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# 1 Setting

## 1.1 PS

```
#include <bits/stdc++.h>

using namespace std;

#define for1(s, e) for(int i = s; i < e; i++)
#define for1j(s, e) for(int j = s; j < e; j++)
#define forEach(k) for(auto i : k)
#define forEachj(k) for(auto j : k)
#define sz(vct) vct.size()
#define all(vct) vct.begin(), vct.end()
#define sortv(vct) sort(vct.begin(), vct.end())
#define uniq(vct) sort(all(vct));vct.erase(unique(all(vct)), vct.end())
#define fi first
#define se second
#define INF (1ll << 60ll)

typedef unsigned long long ull;
typedef long long ll;
typedef ll llint;
typedef unsigned int uint;
typedef unsigned long long int ull;
typedef ull ullint;

typedef pair<int, int> pii;
typedef pair<ll, ll> pll;
typedef pair<double, double> pdd;
typedef pair<double, int> pdi;
typedef pair<string, string> pss;

typedef vector<int> iv1;
typedef vector<iv1> iv2;
typedef vector<ll> llv1;
typedef vector<llv1> llv2;

typedef vector<pii> piiv1;
typedef vector<piiv1> piiv2;
typedef vector<pll> pll1;
typedef vector<pll1> pll2;
typedef vector<pdd> pddv1;
typedef vector<pddv1> pddv2;

const double EPS = 1e-8;
const double PI = acos(-1);

template<typename T>
T sq(T x) { return x * x; }

int sign(ll x) { return x < 0 ? -1 : x > 0 ? 1 : 0; }
int sign(int x) { return x < 0 ? -1 : x > 0 ? 1 : 0; }
int sign(double x) { return abs(x) < EPS ? 0 : x < 0 ? -1 : 1; }
```

```
void solve() {
}

int main() {
    ios::sync_with_stdio(0);
    cin.tie(NULL);cout.tie(NULL);
    int tc = 1; // cin >> tc;
    while(tc--) solve();
}
```

## 2 Math

### 2.1 Basic Arithmetics

```
typedef long long ll;
typedef unsigned long long ull;

// calculate lg2(a)
inline int lg2(ll a) {
    return 63 - __builtin_clzll(a);
}

// calculate the number of 1-bits
inline int bitcount(ll a) {
    return __builtin_popcountll(a);
}

// calculate ceil(a/b)
// |a|, |b| <= (2^63)-1 (does not cover -2^63)
ll ceildiv(ll a, ll b) {
    if (b < 0) return ceildiv(-a, -b);
    if (a < 0) return (-a) / b;
    return ((ull)a + (ull)b - 1ull) / b;
}

// calculate floor(a/b)
// |a|, |b| <= (2^63)-1 (does not cover -2^63)
ll floordiv(ll a, ll b) {
    if (b < 0) return floordiv(-a, -b);
    if (a >= 0) return a / b;
    return -(ll)(((ull)(-a) + b - 1) / b);
}

// calculate a*b % m
// x86-64 only
ll large_mod_mul(ll a, ll b, ll m) {
    return ll((__int128)a*(__int128)b%m);
}

// calculate a*b % m
// |m| < 2^62, x86 available
// O(logb)
ll large_mod_mul(ll a, ll b, ll m) {
```

```
    a %= m; b %= m; ll r = 0, v = a;
    while (b) {
        if (b&1) r = (r + v) % m;
        b >>= 1;
        v = (v << 1) % m;
    }
    return r;
}

// calculate n^k % m
ll modpow(ll n, ll k, ll m) {
    ll ret = 1;
    n %= m;
    while (k) {
        if (k & 1) ret = large_mod_mul(ret, n, m);
        n = large_mod_mul(n, n, m);
        k /= 2;
    }
    return ret;
}

// calculate gcd(a, b)
ll gcd(ll a, ll b) {
    return b == 0 ? a : gcd(b, a % b);
}

// find a pair (c, d) s.t. ac + bd = gcd(a, b)
pair<ll, ll> extended_gcd(ll a, ll b) {
    if (b == 0) return { 1, 0 };
    auto t = extended_gcd(b, a % b);
    return { t.second, t.first - t.second * (a / b) };
}

// find x in [0,m) s.t. ax === gcd(a, m) (mod m)
ll modinverse(ll a, ll m) {
    return (extended_gcd(a, m).first % m + m) % m;
}

// calculate modular inverse for 1 ~ n
void calc_range_modinv(int n, int mod, int ret[]) {
    ret[1] = 1;
    for (int i = 2; i <= n; ++i)
        ret[i] = (ll)(mod - mod/i) * ret[mod%i] % mod;
}
```

### 2.2 FFT

```
void fft(int sign, int n, double *real, double *imag) {
    double theta = sign * 2 * pi / n;
    for (int m = n; m >= 2; m >>= 1, theta *= 2) {
        double wr = 1, wi = 0, c = cos(theta), s = sin(theta);
        for (int i = 0, mh = m >> 1; i < mh; ++i) {
            for (int j = i; j < n; j += m) {
                int k = j + mh;
                double xr = real[j] - real[k], xi = imag[j] - imag[k];
```

```

        real[j] += real[k], imag[j] += imag[k];
        real[k] = wr * xr - wi * xi, imag[k] = wr * xi + wi * xr;
    }
    double _wr = wr * c - wi * s, _wi = wr * s + wi * c;
    wr = _wr, wi = _wi;
}
}
for (int i = 1, j = 0; i < n; ++i) {
    for (int k = n >> 1; k > (j ^= k); k >>= 1);
    if (j < i) swap(real[i], real[j]), swap(imag[i], imag[j]);
}
}
// Compute Poly(a)*Poly(b), write to r; Indexed from 0
// O(n*logn)
int mult(int *a, int n, int *b, int m, int *r) {
    const int maxn = 100;
    static double ra[maxn], rb[maxn], ia[maxn], ib[maxn];
    int fn = 1;
    while (fn < n + m) fn <= 1; // n + m: interested length
    for (int i = 0; i < n; ++i) ra[i] = a[i], ia[i] = 0;
    for (int i = n; i < fn; ++i) ra[i] = ia[i] = 0;
    for (int i = 0; i < m; ++i) rb[i] = b[i], ib[i] = 0;
    for (int i = m; i < fn; ++i) rb[i] = ib[i] = 0;
    fft(1, fn, ra, ia);
    fft(1, fn, rb, ib);
    for (int i = 0; i < fn; ++i) {
        double real = ra[i] * rb[i] - ia[i] * ib[i];
        double imag = ra[i] * ib[i] + rb[i] * ia[i];
        ra[i] = real, ia[i] = imag;
    }
    fft(-1, fn, ra, ia);
    for (int i = 0; i < fn; ++i) r[i] = (int)floor(ra[i] / fn + 0.5);
    return fn;
}

```

## 2.3 Chinese Remainder

```

// find x s.t. x === a[0] (mod n[0])
//             === a[1] (mod n[1])
//             ...
// assumption: gcd(n[i], n[j]) = 1
ll chinese_remainder(ll* a, ll* n, int size) {
    if (size == 1) return *a;
    ll tmp = modinverse(n[0], n[1]);
    ll tmp2 = (tmp * (a[1] - a[0]) % n[1] + n[1]) % n[1];
    ll ora = a[1];
    ll tgcd = gcd(n[0], n[1]);
    a[1] = a[0] + n[0] / tgcd * tmp2;
    n[1] *= n[0] / tgcd;
    ll ret = chinese_remainder(a + 1, n + 1, size - 1);
    n[1] /= n[0] / tgcd;
    a[1] = ora;
    return ret;
}

```

## 3 Data Structure

## 4 Geometry

### 4.1 Basic Operations

```

const double eps = 1e-9;

inline int diff(double lhs, double rhs) {
    if (lhs - eps < rhs && rhs < lhs + eps) return 0;
    return (lhs < rhs) ? -1 : 1;
}

inline bool is_between(double check, double a, double b) {
    if (a < b)
        return (a - eps < check && check < b + eps);
    else
        return (b - eps < check && check < a + eps);
}

struct Point {
    double x, y;
    bool operator==(const Point& rhs) const {
        return diff(x, rhs.x) == 0 && diff(y, rhs.y) == 0;
    }
    Point operator+(const Point& rhs) const {
        return Point{ x + rhs.x, y + rhs.y };
    }
    Point operator-(const Point& rhs) const {
        return Point{ x - rhs.x, y - rhs.y };
    }
    Point operator*(double t) const {
        return Point{ x * t, y * t };
    }
};

struct Circle {
    Point center;
    double r;
};

struct Line {
    Point pos, dir;
};

inline double inner(const Point& a, const Point& b) {
    return a.x * b.x + a.y * b.y;
}

inline double outer(const Point& a, const Point& b) {
    return a.x * b.y - a.y * b.x;
}

inline int ccw_line(const Line& line, const Point& point) {

```

```

    return diff(outer(line.dir, point - line.pos), 0);
}

inline int ccw(const Point& a, const Point& b, const Point& c) {
    return diff(outer(b - a, c - a), 0);
}

inline double dist(const Point& a, const Point& b) {
    return sqrt(inner(a - b, a - b));
}

inline double dist2(const Point &a, const Point &b) {
    return inner(a - b, a - b);
}

inline double dist(const Line& line, const Point& point, bool segment = false) {
    double c1 = inner(point - line.pos, line.dir);
    if (segment && diff(c1, 0) <= 0) return dist(line.pos, point);
    double c2 = inner(line.dir, line.dir);
    if (segment && diff(c2, c1) <= 0) return dist(line.pos + line.dir, point);
    return dist(line.pos + line.dir * (c1 / c2), point);
}

bool get_cross(const Line& a, const Line& b, Point& ret) {
    double mdet = outer(b.dir, a.dir);
    if (diff(mdet, 0) == 0) return false;
    double t2 = outer(a.dir, b.pos - a.pos) / mdet;
    ret = b.pos + b.dir * t2;
    return true;
}

bool get_segment_cross(const Line& a, const Line& b, Point& ret) {
    double mdet = outer(b.dir, a.dir);
    if (diff(mdet, 0) == 0) return false;
    double t1 = -outer(b.pos - a.pos, b.dir) / mdet;
    double t2 = outer(a.dir, b.pos - a.pos) / mdet;
    if (!is_between(t1, 0, 1) || !is_between(t2, 0, 1)) return false;
    ret = b.pos + b.dir * t2;
    return true;
}

Point inner_center(const Point &a, const Point &b, const Point &c) {
    double wa = dist(b, c), wb = dist(c, a), wc = dist(a, b);
    double w = wa + wb + wc;
    return Point{ (wa * a.x + wb * b.x + wc * c.x) / w, (wa * a.y + wb * b.y +
        wc * c.y) / w };
}

Point outer_center(const Point &a, const Point &b, const Point &c) {
    Point d1 = b - a, d2 = c - a;
    double area = outer(d1, d2);
    double dx = d1.x * d1.x * d2.y - d2.x * d2.x * d1.y
        + d1.y * d2.y * (d1.y - d2.y);
    double dy = d1.y * d1.y * d2.x - d2.y * d2.y * d1.x
        + d1.x * d2.x * (d1.x - d2.y);

```

```

    return Point{ a.x + dx / area / 2.0, a.y - dy / area / 2.0 };
}

vector<Point> circle_line(const Circle& circle, const Line& line) {
    vector<Point> result;
    double a = 2 * inner(line.dir, line.dir);
    double b = 2 * (line.dir.x * (line.pos.x - circle.center.x)
        + line.dir.y * (line.pos.y - circle.center.y));
    double c = inner(line.pos - circle.center, line.pos - circle.center)
        - circle.r * circle.r;
    double det = b * b - 2 * a * c;
    int pred = diff(det, 0);
    if (pred == 0)
        result.push_back(line.pos + line.dir * (-b / a));
    else if (pred > 0) {
        det = sqrt(det);
        result.push_back(line.pos + line.dir * ((-b + det) / a));
        result.push_back(line.pos + line.dir * ((-b - det) / a));
    }
    return result;
}

vector<Point> circle_circle(const Circle& a, const Circle& b) {
    vector<Point> result;
    int pred = diff(dist(a.center, b.center), a.r + b.r);
    if (pred > 0) return result;
    if (pred == 0) {
        result.push_back((a.center * b.r + b.center * a.r) * (1 / (a.r + b.r)));
        return result;
    }
    double aa = a.center.x * a.center.x + a.center.y * a.center.y - a.r * a.r;
    double bb = b.center.x * b.center.x + b.center.y * b.center.y - b.r * b.r;
    double tmp = (bb - aa) / 2.0;
    Point cdiff = b.center - a.center;
    if (diff(cdiff.x, 0) == 0) {
        if (diff(cdiff.y, 0) == 0)
            return result; // if (diff(a.r, b.r) == 0): same circle
        return circle_line(a, Line{ Point{ 0, tmp / cdiff.y }, Point{ 1, 0 } });
    }
    return circle_line(a,
        Line{ Point{ tmp / cdiff.x, 0 }, Point{ -cdiff.y, cdiff.x } });
}

Circle circle_from_3pts(const Point& a, const Point& b, const Point& c) {
    Point ba = b - a, cb = c - b;
    Line p{ (a + b) * 0.5, Point{ ba.y, -ba.x } };
    Line q{ (b + c) * 0.5, Point{ cb.y, -cb.x } };
    Circle circle;
    if (!get_cross(p, q, circle.center))
        circle.r = -1;
    else
        circle.r = dist(circle.center, a);
    return circle;
}

```

```

Circle circle_from_2pts_rad(const Point& a, const Point& b, double r) {
    double det = r * r / dist2(a, b) - 0.25;
    Circle circle;
    if (det < 0)
        circle.r = -1;
    else {
        double h = sqrt(det);
        // center is to the left of a->b
        circle.center = (a + b) * 0.5 + Point{ a.y - b.y, b.x - a.x } * h;
        circle.r = r;
    }
    return circle;
}

```

## 4.2 Convex Hull

```

// find convex hull
// O(n*logn)
vector<Point> convex_hull(vector<Point>& dat) {
    if (dat.size() <= 3) return dat;
    vector<Point> upper, lower;
    sort(dat.begin(), dat.end(), [](const Point& a, const Point& b) {
        return (a.x == b.x) ? a.y < b.y : a.x < b.x;
    });
    for (const auto& p : dat) {
        while (upper.size() >= 2 && ccw(++upper.rbegin(), *upper.rbegin(), p)
            >= 0) upper.pop_back();
        while (lower.size() >= 2 && ccw(++lower.rbegin(), *lower.rbegin(), p)
            <= 0) lower.pop_back();
        upper.emplace_back(p);
        lower.emplace_back(p);
    }
    upper.insert(upper.end(), ++lower.rbegin(), --lower.rend());
    return upper;
}

```

## 4.3 Pooint in Polygon

```

typedef double coord_t;

inline coord_t is_left(Point p0, Point p1, Point p2) {
    return (p1.x - p0.x) * (p2.y - p0.y) - (p2.x - p0.x) * (p1.y - p0.y);
}

// point in polygon test
// http://geomalgorithms.com/a03-_inclusion.html
bool is_in_polygon(Point p, vector<Point>& poly) {
    int wn = 0;
    for (int i = 0; i < poly.size(); ++i) {
        int ni = (i + 1 == poly.size()) ? 0 : i + 1;
        if (poly[i].y <= p.y) {
            if (poly[ni].y > p.y) {
                if (is_left(poly[i], poly[ni], p) > 0) {
                    ++wn;
                }
            }
        }
    }
    return wn > 0;
}

```

```

    }
}
else {
    if (poly[ni].y <= p.y) {
        if (is_left(poly[i], poly[ni], p) < 0) {
            --wn;
        }
    }
}
}
return wn != 0;
}

```

## 4.4 Polygon Cut

```

// left side of a->b
vector<Point> cut_polygon(const vector<Point>& polygon, Line line) {
    if (!polygon.size()) return polygon;
    typedef vector<Point>::const_iterator piter;
    piter la, lan, fi, fip, i, j;
    la = lan = fi = fip = polygon.end();
    i = polygon.end() - 1;
    bool lastin = diff(ccw_line(line, polygon[polygon.size() - 1]), 0) > 0;
    for (j = polygon.begin(); j != polygon.end(); j++) {
        bool thisin = diff(ccw_line(line, *j), 0) > 0;
        if (lastin && !thisin) {
            la = i;
            lan = j;
        }
        if (!lastin && thisin) {
            fi = j;
            fip = i;
        }
        i = j;
        lastin = thisin;
    }
    if (fi == polygon.end()) {
        if (!lastin) return vector<Point>();
        return polygon;
    }
    vector<Point> result;
    for (i = fi; i != lan; i++) {
        if (i == polygon.end()) {
            i = polygon.begin();
            if (i == lan) break;
        }
        result.push_back(*i);
    }
    Point lc, fc;
    get_cross(Line{ *la, *lan - *la }, line, lc);
    get_cross(Line{ *fip, *fi - *fip }, line, fc);
    result.push_back(lc);
    if (diff(dist2(lc, fc), 0) != 0) result.push_back(fc);
    return result;
}

```

```
}
```

## 4.5 Rotating Calipers

```
// get all antipodal pairs
// O(n)
void antipodal_pairs(vector<Point>& pt) {
    // calculate convex hull
    sort(pt.begin(), pt.end(), [](const Point& a, const Point& b) {
        return (a.x == b.x) ? a.y < b.y : a.x < b.x;
    });
    vector<Point> up, lo;
    for (const auto& p : pt) {
        while (up.size() >= 2 && ccw(++up.rbegin(), *up.rbegin(), p) >= 0) up.
            pop_back();
        while (lo.size() >= 2 && ccw(++lo.rbegin(), *lo.rbegin(), p) <= 0) lo.
            pop_back();
        up.emplace_back(p);
        lo.emplace_back(p);
    }

    for (int i = 0, j = (int)lo.size() - 1; i + 1 < up.size() || j > 0; ) {
        get_pair(up[i], lo[j]); // DO WHAT YOU WANT
        if (i + 1 == up.size()) {
            --j;
        }
        else if (j == 0) {
            ++i;
        }
        else if ((long long)(up[i + 1].y - up[i].y) * (lo[j].x - lo[j - 1].x)
            > (long long)(up[i + 1].x - up[i].x) * (lo[j].y - lo[j - 1].y)) {
            ++i;
        }
        else {
            --j;
        }
    }
}
```

## 5 Graph

### 5.1 Dijkstra

```
template<typename T> struct Dijkstra {
    /*
    T: 간선가중치타입
    */
    struct Edge {
        ll node;
        T cost;
        bool operator<(const Edge &to) const {
            return cost > to.cost;
        }
    }
};
```

```
};
```

```
ll n;
vector<vector<Edge>> adj;
vector<ll> prev;
```

```
Dijkstra(ll n) : n{n}, adj(n+1) {}
```

```
void addEdge(ll s, ll e, T cost) {
    adj[s].push_back(Edge(e, cost));
}
```

```
void addUndirectedEdge(ll s, ll e, T cost) {
    addEdge(s, e, cost);
    addEdge(e, s, cost);
}
```

```
vector<ll> dijkstra(ll s) {
    vector<ll> dist(n+1, INF);
    prev.resize(n+1, -1);
    priority_queue<edge> pq;
    pq.push({s, 0ll});
    dist[s] = 0;
    while (!pq.empty()) {
        edge cur = pq.top();
        pq.pop();
        if (cur.cost > dist[cur.node]) continue;
        for (auto &nxt : adj[cur.node])
            if (dist[cur.node] + nxt.cost < dist[nxt.node]) {
                prev[nxt.node] = cur.node;
                dist[nxt.node] = dist[cur.node] + nxt.cost;
                pq.push({nxt.node, dist[nxt.node]});
            }
    }
    return dist;
}
```

```
vector<ll> getPath(ll s, ll e) {
    vector<ll> ret;
    ll current = e;
    while(current != -1) {
        ret.push_back(current);
        current = prev[current];
    }
    reverse(ret.begin(), ret.end());
    return ret;
}
};
```

### 5.2 Bellman-Ford

```
struct BellmanFord {
    struct BellmanEdge {
        ll to, cost;
```

```

    BellmanEdge(ll to, ll cost) : to(to), cost(cost) {}
};

ll N;
vector<vector< BellmanEdge> > adj;
llv1 D;
vector<ll> prev;

BellmanFord(ll N) : N(N) {
    adj.resize(N + 1);
}

void addEdge(ll s, ll e, ll cost) {
    adj[s].push_back(BellmanEdge(e, cost));
}

bool run(ll start_point) {
    // 음수간선 cycle 유무를반환합니다 .
    // 거리정보는 D 벡터에저장됩니다 .
    // O(V * E)

    D.resize(N + 1, INF);
    prev.resize(N + 1, -1);
    D[start_point] = 0;

    bool isCycle = false;

    for1(1, N + 1) {
        for1j(1, N + 1) {
            for(int k=0; k < sz(adj[j]); k++) {
                BellmanEdge p = adj[j][k];
                int end = p.to;
                ll dist = D[j] + p.cost;

                if (D[j] != INF && D[end] > dist) {
                    D[end] = dist;
                    if (i == N) isCycle = true;
                }
            }
        }
    }
    return isCycle;
}

llv1 getPath(ll s, ll e) {
    vector<ll> ret;
    ll current = e;
    while(current != -1) {
        ret.push_back(current);
        current = prev[current];
    }
    reverse(ret.begin(), ret.end());
    return ret;
}
};

```

## 5.3 Floyd-Warshall

```

struct FloydWarshall{
    ll N;
    llv2 ar;

    FloydWarshall(ll N) : N(N) {
        ar.resize(N + 1, llv1(N + 1, INF));

        for1(1, N + 1) ar[i][i] = 0;
    }

    void addEdge(ll a, ll b, ll cost) {
        ar[a][b] = min(ar[a][b], cost);
        ar[b][a] = min(ar[b][a], cost);
    }

    void run() {
        for(int k = 1; k <= N; k++) {
            for(int i = 1; i <= N; i++) {
                for(int j = 1; j <= N; j++) {
                    if(ar[i][j] > ar[i][k] + ar[k][j]) {
                        ar[i][j] = ar[i][k] + ar[k][j];
                    }
                }
            }
        }
    }
};

```

## 5.4 Spfa

*// shortest path faster algorithm*  
*// average for random graph : O(E) , worst : O(VE)*

```

const int MAXN = 20001;
const int INF = 100000000;
int n, m;
vector<pii> graph[MAXN];

bool inqueue[MAXN];
int dist[MAXN];

void spfa(int start) {
    for (int i = 0; i < n; ++i) dist[i] = INF;
    dist[start] = 0;

    queue<int> q;
    q.push(start);
    inqueue[start] = true;

    while (!q.empty()) {
        int here = q.front();
        q.pop();
    }
}

```

```

        inqueue[here] = false;
        for (auto& nxt : graph[here]) {
            if (dist[here] + nxt.second < dist[nxt.first]) {
                dist[nxt.first] = dist[here] + nxt.second;
                if (!inqueue[nxt.first]) {
                    q.push(nxt.first);
                    inqueue[nxt.first] = true;
                }
            }
        }
    }
}
};

```

## 5.5 Topological Sort

```

struct TopologicalSort {
    // 1-index

    int n;
    iv1 in_degree;
    iv2 graph;
    iv1 result;

    TopologicalSort(int n) : n(n) {
        in_degree.resize(n + 1, 0);
        graph.resize(n + 1);
    }

    void addEdge(int s, int e) {
        graph[s].push_back(e);
        in_degree[e]++;
    }

    void run() {
        queue<int> q;

        for1(1, n+1) {
            if(in_degree[i] == 0) q.push(i);
        }
        while(!q.empty()) {
            int here = q.front(); q.pop();
            result.push_back(here);

            for1(0, sz(graph[here])) {
                int there = graph[here][i];

                if(--in_degree[there]==0) q.push(there);
            }
        }
    }
};

```

## 5.6 Strongly Connected Component

```

struct SCC {
    // 1-index
    // run() 후에에 components 결과가담김 .

    ll V;
    llv2 edges, reversed_edges, components;
    vector<bool> visited;
    stack<ll> visit_log;

    SCC(ll V): V(V) {
        edges.resize(V + 1);
        reversed_edges.resize(V + 1);
    }

    void addEdge(int s, int e) {
        edges[s].push_back(e);
        reversed_edges[e].push_back(s);
    }

    void dfs(int node) {
        visited[node] = true;

        for (int next : edges[node])
            if (!visited[next]) dfs(next);
        visit_log.push(node);
    }
    void dfs2(int node) {
        visited[node] = true;
        for (int next:reversed_edges[node])
            if (!visited[next]) dfs2(next);
        components.back().push_back(node);
    }

    void run() {
        visited = vector<bool>(V + 1, false);
        for (int node = 1; node <= V; node++)
            if (!visited[node]) dfs(node);

        visited = vector<bool>(V + 1, false);
        while (!visit_log.empty()) {
            ll node = visit_log.top(); visit_log.pop();
            if (!visited[node]) {
                components.push_back(llv1());
                dfs2(node);
            }
        }
    }
};

```

## 5.7 Union Find

```

struct UnionFind {
    int n;
    vector<int> u;

```



```

UnionFind(int n) : n(n) {
    u.resize(n + 1);
    for(int i = 1; i <= n; i++) {
        u[i] = i;
    }
}

int find(int k) {
    if(u[u[k]] == u[k]) return u[k];
    else return u[k]=find(u[k]);
}

void uni(int a, int b) {
    a = find(a);
    b = find(b);
    if(a < b) u[b] = a;
    else u[a] = b;
}
};

```

## 5.8 MST Kruskal

```

template <class T> struct MinimumSpanningTree {
    /*
        T: 가중치의타입

        n: 노드개수
        m: 간선개수
        result : MST 결과가중치 ( 합)
    */
    struct Edge {
        int u, v;
        T weight;

        Edge(int u, int v, T weight) : u(u), v(v), weight(weight) {}
        bool operator< (Edge other) const { return weight < other.weight; }
    };

    int n, m;
    vector<int> uf;
    vector<Edge> edges;
    vector<Edge> chosen_edges;

    T result; // 의MST 가중치합
    int cnt; // 뽑은간선수

    MinimumSpanningTree(int n, int m) : n(n), m(m) {
        uf.resize(n + 1);

        for1(0, n + 1) {
            uf[i] = i;
        }
        result = 0;
        cnt = 0;
    }
}

```

```

int find(int a) {
    /*
        Union-Find: Find 연산
    */
    if(uf[a] == a) return a;
    return uf[a] = find(uf[a]);
}

int merge(int a, int b) {
    /*
        Union-Find: Union합쳐진경우
        true 반환
    */

    a = find(a);
    b = find(b);

    if(a == b) return false;

    uf[b] = a;
    return true;
}

void add_edge(int u, int v, T cost) {
    edges.push_back(Edge(u, v, cost));
}

void run() {
    sort(edges.begin(), edges.end());

    for(int i = 0; i < edges.size(); i++) {
        if(merge(edges[i].u, edges[i].v)) {
            result += edges[i].weight;

            // chosen_edges.push_back(edges[i]);
            if(++cnt >= n - 1) break;
        }
    }
}
};

```

## 5.9 Lowest Common Ancestor

```

#define MAX_DEGREE 20

struct LCA {
    // root: 트리의루트설정 , n: 트리의노드개수
    // addEdge -> init -> query(O(Log(n)))

    ll root, n;
    llv1 depth;
    llv2 adj;
    llv2 parent; // n X MAX_DEGREE
}

```

```

LCA(ll root, ll n) : root(root), n(n) {
    depth.resize(n + 1);
    adj.resize(n + 1);
    parent.resize(n + 1, llv1(MAX_DEGREE, 0));
}

void addEdge(ll a, ll b) {
    adj[a].push_back(b);
    adj[b].push_back(a);
}

void init() {
    dfs(root, 0, 1);

    for(int i = 1; i < MAX_DEGREE; i++) {
        for(int j = 1; j <= n; j++) {
            parent[j][i] = parent[parent[j][i-1]][i-1];
        }
    }
}

void dfs(int here, int par, int d) {
    depth[here] = d;
    parent[here][0] = par;

    for(int there : adj[here]) {
        if(depth[there] > 0) continue;

        dfs(there, here, d + 1);
    }
}

int query(int a, int b) {
    if(depth[a] > depth[b]) {
        swap(a, b);
    }

    for(int i = MAX_DEGREE - 1; i >= 0; i--) {
        if (depth[b] - depth[a] >= (1 << i)) {
            b = parent[b][i];
        }
    }

    if(a == b) {
        return a;
    }

    for(int i = MAX_DEGREE - 1; i >= 0; i--) {
        if(parent[a][i] != parent[b][i]) {
            a = parent[a][i];
            b = parent[b][i];
        }
    }

    return parent[a][0];
}

```

```

    }
};

```

## 6 String

### 6.1 KMP

```

struct KMP {
    /*
        s 문자열에서 문자열 o 찾습니다. 매칭이 시작되는 인덱스 목록을 반환합니다
        Time: O(n + m)
    */
    vector<int> result;
    int MX;
    string s, o;
    int n, m; // n : s.length(), m : o.length();
    vector<int> fail;

    KMP(string s, string o) : s(s), o(o) {
        n = s.length();
        m = o.length();
        MX = max(n, m) + 1;
        fail.resize(MX, 0);

        run();
    }

    void run() {
        for(int i = 1, j = 0; i < m; i++){
            while(j > 0 && o[i] != o[j]) j = fail[j-1];
            if(o[i] == o[j]) fail[i] = ++j;
        }
        for(int i = 0, j = 0; i < n; i++) {
            while(j > 0 && s[i] != o[j]) {
                j = fail[j - 1];
            }
            if(s[i] == o[j]) {
                if(j == m - 1) {
                    // matching OK;
                    result.push_back(i - m + 1);
                    j = fail[j];
                }
                else {
                    j++;
                }
            }
        }
    }
};

```

### 6.2 Manacher

// Use space to insert space between each character

```
// To get even length palindromes!
// O(|str|)

vector<int> manacher(string &s) {
    int n = s.size(), R = -1, p = -1;
    vector<int> A(n);
    for (int i = 0; i < n; i++) {
        if (i <= R) A[i] = min(A[2 * p - i], R - i);
        while (i - A[i] - 1 >= 0 && i + A[i] + 1 < n && s[i - A[i] - 1] == s[i + A[i] + 1])
            A[i]++;
        if (i + A[i] > R)
            R = i + A[i], p = i;
    }
    return A;
}

string space(string &s) {
    string t;
    for (char c : s) t += c, t += ' ';
    t.pop_back();
    return t;
}

int maxpalin(vector<int> &M, int i) {
    if (i % 2) return (M[i] + 1) / 2 * 2;
    return M[i] / 2 * 2 + 1;
}
```

### 6.3 Suffix Array

```
typedef char T;
```

```
// calculates suffix array.
// O(n*logn)
```

```
vector<int> suffix_array(const vector<T>& in) {
    int n = (int)in.size(), c = 0;
    vector<int> temp(n), pos2bckt(n), bckt(n), bpos(n), out(n);
    for (int i = 0; i < n; i++) out[i] = i;
    sort(out.begin(), out.end(), [&](int a, int b) { return in[a] < in[b]; });
    for (int i = 0; i < n; i++) {
        bckt[i] = c;
        if (i + 1 == n || in[out[i]] != in[out[i + 1]]) c++;
    }
    for (int h = 1; h < n && c < n; h <= 1) {
        for (int i = 0; i < n; i++) pos2bckt[out[i]] = bckt[i];
        for (int i = n - 1; i >= 0; i--) bpos[bckt[i]] = i;
        for (int i = 0; i < n; i++)
            if (out[i] >= n - h) temp[bpos[bckt[i]]++] = out[i];
        for (int i = 0; i < n; i++)
            if (out[i] >= h) temp[bpos[pos2bckt[out[i] - h]]++] = out[i] - h;
        c = 0;
        for (int i = 0; i + 1 < n; i++) {
            int a = (bckt[i] != bckt[i + 1]) || (temp[i] >= n - h)
                || (pos2bckt[temp[i + 1] + h] != pos2bckt[temp[i] + h]);
        }
    }
}
```

```
        bckt[i] = c;
        c += a;
    }
    bckt[n - 1] = c++;
    temp.swap(out);
}
return out;
}
```

```
// calculates lcp array. it needs suffix array & original sequence.
// O(n)
```

```
vector<int> lcp(const vector<T>& in, const vector<int>& sa) {
    int n = (int)in.size();
    if (n == 0) return vector<int>();
    vector<int> rank(n), height(n - 1);
    for (int i = 0; i < n; i++) rank[sa[i]] = i;
    for (int i = 0, h = 0; i < n; i++) {
        if (rank[i] == 0) continue;
        int j = sa[rank[i] - 1];
        while (i + h < n && j + h < n && in[i + h] == in[j + h]) h++;
        height[rank[i] - 1] = h;
        if (h > 0) h--;
    }
    return height;
}
```

### 6.4 2nd Suffix Array

```
struct SuffixComparator {
    const vector<int> &group;
    int t;
```

```
SuffixComparator(const vector<int> &_group, int _t) : group(_group), t(_t) {}
bool operator()(int a, int b) {
    if (group[a] != group[b]) return group[a] < group[b];
    return group[a + t] < group[b + t];
}
};
```

```
vector<int> getSuffixArr(const string &s) {
    int n = s.size();
    int t = 1;

    vector<int> group(n + 1);

    for (int i = 0; i < n; i++) group[i] = s[i];
    group[n] = -1;

    vector<int> perm(n);
    for (int i = 0; i < n; i++) perm[i] = i;

    while (t < n) {
        SuffixComparator compare(group, t);
        sort(perm.begin(), perm.end(), compare);
        t *= 2;
    }
}
```

```

    if (t >= n)
        break;

    vector<int> new_group(n + 1);
    new_group[n] = -1;
    new_group[perm[0]] = 0;
    for (int i = 1; i < n; i++)
        if (compare(perm[i - 1], perm[i]))
            new_group[perm[i]] = new_group[perm[i - 1]] + 1;
        else
            new_group[perm[i]] = new_group[perm[i - 1]];
    group = new_group;
}
return perm;
}

int getHeight(const string &s, vector<int> &pos) {
    // 최장중복부분문자열의길이
    const int n = pos.size();
    vector<int> rank(n);
    for (int i = 0; i < n; i++)
        rank[pos[i]] = i;
    int h = 0, ret = 0;
    for (int i = 0; i < n; i++) {
        if (rank[i] > 0) {
            int j = pos[rank[i] - 1];
            while (s[i + h] == s[j + h])
                h++;
            ret = max(ret, h);
            if (h > 0)
                h--;
        }
    }
    return ret;
}

```

## 7 Dynamic Programming

### 7.1 LIS

```

struct LIS {
    llv1 ar;

    llv1 v, buffer;
    llv1::iterator vv;
    vector<pair<ll, ll> > d;

    void perform() {
        v.pb(200000000011);

        ll n = sz(ar);

        for1(0, n){
            if (ar[i] > *v.rbegin()) {

```

```

                v.pb(ar[i]);
                d.push_back({ v.size() - 1, ar[i] });
            }
            else {
                vv = lower_bound(v.begin(), v.end(), ar[i]);
                *vv = ar[i];
                d.push_back({ vv - v.begin(), ar[i] });
            }
        }

        for(int i = sz(d) - 1; i > -1; i--){
            if(d[i].first == sz(v)-1){
                buffer.pb(d[i].second);
                v.pop_back();
            }
        }

        reverse(buffer.begin(), buffer.end());
    }

    ll length() {
        return buffer.size();
    }

    llv1 result() {
        return buffer;
    }
};

```

### 7.2 LIS only length

```

ll lis(llv1& ar) {
    llv1 v, buffer;
    llv1::iterator vv;
    v.pb(200000000011);

    ll n = sz(ar);

    for1(0, n){
        if(ar[i] > *v.rbegin()) {
            v.pb(ar[i]);
        }
        else{
            vv = lower_bound(v.begin(), v.end(), ar[i]);
            *vv = ar[i];
        }
    }
    return sz(v);
}

```

### 7.3 KnapSack

```

ll N, maxWeight, ans;
ll D[2][11000];

```

```

11 weight[110], cost[110];
void knapsack() {
    for (int x = 1; x <= N; x++) {
        for (int y = 0; y <= maxWeight; y++) {
            if (y >= weight[x]) {
                D[x % 2][y] = max(D[(x + 1) % 2][y], D[(x + 1) % 2][y - weight[x]] +
                    cost[x]);
            } else {
                D[x % 2][y] = D[(x + 1) % 2][y];
            }
            ans = max(ans, D[x % 2][y]);
        }
    }
}
void input() {
    cin >> N >> maxWeight;
    for (int x = 1; x <= N; x++) {
        cin >> weight[x] >> cost[x];
    }
}

```

## 7.4 Coin Change

```

// 경우의수
11 CC(11v1 &coin, 11 money, 11 MX) {
    11 D[MX];
    fill(D, D + MX, 0);
    D[0] = 1;
    for (int i = coin.size() - 1; i >= 0; i--) {
        for (int j = coin[i]; j <= money; j++) {
            D[j] += D[j - coin[i]];
            D[j] %= MOD;
        }
    }
    return D[money] % MOD;
}

```

## 7.5 Bit Field DP

```

#define MOD 9901;

int dp[1 << 14 + 1][200];
int n, m;

int solve(int pos, int check, int dep) {
    if (dp[check][pos] != 0) return dp[check][pos];
    int &ret = dp[check][pos];
    if (dep == n * m) return ret = 1;
    if ((check & 1)) return ret = solve(pos - 1, check >> 1, dep) % MOD;

    int sum = 0;
    if (!(check & 1) && (pos - 1) / m > 0)
        sum += solve(pos - 1, (check >> 1) | (1 << (m - 1)), dep + 2) % MOD;
    if (!(check & 1) && pos % m != 1 && !(check & 2) && pos >= 2 && m > 1)

```

```

        sum += solve(pos - 2, check >> 2, dep + 2) % MOD;
    // cout<<pos<<" "<<check<<" "<<dep<<" "<<sum<<endl;

    return ret = sum % MOD;
}
int main() {
    cin >> n >> m;

    if (n * m % 2 == 1)
        cout << 0;
    else
        cout << solve(n * m, 0, 0) % MOD;

    return 0;
}

```