4 noet #.vimrc
set cb=unnamedplus #.vimrc
(global-set-key (kbd "C-x <next>") 'other-window) #.emacs
(global-set-key (kbd "C-x <prior>") \ #.emacs
'previous-multiframe-window) #.emacs
0151(global-set-key (kbd "C-M-z") 'ansi-term) #.emacs
#.emacs
(global-linum-mode 1) #.emacs
(column-number-mode 1) #.emacs
(show-paren-mode 1) #.emacs
(setq-default indent-tabs-mode nil) #.emacs
%9625valgrind --vgdb-error=0 ./a <inp & #valgrind
gdb a #valgrind
target remote | vgdb #valgrind
crc.sh
#!/bin/envbash
for j in `seq $2 1 $3`; do #whitespaces don't matter.
    sed '/^\s*$/d' $1 | head ->j | tr -d '[:space:]' \
        | cksum | cut -f1 -d ' ' | tail -c 5
done #there shouldn't be any COMMENTS.
#copy lines being checked to separate file.
# $ ./crc.sh tmp.cpp 999 999
# $ ./crc.sh tmp.cpp 1 333 | grep XXXX
gcc ordered set, hashtable
#define DEBUG(...) cerr << __VA_ARGS__ << endl;
#ifdef CDEBUG
#undef DEBUG
#define DEBUG(...) ((void)0);
#define NDEBUG
4737

```



```

#endif
#define ran(i, a, b) for (auto i = (a); i < (b); i++)
#include <bits/stdc++.h>
typedef long long ll;
typedef long double ld;
using namespace std;
#pragma GCC optimize("Ofast") // better vectorization
#pragma GCC target("avx,avx2")
// double vectorized performance
#include <bits/extc++.h>
using namespace __gnu_pbds;
template <typename T, typename U>
using hashmap = gp_hash_table<T, U>;
// dumb, 3x faster than stl
template <typename T>
using ordered_set = tree<T, null_type, less<T>,
rb_tree_tag, tree_order_statistics_node_update>;
int main() {
    ordered_set<int> cur;
    cur.insert(1);
    cur.insert(3);
    cout << cur.order_of_key(2) << endl;
    // the number of elements in the set less than 2
    cout << *cur.find_by_order(1) << endl;
    // the 1-st smallest number in the set(0-based)
    ordered_set<int> oth;
    oth.insert(5); // to join: cur < oth
    cur.join(oth); // cur = {1, 3, 5}, oth = {}
    cur.split(1, oth); // cur = {1}, oth = {3, 5}
    hashmap<int, int> h({}, {}, {}, {}, {1 << 16});
}

PRNGs and Hash functions
mt19937 gen;
uint64_t rand64() {
    return gen() ^ ((uint64_t)gen() << 32);
}
uint64_t rand64() {
    static uint64_t x = 1; //x != 0
    x ^= x >> 12;
    x ^= x << 25;
    x ^= x >> 27;
    return x * 0x2545f4914f6cdd1d; // can remove mult
}
uint64_t mix(uint64_t x) { // deadbeef -> y allowed
variable uint64_t mem[2] = { x, 0xdeadbeeffeebdaedull };
    asm volatile (
        "pxor %%xmm0, %%xmm0;"
        "movdqa (%0), %%xmm1;"
        "aesenc %%xmm0, %%xmm1;"
        "movdqa %%xmm1, (%0);"
        :
        : "r" (&mem[0])
        : "memory"
    );
    return mem[0]; // use both slots for 128 bit
}
uint64_t mix64(uint64_t x) { //x != 0
    x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
    x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
    x = x ^ (x >> 31);
    return x;
}
uint64_t unmix64(uint64_t x) {
    x = (x ^ (x >> 31) ^ (x >> 62)) * 0x319642b2d24d8ec3;
    x = (x ^ (x >> 27) ^ (x >> 54)) * 0x96de1b173f119089;
    x = x ^ (x >> 30) ^ (x >> 60);
    return x;
}
uint64_t combine64(uint64_t x, uint64_t y) {
    if (y < x) swap(x, y); // remove for ord
    return mix64(mix64(x) + y);
}

Memorypool
const int BLOCK = 8;
const int MEM_SIZE = 1 << 26;
char glob_buf[MEM_SIZE];
int glob_idx;
vector<bool> glob_used;
void init_mem() {
    glob_used.resize(MEM_SIZE / BLOCK);
    glob_used[0] = true;
}
template <typename T>
struct Ptr {
    unsigned idx;
    explicit Ptr(T *tar) { idx = (char *)tar - glob_buf; }
    Ptr() { idx = 0; }
    template <typename... Args>
    void construct(Args... args) {
        new (glob_buf + idx) T(args...);
    }
    T *operator->() {
        assert(idx);
        return (T *) (glob_buf + idx);
    }
    T &operator*() { return *operator->(); }
    bool operator==(const Ptr &oth) const {
        return idx == oth.idx;
    }
    operator unsigned() const { return idx; }
    Ptr &operator+=(int diff) {
        idx += diff * sizeof(T);
        return *this;
    }
    Ptr operator+(int diff) {
        Ptr res;
        res.idx = idx;
        return res += diff;
    }
    T &operator[](int diff) { return *operator+(diff); }
};
template <typename T, typename... Args>
Ptr<T> alloc(int n, Args... args) {
    unsigned len = 0; // TLE if running low on mem
    while (len < sizeof(T) * n) {
        if (!glob_idx) glob_idx = MEM_SIZE / BLOCK;
        if (glob_used[--glob_idx]) {
            len = 0;
        } else {
            len += BLOCK;
        }
    }
    ran(i, 0, ((int)sizeof(T) * n + BLOCK - 1) / BLOCK)
    glob_used[glob_idx + i] = true;
    Ptr<T> res;
    if (n) res.idx = BLOCK * glob_idx;
    ran(i, 0, n)(res + i).construct(args...);
    return res;
}
template <typename T>
void dealloc(Ptr<T> ptr, int n) {
    ran(i, 0, ((int)sizeof(T) * n + BLOCK - 1) / BLOCK)
    glob_used[ptr.idx / BLOCK + i] = false;
}
template <typename T>
struct hash<Ptr<T>> > {
    std::size_t operator()(const Ptr<T> &cur) const {
        return cur.idx;
    }
};

Radixsort 50M 64 bit integers as single array in 1 sec
template <typename T>
void rsort(T *a, T *b, int size, int d = sizeof(T) - 1) {
    int b_s[256]{};
    ran(i, 0, size) { ++b_s[(a[i] >> (d * 8)) & 255]; }
    // ++b_s*((uchar *) (a + i) + d);
    T *mem[257];
    mem[0] = b;
    T **l_b = mem + 1;
    l_b[0] = b;
    ran(i, 0, 255) { l_b[i + 1] = l_b[i] + b_s[i]; }
    for (T *it = a; it != a + size; ++it) {
        T id = ((*it) >> (d * 8)) & 255;
        *(l_b[id]++) = *it;
    }
    l_b = mem;
    if (d) {
        T *l_a[256];
        l_a[0] = a;
        ran(i, 0, 255) l_a[i + 1] = l_a[i] + b_s[i];
        ran(i, 0, 256) {
            if (l_b[i + 1] - l_b[i] < 100) {
                sort(l_b[i], l_b[i + 1]);
                if (d & 1) copy(l_b[i], l_b[i + 1], l_a[i]);
            } else {
                rsort(l_b[i], l_a[i], b_s[i], d - 1);
            }
        }
    }
}

```

```

const int nmax = 5e7;
ll arr[nmax], tmp[nmax];
int main() {
    for (int i = 0; i < nmax; ++i)
        arr[i] = ((ll)rand() << 32) | rand();
    rsort(arr, tmp, nmax);
    assert(is_sorted(arr, arr + nmax));
}

    FFT 10-15M length/sec
// integer c = a*b is accurate if c_i < 2^49
#pragma GCC optimize ("Ofast") //10% performance
#include <complex.h>
extern "C" __complex__ double __muldc3(
    double a, double b, double c, double d){
    return a*c-b*d+I*(a*d+b*c); // 40% performance
}
#include <bits/stdc++.h>
typedef complex<double> Comp;
void fft_rec(Comp *arr, Comp *root_pow, int len) {
    if (len != 1) {
        fft_rec(arr, root_pow, len >> 1);
        fft_rec(arr + len, root_pow, len >> 1);
    }
    root_pow += len;
    ran(i, 0, len){
        tie(arr[i], arr[i + len]) = pair<Comp, Comp> {
            arr[i] + root_pow[i] * arr[i + len],
            arr[i] - root_pow[i] * arr[i + len] };
    }
}
void fft(vector<Comp> &arr, int ord, bool invert) {
    assert(arr.size() == 1 << ord);
    static vector<Comp> root_pow(1);
    static int inc_pow = 1;
    static bool is_inv = false;
    if (inc_pow <= ord) {
        int idx = root_pow.size();
        root_pow.resize(1 << ord);
        for (; inc_pow <= ord; ++inc_pow) {
            for (int idx_p = 0; idx_p < 1 << (ord - 1);
                idx_p += 1 << (ord - inc_pow), ++idx_p) {
                root_pow[idx] = Comp {
                    cos(-idx_p * M_PI / (1 << (ord - 1))),
                    sin(-idx_p * M_PI / (1 << (ord - 1))) };
                if (is_inv) root_pow[idx] = conj(root_pow[idx]);
            }
        }
    }
    if (invert != is_inv) {
        is_inv = invert;
        for (Comp &cur : root_pow) cur = conj(cur);
    }
    int j = 0;
    ran(i, 1, (1 << ord)){
        int m = 1 << (ord - 1);
        bool cont = true;
        while (cont) {

```

```

            cont = j & m;
            j ^= m;
            m >>= 1;
        }
        if (i < j) swap(arr[i], arr[j]);
    }
    fft_rec(arr.data(), root_pow.data(), 1 << (ord - 1));
    if (invert)
        ran(i, 0, 1 << ord) arr[i] /= (1 << ord);
}
void mult_poly_mod(vector<int> &a, vector<int> &b,
    vector<int> &c) { // c += a*b
    static vector<Comp> arr[4];
    // correct upto 0.5-2M elements(mod ~ 1e9)
    if (c.size() < 400) {
        ran(i, 0, (int)a.size())
            ran(j, 0, min((int)b.size(), (int)c.size()-i))
                c[i + j] = ((ll)a[i] * b[j] + c[i + j]) % mod;
    } else {
        int ord = 32 - __builtin_clz((int)c.size()-1);
        if ((int)arr[0].size() != 1 << ord){
            ran(i, 0, 4) arr[i].resize(1 << ord);
        }
        ran(i, 0, 4)
            fill(arr[i].begin(), arr[i].end(), Comp{});
        for (int &cur : a) if (cur < 0) cur += mod;
        for (int &cur : b) if (cur < 0) cur += mod;
        const int shift = 15;
        const int mask = (1 << shift) - 1;
        ran(i, 0, (int)min(a.size(), c.size())){
            arr[0][i] += a[i] & mask;
            arr[1][i] += a[i] >> shift;
        }
        ran(i, 0, (int)min(b.size(), c.size())){
            arr[0][i] += Comp{0, (b[i] & mask)};
            arr[1][i] += Comp{0, (b[i] >> shift)};
        }
        ran(i, 0, 2) fft(arr[i], ord, false);
        ran(i, 0, 2){
            ran(j, 0, 2){
                ran(k, 0, 2){
                    int tar = 2 + (i + j) / 2;
                    Comp mult = {0, -0.25};
                    if (i ^ j) mult = {0.25, 0};
                    ran(k, 0, 1 << ord){
                        int rev_k = ((1 << ord) - k) % (1 << ord);
                        Comp ca = arr[i][k] + conj(arr[i][rev_k]);
                        Comp cb = arr[j][k] - conj(arr[j][rev_k]);
                        arr[tar][k] = arr[tar][k] + mult * ca * cb;
                    }
                }
            }
        }
        ran(i, 2, 4){
            fft(arr[i], ord, true);
            ran(k, 0, (int)c.size()){
                c[k] = (c[k] + (((ll)(arr[i][k].real()+0.5)%mod)
                    << (shift * (2 * (i-2) + 0)))) % mod;
                c[k] = (c[k] + (((ll)(arr[i][k].imag()+0.5)%mod)

```

```

                    << (shift * (2 * (i-2) + 1)))) % mod;
            }
        }
    }
}

    Fast mod mult, Rabbin Miller prime check, Pollard
    rho factorization O(p^0.5)
struct ModArithm {
    ull n;
    ld rec;
    ModArithm(ull _n) : n(_n) { // n in [2, 1<<63]
        rec = 1.0L / n;
    }
    // a, b in [0, min(2*n, 1<<63))
    ull multf(ull a, ull b) {
        ull mult = (ld)a * b * rec + 0.5L;
        ll res = a * b - mult * n;
        if (res < 0) res += n;
        return res; // in [0, n-1]
    }
    ull sqp1(ull a) { return multf(a, a) + 1; }
};
ull pow_mod(ull a, ull n, ModArithm &arithm) {
    ull res = 1;
    for (ull i = 1; i <= n; i <= 1) {
        if (n & i) res = arithm.multf(res, a);
        a = arithm.multf(a, a);
    }
    return res;
}
vector<char> small_primes = {
    2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};
bool is_prime(ull n) { // n <= 1<<63, 1M rand/s
    ModArithm arithm(n);
    if (n == 2 || n == 3) return true;
    if (!(n & 1) || n == 1) return false;
    int s = __builtin_ctzll(n - 1);
    ull d = (n - 1) >> s;
    for (ull a : small_primes) {
        if (a >= n) break;
        a = pow_mod(a, d, arithm);
        if (a == 1 || a == n - 1) continue;
        ran(r, 1, s) {
            a = arithm.multf(a, a);
            if (a == 1) return false;
            if (a == n - 1) break;
        }
        if (a != n - 1) return false;
    }
    return true;
}

ll pollard_rho(ll n) {
    ModArithm arithm(n);
    int cum_cnt = 64 - __builtin_clzll(n);
    cum_cnt *= cum_cnt / 5 + 1;
    while (true) {
        ll lv = rand() % n;

```

```

11 v = arithm.sqp1(lv);
int idx = 1;
int tar = 1;
while (true) {
    11 cur = 1;
    11 v_cur = v;
    int j_stop = min(cum_cnt, tar - idx);
    for (int j = 0; j < j_stop; ++j) {
        cur = arithm.mulf(cur, abs(v_cur - lv));
        v_cur = arithm.sqp1(v_cur);
        ++idx;
    }
    if (!cur) {
        for (int j = 0; j < cum_cnt; ++j) {
            11 g = __gcd(abs(v - lv), n);
            if (g == 1) {
                v = arithm.sqp1(v);
            } else if (g == n) {
                break;
            } else {
                return g;
            }
        }
        break;
    } else {
        11 g = __gcd(cur, n);
        if (g != 1) return g;
    }
    v = v_cur;
    idx += j_stop;
    if (idx == tar) {
        lv = v;
        tar *= 2;
        v = arithm.sqp1(v);
        ++idx;
    }
}
}
}
map<ll, int> prime_factor(
    11 n, map<ll, int> *res = NULL) {
    // n <= 1<<62, ~1000/s (<500/s on CF)
    if (!res) {
        map<ll, int> res_act;
        for (int p : small_primes) {
            while (!(n % p)) {
                ++res_act[p];
                n /= p;
            }
        }
        if (n != 1) prime_factor(n, &res_act);
        return res_act;
    }
    if (is_prime(n)) {
        ++(*res)[n];
    } else {
        11 factor = pollard_rho(n);

```

```

    prime_factor(factor, res);
    prime_factor(n / factor, res);
}
return map<ll, int>();
} // Usage: fact = prime_factor(n);
Berlekamp-Massey O(LN)
template <typename T, T P>
4557 struct intmod {
    intmod() {}
    constexpr intmod(T t) : x((t + P) % P) {}
    T value() const { return x; }
    bool operator!=(const intmod<T, P> i) { return x != i.x; }
    bool operator==(const intmod<T, P> i) { return x == i.x; }
    intmod<T, P> &operator+=(const intmod<T, P> i) {
        8079 x = (x + i.x) % P;
        return *this;
    }
    intmod<T, P> &operator-=(const intmod<T, P> i) {
        x = (x + P - i.x) % P;
        return *this;
    }
    intmod<T, P> &operator*=(const intmod<T, P> i) {
        x = ((ll)x * i.x) % P;
        return *this;
    }
    intmod<T, P> &operator/=(const intmod<T, P> i) {
        9567 x = ((ll)x * i.inverse().x) % P;
        return *this;
    }
    intmod<T, P> operator+(const intmod<T, P> i) const {
        auto j = *this;
        return j += i;
    }
    intmod<T, P> operator-(const intmod<T, P> i) const {
        auto j = *this;
        return j -= i;
    }
    intmod<T, P> operator*(const intmod<T, P> i) const {
        auto j = *this;
        return j *= i;
    }
    intmod<T, P> operator/(const intmod<T, P> i) const {
        auto j = *this;
        return j /= i;
    }
    intmod<T, P> operator-() const {
        3770 intmod<T, P> n;
        n.x = (P - x) % P;
        return n;
    }
    intmod<T, P> inverse() const {
        1963 if (x == 0) return 0;
        T a = x, b = P;
        T aa = 1, ab = 0;
        T ba = 0, bb = 1;
        while (a) {
            T q = b / a;

```

```

        T r = b % a;
        ba -= aa * q;
        bb -= ab * q;
        swap(ba, aa);
        swap(bb, ab);
        b = a;
        a = r;
    }
    intmod<T, P> ix = intmod<T, P>(aa) + intmod<T, P>(ba);
    assert(ix * x == unity);
    return ix;
}
static const intmod<T, P> zero;
static const intmod<T, P> unity;
private:
    T x;
};
template <typename T, T P>
constexpr intmod<T, P> intmod<T, P>::zero = 0;
template <typename T, T P>
constexpr intmod<T, P> intmod<T, P>::unity = 1;
using rem = intmod<char, 2>;
template <typename K>
static vector<K> berlekamp_massey(vector<K> ss) {
    vector<K> ts(ss.size());
    vector<K> cs(ss.size());
    cs[0] = K::unity;
    fill(cs.begin() + 1, cs.end(), K::zero);
    vector<K> bs = cs;
    int l = 0, m = 1;
    K b = K::unity;
    for (int k = 0; k < (int)ss.size(); k++) {
        K d = ss[k];
        assert(l <= k);
        for (int i = 1; i <= l; i++) d += cs[i] * ss[k - i];
        if (d == K::zero) {
            m++;
        } else if (2 * l <= k) {
            K w = d / b;
            ts = cs;
            for (int i = 0; i < (int)cs.size() - m; i++)
                cs[i + m] -= w * bs[i];
            l = k + 1 - l;
            swap(bs, ts);
            b = d;
            m = 1;
        } else {
            K w = d / b;
            for (int i = 0; i < (int)cs.size() - m; i++)
                cs[i + m] -= w * bs[i];
            m++;
        }
    }
    cs.resize(l + 1);
    while (cs.back() == K::zero) cs.pop_back();
    return cs;
}

```

## Linear algebra

```

bitset<10> add(bitset<10> p, bitset<10> q) {
    return p ^ q;
}
bitset<10> mult(bitset<10> v, bool k) {
    if (k) {
        return v;
    } else {
        return bitset<10>(0);
    }
}
bitset<10> normalize(bitset<10> v, int idx) { return v; }
bitset<10> neg(bitset<10> v) { return v; }
template <typename T>
vector<T> add(vector<T> p, vector<T> q) {
    ran(i, 0, (int)p.size()) p[i] += q[i];
    return p;
}
template <typename T>
vector<T> mult(vector<T> p, T k) {
    ran(i, 0, (int)p.size()) p[i] *= k;
    return p;
}
template <typename T>
vector<T> normalize(vector<T> v, int idx) {
    return mult(v, (T)1 / v[idx]);
}
template <typename T>
vector<T> neg(vector<T> p) {
    return mult(p, (T)-1);
}
/* V is the class implementing a vector, T is the type
 * within. examples: <bitset<10>, bool>; <vector<double>,
 * double> etc. V must have an "add" operation defined */
template <typename V, typename T>
pair<vector<V>, pair<vector<int>, vector<int>>>
diagonalize(vector<V> matrix, int width) {
    /* width is the number of columns we consider for
     * diagonalizing. all columns after that can be used
     * for things after equal sign etc */
    int cur_row = 0;
    vector<int> crap_columns;
    vector<int> diag_columns;
    ran(i, 0, width) {
        int row_id = -1;
        T best_val = 0; /* may want to replace with epsilon
                        if working over reals */
        ran(j, cur_row, (int)matrix.size()) {
            if (abs(matrix[j][i]) > abs(best_val)) {
                row_id = j;
                best_val = matrix[j][i];
            }
        }
        if (row_id == -1) {
            crap_columns.push_back(i);
        } else {
            diag_columns.push_back(i);

```

```

            swap(matrix[cur_row], matrix[row_id]);
            matrix[cur_row] = normalize(matrix[cur_row], i);
            ran(j, cur_row + 1, j < (int)matrix.size()) {
                if (matrix[j][i] != 0) {
                    matrix[j] = add(neg(normalize(matrix[j], i)),
                                    matrix[cur_row]);
                }
            }
            cur_row++;
        }
        for (int i = (int)diag_columns.size() - 1; i >= 0; --i) {
            for (int j = i - 1; j >= 0; --j) {
                matrix[j] = add(matrix[j],
                                neg(
                                    mult(matrix[i], matrix[j][diag_columns[i]])));
            }
            return {matrix, {diag_columns, crap_columns}};
        }
        template <typename V, typename T>
        int matrix_rank(vector<V> matrix, int width) {
            return diagonalize<V, T>(matrix, width)
                .second.first.size();
        }
        template <typename V, typename T>
        vector<T> one_solution(
            vector<V> matrix, int width, vector<T> y) {
            /* finds one solution to the system Ax = y.
             * each row in matrix must have width at least width
             * + 1. aborts if there is no solution (you can check
             * whether solution exists using matrix_rank) */
            assert(matrix.size() == y.size());
            ran(i, 0, (int)matrix.size()) matrix[i][width] = y[i];
            pair<vector<V>, pair<vector<int>, vector<int>>> prr =
                diagonalize<V, T>(matrix, width);
            vector<V> diag = prr.first;
            vector<int> diag_cols = prr.second.first;
            vector<T> ans(width, 0);
            ran(i, 0, (int)matrix.size()) {
                if (i < (int)diag_cols.size()) {
                    ans[diag_cols[i]] = diag[i][width];
                } else {
                    assert(diag[i][width] == T(0));
                    /* replace with epsilon if working over reals */
                }
            }
            return ans;
        }
        template <typename V, typename T>
        vector<vector<T>> homog_basis(
            vector<V> matrix, int width) {
            /* finds the basis of the nullspace of matrix */
            pair<vector<V>, pair<vector<int>, vector<int>>> prr =
                diagonalize<V, T>(matrix, width);
            vector<V> diag = prr.first;

```

```

            vector<int> diag_cols = prr.second.first;
            vector<int> crap_cols = prr.second.second;
            vector<vector<T>> ans;
            for (int u : crap_cols) {
                vector<T> row(width, 0);
                row[u] = 1;
                ran(i, 0, (int)diag_cols.size())
                    row[diag_cols[i]] = -diag[i][u];
                ans.push_back(row);
            }
            return ans;
        }
        Polynomial roots and 0(n^2) interpolation
        struct Poly {
            vector<double> a;
            double operator()(double x) const {
                double val = 0;
                for (int i = (int)a.size(); i--;) (val += x) += a[i];
                return val;
            }
            void diff() {
                ran(i, 1, (int)a.size()) a[i - 1] = i * a[i];
                a.pop_back();
            }
            void divroot(double x0) {
                double b = a.back(), c;
                a.back() = 0;
                for (int i = (int)a.size() - 1; i--;)
                    c = a[i], a[i] = a[i + 1] * x0 + b, b = c;
                a.pop_back();
            }
        };
        /* Description: Finds the real roots to a polynomial.
         * Usage: poly_roots({{2,-3,1}},-1e9,1e9) // solve
         * x^2-3x+2 = 0 Time: O(n^2 \log(1/epsilon)) */
        vector<double> poly_roots(
            Poly p, double xmin, double xmax) {
            if (sz(p.a) == 2) return {-p.a[0] / p.a[1]};
            vector<double> ret;
            Poly der = p;
            der.diff();
            auto dr = poly_roots(der, xmin, xmax);
            dr.push_back(xmin - 1);
            dr.push_back(xmax + 1);
            sort(dr.begin(), dr.end());
            ran(i, 0, (int)dr.size() - 1) {
                double l = dr[i], h = dr[i + 1];
                bool sign = p(l) > 0;
                if (sign ^ (p(h) > 0)) {
                    ran(it, 0, 60) { // while (h - l > 1e-8)
                        double m = (l + h) / 2, f = p(m);
                        if ((f <= 0) ^ sign) {
                            l = m;
                        } else {
                            h = m;
                        }
                    }
                }
            }

```

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2600

%5812

3663

5829

%2226

4231

1733

1929

4744

%4744

7752

```

ret.push_back((1 + h) / 2);
}
}
return ret;
}
/* Description: Given $n$ points $(x[i], y[i])$, computes
 * an $n-1$-degree polynomial $p$ that passes through them:
 * $p(x) = a[0]*x^0 + \dots + a[n-1]*x^{n-1}$. For
 * numerical precision, pick $x[k] = c*\cos(k/(n-1)*\pi)$,
 * $k=0 \dots n-1$. Time: $O(n^2)$ */
typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    ran(k, 0, n - 1) ran(i, k + 1, n) y[i] =
        (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0;
    temp[0] = 1;
    ran(k, 0, n) {
        ran(i, 0, n) {
            res[i] += y[k] * temp[i];
            swap(last, temp[i]);
            temp[i] -= last * x[k];
        }
    }
    return res;
}

```

```
typedef double
T; // long double, Rational, double + mod<P>...
typedef vector<T> vd;
typedef vector<vd> vvd;
const T eps = 1e-8, inf = 1 / .0;
#define MP make_pair
#define ltj(X) \
    if (s == -1 || MP(X[j], N[j]) < MP(X[s], N[s])) s = j
struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;
    LPSolver(const vvd& A, const vd& b, const vd& c)
        : m(sz(b)),
          n(sz(c)).
```



```

bfs.clear();
bfs.resize(1, source);
now = start;
lvl[source] = 1;
ran(i, 0, (int)bfs.size()) {
    int u = bfs[i];
    while (now[u] < start[u + 1]) {
        int v = adj[now[u]];
        if (cost[now[u]] == 0 &&
            cap[now[u]] >= min_cap && lvl[v] == 0) {
            lvl[v] = lvl[u] + 1;
            if (v == sink) return true;
            bfs.push_back(v);
        }
        ++now[u];
    }
}
return false;
}
ll dinic_dfs(int u, ll flow, int min_cap) {
    if (u == sink) return flow;
    if (lvl[u] == lvl[sink]) return 0;
    ll res = 0;
    while (now[u] < start[u + 1]) {
        int v = adj[now[u]];
        if (lvl[v] == lvl[u] + 1 && cost[now[u]] == 0 &&
            cap[now[u]] >= min_cap) {
            ll cur = dinic_dfs(v, min(flow, (ll)cap[now[u]]),
                min_cap);
            if (cur) {
                add_flow(now[u], cur);
                flow -= cur;
                res += cur;
                if (!flow) break;
            }
        }
        ++now[u];
    }
    return res;
}
bool recalc_dist(bool check_imp = false) {
    now = start;
    visited.clear();
    visited.resize(start.size());
    dist_que.emplace(0, source);
    bool imp = false;
    while (!dist_que.empty()) {
        int u;
        ll dist;
        tie(dist, u) = dist_que.top();
        dist_que.pop();
        if (!visited[u]) {
            visited[u] = true;
            if (check_imp && dist != 0) imp = true;
            if (u == sink) sink_pot += dist;
            while (now[u] < start[u + 1]) {
                int v = adj[now[u]];
                if (!visited[v] && cap[now[u]])
                    dist_que.emplace(dist + cost[now[u]], v);
                cost[now[u]] += dist;
                cost[rcap[now[u]]++] -= dist;
            }
        }
        if (check_imp) return imp;
        return visited[sink];
    }
    // return whether there is a negative cycle
    bool recalc_dist_bellman_ford() {
        int i = 0;
        for (; i < (int)start.size() - 1 &&
            recalc_dist(true); ++i) {}
        return i == (int)start.size() - 1;
    }
    pair<ll, ll> calc_flow(int _source, int _sink) {
        source = _source;
        sink = _sink;
        assert(max(source, sink) < start.size() - 1);
        ll tot_flow = 0;
        ll tot_cost = 0;
        if (recalc_dist_bellman_ford()) {
            assert(false);
        } else {
            while (recalc_dist()) {
                ll flow = 0;
                for (int min_cap = 1 << 30; min_cap; min_cap >= 1) {
                    while (dinic_bfs(min_cap)) {
                        now = start;
                        ll cur;
                        while (cur = dinic_dfs(source, INF, min_cap))
                            flow += cur;
                    }
                }
                tot_flow += flow;
                tot_cost += sink_pot * flow;
            }
        }
        return {tot_flow, tot_cost};
    }
    ll flow_on_edge(int idx) {
        assert(idx < cap.size());
        return orig_cap[idx] - cap[cap_loc[idx]];
    }
};
const int nmax = 1055;
int main() {
    int t;
    scanf("%d", &t);
    for (int i = 0; i < t; ++i) {
        vector<tuple<int, int, ll, ll, ll>> edges;
        int n;
        scanf("%d", &n);
        for (int j = 1; j <= n; ++j) {
            edges.emplace_back(j, 2 * n + 1, 1, 0, 0);
        }
        for (int j = 1; j <= n; ++j) {
            int card;
            scanf("%d", &card);
            edges.emplace_back(0, card, 1, 0, 0);
        }
        int ex_c;
        scanf("%d", &ex_c);
        for (int j = 0; j < ex_c; ++j) {
            int a, b;
            scanf("%d %d", &a, &b);
            if (b < a) swap(a, b);
            edges.emplace_back(a, b, nmax, 0, 1);
            edges.emplace_back(b, n + b, nmax, 0, 0);
            edges.emplace_back(n + b, a, nmax, 0, 1);
        }
        int v = 2 * n + 2;
        MaxFlow mf(edges);
        printf("%d\n", (int)mf.calc_flow(0, v - 1).second);
        //cout << mf.flow_on_edge(edge_index) << endl;
    }
}

```

**Min Cost Max Flow with Cycle Cancelling O(Cnm)**

```

struct Network {
    struct Node;
    struct Edge {
        Node *u, *v;
        int f, c, cost;
    };
    Node* from(Node* pos) {
        if (pos == u) return v;
        return u;
    }
    int getCap(Node* pos) {
        if (pos == u) return c - f;
        return f;
    }
    int addFlow(Node* pos, int toAdd) {
        if (pos == u) {
            f += toAdd;
            return toAdd * cost;
        } else {
            f -= toAdd;
            return -toAdd * cost;
        }
    }
};
struct Node {
    vector<Edge*> conn;
    int index;
};
deque<Node> nodes;
deque<Edge> edges;
Node* addNode() {
    nodes.push_back(Node());
    nodes.back().index = nodes.size() - 1;
    return &nodes.back();
}

```



```

Edge* addEdge(
    Node* u, Node* v, int f, int c, int cost) {
    edges.push_back({u, v, f, c, cost});
    u->conn.push_back(&edges.back());
    v->conn.push_back(&edges.back());
    return &edges.back();
}
// Assumes all needed flow has already been added
int minCostMaxFlow() {
    int n = nodes.size();
    int result = 0;
    struct State {
        int p;
        Edge* used;
    };
    while (1) {
        vector<vector<State>> state(
            1, vector<State>(n, {0, 0}));
        for (int lev = 0; lev < n; lev++) {
            state.push_back(state[lev]);
            for (int i = 0; i < n; i++) {
                if (lev == 0 ||
                    state[lev][i].p < state[lev - 1][i].p) {
                    for (Edge* edge : nodes[i].conn) {
                        if (edge->getCap(&nodes[i]) > 0) {
                            int np =
                                state[lev][i].p + (edge->u == &nodes[i]
                                    ? edge->cost
                                    : -edge->cost);
                            int ni = edge->from(&nodes[i])>index;
                            if (np < state[lev + 1][ni].p) {
                                state[lev + 1][ni].p = np;
                                state[lev + 1][ni].used = edge;
                            }
                        }
                    }
                }
            }
        }
        // Now look at the last level
        bool valid = false;
        for (int i = 0; i < n; i++)
            if (state[n - 1][i].p > state[n][i].p) {
                valid = true;
                vector<Edge*> path;
                int cap = 1000000000;
                Node* cur = &nodes[i];
                int clev = n;
                vector<bool> explr(n, false);
                while (!explr[cur->index]) {
                    explr[cur->index] = true;
                    State cstate = state[clev][cur->index];
                    cur = cstate.used->from(cur);
                    path.push_back(cstate.used);
                }
                reverse(path.begin(), path.end());
            }
    }
}

```

```

    int i = 0;
    Node* cur2 = cur;
    do {
        cur2 = path[i]->from(cur2);
        i++;
    } while (cur2 != cur);
    path.resize(i);
    for (auto edge : path) {
        cap = min(cap, edge->getCap(cur));
        cur = edge->from(cur);
    }
    for (auto edge : path) {
        result += edge->addFlow(cur, cap);
        cur = edge->from(cur);
    }
    if (!valid) break;
    return result;
}
};

Global Min Cut O(V^3)
pair<int, vi> GetMinCut(vector<vi>& weights) {
    int N = sz(weights);
    vi used(N), cut, best_cut;
    int best_weight = -1;
    for (int phase = N - 1; phase >= 0; phase--) {
        vi w = weights[0], added = used;
        int prev, k = 0;
        rep(i, 0, phase) {
            prev = k;
            k = -1;
            rep(j, 1, N)
                if (!added[j] && (k == -1 || w[j] > w[k])) k = j;
            if (i == phase - 1) {
                rep(j, 0, N) weights[prev][j] += weights[k][j];
                rep(j, 0, N) weights[j][prev] = weights[prev][j];
                used[k] = true;
                cut.push_back(k);
                if (best_weight == -1 || w[k] < best_weight) {
                    best_cut = cut;
                    best_weight = w[k];
                }
            } else {
                rep(j, 0, N) w[j] += weights[k][j];
                added[k] = true;
            }
        }
    }
    return {best_weight, best_cut};
}

Aho Corasick O(|alpha|*sum(len))
const int alpha_size = 26;
struct Node {
    Node *nxt[alpha_size]; // May use other structures to
                          // move in trie
}

```

```

Node *suffix;
Node() { memset(nxt, 0, alpha_size * sizeof(Node *)); }
int cnt = 0;
};
Node *aho_corasick(vector<vector<char>> &dict) {
    Node *root = new Node;
    root->suffix = 0;
    vector<pair<vector<char> *, Node *>> state;
    for (vector<char> &s : dict)
        state.emplace_back(&s, root);
    for (int i = 0; !state.empty(); ++i) {
        vector<pair<vector<char> *, Node *>> nstate;
        for (auto &cur : state) {
            Node *nxt = cur.second->nxt[(cur.first)[i]];
            if (nxt) {
                cur.second = nxt;
            } else {
                nxt = new Node;
                cur.second->nxt[(cur.first)[i]] = nxt;
                Node *suf = cur.second->suffix;
                cur.second = nxt;
                nxt->suffix = root; // set correct suffix link
                while (suf) {
                    if (suf->nxt[(cur.first)[i]]) {
                        nxt->suffix = suf->nxt[(cur.first)[i]];
                        break;
                    }
                    suf = suf->suffix;
                }
                if (cur.first->size() > i + 1)
                    nstate.push_back(cur);
            }
        }
        state = nstate;
    }
    return root;
}
// auxiliary functions for searhing and counting
Node *walk(Node *cur,
    char c) { // longest prefix in dict that is suffix of
              // walked string.
    while (true) {
        if (cur->nxt[c]) return cur->nxt[c];
        if (!cur->suffix) return cur;
        cur = cur->suffix;
    }
}
void cnt_matches(Node *root, vector<char> &match_in) {
    Node *cur = root;
    for (char c : match_in) {
        cur = walk(cur, c);
        ++cur->cnt;
    }
}
void add_cnt(
    Node *root) { // After counting matches propagete ONCE
                  // to suffixes for final counts
}

```

```

vector<Node *> to_visit = {root};
ran(i, 0, to_visit.size()) {
    Node *cur = to_visit[i];
    ran(j, 0, alpha_size) {
        if (cur->nxt[j]) to_visit.push_back(cur->nxt[j]);
    }
}
for (int i = to_visit.size() - 1; i > 0; --i)
    to_visit[i]->suffix->cnt += to_visit[i]->cnt;
}
int main() {
    int n, len;
    scanf("%d %d", &len, &n);
    vector<char> a(len + 1);
    scanf("%s", a.data());
    a.pop_back();
    for (char &c : a) c -= 'a';
    vector<vector<char>> dict(n);
    ran(i, 0, n) {
        scanf("%d", &len);
        dict[i].resize(len + 1);
        scanf("%s", dict[i].data());
        dict[i].pop_back();
        for (char &c : dict[i]) c -= 'a';
    }
    Node *root = aho_corasick(dict);
    cnt_matches(root, a);
    add_cnt(root);
    ran(i, 0, n) {
        Node *cur = root;
        for (char c : dict[i]) cur = walk(cur, c);
        printf("%d\n", cur->cnt);
    }
}
Suffix automaton and tree  $O((n+q)\log(|\alpha|)) - 10 \cdot M \text{ length/s}$ 

struct Node;
typedef Ptr<Node> P;
struct Node {
    int act = 0;
    Ptr<P> out;
    int len; // Length of longest suffix in equivalence
    P suf; // class.
    char size = 0;
    char cap = 0;
    Node(int _len) : len(_len) {};
    Node(int &act, Ptr<P> &out, int &len, P &suf,
        int _size, int _cap) : act(_act), len(_len),
        suf(_suf), size(_size), cap(_cap) {
        out = alloc<P>(cap);
        ran(i, 0, size)
            out[i] = _out[i];
    }
    int has_nxt(char c) {
        return act & (1<<(c-'a'));
    }
    P nxt(char c) {
        return
            out[__builtin_popcount(act & ((1<<(c-'a'))-1))];
    }
    void set_nxt(char c, P nxt) {
        int idx = __builtin_popcount(act & ((1<<(c-'a'))-1));
        if (has_nxt(c)) {
            out[idx] = nxt;
        } else {
            if (size == cap) {
                cap *= 2;
                if (!size)
                    cap = 2;
                Ptr<P> nout = alloc<P>(cap);
                ran(i, 0, idx)
                    nout[i] = out[i];
                ran(i, idx, size)
                    nout[i+1] = out[i];
                dealloc(out, size);
                out = nout;
            } else {
                for (int i=size; i>idx; --i)
                    out[i] = out[i-1];
            }
            act |= (1<<(c-'a'));
            out[idx] = nxt;
            ++size;
        }
    }
    P split(int new_len) {
        return suf = alloc<Node>(1, act, out, new_len,
            suf, size, cap);
    }
    // Extra functions for matching and counting
    P lower(int depth) {
        // move to longest suf of current with a maximum
        // length of depth.
        if (suf->len >= depth) return suf->lower(depth);
        return (P)this;
    }
    P walk(char c, int depth, int &match_len) {
        // move to longest suffix of walked path that is a
        // substring
        match_len = min(match_len, len);
        // includes depth limit (needed for finding matches)
        if (has_nxt(c)) { // as suffixes are in classes,
            // match_len must be tracked externally
            ++match_len;
            return nxt(c)->lower(depth);
        }
        if (suf) return suf->walk(c, depth, match_len);
        return (P)this;
    }
    bool vis = false;
    bool vis_t = false;
    int paths_to_end = 0;
    void set_as_end() { // All suffixes of current node are
        paths_to_end += 1; // marked as ending nodes.
    }
    if (suf) suf->set_as_end();
}
void calc_paths() {
    /* Call ONCE from ROOT. For each node calculates
    * number of ways to reach an end node. paths_to_end
    * is occurrence count for any strings in current
    * suffix equivalence class. */
    if (!vis) {
        vis = true;
        ran(i, 0, size) {
            out[i]->calc_paths();
            paths_to_end += out[i]->paths_to_end;
        }
    }
}
// Transform into suffix tree of reverse string
P tree_links[26];
int end_d_v = 1 << 30;
int end_d() {
    if (end_d_v == 1 << 30) {
        ran(i, 0, size) {
            end_d_v = min(end_d_v, 1 + out[i]->end_d());
        }
        if (end_d_v == 1 << 30)
            end_d_v = 0;
    }
    return end_d_v;
}
void build_suffix_tree(
    string &s) { // Call ONCE from ROOT.
    if (!vis_t) {
        vis_t = true;
        if (suf)
            suf->tree_links[s[(int)s.size() - end_d() -
                suf->len - 1] - 'a'] = (P)this;
        ran(i, 0, size) {
            out[i]->build_suffix_tree(s);
        }
    }
}
}
}
struct SufAuto {
    P last;
    P root;
    void extend(char new_c) {
        P nlast = alloc<Node>(1, last->len + 1);
        P swn = last;
        while (swn && !swn->has_nxt(new_c)) {
            swn->set_nxt(new_c, nlast);
            swn = swn->suf;
        }
        if (!swn) {
            nlast->suf = root;
        } else {
            P max_sbstr = swn->nxt(new_c);
            if (swn->len + 1 == max_sbstr->len) {
                nlast->suf = max_sbstr;
            }
        }
    }
}

```

```

} else { // remove for minimal DFA that matches
    // suffixes and crap
    P eq_sbstr = max_sbstr->split(swn->len + 1);
    nlast->suf = eq_sbstr;
    P x = swn; // x = with_edge_to_eq_sbstr
    while (x != 0 && x->nxt(new_c) == max_sbstr) {
        x->set_nxt(new_c, eq_sbstr);
        x = x->suf;
    }
}
last = nlast;
}
SufAuto(string &s) {
    last = root = alloc<Node>(1, 0);
    for (char c : s) extend(c);
    // To build suffix tree use reversed string
    root->build_suffix_tree(s);
};

Palindromic tree O(n)
struct palindromic_tree {
    int len[MAXN], link[MAXN], cnt[MAXN];
    char s[MAXN];
    vector<pair<char, int>> to[MAXN];
    int n, last, sz;
    void clear() {
        fill(to, to + MAXN, vector<pair<char, int>>());
        memset(len, 0, sizeof(len));
        memset(link, 0, sizeof(link));
        memset(cnt, 0, sizeof(cnt));
        memset(s, 0, sizeof(s));
        n = last = 0;
        link[0] = 1;
        len[1] = -1;
        s[n++] = 27;
        sz = 2;
    }
    palindromic_tree() { clear(); }
    int get_link(int v) {
        while (s[n - len[v] - 2] != s[n - 1]) v = link[v];
        return v;
    }
    int tr(int v, int c) {
        for (auto it : to[v])
            if (it.first == c) return it.second;
        return 0;
    }
    int add_letter(int c) {
        s[n++] = c;
        int cur = get_link(last);
        if (!tr(cur, c)) {
            len[sz] = len[cur] + 2;
            link[sz] = tr(get_link(link[cur]), c);
            to[cur].push_back({c, sz++});
        }
        last = tr(cur, c);
    }
};

return cnt[last] = cnt[link[last]] + 1;
};

DMST O(E log V)
struct EdgeDesc {
    int from, to, w;
};
struct DMST {
    struct Node;
    struct Edge {
        Node *from;
        Node *tar;
        int w;
        bool inc;
    };
    struct Circle {
        bool vis = false;
        vector<Edge*> cont;
        void clean(int idx);
    };
    const static greater<pair<ll, Edge*>> comp;
    static vector<Circle> to_proc;
    static bool no_dmst;
    static Node *root; // Can use inline static since C++17
    struct Node {
        Node *par = NULL;
        vector<pair<int, int>> out_cands; // Circ, edge idx
        vector<pair<ll, Edge*>> con;
        bool in_use = false;
        ll w = 0; // extra to add to edges in con
        Node *anc() {
            if (!par) return this;
            while (par->par) par = par->par;
            return par;
        }
        void clean() {
            if (!no_dmst) {
                in_use = false;
                for (auto &cur : out_cands)
                    to_proc[cur.first].clean(cur.second);
            }
        }
        Node *con_to_root() {
            if (anc() == root) return root;
            in_use = true;
            Node *super = this;
            // Will become root or the first Node encountered
            // in a loop.
            while (super == this) {
                while (!con.empty() &&
                    con.front().second->tar->anc() == anc()) {
                    pop_heap(con.begin(), con.end(), comp);
                    con.pop_back();
                }
                if (con.empty()) {
                    no_dmst = true;
                    return root;
                }
            }
        }
    };
};

pop_heap(con.begin(), con.end(), comp);
auto nxt = con.back();
con.pop_back();
w = -nxt.first;
if (nxt.second->tar->in_use) {
    super = nxt.second->tar->anc();
    to_proc.resize(to_proc.size() + 1);
} else {
    super = nxt.second->tar->con_to_root();
}
if (super != root) {
    to_proc.back().cont.push_back(nxt.second);
    out_cands.emplace_back(to_proc.size() - 1,
        to_proc.back().cont.size() - 1);
} else { // Clean circles
    nxt.second->inc = true;
    nxt.second->from->clean();
}
if (super != root) {
    // we are some loops non first Node.
    if (con.size() > super->con.size()) {
        swap(con, super->con);
        // Largest con in loop should not be copied.
        swap(w, super->w);
    }
    for (auto cur : con) {
        super->con.emplace_back(
            cur.first - super->w + w, cur.second);
        push_heap(
            super->con.begin(), super->con.end(), comp);
    }
    par = super; // root or anc() of first Node
                // encountered in a loop
    return super;
}
};
Node *croot;
vector<Node> graph;
vector<Edge> edges;
DMST(int n, vector<EdgeDesc> &desc, int r) {
    // Self loops and multiple edges are okay.
    graph.resize(n);
    croot = &graph[r];
    for (auto &cur : desc)
        // Edges are reversed internally
        edges.push_back(
            Edge{&graph[cur.to], &graph[cur.from], cur.w});
    for (int i = 0; i < desc.size(); ++i)
        graph[desc[i].to].con.emplace_back(
            desc[i].w, &edges[i]);
    for (int i = 0; i < n; ++i)
        make_heap(
            graph[i].con.begin(), graph[i].con.end(), comp);
}

```

```

bool find() {
    root = croot;
    no_dmst = false;
    for (auto &cur : graph) {
        cur.con_to_root();
        to_proc.clear();
        if (no_dmst) return false;
    }
    return true;
}
ll weight() {
    ll res = 0;
    for (auto &cur : edges) {
        if (cur.inc) res += cur.w;
    }
    return res;
};
void DMST::Circle::clean(int idx) {
    if (!vis) {
        vis = true;
        for (int i = 0; i < cont.size(); ++i) {
            if (i != idx) {
                cont[i]->inc = true;
                cont[i]->from->clean();
            }
        }
    }
};
const greater<pair<ll, DMST::Edge *>> DMST::comp;
vector<DMST::Circle> DMST::to_proc;
bool DMST::no_dmst;
DMST::Node *DMST::root;
%1911%7169
Dominator tree O(NlogN)
struct Tree {
    /* insert structure here */
    void set_root(int u) {
        cout << "root is " << u << endl;
    }
    void add_edge(int u, int v) {
        cout << u << "->" << v << endl;
    }
};
struct Graph {
    vector<vector<int>> in_edges, out_edges;
    vector<int> ord, dfs_idx, parent;
    vector<int> sdom, idom;
    vector<vector<int>> rsdom; /* inverse of sdom */
    /* slightly modified version of dsu-s root[] */
    vector<int> dsu;
    vector<int> label;
    void dfs(int cur, int par, vector<int> &vis) {
        ord.push_back(cur);
        parent[cur] = par;
        dfs_idx[cur] = (int)ord.size() - 1;
        vis[cur] = 1;
        for (int nxt : out_edges[cur]) {

```

```

            in_edges[nxt].push_back(cur);
            if (!vis[nxt])
                dfs(nxt, cur, vis);
        }
    }
    void add_edge(int u, int v) {
        out_edges[u].push_back(v);
    }
    Graph(int n) {
        in_edges.resize(n, vector<int>(0));
        out_edges.resize(n, vector<int>(0));
        rsdom.resize(n, vector<int>(0));
        dfs_idx.resize(n, -1);
        parent.resize(n, -1);
        ran(i, 0, n) {
            sdom.push_back(i);
            idom.push_back(i);
            dsu.push_back(i);
            label.push_back(i);
        }
    }
    int find(int u, int x = 0) {
        if (u == dsu[u]) {
            if (x) {
                return -1;
            } else {
                return u;
            }
        }
        int v = find(dsu[u], x + 1);
        if (v < 0) {
            return u;
        }
        if (dfs_idx[sdom[label[dsu[u]]]] <
            dfs_idx[sdom[label[u]]]) {
            label[u] = label[dsu[u]];
        }
        dsu[u] = v;
        return x ? v : label[u];
    }
    void merge(int u, int v) { dsu[v] = u; }
    Tree dom_tree(int src) {
        vector<int> vis(idom.size(), 0);
        dfs(src, -1, vis);
        for (int i = (int)ord.size() - 1; i >= 0; --i) {
            int u = ord[i];
            for (int v : in_edges[u]) {
                int w = find(v);
                if (dfs_idx[sdom[u]] > dfs_idx[sdom[w]]) {
                    sdom[u] = sdom[w];
                }
            }
            if (i > 0) {
                rsdom[sdom[u]].push_back(u);
            }
        }
        for (int w : rsdom[u]) {
            int v = find(w);

```

```

            if (sdom[v] == sdom[w]) {
                idom[w] = sdom[w];
            } else {
                idom[w] = v;
            }
        }
        if (i > 0) {
            merge(parent[u], u);
        }
    }
    Tree ans; /* if your constructor needs # of vertices,
               * use (int) idom.size() + 5 for example */
    ran(i, 1, (int)ord.size()) {
        int u = ord[i];
        if (idom[u] != sdom[u]) {
            idom[u] = idom[idom[u]];
        }
        ans.add_edge(idom[u], u);
    }
    ans.set_root(src);
    return ans;
};
%7388%1935%7257
Bridges O(n)
struct vert;
struct edge {
    bool exists = true;
    vert *dest;
    edge *rev;
    edge(vert *_dest) : dest(_dest) { rev = NULL; }
    vert &operator*() { return *dest; }
    vert *operator->() { return dest; }
    bool is_bridge();
};
struct vert {
    deque<edge> con;
    int val = 0;
    int seen;
    int dfs(int upd, edge *ban) { // handles multiple edges
        if (!val) {
            val = upd;
            seen = val;
            for (edge &nxt : con) {
                if (nxt.exists && (&nxt) != ban)
                    seen = min(seen, nxt->dfs(upd + 1, nxt.rev));
            }
        }
        return seen;
    }
    void remove_adj_bridges() {
        for (edge &nxt : con) {
            if (nxt.is_bridge()) nxt.exists = false;
        }
    }
    int cnt_adj_bridges() {
        int res = 0;
        for (edge &nxt : con) res += nxt.is_bridge();
    }
};

```

```

    return res;
};
bool edge::is_bridge() {
    return exists && (dest->seen > rev->dest->val ||
                     dest->val < rev->dest->seen);
}
vert graph[nmax];
int main() { // Mechanics Practice BRIDGES
    int n, m;
    cin >> n >> m;
    for (int i = 0; i < m; ++i) {
        int u, v;
        scanf("%d %d", &u, &v);
        graph[u].con.emplace_back(graph + v);
        graph[v].con.emplace_back(graph + u);
        graph[u].con.back().rev = &graph[v].con.back();
        graph[v].con.back().rev = &graph[u].con.back();
    }
    graph[1].dfs(1, NULL);
    int res = 0;
    for (int i = 1; i <= n; ++i)
        res += graph[i].cnt_adj_bridges();
    cout << res / 2 << endl;
}

2-Sat O(n) and SCC O(n)
struct Graph {
    int n;
    vector<vector<int>> con;
    Graph(int nsize) {
        n = nsize;
        con.resize(n);
    }
    void add_edge(int u, int v) { con[u].push_back(v); }
    void top_dfs(int pos, vector<int> &result,
                vector<bool> &explr, vector<vector<int>> &revcon) {
        if (explr[pos]) return;
        explr[pos] = true;
        for (auto next : revcon[pos])
            top_dfs(next, result, explr, revcon);
        result.push_back(pos);
    }
    vector<int> topsort() {
        vector<vector<int>> revcon(n);
        ran(u, 0, n) {
            for (auto v : con[u]) revcon[v].push_back(u);
        }
        vector<int> result;
        vector<bool> explr(n, false);
        ran(i, 0, n) top_dfs(i, result, explr, revcon);
        reverse(result.begin(), result.end());
        return result;
    }
    void dfs(
        int pos, vector<int> &result, vector<bool> &explr) {
        if (explr[pos]) return;
        explr[pos] = true;
        for (auto next : con[pos]) dfs(next, result, explr);
        result.push_back(pos);
    }
    vector<vector<int>> scc() {
        vector<int> order = topsort();
        reverse(order.begin(), order.end());
        vector<bool> explr(n, false);
        vector<vector<int>> res;
        for (auto it = order.rbegin(); it != order.rend(); ++it) {
            vector<int> comp;
            top_dfs(*it, comp, explr, con);
            sort(comp.begin(), comp.end());
            res.push_back(comp);
        }
        sort(res.begin(), res.end());
        return res;
    }
};

int main() {
    int n, m;
    cin >> n >> m;
    Graph g(2 * m);
    ran(i, 0, n) {
        int a, sa, b, sb;
        cin >> a >> sa >> b >> sb;
        a--, b--;
        g.add_edge(2 * a + 1 - sa, 2 * b + sb);
        g.add_edge(2 * b + 1 - sb, 2 * a + sa);
    }
    vector<int> state(2 * m, 0);
    {
        vector<int> order = g.topsort();
        vector<bool> explr(2 * m, false);
        for (auto u : order) {
            vector<int> traversed;
            g.dfs(u, traversed, explr);
            if (traversed.size() > 0 &&
                !state[traversed[0] ^ 1]) {
                for (auto c : traversed) state[c] = 1;
            }
        }
    }
    ran(i, 0, m) {
        if (state[2 * i] == state[2 * i + 1]) {
            cout << "IMPOSSIBLE\n";
            return 0;
        }
    }
    ran(i, 0, m) cout << state[2 * i + 1] << '\n';
    return 0;
}

Templated multi dimensional BIT O(log(n)^d) per query
// Fully overloaded any dimensional BIT, use any type for
// coordinates, elements, return_value. Includes
// coordinate compression.
template <class E_T, class C_T, C_T n_inf, class R_T>
struct BIT {
    vector<C_T> pos;
    vector<E_T> elems;
    bool act = false;
    BIT() { pos.push_back(n_inf); }
    void init() {
        if (act) {
            for (E_T &c_elem : elems) c_elem.init();
        } else {
            act = true;
            sort(pos.begin(), pos.end());
            pos.resize(
                unique(pos.begin(), pos.end()) - pos.begin());
            elems.resize(pos.size());
        }
    }
    template <typename... loc_form>
    void update(C_T cx, loc_form... args) {
        if (act) {
            int x = lower_bound(pos.begin(), pos.end(), cx) -
                pos.begin();
            for (; x < (int)pos.size(); x += x & -x)
                elems[x].update(args...);
        } else {
            pos.push_back(cx);
        }
    }
    template <typename... loc_form>
    R_T query(
        C_T cx, loc_form... args) { // sum in (-inf, cx)
        R_T res = 0;
        int x = lower_bound(pos.begin(), pos.end(), cx) -
            pos.begin() - 1;
        for (; x >= 0; x -= x & -x)
            res += elems[x].query(args...);
        return res;
    }
};

template <typename I_T>
struct wrapped {
    I_T a = 0;
    void update(I_T b) { a += b; }
    I_T query() { return a; }
    // Should never be called, needed for compilation
    void init() { DEBUG('i') }
    void update() { DEBUG('u') }
};

int main() {
    // return type should be same as type inside wrapped
    BIT<BIT<wrapped<ll>, int, INT_MIN, ll>, int, INT_MIN,
        ll>
        fenwick;
    int dim = 2;
    vector<tuple<int, int, ll>> to_insert;
    to_insert.emplace_back(1, 1, 1);
    // set up all pos that are to be used for update
}

```

```

for (int i = 0; i < dim; ++i) {
    for (auto &cur : to_insert)
        fenwick.update(get<0>(cur), get<1>(cur));
    // May include value which won't be used
    fenwick.init();
}
// actual use
for (auto &cur : to_insert)
    fenwick.update(
        get<0>(cur), get<1>(cur), get<2>(cur));
cout << fenwick.query(2, 2) << '\n';
}

Treap O(log (n)) per query
mt19937 randgen;
struct Treap {
    struct Node {
        int key;
        int value;
        unsigned int priority;
        ll total;
        Node* lch;
        Node* rch;
        Node(int new_key, int new_value) {
            key = new_key;
            value = new_value;
            priority = randgen();
            total = new_value;
            lch = 0;
            rch = 0;
        }
        void update() {
            total = value;
            if (lch) total += lch->total;
            if (rch) total += rch->total;
        }
    };
    deque<Node> nodes;
    Node* root = 0;
    pair<Node*, Node*> split(int key, Node* cur) {
        if (cur == 0) return {0, 0};
        pair<Node*, Node*> result;
        if (key <= cur->key) {
            auto ret = split(key, cur->lch);
            cur->lch = ret.second;
            result = {ret.first, cur};
        } else {
            auto ret = split(key, cur->rch);
            cur->rch = ret.first;
            result = {cur, ret.second};
        }
        cur->update();
        return result;
    }
    Node* merge(Node* left, Node* right) {
        if (left == 0) return right;
        if (right == 0) return left;
        Node* top;
        if (left->priority < right->priority) {
            left->rch = merge(left->rch, right);
            top = left;
        } else {
            right->lch = merge(left, right->lch);
            top = right;
        }
        top->update();
        return top;
    }
    void insert(int key, int value) {
        nodes.push_back(Node(key, value));
        Node* cur = &nodes.back();
        pair<Node*, Node*> ret = split(key, root);
        cur = merge(ret.first, cur);
        cur = merge(cur, ret.second);
        root = cur;
    }
    void erase(int key) {
        Node *left, *mid, *right;
        tie(left, mid) = split(key, root);
        tie(mid, right) = split(key + 1, mid);
        root = merge(left, right);
    }
    ll sum_upto(int key, Node* cur) {
        if (cur == 0) return 0;
        if (key <= cur->key) {
            return sum_upto(key, cur->lch);
        } else {
            ll result = cur->value + sum_upto(key, cur->rch);
            if (cur->lch) result += cur->lch->total;
            return result;
        }
    }
    ll get(int l, int r) {
        return sum_upto(r + 1, root) - sum_upto(l, root);
    }
};

int main() {
    ios_base::sync_with_stdio(false);
    cin.tie(0);
    int m;
    Treap treap;
    cin >> m;
    for (int i = 0; i < m; i++) {
        int type;
        cin >> type;
        if (type == 1) {
            int x, y;
            cin >> x >> y;
            treap.insert(x, y);
        } else if (type == 2) {
            int x;
            cin >> x;
            treap.erase(x);
        } else {
            int l, r;
            cin >> l >> r;
            cout << treap.get(l, r) << endl;
        }
    }
    return 0;
}

Generic persistent compressed lazy segment tree
struct Seg {
    ll sum = 0;
    void recalc(const Seg &lhs_seg, int lhs_len,
        const Seg &rhs_seg, int rhs_len) {
        sum = lhs_seg.sum + rhs_seg.sum;
    }
} __attribute__((packed));

struct Lazy {
    ll add;
    ll assign_val; // LONGLONG_MIN if no assign;
    void init() {
        add = 0;
        assign_val = LONGLONG_MIN;
    }
    Lazy() { init(); }
    void split(Lazy &lhs_lazy, Lazy &rhs_lazy, int len) {
        lhs_lazy = *this;
        rhs_lazy = *this;
        init();
    }
    void merge(Lazy &oth, int len) {
        if (oth.assign_val != LONGLONG_MIN) {
            add = 0;
            assign_val = oth.assign_val;
        }
        add += oth.add;
    }
    void apply_to_seg(Seg &cur, int len) const {
        if (assign_val != LONGLONG_MIN) {
            cur.sum = len * assign_val;
        }
        cur.sum += len * add;
    }
} __attribute__((packed));

struct Node { // Following code should not need to be
    // modified
    int ver;
    bool is_lazy = false;
    Seg seg;
    Lazy lazy;
    Node *lc = NULL, *rc = NULL;
    void init() {
        if (!lc) {
            lc = new Node{ver};
            rc = new Node{ver};
        }
    }
    Node *upd(
        int L, int R, int l, int r, Lazy &val, int tar_ver) {
        if (ver != tar_ver) {

```



```

Node *rep = new Node(*this);
rep->ver = tar_ver;
return rep->upd(L, R, l, r, val, tar_ver);
}
if (L >= 1 && R <= r) {
    val.apply_to_seg(seg, R - L);
    lazy.merge(val, R - L);
    is_lazy = true;
} 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);
        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 >= 1 && R <= r) {
        tmp->recalc(*lft_res, L - 1, 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});
    }
};

8874 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);
    return *pres;
}
9948};

int main() {
    int n, m; // solves Mechanics Practice LAZY
    cin >> n >> m;
    SegTree seg_tree(1 << 17);
    for (int i = 0; i < n; ++i) {
        Lazy tmp;
        scanf("%lld", &tmp.assign_val);
        seg_tree.upd(i, i + 1, tmp);
    }
    for (int i = 0; i < m; ++i) {
        int o;
        int l, r;
        scanf("%d %d %d", &o, &l, &r);
        --l;
        if (o == 1) {
            Lazy tmp;
            scanf("%lld", &tmp.add);
            seg_tree.upd(l, r, tmp);
        } else if (o == 2) {
            Lazy tmp;
            scanf("%lld", &tmp.assign_val);
            seg_tree.upd(l, r, tmp);
        } else {
            Seg res = seg_tree.get(l, r);
            printf("%lld\n", res.sum);
        }
    }
}

Templated HLD O(M(n) log n) per query
class dummy {
public:
    dummy() {}
    dummy(int, int) {}
    void set(int, int) {}
    int query(int left, int right) {
        cout << this << ' ' << left << ' ' << right << endl;
    }
};

6131
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/* T should be the type of the data stored in each
* vertex; DS should be the underlying data structure
* that is used to perform the group operation. It should
* have the following methods:
* * DS () - empty constructor
* * DS (int size, T initial) - constructs the structure
* * with the given size, initially filled with initial.
* * void set (int index, T value) - set the value at
* * index 'index' to 'value'
* * T query (int left, int right) - return the "sum" of
* * elements between left and right, inclusive.
*/
template <typename T, class DS>
class HLD {
    int vertexc;
    vector<int> *adj;
    vector<int> subtree_size;
    DS structure;
    DS aux;
    void build_sizes(int vertex, int parent) {
        subtree_size[vertex] = 1;
        for (int child : adj[vertex]) {
            if (child != parent) {
                build_sizes(child, vertex);
                subtree_size[vertex] += subtree_size[child];
            }
        }
    }
    int cur;
    vector<int> ord;
    vector<int> chain_root;
    vector<int> par;
    void build_hld(
        int vertex, int parent, int chain_source) {
        cur++;
        ord[vertex] = cur;
        chain_root[vertex] = chain_source;
        par[vertex] = parent;
        if (adj[vertex].size() > 1 ||
            (vertex == 1 && adj[vertex].size() == 1)) {
            int big_child, big_size = -1;
            for (int child : adj[vertex]) {
                if ((child != parent) &&
                    (subtree_size[child] > big_size)) {
                    big_child = child;
                    big_size = subtree_size[child];
                }
            }
            build_hld(big_child, vertex, chain_source);
            for (int child : adj[vertex]) {
                if ((child != parent) && (child != big_child))
                    build_hld(child, vertex, child);
            }
        }
    }
public:
    HLD(int _vertexc) {
        vertexc = _vertexc;
        adj = new vector<int>[vertexc + 5];
    }
};

```

```

}
void add_edge(int u, int v) {
    adj[u].push_back(v);
    adj[v].push_back(u);
}
void build(T initial) {
    subtree_size = vector<int>(vertexc + 5);
    ord = vector<int>(vertexc + 5);
    chain_root = vector<int>(vertexc + 5);
    par = vector<int>(vertexc + 5);
    cur = 0;
    build_sizes(1, -1);
    build_hld(1, -1, 1);
    structure = DS(vertexc + 5, initial);
    aux = DS(50, initial);
}
void set(int vertex, int value) {
    structure.set(ord[vertex], value);
}
T query_path(int u,
int v) { /* returns the "sum" of the path u->v */
    int cur_id = 0;
    while (chain_root[u] != chain_root[v]) {
        if (ord[u] > ord[v]) {
            cur_id++;
            aux.set(cur_id,
                structure.query(ord[chain_root[u]], ord[u]));
            u = par[chain_root[u]];
        } else {
            cur_id++;
            aux.set(cur_id,
                structure.query(ord[chain_root[v]], ord[v]));
            v = par[chain_root[v]];
        }
    }
    cur_id++;
    aux.set(cur_id, structure.query(min(ord[u], ord[v]),
        max(ord[u], ord[v])));
    return aux.query(1, cur_id);
}
void print() {
    for (int i = 1; i <= vertexc; i++)
        cout << i << ' ' << ord[i] << ' ' << chain_root[i]
            << ' ' << par[i] << endl;
}
};
int main() {
    int vertexc;
    cin >> vertexc;
    HLD<int, dummy> hld(vertexc);
    for (int i = 0; i < vertexc - 1; i++) {
        int u, v;
        cin >> u >> v;
        hld.add_edge(u, v);
    }
    hld.build(0);
    hld.print();

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

Splay Tree + Link-Cut O(NlogN)
struct Tree *treev;
struct Tree {
    struct T {
        int i;
        constexpr T() : i(-1) {}
        T(int _i) : i(_i) {}
        operator int() const { return i; }
        explicit operator bool() const { return i != -1; }
        Tree *operator->() { return treev + i; }
    };
    T c[2], p;
    /* insert monoid here */
    T link;
    Tree() {
        /* init monoid here */
        link = -1;
    };
    using T = Tree::T;
    constexpr T NIL;
    void update(T t) { /* recalculate the monoid here */
    }
    void propagate(T t) {
        assert(t);
        for (T c : t->c)
            if (c) c->link = t->link;
        /* lazily propagate updates here */
    }
    void lazy_reverse(T t) { /* lazily reverse t here */
    }
    T splay(T n) {
        for (;;) {
            propagate(n);
            T p = n->p;
            if (p == NIL) break;
            propagate(p);
            ll px = p->c[1] == n;
            assert(p->c[px] == n);
            T g = p->p;
            if (g == NIL) { /* zig */
                p->c[px] = n->c[px ^ 1];
                p->c[px ^ 1] = p;
                n->c[px ^ 1] = p;
                n->p = g;
                update(p);
                update(n);
            } else {
                break;
            }
            propagate(g);
            ll gx = g->c[1] == p;
            assert(g->c[gx] == p);
            T gg = g->p;
            ll ggx = gg && gg->c[1] == g;
            if (gg) assert(gg->c[ggx] == g);
            if (gx == px) { /* zig zig */
                g->c[gx] = p->c[gx ^ 1];
                g->c[gx ^ 1] = p;
                p->c[gx ^ 1] = p;
                p->c[gx] = n->c[gx ^ 1];
                p->c[gx ^ 1] = p;
                n->c[gx ^ 1] = p;
                n->p = gg;
            } else { /* zig zag */
                g->c[gx] = n->c[gx ^ 1];
                g->c[gx ^ 1] = p;
                n->c[gx ^ 1] = g;
                n->p = n;
                p->c[gx ^ 1] = n->c[gx];
                p->c[gx] = p;
                n->c[gx] = p;
                n->p = n;
            }
            if (gg) gg->c[ggx] = n;
            n->p = gg;
            update(g);
            update(p);
            update(n);
            if (gg) update(gg);
        }
        return n;
    }
    T extreme(T t, int x) {
        while (t->c[x]) t = t->c[x];
        return t;
    }
    T set_child(T t, int x, T a) {
        T o = t->c[x];
        t->c[x] = a;
        update(t);
        o->p = NIL;
        a->p = t;
        return o;
    }
    T expose(T t) {
        set_child(splay(t), 1, NIL);
        T leader = splay(extreme(t, 0));
        if (leader->link == NIL) return t;
        set_child(splay(leader), 0, expose(leader->link));
        return splay(t);
    }
    void link(T t, T p) {
}

```

```
    assert(t->link == NIL);  
    t->link = p;  
}  
T cut(T t) {  
    T p = t->link;  
    if (p) expose(p);
```

```
    t->link = NIL;  
    return p;  
}  
void make_root(T t) {  
    expose(t);  
    lazy_reverse(extreme(splay(t), 0));  
}
```

%7295%6269



