Contents

1 Basic

1.1 vimrc

```
set nu rnu is ls=2 hls ts=4 sw=4 et sts=4 ai bs=2 et sc
    acd mouse=a encoding=utf-8
syn on
filetype plugin indent on
colo desert
nnoremap <C-a> ggVG
inoremap {<CR> {<CR>}<Esc>O
inoremap jj <Esc>
nnoremap <F8> :w <bar> !g++ -std=c++17 % -o %:r -O2<CR>
nnoremap <F9> :w <bar> !g++ -std=c++17 % -o %:r -Wall -
    Wextra -Wconversion -Wshadow -Wfatal-errors -
    fsanitize=undefined,address -g -Dgenshin <CR>
nnoremap <F10> :!./%:r <CR>
```

1.2 Pragma

```
#pragma GCC optimize("Ofast,no-stack-protector")
#pragma GCC optimize("no-math-errno,unroll-loops")
#pragma GCC target("sse,sse2,sse3,ssse3,sse4")
#pragma GCC target("popcnt,abm,mmx,avx,tune=native")
```

2 Data Structure

2.1 Black Magic

```
template<typename T>
using pbds_tree = tree<T, null_type, less<T>,
    rb_tree_tag, tree_order_statistics_node_update>;
// find_by_order: like array accessing, order_of_key
```

2.2 Lazy Segment Tree

```
// 0-based, [l, r)
// Remember to call init
struct tag {
  // Construct identity element
  tag() { }
  // apply tag
  tag& operator+=(const tag &b) {
    return *this;
  }
};
struct node {
  // Construct identity element
  node() { }
  // Merge two nodes
  node operator+(const node &b) const {
    node res = node();
    return res;
  }
  // Apply tag to this node
  void operator()(const tag &t) {
  }
};
template<typename N, typename T>
struct lazy_segtree {
  N arr[maxn << 1];
  T tag[maxn];
  int n;
  void init(const vector<N> &a) {
    n = a.size();
    for (int i = 0; i < n; i++)
      arr[i + n] = a[i], tag[i] = T();
    for (int i = n - 1; i; i--)
      arr[i] = arr[i << 1] + arr[i << 1 | 1];
  }
  void upd(int p, T v) {
    if (p < n)
      tag[p] += v;
    arr[p](v);
  }
  void pull(int p) {
    for (p >>= 1; p; p >>= 1) {
      arr[p] = arr[p << 1] + arr[p << 1 | 1];
      arr[p](tag[p]);
    }
  }
  void push(int p) {
    for (int h = __lg(p); h; h--) {
      int i = p >> h;
      upd(i << 1, tag[i]);
      upd(i << 1 | 1, tag[i]);
      tag[i] = T();
    }
  }
  void edt(int l, int r, T v) {
    int tl = l + n, tr = r + n - 1;
    push(tl); push(tr);
    for (l += n, r += n; l < r; l >>= 1, r >>= 1) {
      if (l & 1)
        upd(l++, v);
      if (r & 1)
        upd(--r, v);
    }
    pull(tl); pull(tr);
  }
  N que(int l, int r) {
    N resl = N(), resr = N();
    int tl = l + n, tr = r + n - 1;
    push(tl); push(tr);
    for (l += n, r += n; l < r; l >>= 1, r >>= 1) {
      if (l & 1)
        resl = resl + arr[l++];
      if (r & 1)
        resr = arr[--r] + resr;
```

```
    }
    return resl + resr;
  }
};
```

2.3 Lichao Tree

```
struct lichao { // maxn: range
  struct line {
    ll a, b;
    line(): a(0), b(0) { } // or LINF
    line(ll a, ll b): a(a), b(b) { }
    ll operator()(ll x) { return a * x + b; }
  } arr[maxn << 2];
  void insert(int l, int r, int id, line x) {
    int m = (l + r) >> 1;
    if(arr[id](m) < x(m))
      swap(arr[id], x);
    if(l == r - 1)
      return;
    if(arr[id].a < x.a)
      insert(m, r, id << 1 | 1, x);
    else
      insert(l, m, id << 1, x);
  } // change to > if query min
  void insert(ll a, ll b) { insert(0, maxn, 1, line(a,
    b)); }
  ll que(int l, int r, int id, int p) {
    if(l == r - 1)
      return arr[id](p);
    int m = (l + r) >> 1;
    if(p < m)
      return max(arr[id](p), que(l, m, id << 1, p));
    return max(arr[id](p), que(m, r, id << 1 | 1, p));
  } // chnage to min if query min
  ll que(int p) { return que(0, maxn, 1, p); }
} tree;
```

2.4 Linear Basis

```
template<int BITS>
struct linear_basis {
  array<uint64_t, BITS> basis;
  linear_basis() { basis.fill(0); }
  void insert(uint64_t x) {
    for (int i = BITS - 1; i >= 0; i--) if ((x >> i) &
    1) {
      if (basis[i] == 0) {
        basis[i] = x;
        return;
      }
      x ^= basis[i];
    }
  }
  bool valid(uint64_t x) {
    for (int i = BITS - 1; i >= 0; i--)
      if ((x >> i) & 1) x ^= basis[i];
    return x == 0;
  }
  uint64_t operator[](int i) { return basis[i]; }
}; // max xor sum: greedy from high bit
  // min xor sum: zero(if possible) or min_element
```

2.5 Heavy Light Decomposition

```
/* Requirements:
 * N := the count of nodes
 * edge[N] := the edges of the graph
 * Can be modified:
 * tree := Segment Tree or other data structure
 */
struct heavy_light_decomposition {
  int dep[N], pa[N], hea[N], hev[N], pos[N], t;
  int dfs(int u) {
    int mx = 0, sz = 1;
    hev[u] = -1;
    for(int v : edge[u]) {
      if(v == pa[u])
        continue;
      pa[v] = u;
      dep[v] = dep[u] + 1;
      int c = dfs(v);
      if(c > mx)
        mx = c, hev[u] = v;
      sz += c;
    }
    return sz;
  }
  void find_head(int u, int h) {
    hea[u] = h;
    pos[u] = t++; // 0-indexed !!!
    if(~hev[u])
      find_head(hev[u], h);
    for(int v : edge[u])
      if(v != pa[u] && v != hev[u])
        find_head(v, v);
  }
  void init(int rt) {
    dfs(rt, rt);
    find_head(rt, rt);
  }
  /* It is necessary to edit below for every use */
  void edt(int a, int b, int v) {

  }
  int query(int a, int b) { // query path sum
    int res = 0;
    for(; hea[a] != hea[b]; a = pa[hea[a]]) {
      if(dep[hea[a]] < dep[hea[b]])
        swap(a, b);
      res += tree.que(pos[hea[a]], pos[a] + 1);
    }
    if(dep[a] > dep[b])
      swap(a, b);
    return res + tree.que(pos[a], pos[b] + 1);
  }
} hld;
```

2.6 Link Cut Tree

```
namespace LCT {
  const int N = 1e5 + 25;
  int pa[N], ch[N][2];
  ll dis[N], prv[N], tag[N];
  vector<pair<int, int>> edge[N];
  vector<pair<ll, ll>> eve;
  inline bool dir(int x) { return ch[pa[x]][1] == x; }
  inline bool is_root(int x) { return ch[pa[x]][0] != x
    && ch[pa[x]][1] != x; }
  inline void rotate(int x) {
    int y = pa[x], z = pa[y], d = dir(x);
    if(!is_root(y))
      ch[z][dir(y)] = x;
    pa[x] = z;
    ch[y][d] = ch[x][!d];
    if(ch[x][!d])
      pa[ch[x][!d]] = y;
    ch[x][!d] = y;
    pa[y] = x;
  }
  inline void push_tag(int x) {
    if(!tag[x])
      return;
    prv[x] = tag[x];
    if(ch[x][0])
      tag[ch[x][0]] = tag[x];
    if(ch[x][1])
      tag[ch[x][1]] = tag[x];
    tag[x] = 0;
  }
  void push(int x) {
    if(!is_root(x))
      push(pa[x]);
    push_tag(x);
  }
  inline void splay(int x) {
    push(x);
    while(!is_root(x)) {
      if(int y = pa[x]; !is_root(y))
        rotate(dir(y) == dir(x) ? y : x);
      rotate(x);
    }
  }
  inline void access(ll t, int x) {
    int lst = 0, tx = x;
    while(x) {
      splay(x);
```

```
      if(lst) {
        ch[x][1] = lst;
        eve.push_back({prv[x] + dis[x], t + dis[x]});
      }
      lst = x;
      x = pa[x];
    }
    splay(tx);
    if(ch[tx][0])
      tag[ch[tx][0]] = t;
  }
  void dfs(int u) {
    prv[u] = -LINF;
    for(const auto &[v, c] : edge[u]) {
      if(v == pa[u])
        continue;
      pa[v] = u;
      ch[u][1] = v;
      dis[v] = dis[u] + c;
      dfs(v);
    }
  }
};
```

3 Graph

3.1 Bridge CC

```
namespace bridge_cc {
  vector<int> tim, low;
  stack<int, vector<int>> st;
  int t, bcc_id;
  void dfs(int u, int p, const vector<vector<pair<int,
    int>>> &edge, vector<int> &pa) {
    tim[u] = low[u] = t++;
    st.push(u);
    for(const auto &[v, id] : edge[u]) {
      if(id == p)
        continue;
      if(tim[v])
        low[u] = min(low[u], tim[v]);
      else {
        dfs(v, id, edge, pa);
        if(low[v] > tim[u]) {
          int x;
          do {
            pa[x = st.top()] = bcc_id;
            st.pop();
          } while(x != v);
          bcc_id++;
        }
        else
          low[u] = min(low[u], low[v]);
      }
    }
  }
  vector<int> solve(const vector<vector<pair<int, int
    >>> &edge) { // (to, id)
    int n = edge.size();
    tim.resize(n);
    low.resize(n);
    t = bcc_id = 1;
    vector<int> pa(n);

    for(int i = 0; i < n; i++) {
      if(!tim[i]) {
        dfs(i, -1, edge, pa);
        while(!st.empty()) {
          pa[st.top()] = bcc_id;
          st.pop();
        }
        bcc_id++;
      }
    }
    return pa;
  } // return bcc id(start from 1)
};
```

3.2 Vertex BCC

```
class bicon_cc {
  private:
    int n, ecnt;
    vector<vector<pair<int, int>>> G;
    vector<int> bcc, dfn, low, st;
    vector<bool> ap, ins;
    void dfs(int u, int f) {
      dfn[u] = low[u] = dfn[f] + 1;
      int ch = 0;
      for (auto [v, t]: G[u]) if (v != f) {
        if (!ins[t]) {
          st.push_back(t);
          ins[t] = true;
        }
        if (dfn[v]) {
          low[u] = min(low[u], dfn[v]);
          continue;
        }
        ++ch;
        dfs(v, u);
        low[u] = min(low[u], low[v]);
        if (low[v] >= dfn[u]) {
          ap[u] = true;
          while (true) {
            int eid = st.back();
            st.pop_back();
            bcc[eid] = ecnt;
            if (eid == t) break;
          }
          ecnt++;
        }
      }
      if (ch == 1 && u == f) ap[u] = false;
    }
  public:
    void init(int n_) {
      G.clear(); G.resize(n = n_);
      ecnt = 0; ap.assign(n, false);
      low.assign(n, 0); dfn.assign(n, 0);
    }
    void add_edge(int u, int v) {
      G[u].emplace_back(v, ecnt);
      G[v].emplace_back(u, ecnt++);
    }
    void solve() {
      ins.assign(ecnt, false);
      bcc.resize(ecnt); ecnt = 0;
      for (int i = 0; i < n; ++i)
        if (!dfn[i]) dfs(i, i);
    }
    // The id of bcc of the x-th edge (0-indexed)
    int get_id(int x) { return bcc[x]; }
    // Number of bcc
    int count() { return ecnt; }
    bool is_ap(int x) { return ap[x]; }
}; // 0-indexed
```

3.3 Strongly Connected Component

```
namespace scc {
  vector<int> edge[maxn], redge[maxn];
  stack<int, vector<int>> st;
  bool vis[maxn];
  void dfs(int u) {
    vis[u] = true;
    for(int v : edge[u])
      if(!vis[v])
        dfs(v);
    st.push(u);
  }
  void dfs2(int u, vector<int> &pa) {
    for(int v : redge[u])
      if(!pa[v])
        pa[v] = pa[u], dfs2(v, pa);
  }
  void add_edge(int u, int v) {
    edge[u].push_back(v);
    redge[v].push_back(u);
  }
  // pa[i]: scc id of all nodes in topo order
  vector<int> solve(int n) {
    vector<int> pa(n + 1);
    for(int i = 1; i <= n; i++)
      if(!vis[i])
        dfs(i);
    int id = 1; // start from 1
```

```
    while(!st.empty()) {
      int u = st.top();
      st.pop();
      if(!pa[u])
        pa[u] = id++, dfs2(u, pa);
    }
    return pa;
  } // 1-based
};
```

3.4 Two SAT

```
// maxn >= 2 * n (n: number of variables)
// clauses: (x, y) = x V y, -x if neg, var are 1-based
// return empty is no solution
vector<bool> solve(int n, const vector<pair<int, int>>
    &clauses) {
  auto id = [&](int x) { return abs(x) + n * (x < 0);
    };
  for(const auto &[a, b] : clauses) {
    scc::add_edge(id(-a), id(b));
    scc::add_edge(id(-b), id(a));
  }
  auto pa = scc::solve(n * 2);
  vector<bool> ans(n + 1);
  for(int i = 1; i <= n; i++) {
    if(pa[i] == pa[i + n])
      return vector<bool>();
    ans[i] = pa[i] > pa[i + n];
  }
  return ans;
}
```

3.5 Virtual Tree

```
// dfn: the dfs order, vs: important points, r: root
vector<pair<int, int>> build(vector<int> vs, int r) {
  vector<pair<int, int>> res;
  sort(vs.begin(), vs.end(), [](int i, int j) {
      return dfn[i] < dfn[j]; });
  vector<int> s = {r};
  for (int v : vs) if (v != r) {
    if (int o = lca(v, s.back()); o != s.back()) {
      while (s.size() >= 2) {
        if (dfn[s[s.size() - 2]] < dfn[o]) break;
        res.emplace_back(s[s.size() - 2], s.back());
        s.pop_back();
      }
      if (s.back() != o) {
        res.emplace_back(o, s.back());
        s.back() = o;
      }
    }
    s.push_back(v);
  }
  for (size_t i = 1; i < s.size(); ++i)
    res.emplace_back(s[i - 1], s[i]);
  return res; // (x, y): x->y
} // The returned virtual tree contains r (root).
```

3.6 Dominator Tree

```
/* Find dominator tree with root s in O(n)
 * Return the father of each node, **-2 for unreachable
     ** */
struct dominator_tree { // 0-based
  int tk;
  vector<vector<int>> g, r, rdom;
  vector<int> dfn, rev, fa, sdom, dom, val, rp;
  dominator_tree(int n): tk(0), g(n), r(n), rdom(n),
  dfn(n, -1), rev(n, -1), fa(n, -1), sdom(n, -1),
  dom(n, -1), val(n, -1), rp(n, -1) {}
  void add_edge(int x, int y) { g[x].push_back(y); }
  void dfs(int x) {
    rev[dfn[x] = tk] = x;
    fa[tk] = sdom[tk] = val[tk] = tk;
    tk++;
    for (int u : g[x]) {
      if (dfn[u] == -1) dfs(u), rp[dfn[u]] = dfn[x];
      r[dfn[u]].push_back(dfn[x]);
    }
  }
  void merge(int x, int y) { fa[x] = y; }
  int find(int x, int c = 0) {
    if (fa[x] == x) return c ? -1 : x;
    if (int p = find(fa[x], 1); p != -1) {
      if (sdom[val[x]] > sdom[val[fa[x]]])
        val[x] = val[fa[x]];
      fa[x] = p;
      return c ? p : val[x];
    } else {
      return c ? fa[x] : val[x];
    }
  }
  vector<int> build(int s, int n) {
    dfs(s);
    for (int i = tk - 1; i >= 0; --i) {
      for (int u : r[i])
        sdom[i] = min(sdom[i], sdom[find(u)]);
      if (i) rdom[sdom[i]].push_back(i);
      for (int u : rdom[i]) {
        int p = find(u);
        dom[u] = (sdom[p] == i ? i : p);
      }
      if (i) merge(i, rp[i]);
    }
    vector<int> p(n, -2);
    p[s] = -1;
    for (int i = 1; i < tk; ++i)
      if (sdom[i] != dom[i]) dom[i] = dom[dom[i]];
    for (int i = 1; i < tk; ++i)
      p[rev[i]] = rev[dom[i]];
    return p;
  }
};
```

3.7 Dinic

```
// Return max flor from s to t. INF, LINF and maxn
    required
template<typename T> // maxn: edge/node counts
struct dinic { // T: int or ll, up to range of flow
  const T IN_INF = (is_same_v<T, int>) ? INF : LINF;
  struct E {
    int v; T c; int r;
    E(int v, T c, int r):
      v(v), c(c), r(r){}
  };
  vector<E> adj[maxn];
  pair<int, int> is[maxn]; // counts of edges
  void add_edge(int u, int v, T c, int i = 0) {
    is[i] = {u, adj[u].size()};
    adj[u].push_back(E(v, c, (int) adj[v].size()));
    adj[v].push_back(E(u, 0, (int) adj[u].size() - 1));
  }
  int n, s, t;
  void init(int nn, int ss, int tt) {
    n = nn, s = ss, t = tt;
    for (int i = 0; i <= n; ++i)
      adj[i].clear();
  }
  int le[maxn], it[maxn];
  int bfs() {
    fill(le, le + maxn, -1); le[s] = 0;
    queue<int> q; q.push(s);
    while (!q.empty()) {
      int u = q.front(); q.pop();
      for (auto [v, c, r] : adj[u]) {
        if (c > 0 && le[v] == -1)
          le[v] = le[u] + 1, q.push(v);
      }
    }
    return ~le[t];
  }
  T dfs(int u, T f) {
    if (u == t) return f;
    for (int &i = it[u]; i < (int) adj[u].size(); ++i)
    {
      auto &[v, c, r] = adj[u][i];
      if (c > 0 && le[v] == le[u] + 1) {
        T d = dfs(v, min(c, f));
        if (d > 0) {
          c -= d;
          adj[v][r].c += d;
          return d;
        }
      }
```

```
    }
    return 0;
  }
  T flow() {
    T ans = 0, d;
    while (bfs()) {
      fill(it, it + maxn, 0);
      while ((d = dfs(s, IN_INF)) > 0) ans += d;
    }
    return ans;
  }
  T rest(int i) {
    return adj[is[i].first][is[i].second].c;
  }
};
```

3.8 Min Cost Max Flow

```
struct cost_flow { // maxn: node count
  static const int64_t INF = 102938475610293847LL;
  struct Edge {
    int v, r;
    int64_t f, c;
    Edge(int a,int b,int _c,int d):v(a),r(b),f(_c),c(d)
    { }
  };
  int n, s, t, prv[maxn], prvL[maxn], inq[maxn];
  int64_t dis[maxn], fl, cost;
  vector<Edge> E[maxn];
  void init(int _n, int _s, int _t) {
    n = _n; s = _s; t = _t;
    for (int i = 0; i < n; i++) E[i].clear();
    fl = cost = 0;
  }
  void add_edge(int u, int v, int64_t f, int64_t c) {
    E[u].push_back(Edge(v, E[v].size() , f, c));
    E[v].push_back(Edge(u, E[u].size()-1, 0, -c));
  }
  pair<int64_t, int64_t> flow() {
    while (true) {
      for (int i = 0; i < n; i++) {
        dis[i] = INF;
        inq[i] = 0;
      }
      dis[s] = 0;
      queue<int> que;
      que.push(s);
      while (!que.empty()) {
        int u = que.front(); que.pop();
        inq[u] = 0;
        for (int i = 0; i < E[u].size(); i++) {
          int v = E[u][i].v;
          int64_t w = E[u][i].c;
          if (E[u][i].f > 0 && dis[v] > dis[u] + w) {
            prv[v] = u; prvL[v] = i;
            dis[v] = dis[u] + w;
            if (!inq[v]) {
              inq[v] = 1;
              que.push(v);
            }
          }
        }
      }
      if (dis[t] == INF) break;
      int64_t tf = INF;
      for (int v = t, u, l; v != s; v = u) {
        u = prv[v]; l = prvL[v];
        tf = min(tf, E[u][l].f);
      }
      for (int v = t, u, l; v != s; v = u) {
        u = prv[v]; l = prvL[v];
        E[u][l].f -= tf;
        E[v][E[u][l].r].f += tf;
      }
      cost += tf * dis[t];
      fl += tf;
    }
    return {fl, cost};
  }
};
```

3.9 Stoer Wagner Algorithm

```
// return global min cut in O(n^3)
struct SW { // 1-based
  int edge[maxn][maxn], wei[maxn], n;
  bool vis[maxn], del[maxn];
  void init(int _n) {
    n = _n; MEM(edge, 0); MEM(del, 0);
  }
  void add_edge(int u, int v, int w) {
    edge[u][v] += w; edge[v][u] += w;
  }
  void search(int &s, int &t) {
    MEM(wei, 0); MEM(vis, 0);
    s = t = -1;
    while(true) {
      int mx = -1;
      for(int i = 1; i <= n; i++) {
        if(del[i] || vis[i]) continue;
        if(mx == -1 || wei[mx] < wei[i])
          mx = i;
      }
      if(mx == -1) break;
      vis[mx] = true;
      s = t; t = mx;
      for(int i = 1; i <= n; i++)
        if(!vis[i] && !del[i])
          wei[i] += edge[mx][i];
    }
  }
  int solve() {
    int ret = INF;
    for(int i = 1; i < n; i++) {
      int x, y;
      search(x, y);
      ret = min(ret, wei[y]);
      del[y] = true;
      for(int j = 1; j <= n; j++) {
        edge[x][j] += edge[y][j];
        edge[j][x] += edge[y][j];
      }
    }
    return ret;
  }
} sw;
```

3.10 General Matching

```
// Find max matching on general graph in O(|V|^3)
vector<int> max_matching(vector<vector<int>> g) {
  int n = g.size();
  vector<int> match(n + 1, n), pre(n + 1, n), que;
  vector<int> s(n + 1), mark(n + 1), pa(n + 1);
  function<int(int)> fnd = [&](int x) {
    if(x == pa[x]) return x;
    return pa[x] = fnd(pa[x]);
  };
  auto lca = [&](int x, int y) {
    static int tk = 0;
    tk++;
    x = fnd(x);
    y = fnd(y);
    for(;; swap(x, y))
      if(x != n) {
        if(mark[x] == tk)
          return x;
        mark[x] = tk;
        x = fnd(pre[match[x]]);
      }
  };
  auto blossom = [&](int x, int y, int l) {
    while(fnd(x) != l) {
      pre[x] = y;
      y = match[x];
      if(s[y] == 1)
        que.push_back(y), s[y] = 0;
      if(pa[x] == x) pa[x] = l;
      if(pa[y] == y) pa[y] = l;
      x = pre[y];
    }
  };
  auto bfs = [&](int r) {
    fill(s.begin(), s.end(), -1);
    iota(pa.begin(), pa.end(), 0);
    que = {r}; s[r] = 0;
```

```cpp
    for(int it = 0; it < que.size(); it++) {
      int x = que[it];
      for(int u : g[x]) {
        if(s[u] == -1) {
          pre[u] = x;
          s[u] = 1;
          if(match[u] == n) {
            for(int a = u, b = x, lst;
                b != n; a = lst, b = pre[a]) {
              lst = match[b];
              match[b] = a;
              match[a] = b;
            }
            return;
          }
          que.push_back(match[u]);
          s[match[u]] = 0;
        }
        else if(s[u] == 0 && fnd(u) != fnd(x)) {
          int l = lca(u, x);
          blossom(x, u, l);
          blossom(u, x, l);
        }
      }
    }
  };
  for(int i = 0; i < n; i++)
    if(match[i] == n) bfs(i);
  match.resize(n);
  for(int i = 0; i < n; i++)
    if(match[i] == n) match[i] = -1;
  return match;
} // 0-based
```

3.11 Hopcroft Karp Algorithm

```cpp
// Find maximum bipartite matching in O(Esqrt(V))
// g: edges for all nodes at left side
vector<int> hopcroft_karp(vector<vector<int>> g, int l,
     int r) {
  vector<int> match_l(l, -1), match_r(r, -1);
  vector<int> dis(l);
  vector<bool> vis(l);
  while(true) {
    queue<int> que;
    for(int i = 0; i < l; i++) {
      if(match_l[i] == -1)
        dis[i] = 0, que.push(i);
      else
        dis[i] = -1;
      vis[i] = false;
    }
    while(!que.empty()) {
      int x = que.front();
      que.pop();
      for(int y : g[x])
        if(match_r[y] != -1 && dis[match_r[y]] == -1) {
          dis[match_r[y]] = dis[x] + 1;
          que.push(match_r[y]);
        }
    }
    auto dfs = [&](auto dfs, int x) {
      vis[x] = true;
      for(int y : g[x]) {
        if(match_r[y] == -1) {
          match_l[x] = y;
          match_r[y] = x;
          return true;
        }
        else if(dis[match_r[y]] == dis[x] + 1
            && !vis[match_r[y]]
            && dfs(dfs, match_r[y])) {
          match_l[x] = y;
          match_r[y] = x;
          return true;
        }
      }
      return false;
    };
    bool ok = true;
    for(int i = 0; i < l; i++)
      if(match_l[i] == -1 && dfs(dfs, i))
        ok = false;
    if(ok)
      break;
  }
  return match_l;
} // 0-based
```

3.12 Directed MST

```cpp
// Find minimum directed minimum spanning tree in O(
    Elog V)
// DSU rollback is reuqired
// Return parent of all nodes, -1 for unreachable ones
    and root
struct dmst_edge { int a, b; ll w; };
struct dmst_node { // lazy skew heap node
  dmst_edge key;
  dmst_node *l, *r;
  ll delta;
  void prop() {
    key.w += delta;
    if (l) l->delta += delta;
    if (r) r->delta += delta;
    delta = 0;
  }
  dmst_edge top() { prop(); return key; }
};
dmst_node *dmst_merge(dmst_node *a, dmst_node *b) {
  if (!a || !b) return a ?: b;
  a->prop();
  b->prop();
  if (a->key.w > b->key.w) swap(a, b);
  swap(a->l, (a->r = dmst_merge(b, a->r)));
  return a;
}
void dmst_pop(dmst_node*& a) {
  a->prop();
  a = dmst_merge(a->l, a->r);
}
pair<ll, vector<int>> dmst(int n, int r, const vector<
    dmst_edge>& g) {
  dsu_undo uf(n);
  vector<dmst_node*> heap(n);
  vector<dmst_node*> tmp;
  for (dmst_edge e : g) {
    tmp.push_back(new dmst_node {e});
    heap[e.b] = dmst_merge(heap[e.b], tmp.back());
  }
  ll res = 0;
  vector<int> seen(n, -1), path(n), par(n);
  seen[r] = r;
  vector<dmst_edge> Q(n), in(n, {-1, -1}), comp;
  deque<tuple<int, int, vector<dmst_edge>>> cycs;
  for (int s = 0; s < n; s++) {
    int u = s, qi = 0, w;
    while (seen[u] < 0) {
      if (!heap[u]) return {-1, {}};
      dmst_edge e = heap[u]->top();
      heap[u]->delta -= e.w;
      dmst_pop(heap[u]);
      Q[qi] = e;
      path[qi++] = u;
      seen[u] = s;
      res += e.w;
      u = uf.find(e.a);
      if (seen[u] == s) { // found cycle, contract
        dmst_node* cyc = 0;
        int end = qi, time = uf.time();
        do {
          cyc = dmst_merge(cyc, heap[w = path[--qi]]);
        } while (uf.join(u, w));
        u = uf.find(u);
        heap[u] = cyc;
        seen[u] = -1;
        cycs.push_front({u, time, {&Q[qi], &Q[end]}});
      }
    }
    for (int i = 0; i < qi; i++)
      in[uf.find(Q[i].b)] = Q[i];
  }

  for (auto& [u, t, comp] : cycs) { // restore sol (
    optional)
    uf.rollback(t);
```

```
    dmst_edge indmst_edge = in[u];
    for (auto& e : comp) in[uf.find(e.b)] = e;
    in[uf.find(indmst_edge.b)] = indmst_edge;
  }
  for (int i = 0; i < n; i++)
    par[i] = in[i].a;
  for (auto &a : tmp)
    delete a;
  return {res, par};
}
```

3.13 Edge Coloring

```
/* Find a edge coloring using at most d+1 colors, where
     d is the max deg, in O(V^3)
 * mat[i][j] is the color between i, j in 1-based (0
     for no edge)
 * use recolor() to add edge. Calculation is done in
     every recolor */
struct edge_coloring { // 0-based
  int n;
  int mat[maxn][maxn];
  bool vis[maxn], col[maxn];
  void init(int _n) { n = _n; } // remember to init
  int check_conflict(int x, int loc) {
    for (int i = 0; i < n; i++)
      if (mat[x][i] == loc)
        return i;
    return n;
  }
  int get_block(int x) {
    memset(col, 0, sizeof col);
    for (int i = 0; i < n; i++) col[mat[x][i]] = 1;
    for (int i = 1; i < n; i++) if (!col[i]) return i;
    return n;
  }
  void recolor(int x, int y) {
    int pre_mat = get_block(y);
    int conflict = check_conflict(x, pre_mat);
    memset(vis, 0, sizeof vis);
    vis[y] = 1;
    vector<pair<int, int>> mat_line;
    mat_line.push_back({y, pre_mat});
    while (conflict != n && !vis[conflict]) {
      vis[conflict] = 1;
      y = conflict;
      pre_mat = get_block(y);
      mat_line.push_back({y, pre_mat});
      conflict = check_conflict(x, pre_mat);
    }
    if (conflict == n) {
      for (auto t : mat_line) {
        mat[x][t.first] = t.second;
        mat[t.first][x] = t.second;
      }
    }
    else {
      int pre_mat_x = get_block(x);
      int conflict_x = check_conflict(conflict,
    pre_mat_x);
      mat[x][conflict] = pre_mat_x;
      mat[conflict][x] = pre_mat_x;
      while (conflict_x != n) {
        int tmp = check_conflict(conflict_x, pre_mat);
        mat[conflict][conflict_x] = pre_mat;
        mat[conflict_x][conflict] = pre_mat;
        conflict = conflict_x;
        conflict_x = tmp;
        swap(pre_mat_x, pre_mat);
      }
      recolor(x, mat_line[0].first);
    }
  }
} mg;
```

4 Geometry

4.1 Basic

```
struct point {
  ld x, y;
  point() { }
  point(ld a, ld b): x(a), y(b) { }
  point operator-(const point &b) const {
    return point(x - b.x, y - b.y);
  }
  point operator+(const point &b) const {
    return point(x + b.x, y + b.y);
  }
  point operator*(ld r) const {
    return point(x * r, y * r);
  }
  point operator/(ld r) const {
    return point(x / r, y / r);
  }
  bool operator<(const point &b) const {
    return x == b.x ? y < b.y : x < b.x; }
  ld dis2() { return x * x + y * y; }
  ld dis() { return sqrt(dis2()); }
  point perp() { return point(-y, x); }
  point norm() {
    ld d = dis();
    return point(x / d, y / d);
  }
};
ld cross(const point &a, const point &b, const point &c
    ) {
  auto x = b - a, y = c - a;
  return x.x * y.y - y.x * x.y;
}
ld dot(const point &a, const point &b, const point &c)
    {
  auto x = b - a, y = c - a;
  return x.x * y.x + x.y * y.y;
}
ld area(const point &a, const point &b, const point &c)
    {
  return ld(cross(a, b, c)) / 2;
}
static inline bool eq(ld a, ld b) { return abs(a - b) <
     EPS; }
int sgn(ld v) {
  return v > 0 ? 1 : (v < 0 ? -1 : 0);
}
int ori(point a, point b, point c) {
  return sgn(cross(a, b, c));
}
bool collinearity(point a, point b, point c) {
  return ori(a, b, c) == 0;
}
bool btw(point p, point a, point b) {
  return collinearity(p, a, b) && sgn(dot(p, a, b)) <=
    0;
}
point projection(point p1, point p2, point p3) {
  return (p2 - p1) * dot(p1, p2, p3) / (p2 - p1).dis2()
    ;
}
using Line = pair<point, point>;
bool seg_intersect(Line a, Line b) {
  point p1, p2, p3, p4;
  tie(p1, p2) = a;
  tie(p3, p4) = b;
  if (btw(p1, p3, p4) || btw(p2, p3, p4) || btw(p3, p1,
     p2) || btw(p4, p1, p2))
    return true;
  return ori(p1, p2, p3) * ori(p1, p2, p4) < 0 &&
    ori(p3, p4, p1) * ori(p3, p4, p2) < 0;
}
point intersect(Line a, Line b) {
  point p1, p2, p3, p4;
  tie(p1, p2) = a;
  tie(p3, p4) = b;
  ld a123 = cross(p1, p2, p3);
  ld a124 = cross(p1, p2, p4);
  return (p4 * a123 - p3 * a124) / (a123 - a124);
}
```

4.2 2D Convex Hull

```
// returns a convex hull in counterclockwise order
// for a non-strict one, change cross >= to >
vector<point> convex_hull(vector<point> p) {
  sort(p.begin(), p.end());
  if (p[0] == p.back()) return {p[0]};
  int n = p.size(), t = 0;
```

```
  vector<point> h(n + 1);
  for (int _ = 2, s = 0; _--; s = --t, reverse(p.begin
    (), p.end()))
    for (point i : p) {
      while (t > s + 1 && cross(i, h[t-1], h[t-2])>=0)
        t--;
      h[t++] = i;
    }
  return h.resize(t), h;
} // not tested, but trust ckiseki!
```

5 String

5.1 KMP

```
vector<int> kmp(const string &s) {
  int n = s.size();
  vector<int> dp(n);
  for(int i = 1, j = 0; i < n; i++) {
    while(j && s[i] != s[j])
      j = dp[j - 1];
    if(s[i] == s[j])
      j++;
    dp[i] = j;
  }
  return dp;
}
```

5.2 Z Value

```
// Return Z value of string s in O(|S|)
// Note that z[0] = |S|
vector<int> Zalgo(const string &s) {
 vector<int> z(s.size(), (int) s.size());
 for (int i = 1, l = 0, r = 0; i < z[0]; ++i) {
  int j = clamp(r - i, 0, z[i - l]);
  while (i + j < z[0] && s[i + j] == s[j])
    j++;
  if (i + (z[i] = j) > r)
    r = i + z[l = i];
 }
 return z;
}
```

5.3 Suffix Array

```
int sa[maxn], tmp[2][maxn], c[maxn];
void get_sa(const string &s) { // m: char set
  int *x = tmp[0], *y = tmp[1], m = 256, n = s.size();
  for (int i = 0; i < m; i++) c[i] = 0;
  for (int i = 0; i < n; i++) c[x[i] = s[i]]++;
  for (int i = 1; i < m; i++) c[i] += c[i - 1];
  for (int i = n - 1; i >= 0; --i) sa[--c[x[i]]] = i;
  for (int k = 1; k < n; k <<= 1) {
    for (int i = 0; i < m; i++) c[i] = 0;
    for (int i = 0; i < n; i++) c[x[i]]++;
    for (int i = 1; i < m; i++) c[i] += c[i - 1];
    int p = 0;
    for (int i = n - k; i < n; i++) y[p++] = i;
    for (int i = 0; i < n; i++)
      if (sa[i] >= k) y[p++] = sa[i] - k;
    for (int i = n - 1; i >= 0; --i) sa[--c[x[y[i]]]] =
     y[i];
    y[sa[0]] = p = 0;
    for (int i = 1; i < n; i++) {
      int a = sa[i], b = sa[i - 1];
      if (x[a] == x[b] && a + k < n && b + k < n && x[a
     + k] == x[b + k]) { }
      else p++;
      y[sa[i]] = p;
    }
    if (n == p + 1)
      break;
    swap(x, y);
    m = p + 1;
  }
} // sa[i]: index which ranks i
int rk[maxn], lcp[maxn]; // lcp[i] : lcp with i-1
void get_lcp(const string &s) {
  int n = s.size(), val = 0;
  for (int i = 0; i < n; i++) rk[sa[i]] = i;
  for (int i = 0; i < n; i++) {
    if (rk[i] == 0) lcp[rk[i]] = 0;
    else {
      if (val) val--;
      int p = sa[rk[i] - 1];
      while (val + i < n && val + p < n && s[val + i]
    == s[val + p])
        val++;
      lcp[rk[i]] = val;
    }
  }
}
```

5.4 Booth Algorithm

```
// return start index of minimum rotation in O(|s|)
int min_rotation(string s) {
  s += s;
  int k = 0;
  vector<int> f(s.size(), -1);
  for(int j = 1; j < s.size(); j++) {
    int i = f[j - k - 1];
    for(i = f[j - k - 1];
        i != -1 && s[j] != s[i + k + 1]; i = f[i])
      if(s[k + i + 1] > s[j])
        k = j - i - 1;
    if(i == -1 && s[j] != s[k + i + 1]) {
      if(s[j] < s[k + i + 1])
        k = j;
      f[j - k] = -1;
    }
    else
      f[j - k] = i + 1;
  }
  return k;
}
```

5.5 Manacher Algorithm

```
vector<int> manacher_algorithm(string s) {
  int n = 2 * s.size() + 1;
  string t(n, 0);
  vector<int> len(n);//len[i]: max length when mid at i
  for(int i = 0; i < n; i++) {
    if(i & 1)
      t[i] = s[i / 2];
  }
  for(int i = 0, l = 0, r = -1; i < n; i++) {
    len[i] = (i <= r ? min(len[2 * l - i], r - i) : 0);
    while(i - len[i] >= 0 && i + len[i] < n && t[i -
        len[i]] == t[i + len[i]])
      len[i]++;
    len[i]--;
    if(i + len[i] > r)
      l = i, r = i + len[i];
  }
  return len;
}
```

6 Math

6.1 Lemma And Theory

6.1.1 Pick's Theorem

For a simple polygon, its area A can be written as $A = i + \frac{b}{2} - 1$ in which i is the number of points that are strictly interior to the polygon and b is the number of points that are on the polygon's boundary.

6.1.2 Euler's Planar Graph Theorem

F: number of regions bounded by edges.
$V - E + F = C + 1, E \leq 3V - 6$

6.1.3 Modular inversion recurrence

For some prime p,

$$inv_i = \begin{cases} 1 & i = 1 \\ p - \lfloor \frac{p}{i} \rfloor \times inv_{(p \bmod i)} & 1 < i < p \end{cases}$$

6.2 Numbers

6.2.1 Catalan number

Start from $n = 0 : 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \ldots$

$$C_n = \frac{1}{n+1}\binom{2n}{n} = \frac{(2n)!}{(n+1)!n!} = \prod_{k=2}^{n} \frac{n+k}{k}$$

$$C_n = \binom{2n}{n} - \binom{2n}{n+1}$$

Recurrence

$$C_0 = 1$$

$$C_{n+1} = \sum_{i=0}^{n} C_i C_{n-i}$$

$$C_{n+1} = \frac{2(2n+1)}{n+2} C_n$$

6.2.2 Primes

$$12721, 13331, 14341, 75577$$

$$999997771, 999991231, 1000000007, 1000000009, 1000696969$$

$$10^{12} + 39, 10^{15} + 37$$

6.3 Extgcd

```
// return (d, x, y) s.t. ax+by=d=gcd(a,b)
template<typename T>
tuple<T, T, T> extgcd(T a, T b) {
  if(!b) return make_tuple(a, 1, 0);
  auto [d, x, y] = extgcd(b, a % b);
  return make_tuple(d, y, x - (a / b) * y);
}
```

6.4 Chinese Remainder Theorem

```
// x % m1 = x1, x % m2 = x2
ll chre(ll x1, ll m1, ll x2, ll m2){
  ll g = __gcd(m1, m2);
  if ((x2 - x1) % g) return -1; // no solution
  m1 /= g; m2 /= g;
  ll p = get<1>(extgcd(m1, m2));
  ll lcm = m1 * m2 * g;
  ll res = p * (x2 - x1) * m1 + x1;
  // might overflow for above two lines, be cautious
  return (res % lcm + lcm) % lcm;
}
```

6.5 Linear Sieve

```
int least_prime_divisor[maxn];
vector<int> pr;
void linear_sieve() {
  for(int i = 2; i < maxn; i++) {
    if(!least_prime_divisor[i]) {
      pr.push_back(i);
      least_prime_divisor[i] = i;
    }
    for(int p : pr) {
      if(1LL * i * p >= maxn) break;
      least_prime_divisor[i * p] = p;
      if(i % p == 0) break;
    }
  }
}
```

6.6 Fast Walsh Transform

```
/* do not move ta,tb, default for xor
 * remove last 2 lines for non-xor
 * or convolution:
 * x[i]=ta,x[j]=ta+tb; x[i]=ta,x[j]=tb-ta for inv
 * and convolution:
 * x[i]=ta+tb,x[j]=tb; x[i]=ta-tb,x[j]=tb for inv */
void fwt(int x[], int N, bool inv = false) {
  for(int d = 1; d < N; d <<= 1) {
    for(int s = 0, d2 = d * 2; s < N; s += d2)
      for(int i = s, j = s + d; i < s + d; i++, j++) {
        int ta = x[i], tb = x[j];
        x[i] = modadd(ta, tb);
        x[j] = modsub(ta, tb);
      }
  }
  if(inv) for(int i = 0, invn = modinv(N); i < N; i++)
    x[i] = modmul(x[i], invn);
} // N: array len
```

6.7 Floor Sum

```
// @param n `n < 2^32`
// @param m `1 <= m < 2^32`
// @return sum_{i=0}^{n-1} floor((ai + b)/m) mod 2^64
ull floor_sum_unsigned(ull n, ull m, ull a, ull b) {
 ull ans = 0;
 while (true) {
  if (a >= m) {
   ans += n * (n - 1) / 2 * (a / m); a %= m;
  }
  if (b >= m) {
   ans += n * (b / m); b %= m;
  }
  ull y_max = a * n + b;
  if (y_max < m) break;
  // y_max < m * (n + 1)
  // floor(y_max / m) <= n
  n = (ull)(y_max / m), b = (ull)(y_max % m);
  swap(m, a);
 }
 return ans;
}
ll floor_sum(ll n, ll m, ll a, ll b) {
 ull ans = 0;
 if (a < 0) {
  ull a2 = (a % m + m) % m;
  ans -= 1ULL * n * (n - 1) / 2 * ((a2 - a) / m);
  a = a2;
 }
 if (b < 0) {
  ull b2 = (b % m + m) % m;
  ans -= 1ULL * n * ((b2 - b) / m);
  b = b2;
 }
 return ans + floor_sum_unsigned(n, m, a, b);
}
```

6.8 Linear Programming

```
/* M constraints, i-th constraint is:
  \sum_{j=0}^{n-1} A[i][j] * x_j <= B[i]
  Let v = \sum_{j=0} C[j] * x_j
  maximize v satisfying constraints
  sol[i] = x_i
  remind the precision error */
struct Simplex { // 0-based
  using T = long double;
  static const int N = 410, M = 30010;
  const T eps = 1e-7;
  int n, m;
  int Left[M], Down[N];
  T a[M][N], b[M], c[N], v, sol[N];
  bool eq (T a, T b) { return fabs(a - b) < eps; }
  bool ls (T a, T b) { return a < b && !eq(a, b); }
  void init(int _n, int _m) {
    n = _n, m = _m, v = 0;
    for (int i = 0; i < m; ++i) for (int j = 0; j < n;
    ++j) {
      a[i][j] = 0;
    }
    for (int i = 0; i < m; ++i) b[i] = 0;
    for (int i = 0; i < n; ++i) c[i] = sol[i] = 0;
  }
  void pivot (int x, int y) {
    swap(Left[x], Down[y]);
    T k = a[x][y]; a[x][y] = 1;
    vector <int> nz;
    for (int i = 0; i < n; ++i) {
      a[x][i] /= k;
      if(!eq(a[x][i], 0)) nz.push_back(i);
    }
    b[x] /= k;
    for (int i = 0; i < m; ++i) {
      if (i == x || eq(a[i][y], 0)) continue;
      k = a[i][y], a[i][y] = 0;
      b[i] -= k * b[x];
      for (int j : nz) a[i][j] -= k * a[x][j];
    }
```

```
    if (eq(c[y], 0)) return;
    k = c[y], c[y] = 0, v += k * b[x];
    for (int i : nz) c[i] -= k * a[x][i];
  }
  // 0: found solution, 1: no feasible solution, 2:
    unbounded
  int solve() {
    for (int i = 0; i < n; ++i) Down[i] = i;
    for (int i = 0; i < m; ++i) Left[i] = n + i;
    while (1) {
      int x = -1, y = -1;
      for (int i = 0; i < m; ++i) if (ls(b[i], 0) && (x
     == -1 || b[i] < b[x])) x = i;
      if (x == -1) break;
      for (int i = 0; i < n; ++i) if (ls(a[x][i], 0) &&
     (y == -1 || a[x][i] < a[x][y])) y = i;
      if (y == -1) return 1;
      pivot(x, y);
    }
    while (1) {
      int x = -1, y = -1;
      for (int i = 0; i < n; ++i) if (ls(0, c[i]) && (y
     == -1 || c[i] > c[y])) y = i;
      if (y == -1) break;
      for (int i = 0; i < m; ++i) if (ls(0, a[i][y]) &&
     (x == -1 || b[i] / a[i][y] < b[x] / a[x][y])) x =
    i;
      if (x == -1) return 2;
      pivot(x, y);
    }
    for (int i = 0; i < m; ++i) if(Left[i] < n) sol[
    Left[i]] = b[i];
    return 0;
  }
} LP;
```

6.9 Miller Rabin

```
bool is_prime(ull x) { // need modular pow(mpow)
  static auto witn = [](ull a, ull u, ull n, int t) {
    if(!a) return false;
    while(t--) {
      ull a2 = __uint128_t(a) * a % n;
      if(a2 == 1 && a != 1 && a != n - 1) return true;
      a = a2;
    }
    return a != 1;
  };
  if(x < 2) return false;
  if(!(x & 1)) return x == 2;
  int t = __builtin_ctzll(x - 1);
  ull odd = (x - 1) >> t;
  for(ull m:
      {2, 325, 9375, 28178, 450775, 9780504,
    1795265022})
    if(witn(mpow(m % x, odd, x), odd, x, t))
      return false;
  return true;
}
```

6.10 Pollard's Rho

```
ull f(ull x, ull k, ull m) {
  return (__uint128_t(x) * x + k) % m;
}
// does not work when n is prime
// return any non-trivial factor
ull pollard_rho(ull n) {
  if(!(n & 1)) return 2;
  mt19937 rnd(120821011);
  while(true) {
    ull y = 2, yy = y, x = rnd() % n, t = 1;
    for(ull sz = 2; t == 1; sz <<= 1, y = yy) {
      for(ull i = 0; t == 1 && i < sz; ++i) {
        yy = f(yy, x, n);
        t = __gcd(yy > y ? yy - y : y - yy, n);
      }
    }
    if(t != 1 && t != n) return t;
  }
}
```

6.11 Gauss Elimination

```
void gauss_elimination(vector<vector<double>> &d) {
 int n = d.size(), m = d[0].size();
 for (int i = 0; i < m; ++i) {
  int p = -1;
  for (int j = i; j < n; ++j) {
   if (fabs(d[j][i]) < eps) continue;
   if (p == -1 || fabs(d[j][i])>fabs(d[p][i])) p=j;
  }
  if (p == -1) continue;
  for (int j = 0; j < m; ++j) swap(d[p][j], d[i][j]);
  for (int j = 0; j < n; ++j) {
   if (i == j) continue;
   double z = d[j][i] / d[i][i];
   for (int k = 0; k < m; ++k) d[j][k] -= z*d[i][k];
  }
 }
} // Not tested
```

6.12 Fast Fourier Transform

```
using cplx = complex<double>;
const double pi = acos(-1);
cplx omega[maxn * 4];
void prefft(int n) {
 for(int i = 0; i <= n; i++)
  omega[i] = cplx(cos(2 * pi * i / n),
     sin(2 * pi * i / n));
}
void fft(vector<cplx> &v, int n) {
  int z = __builtin_ctz(n) - 1;
  for(int i = 0; i < n; i++) {
    int x = 0, j = 0;
    for(; (1 << j) < n; j++) x ^= (i >> j & 1) << (z -
    j);
    if(x > i) swap(v[x], v[i]);
  }
  for(int s = 2; s <= n; s <<= 1) {
    int z = s >> 1;
    for(int i = 0; i < n; i += s) {
      for(int k = 0; k < z; k++) {
        cplx x = v[i + z + k] * omega[n / s * k];
        v[i + z + k] = v[i + k] - x;
        v[i + k] = v[i + k] + x;
      }
    }
  }
}
void ifft(vector<cplx> &v, int n) {
  fft(v, n); reverse(v.begin() + 1, v.end());
  for(int i = 0; i < n; i++) v[i] = v[i] * cplx(1.0 / n
    , 0);
}
vl convolution(const vl &a, const vl &b) {
  // Should be able to handle N <= 10^5, C <= 10^4
  int sz = 1, tot = a.size() + b.size() - 1;
  while(sz < tot) sz <<= 1;
  prefft(sz);
  vector<cplx> v(sz);
  for(int i = 0; i < sz; i++) {
    double re = i < a.size() ? a[i] : 0;
    double im = i < b.size() ? b[i] : 0;
    v[i] = cplx(re, im);
  }
  fft(v, sz);
  for(int i = 0; i <= sz / 2; i++) {
    int j = (sz - i) & (sz - 1);
    cplx x = (v[i] + conj(v[j])) * (v[i] - conj(v[j]))
    * cplx(0, -0.25);
    if(j != i) v[j] = (v[j] + conj(v[i])) * (v[j] -
    conj(v[i])) * cplx(0, -0.25);
    v[i] = x;
  }
  ifft(v, sz);
  vl c(sz);
  for(int i = 0; i < sz; i++)c[i] = round(v[i].real());
  c.resize(tot);
  return c;
}
```

6.13 3 Primes NTT

```
// MOD: arbitrary prime
```

```cpp
const int M1 = 998244353;
const int M2 = 1004535809;
const int M3 = 2013265921;
int super_big_crt(int64_t A, int64_t B, int64_t C) {
  static_assert(M1 <= M2 && M2 <= M3);
  ll r12 = mpow(M1, M2 - 2, M2);
  ll r13 = mpow(M1, M3 - 2, M3);
  ll r23 = mpow(M2, M3 - 2, M3);
  ll M1M2 = 1LL * M1 * M2 % MOD;
  B = (B - A + M2) * r12 % M2;
  C = (C - A + M3) * r13 % M3;
  C = (C - B + M3) * r23 % M3;
  return (A + B * M1 + C * M1M2) % MOD;
} // return ans % MOD
```

6.14 Number Theory Transform

```cpp
/* mod | g | maxn possible values:
998244353 | 3 | 8388608
1004535809 | 3 } 2097152
2013265921 | 31 | 134217728 */
template <int mod, int G, int maxn>
struct NTT {
  ll mpow(ll a, ll b) {
    ll res = 1;
    for(; b; b >>= 1, a = a * a % mod)
      if(b & 1)
        res = res * a % mod;
    return res;
  }
  static_assert(maxn == (maxn & -maxn));
  int roots[maxn];
  NTT() {
    ll r = mpow(G, (mod - 1) / maxn);
    for(int i = maxn >> 1; i; i >>= 1) {
      roots[i] = 1;
      for(int j = 1; j < i; j++)
        roots[i + j] = roots[i + j - 1] * r % mod;
      r = r * r % mod;
    }
  }
  // n must be 2^k, and 0 <= f[i] < mod
  // n >= the size after convolution
  void operator()(vector<ll> &f, int n, bool inv =
    false) {
    for(int i = 0, j = 0; i < n; i++) {
      if(i < j) swap(f[i], f[j]);
      for(int k = n >> 1; (j ^= k) < k; k >>= 1);
    }
    for(int s = 1; s < n; s *= 2) {
      for(int i = 0; i < n; i += s * 2) {
        for(int j = 0; j < s; j++) {
          ll a = f[i + j];
          ll b = f[i + j + s] * roots[s + j] % mod;
          f[i + j] = (a + b) % mod;
          f[i + j + s] = (a - b + mod) % mod;
        }
      }
    }
    if(inv) {
      int invn = mpow(n, mod - 2);
      for(int i = 0; i < n; i++)
        f[i] = f[i] * invn % mod;
      reverse(f.begin() + 1, f.end());
    }
  }
};
```

7 Misc

7.1 Josephus Problem

```cpp
// n people kill m for each turn
int f(int n, int m) {
 int s = 0;
 for (int i = 2; i <= n; i++)
  s = (s + m) % i;
 return s;
}
// died at kth
int kth(int n, int m, int k){
 if (m == 1) return n-1;
 for (k = k*m+m-1; k >= n; k = k-n+(k-n)/(m-1));
 return k;
} // both not tested
```