

# Contents

|                              |          |                            |           |
|------------------------------|----------|----------------------------|-----------|
| <b>1 Basic</b>               | <b>1</b> | <b>6 Math</b>              | <b>8</b>  |
| 1.1 install vscode           | 1        | 6.1 質因數分解                  | 8         |
| 1.2 default code             | 1        | 6.2 矩陣快速幂                  | 9         |
| 1.3 compare fuction          | 1        | 6.3 盧卡斯定理                  | 9         |
| 1.4 pbds                     | 1        | 6.4 樹論分塊                   | 9         |
| <b>2 Graph</b>               | <b>1</b> | 6.5 Mobius Theorem         | 9         |
| 2.1 DFS 跟 BFS                | 1        | 6.6 莫比烏斯反演                 | 10        |
| 2.2 Dijkstra                 | 1        | 6.7 Catalan Theorem        | 10        |
| 2.3 Prim                     | 2        | 6.8 Burnside's Lemma       | 10        |
| 2.4 正權找環                     | 2        | <b>7 Search and Greedy</b> | <b>10</b> |
| 2.5 BellmanFord              | 2        | 7.1 二分搜                    | 10        |
| 2.6 正權最大距離                   | 2        | 7.2 三分搜                    | 10        |
| 2.7 負權最大距離                   | 2        | <b>8 Tree</b>              | <b>10</b> |
| 2.8 FloydWarshall            | 3        | 8.1 LCA                    | 10        |
| 2.9 歐拉環與歐拉路                  | 3        | 8.2 樹 DFS                  | 11        |
| 2.10 Kosaraju 與拓撲 DP         | 3        | 8.3 樹重心                    | 11        |
| 2.11 Tarjan 與 2-SAT          | 3        | 8.4 節點距離總和                 | 11        |
| 2.12 Planets Cycles          | 4        | 8.5 有權樹直徑                  | 11        |
| 2.13 Planet Queries II       | 4        | 8.6 樹壓平                    | 11        |
| <b>3 Data Structure</b>      | <b>5</b> | <b>9 DP</b>                | <b>12</b> |
| 3.1 BIT                      | 5        | 9.1 背包問題                   | 12        |
| 3.2 DSU                      | 5        | 9.2 Bitmask DP             | 12        |
| 3.3 Increasing Array Queries | 5        | 9.3 硬幣                     | 12        |
| 3.4 線段樹                      | 5        | 9.4 編輯距離                   | 12        |
| 3.5 懶標線段樹                    | 6        | 9.5 LCS                    | 12        |
| 3.6 莫隊                       | 6        | 9.6 LIS                    | 13        |
| 3.7 Treap                    | 6        | 9.7 Projects               | 13        |
| <b>4 Flow</b>                | <b>7</b> | 9.8 Removal Game           | 13        |
| 4.1 Dinic                    | 7        | 9.9 Max overlap            | 13        |
| 4.2 MCMF                     | 7        | <b>10 Geometry</b>         | <b>13</b> |
| <b>5 String</b>              | <b>8</b> | 10.1 Cross Product         | 13        |
| 5.1 KMP                      | 8        | 10.2 Convex Hull           | 14        |
| 5.2 Manacher                 | 8        |                            |           |
| 5.3 Trie                     | 8        |                            |           |

## 1 Basic

### 1.1 install vscode [d41d8c]

```
// 如何安裝 vscode
// 1. 下載 vscode & msys2
// 2. 在跳出的 terminal 中 / 或打開 ucrt64，打上
// "pacman -S --needed base-devel mingw-w64-x86_64-toolchain"
// 3. 環境變數加上 C:\msys64\|ucrt64\|bin
// 4. 重開 vscode，載 C/C++，運行，編譯器選擇 g++
// 5. 打開 settings -> compiler -> add compilerPath
// -> 在 "" 裡打上 C:\msys64\|ucrt64\|bin\|g++.exe
```

### 1.2 default code [bee7dd]

```
#include <bits/stdc++.h>
#define all(x) (x).begin(), (x).end()
#define pii pair<int, int>
#define endl "\n"
#define int long long
using namespace std;

const int llinf = 4e18;
const int inf = 2e9;
const int mod = 1e9 + 7;
const int maxn = 2e5 + 5;

void solve() {
}

signed main() {
    ios_base::sync_with_stdio(0);
    cin.tie(nullptr);
    int t = 1;
    cin >> t;
    while (t--) {
        solve();
    }
}
```

### 1.3 compare fuction [4bc3e0]

```
struct cmp { // 在有 template 的資結使用
    bool operator()(const int &a, const int &b) const {
        return a < b;
    }
}

// sort, bound 不用 struct
// priority queue 小到大是 >, set 是 <
// set 不能 =, multiset 要 =
// 每個元素都要比到，不然會不見
// pbds_multiset 不要用 lower_bound
// 如果要 find，插入 inf 後使用 upper_bound
// 內建 multiset 可以跟 set 一樣正常使用
```

```
// 如果有自定義比較結構就比照以上
};

struct cmp {
    vector<int> &v;
    cmp(vector<int>& vec) : v(vec) {}
    bool operator() (int a, int b) const {
        return v[a] > v[b];
    }
}

// main: cmp cmp1(vector);
// priority_queue<int, vector<int>, cmp> pq(cmp1);
};
```

### 1.4 pbds [e28ae8]

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
template<typename T>
using pbds_set = tree<T, null_type,
    less<T>, rb_tree_tag, tree_order_statistics_node_update>;
template<typename T>
using pbds_multiset = tree<T, null_type, less_equal
    <T>, rb_tree_tag, tree_order_statistics_node_update>;
```

## 2 Graph

### 2.1 DFS 跟 BFS [cdd1d5]

```
int main() {
    int n;
    vector<vector<int>> adj(n + 1, vector<int>());
    // dfs_graph
    vector<bool> vis(n + 1, 0);
    auto dfs = [&](auto self, int u) -> void {
        if (vis[u]) return;
        vis[u] = true;
        for (auto v: adj[u]) {
            self(self, v);
        }
    };
    dfs(dfs, 1);
    // bfs
    vector<int> depth(n + 1, 1e9);
    queue<int> q;
    auto bfs = [&](auto self, int u) -> void {
        vis[u] = true;
        depth[u] = 0;
        q.push(u);
        while (!q.empty()) {
            int u = q.front(); q.pop();
            for (auto v : adj[u]) {
                if (vis[v]) continue;
                vis[v] = true;
                depth[v] = depth[u] + 1;
                q.push(v);
            }
        }
    };
    bfs(bfs, 1);
}
```

### 2.2 Dijkstra [4e0023]

```
// Flight Discount
int main() {
    int n, m; cin >> n >> m;
    vector<vector<pair<
        int, int>>> adj(n + 1, vector<pair<int, int>>(n + 1));
    vector<vector<int>>
        dis(n + 1, vector<int>(2, 2e9)); // 0 for not used
    for (int i = 1; i <= m; i++) {
        int u, v, w;
        cin >> u >> v >> w;
        adj[u].push_back({v, w});
    }
    priority_queue
        <array<int, 3>, vector<array<int, 3>>, greater<array
        <int, 3>>> pq; // 0 for w, 1 for u, 2 for discount
    dis[1][0] = dis[1][1] = 0;
    pq.push({0, 1, 0});
    while (!pq.empty()) {
        auto [dist, u, us] = pq.top(); pq.pop();
        if (dis[u][us] < dist) continue;
        if (us) {
            for (auto [v, w] : adj[u]) {
                if (dis[u][1] + w < dis[v][1]) {
                    dis[v][1] = dis[u][1] + w;
                    pq.push({dis[v][1], v, 1});
                }
            }
        }
        else {
            for (auto [v, w] : adj[u]) {
                if (dis[u][0] + w < dis[v][0]) {
                    dis[v][0] = dis[u][0] + w;
                    pq.push({dis[v][0], v, 0});
                }
            }
            if (dis[u][0] + w / 2 < dis[v][1]) {
                dis[v][1] = dis[u][0] + w / 2;
                pq.push({dis[v][1], v, 1});
            }
        }
    }
}
```

```

    }
    }
    }
    cout << min(dis[n][0], dis[n][1]);
}

```

## 2.3 Prim [e54eda]

```

int n, m, ans = 0;
const int maxn = 2e5 + 5;
vector<pair<int, int>> adj[maxn];
bool Prim() {
    int node_sz = 0;
    priority_queue<pii, vector<pii>, greater<pii>> pq;
    pq.push({0, 1});
    bool vis[maxn] = {false};
    while (!pq.empty()) {
        auto [cost, u] = pq.top(); pq.pop();
        if (vis[u]) continue;
        vis[u] = true;
        ans += cost;
        node_sz++;
        for(auto [v, cost] : adj[u]) {
            if (!vis[v])
                pq.push({cost, v});
        }
    }
    if (node_sz == n) return true;
    return false;
}
void solve() {
    cin >> n >> m;
    for(int i = 1; i <= m; i++) {
        int u, v, cost; cin >> u >> v >> cost;
        adj[u].push_back({v, cost});
        adj[v].push_back({u, cost});
    }
    if (Prim()) cout << ans;
    else cout << "IMPOSSIBLE";
}

```

## 2.4 正權找環 [0e0fdf]

```

const int maxn = 1e5 + 5;
vector<int> graph[maxn];
int color[maxn], parent[maxn];
bool vis[maxn];
int n, m;
void print_ans(int ori) {
    int now = parent[ori];
    deque<int> ans;
    ans.push_front(ori);
    while (now != ori) {
        ans.push_front(now);
        now = parent[now];
    }
    ans.push_front(ori);
    cout << ans.size() << endl;
    for (auto i : ans) {
        cout << i << " ";
    }
    exit(0);
}
void dfs(int now) {
    color[now] = 1;
    vis[now] = 1;
    for (auto nxt : graph[now]) {
        parent[nxt] = now;
        if (color[nxt] == 1) {
            print_ans(nxt);
        }
        else if (color[nxt] == 0) {
            dfs(nxt);
        }
    }
    color[now] = 2;
}
void solve() {
    cin >> n >> m;
    for (int i = 1; i <= m; i++) {
        int u, v; cin >> u >> v;
        graph[u].push_back(v);
    }
    for (int i = 1; i <= n; i++) {
        if (!vis[i])
            dfs(i);
    }
    cout << "IMPOSSIBLE";
}

```

## 2.5 BellmanFord [02f480]

```

// 用 Bellman Ford 找負環
vector<array<int, 3>> graph; // u, v, w
int main() {
    int src = 0;
    int n, m; cin >> n >> m;
    vector<int> par(n + 1), dis(n + 1, 1e9);
    for (int i = 0; i < m; i++) {
        int a, b, w; cin >> a >> b >> w;
        graph.push_back({a, b, w});
    }
}

```

```

}
dis[1] = 0;
for (int i = 0; i <= n; i++) {
    src = 0;
    for (auto [u, v, w] : graph) {
        if (dis[v] > dis[u] + w) {
            dis[v] = dis[u] + w;
            par[v] = u;
            src = v;
        }
    }
}
if (src) { // 到第 n + 1 次還在鬆弛
    vector<int> ans;
    cout << "YES" << endl;
    for (int i = 0; i <= n; i++) src = par[src]; // 找那個負環
    ans.push_back(src);
    for (int i = par[src]; i != src; i = par[i]) { // 輸出負環
        ans.push_back(i);
    }
    ans.push_back(src);
    reverse(ans.begin(), ans.end());
    for (auto i : ans) {
        cout << i << " ";
    }
}
else {
    cout << "NO" << "\n";
}
}

```

## 2.6 正權最大距離 [454dba]

```

// CSES Longest Flight Route
// 只能用在 DAG，用拓撲按順序鬆弛
void print_ans(int n, vector<int> &par) {
    deque<int> ans;
    int now = n;
    while (now != 1) {
        ans.push_front(now);
        now = par[now];
    }
    ans.push_front(1);
    cout << ans.size() << "\n";
    for (auto i : ans) {
        cout << i << " ";
    }
}
int main() {
    int n, m; cin >> n >> m;
    vector<vector<int>> graph(n + 1);
    vector<int> dis(n + 1, -1e9); dis[1] = 0;
    vector<int> par(n + 1), in(n + 1);
    queue<int> q;
    for (int i = 1; i <= m; i++) {
        int u, v; cin >> u >> v;
        graph[u].push_back(v);
        in[v]++;
    }
    for (int i = 1; i <= n; i++) {
        if (in[i] == 0) q.push(i);
    }
    while (!q.empty()) {
        int u = q.front(); q.pop();
        for (auto v : graph[u]) {
            if (dis[v] < dis[u] + 1) { // 鬆弛
                dis[v] = dis[u] + 1;
                par[v] = u;
            }
            in[v]--;
            if (in[v] == 0) q.push(v);
        }
    }
    if (dis[n] == -1e9) {
        // 如果 1 不能到達 n，n 也有可能被鬆弛
        // 所以要注意的是 dis[n] < 0
        cout << "IMPOSSIBLE";
    }
    else print_ans(n, par);
}

```

## 2.7 負權最大距離 [2148ca]

```

// CSES High Score
void dfs(int u, vector<int> &vis, vector<vector<int>> &adj) {
    if (vis[u]) return;
    vis[u] = 1;
    for (int v : adj[u]) {
        dfs(v, vis, adj);
    }
}
signed main() {
    int n, m; cin >> n >> m;
    vector<array<int, 3>> edges;
    vector<vector<int>> adj(n + 1);
    vector<int> dis(n + 1), vis(n + 1);
    while (m--) {
        int u, v, w;
    }
}

```

```

    cin >> u >> v >> w;
    edges.push_back({u, v, w});
    adj[u].push_back(v);
}
fill(dis.begin(), dis.end(), -1e18);
dis[1] = 0;
for (int i = 1; i <= n; i++) {
    for (auto [u, v, w] : edges) {
        if (dis[u] != -1e18 && dis[v] < dis[u] + w) {
            dis[v] = dis[u] + w;
            if (i == n) {
                dfs(v, vis, adj);
            }
        }
    }
}
if (vis[n]) cout << -1;
else cout << dis[n];
}
}

```

## 2.8 FloydWarshall [206b76]

```

const int inf = 1e18;
int main() {
    int n, m, q; cin >> n >> m >> q;
    vector<vector<int>> graph(n + 1, vector<int>(n + 1, inf));
    vector<vector<int>> dis(n + 1, vector<int>(n + 1));
    for (int i = 0; i < m; i++) {
        int u, v, w; cin >> u >> v >> w;
        cin >> u >> v >> w;
        graph[u][v] = min(graph[u][v], w);
        graph[v][u] = min(graph[v][u], w);
    }
    for (int i = 0; i <= n; i++) {
        for (int j = 0; j <= n; j++) {
            dis[i][j] = graph[i][j];
        }
    }
    for (int i = 0; i <= n; i++) // 自己到自己是 0
        dis[i][i] = 0;

    for (int k = 1; k <= n; k++) {
        for (int i = 1; i <= n; i++) {
            for (int j = 1; j <= n; j++) {
                dis[i][j] = min(dis[i][j], dis[i][k] + dis[k][j]);
            }
        }
    }
    for (int i = 0; i < q; i++) {
        int u, v; cin >> u >> v;
        cout << (dis[u][v] >= inf ? -1 : dis[u][v]) << "\n";
    }
}

```

## 2.9 歐拉環與歐拉路 [0911ed]

```

// 無向圖、尤拉環：檢查每個點的出度為偶數
// 有向圖、尤拉路：可以看成 1 走到 n，所以檢查所有點的出度等於入度
int n, m;
const int maxn = 1e5 + 5;
vector<set<int>> adj;
vector<int> in;
void dfs(int now, vector<int> &road) {
    while (!adj[now].empty()) {
        int nxt = *adj[now].begin();
        adj[now].erase(nxt);
        dfs(nxt, road);
    }
    road.push_back(now);
}
void solve() {
    cin >> n >> m;
    in.assign(n + 1, 0);
    adj.assign(n + 1, set<int>());
    for (int i = 1; i <= m; i++) {
        int u, v; cin >> u >> v;
        adj[u].insert(v);
        in[v]++;
    }
    in[1]++;
    in[n]--;
    for (int i = 1; i <= n; i++) {
        if (adj[i].size() != in[i]) {
            cout << "IMPOSSIBLE";
            return;
        }
    }
    vector<int> road;
    dfs(1, road);
    if (road.size() != m + 1) {
        cout << "IMPOSSIBLE";
        return;
    }
    reverse(road.begin(), road.end());
    for (auto i : road) cout << i << " ";
}

```

## 2.10 Kosaraju 與拓撲 DP [8036c2]

```

// 找到所有 SCC 然後結合原圖重建一個 DAG，然後拓撲 DP
void dfs(int u, vector<int> &vis, vector<vector<int>> &kosaraju, vector<vector<int>> &adj) {
    if (!vis[u]) {
        vis[u] = 1;
        for (auto v : adj[u]) {
            dfs(v, vis, kosaraju, adj);
        }
        kosaraju.push_back(u); // finish time 小到大排列
    }
}
void rev_dfs(int u, vector<int> &vis, vector<int> &order, vector<vector<int>> &rev_adj, int &scc_num) {
    if (!vis[u]) {
        vis[u] = 1;
        order[u] = scc_num;
        for (auto v : rev_adj[u]) {
            rev_dfs(v, vis, order, rev_adj, scc_num);
        }
    }
}
signed main() {
    int n, m, scc_num = 0;
    cin >> n >> m;
    vector<int> coin(n + 1), order(n + 1), vis(n + 1, 0);
    vector<vector<int>> adj(n + 1), rev_adj(n + 1);
    vector<int> kosaraju;
    for (int i = 1; i <= n; i++) {
        cin >> coin[i];
    }
    for (int i = 1; i <= m; i++) {
        int u, v; cin >> u >> v;
        adj[u].push_back(v);
        rev_adj[v].push_back(u);
    }
    for (int i = 1; i <= n; i++) {
        if (!vis[i]) {
            dfs(i, vis, kosaraju, adj);
        }
    }
    reverse(kosaraju.begin(), kosaraju.end()); // 轉過來，從 finish time 大的開始做 dfs
    vis.assign(n + 1, 0);
    for (auto &u : kosaraju) {
        if (!vis[u]) {
            scc_num++;
            rev_dfs(u, vis, order, rev_adj, scc_num);
        }
    }
    // 重新建 DAG，根據原圖，如果不再同個 SCC，對 order 加邊
    vector<vector<int>> DAG(scc_num + 1, vector<int>());
    vector<int> in_degree(scc_num + 1, 0);
    vector<int> sum_coin(scc_num + 1, 0), dp_coin(scc_num + 1, 0);
    set<pair<int, int>> st;
    int ans = -1e9;
    for (int i = 1; i <= n; i++) {
        sum_coin[order[i]] += coin[i];
        for (auto j : adj[i]) {
            // 如果不是在同一個 SCC 且 order 邊還沒加過
            if (order[i] != order[j] && st.find({order[i], order[j]}) == st.end()) {
                DAG[order[i]].push_back(order[j]);
                in_degree[order[j]]++;
                st.insert({order[i], order[j]});
            }
        }
    }
    // 對 DAG 拓撲 DP
    queue<int> q;
    for (int i = 1; i <= scc_num; i++) {
        if (in_degree[i] == 0) {
            q.push(i);
        }
    }
    while (!q.empty()) {
        int now = q.front(); q.pop();
        dp_coin[now] += sum_coin[now];
        ans = max(ans, dp_coin[now]);
        for (auto v : DAG[now]) {
            in_degree[v]--;
            dp_coin[v] = max(dp_coin[v], dp_coin[now]);
            if (in_degree[v] == 0) q.push(v);
        }
    }
    cout << ans;
}

```

## 2.11 Tarjan 與 2-SAT [eeddc1]

```

// CSES Giant Pizza
struct TwoSat {
    int n;
    vector<vector<int>> e;
    vector<bool> ans;
    TwoSat(int n) : n(n), e(2 * n), ans(n) {}
    void addClause(int u, bool f, int v, bool g) {
        e[2 * u + !f].push_back(2 * v + g);
        e[2 * v + !g].push_back(2 * u + f);
    }
}

```

```

}
bool satisfiable() {
    vector<int>
        > id(2 * n, -1), dfn(2 * n, -1), low(2 * n, -1);
    vector<int> stk;
    int now = 0, cnt = 0;
    function<void(int)> tarjan = [&](int u) {
        stk.push_back(u);
        dfn[u] = low[u] = now++;
        for (auto v : e[u]) {
            if (dfn[v] == -1) {
                tarjan(v);
                low[u] = min(low[u], low[v]);
            } else if (id[v] == -1) {
                low[u] = min(low[u], dfn[v]);
            }
        }
        if (dfn[u] == low[u]) {
            int v;
            do {
                v = stk.back();
                stk.pop_back();
                id[v] = cnt;
            } while (v != u);
            ++cnt;
        }
    };
    for (int i = 0; i < 2 * n; ++i) if (dfn[i] == -1) tarjan(i);
    for (int i = 0; i < n; ++i) {
        if (id[2 * i] == id[2 * i + 1]) return false;
        ans[i] = id[2 * i] > id[2 * i + 1];
    }
    return true;
}
vector<bool> answer() { return ans; }
};
int main() {
    int m, n; cin >> m >> n;
    TwoSat ts(n);
    for (int i = 0; i < m; ++i) {
        int u, v; char x, y;
        cin >> x >> u >> y >> v;
        ts.addClause(u - 1, x == '+', v - 1, y == '+');
    }
    if (ts.satisfiable()) {
        for (int i = 0; i < n; ++i) {
            cout << (ts.answer()[i] ? '+' : '-') << " ";
        }
    }
    else cout << "IMPOSSIBLE\n";
}

```

## 2.12 Planets Cycles [71ac0e]

```

vector<int> dis, v;
vector<bool> vis;
int step;
queue<int> path;
void dfs(int x) {
    path.push(x);
    if (vis[x]) {
        step += dis[x];
        return;
    }
    vis[x] = true;
    step++;
    dfs(v[x]);
}
// count path_dis to rep
int main() {
    int n; cin >> n;
    v.assign(n + 1, 0);
    dis.assign(n + 1, 0);
    vis.assign(n + 1, false);
    for (int i = 1; i <= n; i++) {
        cin >> v[i];
    }
    for (int i = 1; i <= n; i++) {
        step = 0;
        int is_outof_cycle = 1;
        dfs(i);
        while (!path.empty()) {
            if (path.front() == path.back()) {
                is_outof_cycle = 0;
            }
            dis[path.front()] = step;
            step -= is_outof_cycle;
            path.pop();
        }
    }
    for (int i = 1; i <= n; i++) {
        cout << dis[i] << ' ';
    }
    cout << '\n';
}

```

## 2.13 Planet Queries II [872f72]

// 在有向圖中，從 A 到 B 的最短距離  
 // 保證出度是 1 所以對 1 個點來說，從他出發只可能遇到一個環  
 int n, q;

```

int dp[200005][30]; // 倍增表
vector<vector<int>> cycles;
vector<int>
    > no, cycle_idx, vis; // Order & Can be in cycle, or out
void set_out_of_cycle_no(int now, unordered_set<int> &done) {
    // 把不在環內的也編號，v 是 u 的編號 -1
    if (done.find(now) != done.end()) return;
    set_out_of_cycle_no(dp[now][0], done);
    done.insert(now); // post order
    no[now] = no[dp[now][0]] - 1;
}
int wiint_go_to(int u, int k) { // 回傳當 u 走 k 步時會到的地方
    for (int i = 0; i <= 18; i++) {
        if (k & (1 << i)) {
            u = dp[u][i];
        }
    }
    return u;
}
void find_cycle(int now) {
    unordered_set<int> appear;
    vector<int> v;
    bool flag = true; // 代表有環
    while (appear.find(now) == appear.end()) {
        appear.insert(now);
        v.push_back(now);
        if (vis[now]) {
            flag = false;
            break;
        }
        now = dp[now][0];
    }
    for (auto i : v) vis[i] = true;
    if (!flag) return;
    // now 是環的起點，我們先找到他在 v 的哪裡
    int z = find(v.begin(), v.end(), now) - v.begin();
    vector<int> cycle(v.begin() + z, v.end());
    cycles.push_back(cycle);
}
int main() {
    cin >> n >> q;
    no.assign(n + 1, -1);
    cycle_idx.assign(n + 1, -1);
    vis.assign(n + 1, 0);
    for (int u = 1; u <= n; u++) cin >> dp[u][0];
    for (int i = 1; i <= 18; i++) // 倍增表
        for (int u = 1; u <= n; u++)
            dp[u][i] = dp[dp[u][i-1]][i-1];
    for (int i = 1; i <= n; i++) {
        if (!vis[i]) find_cycle(i);
    }
    int idx = 0;
    unordered_set<int> done;
    for (auto &i : cycles) {
        int c = 0;
        for (auto &j : i) {
            no[j] = c++;
            cycle_idx[j] = idx;
            done.insert(j);
        }
        idx++;
    }
    for (int i = 1; i <= n; i++) set_out_of_cycle_no(i, done);
    for (int i = 1; i <= q; i++) {
        int u, v; cin >> u >> v;
        // 在同個環內
        if (cycle_idx[u] == cycle_idx[v] && cycle_idx[u] != -1 && cycle_idx[v] != -1) {
            int cyc_size = cycles[cycle_idx[u]].size();
            cout <<
                (no[v] - no[u] + cyc_size) % cyc_size << "\n";
        }
        // 都不再環內
        else if (cycle_idx[u] == -1 && cycle_idx[v] == -1) { // Both are not in a Cycle
            if (no[u] > no[v]) {
                cout << -1 << "\n";
                continue;
            }
            if (wiint_go_to(u, no[v] - no[u]) == v) {
                cout << no[v] - no[u] << "\n";
            }
            else cout << -1 << "\n";
        }
        else if (cycle_idx[u] == -1 && cycle_idx[v] != -1) { // v 在環內，二分搜
            int l = -1, r = n;
            while (l <= r) {
                int m = (l + r) / 2;
                if (cycle_idx[wiint_go_to(u, m)] == cycle_idx[v]) r = m - 1;
                else l = m + 1;
            }
            if (l <= n) { // 如果 n 步內可以到
                int in_cycle_of_u = wiint_go_to(u, l);
                int cycle_size = cycles[cycle_idx[v]].size();
                cout << l + (no[v] - no[in_cycle_of_u]
                    + cycle_size) % cycle_size << "\n";
            }
            else cout << -1 << "\n";
        }
    }
}

```

```

    }
    else { // u 在環內 b 不在，直接不可能
        cout << "-1 << \"\\n\";
    }
}
}

```

## 3 Data Structure

### 3.1 BIT [d41d8c]

```

struct BIT { // BIT 都是 1-based 的查詢
    int n;
    vector<int> bit;
    BIT(int n) { // 有幾個數
        this->n = n;
        bit.resize(n + 1, 0);
    }
    BIT(vector<int> &init) { // 必須是 1-based
        this->n = init.size() - 1;
        bit.resize(n + 1, 0);
        for (int i = 1; i <= n; i++) {
            modify(i, init[i]);
        }
    }
    void modify(int i, int val) {
        for (; i <= n; i += i & -i) {
            bit[i] += val;
        }
    }
    int query(int r) {
        int ans = 0;
        for (; r; r -= r & -r) ans += bit[r];
        return ans;
    }
    int query(int l, int r) {
        return query(r) - query(l - 1);
    }
};

struct TwoDimensionBIT {
    int nx, ny;
    vector<vector<int>> bit;
    TwoDimensionBIT(int x, int y) {
        nx = x; ny = y;
        bit.resize(x + 1, vector<int>(y + 1, 0));
    }
    void modify(int x, int y, int mod) {
        for (; x <= nx; x += x & -x) {
            for (int tmp = y; tmp <= ny; tmp += tmp & -tmp) {
                bit[x][tmp] += mod;
            }
        }
    }
    int query(int r1, int r2) {
        int ans = 0;
        for (; r1; r1 -= r1 & -r1) {
            for (int tmp = r2; tmp; tmp -= tmp & -tmp) {
                ans += bit[r1][tmp];
            }
        }
        return ans;
    }
};

```

### 3.2 DSU [d41d8c]

```

struct DSU {
    vector<int> boss, siz;
    DSU(int n) { // 1 based
        boss.resize(n + 1);
        iota(boss.begin(), boss.end(), 0);
        siz.assign(n + 1, 1);
    }
    int find_boss(int x) {
        if(boss[x] == x) return x;
        return boss[x] = find_boss(boss[x]);
    }
    bool same(int x, int y) {
        return find_boss(x) == find_boss(y);
    }
    bool merge(int x, int y) {
        x = find_boss(x);
        y = find_boss(y);
        if (x == y) {
            return false;
        }
        if(siz[x] < siz[y]) swap(x, y);
        siz[x] += siz[y];
        boss[y] = x;
        return true;
    }
    int size(int x) {
        return siz[find_boss(x)];
    }
};

```

### 3.3 Increasing Array Queries [d41d8c]

```

const int maxn = 2e5+5;
int n, q;

```

```

int nums
    [maxn], prefix[maxn], ans[maxn], BIT[maxn], contrib[maxn];
vector<pair<int, int>> queries[maxn];
void update(int pos, int val) {
    for (; pos <= n; pos += pos & -pos) BIT[pos] += val;
}
int query(int a, int b) {
    int ans = 0;
    for (; b; b -= b & -b) ans += BIT[b];
    for (a--; a; a -= a & -a) ans -= BIT[a];
    return ans;
}
void solve() {
    cin >> n >> q;
    for (int i = 1; i <= n; i++) {
        cin >> nums[i];
        prefix[i] = prefix[i-1] + nums[i];
    }
    nums[n + 1] = 1e9;
    prefix[n + 1] = 2e18;
    for (int i = 1; i <= q; i++) {
        int a, b; cin >> a >> b;
        queries[a].push_back({b, i});
    }
    deque<int> mono; mono.push_front(n+1);
    for (int i = n; i
        > 0; i--) { // question from start at n to start at 1
        while (nums[i] >= nums[mono.front()]) {
            update(mono.front(), -contrib[mono
                .front()]); // mono.front's contrib become 0
            mono.pop_front();
        }
        contrib[i] = (mono.front() - 1 - i) *
            nums[i] - (prefix[mono.front() - 1] - prefix[i]);
        update(i, contrib[i]);
        mono.push_front(i);
        for (auto j : queries
            [i]) { // pos is the index in mono <= end's
            int pos = upper_bound(mono.begin
                (), mono.end(), j.first) - mono.begin() - 1;
            ans[j.second] = (pos ? query(i, mono
                [pos - 1]) : 0) // smainter than y's mono
                // mono to y caculate directly
                + (j.first
                    - mono[pos]) * nums[mono[pos]]
                - (prefix
                    [j.first] - prefix[mono[pos]]);
        }
    }
    for (int i = 1; i <= q; i++) {
        cout << ans[i] << endl;
    }
}

```

### 3.4 線段樹 [d41d8c]

```

template <class Node>
struct Seg {
    int n;
    vector<Node> tree;
    Seg (vector<Node> init_) {
        n = init_.size() - 1;
        tree.resize(4 * n);
        function <void(int
            , int, int)> build = [&](int now, int l, int r) {
            if (l == r) {
                tree[now] = init_[l];
                return;
            }
            int m = (l + r) / 2;
            build(now << 1, l, m);
            build((now << 1) + 1, m + 1, r);
            pull(now);
        };
        build(1, 1, n);
    }
    Node query(int l, int r, int ql, int qr, int now) {
        int m = (l + r) >> 1;
        if (qr < l || ql > r) {
            return Node();
        }
        if (ql <= l && r <= qr) {
            return tree[now];
        }
        return query(l, m, ql, qr, now
            << 1) + query(m + 1, r, ql, qr, (now << 1) + 1);
    }
    Node query(int l, int r) { return query(1, n, l, r, 1); }
    void pull(int now) {
        tree[now] = tree[now << 1] + tree[(now << 1) + 1];
    }
    void modify(int l, int r, int idx, int now, int add) {
        if (l == r) {
            tree[now].sum = add;
            return;
        }
        int m = (l + r) >> 1;
        if (idx <= m) {
            modify(l, m, idx, now << 1, add);
        }
    }
};

```

```

    else {
        modify(m + 1, r, idx, (now << 1) + 1, add);
    }
    pull(now);
}
void modify
(int idx, int add) { modify(1, n, idx, 1, add); }
};
// ---define structure and info plus---
struct Node {
    int sum;
    Node () {
        sum = 0;
    }
};
Node operator + (const Node &a, const Node &b) {
    Node c;
    c.sum = a.sum + b.sum;
    return c;
    // use lc、rc to undate now
}
// ---pizza_queries---
// 左邊的店(s < t): dis_l = (pizza[s] - s) + t;
// 右邊的店(t < s): dis_r = (pizza[s] + s) - t;
// 實作: 建左查詢線段樹跟右查詢線段樹, 用最小值pull
// 答案是 min(left_query(1, s) + t, right_query(s, end) + t);
// ---List Removals---
// 維護區間內有幾個數字被選過
// 用二分
// 搜找右區間最小位, 使得 ans - query == 1 ~ ans 被選過的數量
// ---CSES subarray queries:---
// tree[now].prefix
// = max(tree[lc].sum + tree[rc].prefix, tree[lc].prefix);
// tree[now].suffix
// = max(tree[lc].suffix + tree[rc].sum, tree[rc].suffix);
// tree[now].middle_max
// = max(lc 中, rc 中, lc 後 + rc 前, now 前, now 後)

```

### 3.5 懶標線段樹 [d41d8c]

```

template <class Node, class Lazy>
struct LazySeg {
    int n;
    vector<Node> tree;
    vector<Lazy> lazy;
    template <typename T>
    LazySeg (vector<T> init_) { // 必須是 1-based
        n = init_.size() - 1;
        tree.resize(4 * n);
        lazy.resize(4 * n);
        function <void(int, int, int)> build = [&](int now, int l, int r) {
            if (l == r) {
                tree[now] = init_[l];
                return;
            }
            int m = (l + r) / 2;
            build(now << 1, l, m);
            build((now << 1) + 1, m + 1, r);
            pull(now);
        };
        build(1, 1, n);
    }
    Node query(int l, int r, int ql, int qr, int now) {
        int m = (l + r) >> 1;
        if (qr < l || ql > r) {
            return Node();
        }
        // ---out of range, return what---
        // -----
        push(now, l, r);
        if (ql <= l && r <= qr) {
            return tree[now];
        }
        return query(l, m, ql, qr, now << 1) + query(m + 1, r, ql, qr, (now << 1) + 1);
    }
    Node query(int l, int r) { return query(1, n, l, r, 1); }
    void pull(int now) {
        tree[now] = tree[now << 1] + tree[(now << 1) + 1];
    }
    void modify_add
        (int l, int r, int ql, int qr, int now, int add) {
        int m = (l + r) >> 1;
        if (qr < l || ql > r) {
            return;
        }
        if (ql <= l && r <= qr) {
            // ---how to modify ?---
            lazy[now].add += add;
            // -----
            return;
        }
        push(now, l, r);
        modify_add(l, m, ql, qr, now << 1, add);
        modify_add(m + 1, r, ql, qr, (now << 1) + 1, add);
        push(now << 1, l, m);
        push((now << 1) + 1, m + 1, r);
        pull(now);
    }
};

```

```

}
void modify_add(int l, int r, int add) { modify_add(1, n, l, r, 1, add); }
void modify_set
(int l, int r, int ql, int qr, int now, int val) {
    int m = (l + r) >> 1;
    if (qr < l || ql > r) {
        return;
    }
    if (ql <= l && r <= qr) {
        // ---how to modify ?---
        lazy[now].set_val = val;
        lazy[now].add = 0;
        // -----
        return;
    }
    push(now, l, r);
    modify_set(l, m, ql, qr, now << 1, val);
    modify_set(m + 1, r, ql, qr, (now << 1) + 1, val);
    push(now << 1, l, m);
    push((now << 1) + 1, m + 1, r);
    pull(now);
}
void modify_set(int l, int r, int val) { modify_set(1, n, l, r, 1, val); }
void push(int now, int l, int r) {
    apply(now, l, r);
    // ---how to push down ?---
    if (l != r) {
        if (lazy[now].set_val) {
            lazy[now << 1].set_val = lazy[now].set_val;
            lazy[(now << 1) + 1].set_val = lazy[now].set_val;
            lazy[now << 1].add = lazy[now].add;
            lazy[(now << 1) + 1].add = lazy[now].add;
        }
        else {
            lazy[now << 1].add += lazy[now].add;
            lazy[(now << 1) + 1].add += lazy[now].add;
        }
    }
    // -----
    lazy[now] = Lazy();
}
void apply(int now, int l, int r) {
    if (lazy[now].set_val) {
        tree[now].sum = (r - l + 1) * lazy[now].set_val;
    }
    tree[now].sum += (r - l + 1) * lazy[now].add;
}
};
// ---define structure and info plus---
struct Node {
    int sum;
};
struct Lazy {
    int set_val; int add;
};
Node operator+(const Node &a, const Node &b) {
    return {a.sum + b.sum};
}
// -----
// polynomial queries
// 設置梯形的底跟加了幾次, apply_tag時底為
// l的合, d為加給次, 所以sum += (底*2 + 次*區間) * 區間 / 2;

```

### 3.6 莫隊 [d41d8c]

```

struct query {
    int l, r, id;
} typedef query;
void MO(int n, vector<query> &queries) {
    int block = sqrt(n);
    function <bool(query, query)> cmp = [&](query a, query b) {
        int block_a = a.l / block;
        int block_b = b.l / block;
        if (block_a != block_b) return block_a < block_b;
        return a.r < b.r;
    };
    sort(queries.begin(), queries.end(), cmp);
}
void compress(vector<int> &nums) {
    vector<int> sorted = nums;
    sort(sorted.begin(), sorted.end());
    sorted.erase(unique(sorted.begin(), sorted.end()), sorted.end());
    for (int i = 0; i < nums.size(); i++) {
        nums[i] = lower_bound(sorted.begin(), sorted.end(), nums[i]) - sorted.begin() + 1;
    }
}

```

### 3.7 Treap [d41d8c]

```

struct Treap {
    Treap *l, *r;
    int pri, subsize; char val; bool rev_valid;
    Treap(int val) {
        this->val = val;
        pri = rand();
        l = r = nullptr;
    }
};

```



```

    subsize = 1; rev_valid = 0;
}
void pull() { // update subsize or other information
    subsize = 1;
    for(auto i : {l, r}) {
        if (i) subsize += i->subsize;
    }
}
};
int size(Treap *treap) {
    if (treap == NULL) return 0;
    return treap->subsize;
}
// lazy
void push(Treap *t) {
    if (!t) return;
    if (t->rev_valid) {
        swap(t->l, t->r);
        if (t->l) t->l->rev_valid ^= 1;
        if (t->r) t->r->rev_valid ^= 1;
    }
    t->rev_valid = false;
}
Treap *merge(Treap *a, Treap *b) {
    if (!a || !b) return a ? a : b;
    // push(a); push(b); // lazy
    if (a->pri > b->pri) {
        a->r = merge(a->r, b); // a->r = new, inorder, make sense
        a->pull();
        return a;
    }
    else {
        b->l = merge(a, b->l); // new->l = a, inorder, make sense
        b->pull();
        return b;
    }
}
pair<Treap*, Treap*> split(Treap *root, int k) { // find 1~k
    if (root == nullptr) return {nullptr, nullptr};
    // push(root); // lazy
    if (size(root->l) < k) {
        auto [a, b] = split(root->r, k - size(root->l) - 1);
        root->r = a;
        root->pull();
        return {root, b};
    }
    else {
        auto [a, b] = split(root->l, k);
        root->l = b;
        root->pull();
        return {a, root};
    }
}
void Print(Treap *t) {
    if (t) {
        // push(t); // lazy
        Print(t->l);
        cout << t->val;
        Print(t->r);
    }
}
void substring_rev() {
    int n, m; cin >> n >> m;
    Treap *root = nullptr;
    string str; cin >> str;
    for(auto c : str) {
        root = merge(root, new Treap(c));
    }
    for(int i = 1; i <= m; i++) {
        int x, y; cin >> x >> y;
        auto [a, b] = split(root, x-1); // a: 1~x-1, b: x~n
        auto [c, d] = split(b, y-x+1); // Use b to split
        // c->rev_valid ^= true;
        // push(c);
        b = merge(a, d); // Notice the order
        root = merge(b, c);
    }
    Print(root);
}

```

## 4 Flow

### 4.1 Dinic [db7233]

```

vector<bool> vis;
vector<int> lev;
int n, m, ans;
struct edge {
    int to, w, rev_ind;
};
vector<edge> adj[505];
bool label_level() {
    // Tag the depth, if can't reach end => return false
    lev.assign(505, -1);
    lev[1] = 0;
    queue<int> q; q.push(1);
    while (!q.empty()) {
        int u = q.front(); q.pop();
        for (auto i : adj[u]) {

```

```

            if (i.w > 0 && lev[i.to] == -1) {
                q.push(i.to);
                lev[i.to] = lev[u] + 1;
            }
        }
    }
    return (lev[n] == -1 ? false : true);
}
int dfs(int u, int flow) {
    if (u == n) return flow;
    for (auto &i : adj[u]) {
        if (lev[i.to] == lev[u] + 1 && !vis[i.to] && i.w > 0) {
            vis[i.to] = true;
            int ret = dfs(i.to, min(flow, i.w));
            if (ret > 0) {
                i.w -= ret;
                adj[i.to][i.rev_ind].w += ret;
                return ret;
            }
        }
    }
    return 0; // if can't reach end => return 0
}
void dinic() {
    while (label_level()) {
        while (1) {
            vis.assign(505, 0);
            int tmp = dfs(1, inf);
            if (tmp == 0) break;
            ans += tmp;
        }
    }
}
void build() {
    for(int i = 1; i <= m; i++) {
        int u, v, w; cin >> u >> v >> w;
        adj[u].push_back({v, w, (int)adj[v].sz}); // inverse flow's index
        adj[v].push_back({u, 0, (int)adj[u].sz - 1}); // have pushed one, need to -1
    }
}
// Police Chase, need
// to open adj to Augment && ori to determine what pb give
// Dinic's dfs2, then use reach as u, if the edge
// pb has given && w == 0 && v is not in reach, is the ans
void dfs2(int now, unordered_set<int> &reach) {
    if (!vis[now]) {
        vis[now] = 1;
        reach.insert(now);
        for (auto i : adj[now]) {
            if (i.w > 0) {
                dfs2(i.to, reach);
            }
        }
    }
}
// two two pair // School Dance
// Dinic, then w == 0's edge, which pb has given is the ans
// Distinct Route
// edge set valid var, if we need
// to argument pos road, the reverse edge set true valid;
// if we need argument the argumented
// edge's both set false. Last, from v dfs ans times
bool get_road(int now, vector<int> &ans, vector<bool> &vis) {
    if (now == 1) return true;
    for (auto &v : adj[now]) {
        if (v.arg_valid && !vis[v.to]) {
            ans.push_back(v.to);
            vis[v.to] = true;
            bool flag = get_road(v.to, ans, vis);
            if (flag) {
                v.arg_valid = false;
                return true;
            }
            ans.pop_back();
        }
    }
    return false;
}

```

### 4.2 MCMF [7f63db]

```

// Ceiled MinCostMaxFlow, if not, use dinic
typedef struct {
    int from, to, w, cost;
} edge;
int n, m, parcel;
vector<edge> adj; // set num to each edge
vector<int> p[505]; // p[u] has edge's num
int now_edge = 0;
void add_edge(int u, int v, int w, int cost) {
    adj.push_back({u, v, w, cost});
    p[u].push_back(now_edge);
    now_edge++;
    adj.push_back({v, u, 0, -cost}); // argumenting path use -
    p[v].push_back(now_edge);
    now_edge++;
}
int Bellman_Ford() {

```

```

vector<int> dis(n+1, inf); dis[1] = 0;
vector<int> par(m);
vector<int> flow_rec(n+1, 0); flow_rec[1] = 1e9;
for(int i = 1; i < n; i++){
    bool flag = 1;
    int size = adj.sz;
    for(int i = 0; i < size; i++){
        auto &[from, to, w, cost] = adj[i];
        if(w > 0 && dis[to] > dis[from] + cost){
            flag = 0;
            dis[to] = dis[from] + cost;
            par[to] = i; // record num
            flow_rec[to] = min(flow_rec[from], w);
        }
    }
    if(flag) break;
}
if(dis[n] == 1e9) return 0;
int mn_flow = flow_rec[n];
int v = n;
while(v != 1){
    int u = adj[par[v]].from;
    adj[par[v]].w -= mn_flow;
    adj[par[v] ^ 1].w += mn_flow;
    v = u;
}
mn_flow = min(mn_flow, parcel);
parcel -= mn_flow;
return mn_flow * dis[n];
}

void solve(){
    cin >> n >> m >> parcel;
    int ans = 0;
    for(int i = 1; i <= m; i++){
        int u, v, w, cost; cin >> u >> v >> w >> cost;
        add_edge(u, v, w, cost);
    }
    while(parcel > 0){
        int tmp = Bellman_Ford();
        if(tmp == 0) break;
        ans += tmp;
    }
    cout << (parcel > 0 ? -1 : ans);
}

```

## 5 String

### 5.1 KMP [132b98]

```

struct KMP {
    string sub;
    vector<int> failure;
    KMP(string &sub) {
        this->sub = sub;
        failure.resize(sub.size(), -1);
        buildFailFunction();
    }
    void buildFailFunction() {
        for(int i = 1; i < sub.size(); i++) {
            int now = failure[i - 1];
            while(now != -1 && sub[now + 1] != sub[i]) now = failure[now];
            if(sub[now + 1] == sub[i]) failure[i] = now + 1;
        }
    }
    vector<int> KMPmatching(string &s) {
        vector<int> match;
        for(int i = 0, now = -1; i < s.size(); i++) {
            // now is the compare succeeded length -1
            while(s[i] != sub[now + 1] && now != -1) now = failure[now];
            // f stores if comparison fail, move to where
            if(s[i] == sub[now + 1]) now++;
            if(now + 1 == sub.size()) {
                match.push_back(i - now);
                now = failure[now];
            }
        }
        return match;
    }
};

int main() {
    string s = "xxtxtxtxtx";
    string sub = "tx";
    KMP kmp(sub);
    vector<int> ans = kmp.KMPmatching(s);
    for(auto &i : ans) cout << i << " ";
}

```

### 5.2 Manacher [9c9ca6]

```

// 找到對於每個位置的迴文半徑
vector<int> manacher(string s) {
    string t = "#";
    for(auto c : s) {
        t += c;
        t += '#';
    }
    int n = t.size();
    vector<int> r(n);
    for(int i = 0, j = 0; i < n; i++) { // i 是中心, j 是最長回文字串中心

```

```

        if(2 * j - i >= 0 && j + r[j] > i) {
            r[i] = min(r[2 * j - i], j + r[j] - i);
        }
        while(i - r[i] >= 0 && i + r[i] < n && t[i - r[i]] == t[i + r[i]]) {
            r[i] += 1;
        }
        if(i + r[i] > j + r[j]) {
            j = i;
        }
    }
    return r;
}
// # a # b # a #
// 1 2 1 4 1 2 1
// index 為奇數代表中心點在字元上(即回文字串長度是奇數)

```

### 5.3 Trie [3b3aa0]

```

struct Trie {
    struct trie_node {
        bool is_word;
        vector<trie_node*> children;
        trie_node() {
            is_word = false;
            children.resize(26, NULL);
        }
    };
    trie_node *root = new trie_node();
    void insert(string &s) {
        trie_node *cur = root;
        for(int i = 0; i < s.size(); i++) {
            int idx = s[i] - 'a';
            if(cur->children[idx] == NULL) {
                cur->children[idx] = new trie_node();
            }
            cur = cur->children[idx];
        }
        cur->is_word = true;
    }
    bool is_in_trie(string &s) {
        trie_node *cur = root;
        for(int i = 0; i < s.size(); i++) {
            if(cur->children[s[i] - 'a'] == nullptr) return false;
            cur = cur->children[s[i] - 'a'];
        }
        return true;
    }
    int search_i_start(string &s, int i, vector<int> &dp) {
        trie_node *cur = root;
        int sz = s.size(), ans = 0;
        for(int j = i; j < sz; j++) {
            if(cur->children[s[j] - 'a'] == nullptr) return ans;
            cur = cur->children[s[j] - 'a'];
            if(cur->is_word) {
                (ans += dp[j + 1]) %= mod;
            }
        }
        return ans;
    }
};

int main() {
    // 找到 sub 集合裡，可以重複用，組成 s 的組數
    Trie trie;
    string s; cin >> s;
    int sz = s.size();
    // dp 代表 i 開頭到最後的配對總數
    // 找到有結尾為 stop 的 dp[i] += dp[j + 1]
    int n; cin >> n;
    vector<int> dp(sz + 1, 0);
    for(int i = 0; i < n; i++) {
        string sub; cin >> sub;
        trie.insert(sub);
    }
    dp[sz] = 1;
    for(int i = sz - 1; i >= 0; i--) {
        dp[i] = trie.search_i_start(s, i, dp);
    }
    cout << dp[0] << endl;
}

```

## 6 Math

### 6.1 質因數分解 [91ef59]

```

// a^(m-1) = 1 (mod m)
// a^(m-2) = 1/a (mod m)
// EXP2: cout << fast_exp(x, fast_exp(y, p, MOD - 1), MOD)
// Filter + DP; DP save min factor, recur, factor decomposition
// FacNums = (x+1)(y+1)(z+1)...
// FacSum = (a^0+a^1...+a^x)(b^0+...+b^y)
// FacMul = N(x+1)(y+1)(z+1)/2
int main() {
    vector<int> is_prime(2e6 + 1, 1);
    // 1 代表是質數，非 1 不是
    for(int i = 2; i <= 1000; i++) {
        if(is_prime[i] == 1) {
            for(int j = i + i; j <= 1000000; j += i) {
                is_prime[j] = 0;
            }
        }
    }
}

```



```

    }
}
int ans = 1;
int q; cin >> q;
map<int, int> mp;
while (is_prime[q] != 1) {
    mp[is_prime[q]]++;
    q /= is_prime[q];
}
if (q != 1) mp[q]++;
for (auto [a, b] : mp) {
    ans *= b + 1;
}
cout << ans << "\n";
}

```

## 6.2 矩陣快速冪 [d41d8c]

```

struct Mat {
    int n;
    vector<vector<int>> matrix;
    Mat(int n) {
        this->n = n;
        matrix.resize(n);
        for (int i = 0; i < n; i++) {
            matrix[i].resize(n);
        }
    }
    Mat(vector<vector<int>> matrix) {
        this->n = matrix.size();
        this->matrix = matrix;
    }
    Mat unit(int n) { // 單位矩陣
        Mat res(n);
        for (int i = 0; i < n; i++) {
            res.matrix[i][i] = 1;
        }
        return res;
    }
    Mat operator * (Mat b) {
        Mat ans(n);
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                for (int k = 0; k < n; k++) {
                    (ans.matrix[i][j] += (matrix[i][k] * b.matrix[k][j] % mod)) %= mod;
                }
            }
        }
        return ans;
    }
    Mat operator ^ (int p) {
        Mat x = *this;
        Mat ans = unit(n);
        while (p > 0) {
            if (p & 1) {
                ans *= x;
            }
            x *= x;
            p >>= 1;
        }
        return ans;
    }
    Mat operator ^=(int p) { *this = *this ^ p; return *this; }
};

signed main() {
    int n, ans; cin >> n;
    if (n <= 4) {
        vector<int> v = {0, 1, 1, 2, 4};
        ans = v[n];
    }
    else {
        Mat init({{4, 2, 1}, {2, 1, 1}, {1, 1, 0}});
        Mat T(3);
        T.matrix = {{1, 1, 0}, {1, 0, 1}, {1, 0, 0}};
        T ^= n - 4;
        init *= T;
        ans = init.matrix[0][0];
    }
    cout << ans << "\n";
}

// 初始矩陣 轉移式
// f4 f3 f2 1 1 0 f5 f4 f3
// f3 f2 f1 1 0 1 => f4 f3 f2
// f2 f1 f0 1 0 0 f3 f2 f1

```

## 6.3 盧卡斯定理 [c92c05]

```

struct nCr {
    int inverse(int num) {
        if (num == 1) return 1;
        return (mod - ((mod / num) * inverse(mod % num)) % mod) % mod;
    }
    int fast_exp(int x, int p) {
        x %= mod;
        int ans = 1;

```

```

        while (p > 0) {
            if (p & 1) ans = (ans * x) % mod;
            x = x * x % mod;
            p >>= 1;
        }
        return ans;
    }
    vector<int> fac;
    void buildFac(int n) {
        fac.resize(n + 1);
        fac[0] = 1;
        for (int i = 1; i <= n; i++) {
            fac[i] = fac[i - 1] * i % mod;
        }
    }
    int C(int m, int n) {
        return m < n ? 0 : fac[m] *
            inverse(fac[n]) % mod * inverse(fac[m - n]) % mod;
    }
    int Lucas(int m, int n) {
        return n == 0 ? 1 % mod : Lucas
            (m / mod, n / mod) * C(m % mod, n % mod) % mod;
    }
};

```

## 6.4 樹論分塊 [a2f49c]

```

// CSES_Sum_of_Divisors
const int mod = 1e9 + 7;
const int inv_2 = 500000004;
// n / 1 * 1 + n / 2 * 2 + n / 3 * 3 + ... + n / n * n
signed main() {
    int ans = 0;
    int n; cin >> n;
    for (int l = 1, r; l <= n; l = r + 1) {
        r = n / (n / l);
        int val = n / l; // n / l 到 n / r 一樣的值
        int sum = (((l + r) % mod) *
            ((r - l + 1) % mod)) % mod * inv_2; // l 加到 r
        val %= mod; sum %= mod;
        ans += val * sum;
        ans %= mod;
    }
    cout << ans << "\n";
}

```

## 6.5 Mobius Theorem

- 數論分塊可以快速計算一些含有除法向下取整的和式，就是像  $\sum_{i=1}^n f(i)g\left(\left\lfloor \frac{n}{i} \right\rfloor\right)$  的和式。當可以在  $O(1)$  內計算  $f(r) - f(l)$  或已經預處理出  $f$  的前綴和時，數論分塊就可以在  $O(\sqrt{n})$  的時間內計算上述和式的值。
- 迪利克雷捲積  $h(x) = \sum_{d|x} f(d)g\left(\frac{x}{d}\right)$
- 積性函數

### — 莫比烏斯函數

#### 1. 定義

$$\sum_{d|n} \mu(d) = \begin{cases} 1 & \text{for } n=1 \\ 0 & \text{for } n \neq 1 \end{cases}$$

#### 2. $\mu$ 是常數函數 1 的反元素

$\Rightarrow \mu * 1 = \epsilon$ ， $\epsilon(n)$  只在  $n=1$  時為 1，其餘情況皆為 0。

### — $\phi$ 歐拉函數: $x$ 以下與 $x$ 互質的數量

$$\begin{aligned}
 \phi * 1 &= \sum_{d|n} \phi\left(\frac{n}{d}\right) \text{ 質因數分解} \\
 &= \sum_{i=0}^c \phi(p^i) \\
 &= 1 + p^0(p-1) + p^1(p-1) + \dots + p^{c-1}(p-1) \\
 &= p^c \\
 &= id
 \end{aligned}$$

### — 莫比烏斯反演公式

- $f(n) = \sum_{d|n} g(d) \Leftrightarrow g(n) = \sum_{d|n} \mu(d) f\left(\frac{n}{d}\right)$
- $f(n) = \sum_{n|d} g(d) \Leftrightarrow g(n) = \sum_{n|d} \mu\left(\frac{d}{n}\right) f(d)$

• 例子

$$\begin{aligned}
 & \sum_{i=a}^b \sum_{j=c}^d [\gcd(i, j) = k] \\
 & \Rightarrow \sum_{i=1}^{\lfloor \frac{x}{k} \rfloor} \sum_{j=1}^{\lfloor \frac{y}{k} \rfloor} [\gcd(i, j) = 1] \\
 & = \sum_{i=1}^{\lfloor \frac{x}{k} \rfloor} \sum_{j=1}^{\lfloor \frac{y}{k} \rfloor} \epsilon(\gcd(i, j)) \\
 & = \sum_{i=1}^{\lfloor \frac{x}{k} \rfloor} \sum_{j=1}^{\lfloor \frac{y}{k} \rfloor} \sum_{d|\gcd(i, j)} \mu(d) \\
 & = \sum_{d=1}^{\infty} \mu(d) \sum_{i=1}^{\lfloor \frac{x}{kd} \rfloor} \sum_{j=1}^{\lfloor \frac{y}{kd} \rfloor} 1 \quad d \text{ 可整除 } i \text{ 時為 } 1 \\
 & = \sum_{d=1}^{\min(\lfloor \frac{x}{k} \rfloor, \lfloor \frac{y}{k} \rfloor)} \mu(d) \lfloor \frac{x}{kd} \rfloor \lfloor \frac{y}{kd} \rfloor
 \end{aligned}$$

## 6.6 莫比烏斯反演 [d41d8c]

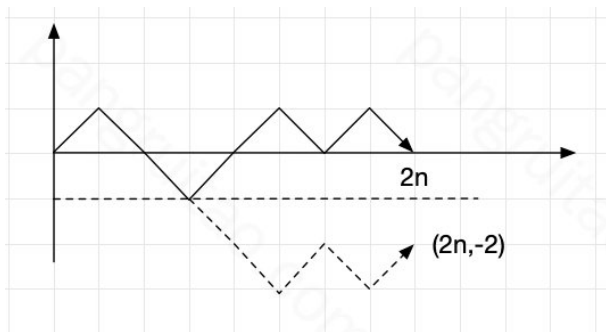
```

const int maxn = 2e5;
int mobius_pref[maxn];
void init() {
    mobius_pref[1] = 1;
    vector<int> wei
        (maxn); // wei = 0 代表是質數, -1 代表可被平方數整除
    for (int i = 2; i < maxn; i++) {
        if (wei[i] == -1) {
            mobius_pref[i] = mobius_pref[i - 1];
            continue; // 包含平方
        }
        if (wei[i] == 0) {
            wei[i] = 1;
            for (int j = 2; i * j < maxn; j++) {
                if (j % i == 0) wei[i * j] = -1;
                else if (wei[i * j] != -1) wei[i * j]++;
            }
        }
        mobius_pref[i]
            = mobius_pref[i - 1] + (wei[i] % 2 == 0 ? 1 : -1);
    }
}

void solve() {
    int a, b, c, d, k; cin >> a >> b >> c >> d >> k;
    auto cal = [&](int x, int y) -> int {
        int res = 0;
        for (int l = 1, r; l <= min(x, y); l = r + 1) {
            r = min(x / (x / l), y / (y / l));
            res += (mobius_pref[r] - mobius_pref[l - 1]) * (x / l) * (y / l); // 代推出來的式子
        }
        return res;
    };
    cout << cal
        (b / k, d / k) - cal((a - 1) / k, d / k) - cal(b / k,
            (c - 1) / k) + cal((a - 1) / k, (c - 1) / k) << "\n";
}

```

## 6.7 Catalan Theorem



1.  $n$  個往上  $n$  個往下, 先枚舉所有情況  $\frac{(2n)!}{n!n!} = C_n^{2n}$
2. 扣掉非法的, 有多少種可能讓最後的點落在  $(2n, -2)$

假設往上有  $x$  個, 往下有  $y$  個, 會有:

$$\begin{cases} x+y=2n \\ y-x=2 \end{cases} \Rightarrow \begin{cases} x=n-1 \\ y=n+1 \end{cases}$$

所以只要扣掉  $C_{n-1}^{2n}$  即可

## 6.8 Burnside's Lemma

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

- $G$ : 各種翻轉操作所構成的置換群
- $X/G$ : 本質不同的染色方案的集合
- $X^g$ : 對於某一種操作  $g$ , 所有方案中, 經過  $g$  這種翻轉後保持不變的方案集合
- 集合取絕對值代表集合數

## 7 Search and Greedy

### 7.1 二分搜 [d41d8c]

```

int main() {
    int l = 1, r = 10;
    // 1 to tar, find tar
    while (l <= r) {
        int m = (l + r) / 2;
        if (check(m)) l = m + 1;
        else r = m - 1;
    }
    cout << r;
    // tar to end
    while (l <= r) {
        int m = (l + r) / 2;
        if (check(m)) r = m - 1;
        else l = m + 1;
    }
    cout << l;
}

```

### 7.2 三分搜 [d41d8c]

```

// 找極值問題, 遞增遞減
void solve() {
    int l = 0, r = 10, ans = 0; // ans 紀錄答案
    while (l <= r) {
        int d = (r - l) / 3; // 差
        int ml = l + d, mr = r - d; // mr 要用減的
        auto cal = [&](int m) -> int {
            int x = 0;
            return x; // 計算答案
        };
        int ans1 = cal(ml), ans2 = cal(mr);
        if (ans1 < ans2) {
            l = ml + 1;
        }
        else r = mr - 1;
    }
}

```

## 8 Tree

### 8.1 LCA [2be9ca]

```

int main() {
    int n, q; cin >> n >> q;
    vector<vector<int>> tree(n + 1);
    for (int i = 1; i < n; i++) {
        int u, v; cin >> u >> v;
        tree[u].push_back(v);
        tree[v].push_back(u);
    }
    vector<vector<int>> par(n + 1, vector<int>(18));
    vector<int> depth(n + 1);
    auto dfs = [&](auto self, int u, int pre) -> void {
        for (auto v : tree[u]) {
            if (v == pre) continue;
            par[v][0] = u; // 2^0
            depth[v] = depth[u] + 1;
            self(self, v, u);
        }
    };
    dfs(dfs, 1, 0);
    for (int i = 1; i < 18; i++) {
        for (int j = 1; j <= n; j++) {
            par[j][i] = par[par[j][i-1]][i-1];
        }
    }
    auto lca = [&](int a, int b) -> int {
        if (depth[a] < depth[b]) swap(a, b);
        int pull = depth[a] - depth[b];
        for (int i = 0; i < 18; i++) {
            if (pull & (1 << i)) {
                a = par[a][i];
            }
        }
        if (a == b) return a;
        for (int i = 17; i >= 0; i--) {
            if (par[a][i] != par[b][i]) {
                a = par[a][i], b = par[b][i];
            }
        }
        return par[a][0];
    };
}

```

## 8.2 樹 DFS [7b2c0c]

```
const int maxn = 2e5+5;
vector<int> depth;
void dfs(vector<vector<int>> &tree, int u, int pre) {
    for(auto v : tree[u]){
        if(v == pre)
            depth[v] = depth[u] + 1;
        dfs(tree, v, u);
    }
}
```

## 8.3 樹重心 [833d90]

```
const int maxn = 2e5+5;
vector<int> tree[maxn];
int cen = 0, n;
int dfs(int par, int now) {
    bool flag = 1;
    int size = 0;
    for (auto nxt : tree[now]) {
        if (par != nxt) {
            int subsize = dfs(now, nxt);
            if (subsize > n / 2) flag = false;
            size += subsize;
        }
    }
    if (n - 1 - size > n / 2) flag = false;
    if (flag) cen = now;
    return size + 1;
}
int main() {
    cin >> n;
    for (int i = 1; i < n; i++) {
        int u, v; cin >> u >> v;
        tree[u].push_back(v);
        tree[v].push_back(u);
    }
    for (int i = 1; i <= n; i++) {
        for (auto nxt : tree[i])
            dfs(i, nxt);
        if (cen) break;
    }
}
```

## 8.4 節點距離總和 [52870c]

```
const int maxn = 2e5+5;
vector<int> tree[maxn];
vector<int> subtree[maxn, 1];
long long ans[maxn];
int n;
void dfs(int par, int now, int depth) {
    ans[i] += depth;
    for (auto nxt : tree[now]) {
        if (par != nxt) {
            dfs(now, nxt, depth + 1);
            subtree[now] += subtree[nxt];
        }
    }
}
void find_ans(int par, int now) {
    // each sub's dis make - 1, non subnode + 1
    for (auto nxt : tree[now]) {
        if (par != nxt) {
            ans[nxt] =
                ans[now] + (n - subtree[nxt]) - subtree[nxt];
            find_ans(now, nxt);
        }
    }
}
int main() {
    cin >> n;
    for (int i = 1; i < n; i++) {
        int u, v; cin >> u >> v;
        tree[u].push_back(v);
        tree[v].push_back(u);
    }
    dfs(0, 1, 0);
    find_ans(0, 1);
    for (int i = 1; i <= n; i++) {
        cout << ans[i] << " ";
    }
}
```

## 8.5 有權樹直徑 [ca20c3]

```
// weighted tree centroid
const int maxn = 1e5+5;
vector<pair<int, int>> tree[maxn];
ll dp[maxn];
ll ans = 0;
void DP(int now, int par){
    ll mx1 = 0; ll mx2 = 0;
    for(auto [nxt, w] : tree[now]){
        if(nxt == par) continue;
        DP(nxt, now);
        if(mx1 < w + dp[nxt]){ // mx2 = mx1, mx1 = new mx
            mx2 = mx1; mx1 = w + dp[nxt];
        }
        else if(mx2 < w + dp[nxt]){ // mx2 = new

```

```
mx2 = w + dp[nxt];
        }
    }
    dp[now] = mx1;
    ans = max(ans, mx1 + mx2);
}
int main(){
    int n; cin >> n;
    memset(dp, 0, sizeof(dp));
    for(int i = 1; i < n; i++){
        int u, v, w; cin >> u >> v >> w;
        tree[u].push_back({v, w});
        tree[v].push_back({u, w});
    }
    DP(1, 0);
    cout << (ans < 0 ? 0 : ans);
}
```

## 8.6 樹壓平 [83ba92]

```
// 父節
// 點加值 = 所有子節點區間加值，求單點，使用 bit，做前綴差分
// CSES 1138_Path Queries
// BIT 都是 1-based 的查詢
struct BIT {
    int n;
    vector<int> bit;
    BIT(int n) { // 有幾個數
        this->n = n;
        bit.resize(n + 1, 0);
    }
    BIT(vector<int> &init) { // 必須是 1-based
        this->n = init.size() - 1;
        bit.resize(n + 1, 0);
        for (int i = 1; i <= n; i++) {
            modify(i, init[i]);
        }
    }
    void modify(int i, int val) {
        for (; i <= n; i += i & -i) {
            bit[i] += val;
        }
    }
    int query(int r) {
        int ans = 0;
        for (; r; r -= r & -r) ans += bit[r];
        return ans;
    }
    int query(int l, int r) {
        return query(r) - query(l - 1);
    }
};
void solve(){
    int n, q; cin >> n >> q;
    vector<int> node_value(n + 1), euler_ordered_value(n);
    for (int i = 1; i <= n; i++) {
        cin >> node_value[i];
    }
    vector<vector<int>> tree(n + 1);
    for (int i = 1; i < n; i++) {
        int u, v; cin >> u >> v;
        tree[u].push_back(v);
        tree[v].push_back(u);
    }
    vector<pair<int, int>> tree_mapping(n + 1);
    int cnt = 0;
    auto dfs = [&](auto self, int u, int par) -> void {
        euler_ordered_value[++cnt] = node_value[u];
        tree_mapping[u].first = cnt;
        for (auto v : tree[u]) {
            if (v == par) continue;
            self(self, v, u);
        }
        tree_mapping[u].second = cnt;
    };
    dfs(dfs, 1, 0);
    BIT bit(n);
    for (int i = 1; i <= n; i++) {
        bit.modify(tree_mapping[i].first, node_value[i]);
        if (tree_mapping[i].first < n) {
            bit.modify
                (tree_mapping[i].second + 1, -node_value[i]);
        }
    }
    for (int i = 0; i < q; i++) {
        int op; cin >> op;
        if (op == 1) {
            int s, x; cin >> s >> x;
            int add = x
                - euler_ordered_value[tree_mapping[s].first];
            euler_ordered_value[tree_mapping[s].first] = x;
            bit.modify(tree_mapping[s].first, add);
            if (tree_mapping[s].first < n) {
                bit.modify(tree_mapping[s].second + 1, -add);
            }
        }
        else {
            int node; cin >> node;
            cout <<
                bit.query(tree_mapping[node].first) << "\n";
        }
    }
}
```



```

        dp[i][j] = max(dp[i - 1][j], dp[i][j - 1]);
    }
}
int length = dp[m][n];
cout << length << "\n";
string s(length, 'c');
// along to dp to trace back
while (m >= 1 && n >= 1) {
    if (s1[m - 1] == s2[n - 1]) {
        s[length - 1] = s1[m - 1];
        m--, n--, length--;
    }
    else {
        if (dp[m - 1][n] > dp[m][n - 1]) m--;
        else n--;
    }
}
cout << s << "\n";
}
}

```

## 9.6 LIS [668131]

```

int main() {
    int n; cin >> n;
    vector<int> v(n);
    for (int i = 0; i < n; i++) {
        cin >> v[i];
    }
    int dp[n]; vector<int> mono;
    mono.push_back(v[0]);
    dp[0] = 1; int L = 1;
    for (int i = 1; i < n; i++) {
        if (v[i] > mono.back()) {
            mono.push_back(v[i]);
            dp[i] = ++L;
        }
        else {
            auto it
                = lower_bound(mono.begin(), mono.end(), v[i]);
            *it = v[i];
            dp[i] = it - mono.begin() + 1;
        }
    }
    vector<int> ans;
    cout << L << "\n";
    for (int i = n - 1; i >= 0; i--) {
        if (dp[i] == L) {
            ans.push_back(v[i]);
            L--;
        }
    }
    reverse(ans.begin(), ans.end());
    for (auto i : ans) {
        cout << i << " ";
    }
}

```

## 9.7 Projects [479ba0]

```

struct project {
    int from, end, gain, id;
};
int main() {
    int n; cin >> n;
    vector<project> projects(n + 1);
    for (int i = 1; i <= n; i++) {
        cin >> projects[i].from >> projects[i].end >> projects[i].gain;
        projects[i].id = i;
    }
    sort(all(projects), [](project a, project b) {
        if (a.end == b.end) return a.gain < b.gain;
        return a.end < b.end;
    });
    vector<array<int, 3>> dp(n + 1, {0, 0, 0}); // nums, gain, time
    vector<int> par(n + 1, 0), ans, add(n + 1, -1);
    for (int i = 1; i <= n; i++) {
        int idx = --upper_bound(projects.begin(), projects.end(),
            project{0, projects[i].from, 0, 0}),
            [(const project &a, const project &b) -> bool {
                return a.end < b.end;
            }) - projects.begin(); // 二分搜最接近 from 的 end
        dp[i] = dp[idx][1];
        par[i] = i - 1;
        if (dp[i][1] < dp[idx][1] + projects[i].gain ||
            (dp[i][1] == dp[idx][1] + projects[i].gain && dp[i][2] > dp[
                idx][2] + projects[i].end - projects[i].from)) {
            dp[i] = {dp[idx][1] + projects[i].gain, dp[
                idx][2] + projects[i].end - projects[i].from};
            par[i] = idx;
            add[i] = projects[i].id;
        }
    }
    cout << dp[n][0] << " " << dp[n][1] << " " << dp[n][2] << "\n";
    for (int now = n; now > 0; now = par[now]) {
        if (add[now] != -1)

```

```

        ans.push_back(add[now]);
    }
    sort(all(ans));
    for (auto &i : ans) cout << i << " ";
}

```

## 9.8 Removal Game [211de0]

```

// 兩個人比賽，每個人輪流取一個數字且只能是頭尾
// 問兩人都選得好，第一個人可取得的最大分數
int main() {
    int n; cin >> n;
    vector<vector<int>> dp(n + 1, vector<int>(n + 1));
    int pref = 0;
    vector<int> v(n + 1);
    for (int i = 1; i <= n; i++) {
        cin >> v[i];
        pref += v[i];
    }
    // dp[i][j] 是 i 到 j 區間選完，的最大分數差
    for (int i = n; i > 0; i--) {
        for (int j = i; j <= n; j++) {
            if (i == j) {
                dp[i][j] = v[i];
            }
            else {
                // 選左差距大，還是選右差距大
                dp[i][j] = max(
                    v[i] - dp[i + 1][j], v[j] - dp[i][j - 1]);
            }
        }
    }
    // x + y = sum, dp[1][n] = x - y;
    cout << (pref + dp[1][n]) / 2;
}

```

## 9.9 Max overlap [07fccd]

```

// CF 1932 pF
// 給你很多區間，你可以選一些點，重疊到的線段得到 1 分
// 請問在線段不重複的情況下，最多獲得幾分
int main() {
    int n, m;
    cin >> n >> m;
    // 記錄每點有幾個線段
    // 再一個紀錄，包含這個點的左界
    vector<int> l_side(n + 1, inf), cnt(n + 5, 0);
    for (int i = 0; i < m; i++) {
        int l, r; cin >> l >> r;
        l_side[r] = min(l_side[r], l);
        cnt[l]++;
        cnt[r + 1]--;
    }
    for (int i = 2; i <= n; i++) {
        cnt[i] += cnt[i - 1];
    }
    for (int i = n; i >= 2; i--) {
        l_side[i - 1] = min(l_side[i - 1], l_side[i]);
    }
    vector<int> dp(n + 1);
    dp[0] = 0;
    for (int i = 1; i <= n; i++) {
        dp[i] = cnt[i];
        if (l_side[i] != inf) {
            dp[i] += dp[l_side[i] - 1];
        }
        dp[i] = max(dp[i], dp[i - 1]);
    }
    cout << dp[n] << "\n";
}

```

# 10 Geometry

## 10.1 Cross Product [8113ac]

```

const double eps = 1e-8;
struct point {
    double x, y;
    point operator * (int a) { return {a * x, a * y}; }
    point operator + (point b) { return {x + b.x, y + b.y}; }
    point operator - (point b) { return {x - b.x, y - b.y}; }
    double operator * (point b) { return x * b.x + y * b.y; }
    double operator ^ (point b) { return x * b.y - y * b.x; }
    bool operator < (point b) { return x == b.x ? y < b.y : x < b.x; }
};
double abs(point a) { return sqrt(a * a); }
int sign(
    (double a) { return fabs(a) < eps ? 0 : a > 0 ? 1 : -1; }
int ori(point
    a, point b, point c) { return sign((b - a) ^ (c - a)); }
bool colinear(point a,
    point b, point c) { return sign((b - a) ^ (c - a)) == 0; }
bool between(point a, point b, point c) { // c between a and b
    if (!colinear(a, b, c)) return false;
    return sign((a - c) * (b - c)) <= 0;
}
bool intersect(point
    a, point b, point c, point d) { // line(a, b) line(c, d)
    int abc = ori(a, b, c);

```

```

int abd = ori(a, b, d);
int cda = ori(c, d, a);
int cdb = ori(c, d, b);
if(abc == 0 || abd == 0)
    return between(a, b, c) || between
        (a, b, d) || between(c, d, a) || between(c, d, b);
return abc * abd <= 0 && cda * cdb <= 0;
}

```

## 10.2 Convex Hull [e84f76]

```

vector<pii> P, L, U;
int cross(pii o, pii a, pii b){ // OA OB > 0 counterclock
    return (a.first - o.first) * (b.second
        - o.second) - (a.second - o.second) * (b.first - o.first);
}
int Andrew_monotone_chain(int n){
    sort(P.begin(), P.end());
    int l = 0, u = 0; // upper and lower hull
    for (int i=0; i<n; ++i){
        while (l >= 2 && cross(L[l-2], L[l-1], P[i]) <= 0){
            l--;
            L.pop_back();
        }
        while (u >= 2 && cross(U[u-2], U[u-1], P[i]) >= 0){
            u--;
            U.pop_back();
        }
        l++;
        u++;
        L.push_back(P[i]);
        U.push_back(P[i]);
    }
    cout << l << ' ' << u << '\n';
    return l + u;
}
int main(){
    int n, x, y;
    cin >> n;
    for(int i = 0; i < n; i++){
        cin >> x >> y;
        P.push_back({x, y});
    }
    int ans = Andrew_monotone_chain(n) - 2;
    cout << ans << "\n";
    return 0;
}

```