

University of Tartu ICPC Team Notebook

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1	alias g++='g++ -g -Wall -Wshadow -DCDEBUG' #.basrc	
2	alias a='setxkbmap us -option'	
3	alias m='setxkbmap us -option caps:escape'	
4	alias ma='setxkbmap us -variant dvp -option caps:escape'	
5	#settings	
6	gsettings set	
7	→ org.compiz.core:/org/compiz/profiles/Default/plugins/core/ hsize 4	
8	gsettings set org.gnome.desktop.wm.preferences focus-mode 'sloppy'	
9	set si cin #.vimrc	
10	set ts=4 sw=4 noet	
11	set cb=unnamed	
12	(global-set-key (kbd "C-x <next>") 'other-window) #.emacs	
13	(global-set-key (kbd "C-x <prior>") 'previous-multiframe-window)	
14	(global-set-key (kbd "C-M-z") []ansi-term)	
15	(global-linum-mode 1)	
16	(column-number-mode 1)	
17	(show-paren-mode 1)	
18	(setq-default indent-tabs-mode nil)	
19	valgrind --vgdb-error=0 ./a <inp & #valgrind	
20	gdb a	
21	target remote vgdb	
1	crc.sh	
2	#!/bin/envbash	
3	for j in `seq 1 1 200`; do	
4	sed '/~\s*\$/d' \$1 head -\$j tr -d '[:space:]' cksum cut -f1	
5	→ -d ' ' tail -c 5 #whistespaces don't matter.	
6	done #there shouldn't be any COMMENTS.	
7	#copy lines being checked to separate file.	
8	# \$./crc.sh tmp.cpp grep XXXX	

2 2D geometry

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

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

Line through P and Q has $\bar{v} = \overline{PQ}$ and $c = \bar{v} \times P$.

$\text{side}_l(P) = \bar{v}_l \times P - c_l$ sign determines which side P is on from l .

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

Sorting points along a line: comparator is $\bar{v} \cdot A < \bar{v} \cdot B$.

Translating line by \bar{t} : new line has $c' = c + \bar{v} \times \bar{t}$.

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

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

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

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

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

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

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

Circumcircle center:

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

Circle-line intersect:

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

3 3D geometry

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

S above PQR iff > 0 .

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

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

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

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

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

Plane-plane intersection of has direction $\bar{n}_1 \times \bar{n}_2$ and goes

through $((d_1 \bar{n}_2 - d_2 \bar{n}_1) \times \bar{d})/\bar{d}^2$.

Line-line distance:

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

Spherical to Cartesian:

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

Sphere-line intersection:

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

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

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

Spherical segment intersection:

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

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

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

Area of a spherical polygon:

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

4 gcc ordered set, hashtable

```

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

```

#1736

%1386

#1392

#2223

#2496

%5192

5 PRNGs and Hash functions

```

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

```

#2024

#6956

```

20   );
21   return mem[0]; // use both slots for 128 bit hash
22 }
23 uint64_t mix(uint64_t x) { //x != 0
24   x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
25   x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
26   x = x ^ (x >> 31);
27   return x;
28 }
29 uint64_t unmix(uint64_t x) {
30   x = (x ^ (x >> 31) ^ (x >> 62)) * 0x319642b2d24d8ec3;
31   x = (x ^ (x >> 27) ^ (x >> 54)) * 0x96de1b173f119089;
32   x = x ^ (x >> 30) ^ (x >> 60);
33   return x;
34 }
35 uint64_t combine(uint64_t x, uint64_t y) {
36   if (y < x) swap(x, y); // remove for ord
37   return mix(mix(x) + y);
38 }

```

%9499

#7126
%1575#4780
%2094

%1466

6 Triangle centers

```

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

```

#0823

#8446

#6715

#9407

%6856

```

32 point 0 = circum_center(); #3895
33 return 0 + 3.0 * (centroid() - 0);
34 };
35 point nine_point_circle_center() { // euler line
36 point 0 = circum_center();
37 return 0 + 1.5 * (centroid() - 0); #8193
38 }; %3031
39 point in_center() {
40 if (collinear()) return point(NAN, NAN);
41 double a = abs(B - C); // side lengths
42 double b = abs(A - C);
43 double c = abs(A - B); #5954
44 // trilinear coordinates are (1,1,1)
45 double sum = a + b + c;
46 a /= sum;
47 b /= sum;
48 c /= sum; // barycentric
49 return a * A + b * B + c * C; // cartesian
50 } #4892

```

7 Seg-Seg intersection, halfplane intersection area

```

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

```

```

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

```

```

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

```

#9267

#3074

%0513

8 Convex polygon algorithms

```

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

```

#7360

#9034

#3379

%0923

#7198

#2890

#9972

```

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

```

#5204

#5415

#1418

#4908

%9769

#4033

#3588

#6639

#6560

%0722

```

89 bool contains(Vec p) { // O(log(n))
90     if (p < hull.front().F || p > up_beg->F) return false;
91     {
92         auto it_low = lower_bound(
93             hull.begin(), up_beg, MP(MP(p.F, (int)-2e9), MP(0, 0)));
94         if (it_low != hull.begin()) --it_low; #3373
95         Vec a = {it_low->S.F - it_low->F.F, it_low->S.S - it_low->F.S};
96         Vec b = {p.F - it_low->F.F, p.S - it_low->F.S};
97         if (cross(a, b) < 0) // < 0 is inclusive, <=0 is exclusive
98             return false;
99     } #2197
100     {
101         auto it_up = lower_bound(hull.rbegin(),
102             hull.rbegin() + (hull.end() - up_beg),
103             MP(MP(p.F, (int)2e9), MP(0, 0)));
104         if (it_up - hull.rbegin() == hull.end() - up_beg) --it_up;
105         Vec a = {it_up->F.F - it_up->S.F, it_up->F.S - it_up->S.S};
106         Vec b = {p.F - it_up->S.F, p.S - it_up->S.S};
107         if (cross(a, b) > 0) // > 0 is inclusive, >=0 is exclusive #7227
108             return false;
109     }
110     return true; #1826
111 }
112 // The function can have only one local min and max
113 // and may be constant only at min and max.
114 template <typename T>
115 SegIt max(function<T(Seg &)> f) { // O(log(n))
116     auto l = hull.begin();
117     auto r = hull.end();
118     SegIt b = hull.end(); #8566
119     T b_v;
120     while (r - l > 2) {
121         auto m = l + (r - l) / 2;
122         T l_v = f(*l);
123         T l_n_v = f(*(l + 1)); #3586
124         T m_v = f(*m);
125         T m_n_v = f(*(m + 1));
126         if (b == hull.end() || l_v > b_v) {
127             b = l; // If max is at l we may remove it from the range. #7332
128             b_v = l_v;
129         }
130         if (l_n_v > l_v) {
131             if (m_v < l_v) {
132                 r = m;
133             } else { #7279
134                 if (m_n_v > m_v) {
135                     l = m + 1;
136                 } else {
137                     r = m + 1;
138                 }
139             }
140         } else {

```

```

141         if (m_v < l_v) {
142             l = m + 1;
143         } else { #7311
144             if (m_n_v > m_v) {
145                 l = m + 1;
146             } else {
147                 r = m + 1;
148             } #4469
149         }
150     }
151     T l_v = f(*l);
152     if (b == hull.end() || l_v > b_v) { #9864
153         b = l;
154         b_v = l_v;
155     }
156     if (r - l > 1) {
157         T l_n_v = f(*(l + 1));
158         if (b == hull.end() || l_n_v > b_v) { #5972
159             b = l + 1;
160             b_v = l_n_v;
161         }
162     }
163     return b; #9086
164 } #9504
165 SegIt closest(Vec p) { // p can't be internal(can be on border),
166     // hull must have atleast 3 points
167     Seg &ref_p = hull.front(); // O(log(n))
168     return max(function<double(Seg &)>(
169         [&p, &ref_p](
170             Seg &seg) { // accuracy of used type should be coord2
171             if (p == seg.F) return 10 - M_PI; #0134
172             Vec v1 = {seg.S.F - seg.F.F, seg.S.S - seg.F.S};
173             Vec v2 = {p.F - seg.F.F, p.S - seg.F.S};
174             ll c_p = cross(v1, v2);
175             if (c_p > 0) { // order the backside by angle
176                 Vec v1 = {ref_p.F.F - p.F, ref_p.F.S - p.S};
177                 Vec v2 = {seg.F.F - p.F, seg.F.S - p.S};
178                 ll d_p = dot(v1, v2);
179                 ll c_p = cross(v2, v1); #5063
180                 return atan2(c_p, d_p) / 2;
181             }
182             ll d_p = dot(v1, v2);
183             double res = atan2(d_p, c_p);
184             if (d_p <= 0 && res > 0) res = -M_PI; #0469
185             if (res > 0) {
186                 res += 20;
187             } else {
188                 res = 10 - res;
189             } #7417
190         }

```

```

191     return res;
192   }));
193 } %8283
194 template <int DIRECTION> // 1 or -1
195 Vec tan_point(Vec p) { // can't be internal or on border
196   // -1 iff CCW rotation of ray from p to res takes it away from
197   // polygon?
198   Seg &ref_p = hull.front(); // O(log(n))
199   auto best_seg = max(function<double(Seg &)>(
200     [&p, &ref_p](
201       Seg &seg) { // accuracy of used type should be coord^2
202         Vec v1 = {ref_p.F.F - p.F, ref_p.F.S - p.S};
203         Vec v2 = {seg.F.F - p.F, seg.F.S - p.S};
204         ll d_p = dot(v1, v2);
205         ll c_p = DIRECTION * cross(v2, v1);
206         return atan2(c_p, d_p); // order by signed angle
207       }));
208   return best_seg->F;
209 } %5037
210 SegIt max_in_dir(Vec v) { // first is the ans. O(log(n))
211   return max(
212     function<ll(Seg &)>([&v](Seg &seg) { return dot(v, seg.F); }));
213 } %9596
214 pair<SegIt, SegIt> intersections(Seg l) { // O(log(n))
215   int x = l.S.F - l.F.F;
216   int y = l.S.S - l.F.S;
217   Vec dir = {-y, x};
218   auto it_max = max_in_dir(dir);
219   auto it_min = max_in_dir(MP(y, -x));
220   ll opt_val = dot(dir, l.F);
221   if (dot(dir, it_max->F) < opt_val ||
222       dot(dir, it_min->F) > opt_val)
223     return MP(hull.end(), hull.end());
224   SegIt it_r1, it_r2;
225   function<bool(const Seg &, const Seg &)> inc_c(
226     [&dir](const Seg &lft, const Seg &rgt) {
227       return dot(dir, lft.F) < dot(dir, rgt.F);
228     });
229   function<bool(const Seg &, const Seg &)> dec_c(
230     [&dir](const Seg &lft, const Seg &rgt) {
231       return dot(dir, lft.F) > dot(dir, rgt.F);
232     });
233   if (it_min <= it_max) {
234     it_r1 = upper_bound(it_min, it_max + 1, l, inc_c) - 1;
235     if (dot(dir, hull.front().F) >= opt_val) {
236       it_r2 = upper_bound(hull.begin(), it_min + 1, l, dec_c) - 1;
237     } else {
238       it_r2 = upper_bound(it_max, hull.end(), l, dec_c) - 1;
239     }
240   } else {
241     it_r1 = upper_bound(it_max, it_min + 1, l, dec_c) - 1;

```

```

242   if (dot(dir, hull.front().F) <= opt_val) {
243     it_r2 = upper_bound(hull.begin(), it_max + 1, l, inc_c) - 1;
244   } else {
245     it_r2 = upper_bound(it_min, hull.end(), l, inc_c) - 1;
246   }
247   return MP(it_r1, it_r2);
248 } #5268
249 Seg diameter() { // O(n)
250   Seg res;
251   ll dia_sq = 0;
252   auto it1 = hull.begin();
253   auto it2 = up_beg;
254   Vec v1 = {hull.back().S.F - hull.back().F.F,
255             hull.back().S.S - hull.back().F.S};
256   while (it2 != hull.begin()) {
257     Vec v2 = {(it2 - 1)->S.F - (it2 - 1)->F.F,
258               (it2 - 1)->S.S - (it2 - 1)->F.S};
259     if (cross(v1, v2) > 0) break;
260     --it2;
261   }
262   while (it2 != hull.end()) { // check all antipodal pairs
263     if (dist_sq(it1->F, it2->F) > dia_sq) {
264       res = {it1->F, it2->F};
265       dia_sq = dist_sq(res.F, res.S);
266     }
267     Vec v1 = {it1->S.F - it1->F.F, it1->S.S - it1->F.S};
268     Vec v2 = {it2->S.F - it2->F.F, it2->S.S - it2->F.S};
269     if (cross(v1, v2) == 0) {
270       if (dist_sq(it1->S, it2->F) > dia_sq) {
271         res = {it1->S, it2->F};
272         dia_sq = dist_sq(res.F, res.S);
273       }
274       if (dist_sq(it1->F, it2->S) > dia_sq) {
275         res = {it1->F, it2->S};
276         dia_sq = dist_sq(res.F, res.S);
277       } // report cross pairs at parallel lines.
278       ++it1;
279       ++it2;
280     } else if (cross(v1, v2) < 0) {
281       ++it1;
282     } else {
283       ++it2;
284     }
285   }
286   return res;
287 }
288 }
289 }; %9383

```

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

```

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

```

```

3  int x, y;
4  bool operator==(const Vec &oth) { return x == oth.x && y == oth.y; }
5  bool operator!=(const Vec &oth) { return !operator==(oth); }
6  Vec operator-(const Vec &oth) { return {x - oth.x, y - oth.y}; }
7  };
8  ll cross(Vec a, Vec b) { return (ll)a.x * b.y - (ll)a.y * b.x; }
9  ll dot(Vec a, Vec b) { return (ll)a.x * b.x + (ll)a.y * b.y; }
10 struct Edge {
11     Vec tar;
12     Edge *nxt;
13     Edge *inv = NULL;
14     Edge *rep = NULL;
15     bool vis = false;
16 };
17 struct Seg {
18     Vec a, b;
19     bool operator==(const Seg &oth) { return a == oth.a && b == oth.b; }
20     bool operator!=(const Seg &oth) { return !operator==(oth); }
21 };
22 ll orient(Vec a, Vec b, Vec c) {
23     return (ll)a.x * (b.y - c.y) + (ll)b.x * (c.y - a.y) +
24           (ll)c.x * (a.y - b.y);
25 }
26 bool in_c_circle(Vec *arr, Vec d) {
27     if (cross(arr[1] - arr[0], arr[2] - arr[0]) == 0)
28         return true; // degenerate
29     ll m[3][3];
30     ran(i, 0, 3) {
31         m[i][0] = arr[i].x - d.x;
32         m[i][1] = arr[i].y - d.y;
33         m[i][2] = m[i][0] * m[i][0];
34         m[i][2] += m[i][1] * m[i][1];
35     }
36     __int128 res = 0;
37     res += (__int128)(m[0][0] * m[1][1] - m[0][1] * m[1][0]) * m[2][2];
38     res += (__int128)(m[1][0] * m[2][1] - m[1][1] * m[2][0]) * m[0][2];
39     res -= (__int128)(m[0][0] * m[2][1] - m[0][1] * m[2][0]) * m[1][2];
40     return res > 0;
41 }
42 Edge *add_triangle(Edge *a, Edge *b, Edge *c) {
43     Edge *old[] = {a, b, c};
44     Edge *tmp = new Edge[3];
45     ran(i, 0, 3) {
46         old[i]->rep = tmp + i;
47         tmp[i] = {old[i]->tar, tmp + (i + 1) % 3, old[i]->inv};
48         if (tmp[i].inv) tmp[i].inv->inv = tmp + i;
49     }
50     return tmp;
51 }
52 Edge *add_point(Vec p, Edge *cur) { // returns outgoing edge
53     Edge *triangle[] = {cur, cur->nxt, cur->nxt->nxt};

```

```

54     ran(i, 0, 3) {
55         if (orient(triangle[i]->tar, triangle[(i + 1) % 3]->tar, p) < 0)
56             return NULL;
57     }
58     ran(i, 0, 3) {
59         if (triangle[i]->rep) {
60             Edge *res = add_point(p, triangle[i]->rep);
61             if (res)
62                 return res; // unless we are on last layer we must exit here
63         }
64     }
65     Edge p_as_e{p};
66     Edge tmp{cur->tar};
67     tmp.inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
68     Edge *res = tmp.inv->nxt;
69     tmp.tar = cur->tar;
70     tmp.inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
71     tmp.tar = cur->tar;
72     res->inv = add_triangle(&p_as_e, &tmp, cur = cur->nxt);
73     res->inv->inv = res;
74     return res;
75 }
76 Edge *delatunay(vector<Vec> &points) {
77     random_shuffle(points.begin(), points.end());
78     Vec arr[] = {{4 * max_co, 4 * max_co}, {-4 * max_co, max_co},
79                 {max_co, -4 * max_co}};
80     Edge *res = new Edge[3];
81     ran(i, 0, 3) res[i] = {arr[i], res + (i + 1) % 3};
82     for (Vec &cur : points) {
83         Edge *loc = add_point(cur, res);
84         Edge *out = loc;
85         arr[0] = cur;
86         while (true) {
87             arr[1] = out->tar;
88             arr[2] = out->nxt->tar;
89             Edge *e = out->nxt->inv;
90             if (e && in_c_circle(arr, e->nxt->tar)) {
91                 Edge tmp{cur};
92                 tmp.inv = add_triangle(&tmp, out, e->nxt);
93                 tmp.tar = e->nxt->tar;
94                 tmp.inv->inv = add_triangle(&tmp, e->nxt->nxt, out->nxt->nxt);
95                 out = tmp.inv->nxt;
96                 continue;
97             }
98             out = out->nxt->nxt->inv;
99             if (out->tar == loc->tar) break;
100         }
101     }
102     return res;
103 }
104 void extract_triangles(Edge *cur, vector<vector<Seg> > &res) {

```



```

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

```

#3769

#2104

#6207

#3011

#8602

%5626

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

```

1 const int alpha_size = 26;
2 struct Node {
3     Node *nxt[alpha_size]; // May use other structures to move in trie
4     Node *suffix;
5     Node() { memset(nxt, 0, alpha_size * sizeof(Node *)); }
6     int cnt = 0;
7 };
8 Node *aho_corasick(vector<vector<char> > &dict) {
9     Node *root = new Node;
10    root->suffix = 0;
11    vector<pair<vector<char> *, Node *> > state;
12    for (vector<char> &s : dict) state.emplace_back(&s, root);
13    for (int i = 0; !state.empty(); ++i) {
14        vector<pair<vector<char> *, Node *> > nstate;
15        for (auto &cur : state) {
16            Node *nxt = cur.second->nxt[(*cur.first)[i]];
17            if (nxt) {
18                cur.second = nxt;
19            } else {
20                nxt = new Node;
21                cur.second->nxt[(*cur.first)[i]] = nxt;
22                Node *suf = cur.second->suffix;
23                cur.second = nxt;
24                nxt->suffix = root; // set correct suffix link
25                while (suf) {

```

#1006

#9056

#1331

#5283

```

26         if (suf->nxt[(*cur.first)[i]]) {
27             nxt->suffix = suf->nxt[(*cur.first)[i]];
28             break;
29         }
30         suf = suf->suffix;
31     }
32 }
33 if (cur.first->size() > i + 1) nstate.push_back(cur);
34 }
35 state = nstate;
36 }
37 return root;
38 }
39 // auxiliary functions for searching and counting
40 Node *walk(Node *cur,
41 char c) { // longest prefix in dict that is suffix of walked string.
42     while (true) {
43         if (cur->nxt[c]) return cur->nxt[c];
44         if (!cur->suffix) return cur;
45         cur = cur->suffix;
46     }
47 }
48 void cnt_matches(Node *root, vector<char> &match_in) {
49     Node *cur = root;
50     for (char c : match_in) {
51         cur = walk(cur, c);
52         ++cur->cnt;
53     }
54 }
55 void add_cnt(Node *root) { // After counting matches propagate ONCE to
56     // suffixes for final counts
57     vector<Node *> to_visit = {root};
58     ran(i, 0, to_visit.size()) {
59         Node *cur = to_visit[i];
60         ran(j, 0, alpha_size) {
61             if (cur->nxt[j]) to_visit.push_back(cur->nxt[j]);
62         }
63     }
64     for (int i = to_visit.size() - 1; i > 0; --i)
65         to_visit[i]->suffix->cnt += to_visit[i]->cnt;
66 }
67 int main() {
68     int n, len;
69     scanf("%d %d", &len, &n);
70     vector<char> a(len + 1);
71     scanf("%s", a.data());
72     a.pop_back();
73     for (char &c : a) c -= 'a';
74     vector<vector<char> > dict(n);
75     ran(i, 0, n) {
76         scanf("%d", &len);

```

#3580

#3263

%2882

#5414

%1529

#0015

%8156

#0662

#7950

%0488

```

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

```

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

```

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

```

```

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

```

%2262

#3041

#2404

#7906

#7524

#2021

#6270

#1268

#0936

#1831

```

88     }
89     if (!sw_n) {
90         nlast->suf = root;
91     } else {
92         Node *max_sbstr = sw_n->nxt(new_c);           #0855
93         if (sw_n->len + 1 == max_sbstr->len) {
94             nlast->suf = max_sbstr;
95         } else { // remove for minimal DFA that matches suffixes and
96                 // crap
97             Node *eq_sbstr = max_sbstr->split(sw_n->len + 1, new_c);
98             nlast->suf = eq_sbstr;                     #1749
99             Node *x = sw_n; // x = with_edge_to_eq_sbstr
100             while (x != 0 && x->nxt(new_c) == max_sbstr) {
101                 x->set_nxt(new_c, eq_sbstr);
102                 x = x->suf;
103             }                                         #4310
104         }
105     }
106     last = nlast;                                     %6146
107 }
108 SufAuto(string &s) {
109     root = new Node;
110     root->len = 0;
111     root->suf = NULL;
112     last = root;                                     #9604
113     for (char c : s) extend(c);
114     root->calc_end_dist(); // To build suffix tree use reversed string
115     root->build_suffix_tree(s);
116 }
117 };                                                    #6251                                     %6251

```

12 Dinic

```

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

```

```

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

```

```

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

```

```

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

```

```

175     scanf("%d %d", &a, &b);
176     if (b < a) swap(a, b);
177     edges.emplace_back(a, b, nmax, 0, 1);
178     edges.emplace_back(b, n + b, nmax, 0, 0);
179     edges.emplace_back(n + b, a, nmax, 0, 1);
180 }
181 int v = 2 * n + 2;
182 MaxFlow mf(edges);
183 printf("%d\n", (int)mf.calc_flow(0, v - 1).second);
184 // cout << mf.flow_on_edge(edge_index) << endl;
185 }
186 }

```

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

```

1 struct Network {
2     struct Node;
3     struct Edge {
4         Node *u, *v;
5         int f, c, cost;
6         Node* from(Node* pos) {
7             if (pos == u) return v;
8             return u;
9         }
10        int getCap(Node* pos) {
11            if (pos == u) return c - f;
12            return f;
13        }
14        int addFlow(Node* pos, int toAdd) {
15            if (pos == u) {
16                f += toAdd;
17                return toAdd * cost;
18            } else {
19                f -= toAdd;
20                return -toAdd * cost;
21            }
22        }
23    };
24    struct Node {
25        vector<Edge*> conn;
26        int index;
27    };
28    deque<Node> nodes;
29    deque<Edge> edges;
30    Node* addNode() {
31        nodes.push_back(Node());
32        nodes.back().index = nodes.size() - 1;
33        return &nodes.back();
34    }
35    Edge* addEdge(Node* u, Node* v, int f, int c, int cost) {
36        edges.push_back({u, v, f, c, cost});
37        u->conn.push_back(&edges.back());
38        v->conn.push_back(&edges.back());

```

```

39        return &edges.back();
40    }
41    // Assumes all needed flow has already been added
42    int minCostMaxFlow() {
43        int n = nodes.size();
44        int result = 0;
45        struct State {
46            int p;
47            Edge* used;
48        };
49        while (1) {
50            vector<vector<State>> state(1, vector<State>(n, {0, 0}));
51            for (int lev = 0; lev < n; lev++) {
52                state.push_back(state[lev]);
53                for (int i = 0; i < n; i++) {
54                    if (lev == 0 || state[lev][i].p < state[lev - 1][i].p) {
55                        for (Edge* edge : nodes[i].conn) {
56                            if (edge->getCap(&nodes[i]) > 0) {
57                                int np =
58                                    state[lev][i].p +
59                                    (edge->u == &nodes[i] ? edge->cost : -edge->cost);
60                                int ni = edge->from(&nodes[i])->index;
61                                if (np < state[lev + 1][ni].p) {
62                                    state[lev + 1][ni].p = np;
63                                    state[lev + 1][ni].used = edge;
64                                }
65                            }
66                        }
67                    }
68                }
69            }
70            // Now look at the last level
71            bool valid = false;
72            for (int i = 0; i < n; i++)
73                if (state[n - 1][i].p > state[n][i].p) {
74                    valid = true;
75                    vector<Edge*> path;
76                    int cap = 1000000000;
77                    Node* cur = &nodes[i];
78                    int clev = n;
79                    vector<bool> explr(n, false);
80                    while (!explr[cur->index]) {
81                        explr[cur->index] = true;
82                        State cstate = state[clev][cur->index];
83                        cur = cstate.used->from(cur);
84                        path.push_back(cstate.used);
85                    }
86                    reverse(path.begin(), path.end());
87                    {
88                        int i = 0;
89                        Node* cur2 = cur;

```

#0927

#7358

#0078

#7871

#3940

#3693

#5398

#6663

#3984

#9784

```

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

```

#9838

#8867

#4467

#4029
%2900

14 DMST $\mathcal{O}(E \log V)$

```

1 struct EdgeDesc {
2     int from, to, w;
3 };
4 struct DMST {
5     struct Node;
6     struct Edge {
7         Node *from;
8         Node *tar;
9         int w;
10        bool inc;
11    };
12    struct Circle {
13        bool vis = false;
14        vector<Edge*> cont;
15        void clean(int idx);
16    };
17    const static greater<pair<ll, Edge*>> comp;
18    static vector<Circle> to_proc;
19    static bool no_dmst;
20    static Node *root; // Can use inline static since C++17
21    struct Node {
22        Node *par = NULL;
23        vector<pair<int, int>> out_cands; // Circ, edge idx
24        vector<pair<ll, Edge*>> con;
25        bool in_use = false;
26        ll w = 0; // extra to add to edges in con
27        Node *anc() {
28            if (!par) return this;
29            while (par->par) par = par->par;
30            return par;

```

#6091

#2186

#4353

#9916

#0564

```

31 }
32 void clean() {
33     if (!no_dmst) {
34         in_use = false;
35         for (auto &cur : out_cands)
36             to_proc[cur.first].clean(cur.second);
37     }
38 }
39 Node *con_to_root() {
40     if (anc() == root) return root;
41     in_use = true;
42     Node *super = this; // Will become root or the first Node
43                        // encountered in a loop.
44     while (super == this) {
45         while (
46             !con.empty() && con.front().second->tar->anc() == anc()) {
47             pop_heap(con.begin(), con.end(), comp);
48             con.pop_back();
49         }
50         if (con.empty()) {
51             no_dmst = true;
52             return root;
53         }
54         pop_heap(con.begin(), con.end(), comp);
55         auto nxt = con.back();
56         con.pop_back();
57         w = -nxt.first;
58         if (nxt.second->tar
59             ->in_use) { // anc() wouldn't change anything
60             super = nxt.second->tar->anc();
61             to_proc.resize(to_proc.size() + 1);
62         } else {
63             super = nxt.second->tar->con_to_root();
64         }
65         if (super != root) {
66             to_proc.back().cont.push_back(nxt.second);
67             out_cands.emplace_back(
68                 to_proc.size() - 1, to_proc.back().cont.size() - 1);
69         } else { // Clean circles
70             nxt.second->inc = true;
71             nxt.second->from->clean();
72         }
73     }
74     if (super != root) { // we are some loops non first Node.
75         if (con.size() > super->con.size()) {
76             swap(con,
77                 super->con); // Largest con in loop should not be copied.
78             swap(w, super->w);
79         }
80         for (auto cur : con) {
81             super->con.emplace_back(

```

#0300

#0747

#3927

#2561

#8600

#6612

#7005

#1096

#2844

#3498

```

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

```

#6348

#0309

#8100

#8811

#5307

#6725

%1568

#6369

%1477

#6503

#8144

```

133 }
134 const greater<pair<ll, DMST::Edge * > > DMST::comp;
135 vector<DMST::Circle> DMST::to_proc;
136 bool DMST::no_dmst;
137 DMST::Node *DMST::root;

```

#2354
%2870

15 Bridges $O(n)$

```

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

```

#8922

#0116

#1288

#8194

%8624

#7106

#9056

#5223

```

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

```

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

```

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

```

```

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

```

17 Generic persistent compressed lazy segment tree

```

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

```



```

9  ll add;
10 ll assign_val; // LLONG_MIN if no assign;
11 void init() {
12     add = 0;
13     assign_val = LLONG_MIN;
14 }
15 Lazy() { init(); }
16 void split(Lazy &lhs_lazy, Lazy &rhs_lazy, int len) {
17     lhs_lazy = *this;
18     rhs_lazy = *this;
19     init();
20 }
21 void merge(Lazy &oth, int len) {
22     if (oth.assign_val != LLONG_MIN) {
23         add = 0;
24         assign_val = oth.assign_val;
25     }
26     add += oth.add;
27 }
28 void apply_to_seg(Seg &cur, int len) const {
29     if (assign_val != LLONG_MIN) {
30         cur.sum = len * assign_val;
31     }
32     cur.sum += len * add;
33 }
34 } __attribute__((packed));
35 %0625 struct Node { // Following code should not need to be modified
36     int ver;
37     bool is_lazy = false;
38     Seg seg;
39     Lazy lazy;
40     Node *lc = NULL, *rc = NULL;
41     void init() {
42         if (!lc) {
43             lc = new Node{ver};
44             rc = new Node{ver};
45         }
46     }
47     Node *upd(int L, int R, int l, int r, Lazy &val, int tar_ver) {
48         if (ver != tar_ver) {
49             Node *rep = new Node(*this);
50             rep->ver = tar_ver;
51             return rep->upd(L, R, l, r, val, tar_ver);
52         }
53         if (L >= l && R <= r) {
54             val.apply_to_seg(seg, R - L);
55             lazy.merge(val, R - L);
56             is_lazy = true;
57         } else {
58             init();
59             int M = (L + R) / 2;
60             if (is_lazy) {
61                 Lazy l_val, r_val;
62                 lazy.split(l_val, r_val, R - L);
63                 lc = lc->upd(L, M, L, M, l_val, ver);
64                 rc = rc->upd(M, R, M, R, r_val, ver);
65                 is_lazy = false;
66             }
67             Lazy l_val, r_val;
68             val.split(l_val, r_val, R - L);
69             if (l < M) lc = lc->upd(L, M, l, r, l_val, ver);
70             if (M < r) rc = rc->upd(M, R, l, r, r_val, ver);
71             seg.recalc(lc->seg, M - L, rc->seg, R - M);
72         }
73         return this;
74     }
75     void get(int L, int R, int l, int r, Seg *&lft_res, Seg *&tmp,
76             bool last_ver) {
77         if (L >= l && R <= r) {
78             tmp->recalc(*lft_res, L - l, seg, R - L);
79             swap(lft_res, tmp);
80         } else {
81             init();
82             int M = (L + R) / 2;
83             if (is_lazy) {
84                 Lazy l_val, r_val;
85                 lazy.split(l_val, r_val, R - L);
86                 lc = lc->upd(L, M, L, M, l_val, ver + last_ver);
87                 lc->ver = ver;
88                 rc = rc->upd(M, R, M, R, r_val, ver + last_ver);
89                 rc->ver = ver;
90                 is_lazy = false;
91             }
92             if (l < M) lc->get(L, M, l, r, lft_res, tmp, last_ver);
93             if (M < r) rc->get(M, R, l, r, lft_res, tmp, last_ver);
94         }
95     }
96 } __attribute__((packed));
97 struct SegTree { // indexes start from 0, ranges are [beg, end)
98     vector<Node *> roots; // versions start from 0
99     int len;
100     SegTree(int _len) : len(_len) { roots.push_back(new Node{0}); }
101     int upd(int l, int r, Lazy &val, bool new_ver = false) {
102         Node *cur_root =
103             roots.back()->upd(0, len, l, r, val, roots.size() - !new_ver);
104         if (cur_root != roots.back()) roots.push_back(cur_root);
105         return roots.size() - 1;
106     }
107     Seg get(int l, int r, int ver = -1) {
108         if (ver == -1) ver = roots.size() - 1;
109         Seg seg1, seg2;
110         Seg *pres = &seg1, *ptmp = &seg2;
111         roots[ver]->get(0, len, l, r, pres, ptmp, roots.size() - 1);

```

```

112     return *pres;
113 }
114 };
115
116 int n, m; // solves Mechanics Practice LAZY
117 cin >> n >> m;
118 SegTree seg_tree(1 << 17);
119 for (int i = 0; i < n; ++i) {
120     Lazy tmp;
121     scanf("%lld", &tmp.assign_val);
122     seg_tree.upd(i, i + 1, tmp);
123 }
124 for (int i = 0; i < m; ++i) {
125     int o;
126     int l, r;
127     scanf("%d %d %d", &o, &l, &r);
128     --l;
129     if (o == 1) {
130         Lazy tmp;
131         scanf("%lld", &tmp.add);
132         seg_tree.upd(l, r, tmp);
133     } else if (o == 2) {
134         Lazy tmp;
135         scanf("%lld", &tmp.assign_val);
136         seg_tree.upd(l, r, tmp);
137     } else {
138         Seg res = seg_tree.get(l, r);
139         printf("%lld\n", res.sum);
140     }
141 }
142 }

```

```
%7542 int main() {
```

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

```

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

```

#9531

#7932

```

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

```

#6178

#2037

#6759

#9593

#0432

#9151

#3027

#8562

#3486

```

71 void build(T initial) {                                     #4566
72     subtree_size = vector<int>(vertexc + 5);
73     ord = vector<int>(vertexc + 5);
74     chain_root = vector<int>(vertexc + 5);
75     par = vector<int>(vertexc + 5);
76     cur = 0;                                               #2693
77     build_sizes(1, -1);
78     build_hld(1, -1, 1);
79     structure = DS(vertexc + 5, initial);
80     aux = DS(50, initial);
81 }
82 void set(int vertex, int value) {                           #7758
83     structure.set(ord[vertex], value);
84 }
85 T query_path(
86     int u, int v) { /* returns the "sum" of the path u->v */
87     int cur_id = 0;                                       #4754
88     while (chain_root[u] != chain_root[v]) {
89         if (ord[u] > ord[v]) {
90             cur_id++;
91             aux.set(cur_id, structure.query(ord[chain_root[u]], ord[u]));
92             u = par[chain_root[u]];                       #4538
93         } else {
94             cur_id++;
95             aux.set(cur_id, structure.query(ord[chain_root[v]], ord[v]));
96             v = par[chain_root[v]];
97         }                                                 #1595
98     }
99     cur_id++;
100    aux.set(cur_id,
101        structure.query(min(ord[u], ord[v]), max(ord[u], ord[v])));
102    return aux.query(1, cur_id);                           #7150
103 }                                                         %1905
104 void print() {
105     for (int i = 1; i <= vertexc; i++)
106         cout << i << ' ' << ord[i] << ' ' << chain_root[i] << ' '
107             << par[i] << endl;
108 }
109 };
110 int main() {
111     int vertexc;
112     cin >> vertexc;
113     HLD<int, dummy> hld(vertexc);
114     for (int i = 0; i < vertexc - 1; i++) {
115         int u, v;
116         cin >> u >> v;
117         hld.add_edge(u, v);
118     }
119     hld.build(0);
120     hld.print();
121     int queryc;
122     cin >> queryc;

```

```

123     for (int i = 0; i < queryc; i++) {
124         int u, v;
125         cin >> u >> v;
126         hld.query_path(u, v);
127         cout << endl;
128     }
129 }

```

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

```

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

```

#7635

#2337

#0939

#3006

#8514

#3792

#0245

43	T g = p->p;			
44	if (g == NIL) { /* zig */			
45	p->c[px] = n->c[px ^ 1];			
46	p->c[px]->p = p;			
47	n->c[px ^ 1] = p;			
48	n->c[px ^ 1]->p = n;	#4750		
49	n->p = NIL;			
50	update(p);			
51	update(n);			
52	break;			
53	}			
54	propagate(g);			
55	ll gx = g->c[1] == p;			
56	assert(g->c[gx] == p);			
57	T gg = g->p;	#8981		
58	ll ggx = gg && gg->c[1] == g;			
59	if (gg) assert(gg->c[ggx] == g);			
60	if (gx == px) { /* zig zig */			
61	g->c[gx] = p->c[gx ^ 1];			
62	g->c[gx]->p = g;	#5659		
63	p->c[gx ^ 1] = g;			
64	p->c[gx ^ 1]->p = p;			
65	p->c[gx] = n->c[gx ^ 1];			
66	p->c[gx]->p = p;			
67	n->c[gx ^ 1] = p;	#5608		
68	n->c[gx ^ 1]->p = n;			
69	} else { /* zig zag */			
70	g->c[gx] = n->c[gx ^ 1];	#1439		
71	g->c[gx]->p = g;			
72	n->c[gx ^ 1] = g;			
73	n->c[gx ^ 1]->p = n;	#9140		
74	p->c[gx ^ 1] = n->c[gx];			
75	p->c[gx ^ 1]->p = p;			
76	n->c[gx] = p;			
77	n->c[gx]->p = n;			
78	}			
79	if (gg) gg->c[ggx] = n;			
80	n->p = gg;			
81	update(g);			
82	update(p);			
83	update(n);			
84	if (gg) update(gg);			
85	}			
86	return n;			
87	}			
88	T extreme(T t, int x) {			
89	while (t->c[x]) t = t->c[x];			
90	return t;			
91	}			
92	T set_child(T t, int x, T a) {	#2928		
93	T o = t->c[x];			
94	t->c[x] = a;			
95	update(t);			
96	o->p = NIL;			
97	a->p = t;			#4262
98	return o;			
99	}			
100	/****** Link-Cut Tree: *****/			
101	T expose(T t) {			
102	set_child(splay(t), 1, NIL);			
103	T leader = splay(extreme(t, 0));			
104	if (leader->link == NIL) return t;			
105	set_child(splay(leader), 0, expose(leader->link));			
106	return splay(t);			
107	}			
108	void link(T t, T p) {			
109	assert(t->link == NIL);			
110	t->link = p;			
111	}			
112	T cut(T t) {			
113	T p = t->link;			
114	if (p) expose(p);			
115	t->link = NIL;			
116	return p;			
117	}			
118	/*lp*/			
119	void make_root(T t) {			
120	expose(t);			
121	lazy_reverse(extreme(splay(t), 0));			#4240
122	}			
123	/*rp*/			%8430
<hr/>				
20 Templated multi dimensional BIT $\mathcal{O}(\log(n)^{\dim})$ per query				
1	// Fully overloaded any dimensional BIT, use any type for coordinates,			
2	// elements, return value. Includes coordinate compression.			
3	template <typename E_T, typename C_T, C_T n_inf, typename R_T>			
4	struct BIT {			
5	vector<C_T> pos;			
6	vector<E_T> elems;			
7	bool act = false;			#3273
8	BIT() { pos.push_back(n_inf); }			
9	void init() {			
10	if (act) {			
11	for (E_T &c_elem : elems) c_elem.init();			
12	} else {			#2594
13	act = true;			
14	sort(pos.begin(), pos.end());			
15	pos.resize(unique(pos.begin(), pos.end()) - pos.begin());			
16	elems.resize(pos.size());			
17	}			#7774
18	}			
19	template <typename... loc_form>			
20	void update(C_T cx, loc_form... args) {			

```

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

```

21 Treap $O(\log n)$ per query

```

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

```

```

8     Node* lch;
9     Node* rch;
10    Node(int new_key, int new_value) { #5698
11        key = new_key;
12        value = new_value;
13        priority = randgen();
14        total = new_value;
15        lch = 0; #7232
16        rch = 0;
17    }
18    void update() {
19        total = value;
20        if (lch) total += lch->total; #4295
21        if (rch) total += rch->total;
22    }
23 };
24 deque<Node> nodes;
25 Node* root = 0; #9633
26 pair<Node*, Node*> split(int key, Node* cur) {
27     if (cur == 0) return {0, 0};
28     pair<Node*, Node*> result;
29     if (key <= cur->key) {
30         auto ret = split(key, cur->lch); #5233
31         cur->lch = ret.second;
32         result = {ret.first, cur};
33     } else {
34         auto ret = split(key, cur->rch);
35         cur->rch = ret.first; #6988
36         result = {cur, ret.second};
37     }
38     cur->update();
39     return result;
40 }
41 Node* merge(Node* left, Node* right) {
42     if (left == 0) return right;
43     if (right == 0) return left;
44     Node* top;
45     if (left->priority < right->priority) { #6282
46         left->rch = merge(left->rch, right);
47         top = left;
48     } else {
49         right->lch = merge(left, right->lch);
50         top = right; #3510
51     }
52     top->update();
53     return top;
54 }
55 void insert(int key, int value) { #8918
56     nodes.push_back(Node(key, value));
57     Node* cur = &nodes.back();
58     pair<Node*, Node*> ret = split(key, root);

```

```

59     cur = merge(ret.first, cur);
60     cur = merge(cur, ret.second);
61     root = cur;
62 }
63 void erase(int key) {
64     Node *left, *mid, *right;
65     tie(left, mid) = split(key, root);
66     tie(mid, right) = split(key + 1, mid);
67     root = merge(left, right);
68 }
69 long long sum_upto(int key, Node* cur) {
70     if (cur == 0) return 0;
71     if (key <= cur->key) {
72         return sum_upto(key, cur->lch);
73     } else {
74         long long result = cur->value + sum_upto(key, cur->rch);
75         if (cur->lch) result += cur->lch->total;
76         return result;
77     }
78 }
79 long long get(int l, int r) {
80     return sum_upto(r + 1, root) - sum_upto(l, root);
81 }
82 };
83 // Solution for:
84 // http://codeforces.com/group/U01GDa2Gwb/contest/219104/problem/TREAP
85 int main() {
86     ios_base::sync_with_stdio(false);
87     cin.tie(0);
88     int m;
89     Treap treap;
90     cin >> m;
91     for (int i = 0; i < m; i++) {
92         int type;
93         cin >> type;
94         if (type == 1) {
95             int x, y;
96             cin >> x >> y;
97             treap.insert(x, y);
98         } else if (type == 2) {
99             int x;
100             cin >> x;
101             treap.erase(x);
102         } else {
103             int l, r;
104             cin >> l >> r;
105             cout << treap.get(l, r) << endl;
106         }
107     }
108     return 0;
109 }

```

#9760

#1416

#7634

#8122

#0094

%4959

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

```

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

```

#5369

#6813

#5681

#1162

#7759

%0571

23 FFT 5M length/sec

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

```

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

```

#1139

#8384

```

12 Complex operator-(const Complex &lft, const Complex &rgt) {
13     return Complex{lft.a - rgt.a, lft.b - rgt.b};
14 }
15 Complex operator*(const Complex &lft, const Complex &rgt) {
16     return Complex{
17         lft.a * rgt.a - lft.b * rgt.b, lft.a * rgt.b + lft.b * rgt.a};
18 }
19 Complex conj(const Complex &cur) { return Complex{cur.a, -cur.b}; }
20 void fft_rec(Complex *arr, Complex *root_pow, int len) {
21     if (len != 1) {
22         fft_rec(arr, root_pow, len >> 1);
23         fft_rec(arr + len, root_pow, len >> 1);
24     }
25     root_pow += len;
26     for (int i = 0; i < len; ++i) {
27         Complex tmp = arr[i] + root_pow[i] * arr[i + len];
28         arr[i + len] = arr[i] - root_pow[i] * arr[i + len];
29         arr[i] = tmp;
30     }
31 }
32 void fft(vector<Complex> &arr, int ord, bool invert) {
33     assert(arr.size() == 1 << ord);
34     static vector<Complex> root_pow(1);
35     static int inc_pow = 1;
36     static bool is_inv = false;
37     if (inc_pow <= ord) {
38         int idx = root_pow.size();
39         root_pow.resize(1 << ord);
40         for (; inc_pow <= ord; ++inc_pow) {
41             for (int idx_p = 0; idx_p < 1 << (ord - 1);
42                  idx_p += 1 << (ord - inc_pow), ++idx) {
43                 root_pow[idx] = Complex{cos(-idx_p * M_PI / (1 << (ord - 1))),
44                     sin(-idx_p * M_PI / (1 << (ord - 1)))};
45                 if (is_inv) root_pow[idx].b = -root_pow[idx].b;
46             }
47         }
48     }
49     if (invert != is_inv) {
50         is_inv = invert;
51         for (Complex &cur : root_pow) cur.b = -cur.b;
52     }
53     for (int i = 1, j = 0; i < (1 << ord); ++i) {
54         int m = 1 << (ord - 1);
55         bool cont = true;
56         while (cont) {
57             cont = j & m;
58             j ^= m;
59             m >>= 1;
60         }
61         if (i < j) swap(arr[i], arr[j]);
62     }
63     fft_rec(arr.data(), root_pow.data(), 1 << (ord - 1));
64     if (invert)
65         for (int i = 0; i < (1 << ord); ++i) arr[i] /= (1 << ord);
66 }
67 void mult_poly_mod(
68     vector<int> &a, vector<int> &b, vector<int> &c) { // c += a*b
69     static vector<Complex>
70         arr[4]; // correct upto 0.5-2M elements(mod ~= 1e9)
71     if (c.size() < 400) {
72         for (int i = 0; i < a.size(); ++i)
73             for (int j = 0; j < b.size() && i + j < c.size(); ++j)
74                 c[i + j] = ((1l)a[i] * b[j] + c[i + j]) % mod;
75     } else {
76         int fft_ord = 32 - __builtin_clz(c.size());
77         if (arr[0].size() != 1 << fft_ord)
78             for (int i = 0; i < 4; ++i) arr[i].resize(1 << fft_ord);
79         for (int i = 0; i < 4; ++i)
80             fill(arr[i].begin(), arr[i].end(), Complex{});
81         for (int &cur : a)
82             if (cur < 0) cur += mod;
83         for (int &cur : b)
84             if (cur < 0) cur += mod;
85         const int shift = 15;
86         const int mask = (1 << shift) - 1;
87         for (int i = 0; i < min(a.size(), c.size()); ++i) {
88             arr[0][i].a = a[i] & mask;
89             arr[1][i].a = a[i] >> shift;
90         }
91         for (int i = 0; i < min(b.size(), c.size()); ++i) {
92             arr[0][i].b = b[i] & mask;
93             arr[1][i].b = b[i] >> shift;
94         }
95         for (int i = 0; i < 2; ++i) fft(arr[i], fft_ord, false);
96         for (int i = 0; i < 2; ++i) {
97             for (int j = 0; j < 2; ++j) {
98                 int tar = 2 + (i + j) / 2;
99                 Complex mult = {0, -0.25};
100                 if (i ^ j) mult = {0.25, 0};
101                 for (int k = 0; k < (1 << fft_ord); ++k) {
102                     int rev_k = ((1 << fft_ord) - k) % (1 << fft_ord);
103                     Complex ca = arr[i][k] + conj(arr[i][rev_k]);
104                     Complex cb = arr[j][k] - conj(arr[j][rev_k]);
105                     arr[tar][k] = arr[tar][k] + mult * ca * cb;
106                 }
107             }
108         }
109         for (int i = 2; i < 4; ++i) {
110             fft(arr[i], fft_ord, true);
111             for (int k = 0; k < (int)c.size(); ++k) {
112                 c[k] = (c[k] + (((1l)(arr[i][k].a + 0.5) % mod)
113                     << (shift * 2 * (i - 2)))) %
114                     mod;

```

```

115         c[k] = (c[k] + (((1l)(arr[i][k].b + 0.5) % mod)
116                     << (shift * (2 * (i - 2) + 1)))) %
117         mod;
118     }
119 }
120 }
121 }
#8289

24 Fast mod mult, Rabbin Miller prime check, Pollard rho
factorization  $\mathcal{O}(\sqrt{p})$ 
#1231

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

```

```

43 }
44 ll pollard_rho(ll n) {
45     ModArithm arithm(n);
46     int cum_cnt = 64 - __builtin_clz(n);
47     cum_cnt *= cum_cnt / 5 + 1;
48     while (true) {
49         ll lv = rand() % n;
50         ll v = arithm.sqp1(lv);
51         int idx = 1;
52         int tar = 1;
53         while (true) {
54             ll cur = 1;
55             ll v_cur = v;
56             int j_stop = min(cum_cnt, tar - idx);
57             for (int j = 0; j < j_stop; ++j) {
58                 cur = arithm.multf(cur, abs(v_cur - lv));
59                 v_cur = arithm.sqp1(v_cur);
60                 ++idx;
61             }
62             if (!cur) {
63                 for (int j = 0; j < cum_cnt; ++j) {
64                     ll g = __gcd(abs(v - lv), n);
65                     if (g == 1) {
66                         v = arithm.sqp1(v);
67                     } else if (g == n) {
68                         break;
69                     } else {
70                         return g;
71                     }
72                 }
73                 break;
74             } else {
75                 ll g = __gcd(cur, n);
76                 if (g != 1) return g;
77             }
78             v = v_cur;
79             idx += j_stop;
80             if (idx == tar) {
81                 lv = v;
82                 tar *= 2;
83                 v = arithm.sqp1(v);
84                 ++idx;
85             }
86         }
87     }
88 }
#3542
#0975

89 map<ll, int> prime_factor(ll n,
90     map<ll, int> *res = NULL) { // n <= 1<<61, ~1000/s (<500/s on CF)
91     if (!res) {
92         map<ll, int> res_act;
93         for (int p : small_primes) {
#2118
#5290
#4468
#7912
#0906
#7208
#2298
#1174
#3770

```



```

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

```

#4612

#1963

#5350

%5477

25 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 $v \notin I$.
breaklines

```

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

```

```

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

```

26 Berlekamp-Massey $O(LN)$

```

1 template <typename K>
2 static vector<K> berlekamp_massey(vector<K> ss) {
3     vector<K> ts(ss.size());
4     vector<K> cs(ss.size());
5     cs[0] = K::unity;
6     fill(cs.begin() + 1, cs.end(), K::zero);
7     vector<K> bs = cs;
8     int l = 0, m = 1;
9     K b = K::unity;
10    for (int k = 0; k < (int)ss.size(); k++) {
11        K d = ss[k];
12        assert(l <= k);
13        for (int i = 1; i <= l; i++) d += cs[i] * ss[k - i];
14        if (d == K::zero) {
15            m++;
16        } else if (2 * l <= k) {
17            K w = d / b;
18            ts = cs;
19            for (int i = 0; i < (int)cs.size() - m; i++)
20                cs[i + m] -= w * bs[i];
21            l = k + 1 - l;
22            swap(bs, ts);
23            b = d;
24            m = 1;
25        } else {
26            K w = d / b;
27            for (int i = 0; i < (int)cs.size() - m; i++)
28                cs[i + m] -= w * bs[i];
29            m++;
30        }
31    }
32    cs.resize(l + 1);
33    while (cs.back() == K::zero) cs.pop_back();
34    return cs;
35 }

```

#0349

#4390

#8445

#9661

#2815

#8888

#6267

%6267