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## 1 Basic

### 1.1 Python Test

```
n = 1000000

def updatebit(BIT, n, i, v):
    i += 1
    while i <= n:
        BIT[i] += v
        i += i & (-i)

BITTree = [0]*(n+1)

for i in range(n):
    updatebit(BITTree, n, i, i)
```

### 1.2 vimrc

```
syn on
se mouse=a ai sta et nu
se ts=2 sts=2 sw=2 st=2 ls=2
ino ( )<LEFT>
ino [ ]<LEFT>
ino ' '<LEFT>
ino " "<LEFT>
ino {<CR> {<CR>;<BS><CR>}<UP><TAB>
```

```
no <F9> :!g++ -O2 -std=c++17 -lm % -fsanitize=undefined
-Wall -Wextra -Wshadow -Wno-unused-result<CR>
no <F5> :!./a.out<CR>
```

### 1.3 Default code

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

using namespace std;

#define int long long

void solve() {
}

signed main() {
    ios::sync_with_stdio(0); cin.tie(0);
    int T = 1;
    // cin >> T;
    while (T--) solve();
    return 0;
}
```

### 1.4 Check

```
for i in $(seq 1 10000);
do
    python3 gen.py
    ./ac < test.in > out_ac
    ./wa < test.in > out_wa
    diff out_ac out_wa || break
done
```

### 1.5 Black Magic

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/priority_queue.hpp>
using namespace __gnu_pbds;
using namespace __gnu_cxx;
typedef tree<int, null_type, less<int>, rb_tree_tag
, tree_order_statistics_node_update> TREE;
//tree.find_by_order() / tree.order_of_key();
```

### 1.6 C++ Random

```
mt19937 gen(chrono
::system_clock::now().time_since_epoch().count());
uniform_int_distribution
<long long int> dist(1, 1000000000000000000);
// usage: dist(gen)
```

## 2 Bitwise Trick

### 2.1 Builtin Function

```
// count left 0s
int __builtin_clz
(unsigned int x) // 31 - __builtin_clz is lg
int __builtin_clzll (unsigned long long x) // 63 - clz
// count number of 1's
int __builtin_popcount (unsigned int x)
int __builtin_popcountll (unsigned long long x)
```

### 2.2 Next Permutation

```
ll next_perm(ll v) {
    ll t = v | (v - 1);
    return (t + 1) | (((~t & -~t) - 1) >>
        (__builtin_ctz(v) + 1));
}
```

### 2.3 Subset Enumeration

```
int subset_enumeration(int s) {
    for (int now = s; now > 0; now = (now - 1) & s) {
        cout << now << ' ';
    }
    cout << "0\n";
}
```

## 3 STL

### 3.1 Bitset

```
// bit access
b[1] // access bit
b.count() // return number of 1
b.size() // return length
b.any() // true if at least one of the bits is set
b.none() // true if none of the bits is set
b.all() // true if all of the bits are set
// bit manipulation
b.to_string(ZERO, ONE) // ZERO: character
                        // to use to represent false, default '0', ONE
                        // character to use to represent true, default '1'
b.to_ulong()
b.to_ullong()
```

## 4 Data Structure

### 4.1 Discrete Trick

```
vector<int> val;
#define ALL(v) (v).begin(), (v).end()
// build
sort(ALL
      (val)), val.resize(unique(ALL(val)) - val.begin());
// index of x
upper_bound(ALL(val), x) - val.begin();
// max idx <= x
upper_bound(ALL(val), x) - val.begin();
// max idx < x
lower_bound(ALL(val), x) - val.begin();
```

### 4.2 Sparse Table

```
// logn = ceil(log2(mxn))
int st[mxn][logn];
// sparse table, store answer for [i, i + 2^j - 1]
int a[mxn]; // array
int lg[mxn]; // log value
int n;

void init()
{
    for (int i = 0; i < n; i++) cin >> st[i][0];
    for (int j = 1; j < logn; j++) {
        for (int i = 0; i + (1 << j) <= n; i++) {
            st[i][j] = min(
                st[i][j - 1], st[i + (1 << (j - 1))][j - 1]);
        }
    }
}
/*
cin >> n;
init();
int l, r; // 1-based
cin >> l >> r;
l--, r--;
int j = __lg(r - l + 1);
-> min(st[l][j], st[r - (1 << j) + 1][j])
*/
```

### 4.3 Treap

```
int rnd() { return ((rand
    ()) % (1 << 15)) << 16 + (rand() % (1 << 15)); }

struct Treap{
    Treap *lc, *rc;
    int sz, pri, val;
    long long int sum;
    bool rev;
    Treap(int _val): lc(nullptr), rc(nullptr), sz(1)
        , pri(rnd()), val(_val), sum(_val), rev(false){};
};

long long int SUM(Treap* a){
    return a? a->sum : 0;
}

int SZ(Treap *a){
    return a? a->sz:0;
}

void pull(Treap* a){
    if(!a){
        return;
    }
    a->sz = 1 + SZ(a->lc) + SZ(a->rc);
    a->sum = a->val + SUM(a->lc) + SUM(a->rc);
}

void push(Treap* a){
    if(a->rev){
        swap(a->lc, a->rc);
    }
    if(a && a->lc){
        a->lc->rev ^= a->rev;
    }
    if(a && a->rc){
        a->rc->rev ^= a->rev;
    }
    a->rev = 0;
}

Treap* merge(Treap* a, Treap* b){
    if(!a || !b) return a? a:b;
    push(a);
    push(b);
    if(a->pri > b->pri){
        a->rc = merge(a->rc, b);
        pull(a);
        return a;
    }
    else{
        b->lc = merge(a, b->lc);
        pull(b);
        return b;
    }
}

void split(Treap* t, int k, Treap* &a, Treap* &b){
    if(!t){
        a = b = nullptr;
        return;
    }
    push(t);
    if(SZ(t->lc)+1 <= k){
        a = t;
        split(t->rc, k-(SZ(t->lc)+1), a->rc, b);
        pull(a);
        return;
    }
    b = t;
    split(t->lc, k, a, b->lc);
    pull(b);
    return;
}
```

```
a->sz = 1 + SZ(a->lc) + SZ(a->rc);
a->sum = a->val + SUM(a->lc) + SUM(a->rc);
}

void push(Treap* a){
    if(a->rev){
        swap(a->lc, a->rc);
    }
    if(a && a->lc){
        a->lc->rev ^= a->rev;
    }
    if(a && a->rc){
        a->rc->rev ^= a->rev;
    }
    a->rev = 0;
}

Treap* merge(Treap* a, Treap* b){
    if(!a || !b) return a? a:b;
    push(a);
    push(b);
    if(a->pri > b->pri){
        a->rc = merge(a->rc, b);
        pull(a);
        return a;
    }
    else{
        b->lc = merge(a, b->lc);
        pull(b);
        return b;
    }
}

void split(Treap* t, int k, Treap* &a, Treap* &b){
    if(!t){
        a = b = nullptr;
        return;
    }
    push(t);
    if(SZ(t->lc)+1 <= k){
        a = t;
        split(t->rc, k-(SZ(t->lc)+1), a->rc, b);
        pull(a);
        return;
    }
    b = t;
    split(t->lc, k, a, b->lc);
    pull(b);
    return;
}
```

### 4.4 Disjoint Set Undo ver.

```
//parent O(lg(N)), setUp O(lg(N)), undo O(1)
#define MX 10000
int rp[MX], sz[MX];
int compo;
int pts[MX*2], in=0;

int parent(int n){
    if(rp[n]==n) return n;
    return rp[n]=parent(rp[n]);
}

// additionally storing
// parent which is connected to another parents
void setUp(int a, int b){
    a = parent(a);
    b = parent(b);
    if(a==b){
        pts[++in]=-1;
        return;
    }
    if(sz[a]<sz[b]){
        rp[a] = rp[b];
        sz[b] += sz[a];
        pts[++in]=a;
    }
    else{
        rp[b] = rp[a];
        sz[a] += sz[b];
        pts[++in] = b;
    }
    compo--;
}

void undo(){
    if(!in) return;
    int n = pts[in--];
```

```

if(n!=-1) {
    sz[parent(rp[n])] -= sz[n];
    rp[n]=n;
    compo++;
}
}

void init(int n){
    in=0;
    for(int i=0;i<=MX;i++){
        rp[i]=i;
        sz[i]=1;
    }
    compo=n;
}

```

## 4.5 Trie

```

class Trie {
public:
    struct Node {
        bool end;
        Node *child[26];
        Node() {
            end = false;
            for (int i = 0; i < 26; i++) child[i] = NULL;
        }
    };
    Node *root;
    Trie() {
        root = new Node();
    }

    void insert(string word) {
        Node *node = root;
        for (char c : word) {
            int ind = c - 'a';
            if (node->child[ind] == NULL) node->child[ind] = new Node();
            node = node->child[ind];
        }
        node->end = true;
    }

    bool search(string word) {
        Node *node = root;
        for (char c : word) {
            int ind = c - 'a';
            if (node->child[ind] == NULL) return false;
            node = node->child[ind];
        }
        return node->end;
    }

    bool startsWith(string prefix) {
        Node *node = root;
        for (char c : prefix) {
            int ind = c - 'a';
            if (node->child[ind] == NULL) return false;
            node = node->child[ind];
        }
        return true;
    }
};

```

## 4.6 Segment Tree(Range chmin, chmax, add)

```

const ll INF = 1e12;
ll a[maxN];
struct Node {
    ll sum;
    ll mx1, mx2, mxc;
    ll mn1, mn2, mnc;
    ll lazy;
    Node () {}
    Node (ll x) : sum(x), mx1(x), mx2(-INF), mn1(x), mn2(INF), mnc(1), mxc(1), lazy(0) {};
} st[maxN << 2];

void Merge(int id) {
    st[id].sum = st[id << 1].sum + st[id << 1 | 1].sum;
    if (st[id << 1].mx1 == st[id << 1 | 1].mx1) {
        st[id].mx1 = st[id << 1].mx1;
        st[id].mx2 = max(st[id << 1].mx2, st[id << 1 | 1].mx2);
        st[id].mxc = st[id << 1].mxc + st[id << 1 | 1].mxc;
    } else if (st[id << 1].mx1 > st[id << 1 | 1].mx1) {

```

```

        st[id].mx1 = st[id << 1].mx1;
        st[id].mx2 = max(st[id << 1].mx2, st[id << 1 | 1].mx2);
        st[id].mxc = st[id << 1].mxc;
    } else {
        st[id].mx1 = st[id << 1 | 1].mx1;
        st[id].mx2 = max(st[id << 1].mx1, st[id << 1 | 1].mx2);
        st[id].mxc = st[id << 1 | 1].mxc;
    }
    if (st[id << 1].mn1 == st[id << 1 | 1].mn1) {
        st[id].mn1 = st[id << 1].mn1;
        st[id].mn2 = min(st[id << 1].mn2, st[id << 1 | 1].mn2);
        st[id].mnc = st[id << 1].mnc + st[id << 1 | 1].mnc;
    } else if (st[id << 1].mn1 < st[id << 1 | 1].mn1) {
        st[id].mn1 = st[id << 1].mn1;
        st[id].mn2 = min(st[id << 1].mn2, st[id << 1 | 1].mn2);
        st[id].mnc = st[id << 1].mnc;
    } else {
        st[id].mn1 = st[id << 1 | 1].mn1;
        st[id].mn2 = min(st[id << 1].mn1, st[id << 1 | 1].mn2);
        st[id].mnc = st[id << 1 | 1].mnc;
    }
}

void build(int id, int l, int r) {
    if (l == r) {
        st[id] = Node(a[l]);
        st[id].lazy = 0;
        return;
    }
    int mid = l + r >> 1;
    build(id << 1, l, mid);
    build(id << 1 | 1, mid + 1, r);
    Merge(id);
    st[id].lazy = 0;
}

void push_max(int id, ll val, bool ok) {
    if (val >= st[id].mx1) return;
    st[id].sum -= st[id].mx1 * st[id].mxc;
    st[id].mx1 = val;
    st[id].sum += st[id].mx1 * st[id].mxc;
    if (ok) {
        st[id].mn1 = st[id].mx1;
    } else {
        if (val <= st[id].mn1) {
            st[id].mn1 = val;
        } else if (val < st[id].mn2) {
            st[id].mn2 = val;
        }
    }
}

void push_min(int id, ll val, bool ok) {
    if (val <= st[id].mn1) return;
    st[id].sum -= st[id].mn1 * st[id].mnc;
    st[id].mn1 = val;
    st[id].sum += st[id].mn1 * st[id].mnc;
    if (ok) st[id].mx1 = st[id].mn1;
    else {
        if (val >= st[id].mx1) {
            st[id].mx1 = val;
        } else if (val > st[id].mx2) st[id].mx2 = val;
    }
}

void push_add(int id, ll val, int l, int r) {
    if (val == 0) return;
    st[id].sum += 1ll * (r - l + 1) * val;
    st[id].mx1 += val;
    st[id].mn1 += val;
    if (st[id].mx2 != -INF) st[id].mx2 += val;
    if (st[id].mn2 != INF) st[id].mn2 += val;
    st[id].lazy += val;
}

void down(int id, int l, int r) {
    if (l == r) return;
    int mid = l + r >> 1;
    push_add(id << 1, st[id].lazy, l, mid);
    push_add(id << 1 | 1, st[id].lazy, mid + 1, r);
    st[id].lazy = 0;
    push_max(id << 1, st[id].mx1, l == mid);
    push_max(id << 1 | 1, st[id].mx1, mid + 1 == r);
    push_min(id << 1, st[id].mn1, l == mid);
    push_min(id << 1 | 1, st[id].mn1, mid + 1 == r);
}

```

```

void update_chmin
    (int id, int l, int r, int u, int v, ll val) {
    if (u > r || v < l || st[id].mx1 <= val) return;
    if (u <= l && r <= v && val > st[id].mx2) {
        push_max(id, val, l == r);
        return;
    }
    int mid = l + r >> 1;
    down(id, l, r);
    update_chmin(id << 1, l, mid, u, v, val);
    update_chmin(id << 1 | 1, mid + 1, r, u, v, val);
    Merge(id);
}
void update_chmax
    (int id, int l, int r, int u, int v, ll val) {
    if (u > r || v < l || st[id].mn1 >= val) return;
    if (u <= l && r <= v && st[id].mn2 > val) {
        push_min(id, val, l == r);
        return;
    }
    int mid = l + r >> 1;
    down(id, l, r);
    update_chmax(id << 1, l, mid, u, v, val);
    update_chmax(id << 1 | 1, mid + 1, r, u, v, val);
    Merge(id);
}
void update_add
    (int id, int l, int r, int u, int v, ll val) {
    if (u > r || v < l) return;
    if (u <= l && r <= v) {
        push_add(id, val, l, r);
        return;
    }
    int mid = l + r >> 1;
    down(id, l, r);
    update_add(id << 1, l, mid, u, v, val);
    update_add(id << 1 | 1, mid + 1, r, u, v, val);
    Merge(id);
}
ll get(int id, int l, int r, int u, int v) {
    if (u > r || v < l) return 0;
    if (u <= l && r <= v) return st[id].sum;
    int mid = l + r >> 1;
    down(id, l, r);
    return get(id << 1, l,
        mid, u, v) + get(id << 1 | 1, mid + 1, r, u, v);
}

```

## 4.7 2D Segment Tree

```

struct SegTree {
    size_t n;
    vector<int64_t> data;
    vector<int> xs;
    void reserve(int i) { xs.push_back(i); }
    void build0() {
        sort(xs.begin(), xs.end());
        for (n = 1; n < xs.size(); n <= 1);
        data.resize(n << 1);
    }
    void build1() {
        for (int i = n; --i; )
            data[i] = data[i << 1] + data[i << 1 | 1];
    }
    void add_pre(int i, int val) {
        i = lower_bound
            (xs.begin(), xs.end(), i) - xs.begin();
        data[i + n] += val;
    }
    void add(int i, int val) {
        i = lower_bound
            (xs.begin(), xs.end(), i) - xs.begin();
        for (i += n; i; i >= 1) data[i] += val;
    }
    int64_t sum(int l, int r) {
        l = lower_bound
            (xs.begin(), xs.end(), l) - xs.begin();
        r = lower_bound
            (xs.begin(), xs.end(), r) - xs.begin();
        int64_t res = 0;
        for (l += n, r += n; l < r; l >= 1, r >= 1) {
            if (r & 1) res += data[--r];
            if (l & 1) res += data[l++];
        }
        return res;
    }
}

```

```

};
struct SegTree2D {
    size_t n;
    vector<SegTree> trees;
    SegTree2D (size_t n_) {
        for (n = 1; n < n_; n <= 1);
        trees.resize(n << 1);
    }
    void reserve(int i, int j)
        { // 1. for all node(x, y), call reserve(x, y)
          for (i += n; i; i >= 1) trees[i].reserve(j);
        }
    void build0() { // 2.
        for (auto &i : trees) i.build0();
    }
    void build1() { // 4.
        for (auto &i : trees) i.build1();
    }
    void add_pre(int i, int j, int val) { // 3.
        for (i
            += n; i; i >= 1) trees[i].add_pre(j, val);
    }
    // operations: add / sum
    void add(int i, int j, int val) {
        for (i += n; i; i >= 1) trees[i].add(j, val);
    }
    int64_t sum(int l0, int r0, int
        l1, int r1) { // x in [l0, r0], y in [l1, r1]
        int64_t res = 0;
        for (l0 +=
            n, r0 += n; l0 < r0; l0 >= 1, r0 >= 1) {
            if (r0 & 1) res += trees[--r0].sum(l1, r1);
            if (l0 & 1) res += trees[l0++].sum(l1, r1);
        }
        return res;
    }
}
};

```

## 4.8 Li Chao Segment Tree

```

using ll = long long;
constexpr ll TEN
    (int n) { return (n == 0) ? 1 : 10 * TEN(n - 1); }

constexpr ll INF = 3 * TEN(18);
struct LiChaoTree {
    using L = pair<ll, ll>; // l.first * x + l.second
    int sz;
    vector<L> data;
    vector<ll> xs;
    static ll eval
        (L l, ll x) { return l.first * x + l.second; }
    LiChaoTree(vector<ll> _xs) : xs(_xs)
    { // xs stores all x appears in this problem
      int n = int(xs.size());
      int lg = 1;
      while ((1 <= lg) < n) lg++;
      sz = 1 << lg;
      while
          (int(xs.size()) < sz) xs.push_back(TEN(9));
      data = vector<L>(2 * sz, L(0, 3 * TEN(18)));
    }
    void add(L line, int l, int r) { // add({a, b},
        l, r): add a segment f(x) = a*x+b, x in [l, r]
        l = lower_bound
            (xs.begin(), xs.end(), l) - xs.begin();
        r = lower_bound
            (xs.begin(), xs.end(), r) - xs.begin();
        add(line, l, r, 0, sz, 1);
    }
    ll query(ll
        x) { // query(a) : find the minimal y when x=a
        int k = int(lower_bound
            (xs.begin(), xs.end(), x) - xs.begin());
        k += sz;
        ll ans = INF;
        while (k >= 1) {
            ans = min(ans, eval(data[k], x));
            k >= 1;
        }
        return ans;
    }
}

private:
void add
    (L line, int ql, int qr, int l, int r, int k) {

```

```

    if (qr <= l || r <= ql) {
        return;
    } else if (ql <= l && r <= qr) {
        int mid = (l + r) >> 1;
        ll mx = xs[mid];
        if (eval(line, mx) < eval(data[k], mx)) {
            swap(line, data[k]);
        }
        if (l + 1 == r) return;
        if (line.first > data[k].first) {
            add(line, ql, qr, l, mid, 2 * k);
        } else if (line.first < data[k].first) {
            add(line, ql, qr, mid, r, 2 * k + 1);
        }
    } else {
        int mid = (l + r) >> 1;
        add(line, ql, qr, l, mid, 2 * k);
        add(line, ql, qr, mid, r, 2 * k + 1);
    }
}
};

```

## 5 Graph

### 5.1 Bellman Ford

```

// O(nm)
const ll inf = 1e18;
const int N = 2500 + 5;
int par[N];
ll dist[N];

struct Edge {
    int u, v, w;
};

vector<Edge> edges;

vector<int> Bellman_Ford(int n) {
    for (int i = 1; i <= n; i++) {
        par[i] = -1;
        dist[i] = inf;
    }
    dist[1] = 0ll;
    int x = -1;
    for (int i = 1; i <= n; i++) {
        x = -1;
        for (Edge e : edges) {
            if (dist[e.v] > dist[e.u] + (ll)e.w) {
                dist[e.v] = max(-inf, dist[e.u] + (ll)e.w);
                par[e.v] = e.u;
                x = e.v;
            }
        }
    }
    if (x == -1) return vector<int>();

    for (int i = 1; i <= n; i++) x = par[x];
    vector<int> cycle;
    for (int u = x; u == par[u]) {
        cycle.push_back(u);
        if (u == x && SZ(cycle) > 1) break;
    }
    reverse(cycle.begin(), cycle.end());
    return cycle;
}

```

### 5.2 SPFA

```

// O(m)
const int mxn = 10000 + 5;

bitset<mxn> inque;
vector<pii> g[mxn];
queue<int> q;
vector<ll> dis(mxn, (1ll << 31) - 1);
vector<ll> cnt(mxn, 0);

bool SPFA(int st) {
    q.emplace(st);
    dis[st] = 0;

    while (!q.empty()) {
        int u = q.front(); q.pop();
        inque[u] = 0;
    }
}

```

```

for (auto [v, w] : g[u]) {
    if (dis[v] > dis[u] + w) {
        if (++cnt[v] >= n) return false; // contains negative cycle
        dis[v] = dis[u] + w;

        if (!inque[v]) {
            inque[v] = 1;
            q.emplace(v);
        }
    }
}

return true;
}

```

### 5.3 Floyd Warshall

```

const int mxn = 100 + 6;
ll dis[mxn][mxn];

void Floyd() {
    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]);
            }
        }
    }
}

```

### 5.4 Bi-CC (store vertex)

```

// bridge is
// defined as an edge which, when removed, makes the
// graph disconnected (or more precisely, increases
// the number of connected components in the graph)
vector<int> G[N]; // 1-base
vector<int> nG[N], bcc[N];
int low[N], dfn[N], Time;
int bcc_id[N], bcc_cnt; // 1-base
bool is_cut[N]; // whether is av
bool cir[N];
int st[N], top;

void dfs(int u, int pa = -1) {
    int child = 0;
    low[u] = dfn[u] = ++Time;
    st[top++] = u;
    for (int v : G[u]) {
        if (!dfn[v]) {
            dfs(v, u), ++child;
            low[u] = min(low[u], low[v]);
            if (dfn[u] <= low[v]) {
                is_cut[u] = 1;
                bcc[++bcc_cnt].clear();
                int t;
                do {
                    bcc_id[t = st[--top]] = bcc_cnt;
                    bcc[bcc_cnt].push_back(t);
                } while (t != v);
                bcc_id[u] = bcc_cnt;
                bcc[bcc_cnt].pb(u);
            }
        } else if (dfn[v] < dfn[u] && v != pa) {
            low[u] = min(low[u], dfn[v]);
        }
    }
    if (pa == -1 && child < 2) is_cut[u] = 0;
}

void bcc_init(int n) {
    Time = bcc_cnt = top = 0;
    for (int i = 1; i <= n; ++i)
        G[i].clear(), dfn[i] = bcc_id[i] = is_cut[i] = 0;
}

void bcc_solve(int n) {
    for (int i = 1; i <= n; ++i)
        if (!dfn[i]) dfs(i);
    // block-cut tree
}

```

```

for (int i = 1; i <= n; ++i)
    if (is_cut[i])
        bcc_id[i] = ++bcc_cnt, cir[bcc_cnt] = 1;
for (int i = 1; i <= bcc_cnt && !cir[i]; ++i)
    for (int j : bcc[i])
        if (is_cut[j])
            nG[i].pb(bcc_id[j]), nG[bcc_id[j]].pb(i);
}

```

## 5.5 Bi-CC (store edge)

```

// bridge is
// defined as an edge which, when removed, makes the
// graph disconnected (or more precisely, increases
// the number of connected components in the graph)
int low[N], dfn[N];
bool vis[N];
int e[M], x[M], y[M]; // e[i] = x[i] ^ y[i]
int stamp, bcc_no = 0;

vector<int> G[N], bcc[N]; // 1-base
stack<int> sta;
int bcc_id[M]; // edge i belongs to bcc_id[i], 1-base

void add_edge(int a, int b, int id){
    G[a].push_back(id);
    G[b].push_back(id);
    x[id] = a;
    y[id] = b;
    e[id] = a ^ b;
}

void dfs(int now, int par_eid) {
    vis[now] = true;
    dfn[now] = low[now] = (++stamp);
    for (int i : G[now]) {
        if (i == par_eid) continue;
        int to = (e[i] ^ now);
        if (!vis[to]) {
            sta.push(i); dfs(to, i);
            low[now] = min(low[now], low[to]);
            if (low[to] >= dfn[now]) {
                ++bcc_no; int p; // p is edge index
                do {
                    p = sta.top(); sta.pop();
                    bcc_id[p] = bcc_no;
                    bcc[bcc_no].push_back(p);
                } while (p != i);
            }
        }
        else if (dfn[to] < dfn[now]) {
            sta.push(i);
            low[now] = min(low[now], dfn[to]);
        }
    }
}

void bcc_solve(int n) {
    for (int i = 1; i <= n; ++i)
        if (!dfn[i]) dfs(i, -1);
}

// add_edge -> bcc_solve
// record nodes in bcc:
// for(int i = 1; i <= bcc_no; i++){
//     for(auto eid:bcc[i]){
//         bcc_node[i].insert(es[eid].X);
//         bcc_node[i].insert(es[eid].Y);
//     }
// }
// pii es[M]: edge i connect es[i].X and es[i].Y
// set<int> bcc_node[N]: bcc i has bcc_node[i] nodes

```

## 5.6 Bridge-CC

```

int bcc[MAXN], dic[MAXN], low[MAXN], component = 0, times = 1;
vector<int> Stack;

void init(){
    Stack.clear();
    memset(bcc, -1, sizeof(int) * MAXN);
    memset(dic, 0, sizeof(int) * MAXN);
    memset(low, 0, sizeof(int) * MAXN);
    component = 0;
    times = 1;
}

```

```

}

void tarjan(vector<int> *adj, int start, int parent){
    dic[start] = low[start] = times; times++;
    Stack.push_back(start);
    for(auto v : adj[start]){
        if (dic[v] == 0)
            tarjan(adj, v, start);
        if (v != parent)
            low[start] = min(low[start], low[v]);
    }

    if(low[start] == dic[start]){
        int t = 0;
        do {
            t = Stack.back();
            bcc[t] = component;
            Stack.pop_back();
        } while(t != start);
        component++;
    }
}

void findbcc(vector<int> *adj, int N){
    init();
    for(int i = 0; i < N; i++){
        if(dic[i] == 0)
            tarjan(adj, i, i);
    }
}

vector<int> build_bcc_graph(vector<int> *adj, int N){
    vector<int> adj_bcc[component];
    for(int l = 0; l < N; l++){
        for(auto j : adj[l]){
            int root1 = bcc[l], root2 = bcc[j];
            if(root1 != root2){
                adj_bcc[root1].push_back(root2);
                adj_bcc[root2].push_back(root1);
            }
        }
    }
}

```

## 5.7 SCC

```

struct SCC {
    vector<int> g[N];
    vector<int> comp, ind;
    stack<int> sta;
    int di = 0; // DFS counter
    int cc = 0; // Comp count

    void add_edge(int s, int e) {
        g[s].push_back(e);
    }

    int dfs(int i) {
        if (ind[i] != -1) return (comp[i] == -1) ? ind[i] : di;
        ind[i] = di;
        int md = di;
        ++di;

        sta.push(i);
        for (auto t : g[i]) md = min(md, dfs(t));

        if (md == ind[i]) {
            while(comp[i] == -1) {
                comp[sta.top()] = cc;
                sta.pop();
            }
            ++cc;
        }
        return md;
    }

    void get() {
        for (int i = 0; i < N; i++) dfs(i);
    }

    SCC() {
        comp.assign(N, -1);
        ind.assign(N, -1);
    }
};

```

## 5.8 2-SAT

```

using Vi = vector<int>;
#define pb push_back
#define each(a, x) for (auto &a: (x))
struct SAT2 : Vi {
    vector<Vi> G;
    Vi order, flags;

    // Init n variables, you can add more later
    SAT2(int n = 0) : G(n * 2) {}

    // Add new var and return its index
    int addVar() {
        G.resize(SZ(G) + 2); return SZ(G)/2;
    }

    // Add (i => j) constraint
    void imply(int i, int j) {
        i = max(i * 2 - 1, -i * 2 - 2);
        j = max(j * 2 - 1, -j * 2 - 2);
        G[i].pb(j); G[j ^ 1].pb(i ^ 1);
    }

    // Add (i v j) constraint
    void either(int i, int j) { imply(-i, j); }

    // Add !(i & j) constraint
    void notBoth(int i, int j) { imply(i, -j); }

    // Constraint at most one true variable
    void atMostOne(Vi& vars) {
        int x = addVar();
        each(i, vars) {
            int y = addVar();
            imply(x, y); imply(i, -x); imply(i, y);
            x = y;
        }
    }

    // Solve and save assignments in `values`
    bool solve() { // O(n+m), Kosaraju is used
        assign(SZ(G)/2+1, -1);
        flags.assign(SZ(G), 0);
        for (int i = 0; i < SZ(G); i++) dfs(i);
        while (!order.empty()) {
            if (!propag(order.back()^1, 1)) return 0;
            order.pop_back();
        }
        return 1;
    }

    void dfs(int i) {
        if (flags[i]) return;
        flags[i] = 1;
        each(e, G[i]) dfs(e);
        order.pb(i);
    }

    bool propag(int i, bool first) {
        if (!flags[i]) return 1;
        flags[i] = 0;
        if (at(i/2+1) >= 0) return first;
        at(i/2+1) = i&1;
        each(e, G[i]) if (!propag(e, 0)) return 0;
        return 1;
    }
};

```

## 5.9 Kruskal

```

// edge[i] = {z, x, y}
// edge(x, y) with weight z
vector<vector<int>> edgelist;

int Kruskal_MST(int N){
    int set_count = N, weight = 0;
    // make set for all vertex
    disjoint_set pointset[N];
    for(int i = 0; i < N; i++)
        pointset[i].make_set(i);
    // sort edges
    sort(edgelist.begin(), edgelist.end());
    // start union
    for(auto it : edgelist){
        // if in different set, then union
        if(pointset[it
            [1]].find_set() != pointset[it[2]].find_set()){

```

```

            Union(&pointset[it[1]], &pointset[it[2]]);
            set_count --;
            weight += it[0];
        }
    }
    if(set_count != 1) return -1;
    return weight;
}

```

## 5.10 Prim

```

vector<pii> edges[MAXN];
// edges[i]:
//   edge(i, edges[i].second) with weight edges[i].first

int Prim_MST(int N){
    bool choose[N] = {0};
    int count = 0, weight = 0;
    priority_queue<pii, vector<pii>, greater<pii>> pq;
    // choose one vertex
    choose[0] = 1;
    count++;
    // push its edges to pq
    for(auto it : edges[0]){
        pq.push(it);
    }
    // do it until pq empty
    while(!pq.empty()){
        auto add = pq.top();
        pq.pop();
        if(choose[add.second])
            continue;
        choose[add.second] = 1;
        //printf("add:
            vertex %d, with %d\n", add.second, add.first);
        count++;
        weight += add.first;
        for(auto it : edges[add.second]){
            pq.push(it);
        }
    }
    if(count != N) return -1;
    return weight;
}

```

## 5.11 Euler Trail

```

// del[now] : G[now][1,2,...,del[now]-1] are visited
// start from G[now][del[now]]
int del[MAXN] = {0};
// in-degree, out-degree
// in, out degree are calculated when add edges
int in[MAXN] = {0}, out[MAXN] = {0};
stack<int> st;
// G[i] is sorted
vector<int> G[MAXN];

void dfs(int now)
{
    for(int i=del[now]; i<G[now].size(); i=del[now])
    {
        del[now]=i+1;
        dfs(G[now][i]);
    }
    st.push(now);
}

void Euler_Path(int N){
    // if euler circuit exists
    // start from first vertex
    int S = 1, T, cnt[2] = {0};
    // in == out
    bool flag = true;
    for(int i = 1; i <= N; i++){
        if(in[i] != out[i]) flag=false;
        if(out[i] - in[i] == 1) cnt[0]++, S=i; // start
        if(in[i] - out[i] == 1) cnt[1]++, T=i; // terminate
    }
    // if needed, we need to check whether there's
    // a path from S to T
    if(!flag && !(cnt[0] == 1 && cnt[1] == 1)){
        printf("No");
        return;
    }
    dfs(S);
    while(!st.empty()) printf("%d ", st.top()), st.pop();
}

```



```
return;
}
```

## 5.12 Euler Tour

```
vector<pair<int, int>> g[kN];
vector<int> euler_tour;
vector<bool> visited(kN, false);
void EulerTour(int x){
    while(!g[x].empty()){
        auto [u, e] = g[x].back(); //e is the ID of the edge
        g[x].pop_back();
        if(!visited[e]){
            visited[e] = true;
            EulerTour(u);
            euler_tour.push_back(e);
        }
    }
}
```

## 5.13 AP & Bridge

```
const int mxn = 5e4 + 5;
vector<int> g[mxn];
int cnt = 0;
int dfn[mxn], low[mxn], vis[mxn], ap[mxn];
set<int> nodeAP;
set<pii> bridge;

void tarjan(int u, int fa)
{
    vis[u] = 1;
    low[u] = dfn[u] = ++cnt;
    int child = 0;
    for (int v : g[u])
    {
        if (v == fa) continue;
        if (!dfn[v]) {
            child++;
            tarjan(v, u);
            low[u] = min(low[u], low[v]);
            if (fa != -1 && low[v] >= dfn[u] && !ap[u]) {
                ap[u] = 1;
                nodeAP.insert(u);
            }
            if (low[v] > dfn[u]) {
                if (v < u) bridge.insert({v, u});
                else bridge.insert({u, v});
            }
        }
        else low[u] = min(low[u], dfn[v]);
    }

    if (fa == -1 && child > 1 && !ap[u]) {
        ap[u] = 1;
        nodeAP.insert(u);
    }
}

void solve()
{
    for (int i = 1; i <= n; i++)
    {
        if (!dfn[i]) {
            tarjan(i, -1);
        }
    }
}
```

## 5.14 Max Clique

```
const int N = 45;
struct MaxClique {
    bitset<N> a[N], cs[N];
    int ans, sol[N], q, cur[N], d[N], n;
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; i++) a[i].reset();
    }
    void addEdge(int u, int v) { a[u][v] = a[v][u] = 1; }
    void csort(vector<int> &r, vector<int> &c) {
        int mx = 1, km = max(ans - q + 1, 1), t = 0,
            m = r.size();
        cs[1].reset(), cs[2].reset();
        for (int i = 0; i < m; i++) {
            int p = r[i], k = 1;
```

```
while ((cs[k] & a[p]).count()) k++;
if (k > mx) mx++, cs[mx + 1].reset();
cs[k][p] = 1;
if (k < km) r[t++] = p;
}
c.resize(m);
if (t) c[t - 1] = 0;
for (int k = km; k <= mx; k++)
    for (int p = cs[k]._Find_first(); p < N;
        p = cs[k]._Find_next(p))
        r[t] = p, c[t] = k, t++;
}

void dfs(vector<int> &r, vector<int> &c, int l,
    bitset<N> mask) {
    while (!r.empty()) {
        int p = r.back();
        r.pop_back(), mask[p] = 0;
        if (q + c.back() <= ans) return;
        cur[q++] = p;
        vector<int> nr, nc;
        bitset<N> nmask = mask & a[p];
        for (int i : r)
            if (a[p][i]) nr.push_back(i);
        if (!nr.empty()) {
            if (l < 4) {
                for (int i : nr)
                    d[i] = (a[i] & nmask).count();
                sort(nr.begin(), nr.end(),
                    [&](int x, int y) { return d[x] > d[y]; });
            }
            csort(nr, nc), dfs(nr, nc, l + 1, nmask);
        }
        else if (q > ans) ans = q, copy_n(cur, q, sol);
        c.pop_back(), q--;
    }
}

int solve(bitset<N> mask = bitset<N>(),
    string(N, '1')) {
    vector<int> r, c;
    ans = q = 0;
    for (int i = 0; i < n; i++)
        if (mask[i]) r.push_back(i);
    for (int i = 0; i < n; i++)
        d[i] = (a[i] & mask).count();
    sort(r.begin(), r.end(),
        [&](int i, int j) { return d[i] > d[j]; });
    csort(r, c), dfs(r, c, 1, mask);
    return ans; // sol[0 ~ ans-1]
}

} graph;
```

## 5.15 Vizing

```
namespace vizing { // returns
    edge coloring in adjacent matrix G. 1 - based
const int N = 105;
int C[N][N], G[N][N], X[N], vst[N], n;
void init(int _n) { n = _n;
    for (int i = 0; i <= n; ++i)
        for (int j = 0; j <= n; ++j)
            C[i][j] = G[i][j] = 0;
}

void solve(vector<pii> &E) {
    auto update = [&](int u)
    { for (X[u] = 1; C[u][X[u]]; ++X[u]); };
    auto color = [&](int u, int v, int c) {
        int p = G[u][v];
        G[u][v] = G[v][u] = c;
        C[u][c] = v, C[v][c] = u;
        C[u][p] = C[v][p] = 0;
        if (p) X[u] = X[v] = p;
        else update(u), update(v);
        return p;
    };

    auto flip = [&](int u, int c1, int c2) {
        int p = C[u][c1];
        swap(C[u][c1], C[u][c2]);
        if (p) G[u][p] = G[p][u] = c2;
        if (!C[u][c1]) X[u] = c1;
        if (!C[u][c2]) X[u] = c2;
        return p;
    };

    fill_n(X + 1, n, 1);
    for (int t = 0; t < SZ(E); ++t) {
        int u = E[t]
            ].X, v0 = E[t].Y, v = v0, c0 = X[u], c = c0, d;
        vector<pii> L;
```



```

fill_n(vst + 1, n, 0);
while (!G[u][v0]) {
    L.emplace_back(v, d = X[v]);
    if (!C[v][c]) for (int a = SZ(L) - 1; a >= 0; --a) c = color(u, L[a].X, c);
    else if (!C[u][d]) for (int a = SZ(L) - 1; a >= 0; --a) color(u, L[a].X, L[a].Y);
    else if (vst[d]) break;
    else vst[d] = 1, v = C[u][d];
}
if (!G[u][v0]) {
    for (; v; v = flip(v, c, d), swap(c, d));
    if (int a; C[u][c0]) {
        for (
            a = SZ(L) - 2; a >= 0 && L[a].Y != c; --a);
        for (; a >= 0; --a) color(u, L[a].X, L[a].Y);
    }
    else --t;
}
}
} // namespace vizing

```

## 5.16 Dominator Tree

```

struct dominator_tree { // 1-base
    vector<int> G[N], rG[N];
    int n, pa[N], dfn[N], id[N], Time;
    int semi[N], idom[N], best[N];
    vector<int> tree[N]; // dominator_tree
    void init(int _n) {
        n = _n;
        for (int i = 1; i <= n; ++i)
            G[i].clear(), rG[i].clear();
    }
    void add_edge(int u, int v) {
        G[u].pb(v), rG[v].pb(u);
    }
    void dfs(int u) {
        id[dfn[u] = ++Time] = u;
        for (auto v : G[u])
            if (!dfn[v]) dfs(v), pa[dfn[v]] = dfn[u];
    }
    int find(int y, int x) {
        if (y <= x) return y;
        int tmp = find(pa[y], x);
        if (semi[best[y]] > semi[best[pa[y]]])
            best[y] = best[pa[y]];
        return pa[y] = tmp;
    }
    void tarjan(int root) {
        Time = 0;
        for (int i = 1; i <= n; ++i) {
            dfn[i] = idom[i] = 0;
            tree[i].clear();
            best[i] = semi[i] = i;
        }
        dfs(root);
        for (int i = Time; i > 1; --i) {
            int u = id[i];
            for (auto v : rG[u])
                if (v = dfn[v]) {
                    find(v, i);
                    semi[i] = min(semi[i], semi[best[v]]);
                }
            tree[semi[i]].pb(i);
            for (auto v : tree[pa[i]]) {
                find(v, pa[i]);
                idom[v] =
                    semi[best[v]] == pa[i] ? pa[i] : best[v];
            }
            tree[pa[i]].clear();
        }
        for (int i = 2; i <= Time; ++i) {
            if (idom[i] != semi[i]) idom[i] = idom[idom[i]];
            tree[id[idom[i]]].pb(id[i]);
        }
    }
} dt;
// init -> add_edge -> tarjan(root)
// tree: u -> v, from root to v must pass u

```

## 6 String

### 6.1 KMP

```

// build pi function
// pi(i) is
// the length of the longest prefix of the substring
// s[0..i] which is also a suffix of this substring.
vector<int> prefix_function(string s) {
    int n = SZ(s);
    vector<int> pi(n, 0);
    for (int i = 1; i < n; i++) {
        int j = pi[i-1];
        while (j > 0 && s[i] != s[j])
            j = pi[j-1];
        if (s[i] == s[j])
            j++;
        pi[i] = j;
    }
    return pi;
}

// find all pattern occurrence starting index in text
vector<int> KMP(string text, string pat) {
    string s = pat + "#" + text;
    vector<int> pi = prefix_function(s);
    vector<int> res;
    int n = SZ(pat);
    for (int i = n + 1; i < SZ(s); i++) {
        if (pi[i] == n) {
            res.push_back(i - 2 * n);
        }
    }
    return res;
}

```

### 6.2 String Matching bitset ver.

```

// record alphabets' occurrence in text
bitset<10000> mask[26];
string text;

// set up mask
void SetMask(){
    text = "#" + text; // let the text become 1-indexed
    for(int i = 1; i < text.size(); i++){
        mask[text[i] - 'a'][i] = 1; // set up bit
    }
}

// modified mask and the string
void ChangeMask(int pos, char c){
    mask[text[pos] - 'a'][pos] = 0;
    text[pos] = c;
    mask[text[pos] - 'a'][pos] = 1;
}

// find pattern count in text[l..r]
int Substring(string pattern, int l, int r){
    // range validation
    if (r - l + 1 < pattern.size())
        return 0;
    // 1. set a ans_mask with all 1
    // 2. for i in pattern
    //    , ans_mask &= (mask[pattern[i] - 'a'] >> i);
    // 3. ans_mask
    //    >> (l-1).count - ans_mask >> (r-len+1).count
    bitset<MAX> ans_mask;
    ans_mask.set();
    pattern = "#" + pattern;
    for(int i = 1; i < pattern.size(); i++){
        ans_mask &= (mask[pattern[i] - 'a'] >> i);
    }
    return (ans_mask >> (l-1)).count()
        - (ans_mask >> (r - pattern.size() + 2)).count();
}

```

### 6.3 Z-value

```

// z[i] =
// s and s[i, n - 1] max Longest Common Prefix length
int z[MAXN];
void make_z(const string &s) {
    int l = 0, r = 0;
    z[0] = SZ(s);
    for (int i = 1; i < SZ(s); ++i) {
        for (z[i] = max(0, min(r - i + 1, z[i - l]));
            i + z[i] < SZ(s) && s[i + z[i]] == s[z[i]];
            ++z[i])
        ;
    }
}

```

```

    if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
}
}

```

## 6.4 Manacher

```

// return length of longest palindrome in string tmp
// remember mxn should be at least 2 * string length
int d[mxn];
int Manacher(string tmp)
{
#define pb push_back
    string s = "&";
    int l = 0, r = 0, x = 0, ans = 0;
    for (char c : tmp) s.pb(c), s.pb('%');
    int sz = s.size();
    for (int i = 1; i < sz; i++)
    {
        d[i] = r > i ? min(d[2 * l - i], r - i) : 1;
        while (s[i + d[i]] == s[i - d[i]]) d[i]++;
        if (d[i] + i > r) r = i + d[i], l = i;
    }
    for (int i = 1; i < sz; i++)
    {
        if (s[i] == '%') x = max(x, d[i]);
    }
    ans = x / 2 * 2, x = 0;
    for (int i = 1; i < sz; i++)
    {
        if (s[i] != '%') x = max(x, d[i]);
    }
    return max(ans, (x - 1) / 2 * 2 + 1);
}

// return longest palindrome in string tmp
vector<int> manacherOdd(string s) {
    int n = SZ(s);
    s = "$" + s + "^";
    vector<int> p(n+2);
    int l = 1, r = 1;
    for (int i = 1; i <= n; i++) {
        p[i] = max(0, min(r - i, p[l + r - i]));
        while (s[i - p[i]] == s[i + p[i]]) p[i]++;
        if (i + p[i] > r) {
            l = i - p[i];
            r = i + p[i];
        }
    }
    return vector<int>(begin(p)+1, end(p)-1);
}

string manacher(string s) {
    string t;
    for(auto c : s) t += string("#") + c;
    vector<int> ans = manacherOdd(t + "#");
    int maxid = 1, maxlen = ans[1];
    for (int i = 1; i < SZ(ans) - 1; i++) {
        if (ans[i] > maxlen) {
            maxlen = ans[i];
            maxid = i;
        }
    }
    return s.
        substr(maxid / 2 - (maxlen - 1) / 2, maxlen - 1);
}

```

## 6.5 Suffix Array

```

struct suffix_array {
    // 0-indexed
    // box: bucket
    // m: ASCII limi
    int box[MAXN], tp[MAXN], m;
    // sa[ra[i]] = ra[sa[i]] = i;
    // he[i] = LCP(i-1, i);
    int sa[MAXN], ra[MAXN], he[MAXN];

    void radix(int *rk, int *in, int *out, int n) {
        fill_n(box, m, 0);
        for (int i = 0; i < n; ++i) ++box[rk[i]];
        partial_sum(box, box + m, box);
        for (int i = n - 1; i >= 0; --i)
            out[--box[rk[in[i]]]] = in[i];
    }
    bool not_equ(int a, int b, int k, int n) {
        return ra[a] != ra[b] || a + k >= n ||

```

```

        b + k >= n || ra[a + k] != ra[b + k];
    }
    void make_sa(const string &s, int n) {
        int k = 1;
        for (int i = 0; i < n; ++i) ra[i] = s[i];
        do {
            iota(tp, tp + k, n - k), iota(sa + k, sa + n, 0);
            radix(ra + k, sa + k, tp + k, n - k);
            radix(ra, tp, sa, n);
            tp[sa[0]] = 0, m = 1;
            for (int i = 1; i < n; ++i) {
                m += not_equ(sa[i], sa[i - 1], k, n);
                tp[sa[i]] = m - 1;
            }
            copy_n(tp, n, ra);
            k *= 2;
        } while (k < n && m != n);
    }
    void make_he(const string &s, int n) {
        for (int j = 0, k = 0; j < n; ++j) {
            if (ra[j])
                for (; s[j + k] == s[sa[ra[j] - 1] + k]; ++k)
                    he[ra[j]] = k, k = max(0, k - 1);
        }
    }
    void build(const string &s) {
        int n = SZ(s);
        fill_n
            (sa, n, 0), fill_n(ra, n, 0), fill_n(he, n, 0);
        fill_n(box, n, 0), fill_n(tp, n, 0), m = 256;
        make_sa(s, n), make_he(s, n);
    }
};

```

## 6.6 SAIS

```

namespace sfx {
bool _t[N * 2];
int SA[N * 2], H[N], RA[N];
int _s[N * 2], _c[N * 2], x[N], _p[N], _q[N * 2];
// zero based, string content MUST > 0
// SA[i]: SA[i]-th
// suffix is the i-th lexicographically smallest suffix.
// H[i]: longest
// common prefix of suffix SA[i] and suffix SA[i - 1].
void pre(int *sa, int *c, int n, int z)
{ fill_n(sa, n, 0), copy_n(c, z, x); }
void induce
    (int *sa, int *c, int *s, bool *t, int n, int z) {
    copy_n(c, z - 1, x + 1);
    for (int i = 0; i < n; ++i)
        if (sa[i] && !t[sa[i] - 1])
            sa[x[s[sa[i] - 1]]++] = sa[i] - 1;
    copy_n(c, z, x);
    for (int i = n - 1; i >= 0; --i)
        if (sa[i] && t[sa[i] - 1])
            sa[--x[s[sa[i] - 1]]] = sa[i] - 1;
}
void sais(int *s, int *sa
    , int *p, int *q, bool *t, int *c, int n, int z) {
    bool uniq = t[n - 1] = true;
    int nn = 0,
        nmxz = -1, *nsa = sa + n, *ns = s + n, last = -1;
    fill_n(c, z, 0);
    for (int i = 0; i < n; ++i) uniq &= ++c[s[i]] < 2;
    partial_sum(c, c + z, c);
    if (uniq) {
        for (int i = 0; i < n; ++i) sa[--c[s[i]]] = i;
        return;
    }
    for (int i = n - 2; i >= 0; --i)
        t[i] = (
            s[i] == s[i + 1] ? t[i + 1] : s[i] < s[i + 1]);
    pre(sa, c, n, z);
    for (int i = 1; i <= n - 1; ++i)
        if (t[i] && !t[i - 1])
            sa[--x[s[i]]] = p[q[i] = nn++] = i;
    induce(sa, c, s, t, n, z);
    for (int i = 0; i < n; ++i)
        if (sa[i] && t[sa[i]] && !t[sa[i] - 1]) {
            bool neq = last < 0 || !equal
                (s + sa[i], s + p[q[sa[i]] + 1], s + last);
            ns[q[last = sa[i]]] = nmxz += neq;
        }
    sais(ns,
        nsa, p + nn, q + n, t + n, c + z, nn, nmxz + 1);
}

```

```

pre(sa, c, n, z);
for (int i = nn - 1; i >= 0; --i)
    sa[--x[s[p[nsa[i]]]]] = p[nsa[i]];
induce(sa, c, s, t, n, z);
}
void mkhei(int n) {
    for (int i = 0, j = 0; i < n; ++i) {
        if (RA[i])
            for (; _s[i + j] == _s[SA[RA[i] - 1] + j]; ++j);
        H[RA[i]] = j, j = max(0, j - 1);
    }
}
void build(int *s, int n) {
    copy_n(s, n, _s), _s[n] = 0;
    sais(_s, SA, _p, _q, _t, _c, n + 1, 256);
    copy_n(SA + 1, n, SA);
    for (int i = 0; i < n; ++i) RA[SA[i]] = i;
    mkhei(n);
}
}

```

## 6.7 Lexicographically Smallest Rotation

```

// return the lexicographically smallest
// string among all rotation
string mcp(string s) {
    #define SZ(a) ((int)a.size())
    int n = SZ(s), i = 0, j = 1;
    s += s;
    while (i < n && j < n) {
        int k = 0;
        while (k < n && s[i + k] == s[j + k]) ++k;
        if (s[i + k] <= s[j + k]) j += k + 1;
        else i += k + 1;
        if (i == j) ++j;
    }
    int ans = i < n ? i : j;
    return s.substr(ans, n);
}

```

## 6.8 AC Automaton Arr.ver

```

int Node[MAXN][CSIZE] = {{0}}, EndOfWord[MAXN]
    ]={0}, id_of_str[MAXN] = {0}, failptr[MAXN] = {0};
int id = 0,
    que[MAXN]={0}, cnt[MAXN] = {0}, end_at[MAXN] = {0};

// usage
// ac.build(a); "a" contains patterns
// ac.find(t); t is the target text
// end_at[i]: a[i] ends at node end_at[i]
// cnt[end_at[i]]: a[i] appears cnt[end_at[i]] in t

int getindex(char a){
    return a - 'a';
}

void init(){
    memset(Node, 0, sizeof(Node));
    memset(EndOfWord, 0, sizeof(EndOfWord));
    memset(id_of_str, 0, sizeof(id_of_str));
    memset(failptr, -1, sizeof(failptr));
    memset(que, 0, sizeof(que));
    memset(cnt, 0, sizeof(cnt));
    id = 0;
}

void insert(string s, int id_){
    int rt = 0, len = s.length();
    for(int i = 0; i < len; i++){
        int index = getindex(s[i]);
        if(!Node[rt][index]){
            id++;
            Node[rt][index] = id;
        }
        rt = Node[rt][index];
    }
    EndOfWord[rt]++;
    id_of_str[rt] = id_;
    end_at[id_] = rt;
}

struct AC_Automaton{
    int root = 0;
    vector<string> patterns;

    void build(vector<string> patterns_){

```

```

patterns = patterns_;
int size = SZ(patterns);
init();
// build trie
for(int i = 0; i < size; i++){
    insert(patterns[i], i);
}

// build failptr
queue<int> q;
int t = 0;
// first layer's failptr is root
for(int i = 0; i < CSIZE; i++){
    if(Node[root][i]){
        failptr[Node[root][i]] = root;
        q.push(Node[root][i]);
    }
}

// BFS
while(!q.empty()){
    int x = q.front();
    q.pop();
    que[t++] = x;
    for(int i = 0; i < CSIZE; i++){
        if(Node[x][i]){
            q.push(Node[x][i]);
            int Fail = failptr[x];
            while(1){
                if(Fail == -1){
                    // root
                    failptr[Node[x][i]] = root;
                    break;
                }
                if(Node[Fail][i]){
                    failptr[Node[x][i]] = Node[Fail][i];
                    break;
                } else {
                    Fail = failptr[Fail];
                }
            }
        }
    }
}

void find(string text){
    memset(cnt, 0, sizeof(cnt));
    int curr = root;
    int i = 0;
    int size = SZ(text);
    while(i < size){
        int index = getindex(text[i]);

        if(Node[curr][index]){
            curr = Node[curr][index];
            cnt[curr]++;
            i++;
        } else {
            curr = failptr[curr];
            if(curr == -1){
                curr = root;
                cnt[curr]++;
                i++;
            }
        }
    }
    for(int i = id - 1; i >= 0; i--){
        cnt[failptr[que[i]]] += cnt[que[i]];
    }
}
};

```

## 7 Math

### 7.1 extgcd

```

// find [x, y] such that ax + by = 1;
ll extgcd(ll a, ll b, ll &x, ll &y) {
    if (!b) { x = 1; y = 0; return a; }
    ll d = extgcd(b, a % b, y, x);
    y -= (a / b) * x;
    return d;
}

```

## 7.2 Chinese Remainder Theorem

```
// x ≡ b_i
// (mod a_i), a_i is not promised to be mutually prime
ll mul(ll x, ll y, ll m) {
    ll res = 0;
    while (y) {
        if (y & 1) res = (res + x) % m;
        x = (x + x) % m;
        y >>= 1;
    }
    return res;
}
ll extgcd(ll a, ll b, ll &x, ll &y) {
    if (!b) { x = 1; y = 0; return a; }
    ll d = extgcd(b, a % b, y, x);
    y -= (a / b) * x;
    return d;
}
ll excrt() {
    ll clcm = a[0], res = b[0];
    for (int i = 1; i < n; i++) {
        ll x, y, d = extgcd(clcm, a[i], x, y);
        ll r = ((b[i] - res) % a[i] + a[i]) % a[i];
        ll tmp = clcm / d * a[i];
        if (r % d) return -1;
        x = (mul(x, r / d, a[i]) + a[i]) % a[i];
        res = (res + mul(x, clcm, tmp)) % tmp;
        clcm = tmp;
    }
    return res;
}
```

## 7.3 Modular Multiplicative Inverse

```
ll inv[mxn];

void mod_inv() {
    inv[1] = 1;
    for (ll i = 2; i <= n; i++) {
        inv[i] = (p - p / i) * inv[p % i] % p;
    }
}
```

## 7.4 Build Prime Table

```
const int N = 1e8 + 5;

bitset<N> num;
vector<int> prime;
void LS(int n) {
    for (int i = 2; i <= n; ++i) {
        if (!num[i])
            prime.push_back(i);
        for (int j = 0; j < prime.size(); ++j) {
            if (i * prime[j] >= n) break;
            num[i * prime[j]] = 1;
            if (i % prime[j] == 0) break;
        }
    }
}
```

## 7.5 Floor & Ceil

```
int ifloor(int a, int b)
// if a/b < 0 && a%b!=0
// minus 1
{ return a / b - (a % b && a < 0 ^ b < 0); }
int iceil(int a, int b)
// if a/b > 0 && a%b!=0
// plus 1
{ return a / b + (a % b && a < 0 ^ b > 0); }
```

## 7.6 Gauss Elimination Normal

```
double a[N][N], x[N];
const double eps=1e-6;
int solve(int n, int m){
    int c=0;
    int r;
    for(r = 0; r < n && c < m; r++, c++) {
        int maxr = r;
        for(int i = r + 1; i < n; i++) {
            if(abs(a[i][c]) > abs(a[maxr][c]))
                maxr = i;
        }
    }
```

```
if(maxr != r) swap(a[r], a[maxr]);
if(fabs(a[r][c]) < eps){
    r--;
    continue;
}
for(int i = r + 1; i < n; i++){
    if(fabs(a[i][c]) > eps){
        double k = a[i][c] / a[r][c];
        for(int j =
            c; j < m + 1; j++) a[i][j] -= a[r][j] * k;
        a[i][c] = 0;
    }
}
for(int i = r; i < m; i++){
    if(fabs(a[i][c]) > eps) return -1; // no solution
}
if(r < m) return 1; // infinite solution
for(int i = m - 1; i >= 0; i--){
    for(int j =
        i + 1; j < m; j++) a[i][m] -= a[i][j] * x[j];
    x[i] = a[i][m] / a[i][i];
}
return 0; // only one solution
}

// usage:
// for i in [0, n) :
// for j in [0, n] :
// cin >> a[i][j];
// int res = solve(n, n);
// result in x[0..n - 1]
```

## 7.7 Gauss Elimination xor

```
int a[N][N];
void Gauss(int n) {
    int c, r;
    for (c = 0, r = 0; c < n; c++) {
        int t = r;
        for (int i = r; i < n; i++) {
            if (a[i][c]) {
                t = i;
                break;
            }
        }
        if (!a[t][c]) continue;
        for (
            int i = c; i <= n; i++) swap(a[r][i], a[t][i]);
        for (int i = r + 1; i < n; i++)
            if (a[i][c])
                for (
                    int j = n; j >= c; j--) a[i][j] ^= a[r][j];
        r++;
    }
    if (r < n) {
        for (int i = r; i < n; i++) {
            if (a[i][n]) {
                return -1; // no solution
            }
        }
        return 1; // infinite solution
    }
    for (int i = n - 1; i >= 0; i--)
        for (int j = i + 1; j < n; j++)
            a[i][n] ^= a[i][j] * a[j][n];
    return 0; // only one solution
}

//usage:
//for i in [0, n):
// for j in [0, n]:
// cin >> a[i][j];
//int res = Gauss(n);
//result in a[0..n - 1][n]
```

## 7.8 Gauss Elimination with Rank and Basis

```
// find x of Ax = B
typedef unsigned int ui;
typedef unsigned long long ull;
const ui M = 998244353;

ui mypw(ui x, int y) {
    ui res = 1;
    while (y) {
```

```

    if (y & 1) res = (ull)res * x % M;
    x = (ull)x * x % M;
    y >>= 1;
}
return res;
}

tuple<int,
vector<ui>, vector<vector<ui>>> gauss(vector<vector<ui>> &a) { // {rank, one of the solution, basis}
int n = SZ(a), m = SZ(a[0])-1, i, j, k, R=m;
vector<int> fix(m, -1);
for (i = k = 0; i < m; i++) {
    for (j = k; j < n; j++) if (a[j][i]) break;
    if (j == n) continue;
    fix[i] = k; --R;
    swap(a[k], a[j]);
    ui *u = a[k].data();
    ui x = mypw(u[i], M - 2);
    for (j = i; j <= m; j++) u[j] = (ull)u[j] * x % M;
    for (auto &v:a) if (v.data() != a[k].data())
    {
        x = M - v[i];
        for (j = i; j <= m; j++) v[j] = (v[j] + (ull) x * u[j]) % M;
    }
    ++k;
}
for (i = k; i < n; i++) if (a[i][m]) return {-1, {}, {}};
vector<ui> r(m);
vector<vector<ui>> c;
for (i = 0; i < m; i++) if (fix[i] != -1) r[i]=a[fix[i]][m];
for (i = 0; i < m; i++) if (fix[i] == -1)
{
    vector<ui> r(m);
    r[i] = 1;
    for (j = 0; j < m; j++) if (fix[j] != -1) r[j] = (M - a[fix[j]][i]) % M;
    c.push_back(r);
}
return {R, r, c};
}

/*
usage:
vector<vector<ui>> a(n, vector<ui>(m, 0u));
for (auto &v : a) { // A
    for (auto &x : v) cin >> x;
}
for (auto &v : a) { // B
    int x; cin >> x;
    v.push_back(x);
}
*/

```

## 7.9 Gaussian Integer gcd

```

typedef complex<ll> cpx;
cpx gaussian_gcd(cpx a, cpx b){
#define rnd(a, b) ((a >= 0 ? a * 2 + b : a * 2 - b) / (b * 2))
ll real = a.real() * b.real() + a.imag() * b.imag();
ll imag = a.imag() * b.real() - a.real() * b.imag();
ll scale = b.real() * b.real() + b.imag() * b.imag();
if(real % scale == 0 && imag % scale == 0) return b;
return gaussian_gcd(b, a - cpx(rnd(real, scale), (rnd(imag, scale))) * b);
}

```

## 7.10 Fraction

```

struct fraction {
    ll n, d;
    fraction
        (const ll &n=0, const ll &d=1): n(_n), d(_d) {
        ll t = gcd(n, d);
        n /= t, d /= t;
        if (d < 0) n = -n, d = -d;
    }
    fraction operator-() const {
        return fraction(-n, d);
    }
    fraction operator+(const fraction &b) const {
        return fraction(n * b.d + b.n * d, d * b.d);
    }

```

```

}
fraction operator-(const fraction &b) const {
    return fraction(n * b.d - b.n * d, d * b.d);
}
fraction operator*(const fraction &b) const {
    return fraction(n * b.n, d * b.d);
}
fraction operator/(const fraction &b) const {
    return fraction(n * b.d, d * b.n);
}
void print(){
    cout << n;
    if (d != 1) cout << "/" << d;
}
};

```

## 7.11 Miller Rabin

```

// choices of a
// n < 4,759,123,141 3 : 2, 7, 61
// n < 1,122,004,669,633 4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383 6 : primes <= 13
// n < 2^64 7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022

```

```

typedef unsigned long long int ull;
using u128 = __uint128_t;

bool Miller_Rabin(ull a, ull n){
    if(n < 2) return 0;
    if((a % n) == 0) return true;
    if(n % 2 == 0) return n == 2;
    // n - 1 = 2^s * d
    ull d = (n-1) / ((n-1)&(1-n));
    ull s = __lg((n-1)&(1-n));
    ull x = 1;
    // x = a^d
    while(d){
        if(d&1)
            x = (u128)x * a % n;
        d >>= 1;
        a = (u128)a * a % n;
    }
    if(x == 1 || x == n-1) return true;
    while(--s){
        if ((x = (u128)x * x % n) == n - 1) return true;
    }
    return false;
}

```

## 7.12 Pollard Rho

```

// O(n^(1/4))
ll mul(ll a, ll b, ll mod) { return (__int128)a * b % mod; }
bool Miller_Rabin(ll a, ll n) {
    if((a = a % n) == 0) return 1;
    if((n & 1) ^ 1) return n == 2;
    ll tmp = (n - 1) / ((n - 1) & (1 - n));
    ll t = __lg((n - 1) & (1 - n)), x = 1;
    for(; tmp; tmp >>= 1, a = mul(a, a, n))
        if(tmp & 1) x = mul(x, a, n);
    if(x == 1 || x == n - 1) return 1;
    while(--t)
        if((x = mul(x, x, n)) == n - 1) return 1;
    return 0;
}

// n < 4,759,123,141 3 : 2, 7, 61
// n < 1,122,004,669,633 4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383 6 : pirms <= 13
// n < 2^64 7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022
int prime(ll p) {
    const static int base[7] = {2,
        325, 9375, 28178, 450775, 9780504, 1795265022};
    for (int i = 0; i < 7; ++i)
        if (!Miller_Rabin(base[i], p))
            return 0;
    return 1;
}

map<ll, int> cnt;
void PollardRho(ll n) {
    if (n == 1) return;
    if (prime(n)) return ++cnt[n], void();
    if (n % 2
        == 0) return PollardRho(n / 2), ++cnt[2], void();
}

```

```

ll x = 2, y = 2, d = 1, p = 1;
#define f(x, n, p) ((mul(x, x, n) + p) % n)
while (true) {
    if (d != n && d != 1) {
        PollardRho(n / d);
        PollardRho(d);
        return;
    }
    if (d == n) ++p;
    x = f(x, n, p); y = f(f(y, n, p), n, p);
    d = gcd(abs(x - y), n);
}

// usage:
// PollardRho(x)
// for (auto [num, c] : cnt) x has num^c

```

## 7.13 Factorial without Prime Factor

```

// O(p^k + log^2 n), pk = p^k
ll prod[MAXP];
ll fac_no_p(ll n, ll p, ll pk) {
    prod[0] = 1;
    for (int i = 1; i <= pk; ++i)
        if (i % p) prod[i] = prod[i - 1] * i % pk;
        else prod[i] = prod[i - 1];
    ll rt = 1;
    for (; n; n /= p) {
        rt = rt * mpow(prod[pk], n / pk, pk) % pk;
        rt = rt * prod[n % pk] % pk;
    }
    return rt;
} // (n! without factor p) % p^k

```

## 7.14 Discrete Log

```

// Returns minimum
// x for which a ^ x % m = b % m, gcd(a,m) >= 1
int solve(int a, int b, int m) {
    a %= m, b %= m;

    int k = 1, add = 0, g;
    // if a,
    // m is definitely co-prime, remove the while loop
    while ((g = gcd(a, m)) > 1) {
        if (b == k)
            return add;
        if (b % g)
            return -1;
        b /= g, m /= g, ++add;
        k = (k * 1ll * a / g) % m;
    }

    int n = sqrt(m) + 1;

    int an = 1;
    for (int i = 0; i < n; ++i)
        an = (an * 1ll * a) % m;

    unordered_map<int, int> vals;
    for (int q = 0, cur = b; q <= n; ++q) {
        vals[cur] = q;
        cur = (cur * 1ll * a) % m;
    }

    for (int p = 1, cur = k; p <= n; ++p) {
        cur = (cur * 1ll * an) % m;
        if (vals.count(cur)) {
            int ans = n * p - vals[cur] + add;
            return ans;
        }
    }
    return -1;
}

```

## 7.15 PiCount

```

// return
// pi(n), where pi(n) is the number of primes <= n
ll PrimeCount(ll n) { // n ~ 10^13 => < 2s
    if (n <= 1) return 0;
    int v = sqrt(n), s = (v + 1) / 2, pc = 0;
    vector<int> smalls(v + 1), skip(v + 1), roughs(s);
    vector<ll> larges(s);
    for (int i = 2; i <= v; ++i) smalls[i] = (i + 1) / 2;

```

```

    for (int i = 0; i < s; ++i) {
        roughs[i] = 2 * i + 1;
        larges[i] = (n / (2 * i + 1) + 1) / 2;
    }
    for (int p = 3; p <= v; ++p) {
        if (smalls[p] > smalls[p - 1]) {
            int q = p * p;
            ++pc;
            if (1LL * q * q > n) break;
            skip[p] = 1;
            for (int i = q; i <= v; i += 2 * p) skip[i] = 1;
            int ns = 0;
            for (int k = 0; k < s; ++k) {
                int i = roughs[k];
                if (skip[i]) continue;
                ll d = 1LL * i * p;
                larges[ns] = larges[k] - (d <= v ? larges[smalls[d] - pc] : smalls[n / d]) + pc;
                roughs[ns++] = i;
            }
            s = ns;
            for (int j = v / p; j >= p; --j) {
                int c = smalls[j] - pc, e = min(j * p + p, v + 1);
                for (int i = j * p; i < e; ++i) smalls[i] -= c;
            }
        }
        for (int k = 1; k < s; ++k) {
            const ll m = n / roughs[k];
            ll t = larges[k] - (pc + k - 1);
            for (int l = 1; l < k; ++l) {
                int p = roughs[l];
                if (1LL * p * p > m) break;
                t -= smalls[m / p] - (pc + l - 1);
            }
            larges[0] -= t;
        }
        return larges[0];
    }
}

```

## 7.16 Möbius Function

```

const int mxn = 20000 + 5;
int miu[mxn], vis[mxn];
vector<int> prime;

void init() {
#define eb emplace_back
    miu[1] = 1;
    for (int i = 2; i < mxn; i++) {
        if (!vis[i]) {
            prime.eb(i);
            miu[i] = -1;
        }
        for (int j = 0; j < SZ(prime) && i * prime[j] < mxn; j++) {
            vis[i * prime[j]] = 1;
            if (i % prime[j]) miu[i * prime[j]] = -miu[i];
            else miu[i * prime[j]] = 0;
        }
    }
}

```

## 7.17 Sqrt under Mod

```

// sqrt under mod, if no solution return -1
int Jacobi(int a, int m) {
    int s = 1;
    for (; m > 1; ) {
        a %= m;
        if (a == 0) return 0;
        const int r = __builtin_ctz(a);
        if ((r & 1) && ((m + 2) & 4)) s = -s;
        a >>= r;
        if (a & m & 2) s = -s;
        swap(a, m);
    }
    return s;
}

int QuadraticResidue(int a, int p) {
    if (p == 2) return a & 1;
    const int jc = Jacobi(a, p);
    if (jc == 0) return 0;
    if (jc == -1) return -1;

```

```

int b, d;
for (; ; ) {
    b = rand() % p;
    d = (1LL * b * b + p - a) % p;
    if (Jacobi(d, p) == -1) break;
}
int f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
for (int e = (1LL + p) >> 1; e >= 1) {
    if (e & 1) {
        tmp = (1LL *
            g0 * f0 + 1LL * d * (1LL * g1 * f1 % p)) % p;
        g1 = (1LL * g0 * f1 + 1LL * g1 * f0) % p;
        g0 = tmp;
    }
    tmp = (1LL *
        f0 * f0 + 1LL * d * (1LL * f1 * f1 % p)) % p;
    f1 = (2LL * f0 * f1) % p;
    f0 = tmp;
}
return g0;
}

```

## 7.18 Sum of Floor

```

// \sum_{i=0}^{n-1} floor((a * i + b) / m)
ll sum_of_floor(ll n, ll m, ll a, ll b) {
    ll ans = 0;
    if (a >= m) {
        ans += (n - 1) * n * (a / m) / 2;
        a %= m;
    }
    if (b >= m) {
        ans += n * (b / m);
        b %= m;
    }
    ll y_max = (a * n + b) / m, x_max = (y_max * m - b);
    if (y_max == 0) return ans;
    ans += (n - (x_max + a - 1) / a) * y_max;
    ans += sum_of_floor(y_max, a, m, (a - x_max % a) % a);
    return ans;
}

```

## 8 Tree

### 8.1 Find Centroid

```

// return (max subtree size, node ID)
int sizeSubT[N];
pair<int, int> Centroid(int u, int pa) {
    sizeSubT[u] = 1;
    pair<int, int> res(INT_MAX, -1);
    int mx = 0;
    for (int v : g[u]) {
        if (v == pa) continue;
        res = min(res, Centroid(v, u));
        sizeSubT[u] += sizeSubT[v];
        mx = max(mx, sizeSubT[v]);
    }
    res = min(res, make_pair(max(mx, n - sizeSubT[u]), u));
    return res;
}

```

### 8.2 Centroid Decomposition

```

const int Mlg = __lg(MAX) + 2;

struct edge {
    int to, weight;
    edge(int _to, int _w): to(_to), weight(_w) {}
};

vector<edge> edg[MAX];

struct Cen {
    ll val;
    int p, sz, dep;
    Cen() {}
    Cen(int _p, int _d): val(0), p(_p), sz(0), dep(_d) {}
}
cen[MAX];
ll dis[Mlg][MAX];

bool visit[MAX];

```

```

vector<int> v;
int sz[MAX], mx[MAX];
void dfs_sz(int id) {
    visit[id] = 1;
    v.push_back(id);
    sz[id] = 1;
    mx[id] = 0;
    for (edge i: edg[id]) {
        if (!visit[i.to]) {
            dfs_sz(i.to);
            mx[id] = max(mx[id], sz[i.to]);
            sz[id] += sz[i.to];
        }
    }
}

void dfs_dis(int id, int cen_dep, ll weight) {
    dis[cen_dep][id] = weight;
    visit[id] = 1;
    for (edge i: edg[id]) {
        if (!visit[i.to]) {
            dfs_dis(i.to, cen_dep, weight + i.weight);
        }
    }

void build(int id, int cen_dep, int p) {
    dfs_sz(id);
    int nn = v.size();
    int ccen = -1;
    for (int i: v) {
        if (max(nn - sz[i], mx[i]) * 2 <= nn)
            ccen = i;
        visit[i] = 0;
    }
    dfs_dis(ccen, cen_dep, 0);
    for (int i: v) visit[i] = 0;
    v.clear();
    visit[ccen] = 1;
    cen[ccen] = Cen(p, cen_dep);
    for (edge i: edg[ccen]) {
        if (!visit[i.to])
            build(i.to, cen_dep + 1, ccen);
    }
}

void add(int id, int d) {
    for (int p = id; p != -1; p = cen[p].p) {
        cen[p].val += dis[cen[p].dep][id] * d;
        cen[p].val -= dis[cen[p].dep - 1][id] * d;
        cen[p].sz += d;
    }
}

ll query(int id) {
    ll ret = 0;
    int pre_sz = 0;
    for (int p = id; p != -1; p = cen[p].p) {
        ret += cen[p].val;
        ret += (cen[p].sz - pre_sz) * dis[cen[p].dep][id];
        pre_sz = cen[p].sz;
    }
    return ret;
}

// edg[u].push_back(edge(v,w));
// edg[v].push_back(edge(u,w));
// memset(visit,0,sizeof(visit));
// build(1,1,-1);
// add(u, d)
// query(u)

```

### 8.3 Heavy-Light Decomposition

```

struct Heavy_light_Decomposition { // 1-base
    // ulink[i]: the head of i-th path
    int n, ulink[MAXN]
        , deep[MAXN], mxson[MAXN], size[MAXN], pa[MAXN];
    // dt[i]: weight
    // on node[i]'s edge to its parent (data of node[i])
    // bln[i]:
    // edge[i]'s node's order of dfs (index in seg tree)
    // pl[i]: node[i]'s order of dfs (index in seg tree)
    // data[i]: dt[segtree[i]]
    int t, pl[MAXN], bln[MAXN], edge[MAXN], et;
    vector<int> data, dt;
    vector<pii> G[MAXN];
    void init(int _n) {
        n = _n, t = 0, et = 1;
        for (int i = 1; i <= n; ++i) {
            G[i].clear(), mxson[i] = 0;
        }
    }
}

```



```

    data.resize(n+1), dt.resize(n+1);
}
void add_edge(int a, int b, int w=0) {
    G[a].push_back(pii(b, et));
    G[b].push_back(pii(a, et));
    edge[et++] = w;
}
void dfs(int u, int f, int d) {
    size[u] = 1, pa[u] = f, deep[u] = d++;
    for (auto &i : G[u])
        if (i.X != f) {
            dfs(i.X, u, d), size[u] += size[i.X];
            if (size[mxson[u]] < size[i.X]) mxson[u] = i.X;
            //else bln[i.Y] = u, dt[u] = edge[i.Y];
        }
}
void cut(int u, int link) {
    data[pl[u] = t++] = dt[u], ulink[u] = link;
    if (!mxson[u]) return;
    cut(mxson[u], link);
    for (auto i : G[u])
        if (i.X != pa[u] && i.X != mxson[u])
            cut(i.X, i.X);
}
void build(int root) {
    dfs(root, root, 1);
    cut(root, root);
    seg.build(data, n);
}

void update(int a, int b, int c){
    c %= mod;
    int ta = ulink[a], tb = ulink[b];
    while(ta != tb){
        if(deep[ta] < deep[tb]){
            seg.update(pl[tb], pl[b], c);
            tb = ulink[b = pa[tb]];
        } else {
            seg.update(pl[ta], pl[a], c);
            ta = ulink[a = pa[ta]];
        }
    }
    if (pl[a] > pl[b]) swap(a, b);
    seg.update(pl[a], pl[b], c);
}

int query(int a, int b) {
    int ta = ulink[a], tb = ulink[b];
    int re = 0;
    while (ta != tb){
        if (deep[ta] < deep[tb]) {
            re = re + seg.query(pl[tb], pl[b]);
            tb = ulink[b = pa[tb]];
        } else {
            re = re + seg.query(pl[ta], pl[a]);
            ta = ulink[a = pa[ta]];
        }
    }
    if (pl[a] > pl[b]) swap(a, b);
    re = re + seg.query(pl[a], pl[b]);
    return re;
}

void pure_update(int x, int z){
    seg.update(pl[x], pl[x]+size[x]-1, z);
}

int pure_query(int x){
    return seg.query(pl[x], pl[x]+size[x]-1);
}
} tree;
// tree.init(n) -> add_edge(a,b) -> build(root)
// 0((logn)^2)
// update(x, y, z) -> modify path from x to y
// query(x, y) -> query path from x to y
// 0(logn)
// pure_update(x,z) -> modify x subtree
// pure_query(x) -> query x subtree

```

## 8.4 LCA

```

const int MAXN = 500010;
const int MAXD = ceil(log2(MAXN));
struct LCA{ //1-base
    vector<int> G[MAXN];
    int n;
    int d[MAXN], lg[MAXN];

```

```

    int an[MAXN][MAXD];

    void init(int _n){
        n = _n;
        for(int i = 0; i <= n; i++){
            G[i].clear();
        }
        memset(d,0,sizeof(d));
        memset(lg,0,sizeof(lg));
        memset(an,-1,sizeof(an));
        // precompute
        lg[1] = 0;
        for (int i = 2; i < MAXN; ++i)
            lg[i] = lg[i / 2] + 1;
    }

    void add_edge(int u, int v){
        G[u].push_back(v);
        G[v].push_back(u);
    }

    void dfs(int u, int p = -1, int depth = 0) {
        d[u] = depth;
        an[u][0] = p;
        for (int i
            = 1; i <= lg[n - 1] && an[u][i - 1] != -1; ++i)
            an[u][i] = an[an[u][i - 1]][i - 1];
        // 2^i = 2^(i-1) + 2^(i-1)
        for (auto& v : G[u]) {
            if (v == p) continue; // parent
            dfs(v, u, depth + 1);
        }
    }

    int query(int u, int v) {
        if (d[u] > d[v]) swap(u, v);
        for (int i = lg[d[v] - d[u]]; i >= 0; --i)
            if (d[v] - d[u] >= (1 << i))
                v = an[v][i];
        // v move to same depth
        if (u == v) return u;

        for (int i = lg[d[u]]; i >= 0; --i)
            if (an[u][i] != an[v][i])
                u = an[u][i], v = an[v][i];

        // lca(u,v)
        return an[u][0];
    }
};
// build O(VlogV), query O(logV)
// init -> add_edge -> dfs(root) -> query
LCA tree;

```

## 8.5 Tree Hash

```

typedef unsigned long long ull;

const ull mask = std::chrono
    ::steady_clock::now().time_since_epoch().count();

ull shift(ull x) {
    x ^= mask;
    x ^= x << 13;
    x ^= x >> 7;
    x ^= x << 17;
    x ^= mask;
    return x;
}

const int N = 1e6 + 10;

ull hash[N];
vector<int> edge[N];

void dfs(int x, int p) {
    hash[x] = 1;
    for (int i : edge[x]) {
        if (i == p) {
            continue;
        }
        dfs(i, x);
        hash[x] += shift(hash[i]);
    }
}

```

```
// usage:
// dfs(1, 0)
```

## 9 Geometry

### 9.1 Default Code

```
typedef pair<double,double> pdd;
typedef pair<pdd,pdd> Line;
struct Cir{pdd O; double R;};
const double eps=1e-8;
const double PI = acos(-1.0);
pdd operator+(const pdd &a, const pdd &b)
{ return pdd(a.X + b.X, a.Y + b.Y);}
pdd operator-(const pdd &a, const pdd &b)
{ return pdd(a.X - b.X, a.Y - b.Y);}
pdd operator*(const pdd &a, const double &b)
{ return pdd(a.X * b, a.Y * b);}
pdd operator/(const pdd &a, const double &b)
{ return pdd(a.X / b, a.Y / b);}
double dot(const pdd &a,const pdd &b)
{ return a.X * b.X + a.Y * b.Y;}
double cross(const pdd &a,const pdd &b)
{ return a.X * b.Y - a.Y * b.X;}
double abs2(const pdd &a)
{ return dot(a, a);}
double abs(const pdd &a)
{ return sqrt(dot(a, a));}
int sign(const double &a)
{ return fabs(a) < eps ? 0 : a > 0 ? 1 : -1;}
int ori(const pdd &a,const pdd &b,const pdd &c)
{ return sign(cross(b - a, c - a));}
bool collinearity
    (const pdd &p1, const pdd &p2, const pdd &p3)
{ return sign(cross(p1 - p3, p2 - p3)) == 0;}
bool btw(const pdd &p1,const pdd &p2,const pdd &p3) {
    if(!collinearity(p1, p2, p3)) return 0;
    return sign(dot(p1 - p3, p2 - p3)) <= 0;
}
bool seg_intersect(const pdd
    &p1,const pdd &p2,const pdd &p3,const pdd &p4) {
    int a123 = ori(p1, p2, p3);
    int a124 = ori(p1, p2, p4);
    int a341 = ori(p3, p4, p1);
    int a342 = ori(p3, p4, p2);
    if(a123 == 0 && a124 == 0)
        return btw(p1, p2, p3) || btw(p1, p2, p4) ||
            btw(p3, p4, p1) || btw(p3, p4, p2);
    return a123 * a124 <= 0 && a341 * a342 <= 0;
}
pdd intersect(const pdd
    &p1, const pdd &p2, const pdd &p3, const pdd &p4) {
    double a123 = cross(p2 - p1, p3 - p1);
    double a124 = cross(p2 - p1, p4 - p1);
    return (p4 * a123 - p3 * a124) / (a123 - a124);
}
pdd perp(const pdd &p1)
{ return pdd(-p1.Y, p1.X); }
pdd projection(const pdd &p1, const pdd &p2,
    const pdd &p3) // coordinate of p3 project on p1p2
{ return p1 + (
    p2 - p1) * dot(p3 - p1, p2 - p1) / abs2(p2 - p1); }
```

### 9.2 Convex Hull

```
// using default code of Geometry
// including +, -, *, eps, cross, sign, ori
void hull(vector<pdd> &dots) {
    sort(dots.begin(), dots.end());
    vector<pdd> ans(1, dots[0]);
    for (int ct = 0;
        ct < 2; ++ct, reverse(dots.begin(), dots.end()))
        for (int i = 1, t = SZ
            (ans); i < SZ(dots); ans.push_back(dots[i++]))
            while (SZ(ans) > t && ori
                (ans[SZ(ans) - 2], ans.back(), dots[i]) <= 0)
                ans.pop_back();
            ans.pop_back(), ans.swap(dots);
}
```

### 9.3 Polar Angle Sort

```
// using geometry default code
// sign, cross
bool cmp(pdd a,pdd b) {
```

```
#define is_neg(k) (sign
    (k.Y) < 0 || (sign(k.Y) == 0 && sign(k.X) < 0))
int A = is_neg(a), B = is_neg(b);
if (A != B)
    return A < B;
if (sign(cross(a, b)) == 0)
    return abs2(a) < abs2(b);
return sign(cross(a, b)) > 0;
}
```

### 9.4 Intersection of two circles

```
// return if two circles are intersect
// using default code of Geometry
// including Cir, abs2, +, -, /, *
bool CCinter(Cir &a, Cir &b, pdd &p1, pdd &p2) {
    pdd o1 = a.O, o2 = b.O;
    double r1 =
        a.R, r2 = b.R, d2 = abs2(o1 - o2), d = sqrt(d2);
    if(d < max
        (r1, r2) - min(r1, r2) || d > r1 + r2) return 0;
    pdd u = (o1 + o2) * 0.5
        + (o1 - o2) * ((r2 * r2 - r1 * r1) / (2 * d2));
    double A = sqrt((r1 + r2 + d) *
        (r1 - r2 + d) * (r1 + r2 - d) * (-r1 + r2 + d));
    pdd v
        = pdd(o1.Y - o2.Y, -o1.X + o2.X) * A / (2 * d2);
    p1 = u + v, p2 = u - v;
    return 1;
}
```

### 9.5 Intersection of polygon and circle

```
// return intersection area of polygon and circle
// Divides into multiple triangle, and sum up
// using default code of Geometry
// including dot, abs, ori
double _area(pdd pa, pdd pb, double r){
    if(abs(pa)<abs(pb)) swap(pa, pb);
    if(abs(pb)<eps) return 0;
    double S, h, theta;
    double a=abs(pb),b=abs(pa),c=abs(pb-pa);
    double cosB = dot(pb,pb-pa) / a / c, B = acos(cosB);
    double cosC = dot(pa,pb) / a / b, C = acos(cosC);
    if(a > r){
        S = (C/2)*r*r;
        h = a*b*sin(C)/c;
        if (h < r && B
            < PI/2) S -= (acos(h/r)*r*r - h*sqrt(r*r-h*h));
    }
    else if(b > r){
        theta = PI - B - asin(sin(B)/r*a);
        S = .5*a*r*sin(theta) + (C-theta)/2*r*r;
    }
    else S = .5*sin(C)*a*b;
    return S;
}
double area_poly_circle(const
    vector<pdd> poly,const pdd &o,const double r){
    double S=0;
    for(int i=0;i<SZ(poly);++i)
        S+=_area(poly[i]-o,poly[(i+1)%SZ(poly)
            ]-o,r)*ori(o,poly[i],poly[(i+1)%SZ(poly)]);
    return fabs(S);
}
```

### 9.6 Intersection of line and circle

```
// return intersection coordinate
// using default code of Geometry
// including -, /, dot, abs2, cross
vector<pdd> circleLine(pdd c, double r, pdd a, pdd b) {
    pdd p
        = a + (b - a) * dot(c - a, b - a) / abs2(b - a);
    double s = cross
        (b - a, c - a), h2 = r * r - s * s / abs2(b - a);
    if (h2 < 0) return {};
    if (h2 == 0) return {p};
    pdd h = (b - a) / abs(b - a) * sqrt(h2);
    return {p - h, p + h};
}
```

## 9.7 PointSegDist

```
// using default code of Geometry
// including -, sign, abs, dot
double PointSegDist(pdd q0, pdd q1, pdd p) {
    if (sign(abs(q0 - q1)) == 0) return abs(q0 - p);
    if (sign(dot(q1 - q0,
        p - q0)) >= 0 && sign(dot(q0 - q1, p - q1)) >= 0)
        return fabs(cross(q1 - q0, p - q0) / abs(q0 - q1));
    return min(abs(p - q0), abs(p - q1));
}
```

## 9.8 Rotating SweepLine

```

// using default code of Geometry
// including sign, cross, abs2
bool cmp(pdd a, pdd b){
#define is_neg(k) (
    sign(k.Y) < 0 || (sign(k.Y) == 0 && sign(k.X) < 0))
    int A = is_neg(a), B = is_neg(b);
    if(A!=B){
        return A<B;
    }
    if(sign(cross(A, B))==0){
        return abs2(a) < abs2(b);
    }
    return sign(cross(a, b)) > 0;
}

void rotatingSweepLine(vector<pii> &ps){
    int n = SZ(ps);
    vector<int> id(n), pos(n);
    vectpr<pii> line(n*(n-1));
    int m = 0;
    for(int i=0; i<n; ++i){
        for(int j=0; j<n; ++j){
            if(i!=j){
                line[m++] = pii(i, j);
            }
        }
    }
    sort(line
        .begin(), line.end(), [&](pii a, pii b){return
            cmp(ps[a.Y] - ps[a.X], ps[b.Y] - ps[b.X]);});
    iota(id.begin(), id.end(), 0);
    sort(id.begin(), id.end(), [&](int a, int b){
        if(ps[a].Y !=ps[b].Y)
            return ps[a].Y < ps[b].Y;
        return ps[a] < ps[b];
    });//initial order, since (1, 0) is the smallest
    for(int i=0; i<n; ++i){
        pos[id[i]] = i;
    }
    for(int i=0; i<m; ++i){
        auto l = line[i];
        //do something
        tie(pos[l.X], pos[l.Y], id[pos[l.X]], id[pos[l.Y]
            ]) = make_tuple(pos[l.Y], pos[l.X], l.Y, l.X);
    }
}

```

## 9.9 Minkowski Sum

```
vector<pll> Minkowski(vector<pll> A, vector<pll> B) {
    hull(A), hull(B);
    vector<pll> C(1, A[0] + B[0]), s1, s2;
    for(int i = 0; i < SZ(A); ++i)
        s1.pb(A[(i + 1) % SZ(A)] - A[i]);
    for(int i = 0; i < SZ(B); i++)
        s2.pb(B[(i + 1) % SZ(B)] - B[i]);
    for(int p1 = 0, p2 = 0; p1 < SZ(A) || p2 < SZ(B);)
        if (p2 >= SZ(B)
            || (p1 < SZ(A) && cross(s1[p1], s2[p2]) >= 0))
            C.pb(C.back() + s1[p1++]);
        else
            C.pb(C.back() + s2[p2++]);
    return hull(C), C;
}
```

## 9.10 Half Plane Intersection

```

    pll area_pair(Line a, Line b)
    { return pll(cross(a.Y
        - a.X, b.X - a.X), cross(a.Y - a.X, b.Y - a.X)); }
    bool isin(Line l0, Line l1, Line l2) {
        // Check inter(l1, l2) strictly in l0
        auto [a123, a124] = area_pair(l0, l1);

```

```

if (a123
    - a124 < 0) swap(a123, a124), swap(l1.X, l1.Y);
auto [b123, b124] = area_pair(l0, l2);
if (b123 - b124 < 0) swap(l2.X, l2.Y);
auto [c123, c124] = area_pair(l2, l1);
if (c123 - c124 < 0) c123 *= -1, c124 *= -1;
return c123
    * (a123 - a124) < a123 * (c123 - c124); // C^4
}

/* Having solution, check size > 2 */
/* --- Line.X --- Line.Y --- */
vector<Line> halfPlaneInter(vector<Line> arr) {
    sort(ALL(arr), [&](Line a, Line b) -> int {
        if (cmp(a.Y - a.X, b.Y - b.X, 0) != -1)
            return cmp(a.Y - a.X, b.Y - b.X, 0);
        return ori(a.X, a.Y, b.Y) < 0;
    });
    deque<Line> dq(1, arr[0]);
    for (auto p : arr) {
        if (cmp(
            dq.back().Y - dq.back().X, p.Y - p.X, 0) == -1)
            continue;
        while (SZ(dq)
            ) >= 2 && !isin(p, dq[SZ(dq) - 2], dq.back()))
            dq.pop_back();
        while (SZ(dq) >= 2 && !isin(p, dq[0], dq[1]))
            dq.pop_front();
        dq.pb(p);
    }
    while (SZ(dq)
        >= 3 && !isin(dq[0], dq[SZ(dq) - 2], dq.back()))
        dq.pop_back();
    while (SZ(dq) >= 3 && !isin(dq.back(), dq[0], dq[1]))
        dq.pop_front();
    return vector<Line>(ALL(dq));
}

```

## 9.11 Polygon Area

```
// using default code of Geometry
// including -, cross
double polyArea(vector<pdd> &v) {
    double res = 0.0;
    int n = SZ(v);
    for (int i = 1; i < n - 1; i++) res += cross(v[i] - v[0], v[i + 1] - v[0]);
    return res / 2.0;
}
```

## 9.12 Polygon Union Area

[illegible]

```

        double s1 = cross(d - c, a - c);
        double s2 = cross(d - c, b - c);
        if (c1 >= 0 && c2
            < 0) s[m++] = mp(s1 / (s1 - s2), 1);
        else if (c1 < 0 && c2 >=
            0) s[m++] = mp(s1 / (s1 - s2), -1);
    }
}
}
sort(s, s + m);
double pre
    = min(max(s[0].X, 0.0), 1.0), sum = 0, now;
int cov = s[0].Y;
for (int k = 1; k < m; k++) {
    now = min(max(s[k].X, 0.0), 1.0);
    if (!cov) sum += (now - pre);
    cov += s[k].Y;
    pre = now;
}
res += cross(a, b) * sum;
}
}
return res / 2.0;
}

```

## 10 Flow

### 10.1 SW\_MinCut

```

struct SW_Min_Cut {
    static const int maxn = 500 + 5;
    int edge[maxn][maxn];
    int n;
    int vis[maxn], del[maxn], weight[maxn];

    void Init(int _n)
    {
        memset(edge, 0, sizeof(edge));
        memset(del, 0, sizeof(del));
        n = _n;
    }

    void AddEdge(int u, int v, int w)
    {
        edge[u][v] += w;
        edge[v][u] += w;
    }

    void Search(int &s, int &t)
    {
        memset(vis, 0, sizeof(vis));
        memset(weight, 0, sizeof(weight));
        s = t = -1;
        while (true)
        {
            int mx = -1, cur = 0;
            for (int i = 0; i < n; i++)
            {
                if (!del
                    [i] && !vis[i] and mx < weight[i])
                {
                    cur = i, mx = weight[i];
                }
            }
            if (mx == -1) break;
            vis[cur] = 1;
            s = t, t = cur;
            for (int i = 0; i < n; i++)
            {
                if (!vis[i] &&
                    !del[i]) weight[i] += edge[cur][i];
            }
        }
    }

    int Solve()
    {
        int res = INT_MAX;
        for (int i = 0, x, y; i < n - 1; i++)
        {
            Search(x, y);
            res = min(res, weight[y]);
            del[y] = 1;
            for (int j = 0; j < n; j++)
            {

```

```

                edge[
                    x][j] = (edge[j][x] += edge[y][j]);
            }
        }
        return res;
    }
} graph;

```

### 10.2 Kuhn Munkres

```

struct KM { // 0-base
    int w[MAXN][MAXN], hl[MAXN], hr[MAXN], slk[MAXN], n;
    int fl[MAXN], fr[MAXN], pre[MAXN], qu[MAXN], ql, qr;
    bool vl[MAXN], vr[MAXN];
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; ++i)
            for (int j = 0; j < n; ++j) w[i][j] = -INF;
    }
    void add_edge(int a, int b, int wei) {
        w[a][b] = wei;
    }
    bool Check(int x) {
        if (vl[x] = 1, ~fl[x])
            return vr[qu[qr++]] = fl[x] = 1;
        while (~x) swap(x, fr[fl[x] = pre[x]]);
        return 0;
    }
    void Bfs(int s) {
        fill(slk, slk + n, INF);
        fill(vl, vl + n, 0), fill(vr, vr + n, 0);
        ql = qr = 0, qu[qr++] = s, vr[s] = 1;
        while (1) {
            int d;
            while (ql < qr)
                for (int x = 0, y = qu[ql++]; x < n; ++x)
                    if (!vl[x] &&
                        slk[x] >= (d = hl[x] + hr[y] - w[x][y]))
                        if (pre[x] = y, d) slk[x] = d;
                        else if (!Check(x)) return;
            d = INF;
            for (int x = 0; x < n; ++x)
                if (!vl[x] && d > slk[x]) d = slk[x];
            for (int x = 0; x < n; ++x) {
                if (vl[x]) hl[x] += d;
                else slk[x] -= d;
                if (vr[x]) hr[x] -= d;
            }
            for (int x = 0; x < n; ++x)
                if (!vl[x] && !slk[x] && !Check(x)) return;
        }
    }
    int Solve() {
        fill(fl, fl + n, -1), fill(fr, fr + n, -1),
        fill(hr, hr + n, 0);
        for (int i = 0; i < n; ++i)
            hl[i] = *max_element(w[i], w[i] + n);
        for (int i = 0; i < n; ++i) Bfs(i);
        int res = 0;
        for (int i = 0; i < n; ++i) res += w[i][fl[i]];
        return res;
    }
};
// complexity: n^3
// usage
// init -> add_edge -> Solve
// match: (i, fl[i])

```

### 10.3 Bipartite Graph Matching

```

struct Bipartite_Matching { // 0-base
    int l, r;
    int mp[MAXN], mq[MAXN]; // i -> mp[i], mq[i] -> i
    int dis[MAXN], cur[MAXN];

    vector<int> G[MAXN], G1[MAXN];
    void init(int _l, int _r){
        l = _l, r = _r;
        for (int i = 0; i < l; ++i){
            G[i].clear();
        }
        /* only use in vertex cover
        for (int j = 0; j < r; ++j){
            G1[j].clear();
        }
        */
    }

```

```

}
void add_edge(int s, int t){
    G[s].push_back(t);
    G1[t].push_back(s);
}
bool dfs(int u){
    for(int &i = cur[u]; i < SZ(G[u]); ++i){
        int e = G[u][i];
        if(mq[e] == -1
            || (dis[mq[e]] == dis[u] + 1 && dfs(mq[e]))){
            mp[u] = e, mq[e] = u;
            return 1;
        }
    }
    dis[u] = -1;
    return 0;
}
bool bfs(){
    int rt = 0;
    queue<int> q;
    fill_n(dis, l, -1);
    for(int i = 0; i < l; ++i)
        if (mp[i] == -1)
            q.push(i), dis[i] = 0;
    while (!q.empty()){
        int u = q.front();
        q.pop();
        for(int e : G[u]){
            if(mq[e] == -1)
                rt = 1;
            else if (dis[mq[e]] == -1){
                q.push(mq[e]);
                dis[mq[e]] = dis[u] + 1;
            }
        }
    }
    return rt;
}
int matching(){
    int rt = 0;
    fill_n(mp, l, -1);
    fill_n(mq, r, -1);
    while(bfs()){
        fill_n(cur, l, 0);
        for(int i = 0; i < l; ++i){
            if(mp[i] == -1 && dfs(i))
                ++ rt;
        }
    }
    return rt;
}

/* only use for vertex cover
// 0: left, 1: right
int type[2][MAXN];
// 0: never in cover set
// -1: maybe in the cover set
(point with perfect matching, not visited in dfs)
// 1: must be in the cover set
void dfs2(int u, int right){
    if(type[right][u] != -1) return;
    type[right][u] = 0;
    if(right){
        for(auto v : G1[u]){
            type[!right][v] = 1;
            if(mp[v] != u) dfs2(mp[v], right);
        }
    } else {
        for(auto v : G[u]){
            type[!right][v] = 1;
            if(mq[v] != u) dfs2(mq[v], right);
        }
    }
}

void vertex_cover(){
    //NOTE: make sure to run matching first
    fill_n(type[0], l, -1);
    fill_n(type[1], r, -1);
    // run dfs2 on left
    for(int i = 0; i < l; ++i){
        if(mp[i] == -1){
            dfs2(i, 0);
        }
    }
    // run dfs2 on right

```

```

        for(int i = 0; i < r; i++){
            if(mq[i] == -1){
                dfs2(i, 1);
            }
        }
    }
}
*/
// 0(VE)
// init -> add_edge -> matching
// vertex cover set number = matching number
// vertex cover set -> after matching -> vertex_cover
// independent set number
= minimum path cover number = V - matching number
// independent set -> after
vertex_cover (return M) -> independent set is V\M

```

## 10.4 General Graph Matching

```

const int N = 100006, E = (2e5) * 2;

struct Graph {
    // 1-index
    int to[E], bro[E], head[N], e;
    int lnk[N], vis[N], stp, n;
    int per[N];

    void init(int _n) {
        // remember to set every array to 0
        stp = 0;
        e = 1;
        n = _n;
        for (int i = 1; i <= n; i++)
            head[i] = lnk[i] = vis[i] = 0, per[i] = i;
        // random_shuffle(per+1, per+n+1);
    }

    void add_edge(int u, int v) {
        u = per[u], v = per[v];
        to[e] = v, bro[e] = head[u], head[u] = e++;
        to[e] = u, bro[e] = head[v], head[v] = e++;
    }

    bool dfs(int x) {
        vis[x] = stp;
        for (int i = head[x]; i; i = bro[i]) {
            int v = to[i];
            if (!lnk[v]) {
                lnk[x] = v, lnk[v] = x;
                return true;
            } else if (vis[lnk[v]] < stp) {
                int w = lnk[v];
                lnk[x] = v, lnk[v] = x, lnk[w] = 0;
                if (dfs(w)) {
                    return true;
                }
                lnk[w] = v, lnk[v] = w, lnk[x] = 0;
            }
        }
        return false;
    }

    int solve() {
        int ans = 0;
        for (int i = 1; i <= n; i++)
            if (!lnk[i])
                stp++;
            ans += dfs(i);
        return ans;
    }
} graph;

```

## 10.5 Maximum Simple Graph Matching

```

struct GenMatch { // 1-base
    int V, pr[N];
    bool el[N][N], inq[N], inp[N], inb[N];
    int st, ed, nb, bk[N], djs[N], ans;
    void init(int _V) {
        V = _V;
        for (int i = 0; i <= V; ++i) {
            for (int j = 0; j <= V; ++j) el[i][j] = 0;
            pr[i] = bk[i] = djs[i] = 0;
            inq[i] = inp[i] = inb[i] = 0;
        }
    }
}

```

```

}
void add_edge(int u, int v) {
    el[u][v] = el[v][u] = 1;
}
int lca(int u, int v) {
    fill_n(inp, V + 1, 0);
    while (1)
        if (u = djs[u], inp[u] = true, u == st) break;
        else u = bk[pr[u]];
    while (1)
        if (v = djs[v], inp[v]) return v;
        else v = bk[pr[v]];
    return v;
}
void upd(int u) {
    for (int v; djs[u] != nb;) {
        v = pr[u], inb[djs[u]] = inb[djs[v]] = true;
        u = bk[v];
        if (djs[u] != nb) bk[u] = v;
    }
}
void blo(int u, int v, queue<int> &qe) {
    nb = lca(u, v), fill_n(inb, V + 1, 0);
    upd(u), upd(v);
    if (djs[u] != nb) bk[u] = v;
    if (djs[v] != nb) bk[v] = u;
    for (int tu = 1; tu <= V; ++tu)
        if (inb[djs[tu]])
            if (djs[tu] = nb, !inq[tu])
                qe.push(tu), inq[tu] = 1;
}
void flow() {
    fill_n(inq + 1, V, 0), fill_n(bk + 1, V, 0);
    iota(djs + 1, djs + V + 1, 1);
    queue<int> qe;
    qe.push(st), inq[st] = 1, ed = 0;
    while (!qe.empty()) {
        int u = qe.front();
        qe.pop();
        for (int v = 1; v <= V; ++v)
            if (el[u][v] && djs[u] != djs[v] &&
                pr[u] != v) {
                if ((v == st) ||
                    (pr[v] > 0 && bk[pr[v]] > 0)) {
                    blo(u, v, qe);
                } else if (!bk[v]) {
                    if (bk[v] = u, pr[v] > 0) {
                        if (!inq[pr[v]]) qe.push(pr[v]);
                    } else {
                        return ed = v, void();
                    }
                }
            }
    }
}
void aug() {
    for (int u = ed, v, w; u > 0;)
        v = bk[u], w = pr[v], pr[v] = u, pr[u] = v,
        u = w;
}
int solve() {
    fill_n(pr, V + 1, 0), ans = 0;
    for (int u = 1; u <= V; ++u)
        if (!pr[u])
            if (st = u, flow(), ed > 0) aug(), ++ans;
    return ans;
}
};

```

## 10.6 Minimum Weight Matching (Clique version)

```

struct Graph { // 0-base (Perfect Match), n is even
    int n, match[N], onstk[N], stk[N], tp;
    ll edge[N][N], dis[N];
    void init(int _n) {
        n = _n, tp = 0;
        for (int i = 0; i < n; ++i) fill_n(edge[i], n, 0);
    }
    void add_edge(int u, int v, ll w) {
        edge[u][v] = edge[v][u] = w;
    }
    bool SPFA(int u) {
        stk[tp++] = u, onstk[u] = 1;
        for (int v = 0; v < n; ++v)
            if (!onstk[v] && match[u] != v) {

```

```

                int m = match[v];
                if (dis[m] >
                    dis[u] - edge[v][m] + edge[u][v]) {
                    dis[m] = dis[u] - edge[v][m] + edge[u][v];
                    onstk[v] = 1, stk[tp++] = v;
                    if (onstk[m] || SPFA(m)) return 1;
                    --tp, onstk[v] = 0;
                }
            }
        onstk[u] = 0, --tp;
        return 0;
    }
    ll solve() { // find a match
        for (int i = 0; i < n; ++i) match[i] = i ^ 1;
        while (1) {
            int found = 0;
            fill_n(dis, n, 0);
            fill_n(onstk, n, 0);
            for (int i = 0; i < n; ++i)
                if (tp = 0, !onstk[i] && SPFA(i))
                    for (found = 1; tp >= 2;) {
                        int u = stk[--tp];
                        int v = stk[--tp];
                        match[u] = v, match[v] = u;
                    }
            if (!found) break;
        }
        ll ret = 0;
        for (int i = 0; i < n; ++i)
            ret += edge[i][match[i]];
        return ret >> 1;
    }
};

```

## 10.7 Dinic

```

const int N = 200 + 5; // number of vertices
const ll INF = (1ll << 60) - 1;
#define pb push_back

struct Dinic { // 0-base
    struct edge {
        int to, rev;
        ll flow, cap;
    };
    vector<edge> G[N];
    int n, s, t, dis[N], cur[N], cnt[N];
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n + 2; ++i)
            G[i].clear(), cnt[i] = 0;
    }
    void add_edge(int u, int v, ll cap) {
        G[u].pb(edge{v, SZ(G[v]), 0, cap});
        G[v].pb(edge{u, SZ(G[u]) - 1, 0, 0});
    }
    ll dfs(int u, ll cap) {
        if (u == t || !cap) return cap;
        for (int &i = cur[u]; i < SZ(G[u]); ++i) {
            edge &e = G[u][i];
            if (dis[e.to] == dis[u] + 1 && e.cap != e.flow) {
                ll df = dfs(e.to, min(e.cap - e.flow, cap));
                if (df) {
                    e.flow += df, G[e.to][e.rev].flow -= df;
                    return df;
                }
            }
        }
        dis[u] = -1;
        return 0;
    }
    bool bfs() {
        fill_n(dis, n + 3, -1);
        queue<int> q;
        q.push(s), dis[s] = 0;
        while (!q.empty()) {
            int u = q.front();
            q.pop();
            for (edge &e : G[u])
                if (!~dis[e.to] && e.flow != e.cap)
                    q.push(e.to), dis[e.to] = dis[u] + 1;
        }
        return dis[t] != -1;
    }
    ll maxflow(int _s, int _t) {
        s = _s, t = _t;

```



```

    ll flow = 0, df;
    while (bfs()) {
        fill_n(cur, n + 3, 0);
        while ((df = dfs(s, INF))) flow += df;
    }
    return flow;
}
} dinic;

```

## 11 Convolution

### 11.1 FFT

```

const int MAXN = 2 * 262144;
typedef long double ld;
typedef complex<ld> cplx;
const ld PI = acos(-1);
const cplx I(0, 1);
cplx omega[MAXN + 1];
void pre_fft() {
    for (int i = 0; i <= MAXN; i++) {
        omega[i] = exp(i * 2 * PI / MAXN * I);
    }
}
void fft(int n, cplx a[], bool inv = false) {
    int basic = MAXN/n;
    int theta = basic;
    for (int m = n; m >= 2; m >>= 1) {
        int mh = m >> 1;
        for (int i = 0; i < mh; i++) {
            cplx w = omega[inv ? MAXN
                - (i * theta % MAXN) : i * theta % MAXN];
            for (int j = i; j < n; j += m) {
                int k = j + mh;
                cplx x = a[j] - a[k];
                a[j] += a[k];
                a[k] = w * x;
            }
        }
        theta = (theta * 2) % MAXN;
    }
    int i = 0;
    for (int j = 1; j < n - 1; j++) {
        for (int k = n >> 1; k > (i ^ k); k >>= 1);
        if (j < i) swap(a[i], a[j]);
    }
    if (inv) {
        for (int i = 0; i < n; i++) a[i] /= n;
    }
}
cplx a[MAXN], b[MAXN], c[MAXN];
//how to use :
/*
pre_fft();
fft(n,a);
fft(n,b); // n need to be 2^k
for (int i = 0; i < n; i++) {
    c[i] = a[i] * b[i];
}
fft(n,c,1);
*/

```

### 11.2 NTT

```

// Remember coefficient are mod P
/*
(mod, root)
(65537, 3)
(23068673, 3)
(998244353, 3)
(1107296257, 10)
(2013265921, 31)
(2885681153, 3)
*/
typedef long long ll;
const int maxn = 65536; // must be power of 2

struct NTT {
    ll mod = 2013265921, root = 31;
    ll omega[maxn + 1];
    void prentt() {
        ll x = fpow(root, (mod - 1) / maxn);
        omega[0] = 1;
        for (int i = 1; i <= maxn; ++i) {
            omega[i] = omega[i - 1] * x % mod;
        }
    }
}

```

```

}
void real_init(ll _mod, ll _root) {
    mod = _mod;
    root = _root;
    prentt();
}
ll fpow(ll a, ll n) {
    (n += mod - 1) %= mod - 1;
    ll r = 1;
    for (; n; n >>= 1) {
        if (n & 1) (r *= a) %= mod;
        (a *= a) %= mod;
    }
    return r;
}
void bitrev(vector<ll> &v, int n) {
    int z = __builtin_ctz(n) - 1;
    for (int i = 0; i < n; ++i) {
        int x = 0;
        for (int j = 0; j <= z; ++j) x ^= ((i >> j & 1) << (z - j));
        if (x > i) swap(v[x], v[i]);
    }
}
void ntt(vector<ll> &v, int n) {
    bitrev(v, n);
    for (int s = 2; s <= n; s <= 1) {
        int z = s >> 1;
        for (int i = 0; i < n; i += s) {
            for (int k = 0; k < z; ++k) {
                ll x =
                    v[i + k + z] * omega[maxn / s * k] % mod;
                v[i + k + z] = (v[i + k] + mod - x) % mod;
                (v[i + k] += x) %= mod;
            }
        }
    }
}
void intt(vector<ll> &v, int n) {
    ntt(v, n);
    reverse(v.begin() + 1, v.end());
    ll inv = fpow(n, mod - 2);
    for (int i = 0; i < n; ++i) {
        (v[i] *= inv) %= mod;
    }
}
vector<ll> conv(vector<ll> a, vector<ll> b) {
    int sz = 1;
    while (sz < a.size() + b.size() - 1) sz <= 1;
    vector<ll> c(sz);
    while (a.size() < sz) a.push_back(0);
    while (b.size() < sz) b.push_back(0);
    ntt(a, sz), ntt(b, sz);
    for (int i = 0; i < sz; ++i) c[i] = (a[i] * b[i]) % mod;
    intt(c, sz);
    // len is a.sz + b.sz - 1, no need to pop
    // while (c.size() && c.back() == 0) c.pop_back();
    return c;
}
}
ll chinese(ll b1, ll m1, ll b2, ll m2) {
    ll a1 = bigpow(m2, m1 - 2, m1) * b1 % m1;
    ll a2 = bigpow(m1, m2 - 2, m2) * b2 % m2;
    ll ret = (a1 * m2 + a2 * m1) % (m1 * m2);
    assert(ret % m1 == b1 && ret % m2 == b2);
    return ret;
}
}

```

### 11.3 FWT

```

void FWT(ll a[], int n) {
    for (int d = 1; d < n; d <= 1) // d = half of block size
        for (int i = 0; i < n; i += d + d) // every block
            for (int j = i; j < i + d; j++) { //processing
                ll x = a[j], y = a[j + d];
                a[j] = x + y; //FWT XOR
                a[j + d] = x - y; //FWT XOR
                a[j] = x + y; //FWT AND
                a[j + d] = y + x; //FWT OR

                a[j] = (x + y) / 2; //IFWT XOR
                a[j + d] = (x - y) / 2; //IFWT XOR
                a[j] = x - y; //IFWT AND
                a[j + d] = y - x; //IFWT OR
            }
    }
}

```



```

    }
}

```

## 12 Else

### 12.1 Second-Best Minimum Spanning Tree

```

const int MAXN = 1e5 + 10;
const int MAXM = 3e5 + 10;
const int MAXD = ceil(log2(MAXN));
const ll INF = (1ll << 62);

struct Edge {
    int u, v, w;
    // u->v
    bool operator < (const Edge &rhs) const {
        return w < rhs.w;
    }
} E[MAXM];

int N, M, fa[MAXN], vis[MAXM]; //vis: is in MST
vector<pii> v[MAXN];
int an[MAXN][MAXD], mx[MAXN][MAXD], me[MAXN][MAXD], d[MAXN];
ll sum;
int find(int x) {
    return fa[x] == x ? fa[x] : fa[x] = find(fa[x]);
}
void Kruskal() { //1-base
    sort(E + 1, E + M + 1);
    int total = 0;
    for (int i = 1; i <= M; i++) {
        int x = E[i].u, y = E[i].v, fx = find(x), fy = find(y);
        if (x == y) continue;
        if (fx != fy) {
            fa[fx] = fy;
            total++, sum += E[i].w, vis[i] = 1;
            v[x].push_back(make_pair(y, E[i].w));
            v[y].push_back(make_pair(x, E[i].w));
        }
        if (total == N - 1) break;
    }
}

void dfs(int x, int p) {
    d[x] = d[p] + 1; an[x][0] = p;
    for (int i = 0, to; i < SZ(v[x]); i++) {
        if ((to = v[x][i].X) == p) continue;
        mx[to][0] = v[x][i].Y;
        dfs(to, x);
    }
}

void pre() {
    for (int i = 1; i <= MAXD - 1; i++) {
        for (int j = 1; j <= N; j++) {
            an[j][i] = an[an[j][i - 1]][i - 1];
            int topf = an[j][i - 1]; // 2^{i-1} ancestor
            mx[j][i] = max(mx[j][i - 1], mx[topf][i - 1]);
            me[j][i] = max(me[j][i - 1], me[topf][i - 1]);
            if (mx[j][i - 1] > mx[topf][i - 1])
                me[j][i] = max(me[j][i], mx[topf][i - 1]);
            else if (mx[j][i - 1] < mx[topf][i - 1])
                me[j][i] = max(me[j][i], mx[j][i - 1]);
        }
    }
}

int LCA(int x, int y) {
    if (d[x] < d[y]) swap(x, y);
    for (int i = MAXD - 1; i >= 0; i--) if (d[an[x][i]] >= d[y]) x = an[x][i];
    if (x == y) return x;
    for (int i = MAXD - 1; i >= 0; i--) if (an[x][i] != an[y][i]) x = an[x][i], y = an[y][i];
    return an[x][0];
}

int findmax(int x, int lca, int val) {
    ll ans = 0;
    for (int i = MAXD - 1; i >= 0; i--) {
        if (d[an[x][i]] >= d[lca]) {
            // if (mx[x][i] == val) ans = max(ans, (ll) me[x][i]);
            // else

```

```

        ans = max(ans, (ll) mx[x][i]);
        x = an[x][i];
    }
}
return ans;
}

void work() {
    ll ans = INF;
    for (int i = 1; i <= M; i++) {
        if (vis[i]) continue;
        int x = E[i].u, y = E[i].v, z = E[i].w;
        if (x == y) continue;
        int lca = LCA(x, y);
        int lmx = findmax(x, lca, z), rmx = findmax(y, lca, z);
        // if (max(lmx, rmx) != z)
        ans = min(ans, sum + z - max(lmx, rmx));
    }
    cout << ans << endl;
}

void init() {
    for (int i = 1; i <= N; i++) {
        fa[i] = i;
        v[i].clear();
    }
    // memset(E, 0, sizeof(E));
    memset(vis, 0, sizeof(vis));
    memset(an, 0, sizeof(an));
    memset(mx, 0, sizeof(mx));
    memset(me, 0, sizeof(me));
    memset(d, 0, sizeof(d));
    sum = 0;
}

void add_edge(int i, int x, int y, int z) {
    E[i] = (Edge) {x, y, z};
}

void solver() {
    Kruskal();
    dfs(1, 0);
    pre();
    work();
}
// O(M log N)
// init -> add_edge -> solver

```

## 13 Python

### 13.1 Misc

```

from decimal import *
setcontext(Context(prec
                 =MAX_PREC, Emax=MAX_EMAX, rounding=ROUND_FLOOR))
print(Decimal(input()) * Decimal(input()))
from fractions import Fraction
Fraction('3.1415926535897932').limit_denominator(1000)

```