

# Algorithm Library

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# 1 多项式

## 1.1 FFT - tourist

```

1  /* copy from tourist */
2  namespace FFT {
3      typedef double dbl;
4
5      struct num {
6          dbl x, y;
7          num() { x = y = 0; }
8          num(dbl x, dbl y) : x(x), y(y) { }
9      };
10
11     inline num operator+(num a, num b) { return num(a.x + b.x, a.y + b.y); }
12     inline num operator-(num a, num b) { return num(a.x - b.x, a.y - b.y); }
13     inline num operator*(num a, num b) { return num(a.x * b.x - a.y * b.y, a
        .x * b.y + a.y * b.x); }
14     inline num conj(num a) { return num(a.x, -a.y); }
15
16     int base = 1;
17     vector<num> roots = { {0, 0}, {1, 0} };
18     vector<int> rev = { 0, 1 };
19
20     const dbl PI = acos(-1.0);
21
22     void ensure_base(int nbase) {
23         if (nbase <= base) {
24             return;
25         }
26         rev.resize(1 << nbase);
27         for (int i = 0; i < (1 << nbase); i++) {
28             rev[i] = (rev[i >> 1] >> 1) + ((i & 1) << (nbase - 1));
29         }
30         roots.resize(1 << nbase);
31         while (base < nbase) {
32             dbl angle = 2 * PI / (1 << (base + 1));
33             for (int i = 1 << (base - 1); i < (1 << base); i++) {
34                 roots[i << 1] = roots[i];
35                 dbl angle_i = angle * (2 * i + 1 - (1 << base));
36                 roots[(i << 1) + 1] = num(cos(angle_i), sin(angle_i));
37             }
38             base++;
39         }

```

```

40     }
41
42     void fft(vector<num>& a, int n = -1) {
43         if (n == -1) {
44             n = a.size();
45         }
46         assert((n & (n - 1)) == 0);
47         int zeros = __builtin_ctz(n);
48         ensure_base(zeros);
49         int shift = base - zeros;
50         for (int i = 0; i < n; i++) {
51             if (i < (rev[i] >> shift)) {
52                 swap(a[i], a[rev[i] >> shift]);
53             }
54         }
55         for (int k = 1; k < n; k <= 1) {
56             for (int i = 0; i < n; i += 2 * k) {
57                 for (int j = 0; j < k; j++) {
58                     num z = a[i + j + k] * roots[j + k];
59                     a[i + j + k] = a[i + j] - z;
60                     a[i + j] = a[i + j] + z;
61                 }
62             }
63         }
64     }
65
66     vector<num> fa, fb;
67
68     vector<long long> multiply(vector<int>& a, vector<int>& b) {
69         int need = a.size() + b.size() - 1;
70         int nbase = 1;
71         while ((1 << nbase) < need) nbase++;
72         ensure_base(nbase);
73         int sz = 1 << nbase;
74         if (sz > (int)fa.size()) {
75             fa.resize(sz);
76         }
77         for (int i = 0; i < sz; i++) {
78             int x = (i < (int)a.size() ? a[i] : 0);
79             int y = (i < (int)b.size() ? b[i] : 0);
80             fa[i] = num(x, y);
81         }
82         fft(fa, sz);

```

```

83     num r(0, -0.25 / (sz >> 1));
84     for (int i = 0; i <= (sz >> 1); i++) {
85         int j = (sz - i) & (sz - 1);
86         num z = (fa[j] * fa[j] - conj(fa[i] * fa[i])) * r;
87         if (i != j) {
88             fa[j] = (fa[i] * fa[i] - conj(fa[j] * fa[j])) * r;
89         }
90         fa[i] = z;
91     }
92     for (int i = 0; i < (sz >> 1); i++) {
93         num A0 = (fa[i] + fa[i + (sz >> 1)]) * num(0.5, 0);
94         num A1 = (fa[i] - fa[i + (sz >> 1)]) * num(0.5, 0) * roots[(sz
95             >> 1) + i];
96         fa[i] = A0 + A1 * num(0, 1);
97     }
98     fft(fa, sz >> 1);
99     vector<long long> res(need);
100    for (int i = 0; i < need; i++) {
101        if (i % 2 == 0) {
102            res[i] = fa[i >> 1].x + 0.5;
103        } else {
104            res[i] = fa[i >> 1].y + 0.5;
105        }
106    }
107    return res;
108 }
109
110 vector<long long> square(const vector<int>& a) {
111     int need = a.size() + a.size() - 1;
112     int nbase = 1;
113     while ((1 << nbase) < need) nbase++;
114     ensure_base(nbase);
115     int sz = 1 << nbase;
116     if ((sz >> 1) > (int)a.size()) {
117         fa.resize(sz >> 1);
118     }
119     for (int i = 0; i < (sz >> 1); i++) {
120         int x = (2 * i < (int)a.size() ? a[2 * i] : 0);
121         int y = (2 * i + 1 < (int)a.size() ? a[2 * i + 1] : 0);
122         fa[i] = num(x, y);
123     }
124     fft(fa, sz >> 1);
125     num r(1.0 / (sz >> 1), 0.0);

```

```

125     for (int i = 0; i <= (sz >> 2); i++) {
126         int j = ((sz >> 1) - i) & ((sz >> 1) - 1);
127         num fe = (fa[i] + conj(fa[j])) * num(0.5, 0);
128         num fo = (fa[i] - conj(fa[j])) * num(0, -0.5);
129         num aux = fe * fe + fo * fo * roots[(sz >> 1) + i] * roots[(sz
            >> 1) + i];
130         num tmp = fe * fo;
131         fa[i] = r * (conj(aux) + num(0, 2) * conj(tmp));
132         fa[j] = r * (aux + num(0, 2) * tmp);
133     }
134     fft(fa, sz >> 1);
135     vector<long long> res(need);
136     for (int i = 0; i < need; i++) {
137         if (i % 2 == 0) {
138             res[i] = fa[i >> 1].x + 0.5;
139         } else {
140             res[i] = fa[i >> 1].y + 0.5;
141         }
142     }
143     return res;
144 }
145
146 vector<int> multiply_mod(vector<int>& a, vector<int>& b, int m, int eq =
    0) {
147     int need = a.size() + b.size() - 1;
148     int nbase = 0;
149     while ((1 << nbase) < need) nbase++;
150     ensure_base(nbase);
151     int sz = 1 << nbase;
152     if (sz > (int)fa.size()) {
153         fa.resize(sz);
154     }
155     for (int i = 0; i < (int)a.size(); i++) {
156         int x = (a[i] % m + m) % m;
157         fa[i] = num(x & ((1 << 15) - 1), x >> 15);
158     }
159     fill(fa.begin() + a.size(), fa.begin() + sz, num{ 0, 0 });
160     fft(fa, sz);
161     if (sz > (int)fb.size()) {
162         fb.resize(sz);
163     }
164     if (eq) {
165         copy(fa.begin(), fa.begin() + sz, fb.begin());

```

```

166     } else {
167         for (int i = 0; i < (int)b.size(); i++) {
168             int x = (b[i] % m + m) % m;
169             fb[i] = num(x & ((1 << 15) - 1), x >> 15);
170         }
171         fill(fb.begin() + b.size(), fb.begin() + sz, num{ 0, 0 });
172         fft(fb, sz);
173     }
174     dbl ratio = 0.25 / sz;
175     num r2(0, -1);
176     num r3(ratio, 0);
177     num r4(0, -ratio);
178     num r5(0, 1);
179     for (int i = 0; i <= (sz >> 1); i++) {
180         int j = (sz - i) & (sz - 1);
181         num a1 = (fa[i] + conj(fa[j]));
182         num a2 = (fa[i] - conj(fa[j])) * r2;
183         num b1 = (fb[i] + conj(fb[j])) * r3;
184         num b2 = (fb[i] - conj(fb[j])) * r4;
185         if (i != j) {
186             num c1 = (fa[j] + conj(fa[i]));
187             num c2 = (fa[j] - conj(fa[i])) * r2;
188             num d1 = (fb[j] + conj(fb[i])) * r3;
189             num d2 = (fb[j] - conj(fb[i])) * r4;
190             fa[i] = c1 * d1 + c2 * d2 * r5;
191             fb[i] = c1 * d2 + c2 * d1;
192         }
193         fa[j] = a1 * b1 + a2 * b2 * r5;
194         fb[j] = a1 * b2 + a2 * b1;
195     }
196     fft(fa, sz);
197     fft(fb, sz);
198     vector<int> res(need);
199     for (int i = 0; i < need; i++) {
200         long long aa = fa[i].x + 0.5;
201         long long bb = fb[i].x + 0.5;
202         long long cc = fa[i].y + 0.5;
203         res[i] = (aa + ((bb % m) << 15) + ((cc % m) << 30)) % m;
204     }
205     return res;
206 }
207
208 vector<int> square_mod(vector<int>& a, int m) {

```



```

209         return multiply_mod(a, a, m, 1);
210     }
211 };

```

## 1.2 形式幂级数

# 2 数论

## 2.1 简单的防爆模板

```

1 namespace SimpleMod {
2     constexpr int MOD = (int)1e9 + 7;
3     inline int norm(long long a) { return (a % MOD + MOD) % MOD; }
4     inline int add(int a, int b) { return a + b >= MOD ? a + b - MOD : a + b
5         ; }
6     inline int sub(int a, int b) { return a - b < 0 ? a - b + MOD : a - b; }
7     inline int mul(int a, int b) { return (int)((long long)a * b % MOD); }
8     inline int powmod(int a, long long b) {
9         int res = 1;
10        while (b > 0) {
11            if (b & 1) res = mul(res, a);
12            a = mul(a, a);
13            b >>= 1;
14        }
15        return res;
16    }
17    inline int inv(int a) {
18        a %= MOD;
19        if (a < 0) a += MOD;
20        int b = MOD, u = 0, v = 1;
21        while (a) {
22            int t = b / a;
23            b -= t * a; swap(a, b);
24            u -= t * v; swap(u, v);
25        }
26        assert(b == 1);
27        if (u < 0) u += MOD;
28        return u;
29    }
30 }

```

## 2.2 筛法

### 2.2.1 线性素数筛

```

1  vector<bool> isPrime; // true 表示非素数  false 表示是素数
2  vector<int> prime; // 保存素数
3  int sieve(int n) {
4      isPrime.resize(n + 1, false);
5      isPrime[0] = isPrime[1] = true;
6      for (int i = 2; i <= n; i++) {
7          if (!isPrime[i]) prime.emplace_back(i);
8          for (int j = 0; j < (int)prime.size() && prime[j] * i <= n; j++) {
9              isPrime[prime[j] * i] = true;
10             if (!(i % prime[j])) break;
11         }
12     }
13     return (int)prime.size();
14 }

```

### 2.2.2 线性欧拉函数筛

```

1  bool is_prime[SIZE];
2  int prime[SIZE], phi[SIZE]; // phi[i] 表示 i 的欧拉函数值
3  int Phi(int n) { // 线性筛素数的同时线性求欧拉函数
4      phi[1] = 1; is_prime[1] = true;
5      int p = 0;
6      for (int i = 2; i <= n; i++) {
7          if (!is_prime[i]) prime[p++] = i, phi[i] = i - 1;
8          for (int j = 0; j < p && prime[j] * i <= n; j++) {
9              is_prime[prime[j] * i] = true;
10             if (!(i % prime[j])) {
11                 phi[i * prime[j]] = phi[i] * prime[j];
12                 break;
13             }
14             phi[i * prime[j]] = phi[i] * (prime[j] - 1);
15         }
16     }
17     return p;
18 }

```

### 2.2.3 线性约数个数函数筛

```

1  bool is_prime[SIZE];

```

```

2  int prime[SIZE], d[SIZE], num[SIZE]; // d[i] 表示 i 的因子数  num[i] 表示 i
    的最小质因子出现次数
3  int getFactors(int n) { // 线性筛因子数
4      d[1] = 1; is_prime[1] = true;
5      int p = 0;
6      for (int i = 2; i <= n; i++) {
7          if (!is_prime[i]) prime[p++] = i, d[i] = 2, num[i] = 1;
8          for (int j = 0; j < p && prime[j] * i <= n; j++) {
9              is_prime[prime[j] * i] = true;
10             if (!(i % prime[j])) {
11                 num[i * prime[j]] = num[i] + 1;
12                 d[i * prime[j]] = d[i] / num[i * prime[j]] * (num[i * prime[
                    j]] + 1);
13                 break;
14             }
15             num[i * prime[j]] = 1;
16             d[i * prime[j]] = d[i] + d[i];
17         }
18     }
19     return p;
20 }

```

#### 2.2.4 线性素因子个数函数筛

```

1  bool is_prime[SIZE];
2  int prime[SIZE], num[SIZE]; // num[i] 表示 i 的质因子数
3  int getPrimeFactors(int n) { // 线性筛质因子数
4      is_prime[1] = true;
5      int p = 0;
6      for (int i = 2; i <= n; i++) {
7          if (!is_prime[i]) prime[p++] = i, num[i] = 1;
8          for (int j = 0; j < p && prime[j] * i <= n; j++) {
9              is_prime[prime[j] * i] = true;
10             if (!(i % prime[j])) {
11                 num[i * prime[j]] = num[i];
12                 break;
13             }
14             num[i * prime[j]] = num[i] + 1;
15         }
16     }
17     return p;
18 }

```

## 2.2.5 线性约数和函数筛

```

1  bool is_prime[SIZE];
2  int prime[SIZE], f[SIZE], g[SIZE]; // f[i] 表示 i 的约数和
3  int getSigma(int n) {
4      g[1] = f[1] = 1; is_prime[1] = true;
5      int p = 0;
6      for (int i = 2; i <= n; i++) {
7          if (!is_prime[i]) prime[p++] = i, f[i] = g[i] = i + 1;
8          for (int j = 0; j < p && prime[j] * i <= n; j++) {
9              is_prime[prime[j] * i] = true;
10             if (!(i % prime[j])) {
11                 g[i * prime[j]] = g[i] * prime[j] + 1;
12                 f[i * prime[j]] = f[i] / g[i] * g[i * prime[j]];
13                 break;
14             }
15             f[i * prime[j]] = f[i] * f[prime[j]];
16             g[i * prime[j]] = 1 + prime[j];
17         }
18     }
19     return p;
20 }

```

## 2.2.6 线性莫比乌斯函数筛

```

1  bool is_prime[SIZE];
2  int prime[SIZE], mu[SIZE]; // mu[i] 表示 i 的莫比乌斯函数值
3  int getMu(int n) { // 线性筛莫比乌斯函数
4      mu[1] = 1; is_prime[1] = true;
5      int p = 0;
6      for (int i = 2; i <= n; i++) {
7          if (!is_prime[i]) prime[p++] = i, mu[i] = -1;
8          for (int j = 0; j < p && prime[j] * i <= n; j++) {
9              is_prime[prime[j] * i] = true;
10             if (!(i % prime[j])) {
11                 mu[i * prime[j]] = 0;
12                 break;
13             }
14             mu[i * prime[j]] = -mu[i];
15         }
16     }
17     return p;
18 }

```

## 2.3 扩展欧几里得

### 2.3.1 线性同余方程最小非负整数解

exgcd 求  $ax + by = c$  的最小非负整数解详解:

1. 求出  $a, b$  的最大公约数  $g = \gcd(a, b)$ ，根据裴蜀定理检查是否满足  $c \% g = 0$ ，不满足则无解；
2. 调整系数  $a, b, c$  为  $a' = \frac{a}{g}, b' = \frac{b}{g}, c' = \frac{c}{g}$ ，这是因为  $ax + by = c$  和  $a'x + b'y = c'$  是完全等价的；
3. 实际上 exgcd 求解的方程是  $a'x + b'y = 1$ ，求解前需要注意让系数  $a', b' \geq 0$ （举个例子，如果系数  $b'$  原本  $< 0$ ，我们可以翻转  $b'$  的符号然后令解  $(x, y)$  为  $(x, -y)$ ，但是求解的时候要把  $y$  翻回来）；
4. 我们通过 exgcd 求出一组解  $(x_0, y_0)$ ，这组解满足  $a'x_0 + b'y_0 = 1$ ，为了使解合法我们需要令  $x_0 = c'x_0, y_0 = c'y_0$ ，于是有  $a'(c'x_0) + b'(c'y_0) = c'$ ；
5. 考虑到  $a'x_0 + b'y_0 = 1$  等价于同余方程  $a'x_0 \equiv 1 \pmod{b'}$ ，因此为了求出最小非负整数解，我们最后还需要对  $b'$  取模；
6. 最后注意特判  $c' = 0$  的情况，如果要求解  $y$  且系数  $b$  发生了翻转，将其翻转回来。

```

1 long long exgcd(long long a, long long b, long long& x, long long& y) {
2     if (!b) {
3         x = 1, y = 0;
4         return a;
5     }
6     long long g = exgcd(b, a % b, y, x);
7     y -= (a / b) * x;
8     return g;
9 }
10
11 ll x, y; // 最小非负整数解
12 bool solve(ll a, ll b, ll c) { // ax+by=c
13     ll g = gcd(a, b);
14     if (c % g) return false;
15     a /= g, b /= g, c /= g;
16     bool flag = false;
17     if (b < 0) b = -b, flag = true;
18     exgcd(a, b, x, y);
19     x = (x * c % b + b) % b;
20     if (flag) b = -b;
21     y = (c - a * x) / b;
22     if (!c) x = y = 0; // ax+by=0
23     return true;
24 }
```

## 2.4 欧拉定理

$$a^b \equiv \begin{cases} a^{b \bmod \varphi(p)}, & \gcd(a, p) = 1 \\ a^b, & \gcd(a, p) \neq 1, b < \varphi(p) \\ a^{b \bmod \varphi(p) + \varphi(p)}, & \gcd(a, p) \neq 1, b \geq \varphi(p) \end{cases} \pmod{p}$$

## 2.5 欧拉函数

## 2.6 中国剩余定理

### 2.6.1 CRT

```

1 // 求解形如 x = ci (mod mi) 的线性方程组 (mi, mj)必须两两互质
2 long long CRT(vector<long long>& c, vector<long long>& m) {
3     long long M = m[0], ans = 0;
4     for (int i = 1; i < (int)m.size(); ++i) M *= m[i];
5     for (int i = 0; i < (int)m.size(); ++i) { // Mi * ti * ci
6         long long mi = M / m[i];
7         long long ti = inv(mi, m[i]); // mi 模 m[i] 的逆元
8         ans = (ans + mi * ti % M * c[i] % M) % M;
9     }
10    ans = (ans + M) % M; // 返回模 M 意义下的唯一解
11    return ans;
12 }
```

### 2.6.2 EXCRT

```

1 long long exgcd(long long a, long long b, long long& x, long long& y) {
2     if (!b) {
3         x = 1, y = 0;
4         return a;
5     }
6     long long g = exgcd(b, a % b, y, x);
7     y -= (a / b) * x;
8     return g;
9 }
10
11 long long mulmod(long long x, long long y, const long long z) { // x * y % z
12     // 防爆
13     return (x * y - (long long)(((long double)x * y + 0.5) / (long double)z)
14         * z + z) % z;
15 }
16
17 // 求解形如 x = ci (mod mi) 的线性方程组
```

```

16 long long EXCRT(vector<long long>& c, vector<long long>& m) {
17     long long M = m[0], ans = c[0];
18     for (int i = 1; i < (int)m.size(); ++i) { // M * x - mi * y = ci - C
19         long long x, y, C = ((c[i] - ans) % m[i] + m[i]) % m[i]; // ci - C
20         long long G = exgcd(M, m[i], x, y);
21         if (C % G) return -1; // 无解
22         long long P = m[i] / G;
23         x = mulmod(C / G, x, P); // 防爆求最小正整数解 x
24         ans += x * M;
25         M *= P; // LCM(M, mi)
26         ans = (ans % M + M) % M;
27     }
28     return ans;
29 }

```

## 2.7 BSGS

## 2.8 迪利克雷卷积

## 2.9 杜教筛

$$g(1)S(n) = \sum_{i=1}^n (f * g)(i) - \sum_{i=2}^n g(i)S(\lfloor \frac{n}{i} \rfloor)$$

$$(f * g)(n) = \sum_{d|n} f(d)g(\frac{n}{d}) = \sum_{xy=n} f(x)g(y)$$

# 3 线性代数

## 3.1 高斯-约旦消元法

```

1  /*
2   * 高斯-约旦消元法
3   * 可以修改为解异或方程组 修改策略为
4   * a+b -> a^b
5   * a-b -> a^b
6   * a*b -> a&b
7   * a/b -> a*(b==1)
8   * */
9  constexpr double eps = 1e-7;
10 double a[SIZE][SIZE], ans[SIZE];
11 void gauss(int n) {
12     vector<bool> vis(n, false);
13     for (int i = 0; i < n; i++) {
14         for (int j = 0; j < n; j++) {

```

```

15         if (vis[j]) continue;
16         if (fabs(a[j][i]) > eps) {
17             vis[i] = true;
18             for (int k = 0; k <= n; k++) swap(a[i][k], a[j][k]);
19             break;
20         }
21     }
22     if (fabs(a[i][i]) < eps) continue;
23     for (int j = 0; j <= n; j++) {
24         if (i != j && fabs(a[j][i]) > eps) {
25             double res = a[j][i] / a[i][i];
26             for (int k = 0; k <= n; k++) a[j][k] -= a[i][k] * res;
27         }
28     }
29 }
30 }
31
32 int check(int n) { // 解系检测
33     int status = 1;
34     for (int i = n - 1; i >= 0; i--) {
35         if (fabs(a[i][i]) < eps && fabs(a[i][n]) > eps) return -1; // 无解
36         if (fabs(a[i][i]) < eps && fabs(a[i][n]) < eps) status = 0; // 无穷
37             解
38         ans[i] = a[i][n] / a[i][i];
39         if (fabs(ans[i]) < eps) ans[i] = 0;
40     }
41     return status; // 唯一解或无穷解
42 }

```

### 3.2 高斯消元法-bitset

```

1  constexpr int SIZE = 1001;
2  bitset<SIZE> a[SIZE];
3  int ans[SIZE];
4  void gauss(int n) { // bitset版高斯消元 用于求解异或线性方程组
5      bitset<SIZE> vis;
6      for (int i = 0; i < n; i++) {
7          for (int j = 0; j < n; j++) {
8              if (vis[j]) continue;
9              if (a[j][i]) {
10                 vis.set(i);
11                 swap(a[i], a[j]);
12                 break;

```



```

13     }
14 }
15 if (!a[i][i]) continue;
16 for (int j = 0; j <= n; j++) {
17     if (i != j && (a[j][i] & a[i][i])) {
18         a[j] ^= a[i];
19     }
20 }
21 }
22 }

```

### 3.3 线性基

### 3.4 矩阵树定理

```

1  /*
2  * 矩阵树定理
3  * 有向图：若 u->v 有一条权值为 w 的边 基尔霍夫矩阵 a[v][v] += w, a[v][u] -=
      w
4  * 生成树数量为除去 根所在行和列 后的n-1阶行列式的值
5  * 无向图：若 u->v 有一条权值为 w 的边 基尔霍夫矩阵 a[v][v] += w, a[v][u] -=
      w, a[u][u] += w, a[u][v] -= w
6  * 生成树数量为除去 任意一行和列 后的n-1阶行列式的值
7  * 无权图则边权默认为1
8  * */
9  typedef long long ll;
10 typedef unsigned long long u64;
11 int a[SIZE][SIZE];
12 int gauss(int a[][SIZE], int n) { // 任意模数求行列式 O(n^2(n + log(mod)))
13     int ans = 1;
14     for (int i = 1; i <= n; i++) {
15         int* x = 0, * y = 0;
16         for (int j = i; j <= n; j++) {
17             if (a[j][i] && (x == NULL || a[j][i] < x[i])) {
18                 x = a[j];
19             }
20         }
21         if (x == 0) {
22             return 0;
23         }
24         for (int j = i; j <= n; j++) {
25             if (a[j] != x && a[j][i]) {
26                 y = a[j];
27                 for (;) {

```

```

28         int v = md - y[i] / x[i], k = i;
29         for (; k + 3 <= n; k += 4) {
30             y[k + 0] = (y[k + 0] + u64(x[k + 0]) * v) % md;
31             y[k + 1] = (y[k + 1] + u64(x[k + 1]) * v) % md;
32             y[k + 2] = (y[k + 2] + u64(x[k + 2]) * v) % md;
33             y[k + 3] = (y[k + 3] + u64(x[k + 3]) * v) % md;
34         }
35         for (; k <= n; ++k) {
36             y[k] = (y[k] + u64(x[k]) * v) % md;
37         }
38         if (!y[i]) break;
39         swap(x, y);
40     }
41 }
42 }
43 if (x != a[i]) {
44     for (int k = i; k <= n; k++) {
45         swap(x[k], a[i][k]);
46     }
47     ans = md - ans;
48 }
49 ans = 1LL * ans * a[i][i] % md;
50 }
51 return ans;
52 }

```

### 3.5 LGV 引理

## 4 组合数学

### 4.1 组合数预处理

### 4.2 卢卡斯定理

### 4.3 小球盒子模型

### 4.4 斯特林数

#### 4.4.1 第一类斯特林数

第一类斯特林数  $\begin{bmatrix} n \\ k \end{bmatrix}$  表示将  $n$  个不同元素划分入  $k$  个非空圆排列的方案数。

$$\begin{bmatrix} n \\ k \end{bmatrix} = \begin{bmatrix} n-1 \\ k-1 \end{bmatrix} + (n-1) \begin{bmatrix} n-1 \\ k \end{bmatrix}$$

边界是  $\begin{bmatrix} 0 \\ 0 \end{bmatrix} = 1$ 。

第一类斯特林数三角形，从  $s(1, 1)$  开始：

1									
1	1								
2	3	1							
6	11	6	1						
24	50	35	10	1					
120	274	225	85	15	1				
720	1764	1624	735	175	21	1			
5040	13068	13132	6769	1960	322	28	1		
40320	109584	118124	67284	22449	4536	546	36	1	
362880	1026576	1172700	723680	269325	63273	9450	870	45	1

#### 4.4.2 第二类斯特林数

第二类斯特林数  $\left\{ \begin{matrix} n \\ k \end{matrix} \right\}$  表示将  $n$  个不同元素划分为  $k$  个非空子集的方案数。

$$\left\{ \begin{matrix} n \\ k \end{matrix} \right\} = \left\{ \begin{matrix} n-1 \\ k-1 \end{matrix} \right\} + k \left\{ \begin{matrix} n-1 \\ k \end{matrix} \right\}$$

边界是  $\left\{ \begin{matrix} 0 \\ 0 \end{matrix} \right\} = 1$ 。

基于容斥原理的递推方法：

$$\left\{ \begin{matrix} n \\ k \end{matrix} \right\} = \frac{1}{k!} \sum_{i=0}^k (-1)^i \binom{k}{i} (k-i)^n$$

第二类斯特林数三角形，从  $S(1, 1)$  开始：

1									
1	1								
1	3	1							
1	7	6	1						
1	15	25	10	1					
1	31	90	65	15	1				
1	63	301	350	140	21	1			
1	127	966	1701	1050	266	28	1		
1	255	3025	7770	6951	2646	462	36	1	
1	511	9330	34105	42525	22827	5880	750	45	1

## 5 博弈论

## 6 图论

### 6.1 并查集

```

1 struct dsu {
2 private:
3     // number of nodes
4     int n;
5     // root node: -1 * component size
6     // otherwise: parent
7     std::vector<int> pa;
8 public:
9     dsu(int n_ = 0) : n(n_), pa(n_, -1) {}
10    // find node x's parent
11    int find(int x) {
12        return pa[x] < 0 ? x : pa[x] = find(pa[x]);
13    }
14    // merge node x and node y
15    // if x and y had already in the same component, return false, otherwise
16    // return true
17    // Implement (union by size) + (path compression)
18    bool unite(int x, int y) {
19        int xr = find(x), yr = find(y);
20        if (xr != yr) {
21            if (-pa[xr] < -pa[yr]) std::swap(xr, yr);
22            pa[xr] += pa[yr];
23            pa[yr] = xr; // y -> x
24            return true;
25        }
26        return false;
27    }
28    // size of the connected component that contains the vertex x
29    int size(int x) {
30        return -pa[find(x)];
31    }
32 };

```

## 6.2 最小树形图

```

1 namespace ZL {
2     // a 尽量开大，之后的边都塞在这个里面
3     const int N = 100010, M = 100010, inf = 1e9;
4     struct edge {
5         int u, v, w, use, id;
6         edge(int u_ = 0, int v_ = 0, int w_ = 0, int use_ = 0, int id_ = 0)
7             : u(u_), v(v_), w(w_), use(use_), id(id_) {}
8     } b[M], a[2000100];

```

```

9      int n, m, ans, pre[N], id[N], vis[N], root, In[N], h[N], len, way[M];
10     // 从root 出发能到达每一个点的最小树形图
11     // 先调用init 然后把边add 进去, 需要方案就getway, way[i] 为1 表示使用
12     // 最小值保存在ans
13     void init(int _n, int _root) { // 点数 根节点
14         n = _n; m = 0; b[0].w = inf; root = _root;
15     }
16     void add(int u, int v, int w) {
17         m++;
18         b[m] = edge(u, v, w, 0, m);
19         a[m] = b[m];
20     }
21     int work() {
22         len = m;
23         for (;;) {
24             for (int i = 1; i <= n; i++) { pre[i] = 0; In[i] = inf; id[i] =
25                 0; vis[i] = 0; h[i] = 0; }
26             for (int i = 1; i <= m; i++) {
27                 if (b[i].u != b[i].v && b[i].w < In[b[i].v]) {
28                     pre[b[i].v] = b[i].u; In[b[i].v] = b[i].w; h[b[i].v] = b
29                         [i].id;
30                 }
31             }
32             for (int i = 1; i <= n; i++) if (pre[i] == 0 && i != root)
33                 return 0;
34             int cnt = 0; In[root] = 0;
35             for (int i = 1; i <= n; i++) {
36                 if (i != root) a[h[i]].use++; int now = i; ans += In[i];
37                 while (vis[now] == 0 && now != root) { vis[now] = i; now =
38                     pre[now]; }
39                 if (now != root && vis[now] == i) {
40                     cnt++; int kk = now;
41                     while (1) {
42                         id[now] = cnt; now = pre[now];
43                         if (now == kk) break;
44                     }
45                 }
46             }
47             if (cnt == 0) return 1;
48             for (int i = 1; i <= n; i++) if (id[i] == 0) id[i] = ++cnt;
49             // 缩环, 每一条接入的边都会茶包原来接入的那条边, 所以要调整边权
50             // 新加的边是u, 茶包的边是v
51             for (int i = 1; i <= m; i++) {

```

```

48         int k1 = In[b[i].v], k2 = b[i].v;
49         b[i].u = id[b[i].u];
50         b[i].v = id[b[i].v];
51         if (b[i].u != b[i].v) {
52             b[i].w -= k1; a[++len].u = b[i].id; a[len].v = h[k2]; b[
                    i].id = len;
53         }
54     }
55     n = cnt; root = id[root];
56 }
57 return 1;
58 }
59 void getway() {
60     for (int i = 1; i <= m; i++) way[i] = 0;
61     for (int i = len; i > m; i--) { a[a[i].u].use += a[i].use; a[a[i].v
        ].use -= a[i].use; }
62     for (int i = 1; i <= m; i++) way[i] = a[i].use;
63 }
64 }

```

### 6.3 最近公共祖先

```

1  constexpr int SIZE = 200010;
2  constexpr int DEPTH = 21; // 最大深度  $2^{\text{DEPTH}} - 1$ 
3  int pa[SIZE][DEPTH], dep[SIZE];
4  vector<int> g[SIZE]; // 邻接表
5  void dfs(int rt, int fin) { // 预处理深度和祖先
6      pa[rt][0] = fin;
7      dep[rt] = dep[pa[rt][0]] + 1; // 深度
8      for (int i = 1; i < DEPTH; i++) { // rt 的  $2^i$  祖先等价于 rt 的  $2^{(i-1)}$ 
          祖先的  $2^{(i-1)}$  祖先
9          pa[rt][i] = pa[pa[rt][i-1]][i-1];
10     }
11     int sz = g[rt].size();
12     for (int i = 0; i < sz; ++i) {
13         if (g[rt][i] == fin) continue;
14         dfs(g[rt][i], rt);
15     }
16 }
17
18 int LCA(int x, int y) {
19     if (dep[x] > dep[y]) swap(x, y);
20     int dif = dep[y] - dep[x];

```

```

21     for (int j = 0; dif; ++j, dif >>= 1) {
22         if (dif & 1) {
23             y = pa[y][j]; //先跳到同一高度
24         }
25     }
26     if (y == x) return x;
27     for (int j = DEPTH - 1; j >= 0 && y != x; j--) { //从底往上跳
28         if (pa[x][j] != pa[y][j]) { //如果当前祖先不相等 我们就需要更新
29             x = pa[x][j];
30             y = pa[y][j];
31         }
32     }
33     return pa[x][0];
34 }

```

## 6.4 强连通分量

```

1 namespace SCC {
2     // Compressed Sparse Row
3     template <class E> struct csr {
4         std::vector<int> start;
5         std::vector<E> elist;
6         explicit csr(int n, const std::vector<std::pair<int, E>>& edges)
7             : start(n + 1), elist(edges.size()) {
8             for (auto e : edges) {
9                 start[e.first + 1]++;
10            }
11            for (int i = 1; i <= n; i++) {
12                start[i] += start[i - 1];
13            }
14            auto counter = start;
15            for (auto e : edges) {
16                elist[counter[e.first]++] = e.second;
17            }
18        }
19    };
20
21    struct scc_graph {
22    public:
23        explicit scc_graph(int n) : _n(n) {}
24
25        int num_vertices() { return _n; }
26    };

```

```

27 void add_edge(int from, int to) { edges.push_back({ from, {to} }); }
28
29 // @return pair of (# of scc, scc id)
30 std::pair<int, std::vector<int>> scc_ids() {
31     auto g = csr<edge>(_n, edges);
32     int now_ord = 0, group_num = 0;
33     std::vector<int> visited, low(_n), ord(_n, -1), ids(_n);
34     visited.reserve(_n);
35     auto dfs = [&](auto self, int v) -> void {
36         low[v] = ord[v] = now_ord++;
37         visited.push_back(v);
38         for (int i = g.start[v]; i < g.start[v + 1]; i++) {
39             auto to = g.elist[i].to;
40             if (ord[to] == -1) {
41                 self(self, to);
42                 low[v] = std::min(low[v], low[to]);
43             } else {
44                 low[v] = std::min(low[v], ord[to]);
45             }
46         }
47         if (low[v] == ord[v]) {
48             while (true) {
49                 int u = visited.back();
50                 visited.pop_back();
51                 ord[u] = _n;
52                 ids[u] = group_num;
53                 if (u == v) break;
54             }
55             group_num++;
56         }
57     };
58     for (int i = 0; i < _n; i++) {
59         if (ord[i] == -1) dfs(dfs, i);
60     }
61     for (auto& x : ids) {
62         x = group_num - 1 - x;
63     }
64     return { group_num, ids };
65 }
66
67 // O(N + M)
68 // It returns the list of the SCC in topological order.
69 std::vector<std::vector<int>> scc() {

```



```

70         auto ids = scc_ids();
71         int group_num = ids.first;
72         std::vector<int> counts(group_num);
73         for (auto x : ids.second) counts[x]++;
74         std::vector<std::vector<int>>> groups(ids.first);
75         for (int i = 0; i < group_num; i++) {
76             groups[i].reserve(counts[i]);
77         }
78         for (int i = 0; i < _n; i++) {
79             groups[ids.second[i]].push_back(i);
80         }
81         return groups;
82     }
83
84 private:
85     int _n;
86     struct edge {
87         int to;
88     };
89     std::vector<std::pair<int, edge>> edges;
90 };
91 }

```

## 6.5 最大流

```

1  template <class T> struct simple_queue {
2      std::vector<T> payload;
3      int pos = 0;
4      void reserve(int n) { payload.reserve(n); }
5      int size() const { return int(payload.size()) - pos; }
6      bool empty() const { return pos == int(payload.size()); }
7      void push(const T& t) { payload.push_back(t); }
8      T& front() { return payload[pos]; }
9      void clear() {
10         payload.clear();
11         pos = 0;
12     }
13     void pop() { pos++; }
14 };
15
16 template <class Cap> struct mf_graph {
17 public:
18     mf_graph() : _n(0) {}

```

```

19 mf_graph(int n) : _n(n), g(n) {}
20
21 // returns an integer k such that this is the k-th edge that is added.
22 int add_edge(int from, int to, Cap cap) {
23     assert(0 <= from && from < _n);
24     assert(0 <= to && to < _n);
25     assert(0 <= cap);
26     int m = int(pos.size());
27     pos.push_back({ from, int(g[from].size()) });
28     int from_id = int(g[from].size());
29     int to_id = int(g[to].size());
30     if (from == to) to_id++;
31     g[from].push_back(_edge{ to, to_id, cap });
32     g[to].push_back(_edge{ from, from_id, 0 });
33     return m;
34 }
35
36 struct edge {
37     int from, to;
38     Cap cap, flow;
39 };
40
41 edge get_edge(int i) {
42     int m = int(pos.size());
43     assert(0 <= i && i < m);
44     auto _e = g[pos[i].first][pos[i].second];
45     auto _re = g[_e.to][_e.rev];
46     return edge{ pos[i].first, _e.to, _e.cap + _re.cap, _re.cap };
47 }
48 std::vector<edge> edges() {
49     int m = int(pos.size());
50     std::vector<edge> result;
51     for (int i = 0; i < m; i++) {
52         result.push_back(get_edge(i));
53     }
54     return result;
55 }
56 void change_edge(int i, Cap new_cap, Cap new_flow) {
57     int m = int(pos.size());
58     assert(0 <= i && i < m);
59     assert(0 <= new_flow && new_flow <= new_cap);
60     auto& _e = g[pos[i].first][pos[i].second];
61     auto& _re = g[_e.to][_e.rev];

```

```

62     _e.cap = new_cap - new_flow;
63     _re.cap = new_flow;
64 }
65
66 // max flow from s to t
67 // O(M*N^2) general
68 // O(min(M*N^2/3, M^3/2)) if capacities of edges are 1
69 Cap flow(int s, int t) {
70     return flow(s, t, std::numeric_limits<Cap>::max());
71 }
72 Cap flow(int s, int t, Cap flow_limit) {
73     assert(0 <= s && s < _n);
74     assert(0 <= t && t < _n);
75     assert(s != t);
76
77     std::vector<int> level(_n), iter(_n);
78     simple_queue<int> que;
79
80     auto bfs = [&]() {
81         std::fill(level.begin(), level.end(), -1);
82         level[s] = 0;
83         que.clear();
84         que.push(s);
85         while (!que.empty()) {
86             int v = que.front();
87             que.pop();
88             for (auto e : g[v]) {
89                 if (e.cap == 0 || level[e.to] >= 0) continue;
90                 level[e.to] = level[v] + 1;
91                 if (e.to == t) return;
92                 que.push(e.to);
93             }
94         }
95     };
96     auto dfs = [&](auto self, int v, Cap up) {
97         if (v == s) return up;
98         Cap res = 0;
99         int level_v = level[v];
100         for (int& i = iter[v]; i < int(g[v].size()); i++) {
101             _edge& e = g[v][i];
102             if (level_v <= level[e.to] || g[e.to][e.rev].cap == 0)
103                 continue;
104             Cap d =

```

```

104         self(self, e.to, std::min(up - res, g[e.to][e.rev].cap))
105         ;
106         if (d <= 0) continue;
107         g[v][i].cap += d;
108         g[e.to][e.rev].cap -= d;
109         res += d;
110         if (res == up) break;
111     }
112     return res;
113 };
114
115 Cap flow = 0;
116 while (flow < flow_limit) {
117     bfs();
118     if (level[t] == -1) break;
119     std::fill(iter.begin(), iter.end(), 0);
120     while (flow < flow_limit) {
121         Cap f = dfs(dfs, t, flow_limit - flow);
122         if (!f) break;
123         flow += f;
124     }
125 }
126 return flow;
127 }
128
129 std::vector<bool> min_cut(int s) {
130     std::vector<bool> visited(_n);
131     simple_queue<int> que;
132     que.push(s);
133     while (!que.empty()) {
134         int p = que.front();
135         que.pop();
136         visited[p] = true;
137         for (auto e : g[p]) {
138             if (e.cap && !visited[e.to]) {
139                 visited[e.to] = true;
140                 que.push(e.to);
141             }
142         }
143     }
144     return visited;
145 }

```

```

146 private:
147     int _n;
148     struct _edge {
149         int to, rev;
150         Cap cap;
151     };
152     std::vector<std::pair<int, int>> pos;
153     std::vector<std::vector<_edge>> g;
154 };

```

## 6.6 最小费用最大流

```

1 namespace MCMF {
2     template <class T> struct simple_queue {
3         std::vector<T> payload;
4         int pos = 0;
5         void reserve(int n) { payload.reserve(n); }
6         int size() const { return int(payload.size()) - pos; }
7         bool empty() const { return pos == int(payload.size()); }
8         void push(const T& t) { payload.push_back(t); }
9         T& front() { return payload[pos]; }
10        void clear() {
11            payload.clear();
12            pos = 0;
13        }
14        void pop() { pos++; }
15    };
16
17    template <class E> struct csr {
18        std::vector<int> start;
19        std::vector<E> elist;
20        explicit csr(int n, const std::vector<std::pair<int, E>>& edges)
21            : start(n + 1), elist(edges.size()) {
22            for (auto e : edges) {
23                start[e.first + 1]++;
24            }
25            for (int i = 1; i <= n; i++) {
26                start[i] += start[i - 1];
27            }
28            auto counter = start;
29            for (auto e : edges) {
30                elist[counter[e.first]++] = e.second;
31            }

```

```

32     }
33 };
34
35 template <class Cap, class Cost> struct mcf_graph {
36 public:
37     mcf_graph() {}
38     explicit mcf_graph(int n) : _n(n) {}
39
40     int add_edge(int from, int to, Cap cap, Cost cost) {
41         assert(0 <= from && from < _n);
42         assert(0 <= to && to < _n);
43         assert(0 <= cap);
44         assert(0 <= cost);
45         int m = int(_edges.size());
46         _edges.push_back({ from, to, cap, 0, cost });
47         return m;
48     }
49
50     struct edge {
51         int from, to;
52         Cap cap, flow;
53         Cost cost;
54     };
55
56     edge get_edge(int i) {
57         int m = int(_edges.size());
58         assert(0 <= i && i < m);
59         return _edges[i];
60     }
61     std::vector<edge> edges() { return _edges; }
62
63     std::pair<Cap, Cost> flow(int s, int t) {
64         return flow(s, t, std::numeric_limits<Cap>::max());
65     }
66     std::pair<Cap, Cost> flow(int s, int t, Cap flow_limit) {
67         return slope(s, t, flow_limit).back();
68     }
69     std::vector<std::pair<Cap, Cost>> slope(int s, int t) {
70         return slope(s, t, std::numeric_limits<Cap>::max());
71     }
72     std::vector<std::pair<Cap, Cost>> slope(int s, int t, Cap flow_limit)
73         {
74         assert(0 <= s && s < _n);

```

```

74         assert(0 <= t && t < _n);
75         assert(s != t);
76
77         int m = int(_edges.size());
78         std::vector<int> edge_idx(m);
79
80         auto g = [&]() {
81             std::vector<int> degree(_n), redge_idx(m);
82             std::vector<std::pair<int, _edge>> elist;
83             elist.reserve(2 * m);
84             for (int i = 0; i < m; i++) {
85                 auto e = _edges[i];
86                 edge_idx[i] = degree[e.from]++;
87                 redge_idx[i] = degree[e.to]++;
88                 elist.push_back({ e.from, {e.to, -1, e.cap - e.flow, e.
89                     cost} });
90                 elist.push_back({ e.to, {e.from, -1, e.flow, -e.cost} });
91             }
92             auto _g = csr<_edge>(_n, elist);
93             for (int i = 0; i < m; i++) {
94                 auto e = _edges[i];
95                 edge_idx[i] += _g.start[e.from];
96                 redge_idx[i] += _g.start[e.to];
97                 _g.elist[edge_idx[i]].rev = redge_idx[i];
98                 _g.elist[redge_idx[i]].rev = edge_idx[i];
99             }
100             return _g;
101         }();
102
103         auto result = slope(g, s, t, flow_limit);
104
105         for (int i = 0; i < m; i++) {
106             auto e = g.elist[edge_idx[i]];
107             _edges[i].flow = _edges[i].cap - e.cap;
108         }
109
110         return result;
111     }
112
113 private:
114     int _n;
115     std::vector<edge> _edges;

```

```

115
116 // inside edge
117 struct _edge {
118     int to, rev;
119     Cap cap;
120     Cost cost;
121 };
122
123 std::vector<std::pair<Cap, Cost>> slope(csr<_edge>& g,
124     int s,
125     int t,
126     Cap flow_limit) {
127     // variants (C = maxcost):
128     //  $-(n-1)C \leq \text{dual}[s] \leq \text{dual}[i] \leq \text{dual}[t] = 0$ 
129     // reduced cost  $(= e.\text{cost} + \text{dual}[e.\text{from}] - \text{dual}[e.\text{to}]) \geq 0$  for
        all edge
130
131     // dual_dist[i] = (dual[i], dist[i])
132     std::vector<std::pair<Cost, Cost>> dual_dist(_n);
133     std::vector<int> prev_e(_n);
134     std::vector<bool> vis(_n);
135     struct Q {
136         Cost key;
137         int to;
138         bool operator<(Q r) const { return key > r.key; }
139     };
140     std::vector<int> que_min;
141     std::vector<Q> que;
142     auto dual_ref = [&]() {
143         for (int i = 0; i < _n; i++) {
144             dual_dist[i].second = std::numeric_limits<Cost>::max();
145         }
146         std::fill(vis.begin(), vis.end(), false);
147         que_min.clear();
148         que.clear();
149
150         // que[0..heap_r) was heapified
151         size_t heap_r = 0;
152
153         dual_dist[s].second = 0;
154         que_min.push_back(s);
155         while (!que_min.empty() || !que.empty()) {
156             int v;

```



```

157         if (!que_min.empty()) {
158             v = que_min.back();
159             que_min.pop_back();
160         } else {
161             while (heap_r < que.size()) {
162                 heap_r++;
163                 std::push_heap(que.begin(), que.begin() + heap_r
164                               );
165             }
166             v = que.front().to;
167             std::pop_heap(que.begin(), que.end());
168             que.pop_back();
169             heap_r--;
170         }
171         if (vis[v]) continue;
172         vis[v] = true;
173         if (v == t) break;
174         // dist[v] = shortest(s, v) + dual[s] - dual[v]
175         // dist[v] >= 0 (all reduced cost are positive)
176         // dist[v] <= (n-1)C
177         Cost dual_v = dual_dist[v].first, dist_v = dual_dist[v].
178         second;
179         for (int i = g.start[v]; i < g.start[v + 1]; i++) {
180             auto e = g.elist[i];
181             if (!e.cap) continue;
182             // |-dual[e.to] + dual[v]| <= (n-1)C
183             // cost <= C - -(n-1)C + 0 = nC
184             Cost cost = e.cost - dual_dist[e.to].first + dual_v;
185             if (dual_dist[e.to].second - dist_v > cost) {
186                 Cost dist_to = dist_v + cost;
187                 dual_dist[e.to].second = dist_to;
188                 prev_e[e.to] = e.rev;
189                 if (dist_to == dist_v) {
190                     que_min.push_back(e.to);
191                 } else {
192                     que.push_back(Q{ dist_to, e.to });
193                 }
194             }
195         }
196         if (!vis[t]) {
197             return false;
198         }

```

```

198
199     for (int v = 0; v < _n; v++) {
200         if (!vis[v]) continue;
201         // dual[v] = dual[v] - dist[t] + dist[v]
202         //          = dual[v] - (shortest(s, t) + dual[s] - dual[
203             t]) +
204             (shortest(s, v) + dual[s] - dual[v]) = -
205             shortest(s,
206             t) + dual[t] + shortest(s, v) = shortest(s, v
207             ) -
208             //          shortest(s, t) >= 0 - (n-1)C
209             dual_dist[v].first -= dual_dist[t].second - dual_dist[v
210             ].second;
211     }
212     return true;
213 };
214
215 Cap flow = 0;
216 Cost cost = 0, prev_cost_per_flow = -1;
217 std::vector<std::pair<Cap, Cost>> result = { {Cap(0), Cost(0)}
218 };
219 while (flow < flow_limit) {
220     if (!dual_ref()) break;
221     Cap c = flow_limit - flow;
222     for (int v = t; v != s; v = g.elist[prev_e[v]].to) {
223         c = std::min(c, g.elist[g.elist[prev_e[v]].rev].cap);
224     }
225     for (int v = t; v != s; v = g.elist[prev_e[v]].to) {
226         auto& e = g.elist[prev_e[v]];
227         e.cap += c;
228         g.elist[e.rev].cap -= c;
229     }
230     Cost d = -dual_dist[s].first;
231     flow += c;
232     cost += c * d;
233     if (prev_cost_per_flow == d) {
234         result.pop_back();
235     }
236     result.push_back({ flow, cost });
237     prev_cost_per_flow = d;
238 }
239 return result;
240 }
241 };

```

236 }

## 6.7 全局最小割

## 6.8 二分图最大权匹配

```

1 namespace KM {
2     typedef long long ll;
3     const int maxn = 510;
4     const int inf = 1e9;
5     int vx[maxn], vy[maxn], lx[maxn], ly[maxn], slack[maxn];
6     int w[maxn][maxn]; // 以上为权值类型
7     int pre[maxn], left[maxn], right[maxn], NL, NR, N;
8     void match(int& u) {
9         for (; u; std::swap(u, right[pre[u]]))
10             left[u] = pre[u];
11     }
12     void bfs(int u) {
13         static int q[maxn], front, rear;
14         front = 0; vx[q[rear = 1]] = u = true;
15         while (true) {
16             while (front < rear) {
17                 int u = q[++front];
18                 for (int v = 1; v <= N; ++v) {
19                     int tmp;
20                     if (vy[v] || (tmp = lx[u] + ly[v] - w[u][v]) > slack[v])
21                         continue;
22                     pre[v] = u;
23                     if (!tmp) {
24                         if (!left[v]) return match(v);
25                         vy[v] = vx[q[++rear]] = left[v] = true;
26                     } else slack[v] = tmp;
27                 }
28             }
29             int a = inf;
30             for (int i = 1; i <= N; ++i)
31                 if (!vy[i] && a > slack[i]) a = slack[u = i];
32             for (int i = 1; i <= N; ++i) {
33                 if (vx[i]) lx[i] -= a;
34                 if (vy[i]) ly[i] += a;
35                 else slack[i] -= a;
36             }
37             if (!left[u]) return match(u);
38             vy[u] = vx[q[++rear]] = left[u] = true;

```

```

39
40     }
41
42 }
43 void exec() {
44     for (int i = 1; i <= N; ++i) {
45         for (int j = 1; j <= N; ++j) {
46             slack[j] = inf;
47             vx[j] = vy[j] = false;
48         }
49         bfs(i);
50     }
51 }
52 ll work(int nl, int nr) { // NL, NR 为左右点数, 返回最大权匹配的权值和
53     NL = nl; NR = nr;
54     N = std::max(NL, NR);
55     for (int u = 1; u <= N; ++u)
56         for (int v = 1; v <= N; ++v)
57             lx[u] = std::max(lx[u], w[u][v]);
58     exec();
59     ll ans = 0;
60     for (int i = 1; i <= N; ++i)
61         ans += lx[i] + ly[i];
62     return ans;
63 }
64 void output() { // 输出左边点与右边哪个点匹配, 没有匹配输出0
65     for (int i = 1; i <= NL; ++i)
66         printf("%d ", (w[i][right[i]] ? right[i] : 0));
67     printf("\n");
68 }
69 }

```

## 6.9 一般图最大匹配

### 6.10 2-sat

### 6.11 最大团

```

1  /*
2  * 最大团 Bron-Kerbosch algorithm
3  * 最劣复杂度  $O(3^{(n/3)})$ 
4  * 采用位运算形式实现
5  * */
6  namespace Max_clique {

```

```

7 #define ll long long
8 #define TWOL(x) (1ll << (x))
9     const int N = 60;
10    int n, m;          // 点数 边数
11    int r = 0;         // 最大团大小
12    ll G[N];           // 以二进制形式存图
13    ll clique = 0;     // 最大团 以二进制形式存储
14    void BronK(int S, ll P, ll X, ll R) { // 调用时参数这样设置: 0, TWOL(n)
        -1, 0, 0
15        if (P == 0 && X == 0) {
16            if (r < S) {
17                r = S;
18                clique = R;
19            }
20        }
21        if (P == 0) return;
22        int u = __builtin_ctzll(P | X);
23        ll c = P & ~G[u];
24        while (c) {
25            int v = __builtin_ctzll(c);
26            ll pv = TWOL(v);
27            BronK(S + 1, P & G[v], X & G[v], R | pv);
28            P ^= pv; X |= pv; c ^= pv;
29        }
30    }
31    void init() {
32        cin >> n >> m;
33        for (int i = 0; i < m; i++) {
34            int u, v;
35            cin >> u >> v;
36            —u, —v;
37            G[u] |= TWOL(v);
38            G[v] |= TWOL(u);
39        }
40        BronK(0, TWOL(n)-1, 0, 0);
41        cout << r << ' ' << clique << '\n';
42    }
43 }

```

## 7 数据结构

### 7.1 树状数组

## 8 字符串

### 8.1 KMP

```

1 namespace KMP {
2     vector<int> getPrefixTable(string s) { // 求前缀表
3         int n = s.length();
4         vector<int> nxt(n, 0);
5         for (int i = 1; i < n; i++) {
6             int j = nxt[i - 1];
7             while (j > 0 && s[i] != s[j]) {
8                 j = nxt[j - 1];
9             }
10            if (s[i] == s[j]) j++;
11            nxt[i] = j;
12        }
13        return nxt;
14    }
15
16    vector<int> kmp(string s, string t) { // 返回所有匹配位置的集合
17        int n = s.length(), m = t.length();
18        vector<int> res;
19        vector<int> nxt = getPrefixTable(t);
20        for (int i = 0, j = 0; i < n; i++) {
21            while (j > 0 && j < m && s[i] != t[j]) {
22                j = nxt[j - 1];
23            }
24            if (s[i] == t[j]) j++;
25            if (j == m) {
26                res.push_back(i + 1 - m);
27                j = nxt[m - 1];
28            }
29        }
30        return res;
31    }
32 }

```

### 8.2 Manacher

```

1 namespace Manacher {

```

```

2   static constexpr int SIZE = 1e5 + 5; // 预设 为原串长度
3   int len = 1; // manacher 预处理后字符串的长度
4   char stk[SIZE << 1]; // manacher 预处理字符串 需要2倍空间+1
5   void init(string s) { // 初始化stk
6       stk[0] = '*'; len = 1;
7       for (int i = 0; i < s.length(); ++i) {
8           stk[len++] = s[i];
9           stk[len++] = '*';
10      }
11  }
12  int manacher() { // 返回最长回文子串长度
13      vector<int> rad(len << 1); // 存储每个点作为对称中心可拓展的最大半径
14      int md = 0; // 最远回文串对称中心下标
15      for (int i = 1; i < len; ++i) {
16          int& r = rad[i] = 0;
17          if (i <= md + rad[md]) {
18              r = min(rad[2 * md - i], md + rad[md] - i);
19          }
20          while (i - r - 1 >= 0 && i + r + 1 < len &&
21              stk[i - r - 1] == stk[i + r + 1]) ++r;
22          if (i + r >= md + rad[md]) md = i;
23      }
24      int res = 0;
25      for (int i = 0; i < len; ++i) {
26          if (rad[i] > res) {
27              res = rad[i];
28          }
29      }
30      return res;
31  }
32 }

```

### 8.3 Trie

### 8.4 01-Trie

## 9 计算几何

## 10 杂项

### 10.1 蔡勒公式