

# ICPC Notebook

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## template

### hash.sh

```
# 使い方: sh hash.sh -> コピペ -> Ctrl + D
# コメント・空白・改行を削除して md5 でハッシュする
g++ -dD -E -P -fpreprocessed - | tr -d '[:space:]' | md5sum |
cut -c-6
```

### settings.sh

```
# Clion の設定
Settings → Build → CMake → Reload CMake Project
add_compile_options(-D_GLIBCXX_DEBUG)
# Caps Lock を Ctrl に変更
setxkbmap -option ctrl:nocaps
```

template.hpp

md5: 136d85

```
#include <bits/stdc++.h>
using namespace std;
using ll = long long;
const ll INF = LLONG_MAX / 4;
#define rep(i, a, b) for(ll i = a; i < (b); i++)
#define all(a) begin(a), end(a)
#define sz(a) ssize(a)
bool chmin(auto& a, auto b) { return a > b ? a = b, 1 : 0; }
bool chmax(auto& a, auto b) { return a < b ? a = b, 1 : 0; }

int main() {
    cin.tie(0)->sync_with_stdio(0);
    // your code here...
}
```

## data-structure

BIT.hpp

md5: 8133c8

```
struct BIT {
    vector<ll> a;
    BIT(ll n) : a(n + 1) {}
    void add(ll i, ll x) { // A[i] += x
        i++;
        while(i < sz(a)) {
            a[i] += x;
            i += i & -i;
        }
    }
    ll sum(ll r) {
        ll s = 0;
        while(r) {
            s += a[r];
            r -= r & -r;
        }
        return s;
    }
    ll sum(ll l, ll r) { // sum of A[l, r)
        return sum(r) - sum(l);
    }
};
```

Cumsum1d.hpp

md5: df8d77

```
struct Cumsum1d {
    vector<int> sum;
    Cumsum1d(const vector<int>& a) {
        sum.resize(a.size() + 1);
        for(int i = 0; i < a.size(); i++) { sum[i + 1] = sum[i] +
a[i]; }
    }
    // Returns the sum of the elements in the range [l, r).
    int query(int l, int r) { return sum[r] - sum[l]; }
};
```

FastSet.hpp

md5: 2cb8c9

```
// using u64 = uint64_t;
const u64 B = 64;
```

```
struct FastSet {
    u64 n;
    vector<vector<u64>> a;
    FastSet(u64 n_) : n(n_) {
        do a.emplace_back(n_ = (n_ + B - 1) / B);
        while(n_ > 1);
    }
    // bool operator[](ll i) const { return a[0][i / B] >> (i %
B) & 1; }
    void set(ll i) {
        for(auto& v : a) {
            v[i / B] |= 1ULL << (i % B);
            i /= B;
        }
    }
    void reset(ll i) {
        for(auto& v : a) {
            v[i / B] &= ~(1ULL << (i % B));
            if(v[i / B]) break;
            i /= B;
        }
    }
    ll next(ll i) { // i を超える最小の要素
        rep(h, 0, sz(a)) {
            i++;
            if(i / B >= sz(a[h])) break;
            u64 d = a[h][i / B] >> (i % B);
            if(d) {
                i += countr_zero(d);
                while(h--) i = i * B + countr_zero(a[h][i]);
                return i;
            }
            i /= B;
        }
        return n;
    }
    ll prev(ll i) { // i より小さい最大の要素
        rep(h, 0, sz(a)) {
            i--;
            if(i < 0) break;
            u64 d = a[h][i / B] << (~i % B);
            if(d) {
                i -= countl_zero(d);
                while(h--) i = i * B + __lg(a[h][i]);
                return i;
            }
            i /= B;
        }
        return -1;
    }
};
```

dsu.hpp

md5: 1a619d

```
class dsu {
private:
    ll N;          /*ノード数*/
    vector<ll> P; /*親*/
    vector<ll> S; /*連結成分のサイズ*/
    ll root(ll now) {
        if(now != P[now]) P[now] = root(P[now]);
        return P[now];
    }
public:
    dsu(ll n) {
        N = n;
        P = vector<ll>(N + 1);
        for(ll i = 0; i <= N; i++) P[i] = i;
        S = vector<ll>(N + 1, 1);
    }
    /*a,bを連結する*/
    void merge(ll a, ll b) {
        a = root(a);
        b = root(b);
        if(S[a] <= S[b]) {
            P[b] = a;
            S[a] += S[b];
        } else {
            P[a] = b;
            S[b] += S[a];
        }
    }
};
```

```
    }
}
/*a,bの連結判定*/
bool same(ll a, ll b) {
    a = root(a);
    b = root(b);
    return a == b;
}
/*aの連結成分のsizeを返す*/
ll size(ll a) { return S[root(a)]; }
/*aの連結成分の代表を返す*/
ll leader(ll a) { return root(a); }
/*全ての連結成分を列挙(1-indexed)*/
vector<vector<ll>> groups(void) {
    map<ll, vector<ll>> m;
    vector<vector<ll>> ret;
    for(ll i = 1; i <= N; i++) m[root(i)].push_back(i);
    for(auto e : m) ret.push_back(e.second);
    return ret;
}
};
```

dsu\_potential.hpp

md5: 83cfd3

```
#define rep(i, N) for(i = 0; i < N; i++)
#define ll long long

/*重みに使用する型(ll or mint)*/
using type = ll;

class dsup {
private:
    ll N;
    vector<ll> P;    /*親ノード*/
    vector<ll> S;    /*連結成分のサイズ*/
    vector<type> W; /*重み*/
    pair<ll, type> root(ll now) {
        if(now != P[now]) {
            pair<ll, type> ret = root(P[now]);
            P[now] = ret.first;
            W[now] += ret.second;
        }
        return {P[now], W[now]};
    }
public:
    dsup(ll n) {
        N = n;
        P = vector<ll>(N + 1);
        for(ll i = 0; i <= N; i++) P[i] = i;
        S = vector<ll>(N + 1, 1);
        W = vector<type>(N + 1, 0);
    }
    /*a+w=bとして連結する*/
    bool merge(ll a, ll b, type w) {
        root(a);
        root(b);
        w += W[a] - W[b];
        a = P[a];
        b = P[b];
        if(a == b) return w == 0;
        if(S[a] <= S[b]) {
            P[b] = a;
            S[a] += S[b];
            W[b] = w;
        } else {
            P[a] = b;
            S[b] += S[a];
            W[a] -= w;
        }
        return 1;
    }
    /*a,bの連結判定*/
    bool same(ll a, ll b) {
        a = root(a).first;
        b = root(b).first;
        return a == b;
    }
    /*a連結成分のsizeを返す*/
    ll size(ll a) { return S[root(a).first]; }
```

```
/*全ての連結成分を列挙(1-indexed)*/
vector<vector<ll>> groups(void) {
    map<ll, vector<ll>> m;
    vector<vector<ll>> ret;
    for(ll i = 1; i <= N; i++) m[root(i).first].push_back(i);
    for(auto e : m) ret.push_back(e.second);
    return ret;
}

/*idのpotentialを求める*/
type get_p(ll id) { return root(id).second; }
};
```

segtree.hpp

md5: 97337e

```
using namespace std;
#define rep(i, N) for(i = 0; i < N; i++)
#define ll long long

/*type:セグ木で使う型*/
using type = ll;
/*op:セグ木に載せたい演算*/
type op(type a, type b) { return min(a, b); }
/*e:opを用いてもデータを変化させない値*/
type e(void) { return INT64_MAX; }
```

```
class segtree {
private:
    ll N;
    vector<type> tree;

public:
    /*0-indexed,1-indexed両対応*/
    segtree(ll tree_size) {
        N = tree_size;
        tree.resize(2 * (N + 1), e());
    }
    /*全体にopを適用する*/
    type all_prod(void) { return tree[1]; }
    /*[l,r)の区間演算*/
    type prod(ll l, ll r) {
        l += N;
        r += N;
        type res;
        type left = e();
        type right = e();
        while(l < r) {
            if(l % 2 == 1) {
                left = op(left, tree[l]);
                l++;
            }
            if(r % 2 == 1) {
                r--;
                right = op(tree[r], right);
            }
            l /= 2;
            r /= 2;
        }
        res = op(left, right);
        return res;
    }
    /*idに値valを代入する*/
    void set(ll id, type val) {
        id += N;
        tree[id] = val;
        while(id > 1) {
            id /= 2;
            tree[id] = op(tree[2 * id], tree[2 * id + 1]);
        }
    }
    /*idの値を取得する*/
    type get(ll id) { return tree[N + id]; }
};
```

math

BinaryGCD.hpp

md5: f3ab31

```
u64 ctz(u64 x) { return countr_zero(x); }
u64 binary_gcd(u64 x, u64 y) {
    if(!x || !y) return x | y;
```

```
    u64 n = ctz(x), m = ctz(y);
    x >>= n, y >>= m;
    while(x != y) {
        if(x > y) x = (x - y) >> ctz(x - y);
        else y = (y - x) >> ctz(y - x);
    }
    return x << min(n, m);
}
```

ExtGCD.hpp

md5: c3fa9b

```
// returns gcd(a, b) and assign x, y to integers
// s.t. ax + by = gcd(a, b) and |x| + |y| is minimized
ll extgcd(ll a, ll b, ll& x, ll& y) {
    // assert(a >= 0 && b >= 0);
    if(!b) return x = 1, y = 0, a;
    ll d = extgcd(b, a % b, y, x);
    y -= a / b * x;
    return d;
}
```

modint

BarrettReduction.hpp

md5: 2ca7f3

```
// using u64 = uint64_t;
struct Barrett { // mod < 2^32
    u64 m, im;
    Barrett(u64 mod) : m(mod), im(-1ULL / m + 1) {}
    // input: a * b < 2^64, output: a * b % mod
    u64 mul(u64 a, u64 b) const {
        a *= b;
        u64 x = ((__uint128_t)a * im) >> 64;
        a -= x * m;
        if((ll)a < 0) a += m;
        return a;
    }
};
```

modint.hpp

md5: 81b530

```
const ll mod = 998244353;
struct mm {
    ll x;
    mm(ll x_ = 0) : x(x_ % mod) {
        if(x < 0) x += mod;
    }
    friend mm operator+(mm a, mm b) { return a.x + b.x; }
    friend mm operator-(mm a, mm b) { return a.x - b.x; }
    friend mm operator*(mm a, mm b) { return a.x * b.x; }
    friend mm operator/(mm a, mm b) { return a * b.inv(); }
    // 4 行コピー Alt + Shift + クリックで複数カーソル
    friend mm& operator+=(mm& a, mm b) { return a = a.x + b.x; }
    friend mm& operator-=(mm& a, mm b) { return a = a.x - b.x; }
    friend mm& operator*=(mm& a, mm b) { return a = a.x * b.x; }
    friend mm& operator/=(mm& a, mm b) { return a = a * b.inv(); }
}

mm inv() const { return pow(mod - 2); }
mm pow(ll b) const {
    mm a = *this, c = 1;
    while(b) {
        if(b & 1) c *= a;
        a *= a;
        b >>= 1;
    }
    return c;
}
```

FPS

FFT.hpp

md5: 3138c7

```
// {998244353, 3}, {1811939329, 13}, {2013265921, 31}
mm g = 3; // 原始根
void fft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    assert((1 << lg) == n);
    vector<mm> b(n);
    rep(l, 1, lg + 1) {
```

```
ll w = n >> l;
mm s = 1, r = g.pow(mod >> l);
for(ll u = 0; u < n / 2; u += w) {
    rep(d, 0, w) {
        mm x = a[u << 1 | d], y = a[u << 1 | w | d] * s;
        b[u | d] = x + y;
        b[n >> 1 | u | d] = x - y;
    }
    s *= r;
}
swap(a, b);
}
}

vector<mm> conv(vector<mm> a, vector<mm> b) {
    if(a.empty() || b.empty()) return {};
    size_t s = sz(a) + sz(b) - 1, n = bit_ceil(s);
    // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
    a.resize(n);
    b.resize(n);
    fft(a);
    fft(b);
    mm inv = mm(n).inv();
    rep(i, 0, n) a[i] *= b[i] * inv;
    reverse(1 + all(a));
    fft(a);
    a.resize(s);
    return a;
}
}
```

FFT\_fast.hpp

md5: c8c567

```
// modint を u32 にして加減算を真面目にやると速い
mm g = 3; // 原始根
void fft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    static auto z = [] {
        vector<mm> z(30);
        mm s = 1;
        rep(i, 2, 32) {
            z[i - 2] = s * g.pow(mod >> i);
            s *= g.inv().pow(mod >> i);
        }
        return z;
    }();
    rep(l, 0, lg) {
        ll w = 1 << (lg - l - 1);
        mm s = 1;
        rep(k, 0, 1 << l) {
            ll o = k << (lg - l);
            rep(i, o, o + w) {
                mm x = a[i], y = a[i + w] * s;
                a[i] = x + y;
                a[i + w] = x - y;
            }
            s *= z[countr_zero<uint64_t>(~k)];
        }
    }
}
// コピペ
void ifft(vector<mm>& a) {
    ll n = sz(a), lg = __lg(n);
    static auto z = [] {
        vector<mm> z(30);
        mm s = 1;
        rep(i, 2, 32) { // g を逆数に
            z[i - 2] = s * g.inv().pow(mod >> i);
            s *= g.pow(mod >> i);
        }
        return z;
    }();
    for(ll l = lg; l--;) { // 逆順に
        ll w = 1 << (lg - l - 1);
        mm s = 1;
        rep(k, 0, 1 << l) {
            ll o = k << (lg - l);
            rep(i, o, o + w) {
                mm x = a[i], y = a[i + w]; // *s を下に移動
                a[i] = x + y;
                a[i + w] = (x - y) * s;
            }
            s *= z[countr_zero<uint64_t>(~k)];
        }
    }
}
```

```
    }
}
}

vector<mm> conv(vector<mm> a, vector<mm> b) {
    if(a.empty() || b.empty()) return {};
    size_t s = sz(a) + sz(b) - 1, n = bit_ceil(s);
    // if(min(sz(a), sz(b)) <= 60) 愚直に掛け算
    a.resize(n);
    b.resize(n);
    fft(a);
    fft(b);
    mm inv = mm(n).inv();
    rep(i, 0, n) a[i] *= b[i] * inv;
    ifft(a);
    a.resize(s);
    return a;
}
}
```

graph
graph/tree
flow

燃やす埋める.md

変形前の制約	変形後の制約
$x$ が 0 のとき $z$ 失う	$(x, T, z)$
$x$ が 0 のとき $z$ 得る	無条件で $z$ 得る; $(S, x, z)$
$x$ が 1 のとき $z$ 失う	$(S, x, z)$
$x$ が 1 のとき $z$ 得る	無条件で $z$ 得る; $(x, T, z)$
$x, y, \dots$ がすべて 0 のとき $z$ 得る	無条件で $z$ 得る; $(S, w, z), (w, x, \infty), (w, y, \infty)$
$x, y, \dots$ がすべて 1 のとき $z$ 得る	無条件で $z$ 得る; $(w, T, z), (x, w, \infty), (y, w, \infty)$

string

KMP.hpp

md5: 886c63

```
// kmp[i] := max{ l ≤ i | s[:l] == s[(i+1)-l:i+1] }
// abacaba -> 0010123
auto KMP(string s) {
    vector<ll> p(sz(s));
    rep(i, 1, sz(s)) {
        ll g = p[i - 1];
        while(g && s[i] != s[g]) g = p[g - 1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}
}
```

Manacher.hpp

md5: 5882fb

```
// 各位置での回文半径を求める
// aaabaaa -> 1214121
// 偶数長の回文を含めて直径を知るには、N+1 個の $ を挿入して 1 を引く
// $a$a$a$b$a$a$a$ -> 123432181234321
auto manacher(string s) {
    ll n = sz(s), i = 0, j = 0;
    vector<ll> r(n);
    while(i < n) {
        while(i >= j && i + j < n && s[i - j] == s[i + j]) j++;
        r[i] = j;
        ll k = 1;
        while(i >= k && i + k < n && k + r[i - k] < j) {
            r[i + k] = r[i - k];
            k++;
        }
        i += k, j -= k;
    }
}
```

```
        return r;
    }

RollingHash.hpp
md5: adb8d3

// using u64 = uint64_t;
const u64 mod = INF;
u64 add(u64 a, u64 b) {
    a += b;
    if(a >= mod) a -= mod;
    return a;
}
u64 mul(u64 a, u64 b) {
    auto c = (__uint128_t)a * b;
    return add(c >> 61, c & mod);
}
random_device rnd;
const u64 r = ((u64)rnd() << 32 | rnd()) % mod;
struct RH {
    ll n;
    vector<u64> hs, pw;
    RH(string s) : n(sz(s)), hs(n + 1), pw(n + 1, 1) {
        rep(i, 0, n) {
            pw[i + 1] = mul(pw[i], r);
            hs[i + 1] = add(mul(hs[i], r), s[i]);
        }
    }
    u64 get(ll l, ll r) const { return add(hs[r], mod -
mul(hs[l], pw[r - l])); }
};
```

```
SuffixArray.hpp
md5: 1d70ce

// returns pair{sa, lcp}
// sa 長さ n : s[sa[0]:] < s[sa[1]:] < ... < s[sa[n-1]:]
// lcp 長さ n-1 : lcp[i] = LCP(s[sa[i]:], s[sa[i+1]:])
auto SA(string s) {
    ll n = sz(s) + 1, lim = 256;
    // assert(lim > ranges::max(s));
    vector<ll> sa(n), lcp(n), x(all(s) + 1), y(n), ws(max(n,
lim)), rk(n);
    iota(all(sa), 0);
    for(ll j = 0, p = 0; p < n; j = max(1LL, j * 2), lim = p) {
        p = j;
        iota(all(y), n - j);
        rep(i, 0, n) if(sa[i] >= j) y[p++] = sa[i] - j;
        fill(all(ws), 0);
        rep(i, 0, n) ws[x[i]]++;
        rep(i, 1, lim) ws[i] += ws[i - 1];
        for(ll i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
        swap(x, y);
        p = 1;
        x[sa[0]] = 0;
        rep(i, 1, n) {
            ll a = sa[i - 1], b = sa[i];
            x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1
: p++;
        }
    }
    rep(i, 1, n) rk[sa[i]] = i;
```

```
        for(ll i = 0, k = 0; i < n - 1; lcp[rk[i++]] = k) {
            if(k) k--;
            while(s[i + k] == s[sa[rk[i] - 1] + k]) k++;
        }
        sa.erase(begin(sa));
        lcp.erase(begin(lcp));
        return pair{sa, lcp};
    }
}

Zalgorithm.hpp
md5: b20b04

// Z[i] := LCP(s, s[i:])
// abacaba -> 7010301
auto Z(string s) {
    ll n = sz(s), l = -1, r = -1;
    vector<ll> z(n, n);
    rep(i, 1, n) {
        ll& x = z[i] = i < r ? min(r - i, z[i - l]) : 0;
        while(i + x < n && s[i + x] == s[x]) x++;
        if(i + x > r) l = i, r = i + x;
    }
    return z;
}
```

algorithm
geometry
memo

## Primes.md

素数の個数

$n$	$10^2$	$10^3$	$10^4$	$10^5$	$10^6$	$10^7$	$10^8$	$10^9$	$10^{10}$
$\pi(n)$	25	168	1229	9592	78498	664579	5.76e+6	5.08e+7	4.55e+8

高度合成数

$\leq n$	$10^3$	$10^4$	$10^5$	$10^6$	$10^7$	$10^8$	$10^9$
$x$	840	7560	83160	720720	8648640	73513440	735134400
$d^0(x)$	32	64	128	240	448	768	1344

$\leq n$	$10^{10}$	$10^{11}$	$10^{12}$	$10^{13}$	$10^{14}$	$10^{15}$	$10^{16}$	$10^{17}$	$10^{18}$
$d^0(x)$	2304	4032	6720	10752	17280	26880	41472	64512	103680

素数階乗

$n$	2	3	5	7	11	13	17	19	23	29
$n\#$	2	6	30	210	2310	30030	510510	9.70e+6	2.23e+8	6.47e+9

階乗

4!	5!	6!	7!	8!	9!	10!	11!	12!	13!
24	120	720	5040	40320	362880	3.63e+6	3.99e+7	4.79e+8	6.23e+9