

Contents

1	Mathematics
1.1	Combinatorics
1.2	Prime numbers
1.3	Highly Composite Numbers
1.4	Number theory (modular, linear Diophantine)
1.5	Chinese Remainder Theorem
1.6	Discrete Log

2	Geometry
2.1	Convex hull
2.2	Miscellaneous geometry
2.3	Slow Delaunay triangulation
2.4	Point in Polygon

3	Numerical algorithms
3.1	Systems of linear equations, matrix inverse, determinant .
3.2	Reduced row echelon form, matrix rank
3.3	Simplex algorithm

4	Graph algorithms
4.1	Fast Dijkstra's algorithm
4.2	Bellman Ford's shortest path for negative cycle detection
4.3	Strongly connected components
4.4	Bridges And Articulation Points
4.5	Eulerian path
4.6	Finding centroid
4.7	Centroid Decomposition

5	Combinatorial optimization
5.1	Dinic max-flow for sparse graph
5.2	Min-cost max-flow
5.3	Min Cost Matching
5.4	Push-relabel max-flow
5.5	Unweighted Bipartite Matching
5.6	Global min-cut
5.7	Graph cut inference

6	Data structures
6.1	Binary Indexed Tree
6.2	DSU rollback
6.3	Segment Tree Beats

7	String algorithms
7.1	Suffix array
7.2	Knuth-Morris-Pratt
7.3	Z function

8	Miscellaneous
8.1	Longest increasing subsequence
8.2	Dates
8.3	C++ input/output
8.4	Latitude/longitude
8.5	Random STL stuff
8.6	Longest common subsequence
8.7	Miller-Rabin Primality Test (C)
8.8	Super Duper Fast IO
8.9	FFT
8.10	Policy-based Data Structure

1 Mathematics

1.1 Combinatorics

$$\begin{aligned} \binom{n}{k} &= \frac{n!}{k!(n-k)!} \\ \binom{n}{k} &= \binom{n}{n-k} \\ \binom{n}{k} &= \binom{n-1}{k-1} + \binom{n-1}{k} \\ \sum_{k=0}^r \binom{m}{k} \binom{n}{r-k} &= \binom{m+n}{r} \\ \sum_{i=r}^n \binom{i}{r} &= \binom{n+1}{r+1} \\ \sum_{k=0}^n \binom{n}{k} &= 2^n \\ 1 \quad (x+y)^n &= \sum_{k=0}^n \binom{n}{k} x^{n-k} y^k \\ 1 \quad \sum_{k=0}^n \binom{k}{r} &= \binom{n+1}{r+1} \\ 1 \quad (1+x)^\alpha &= \sum_{k=0}^{\infty} \binom{\alpha}{k} x^k \\ 2 \quad k \binom{n}{k} &= n \binom{n-1}{k-1} \end{aligned}$$

1.2 Prime numbers

```
// O(sqrt(x)) Exhaustive Primality Test
#include <iostream>
#define EPS 1e-7
typedef long long LL;
bool IsPrimeSlow (LL x)
{
    if(x<=1) return false;
    if(x<=3) return true;
    if (!(x%2) || !(x%3)) return false;
    LL s=(LL)(sqrt((long double)(x))+EPS);
    for(LL i=5;i<=s;i+=6)
    {
        if (!(x%i) || !(x%(i+2))) return false;
    }
    return true;
}
// Primes less than 1000:
//   2 3 5 7 11 13 17 19 23 29 31 37
//   41 43 47 53 59 61 67 71 73 79 83 89
//   97 101 103 107 109 113 127 131 137 139 149 151
//   157 163 167 173 179 181 191 193 197 199 211 223
//   227 229 233 239 241 251 257 263 269 271 277 281
//   283 293 307 311 313 317 331 337 347 349 353 359
//   367 373 379 383 389 397 401 409 419 421 431 433
//   439 443 449 457 461 463 467 479 487 491 499 503
//   509 521 523 541 547 557 563 569 571 577 587 593
//   599 601 607 613 617 619 631 641 643 647 653 659
//   661 673 677 683 691 701 709 719 727 733 739 743
//   751 757 761 769 773 787 797 809 811 821 823 827
//   829 839 853 857 859 863 877 881 883 887 907 911
//   919 929 937 941 947 953 967 971 977 983 991 997
//   4 The largest prime < 10^4 is 9973, 10^5 is 99991.
//   6 10^6 is 999983; 10^7 is 9999991.
//   8 10^8 is 99999989; 10^9 is 9999999937.
// 10 10^10 is 9999999967; 10^11 is 99999999977.
// 12 10^12 is 999999999989; 10^13 is 9999999999971.
// 14 10^14 is 99999999999973; 10^15 is 999999999999989.
// 16 10^16 is 999999999999993; 10^17 is 9999999999999997.
// 18 The largest prime < 10^18 is 99999999999999989.
// Primes past 1e9 are. 1000000007 1000000009 1000000021
// 1000000033 1000000087 1000000093 1000000097 1000000103
// Primes below 1e9: 999999937 999999929 999999893 999999883
// 9999999797 999999761 999999757 999999751 999999739 99999973
// Primes <= (10^9)/31: 32257999 32257963 32257921 32257909
// Primes <= (10^9)/307: 3257299 3257297 3257291 3257269 3257257
// 0000000111111111222222222333333334444444445555555566666666
// //34567890123456789012345678901234567890123456789012345678901234567
```

1.3 Highly Composite Numbers

```
# Prints all HCN (highly composite numbers) <= MAXN (=10**18)
# The value of MAXN can be changed arbitrarily. When MAXN =
# 10**100, the program takes <1s to generate the list of HCN.
from math import log
MAXN = 10**18

# TODO: Generates a list of the first primes (with product > MAXN).
primes = gen_primes() # primes = [2, 3, 5, 7, 11, ...]

# Generates a list of the hcn <= MAXN.
def gen_hcn():
    # List of (number, number of divisors, exponents of the
    # factorization)
    hcn = [(1, 1, [])]
    for i in range(len(primes)):
        new_hcn = []
        for el in hcn:
            new_hcn.append(el)
            if len(el[2]) < i: continue
            e_max = el[2][i-1] if i >= 1 else int(log(MAXN, 2))
            n = el[0]
            for e in range(1, e_max+1):
                n *= primes[i]
                if n > MAXN: break
                div = el[1] * (e+1)
                exponents = el[2] + [e]
                new_hcn.append((n, div, exponents))
        new_hcn.sort()
        hcn = [(1, 1, [])]
        for el in new_hcn:
            if el[1] > hcn[-1][1]: hcn.append(el)
    return hcn

# Biggest HCN < 10^9, 10^12, 10^18, and their divisors count:
# 735134400          1344  2^6*3^3*5^2*7*11*13*17
# 963761198400        6720  2^6*3^4*5^2*7*11*13*17*19*23
# 897612484786617600 103680 2^8*3^4*5^2*7*2*11*13*17*19*23*29*31*37
```

1.4 Number theory (modular, linear Diophantine)

```
#include <iostream>
#include <vector>
#include <algorithm>
using namespace std;

typedef vector<int> VI;
typedef pair<int, int> PII;

// return a % b (positive value)
int mod(int a, int b) {
    return ((a%b) + b) % b;
}

// computes gcd(a,b)
int gcd(int a, int b) {
    while (b) { int t = a%b; a = b; b = t; }
    return a;
}

// computes lcm(a,b)
int lcm(int a, int b) {
    return a / gcd(a, b)*b;
}

// (a^b) mod m via successive squaring
int powermod(int a, int b, int m)
{
    int ret = 1;
    while (b)
    {
        if (b & 1) ret = mod(ret*a, m);
        a = mod(a*a, m);
        b >>= 1;
    }
    return ret;
}

// returns g = gcd(a, b); finds x, y such that d = ax + by
int extended_euclid(int a, int b, int &x, int &y) {
    int xx = y = 0;
    int yy = x = 1;
    while (b) {
        int q = a / b;
        int r = a % b;
        int t = x - q * yy;
        x = yy;
        yy = t;
        t = xx - q * yy;
        xx = yy;
        yy = t;
        a = r;
        b = q;
    }
    x = xx;
    y = yy;
}
```

```

int t = b; b = a*t; a = t;
t = xx; xx = x - q*xx; x = t;
t = yy; yy = y - q*yy; y = t;
} return a;
}

// finds all solutions to ax = b (mod n)
VI modular_linear_equation_solver(int a, int b, int n) {
    int x, y;
    VI ret;
    int g = extended_euclid(a, n, x, y);
    if (!(b%g)) {
        x = mod(x*(b / g), n);
        for (int i = 0; i < g; i++)
            ret.push_back(mod(x + i*(n / g), n));
    }
    return ret;
}

// computes b such that ab = 1 (mod n), returns -1 on failure
int mod_inverse(int a, int n) {
    int x, y;
    int g = extended_euclid(a, n, x, y);
    if (g > 1) return -1;
    return mod(x, n);
}

// computes x and y such that ax + by = c
// returns whether the solution exists
bool linear_diophantine(int a, int b, int c, int &x, int &y) {
    if (!a && !b)
    {
        if (c) return false;
        x = 0; y = 0;
        return true;
    }
    if (!a)
    {
        if (c % b) return false;
        x = 0; y = c / b;
        return true;
    }
    if (!b)
    {
        if (c % a) return false;
        x = c / a; y = 0;
        return true;
    }
    int g = gcd(a, b);
    if (c % g) return false;
    x = c / g * mod_inverse(a / g, b / g);
    y = (c - a*x) / b;
    return true;
}

int main() {
    // expected: 2
    cout << gcd(14, 30) << endl;

    // expected: 2 -2 1
    int x, y;
    int g = extended_euclid(14, 30, x, y);
    cout << g << " " << x << " " << y << endl;

    // expected: 95 451
    VI sols = modular_linear_equation_solver(14, 30, 100);
    for (int i = 0; i < sols.size(); i++) cout << sols[i] << " ";
    cout << endl;

    // expected: 8
    cout << mod_inverse(8, 9) << endl;

    // expected: 5 -15
    if (!linear_diophantine(7, 2, 5, x, y)) cout << "ERROR" << endl;
    cout << x << " " << y << endl;
    return 0;
}

```

1.5 Chinese Remainder Theorem

```

// Official version: https://cp-algorithms.com/math/chinese-
// remainder-theorem.html

#define ll long long
struct Congruence {

```

```

    ll a, m;
};

// CRT = Chinese Remainder Theorem
ll CRT(vector<Congruence> const& congruences) {
    long long M = 1;
    for (auto const& congruence : congruences) {
        M *= congruence.m;
    }

    long long solution = 0;
    for (auto const& congruence : congruences) {
        long long a_i = congruence.a;
        long long M_i = M / congruence.m;
        long long N_i = mod_inv(M_i, congruence.m);
        solution = (solution + a_i * M_i % M * N_i) % M;
    }
    return solution;
}
// CRT({{2,3},{3,5},{2,7}}) = 23 mod 105
// CRT({{3,4},{5,6}}) = 11 mod 12

```

1.6 Discrete Log

```

#include <bits/stdc++.h>
using namespace std;

// returns any x such that a^x = b (mod m)
// O(m^0.5) complexity
int discrete_log(int a, int b, int m) {
    assert(gcd(a, m) == 1);

    int n = (int)sqrt(m) + 1;

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

    unordered_map<int, int> vals;
    for (int i = 1, cur = an; i <= n; ++i) {
        if (!vals.count(cur))
            vals[cur] = i;
        cur = ((long long)cur * an) % m;
    }

    for (int i = 0, cur = b; i <= n; ++i) {
        if (vals.count(cur)) {
            int res = (long long)vals[cur] * n - i;
            if (res < m)
                return res;
        }
        cur = ((long long)cur * a) % m;
    }
    return -1;
}

// usage example
int main() {
    // 2^x = 3 (mod 5), x = 3
    cout << discrete_log(2, 3, 5) << endl;
}

```

2 Geometry

2.1 Convex hull

```

// Compute the 2D convex hull of a set of points using the
// monotone chain algorithm. Eliminate redundant points from the
// hull if REMOVE_REDUNDANT is #defined.
//
// Running time: O(n log n)
//
// INPUT: a vector of input points, unordered.
// OUTPUT: a vector of points in the convex hull,
// counterclockwise, starting with bottommost/leftmost point
#include <bits/stdc++.h>
using namespace std;
#define ll long long

```

```

// Convex hull construction in O(n*log(n)): https://cp-algorithms.
// com/geometry/grahams-scan-convex-hull.html

struct point {
    int x, y;
};

bool isNotRightTurn(const point&a, const point&b, const point&c) {
    ll cross = (ll)(a.x-b.x)*(c.y-b.y) - (ll)(a.y-b.y)*(c.x-b.x);
    ll dot = (ll)(a.x-b.x)*(c.x-b.x) + (ll)(a.y-b.y)*(c.y-b.y);
    return cross < 0 || (cross == 0 && dot <= 0);
}

vector<point> convex_hull(vector<point> points) {
    sort(points.begin(), points.end(), [] (auto a, auto b) {
        return a.x < b.x || (a.x == b.x && a.y < b.y);
    });
    int n = points.size();
    vector<point> hull;
    for (int i = 0; i < 2 * n - 1; i++) {
        int j = i < n ? i : 2 * n - 2 - i;
        while (hull.size() >= 2 && isNotRightTurn(hull.end()[-2], hull.end()[-1], points[j])) {
            hull.pop_back();
        }
        hull.push_back(points[j]);
    }
    hull.pop_back();
    return hull;
}

// usage example
int main() {
    vector<point> hull1=convex_hull({{0,0},{3,0},{0,3},{1,1}});
    cout << (3 == hull1.size()) << endl;

    vector<point> hull2=convex_hull({{0,0},{0,0}});
    cout << (1 == hull2.size()) << endl;
}

```

2.2 Miscellaneous geometry

```

// C++ routines for computational geometry.

#include <iostream>
#include <vector>
#include <cmath>
#include <cassert>

using namespace std;

double INF = 1e100;
double EPS = 1e-12;

struct PT {
    double x, y;
    PT() {}
    PT(double x, double y) : x(x), y(y) {}
    PT(const PT &p) : x(p.x), y(p.y) {}
    PT operator + (const PT &p) const { return PT(x+p.x, y+p.y); }
    PT operator - (const PT &p) const { return PT(x-p.x, y-p.y); }
    PT operator * (double c) const { return PT(x*c, y*c); }
    PT operator / (double c) const { return PT(x/c, y/c); }
};

double dot(PT p, PT q) { return p.x*q.x+p.y*q.y; }
double dist2(PT p, PT q) { return dot(p-q,p-q); }
double cross(PT p, PT q) { return p.x*q.y-p.y*q.x; }
ostream &operator << (ostream &os, const PT &p) {
    return os << "(" << p.x << "," << p.y << ")";
}

// rotate a point CCW or CW around the origin
PT RotateCCW90(PT p) { return PT(-p.y, p.x); }
PT RotateCW90(PT p) { return PT(p.y, -p.x); }
PT RotateCCW(PT p, double t) {
    return PT(p.x*cos(t)-p.y*sin(t), p.x*sin(t)+p.y*cos(t));
}

// project point c onto line through a and b
// assuming a != b
PT ProjectPointLine(PT a, PT b, PT c) {
    return a + (b-a)*dot(c-a, b-a)/dot(b-a, b-a);
}

```

```

// project point c onto line segment through a and b
PT ProjectPointSegment(PT a, PT b, PT c) {
    double r = dot(b-a,b-a);
    if (fabs(r) < EPS) return a;
    r = dot(c-a, b-a)/r;
    if (r < 0) return a;
    if (r > 1) return b;
    return a + (b-a)*r;
}

// compute distance from c to segment between a and b
double DistancePointSegment(PT a, PT b, PT c) {
    return sqrt(dist2(c, ProjectPointSegment(a, b, c)));
}

// compute distance between point (x,y,z) and plane ax+by+cz=d
double DistancePointPlane(double x, double y, double z,
                           double a, double b, double c, double d)
{
    return fabs(a*x+b*y+c*z-d)/sqrt(a*a+b*b+c*c);
}

// determine if lines from a to b and c to d are parallel or
// collinear
bool LinesParallel(PT a, PT b, PT c, PT d) {
    return fabs(cross(b-a, c-d)) < EPS;
}

bool LinesCollinear(PT a, PT b, PT c, PT d) {
    return LinesParallel(a, b, c, d) &&
           fabs(cross(a-b, a-c)) < EPS &&
           fabs(cross(c-d, c-a)) < EPS;
}

// determine if line segment from a to b intersects with
// line segment from c to d
bool SegmentsIntersect(PT a, PT b, PT c, PT d) {
    if (LinesCollinear(a, b, c, d)) {
        if (dist2(a, c) < EPS || dist2(a, d) < EPS ||
            dist2(b, c) < EPS || dist2(b, d) < EPS) return true;
        if (dot(c-a, c-b) > 0 && dot(d-a, d-b) > 0 && dot(c-b, d-b) > 0)
            return false;
        return true;
    }
    if (cross(d-a, b-a) * cross(c-a, b-a) > 0) return false;
    if (cross(a-c, d-c) * cross(b-c, d-c) > 0) return false;
    return true;
}

// compute intersection of line passing through a and b
// with line passing through c and d, assuming that unique
// intersection exists; for segment intersection, check if
// segments intersect first
PT ComputeLineIntersection(PT a, PT b, PT c, PT d) {
    b=b-a; d=c-d; c=c-a;
    assert(dot(b, b) > EPS && dot(d, d) > EPS);
    return a + b*cross(c, d)/cross(b, d);
}

// compute center of circle given three points
PT ComputeCircleCenter(PT a, PT b, PT c) {
    b=(a+b)/2;
    c=(a+c)/2;
    return ComputeLineIntersection(b, b+RotateCW90(a-b), c, c+
        RotateCW90(a-c));
}

// determine if point is in a possibly non-convex polygon (by
// William Randolph Franklin); returns 1 for strictly interior
// points, 0 for strictly exterior points, and 0 or 1 for the
// remaining points. Note that it is possible to convert this into
// an exact test using integer arithmetic by taking care of the
// division appropriately (making sure to deal with signs
// properly) and then by writing exact tests for checking point on
// polygon boundary
bool PointInPolygon(const vector<PT> &p, PT q) {
    bool c = 0;
    for (int i = 0; i < p.size(); i++) {
        int j = (i+1)%p.size();
        if ((p[i].y <= q.y && q.y < p[j].y) &&
            p[j].y <= q.y && q.y < p[i].y) &&
            q.x < p[i].x + (p[j].x - p[i].x) * (q.y - p[i].y) / (p[j].y -
                p[i].y))
            c += 1;
    }
    return c;
}

// determine if point is on the boundary of a polygon
bool PointOnPolygon(const vector<PT> &p, PT q) {
    for (int i = 0; i < p.size(); i++)
        if (dist2(ProjectPointSegment(p[i], p[(i+1)%p.size()]), q, q) <
            EPS) return true;
    return false;
}

// compute intersection of line through points a and b with
// circle centered at c with radius r > 0
vector<PT> CircleLineIntersection(PT a, PT b, PT c, double r) {
    vector<PT> ret;
    b = b-a;
    a = a-c;
    double A = dot(b, b);
    double B = dot(a, b);
    double C = dot(a, a) - r*r;
    double D = B*B - A*C;
    if (D < -EPS) return ret;
    ret.push_back(c+a+b*(-B+sqrt(D+EPS))/A);
    if (D > EPS)
        ret.push_back(c+a+b*(-B-sqrt(D))/A);
    return ret;
}

// compute intersection of circle centered at a with radius r
// with circle centered at b with radius R
vector<PT> CircleCircleIntersection(PT a, PT b, double r, double R)
{
    vector<PT> ret;
    double d = sqrt(dist2(a, b));
    if (d > r+R || d+min(r, R) < max(r, R)) return ret;
    double x = (d*d-R*R+r*r)/(2*d);
    double y = sqrt(r*r-x*x);
    PT v = (b-a)/d;
    ret.push_back(a+v*x + RotateCCW90(v)*y);
    if (y > 0)
        ret.push_back(a+v*x - RotateCCW90(v)*y);
    return ret;
}

// This code computes the area or centroid of a (possibly
// nonconvex) polygon, assuming that the coordinates are listed in
// a clockwise or counterclockwise fashion. Note that the
// centroid is often known as the "center of gravity".
double ComputeSignedArea(const vector<PT> &p) {
    double area = 0;
    for(int i = 0; i < p.size(); i++) {
        int j = (i+1) % p.size();
        area += p[i].x*p[j].y - p[j].x*p[i].y;
    }
    return area / 2.0;
}

double ComputeArea(const vector<PT> &p) {
    return fabs(ComputeSignedArea(p));
}

PT ComputeCentroid(const vector<PT> &p) {
    PT c(0,0);
    double scale = 6.0 * ComputeSignedArea(p);
    for (int i = 0; i < p.size(); i++) {
        int j = (i+1) % p.size();
        c = c + (p[i]+p[j])*(p[i].x*p[j].y - p[j].x*p[i].y);
    }
    return c / scale;
}

// tests whether or not a given polygon (in CW or CCW order) is
// simple
bool IsSimple(const vector<PT> &p) {
    for (int i = 0; i < p.size(); i++) {
        for (int k = i+1; k < p.size(); k++) {
            int j = (i+1) % p.size();
            int l = (k+1) % p.size();
            if (i == l || j == k) continue;
            if (SegmentsIntersect(p[i], p[j], p[k], p[l]))
                return false;
        }
    }
    return true;
}

int main() {
    // expected: (-5,2)
    cerr << RotateCCW90(PT(2,5)) << endl;
    // expected: (5,-2)
    cerr << RotateCCW90(PT(-5,2)) << endl;
}

// expected: (-5,2)
cerr << RotateCCW90(PT(2,5)) << endl;

// expected: (5,2)
cerr << RotateCCW90(PT(-5,2)) << endl;

// expected: (5,2) (7.5,3) (2.5,1)
cerr << ProjectPointSegment(PT(-5,-2), PT(10,4), PT(3,7)) << " "
    << ProjectPointSegment(PT(7.5,3), PT(10,4), PT(3,7)) << " "
    << ProjectPointSegment(PT(-5,-2), PT(2.5,1), PT(3,7)) <<
        endl;

// expected: 6.78903
cerr << DistancePointPlane(4,-4,3,2,-2,5,-8) << endl;

// expected: 1 0 1
cerr << LinesParallel(PT(1,1), PT(3,5), PT(2,1), PT(4,5)) << " "
    << LinesParallel(PT(1,1), PT(3,5), PT(2,0), PT(4,5)) << " "
    << LinesParallel(PT(1,1), PT(3,5), PT(5,9), PT(7,13)) <<
        endl;

// expected: 0 0 1
cerr << LinesCollinear(PT(1,1), PT(3,5), PT(2,1), PT(4,5)) << " "
    << LinesCollinear(PT(1,1), PT(3,5), PT(2,0), PT(4,5)) << " "
    << LinesCollinear(PT(1,1), PT(3,5), PT(5,9), PT(7,13)) <<
        endl;

// expected: 1 1 1 0
cerr << SegmentsIntersect(PT(0,0),PT(2,4),PT(3,1),PT(-1,3))<<" "
    << SegmentsIntersect(PT(0,0),PT(2,4),PT(4,3),PT(0,5)) <<" "
    << SegmentsIntersect(PT(0,0),PT(2,4),PT(2,-1),PT(-2,1))<<" "
    << SegmentsIntersect(PT(0,0),PT(2,4),PT(5,5),PT(1,7))<<endl;

// expected: (1,2)
cerr << ComputeLineIntersection(PT(0,0), PT(2,4), PT(3,1), PT
    (-1,3)) << endl;

// expected: (1,1)
cerr << ComputeCircleCenter(PT(-3,4), PT(6,1), PT(4,5)) << endl;

vector<PT> v;
v.push_back(PT(0,0));
v.push_back(PT(5,0));
v.push_back(PT(5,5));
v.push_back(PT(0,5));

// expected: 1 1 1 0
cerr << PointInPolygon(v, PT(2,2)) << " "
    << PointInPolygon(v, PT(2,0)) << " "
    << PointInPolygon(v, PT(0,2)) << " "
    << PointInPolygon(v, PT(5,2)) << " "
    << PointInPolygon(v, PT(2,5)) << endl;

// expected: 0 1 1 1 1
cerr << PointOnPolygon(v, PT(2,2)) << " "
    << PointOnPolygon(v, PT(2,0)) << " "
    << PointOnPolygon(v, PT(0,2)) << " "
    << PointOnPolygon(v, PT(5,2)) << " "
    << PointOnPolygon(v, PT(2,5)) << endl;

// expected: (1,6)
// (5,4) (4,5)
// blank line
// (4,5) (5,4)
// blank line
// (4,5) (5,4)
vector<PT> u = CircleLineIntersection(PT(0,6), PT(2,6), PT(1,1),
    5);
for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
u = CircleLineIntersection(PT(0,9), PT(9,0), PT(1,1), 5);
for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
u = CircleCircleIntersection(PT(1,1), PT(10,10), 5, 5);
for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
u = CircleCircleIntersection(PT(1,1), PT(8,8), 5, 5);
for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
u=CircleCircleIntersection(PT(1,1),PT(4.5,4.5),10,sqrt(2.0)/2.0);
for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;
u=CircleCircleIntersection(PT(1,1),PT(4.5,4.5),5,sqrt(2.0)/2.0);
for (int i=0;i<u.size();i++) cerr << u[i] << " "; cerr << endl;

// area should be 5.0
// centroid should be (1.166666, 1.166666)
PT pa[] = { PT(0,0), PT(5,0), PT(1,1), PT(0,5) };
vector<PT> p(pa, pa+4);
PT c = ComputeCentroid(p);
cerr << "Area: " << ComputeArea(p) << endl;
cerr << "Centroid: " << c << endl;
}

```

```
    return 0;
}
```

2.3 Slow Delaunay triangulation

```
// Slow but simple Delaunay triangulation. Does not handle
// degenerate cases (from O'Rourke, Computational Geometry in C)
//
// Running time: O(n^4)
//
// INPUT:    x[] = x-coordinates
//           y[] = y-coordinates
//
// OUTPUT:   triples = a vector containing m triples of indices
//           corresponding to triangle vertices
//
#include<vector>
#include<cstdio>
using namespace std;
typedef double T;
struct triple {
    int i, j, k;
    triple() {}
    triple(int i, int j, int k) : i(i), j(j), k(k) {}
};
vector

```

2.4 Point in Polygon

```
#include <bits/stdc++.h>
using namespace std;
using ll = long long;
int pointInPolygon(int qx, int qy, const vector<int> &x, const
    vector<int> &y) {
```

```
    int n = x.size();
    int cnt = 0;
    for (int i = 0, j = n - 1; i < n; j = i++) {
        if (y[i] == qy && (x[i] == qx || (y[j] == qy && (x[i] <= qx
            || x[j] <= qx) && (x[i] >= qx || x[j] >= qx)))) {
            return 0; // boundary
        }
        if ((y[i] > qy) != (y[j] > qy)) {
            ll det = ((ll)x[i] - qx) * ((ll)y[j] - qy) - ((ll)x[j]
                - qx) * ((ll)y[i] - qy);
            if (det == 0)
                return 0; // boundary
            if ((det > 0) != (y[j] > y[i]))
                ++cnt;
        }
    }
    return cnt % 2 == 0 ? -1 /* exterior */ : 1 /* interior */;
}

// usage example
int main() {
    vector<int> x{0, 0, 2, 2};
    vector<int> y{0, 2, 2, 0};
    cout << (1 == pointInPolygon(1, 1, x, y)) << endl;
    cout << (0 == pointInPolygon(0, 0, x, y)) << endl;
    cout << (-1 == pointInPolygon(0, 3, x, y)) << endl;
}
```

3 Numerical algorithms

3.1 Systems of linear equations, matrix inverse, determinant

```
// Gauss-Jordan elimination with full pivoting.
//
// Uses:
//   (1) solving systems of linear equations (AX=B)
//   (2) inverting matrices (AX=I)
//   (3) computing determinants of square matrices
//
// Running time: O(n^3)
//
// INPUT:   a[][] = an nxn matrix
//           b[][] = an nxm matrix
//
// OUTPUT:  X = an nxm matrix (stored in b[][])
//           A^{-1} = an nxn matrix (stored in a[][])
//           returns determinant of a[][]
//
#include <iostream>
#include <vector>
#include <cmath>
```

```
using namespace std;
const double EPS = 1e-10;
typedef vector<int> VI;
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;

T GaussJordan(VVT &a, VVT &b) {
    const int n = a.size();
    const int m = b[0].size();
    VI irow(n), icol(n), ipiv(n);
    T det = 1;

    for (int i = 0; i < n; i++) {
        int pj = -1, pk = -1;
        for (int j = 0; j < n; j++) if (!ipiv[j])
            for (int k = 0; k < n; k++) if (!ipiv[k])
                if (pj == -1 || fabs(a[j][k]) > fabs(a[pj][pk])) { pj = j; pk = k
                ; }
        if (fabs(a[pj][pk]) < EPS) { cerr << "Matrix is singular." <<
            endl; exit(0); }
        ipiv[pk]++;
        swap(a[pj], a[pk]);
        swap(b[pj], b[pk]);
        if (pj != pk) det *= -1;
        irow[i] = pj;
        icol[i] = pk;
    }
}
```

```
T c = 1.0 / a[pk][pk];
det *= a[pk][pk];
a[pk][pk] = 1.0;
for (int p = 0; p < n; p++) a[pk][p] *= c;
for (int p = 0; p < m; p++) b[pk][p] *= c;
for (int p = 0; p < n; p++) if (p != pk) {
    c = a[p][pk];
    a[p][pk] = 0;
    for (int q = 0; q < n; q++) a[p][q] -= a[pk][q] * c;
    for (int q = 0; q < m; q++) b[p][q] -= b[pk][q] * c;
}
}

for (int p = n-1; p >= 0; p--) if (irow[p] != icol[p]) {
    for (int k = 0; k < n; k++) swap(a[k][irow[p]], a[k][icol[p]]);
}

return det;
}

int main() {
    const int n = 4;
    const int m = 2;
    double A[n][n] = { {1,2,3,4}, {1,0,1,0}, {5,3,2,4}, {6,1,4,6} };
    double B[n][m] = { {1,2}, {4,3}, {5,6}, {8,7} };
    VVT a(n), b(n);
    for (int i = 0; i < n; i++) {
        a[i] = VT(A[i], A[i] + n);
        b[i] = VT(B[i], B[i] + m);
    }

    double det = GaussJordan(a, b);

    // expected: 60
    cout << "Determinant: " << det << endl;
    // expected: -0.233333 0.166667 0.133333 0.0666667
    //           0.166667 0.166667 0.333333 -0.333333
    //           0.233333 0.833333 -0.133333 -0.0666667
    //           0.05 -0.75 -0.1 0.2
    cout << "Inverse: " << endl;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            cout << a[i][j] << ' ';
            cout << endl;
        }
    }

    // expected: 1.63333 1.3
    //           -0.166667 0.5
    //           2.36667 1.7
    //           -1.85 -1.35
    cout << "Solution: " << endl;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < m; j++) {
            cout << b[i][j] << ' ';
            cout << endl;
        }
    }
}
```

3.2 Reduced row echelon form, matrix rank

```
// Reduced row echelon form via Gauss-Jordan elimination
// with partial pivoting. This can be used for computing
// the rank of a matrix.
//
// Running time: O(n^3)
//
// INPUT:   a[][] = an nxm matrix
//
// OUTPUT:  rref[][] = an nxm matrix (stored in a[][])
//           returns rank of a[][]
#
#include <iostream>
#include <vector>
#include <cmath>

using namespace std;
const double EPSILON = 1e-10;
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
```

```

int rref(VVT &a) {
    int n = a.size();
    int m = a[0].size();
    int r = 0;
    for (int c = 0; c < m && r < n; c++) {
        int j = r;
        for (int i = r + 1; i < n; i++)
            if (fabs(a[i][c]) > fabs(a[j][c])) j = i;
        if (fabs(a[j][c]) < EPSILON) continue;
        swap(a[j], a[r]);
        T s = 1.0 / a[r][c];
        for (int j = 0; j < m; j++) a[r][j] *= s;
        for (int i = 0; i < n; i++) if (i != r) {
            T t = a[i][c];
            for (int j = 0; j < m; j++) a[i][j] -= t * a[r][j];
        }
    }
    return r;
}

int main() {
    const int n = 5, m = 4;
    double A[n][m] = {
        {16, 2, 3, 13},
        {5, 11, 10, 8},
        {9, 7, 6, 12},
        {4, 14, 15, 1},
        {13, 21, 21, 13}};
    VVT a(n);
    for (int i = 0; i < n; i++)
        a[i] = VT(A[i], A[i] + m);

    int rank = rref(a);

    // expected: 3
    cout << "Rank: " << rank << endl;

    // expected: 1 0 0 1
    //          0 1 0 3
    //          0 0 1 -3
    //          0 0 0 3.10862e-15
    //          0 0 0 2.22045e-15
    cout << "rref: " << endl;
    for (int i = 0; i < 5; i++) {
        for (int j = 0; j < 4; j++)
            cout << a[i][j] << ' ';
        cout << endl;
    }
}

```

3.3 Simplex algorithm

```

// Two-phase simplex algorithm for solving linear opti. of the form
// maximize c^T x
// subject to Ax <= b
//           x >= 0
//
// INPUT: A -- an m x n matrix
//        b -- an m-dimensional vector
//        c -- an n-dimensional vector
//        x -- a vector where the optimal solution will be stored
//
// OUTPUT: value of the optimal solution (infinity if unbounded
//         above, nan if infeasible)
//
// To use this code, create an LPSolver object with A, b, and c as
// arguments. Then, call Solve(x).

#include <iostream>
#include <iomanip>
#include <vector>
#include <cmath>
#include <limits>

using namespace std;

typedef long double DOUBLE;
typedef vector<DOUBLE> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;

```

```

const DOUBLE EPS = 1e-9;

struct LPSolver {
    int m, n;
    VI B, N;
    VVD D;

    LPSolver(const VVD &A, const VD &b, const VD &c) :
        m(b.size()), n(c.size()), N(n + 1), B(m), D(m + 2, VD(n + 2)) {
        for (int i = 0; i < m; i++) for (int j = 0; j < n; j++) D[i][j] = A[i][j];
        for (int i = 0; i < m; i++) { B[i] = n + i; D[i][n] = -1; D[i][n + 1] = b[i]; }
        for (int j = 0; j < n; j++) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m + 1][n] = 1;
    }

    void Pivot(int r, int s) {
        double inv = 1.0 / D[r][s];
        for (int i = 0; i < m + 2; i++) if (i != r)
            for (int j = 0; j < n + 2; j++) if (j != s)
                D[i][j] -= D[r][j] * D[i][s] * inv;
        for (int j = 0; j < n + 2; j++) if (j != s) D[r][j] *= inv;
        for (int i = 0; i < m + 2; i++) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]);
    }

    bool Simplex(int phase) {
        int x = phase == 1 ? m + 1 : m;
        while (true) {
            int s = -1;
            for (int j = 0; j <= n; j++) {
                if (phase == 2 && N[j] == -1) continue;
                if (s == -1 || D[x][j] < D[x][s] || D[x][j] == D[x][s] && N[j] < N[s]) s = j;
            }
            if (D[x][s] > -EPS) return true;
            int r = -1;
            for (int i = 0; i < m; i++) {
                if (D[i][s] < EPS) continue;
                if (r == -1 || D[i][n + 1] / D[i][s] < D[r][n + 1] / D[r][s]
                    || (D[i][n + 1] / D[i][s]) == (D[r][n + 1] / D[r][s]) && B[i][n + 1] < B[r]) r = i;
            }
            if (r == -1) return false;
            Pivot(r, s);
        }
    }

    DOUBLE Solve(VD &x) {
        int r = 0;
        for (int i = 1; i < m; i++) if (D[i][n + 1] < D[r][n + 1]) r = i;
        if (D[r][n + 1] < -EPS) {
            Pivot(r, n);
            if (!Simplex(1) || D[m + 1][n + 1] < -EPS) return -numeric_limits<DOUBLE>::infinity();
            for (int i = 0; i < m; i++) if (B[i] == -1) {
                int s = -1;
                for (int j = 0; j <= n; j++)
                    if (s == -1 || D[i][j] < D[i][s] || D[i][j] == D[i][s] && N[j] < N[s]) s = j;
                Pivot(i, s);
            }
        }
        if (!Simplex(2)) return numeric_limits<DOUBLE>::infinity();
        x = VT(n);
        for (int i = 0; i < m; i++) if (B[i] < n) x[B[i]] = D[i][n + 1];
        return D[m][n + 1];
    }

    int main() {

```

```

        const int m = 4;
        const int n = 3;
        DOUBLE _A[m][n] = {
            { 6, -1, 0 },
            { -1, -5, 0 },
            { 1, 5, 1 },
            { -1, -5, -1 }
        };
        DOUBLE _b[m] = { 10, -4, 5, -5 };
        DOUBLE _c[n] = { 1, -1, 0 };
        VVD A(m);

```

4 Graph algorithms

4.1 Fast Dijkstra's algorithm

```

// Implementation of Dijkstra's algorithm using adjacency lists
// and priority queue for efficiency.
//
// Running time: O(|E| log |V|)

#include <queue>
#include <cstdio>

using namespace std;
const int INF = 2000000000;
typedef pair<int, int> PII;

int main() {

    int N, s, t;
    scanf("%d%d%d", &N, &s, &t);
    vector<vector<PII>> edges(N);
    for (int i = 0; i < N; i++) {
        int M;
        scanf("%d", &M);
        for (int j = 0; j < M; j++) {
            int vertex, dist;
            scanf("%d%d", &vertex, &dist);
            edges[i].push_back(make_pair(dist, vertex)); // note order of
                                                       // arguments here
        }
    }

    // priority queue but top element has the "smallest" priority
    priority_queue<PII, vector<PII>, greater<PII> > Q;
    vector<int> dist(N, INF);
    dad(N, -1);
    Q.push(make_pair(0, s));
    dist[s] = 0;
    while (!Q.empty()) {
        PII p = Q.top();
        Q.pop();
        int here = p.second;
        if (here == t) break;
        if (dist[here] != p.first) continue;

        for (vector<PII>::iterator it = edges[here].begin(); it != edges[here].end(); it++) {
            if (dist[here] + it->first < dist[it->second]) {
                dist[it->second] = dist[here] + it->first;
                dad[it->second] = here;
                Q.push(make_pair(dist[it->second], it->second));
            }
        }
    }

    printf("%d\n", dist[t]);
    if (dist[t] < INF)
        for (int i = t; i != -1; i = dad[i])
            printf("%d%c", i, (i == s ? '\n' : ' '));
    return 0;
}

/*
Sample input:
5 0 4
2 1 2 3 1
2 2 4 4 5
3 1 4 3 3 4 1
3 0 1 2 3
*/

```

2 1 5 2 1

Expected:

5

4 2 3 0

*/

4.2 Bellman Ford's shortest path for negative cycle detection

```

// This function runs the Bellman-Ford algorithm for single source
// shortest paths with negative edge weights. The function returns
// false if a negative weight cycle is detected. Otherwise, the
// function returns true and dist[i] is the length of the shortest
// path from start to i.
//
// Running time: O(|V|^3)
//
// INPUT: start, w[i][j] = cost of edge from i to j
// OUTPUT: dist[i] = min weight path from start to i
// prev[i] = previous node on the best path from the
// start node

#include <iostream>
#include <queue>
#include <cmath>
#include <vector>

using namespace std;

typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;

typedef vector<int> VI;
typedef vector<VI> VVI;

bool BellmanFord (const VVT &w, VT &dist, VI &prev, int start){
    int n = w.size();
    prev = VI(n, -1);
    dist = VT(n, 1000000000);
    dist[start] = 0;

    for (int k = 0; k < n; k++) {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                if (dist[j] > dist[i] + w[i][j]) {
                    if (k == n-1) return false;
                    dist[j] = dist[i] + w[i][j];
                    prev[j] = i;
                }
            }
        }
    }

    return true;
}

```

4.3 Strongly connected components

```

#include <vector>
#include <algorithm>
using namespace std;
vector<bool> visited; // keeps track of visited vertices

// runs depth first search starting at vertex v.
// each visited vertex is appended to the output vector when dfs
// leaves it.
void dfs(int v, vector<vector<int> > const& adj, vector<int> &
        output) {
    visited[v] = true;
    for (auto u : adj[v])
        if (!visited[u])
            dfs(u, adj, output);
    output.push_back(v); // used to record the t_out of each vertex
}

// input: adj -- adjacency list of G
// output: components -- the strongly connected components in G
// output: adj_cond -- adjacency list of G^SCC (by root vertices)

```

```

void strongly_connected_components(vector<vector<int> > const& adj,
                                  vector<vector<int> > &components,
                                  vector<vector<int> > &adj_cond) {
    int n = adj.size();
    components.clear(), adj_cond.clear();

    vector<int> order; // sorted list of G's vertices by exit time
    visited.assign(n, false);

    // first series of depth first searches
    for (int i = 0; i < n; i++)
        if (!visited[i])
            dfs(i, adj, order);

    // create adjacency list of G^T
    vector<vector<int> > adj_rev(n);
    for (int v = 0; v < n; v++)
        for (int u : adj[v])
            adj_rev[u].push_back(v);

    visited.assign(n, false);
    reverse(order.begin(), order.end());

    vector<int> roots(n, 0);
    // gives the root vertex of a vertex's SCC

    // second series of depth first searches
    for (auto v : order)
        if (!visited[v]) {
            std::vector<int> component;
            dfs(v, adj_rev, component);
            components.push_back(component);
            int root = *min_element(begin(component), end(component));
            // can choose any element in the component!!!
            for (auto u : component)
                roots[u] = root;
        }

    // add edges to condensation graph
    adj_cond.assign(n, {});
    for (int v = 0; v < n; v++)
        for (auto u : adj[v])
            if (roots[v] != roots[u])
                adj_cond[roots[v]].push_back(roots[u]);
}

```

4.4 Bridges And Articulation Points

```

// Official version
#include <bits/stdc++.h>
using namespace std;
const int maxN = 10010;

int n, m;
bool joint[maxN];
int timeDfs = 0, bridge = 0;
int low[maxN], num[maxN];
vector<int> g[maxN];

void dfs(int u, int pre) {
    int child = 0;
    num[u] = low[u] = ++timeDfs;
    for (int v : g[u]) {
        if (v == pre) continue;
        if (!num[v]) {
            dfs(v, u);
            low[u] = min(low[u], low[v]);
            if (low[v] == num[v]) bridge++;
            child++;
            if (pre != -1 && low[v] >= num[u]) joint[u] = true;
        } else low[u] = min(low[u], num[v]);
    }
    if (pre == -1) {
        if (child > 1) joint[u] = true;
    }
}

int main() {
    cin >> n >> m;
    for (int i = 1; i <= m; i++) {
        int u, v;
        cin >> u >> v;
        g[u].push_back(v);
        g[v].push_back(u);
    }
}

```

```

g[u].push_back(v);
g[v].push_back(u);
}
for (int i = 1; i <= n; i++)
    if (!num[i]) dfs(i, -1);

int cntJoint = 0;
for (int i = 1; i <= n; i++) cntJoint += joint[i];
cout << cntJoint << ' ' << bridge;
}

```

4.5 Eulerian path

```

struct Edge;
typedef list<Edge>::iterator iter;

struct Edge {
    int next_vertex;
    iter reverse_edge;

    Edge(int next_vertex)
        :next_vertex(next_vertex)
    {}
};

const int max_vertices = ;
int num_vertices;
list<Edge> adj[max_vertices]; // adjacency list

vector<int> path;

void find_path(int v)
{
    while(adj[v].size() > 0) {
        int vn = adj[v].front().next_vertex;
        adj[vn].erase(adj[v].front().reverse_edge);
        adj[v].pop_front();
        find_path(vn);
    }
    path.push_back(v);
}

void add_edge(int a, int b)
{
    adj[a].push_front(Edge(b));
    iter ita = adj[a].begin();
    adj[b].push_front(Edge(a));
    iter itb = adj[b].begin();
    ita->reverse_edge = itb;
    itb->reverse_edge = ita;
}

```

4.6 Finding centroid

```

#include <iostream>
#include <vector>
using namespace std;
const int maxn = 200010;
int n;
vector<int> adj[maxn];
int subtree_size[maxn];

int get_subtree_size(int node, int parent = -1) {
    int &res = subtree_size[node];
    res = 1;
    for (int i : adj[node]) {
        if (i == parent) { continue; }
        res += get_subtree_size(i, node);
    }
    return res;
}

int get_centroid(int node, int parent = -1) {
    for (int i : adj[node]) {
        if (i == parent) { continue; }

        if (subtree_size[i] * 2 > n) { return get_centroid(i, node); }
    }
}

```

```

    return node;
}

int main() {
    cin >> n;
    for (int i = 0; i < n - 1; i++) {
        int a, b;
        cin >> a >> b;
        a--;
        b--;
        adj[a].push_back(b);
        adj[b].push_back(a);
    }

    get_subtree_size(0);
    cout << get_centroid(0) + 1 << endl;
}

```

4.7 Centroid Decomposition

```

#include <bits/stdc++.h>
using namespace std;

// a number that is large enough while not causing overflow
const int INF = 1e9;

vector<vector<int>> adj;
vector<int> subtree_size;
// min_dist[v] := the minimal distance between v and a red node
vector<int> min_dist;
vector<bool> is_removed;
vector<vector<pair<int, int>>> ancestors;

int get_subtree_size(int node, int parent = -1) {
    subtree_size[node] = 1;
    for (int child : adj[node]) {
        if (child == parent || is_removed[child]) { continue; }
        subtree_size[node] += get_subtree_size(child, node);
    }
    return subtree_size[node];
}

int get_centroid(int node, int tree_size, int parent = -1) {
    for (int child : adj[node]) {
        if (child == parent || is_removed[child]) { continue; }
        if (subtree_size[child] * 2 > tree_size) {
            return get_centroid(child, tree_size, node);
        }
    }
    return node;
}

/**
 * Calculate the distance between current 'node' and the
 * centroid it belongs to. The distances between a node and
 * all its centroid ancestors are stored in the vector
 * 'ancestors'.
 * Arguments:
 * cur_dist: the distance between 'node' and 'centroid'
 */
void get_dists(int node, int centroid, int parent = -1, int
cur_dist = 1)
{
    for (int child : adj[node]) {
        if (child == parent || is_removed[child]) { continue; }
        cur_dist++;
        get_dists(child, centroid, node, cur_dist);
        cur_dist--;
    }
    ancestors[node].push_back({centroid, cur_dist});
}

void build_centroid_decomp(int node = 0) {
    int centroid = get_centroid(node, get_subtree_size(node));
    /*
     * For all nodes in the subtree rooted at 'centroid',
     * calculate their distances to the centroid
     */
    for (int child : adj[centroid]) {
        if (is_removed[child]) { continue; }
        get_dists(child, centroid, centroid);
    }

    is_removed[centroid] = true;
    for (int child : adj[centroid]) {

```

```

        if (is_removed[child]) { continue; }
        // build the centroid decomposition for all child components
        build_centroid_decomp(child);
    }

    /**
     * Paint 'node' red by updating all of its ancestors' minimal
     * distances to a red node.
     */
    void paint(int node) {
        for (auto &[ancestor, dist] : ancestors[node]) {
            min_dist[ancestor] = min(min_dist[ancestor], dist);
        }
        min_dist[node] = 0;
    }

    /** Print the minimal distance between 'node' to a red node */
    void query(int node) {
        int ans = min_dist[node];
        for (auto &[ancestor, dist] : ancestors[node]) {
            if (!dist) { continue; }
            /*
             * The distance between 'node' and a red painted node
             * is the sum of the distance from 'node' to one of
             * its ancestors ('dist') and the distance from this
             * ancestor to the nearest red node
             * ('min_dist[ancestor]').
             */
            ans = min(ans, dist + min_dist[ancestor]);
        }
        cout << ans << "\n";
    }

    int main() {
        int N, M;
        cin >> N >> M;

        adj.assign(N, vector<int>());
        for (int i = 0; i < N - 1; i++) {
            int a, b;
            cin >> a >> b;
            a--;
            b--;
            adj[a].push_back(b);
            adj[b].push_back(a);
        }

        subtree_size.assign(N, 0);
        ancestors.assign(N, vector<pair<int, int>>());
        is_removed.assign(N, false);
        build_centroid_decomp();

        min_dist.assign(N, INF);
        paint(0);
        for (int i = 0; i < M; i++) {
            int t, v;
            cin >> t >> v;
            v--;
            if (t == 1) {
                paint(v);
            } else {
                query(v);
            }
        }
    }
}

```

5 Combinatorial optimization

5.1 Dinic max-flow for sparse graph

```

int n,m;
void enter()
{
    cin >> n >> m;
    for (int i=0,a,b,c; i<m; i++)
    {
        cin >> a >> b >> c;
        ww[{a,b}] += c;
        ww[{b,a}] += c;
    }
}

vector< TEdge> g[N];
void init()
{
    int ru, rv;
    for (pair<pair<int, int>, int> p: ww)
    {
        if (p.fi.fi < p.fi.se)
        {
            ru = g[p.fi.fi].size();
            rv = g[p.fi.se].size();
            g[p.fi.fi].push_back({p.fi.se, rv, p.se, 0});
            g[p.fi.se].push_back({p.fi.fi, ru, p.se, 0});
        }
    }
}

int MF = 1;
int tt;
int d[N], ni[N];

bool bfs()
{
    for (int i=1; i<=n; i++)
        d[i] = 0;
    d[1] = 1;
    queue<int> qu;
    int u;
    qu.push(1);
    while (!qu.empty())
    {
        u = qu.front();
        qu.pop();
        for (auto v : g[u])
        {
            if (!d[v.v])
            {
                if (v.flow + MF <= v.cap)
                {
                    d[v.v] = d[u] + 1;
                    qu.push(v.v);
                }
            }
        }
    }
    return d[n];
}

long long dfs (int u, long long ff)
{
    if (u == n)
        return ff;
    for (;ni[u] < g[u].size(); ++ni[u])
    {
        if (d[g[u][ni[u]].v] == d[u] + 1)
        {
            int fff = dfs(g[u][ni[u]].v, min(g[u][ni[u]].cap - g[u][ni[u]].flow, ff));
            if (fff >= MF)
            {
                g[u][ni[u]].flow += fff;
                g[g[u][ni[u]].v][g[u][ni[u]].rit].flow -= fff;
                return fff;
            }
        }
    }
    return 0;
}

long long max_flow()
{
    long long res = 0,d;
    MF = 1 << 30;
    while (MF)
    {
        while (bfs())
        {

```

```

        for (int i=1; i<=n; i++)
            ni[i] = 0;
        do
        {
            d = dfs(1, 1<<30);
            res += d;
        } while (d);
    }
    MF >>= 1;
}
return res;
}

int main()
{
    ios_base::sync_with_stdio(0);
    enter();
    init();
    cout << max_flow();
    return 0;
}

```

5.2 Min-cost max-flow

```

// Implementation of min cost max flow algorithm using adjacency
// matrix (Edmonds and Karp 1972). This implementation keeps track
// of forward and reverse edges separately (so you can set cap[i][j]
// != cap[j][i]). For a regular max flow, set all edge costs to 0.
//
// Running time: O(|V|^2) cost per augmentation
// max flow: O(|V|^3) augmentations
// min cost max flow: O(|V|^4 * MAX_EDGE_COST) augmentations
//
// INPUT:
//   - graph, constructed using AddEdge()
//   - source
//   - sink
// 
// OUTPUT:
//   - (maximum flow value, minimum cost value)
//   - To obtain the actual flow, look at positive values only.

```

```

#include <cmath>
#include <vector>
#include <iostream>

using namespace std;

typedef vector<int> VI;
typedef vector<VI> VVI;
typedef long long L;
typedef vector<L> VL;
typedef vector<VL> VVL;
typedef pair<int, int> PII;
typedef vector<PII> VPII;

const L INF = numeric_limits<L>::max() / 4;

struct MinCostMaxFlow {
    int N;
    VVL cap, flow, cost;
    VI found;
    VL dist, pi, width;
    VPII dad;

    MinCostMaxFlow(int N) :
        N(N), cap(N, VL(N)), flow(N, VL(N)), cost(N, VL(N)),
        found(N), dist(N), pi(N), width(N), dad(N) {}

    void AddEdge(int from, int to, L cap, L cost) {
        this->cap[from][to] = cap;
        this->cost[from][to] = cost;
    }

    void Relax(int s, int k, L cap, L cost, int dir) {
        L val = dist[s] + pi[s] - pi[k] + cost;
        if (cap && val < dist[k]) {
            dist[k] = val;
            dad[k] = make_pair(s, dir);
            width[k] = min(cap, width[s]);
        }
    }

    L Dijkstra(int s, int t) {

```

```

        fill(found.begin(), found.end(), false);
        fill(dist.begin(), dist.end(), INF);
        fill(width.begin(), width.end(), 0);
        dist[s] = 0;
        width[s] = INF;

        while (s != -1) {
            int best = -1;
            found[s] = true;
            for (int k = 0; k < N; k++) {
                if (found[k]) continue;
                Relax(s, k, cap[s][k] - flow[s][k], cost[s][k], 1);
                Relax(s, k, flow[k][s], -cost[k][s], -1);
                if (best == -1 || dist[k] < dist[best]) best = k;
            }
            s = best;
        }

        for (int k = 0; k < N; k++)
            pi[k] = min(pi[k] + dist[k], INF);
        return width[t];
    }

pair<L, L> GetMaxFlow(int s, int t) {
    L totflow = 0, totcost = 0;
    while (L amt = Dijkstra(s, t)) {
        totflow += amt;
        for (int x = t; x != s; x = dad[x].first) {
            if (dad[x].second == 1) {
                flow[dad[x].first][x] += amt;
                totcost += amt * cost[dad[x].first][x];
            } else {
                flow[x][dad[x].first] -= amt;
                totcost -= amt * cost[x][dad[x].first];
            }
        }
        return make_pair(totflow, totcost);
    }
}

// BEGIN CUT
// The following code solves UVA problem #10594: Data Flow
int main() {
    int N, M;

    while (scanf("%d%d", &N, &M) == 2) {
        VVL v(M, VL(3));
        for (int i = 0; i < M; i++)
            scanf("%Ld%Ld%Ld", &v[i][0], &v[i][1], &v[i][2]);
        L D, K;
        scanf("%Ld%Ld", &D, &K);

        MinCostMaxFlow mcmf(N+1);
        for (int i = 0; i < M; i++) {
            mcmf.AddEdge(int(v[i][0]), int(v[i][1]), K, v[i][2]);
            mcmf.AddEdge(int(v[i][1]), int(v[i][0]), K, v[i][2]);
        }
        mcmf.AddEdge(0, 1, D, 0);

        pair<L, L> res = mcmf.GetMaxFlow(0, N);

        if (res.first == D) {
            printf("%Ld\n", res.second);
        } else {
            printf("Impossible.\n");
        }
    }
    return 0;
}

```

5.3 Min Cost Matching

```

// /////////////////////////////////////////////////
// Min cost bipartite matching via shortest augmenting paths
// This is an O(n^3) implementation of a shortest augmenting path
// algorithm for finding min cost perfect matchings in dense
// graphs. In practice, it solves 1000x1000 problems in around 1
// second.
// 
// cost[i][j] = cost for pairing left node i with right node j
// Lmate[i] = index of right node that left node i pairs with
// Rmate[j] = index of left node that right node j pairs with
// 
// The values in cost[i][j] may be positive or negative. To
// perform maximization, simply negate the cost[][] matrix.
// 
// /////////////////////////////////////////////////

```

```

#include <algorithm>
#include <stdio>
#include <cmath>
#include <vector>

using namespace std;

typedef vector<double> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;

double MinCostMatching(const VVD &cost, VI &Lmate, VI &Rmate) {
    int n = int(cost.size());
    // construct dual feasible solution
    VD u(n);
    VD v(n);
    for (int i = 0; i < n; i++) {
        u[i] = cost[i][0];
        for (int j = 1; j < n; j++) u[i] = min(u[i], cost[i][j]);
    }
    for (int j = 0; j < n; j++) {
        v[j] = cost[0][j] - u[0];
        for (int i = 1; i < n; i++) v[j] = min(v[j], cost[i][j] - u[i]);
    }

    // construct primal solution satisfying complementary slackness
    Lmate = VI(n, -1);
    Rmate = VI(n, -1);
    int mated = 0;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            if (Rmate[j] != -1) continue;
            if (fabs(cost[i][j] - u[i] - v[j]) < 1e-10) {
                Lmate[i] = j;
                Rmate[j] = i;
                mated++;
                break;
            }
        }
    }
    VD dist(n);
    VI dad(n);
    VI seen(n);

    // repeat until primal solution is feasible
    while (mated < n) {
        // find an unmatched left node
        int s = 0;
        while (Lmate[s] != -1) s++;

        // initialize Dijkstra
        fill(dad.begin(), dad.end(), -1);
        fill(seen.begin(), seen.end(), 0);
        for (int k = 0; k < n; k++)
            dist[k] = cost[s][k] - u[s] - v[k];

        int j = 0;
        while (true) {
            // find closest
            j = -1;
            for (int k = 0; k < n; k++) {
                if (seen[k]) continue;
                if (j == -1 || dist[k] < dist[j]) j = k;
            }
            seen[j] = 1;

            // termination condition
            if (Rmate[j] == -1) break;

            // relax neighbors
            const int i = Rmate[j];

```

```

    for (int k = 0; k < n; k++) {
        if (seen[k]) continue;
        const double new_dist = dist[j] + cost[i][k] - u[i] - v[k];
        if (dist[k] > new_dist) {
            dist[k] = new_dist;
            dad[k] = j;
        }
    }

    // update dual variables
    for (int k = 0; k < n; k++) {
        if (k == j || !seen[k]) continue;
        const int i = Rmate[k];
        v[k] += dist[k] - dist[j];
        u[i] -= dist[k] - dist[j];
    }
    u[s] += dist[j];

    // augment along path
    while (dad[j] >= 0) {
        const int d = dad[j];
        Rmate[j] = Rmate[d];
        Lmate[Rmate[j]] = j;
        j = d;
    }
    Rmate[j] = s;
    Lmate[s] = j;

    mated++;
}

double value = 0;
for (int i = 0; i < n; i++)
    value += cost[i][Lmate[i]];

return value;
}

```

5.4 Push-relabel max-flow

```

// Adjacency list implementation of FIFO push relabel maximum flow
// with the gap relabeling heuristic. This implementation is
// significantly faster than straight Ford-Fulkerson. It solves
// random problems with 10000 vertices and 1000000 edges in a few
// seconds, though it is possible to construct test cases that
// achieve the worst-case.
//
// Running time:
//   O(|V|^3)
//
// INPUT:
//   - graph, constructed using AddEdge()
//   - source
//   - sink
// 
// OUTPUT:
//   - maximum flow value
//   - To obtain the actual flow values, look at all edges with
//     capacity > 0 (zero capacity edges are residual edges).

#include <cmath>
#include <vector>
#include <iostream>
#include <queue>

using namespace std;

typedef long long LL;

struct Edge {
    int from, to, cap, flow, index;
    Edge(int from, int to, int cap, int flow, int index) :
        from(from), to(to), cap(cap), flow(flow), index(index) {}
};

struct PushRelabel {
    int N;
    vector<vector<Edge>> G;
    vector<LL> excess;
    vector<int> dist, active, count;
    queue<int> Q;
};

PushRelabel(int N) : N(N), G(N), excess(N), dist(N), active(N),
    count(2*N) {}

    for (int k = 0; k < n; k++) {
        if (seen[k]) continue;
        const double new_dist = dist[j] + cost[i][k] - u[i] - v[k];
        if (dist[k] > new_dist) {
            dist[k] = new_dist;
            dad[k] = j;
        }
    }

    // update dual variables
    for (int k = 0; k < n; k++) {
        if (k == j || !seen[k]) continue;
        const int i = Rmate[k];
        v[k] += dist[k] - dist[j];
        u[i] -= dist[k] - dist[j];
    }
    u[s] += dist[j];

    // augment along path
    while (dad[j] >= 0) {
        const int d = dad[j];
        Rmate[j] = Rmate[d];
        Lmate[Rmate[j]] = j;
        j = d;
    }
    Rmate[j] = s;
    Lmate[s] = j;

    mated++;
}

double value = 0;
for (int i = 0; i < n; i++)
    value += cost[i][Lmate[i]];

return value;
}

```

```

void AddEdge(int from, int to, int cap) {
    G[from].push_back(Edge(from, to, cap, 0, G[to].size()));
    if (from == to) G[from].back().index++;
    G[to].push_back(Edge(to, from, 0, 0, G[from].size() - 1));
}

void Enqueue(int v) {
    if (!active[v] && excess[v] > 0) { active[v] = true; Q.push(v); }
}

void Push(Edge &e) {
    int amt = int(min(excess[e.from], LL(e.cap - e.flow)));
    if (dist[e.from] <= dist[e.to] || amt == 0) return;
    e.flow += amt;
    G[e.to][e.index].flow -= amt;
    excess[e.to] += amt;
    excess[e.from] -= amt;
    Enqueue(e.to);
}

void Gap(int k) {
    for (int v = 0; v < N; v++) {
        if (dist[v] < k) continue;
        count[dist[v]]--;
        dist[v] = max(dist[v], N+1);
        count[dist[v]]++;
        Enqueue(v);
    }
}

void Relabel(int v) {
    count[dist[v]]--;
    dist[v] = 2*N;
    for (int i = 0; i < G[v].size(); i++)
        if (G[v][i].cap - G[v][i].flow > 0)
            dist[v] = min(dist[v], dist[G[v][i].to] + 1);
    count[dist[v]]++;
    Enqueue(v);
}

void Discharge(int v) {
    for (int i = 0; excess[v] > 0 && i < G[v].size(); i++) Push(G[v][i]);
    if (excess[v] > 0) {
        if (count[dist[v]] == 1)
            Gap(dist[v]);
        else
            Relabel(v);
    }
}

LL GetMaxFlow(int s, int t) {
    count[] = N-1;
    count[N] = 1;
    dist[s] = N;
    active[s] = active[t] = true;
    for (int i = 0; i < G[s].size(); i++) {
        excess[s] += G[s][i].cap;
        Push(G[s][i]);
    }

    while (!Q.empty()) {
        int v = Q.front();
        Q.pop();
        active[v] = false;
        Discharge(v);
    }

    LL totflow = 0;
    for (int i = 0; i < G[s].size(); i++) totflow += G[s][i].flow;
    return totflow;
}

```

```

// The following code solves SPOJ problem 4110: Fast Maximum Flow (
// FASTFLOW)
/* Input
The first line contains the two integers N and M. The next M lines
each contain
three integers A, B, and C, denoting that there is an edge of
capacity C (1 <= C <= 109) between nodes A and B (1 <= A, B
<= N). Note that it is possible for there to be duplicate
edges, as well as an edge from a node to itself.

Output
Print a single integer (which may not fit into a 32-bit integer)
denoting the
maximum flow / minimum cut between 1 and N.

```

```

Example
Input:
4 6
1 2 3
2 3 4
3 1 2
2 2 5
3 4 3
4 3 3
Output:
5
*/
int main() {
    int n, m;
    scanf("%d%d", &n, &m);

    PushRelabel pr(n);
    for (int i = 0; i < m; i++) {
        int a, b, c;
        scanf("%d%d%d", &a, &b, &c);
        if (a == b) continue;
        pr.AddEdge(a-1, b-1, c);
        pr.AddEdge(b-1, a-1, c);
    }
    printf("%Ld\n", pr.GetMaxFlow(0, n-1));
    return 0;
}

```

5.5 Unweighted Bipartite Matching

```

// Max matching for unweighted bipartite graph
// Kuhn's algorithm O(n^2)
/*
Given a **bipartite graph** SG = (X \cup Y, E). The vertices of
SG are denoted $x_1, x_2, \dots, x_m$, and the vertices of
SG are denoted $y_1, y_2, \dots, y_n$.

A **matching** on SG is a set of edges $E'$ \subset E such that
no two edges in $E'$ share a common vertex.

**Requirement:** Find a **maximum matching** (having the most edges
) on SG.

## Input
* **Line 1:** Contains two integers, $m$ and $n$ ($1 \leq m, n \leq
100$).
* **Subsequent lines:** Each line contains two positive integers,
$si$ and $sj$, representing an edge $(x_i, y_j)$ in E.

## Output
* **Line 1:** The number of edges in the maximum matching found (
SG).
* **Subsequent lines:** Each line contains two numbers, $su$ and
$sv$, representing the edge $(x_u, y_v)$ chosen for the
maximum matching.
*/
#include <bits/stdc++.h>
using namespace std;

const int N = 102;

int n, m, Assigned[N];
int Visited[N], t = 0;
vector<int> a[N];

bool visit(int u) {
    if (Visited[u] != t)
        Visited[u] = t;
    else
        return false;
    for (int i = 0; i < a[u].size(); i++) {
        int v = a[u][i];
        if (!Assigned[v] || visit(Assigned[v])) {
            Assigned[v] = u;
            return true;
        }
    }
    return false;
}

int main() {

```

```

scanf("%d%d", &m, &n);
int x, y;
while (scanf("%d%d", &x, &y) > 0)
    a[x].push_back(y);
int Count = 0;
for (int i = 1; i <= m; i++) {
    t++;
    Count += visit(i);
}

printf("%d\n", Count);
for (int i = 1; i <= n; i++)
    if (int j = Assigned[i])
        printf("%d %d\n", j, i);
}

```

5.6 Global min-cut

```

// Adjacency matrix implementation of Stoer-Wagner min cut
// algorithm.

// Running time:
// O((V)^3)

// INPUT:
// - graph, constructed using AddEdge()
// OUTPUT:
// - (min cut value, nodes in half of min cut)

#include <cmath>
#include <vector>
#include <iostream>

using namespace std;

typedef vector<int> VI;
typedef vector<VI> VVI;

const int INF = 1000000000;

pair<int, VI> GetMinCut(VVI &weights) {
    int N = weights.size();
    VI used(N), cut, best_cut;
    int best_weight = -1;

    for (int phase = N-1; phase >= 0; phase--) {
        VI w = weights[0];
        VI added = used;
        int prev, last = 0;
        for (int i = 0; i < phase; i++) {
            prev = last;
            last = -1;
            for (int j = 1; j < N; j++)
                if (!added[j] && (last == -1 || w[j] > w[last])) last = j;
            if (i == phase-1) {
                for (int j = 0; j < N; j++) weights[prev][j] += weights[last][j];
                for (int j = 0; j < N; j++) weights[j][prev] = weights[prev][j];
                used[last] = true;
                cut.push_back(last);
            }
            if (best_weight == -1 || w[last] < best_weight) {
                best_cut = cut;
                best_weight = w[last];
            }
        } else {
            for (int j = 0; j < N; j++)
                w[j] += weights[last][j];
            added[last] = true;
        }
    }
    return make_pair(best_weight, best_cut);
}

// BEGIN CUT
// The following code solves UVA problem #10989: Bomb, Divide and Conquer
int main() {
    int N;
    cin >> N;
    for (int i = 0; i < N; i++) {
        int n, m;
        cin >> n >> m;
        VVI weights(n, VI(n));
        for (int j = 0; j < m; j++) {
            int a, b, c;

```

```

            cin >> a >> b >> c;
            weights[a-1][b-1] = weights[b-1][a-1] = c;
        }
        pair<int, VI> res = GetMinCut(weights);
        cout << "Case #" << i+1 << ":" << res.first << endl;
    }
    // END CUT
}

```

5.7 Graph cut inference

```

// Special-purpose {0,1} combinatorial optimization solver for
// problems of the following by a reduction to graph cuts:
//
// minimize sum_i psi_i(x[i])
// x[1]...x[n] in {0,1} + sum_{i < j} phi_{ij}(x[i], x[j])
//
// where
// psi_i : {0, 1} --> R
// phi_{ij} : {0, 1} x {0, 1} --> R
//
// such that
// phi_{ij}(0,0) + phi_{ij}(1,1) <= phi_{ij}(0,1) + phi_{ij}(1,0)
// (*)
//
// This can also be used to solve maximization problems where the
// direction of the inequality in (*) is reversed.
//
// INPUT: phi -- a matrix such that phi[i][j][u][v] = phi_{ij}(u, v)
//        psi -- a matrix such that psi[i][u] = psi_i(u)
//        x -- a vector where the optimal solution will be stored
//
// OUTPUT: value of the optimal solution
//
// To use this code, create a GraphCutInference object, and call
// the DoInference() method. To perform maximization instead of
// minimization,
// ensure that #define MAXIMIZATION is enabled.

#include <vector>
#include <iostream>

using namespace std;

typedef vector<int> VI;
typedef vector<VI> VVI;
typedef vector<VVI> VVVI;
typedef vector<VVVI> VVVVI;

const int INF = 1000000000;

// comment out following line for minimization
#define MAXIMIZATION

struct GraphCutInference {
    int N;
    VVI cap, flow;
    VI reached;

    int Augment(int s, int t, int a) {
        reached[s] = 1;
        if (s == t) return a;
        for (int k = 0; k < N; k++) {
            if (reached[k]) continue;
            if (int aa = min(a, cap[s][k] - flow[s][k])) {
                if (int b = Augment(k, t, aa)) {
                    flow[s][k] += b;
                    flow[k][s] -= b;
                    return b;
                }
            }
        }
        return 0;
    }

    int GetMaxFlow(int s, int t) {
        N = cap.size();
        flow = VVI(N, VI(N));
        reached = VI(N);

        int totflow = 0;
        while (int amt = Augment(s, t, INF)) {
            totflow += amt;

```

```

            fill(reached.begin(), reached.end(), 0);
        }
        return totflow;
    }

    int DoInference(const VVVVI &phi, const VVI &psi, VI &x) {
        int M = phi.size();
        cap = VVI(M+2, VI(M+2));
        VI b(M);
        int c = 0;

        for (int i = 0; i < M; i++) {
            b[i] += psi[i][1] - psi[i][0];
            c += psi[i][0];
            for (int j = 0; j < i; j++) {
                b[i] += phi[i][j][1][1] - phi[i][j][0][1];
                for (int j = i+1; j < M; j++) {
                    cap[i][j] = phi[i][j][0][1] + phi[i][j][1][0] - phi[i][j][0][0] -
                        phi[i][j][1][1];
                    b[i] += phi[i][j][1][0] - phi[i][j][0][0];
                    c += phi[i][j][0][0];
                }
            }
        }

#ifndef MAXIMIZATION
        for (int i = 0; i < M; i++) {
            for (int j = i+1; j < M; j++) {
                cap[i][j] *= -1;
                b[i] *= -1;
            }
            c *= -1;
        }
#endif

        for (int i = 0; i < M; i++) {
            if (b[i] >= 0) {
                cap[M][i] = b[i];
            } else {
                cap[i][M+1] = -b[i];
                c += b[i];
            }
        }

        int score = GetMaxFlow(M, M+1);
        fill(reached.begin(), reached.end(), 0);
        Augment(M, M+1, INF);
        x = VI(M);
        for (int i = 0; i < M; i++) x[i] = reached[i] ? 0 : 1;
        score += c;
#ifndef MAXIMIZATION
        score *= -1;
#endif

        return score;
    }

    int main() {
        // solver for "Cat vs. Dog" from NWERC 2008

        int numcases;
        cin >> numcases;
        for (int caseno = 0; caseno < numcases; caseno++) {
            int c, d, v;
            cin >> c >> d >> v;

            VVVVI phi(c+d, VVVI(c+d, VVI(2, VI(2))));
            VVI psi(c+d, VI(2));
            for (int i = 0; i < v; i++) {
                char p, q;
                int u, v;
                cin >> p >> u >> q >> v;
                u--; v--;
                if (p == 'C') {
                    phi[u][c+v][0][0]++;
                    phi[c+v][u][0][0]++;
                } else {
                    phi[v][c+u][1][1]++;
                    phi[c+u][v][1][1]++;
                }
            }

            GraphCutInference graph;
            VI x;
            cout << graph.DoInference(phi, psi, x) << endl;
        }
        return 0;
    }
}

```

}

6 Data structures

6.1 Binary Indexed Tree

```
#include <iostream>
using namespace std;

#define LOGSZ 17

int tree[(1<<LOGSZ)+1];
int N = (1<<LOGSZ);

// add v to value at x
void set(int x, int v) {
    while(x <= N) {
        tree[x] += v;
        x += (x & -x);
    }
}

// get cumulative sum up to and including x
int get(int x) {
    int res = 0;
    while(x) {
        res += tree[x];
        x -= (x & -x);
    }
    return res;
}

// get largest value with cumulative sum less than or equal to x;
// for smallest, pass x-1 and add 1 to result
int getind(int x) {
    int idx = 0, mask = N;
    while(mask && idx < N) {
        int t = idx + mask;
        if(x >= tree[t]) {
            idx = t;
            x -= tree[t];
        }
        mask >>= 1;
    }
    return idx;
}
```

6.2 DSU rollback

```
#include <bits/stdc++.h>
using namespace std;
using ll = long long;

// BeginCodeSnip(DSU)
class DSU {
private:
    vector<ll> p, sz, sum;
    // stores all history info related to merges
    vector<pair<ll, ll>> history;

public:
    DSU(int n) : p(n), sz(n, 1), sum(n) { iota(p.begin(), p.end(), 0) }

    void init_sum(const vector<ll> a) {
        for (int i = 0; i < (int)a.size(); i++) { sum[i] = a[i]; }
    }

    int get(int x) { return (p[x] == x) ? x : get(p[x]); }

    ll get_sum(int x) { return sum[get(x)]; }

    void unite(int a, int b) {
        a = get(a);
        b = get(b);
        if (a == b) { return; }
        if (sz[a] < sz[b]) { swap(a, b); }

        // add to history
        history.push_back({p[b], p[b]}));
        history.push_back({sz[a], sz[a]});
        history.push_back({sum[a], sum[a]}));

        p[b] = a;
        sz[a] += sz[b];
        sum[a] += sum[b];
    }

    void add(int x, ll v) {
        x = get(x);
        history.push_back({sum[x], sum[x]});
        sum[x] += v;
    }

    int snapshot() { return history.size(); }

    void rollback(int until) {
        while (snapshot() > until) {
            history.back().first = history.back().second;
            history.pop_back();
        }
    }

    // EndCodeSnip

    const int MAXN = 3e5;

    DSU dsu(MAXN);

    struct Query {
        int t, u, v, x;
    };

    vector<Query> tree[MAXN * 4];

    void update(Query &q, int v, int query_l, int query_r, int tree_l,
               int tree_r) {
        if (query_l > tree_r || query_r < tree_l) { return; }
        if (query_l <= tree_l && query_r >= tree_r) {
            tree[v].push_back(q);
            return;
        }
        int m = (tree_l + tree_r) / 2;
        update(q, v * 2, query_l, query_r, tree_l, m);
        update(q, v * 2 + 1, query_l, query_r, m + 1, tree_r);
    }

    void dfs(int v, int l, int r, vector<ll> &ans) {
        int snapshot = dsu.snapshot();
        // perform all available operations upon entering
        for (Query &q : tree[v]) {
            if (q.t == 1) { dsu.unite(q.u, q.v); }
            if (q.t == 2) { dsu.add(q.v, q.x); }
        }
        if (l == r) {
            // answer type 3 query if we have one
            for (Query &q : tree[v]) {
                if (q.t == 3) { ans[l] = dsu.get_sum(q.v); }
            }
        } else {
            // go deeper into the tree
            int m = (l + r) / 2;
            dfs(2 * v, l, m, ans);
            dfs(2 * v + 1, m + 1, r, ans);
        }
        // undo operations upon exiting
        dsu.rollback(snapshot);
    }

    int main() {
        int n, q;
        cin >> n >> q;
        vector<ll> a(n);
        for (int i = 0; i < n; i++) { cin >> a[i]; }
        dsu.init_sum(a);

        map<pair<int, int>, int> index_added;
        for (int i = 0; i < q; i++) {
            int t;
            cin >> t;
            if (t == 0) {
                int u, v;
                cin >> u >> v;
                if (u > v) swap(u, v);
                // store index this edge is added, marks beginning of
                // interval
                index_added[{u, v}] = i;
            } else if (t == 1) {

```

```
                int u, v;
                cin >> u >> v;
                if (u > v) swap(u, v);
                Query cur_q = {1, u, v};
                // add all edges that are deleted to interval [index added, i
                // - 1]
                update(cur_q, 1, index_added[{u, v}], i - 1, 0, q - 1);
                index_added[{u, v}] = -1;
            } else if (t == 2) {
                int v, x;
                cin >> v >> x;
                Query cur_q = {2, -1, v, x};
                // add all sum queries to interval [i, q - 1]
                update(cur_q, 1, i, q - 1, 0, q - 1);
            } else if (t == 3) {
                int v;
                cin >> v;
                Query cur_q = {3, -1, v};
                // add all output queries to interval [i, i]
                update(cur_q, 1, i, i, 0, q - 1);
            }
        }

        // add all edges that are not deleted to interval [index added, q
        // - 1]
        for (auto [edge, index] : index_added) {
            if (index != -1) {
                Query cur_q = {1, edge.first, edge.second};
                update(cur_q, 1, index, q - 1, 0, q - 1);
            }
        }

        vector<ll> ans(q, -1);
        dfs(1, 0, q - 1, ans);
        for (int i = 0; i < q; i++) {
            if (ans[i] != -1) { cout << ans[i] << "\n"; }
        }
    }
}
```

6.3 Segment Tree Beats

```
/* Given a size N integer sequence a0, a1, ..., aN-1. Process the
   following Q queries in order:
   * 0 l r b: For each i=l, ..., r-1, a_i <- min(ai, b)
   * 1 l r b: For each i=l, ..., r-1, a_i <- max(ai, b)
   * 2 l r b: For each i=l, ..., r-1, a_i <- a_i + b
   * 3 l r: Print Sum from i=l to r-1 of a_i

   Time complexity: O((n+q)log^2(n))
   */

#include <bits/stdc++.h>
using namespace std;
using ll = long long;

const int MAXN = 200001; // 1-based

int N;
ll A[MAXN];
#define llINF ((ll)1e18)

struct Node {
    ll sum; // Sum tag
    ll max1; // Max value
    ll max2; // Second Max value
    ll maxc; // Max value count
    ll min1; // Min value
    ll min2; // Second Min value
    ll minc; // Min value count
    ll lazy; // Lazy tag
} T[MAXN * 4];

void merge(int t) {
    // sum
    T[t].sum = T[t << 1].sum + T[t << 1 | 1].sum;

    // max
    if (T[t << 1].max1 == T[t << 1 | 1].max1) {
        T[t].max1 = T[t << 1].max1;
        T[t].max2 = max(T[t << 1].max2, T[t << 1 | 1].max2);
        T[t].maxc = T[t << 1].maxc + T[t << 1 | 1].maxc;
    } else {
        if (T[t << 1].max1 > T[t << 1 | 1].max1) {
            T[t].max1 = T[t << 1].max1;

```

```

T[t].max2 = max(T[t << 1].max2, T[t << 1 | 1].max1);
T[t].maxc = T[t << 1].maxc;
}
} else {
    T[t].max1 = T[t << 1 | 1].max1;
    T[t].max2 = max(T[t << 1].max1, T[t << 1 | 1].max2);
    T[t].maxc = T[t << 1 | 1].maxc;
}
}

// min
if (T[t << 1].min1 == T[t << 1 | 1].min1) {
    T[t].min1 = T[t << 1].min1;
    T[t].min2 = min(T[t << 1].min2, T[t << 1 | 1].min2);
    T[t].minc = T[t << 1].minc + T[t << 1 | 1].minc;
} else {
    if (T[t << 1].min1 < T[t << 1 | 1].min1) {
        T[t].min1 = T[t << 1].min1;
        T[t].min2 = min(T[t << 1].min2, T[t << 1 | 1].min1);
        T[t].minc = T[t << 1].minc;
    } else {
        T[t].min1 = T[t << 1 | 1].min1;
        T[t].min2 = min(T[t << 1].min1, T[t << 1 | 1].min2);
        T[t].minc = T[t << 1 | 1].minc;
    }
}
}

void push_add(int t, int tl, int tr, ll v) {
    if (v == 0) { return; }
    T[t].sum += (tr - tl + 1) * v;
    T[t].max1 += v;
    if (T[t].max2 != -llINF) { T[t].max2 += v; }
    T[t].min1 += v;
    if (T[t].min2 != llINF) { T[t].min2 += v; }
    T[t].lazy += v;
}

// corresponds to a chmin update
void push_max(int t, ll v, bool l) {
    if (v >= T[t].max1) { return; }
    T[t].sum -= T[t].max1 * T[t].maxc;
    T[t].max1 = v;
    T[t].sum += T[t].max1 * T[t].maxc;
    if (l) {
        T[t].min1 = T[t].max1;
    } else {
        if (v <= T[t].min1) {
            T[t].min1 = v;
        } else if (v < T[t].min2) {
            T[t].min2 = v;
        }
    }
}

// corresponds to a chmax update
void push_min(int t, ll v, bool l) {
    if (v <= T[t].min1) { return; }
    T[t].sum -= T[t].min1 * T[t].minc;
    T[t].min1 = v;
    T[t].sum += T[t].min1 * T[t].minc;
    if (l) {
        T[t].max1 = T[t].min1;
    } else {
        if (v >= T[t].max1) {
            T[t].max1 = v;
        } else if (v > T[t].max2) {
            T[t].max2 = v;
        }
    }
}

void pushdown(int t, int tl, int tr) {
    if (tl == tr) return;
    // sum
    int tm = (tl + tr) >> 1;
    push_add(t << 1, tl, tm, T[t].lazy);
    push_add(t << 1 | 1, tm + 1, tr, T[t].lazy);
    T[t].lazy = 0;
}

// max
push_max(t << 1, T[t].max1, tl == tm);
push_max(t << 1 | 1, T[t].max1, tm + 1 == tr);

// min
push_min(t << 1, T[t].min1, tl == tm);
push_min(t << 1 | 1, T[t].min1, tm + 1 == tr);
}

void build(int t = 1, int tl = 0, int tr = N - 1) {
    T[t].lazy = 0;
    if (tl == tr) {
        T[t].sum = T[t].max1 = T[t].min1 = A[tl];
        T[t].maxc = T[t].minc = 1;
        T[t].max2 = -llINF;
        T[t].min2 = llINF;
        return;
    }

    int tm = (tl + tr) >> 1;
    build(t << 1, tl, tm);
    build(t << 1 | 1, tm + 1, tr);
    merge(t);
}

void update_add(int l, int r, ll v, int t = 1, int tl = 0, int tr = N - 1) {
    if (r < tl || tr < l) { return; }
    if (l <= tl && tr <= r) {
        push_add(t, tl, tr, v);
        return;
    }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    update_add(l, r, v, t << 1, tl, tm);
    update_add(l, r, v, t << 1 | 1, tm + 1, tr);
    merge(t);
}

void update_chmin(int l, int r, ll v, int t = 1, int tl = 0, int tr = N - 1) {
    if (r < tl || tr < l || v >= T[t].max1) { return; }
    if (l <= tl && tr <= r && v > T[t].max2) {
        push_max(t, v, tl == tr);
        return;
    }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    update_chmin(l, r, v, t << 1, tl, tm);
    update_chmin(l, r, v, t << 1 | 1, tm + 1, tr);
    merge(t);
}

void update_chmax(int l, int r, ll v, int t = 1, int tl = 0, int tr = N - 1) {
    if (r < tl || tr < l || v <= T[t].min1) { return; }
    if (l <= tl && tr <= r && v < T[t].min2) {
        push_min(t, v, tl == tr);
        return;
    }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    update_chmax(l, r, v, t << 1, tl, tm);
    update_chmax(l, r, v, t << 1 | 1, tm + 1, tr);
    merge(t);
}

ll query_sum(int l, int r, int t = 1, int tl = 0, int tr = N - 1) {
    if (r < tl || tr < l) { return 0; }
    if (l <= tl && tr <= r) { return T[t].sum; }
    pushdown(t, tl, tr);

    int tm = (tl + tr) >> 1;
    return query_sum(l, r, t << 1, tl, tm) + query_sum(l, r, t << 1 | 1, tm + 1, tr);
}

int main() {
    int Q;
    cin >> N >> Q;
    for (int i = 0; i < N; i++) { cin >> A[i]; }
    build();
    for (int q = 0; q < Q; q++) {
        int t;
        cin >> t;
        if (t == 0) {
            int l, r;
            ll x;
            cin >> l >> r >> x;
            update_chmin(l, r - 1, x);
        } else if (t == 1) {
            int l, r;
            ll x;
            cin >> l >> r >> x;
            update_chmax(l, r - 1, x);
        }
    }
}

```

```

} else if (t == 2) {
    int l, r;
    ll x;
    cin >> l >> r >> x;
    update_add(l, r - 1, x);
} else if (t == 3) {
    int l, r;
    cin >> l >> r;
    cout << query_sum(l, r - 1) << '\n';
}
}



---



# String algorithms



## 1 Suffix array



```

#include<bits/stdc++.h>
using namespace std;

struct SA {
 string s;
 vector<int> p;
 int n;

 SA (string s) : s(s) {
 s = s + "$";
 n = s.size();
 p.resize(n);

 for (int i=0; i<n; ++i)
 p[i] = i;

 sort (p.begin(), p.end(), [&] (int a, int b) {
 return s[a] < s[b];
 });
 vector<int> rank(n, 0);
 for (int i=0; i<n; ++i) {
 rank[i] = lower_bound(p.begin(), p.end(), i, [&] (int a,
 int b) {
 return s[a] < s[b];
 }) - p.begin();
 }
 }

 vector<int> rank_new(n), p_new(n), cnt(n);
 for (int k=1; k<n; k*=2) {
 for (int i = 0; i < n; i++) {
 p_new[i] = p[i] - k;
 if (p_new[i] < 0) p_new[i] += n;
 }
 cnt.assign(n, 0); rank_new.assign(n, 0);
 for (int i = 0; i < n; i++)
 cnt[rank[p_new[i]]]++;
 for (int i = 1; i < n; i++)
 cnt[i] += cnt[i-1];
 for (int i = n-1; i >= 0; i--)
 p[--cnt[rank[p_new[i]]]] = p_new[i];
 rank_new[p[0]] = 0;
 int classes = 0;
 for (int i = 1; i < n; i++) {
 pair<int, int> cur = {rank[p[i]], rank[(p[i] + k) %
 n]};
 pair<int, int> prev = {rank[p[i-1]], rank[(p[i-1] +
 k) % n]};
 if (cur != prev)
 ++classes;
 rank_new[p[i]] = classes;
 }
 rank.swap(rank_new);
 }
}
}

Input "ppppplppp" -> Output "9 5 8 4 7 3 6 2 1 0"
"ababba" -> "6 5 0 2 4 1 3"
t main() {
 ios_base::sync_with_stdio(0);
 cin.tie(0);
 string s; cin >> s;
 SA sa(s);
 for (auto x : sa.p) cout << x << " ";
}

```


```

7 String algorithms

7.1 Suffix array

7.2 Knuth-Morris-Pratt

```

/*
Finds all occurrences of the pattern string p within the
text string t. Running time is O(n + m), where n and m
are the lengths of p and t, respectively.
*/
#include <iostream>
#include <string>
#include <vector>

using namespace std;
typedef vector<int> VI;

void buildPi(string& p, VI& pi)
{
    pi = VI(p.length());
    int k = -2;
    for(int i = 0; i < p.length(); i++) {
        while(k >= -1 && p[k+1] != p[i])
            k = (k == -1) ? -2 : pi[k];
        pi[i] = ++k;
    }
}

int KMP(string& t, string& p)
{
    VI pi;
    buildPi(p, pi);
    int k = -1;
    for(int i = 0; i < t.length(); i++) {
        while(k >= -1 && p[k+1] != t[i])
            k = (k == -1) ? -2 : pi[k];
        k++;
        if(k == p.length() - 1) {
            // p matches t[i-m+1, ..., i]
            cout << "matched at index " << i-k << ":" ;
            cout << t.substr(i-k, p.length()) << endl;
            k = (k == -1) ? -2 : pi[k];
        }
    }
    return 0;
}

int main()
{
    string a = "AABAAACAAADAAAABAABA", b = "AABA";
    KMP(a, b); // expected matches at: 0, 9, 12
    return 0;
}

```

7.3 Z function

```

vector<int> z_function(string s) {
    int n = s.size();
    vector<int> z(n);
    int l = 0, r = 0;
    for(int i = 1; i < n; i++) {
        if(i < r) {
            z[i] = min(r - i, z[i - 1]);
        }
        while(i + z[i] < n && s[z[i]] == s[i + z[i]]) {
            z[i]++;
        }
        if(i + z[i] > r) {
            l = i;
            r = i + z[i];
        }
    }
    return z;
}

```

8 Miscellaneous

8.1 Longest increasing subsequence

```

// Given a list of numbers of length n, this routine extracts a
// longest increasing subsequence.
//
// Running time: O(n log n)
//
// INPUT: a vector of integers
// OUTPUT: a vector containing the longest increasing subsequence

#include <iostream>
#include <vector>
#include <algorithm>

using namespace std;

typedef vector<int> VI;
typedef pair<int,int> PII;
typedef vector<PII> VPII;

#define STRICTLY_INCREASING

VI LongestIncreasingSubsequence(VI v) {
    VPII best;
    VI dad(v.size(), -1);

    for (int i = 0; i < v.size(); i++) {
#ifdef STRICTLY_INCREASING
        PII item = make_pair(v[i], 0);
        VPII::iterator it = lower_bound(best.begin(), best.end(), item);
        item.second = i;
#else
        PII item = make_pair(v[i], i);
        VPII::iterator it = upper_bound(best.begin(), best.end(), item);
        ;
#endif
        if (it == best.end()) {
            dad[i] = (best.size() == 0 ? -1 : best.back().second);
            best.push_back(item);
        } else {
            dad[i] = it == best.begin() ? -1 : prev(it)->second;
            *it = item;
        }
    }

    VI ret;
    for (int i = best.back().second; i >= 0; i = dad[i])
        ret.push_back(v[i]);
    reverse(ret.begin(), ret.end());
    return ret;
}

```

8.2 Dates

```

// Routines for performing computations on dates. In these
// routines,
// months are expressed as integers from 1 to 12, days are
// expressed
// as integers from 1 to 31, and years are expressed as 4-digit
// integers.

#include <iostream>
#include <string>

using namespace std;

string dayOfWeek[] = {"Mon", "Tue", "Wed", "Thu", "Fri", "Sat", "Sun"};

// converts Gregorian date to integer (Julian day number)
int dateToInt (int m, int d, int y){
    return
        1461 * (y + 4800 + (m - 14) / 12) / 4 +
        367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
        3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
        d - 32075;
}

// converts integer (Julian day number) to Gregorian date: month/
// day/year
void intToDate (int jd, int &m, int &d, int &y){
    int x, n, i, j;

    x = jd + 68569;
    n = 4 * x / 146097;
    x -= (146097 * n + 3) / 4;
    i = (4000 * (x + 1)) / 1461001;

```

```

    x -= 1461 * i / 4 - 31;
    j = 80 * x / 2447;
    d = x - 2447 * j / 80;
    x = j / 11;
    m = j + 2 - 12 * x;
    y = 100 * (n - 49) + i + x;
}

// converts integer (Julian day number) to day of week
string intToDate (int jd){
    return dayOfWeek[jd % 7];
}

int main (int argc, char **argv){
    int jd = dateToInt (3, 24, 2004);
    int m, d, y;
    intToDate (jd, m, d, y);
    string day = intToDate (jd);

    // expected output:
    // 2453089
    // 3/24/2004
    // Wed
    cout << jd << endl
    << m << "/" << d << "/" << y << endl
    << day << endl;
}

```

8.3 C++ input/output

```

#include <iostream>
#include <iomanip>

using namespace std;

int main()
{
    // Output a specific number of digits past the decimal point,
    // in this case 5
    cout.setf(ios::fixed); cout << setprecision(5);
    cout << 100.0/7.0 << endl;
    cout.unsetf(ios::fixed);

    // Output the decimal point and trailing zeros
    cout.setf(ios::showpoint);
    cout << 100.0 << endl;
    cout.unsetf(ios::showpoint);

    // Output a '+' before positive values
    cout.setf(ios::showpos);
    cout << 100 << " " << -100 << endl;
    cout.unsetf(ios::showpos);

    // Output numerical values in hexadecimal
    cout << hex << 100 << " " << 1000 << " " << 10000 << dec <<
        endl;
}

```

8.4 Latitude/longitude

```

/*
Converts from rectangular coordinates to latitude/longitude and
vice
versa. Uses degrees (not radians).
*/

#include <iostream>
#include <cmath>

using namespace std;

struct ll
{
    double x, lat, lon;
};

struct rect
{
    double x, y, z;
};

```

```

11 convert(rect & P)
{
11 Q;
Q.r = sqrt(P.x*x+P.y*y+P.z*z);
Q.lat = 180/M_PI*asin(P.z/Q.r);
Q.lon = 180/M_PI*acos(P.x/sqrt(P.x*x+P.y*y));
}

rect convert(ll& Q)
{
    rect P;
P.x = Q.r*cos(Q.lon*M_PI/180)*cos(Q.lat*M_PI/180);
P.y = Q.r*sin(Q.lon*M_PI/180)*cos(Q.lat*M_PI/180);
P.z = Q.r*sin(Q.lat*M_PI/180);

    return P;
}

int main()
{
    rect A;
    ll B;

A.x = -1.0; A.y = 2.0; A.z = -3.0;

B = convert(A);
cout << B.r << " " << B.lat << " " << B.lon << endl;

A = convert(B);
cout << A.x << " " << A.y << " " << A.z << endl;
}

```

8.5 Random STL stuff

```

// Example for using stringstream and next_permutation

#include <algorithm>
#include <iostream>
#include <iostream>
#include <sstream>
#include <vector>

using namespace std;

int main(void) {
    vector<int> v;

v.push_back(1);
v.push_back(2);
v.push_back(3);
v.push_back(4);

// Expected output: 1 2 3 4
//                  1 2 4 3
//                  ...
//                  4 3 2 1
do {
    ostringstream oss;
    oss << v[0] << " " << v[1] << " " << v[2] << " " << v[3];

    // for input from a string s,
    // istringstream iss(s);
    //  iss >> variable;

    cout << oss.str() << endl;
} while (next_permutation (v.begin(), v.end()));

v.clear();

v.push_back(1);
v.push_back(2);
v.push_back(1);
v.push_back(3);

// To use unique, first sort numbers. Then call
// unique to place all the unique elements at the beginning
// of the vector, and then use erase to remove the duplicate
// elements.

sort(v.begin(), v.end());
v.erase(unique(v.begin(), v.end()), v.end());

// Expected output: 1 2 3
for (size_t i = 0; i < v.size(); i++)
    cout << v[i] << " ";

```

```

    cout << endl;
}

```

8.6 Longest common subsequence

```

#include<bits/stdc++.h>
using namespace std;
int main() {
    int n; cin >> n; int m; cin >> m;
    vector<int> a(n); for (int &x:a) cin >> x;
    vector<int> b(m); for (int &x:b) cin >> x;

    vector<vector<int>> f(n+1, vector<int>(m+1, 0));
    for (int i=0; i<n; ++i) {
        for (int j=0; j<m; ++j) {
            if (a[i] == b[j]) {
                f[i+1][j+1] = f[i][j] + 1;
            } else {
                f[i+1][j+1] = max(f[i][j+1], f[i+1][j]);
            }
        }
    }

    cout << f[n][m] << endl;
    int x=n, y=m; vector<int> trace;
    while (x>0&&y>0) {
        if (a[x-1] == b[y-1]) {
            trace.push_back(a[x-1]);
            x--;y--;
        } else if (f[x][y] == f[x-1][y]) x--;
        else y--;
    }
    for (int i=trace.size()-1; i>=0; --i) cout << trace[i] << " ";
}

```

8.7 Miller-Rabin Primality Test (C)

```

// Randomized Primality Test (Miller-Rabin)
//   Error rate: 2^{-(TRIAL)}
//   Almost constant time. srand is needed

#include <stdlib.h>
#define EPS 1e-7

typedef long long LL;

LL ModularMultiplication(LL a, LL b, LL m)
{
    LL ret=0, c=a;
    while(b)
    {
        if(b&1) ret=(ret+c)%m;
        b>>=1; c=(c+c)%m;
    }
    return ret;
}
LL ModularExponentiation(LL a, LL n, LL m)
{
    LL ret=1, c=a;
    while(n)
    {
        if(n&1) ret=ModularMultiplication(ret, c, m);
        n>>=1; c=ModularMultiplication(c, c, m);
    }
    return ret;
}
bool Witness(LL a, LL n)
{
    LL u=n-1;
    int t=0;
    while(!((u&1)){u>>=1; t++;}
    LL x0=ModularExponentiation(a, u, n), xl;
    for(int i=1;i<t;i++)
    {
        xl=ModularMultiplication(x0, x0, n);
        if(xl==1 && x0!=1 && x0!=n-1) return true;
        x0=xl;
    }
    if(x0!=1) return true;
    return false;
}

```

```

LL Random(LL n)
{
    LL ret=rand(); ret*=32768;
    ret+=rand(); ret*=32768;
    ret+=rand(); ret*=32768;
    ret+=rand();
    return ret%n;
}
bool IsPrimeFast(LL n, int TRIAL)
{
    while(TRIAL--)
    {
        LL a=Random(n-2)+1;
        if(Witness(a, n)) return false;
    }
    return true;
}

```

8.8 Super Duper Fast IO

```

#include <memory.h>
#include <cstdio>
const int BUF_SIZE = 65536;
char input[BUF_SIZE];

struct scanner {
    char* curPos;

scanner() {
    fread(input, 1, sizeof(input), stdin);
    curPos = input;
}

void ensureCapacity() {
    int size = input + BUF_SIZE - curPos;
    if (size < 100) {
        memcpy(input, curPos, size);
        fread(input + size, 1, BUF_SIZE - size, stdin);
        curPos = input;
    }
}

int nextInt() {
    ensureCapacity();
    while (*curPos <= ' ')
        ++curPos;
    bool sign = false;
    if (*curPos == '-') {
        sign = true;
        ++curPos;
    }
    int res = 0;
    while (*curPos > ' ')
        res = res * 10 + (*curPos++) & 15;
    return sign ? -res : res;
}

char nextChar() {
    ensureCapacity();
    while (*curPos <= ' ')
        ++curPos;
    return *(curPos++);
}

int main() {
    scanner sc;
    int a = sc.nextInt();
    char b = sc.nextChar();
    printf("%d %c\n", a, b);
}

```

8.9 FFT

```

// Convolution using the fast Fourier transform (FFT).
// INPUT:
//   a[1...n]
//   b[1...m]

```

```

// OUTPUT:
//   c[1...n+m-1] such that c[k] = sum_{i=0}^k a[i] b[k-i]
// Alternatively, you can use the DFT() routine directly, which
// will
// zero-pad your input to the next largest power of 2 and compute
// the
// DFT or inverse DFT.

#include <iostream>
#include <vector>
#include <complex>

using namespace std;

typedef long double DOUBLE;
typedef complex<DOUBLE> COMPLEX;
typedef vector<DOUBLE> VD;
typedef vector<COMPLEX> VC;

struct FFT {
    VC A;
    int n, L;

    int ReverseBits(int k) {
        int ret = 0;
        for (int i = 0; i < L; i++) {
            ret = (ret << 1) | (k & 1);
            k >>= 1;
        }
        return ret;
    }

    void BitReverseCopy(VC a) {
        for (n = 1, L = 0; n < a.size(); n <= 1, L++) ;
        A.resize(n);
        for (int k = 0; k < n; k++)
            A[ReverseBits(k)] = a[k];
    }

    VC DFT(VC a, bool inverse) {
        BitReverseCopy(a);
        for (int s = 1; s <= L; s++) {
            int m = 1 << s;
            COMPLEX wm = exp(COMPLEX(0, 2.0 * M_PI / m));
            if (inverse) wm = COMPLEX(1, 0) / wm;
            for (int k = 0; k < n; k += m) {
                COMPLEX w = 1;
                for (int j = 0; j < m/2; j++) {
                    COMPLEX t = w * A[k + j + m/2];
                    COMPLEX u = A[k + j];
                    A[k + j] = u + t;
                    A[k + j + m/2] = u - t;
                    w = w * wm;
                }
            }
            if (inverse) for (int i = 0; i < n; i++) A[i] /= n;
        }
    }
};

class FFTConvolution {
public:
    FFTConvolution() : A(1), B(1), C(1) {}

    void operator()(VD& a, VD& b, VD& c) {
        A = FFT(a);
        B = FFT(b);
        C = FFT(c);

        for (int i = 0; i < a.size(); i++) {
            a[i] *= B[i];
            b[i] *= A[i];
        }

        for (int i = 0; i < a.size(); i++) {
            a[i] += b[i];
            b[i] = 0;
        }

        C = FFT(c);
        for (int i = 0; i < a.size(); i++) {
            a[i] *= C[i];
            b[i] *= C[i];
        }

        for (int i = 0; i < a.size(); i++) {
            a[i] += b[i];
            b[i] = 0;
        }
    }

    VD operator()(VD a, VD b) {
        VD c;
        for (int i = 0; i < a.size(); i++) {
            a[i] *= b[i];
            b[i] *= a[i];
        }

        for (int i = 0; i < a.size(); i++) {
            a[i] += b[i];
            b[i] = 0;
        }

        for (int i = 0; i < a.size(); i++) {
            a[i] *= b[i];
            b[i] *= a[i];
        }

        for (int i = 0; i < a.size(); i++) {
            a[i] += b[i];
            b[i] = 0;
        }

        return a;
    }
};

FFTConvolution FFTConvolution();

```

```

tree_order_statistics_node_update>;
```

```

template<typename Key, typename Value>
using ordered_map = tree<Key, Value, less<Key>, rb_tree_tag,
tree_order_statistics_node_update>;
```

```

void print(ordered_set<int> s) {
    for (int x : s)
        cout << x << " ";
    cout << endl;
}

int main() {
    ordered_set<int> s;

    s.insert(10); s.insert(20); s.insert(30);
    print(s); // 10 20 30
    s.erase(20); print(s); // 10 30
    if (s.find(20) != s.end())
        cout << "20 is found\n";
    else
        cout << "20 is not found\n";
    // 20 is not found

    s.insert(20); s.insert(60); s.insert(-10); // -10 10 20 30 60
    // lower_bound(x) returns iterator to the first element >= x.
    auto it = s.lower_bound(15);
    if (it != s.end())
        cout << *it << "\n"; // Output: 20

    // upper_bound(x) returns iterator to the first element > x.
    it = s.upper_bound(20);
    if (it != s.end())
        cout << *it << "\n"; // Output: 30

    // find_by_order(k) returns iterator to the k-th smallest ele
    cout << *s.find_by_order(-10) << endl; // Output: 0

    // order_of_key(x) returns the number of elements strictly less
    than x.
    cout << s.order_of_key(25) << endl; // Output: 3

#define fi first
#define se second
ordered_map<pair<int, int>, int> M;
M[make_pair(4, 4)] = 3; M[make_pair(1, 4)] = 10;
M[make_pair(4, 1)] = 120; M[make_pair(1, 1)] = 61;
for (auto x : M) {
    cout << x.fi.fi << " " << x.fi.se << ":" << x.se << "; ";
}
cout << endl;
auto p0 = *(M.find_by_order(0)); // 1 1: 61
cout << p0.fi.fi << " " << p0.fi.se << ":" << p0.se << endl;
int s30 = M.order_of_key({3,0}); cout << s30 << endl; // 2
return 0;
}
```

8.10 Policy-based Data Structure

```

// Required PBDS headers
#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace std;
using namespace __gnu_pbds;

template<typename T>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
```