Algorithm Library

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目录

1 多项式

1.1 FFT - tourist

```cpp
/* copy from tourist */
namespace FFT {
    typedef double dbl;

    struct num {
        dbl x, y;
        num() { x = y = 0; }
        num(dbl x, dbl y) : x(x), y(y) { }
    };

    inline num operator+(num a, num b) { return num(a.x + b.x, a.y + b.y); }
    inline num operator-(num a, num b) { return num(a.x - b.x, a.y - b.y); }
    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); }
    inline num conj(num a) { return num(a.x, -a.y); }

    int base = 1;
    vector<num> roots = { {0, 0}, {1, 0} };
    vector<int> rev = { 0, 1 };

    const dbl PI = acosl(-1.0);

    void ensure_base(int nbase) {
        if (nbase <= base) {
            return;
        }
        rev.resize(1 << nbase);
        for (int i = 0; i < (1 << nbase); i++) {
            rev[i] = (rev[i >> 1] >> 1) + ((i & 1) << (nbase - 1));
        }
        roots.resize(1 << nbase);
        while (base < nbase) {
            dbl angle = 2 * PI / (1 << (base + 1));
            for (int i = 1 << (base - 1); i < (1 << base); i++) {
                roots[i << 1] = roots[i];
                dbl angle_i = angle * (2 * i + 1 - (1 << base));
                roots[(i << 1) + 1] = num(cos(angle_i), sin(angle_i));
            }
            base++;
        }
```

```cpp
    }

    void fft(vector<num>& a, int n = -1) {
        if (n == -1) {
            n = a.size();
        }
        assert((n & (n - 1)) == 0);
        int zeros = __builtin_ctz(n);
        ensure_base(zeros);
        int shift = base - zeros;
        for (int i = 0; i < n; i++) {
            if (i < (rev[i] >> shift)) {
                swap(a[i], a[rev[i] >> shift]);
            }
        }
        for (int k = 1; k < n; k <<= 1) {
            for (int i = 0; i < n; i += 2 * k) {
                for (int j = 0; j < k; j++) {
                    num z = a[i + j + k] * roots[j + k];
                    a[i + j + k] = a[i + j] - z;
                    a[i + j] = a[i + j] + z;
                }
            }
        }
    }

    vector<num> fa, fb;

    vector<long long> multiply(vector<int>& a, vector<int>& b) {
        int need = a.size() + b.size() - 1;
        int nbase = 1;
        while ((1 << nbase) < need) nbase++;
        ensure_base(nbase);
        int sz = 1 << nbase;
        if (sz > (int)fa.size()) {
            fa.resize(sz);
        }
        for (int i = 0; i < sz; i++) {
            int x = (i < (int)a.size() ? a[i] : 0);
            int y = (i < (int)b.size() ? b[i] : 0);
            fa[i] = num(x, y);
        }
        fft(fa, sz);
```

```
        num r(0, -0.25 / (sz >> 1));
        for (int i = 0; i <= (sz >> 1); i++) {
            int j = (sz - i) & (sz - 1);
            num z = (fa[j] * fa[j] - conj(fa[i] * fa[i])) * r;
            if (i != j) {
                fa[j] = (fa[i] * fa[i] - conj(fa[j] * fa[j])) * r;
            }
            fa[i] = z;
        }
        for (int i = 0; i < (sz >> 1); i++) {
            num A0 = (fa[i] + fa[i + (sz >> 1)]) * num(0.5, 0);
            num A1 = (fa[i] - fa[i + (sz >> 1)]) * num(0.5, 0) * roots[(sz
                >> 1) + i];
            fa[i] = A0 + A1 * num(0, 1);
        }
        fft(fa, sz >> 1);
        vector<long long> res(need);
        for (int i = 0; i < need; i++) {
            if (i % 2 == 0) {
                res[i] = fa[i >> 1].x + 0.5;
            } else {
                res[i] = fa[i >> 1].y + 0.5;
            }
        }
        return res;
    }

    vector<long long> square(const vector<int>& a) {
        int need = a.size() + a.size() - 1;
        int nbase = 1;
        while ((1 << nbase) < need) nbase++;
        ensure_base(nbase);
        int sz = 1 << nbase;
        if ((sz >> 1) > (int)fa.size()) {
            fa.resize(sz >> 1);
        }
        for (int i = 0; i < (sz >> 1); i++) {
            int x = (2 * i < (int)a.size() ? a[2 * i] : 0);
            int y = (2 * i + 1 < (int)a.size() ? a[2 * i + 1] : 0);
            fa[i] = num(x, y);
        }
        fft(fa, sz >> 1);
        num r(1.0 / (sz >> 1), 0.0);
```

```
        for (int i = 0; i <= (sz >> 2); i++) {
            int j = ((sz >> 1) - i) & ((sz >> 1) - 1);
            num fe = (fa[i] + conj(fa[j])) * num(0.5, 0);
            num fo = (fa[i] - conj(fa[j])) * num(0, -0.5);
            num aux = fe * fe + fo * fo * roots[(sz >> 1) + i] * roots[(sz
                >> 1) + i];
            num tmp = fe * fo;
            fa[i] = r * (conj(aux) + num(0, 2) * conj(tmp));
            fa[j] = r * (aux + num(0, 2) * tmp);
        }
        fft(fa, sz >> 1);
        vector<long long> res(need);
        for (int i = 0; i < need; i++) {
            if (i % 2 == 0) {
                res[i] = fa[i >> 1].x + 0.5;
            } else {
                res[i] = fa[i >> 1].y + 0.5;
            }
        }
        return res;
    }

    vector<int> multiply_mod(vector<int>& a, vector<int>& b, int m, int eq =
        0) {
        int need = a.size() + b.size() - 1;
        int nbase = 0;
        while ((1 << nbase) < need) nbase++;
        ensure_base(nbase);
        int sz = 1 << nbase;
        if (sz > (int)fa.size()) {
            fa.resize(sz);
        }
        for (int i = 0; i < (int)a.size(); i++) {
            int x = (a[i] % m + m) % m;
            fa[i] = num(x & ((1 << 15) - 1), x >> 15);
        }
        fill(fa.begin() + a.size(), fa.begin() + sz, num{ 0, 0 });
        fft(fa, sz);
        if (sz > (int) fb.size()) {
            fb.resize(sz);
        }
        if (eq) {
            copy(fa.begin(), fa.begin() + sz, fb.begin());
```

```
        } else {
            for (int i = 0; i < (int)b.size(); i++) {
                int x = (b[i] % m + m) % m;
                fb[i] = num(x & ((1 << 15) - 1), x >> 15);
            }
            fill(fb.begin() + b.size(), fb.begin() + sz, num{ 0, 0 });
            fft(fb, sz);
        }
        dbl ratio = 0.25 / sz;
        num r2(0, -1);
        num r3(ratio, 0);
        num r4(0, -ratio);
        num r5(0, 1);
        for (int i = 0; i <= (sz >> 1); i++) {
            int j = (sz - i) & (sz - 1);
            num a1 = (fa[i] + conj(fa[j]));
            num a2 = (fa[i] - conj(fa[j])) * r2;
            num b1 = (fb[i] + conj(fb[j])) * r3;
            num b2 = (fb[i] - conj(fb[j])) * r4;
            if (i != j) {
                num c1 = (fa[j] + conj(fa[i]));
                num c2 = (fa[j] - conj(fa[i])) * r2;
                num d1 = (fb[j] + conj(fb[i])) * r3;
                num d2 = (fb[j] - conj(fb[i])) * r4;
                fa[i] = c1 * d1 + c2 * d2 * r5;
                fb[i] = c1 * d2 + c2 * d1;
            }
            fa[j] = a1 * b1 + a2 * b2 * r5;
            fb[j] = a1 * b2 + a2 * b1;
        }
        fft(fa, sz);
        fft(fb, sz);
        vector<int> res(need);
        for (int i = 0; i < need; i++) {
            long long aa = fa[i].x + 0.5;
            long long bb = fb[i].x + 0.5;
            long long cc = fa[i].y + 0.5;
            res[i] = (aa + ((bb % m) << 15) + ((cc % m) << 30)) % m;
        }
        return res;
    }

    vector<int> square_mod(vector<int>& a, int m) {
```

```cpp
        return multiply_mod(a, a, m, 1);
    }
};
```

1.2 形式幂级数

2 数论

2.1 简单的防爆模板

```cpp
namespace SimpleMod {
    constexpr int MOD = (int)1e9 + 7;
    inline int norm(long long a) { return (a % MOD + MOD) % MOD; }
    inline int add(int a, int b) { return a + b >= MOD ? a + b - MOD : a + b; }
    inline int sub(int a, int b) { return a - b < 0 ? a - b + MOD : a - b; }
    inline int mul(int a, int b) { return (int)((long long)a * b % MOD); }
    inline int powmod(int a, long long b) {
        int res = 1;
        while (b > 0) {
            if (b & 1) res = mul(res, a);
            a = mul(a, a);
            b >>= 1;
        }
        return res;
    }
    inline int inv(int a) {
        a %= MOD;
        if (a < 0) a += MOD;
        int b = MOD, u = 0, v = 1;
        while (a) {
            int t = b / a;
            b -= t * a; swap(a, b);
            u -= t * v; swap(u, v);
        }
        assert(b == 1);
        if (u < 0) u += MOD;
        return u;
    }
}
```

2.2 筛法

2.2.1 线性素数筛

```
vector<bool> isPrime; // true 表示非素数  false 表示是素数
vector<int> prime; // 保存素数
int sieve(int n) {
    isPrime.resize(n + 1, false);
    isPrime[0] = isPrime[1] = true;
    for (int i = 2; i <= n; i++) {
        if (!isPrime[i]) prime.emplace_back(i);
        for (int j = 0; j < (int)prime.size() && prime[j] * i <= n; j++) {
            isPrime[prime[j] * i] = true;
            if (!(i % prime[j])) break;
        }
    }
    return (int)prime.size();
}
```

2.2.2 线性欧拉函数筛

```
bool is_prime[SIZE];
int prime[SIZE], phi[SIZE]; // phi[i] 表示 i 的欧拉函数值
int Phi(int n) { // 线性筛素数的同时线性求欧拉函数
    phi[1] = 1; is_prime[1] = true;
    int p = 0;
    for (int i = 2; i <= n; i++) {
        if (!is_prime[i]) prime[p++] = i, phi[i] = i - 1;
        for (int j = 0; j < p && prime[j] * i <= n; j++) {
            is_prime[prime[j] * i] = true;
            if (!(i % prime[j])) {
                phi[i * prime[j]] = phi[i] * prime[j];
                break;
            }
            phi[i * prime[j]] = phi[i] * (prime[j] - 1);
        }
    }
    return p;
}
```

2.2.3 线性约数个数函数筛

```
bool is_prime[SIZE];
```

```cpp
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
int getFactors(int n) { // 线性筛因子数
    d[1] = 1; is_prime[1] = true;
    int p = 0;
    for (int i = 2; i <= n; i++) {
        if (!is_prime[i]) prime[p++] = i, d[i] = 2, num[i] = 1;
        for (int j = 0; j < p && prime[j] * i <= n; j++) {
            is_prime[prime[j] * i] = true;
            if (!(i % prime[j])) {
                num[i * prime[j]] = num[i] + 1;
                d[i * prime[j]] = d[i] / num[i * prime[j]] * (num[i * prime[j]] + 1);
                break;
            }
            num[i * prime[j]] = 1;
            d[i * prime[j]] = d[i] + d[i];
        }
    }
    return p;
}
```

2.2.4 线性素因子个数函数筛

```cpp
bool is_prime[SIZE];
int prime[SIZE], num[SIZE]; // num[i] 表示 i 的质因子数
int getPrimeFactors(int n) { // 线性筛质因子数
    is_prime[1] = true;
    int p = 0;
    for (int i = 2; i <= n; i++) {
        if (!is_prime[i]) prime[p++] = i, num[i] = 1;
        for (int j = 0; j < p && prime[j] * i <= n; j++) {
            is_prime[prime[j] * i] = true;
            if (!(i % prime[j])) {
                num[i * prime[j]] = num[i];
                break;
            }
            num[i * prime[j]] = num[i] + 1;
        }
    }
    return p;
}
```

2.2.5 线性约数和函数筛

```
bool is_prime[SIZE];
int prime[SIZE], f[SIZE], g[SIZE]; // f[i] 表示 i 的约数和
int getSigma(int n) {
    g[1] = f[1] = 1; is_prime[1] = true;
    int p = 0;
    for (int i = 2; i <= n; i++) {
        if (!is_prime[i]) prime[p++] = i, f[i] = g[i] = i + 1;
        for (int j = 0; j < p && prime[j] * i <= n; j++) {
            is_prime[prime[j] * i] = true;
            if (!(i % prime[j])) {
                g[i * prime[j]] = g[i] * prime[j] + 1;
                f[i * prime[j]] = f[i] / g[i] * g[i * prime[j]];
                break;
            }
            f[i * prime[j]] = f[i] * f[prime[j]];
            g[i * prime[j]] = 1 + prime[j];
        }
    }
    return p;
}
```

2.2.6 线性莫比乌斯函数筛

```
bool is_prime[SIZE];
int prime[SIZE], mu[SIZE]; // mu[i] 表示 i 的莫比乌斯函数值
int getMu(int n) { // 线性筛莫比乌斯函数
    mu[1] = 1; is_prime[1] = true;
    int p = 0;
    for (int i = 2; i <= n; i++) {
        if (!is_prime[i]) prime[p++] = i, mu[i] = -1;
        for (int j = 0; j < p && prime[j] * i <= n; j++) {
            is_prime[prime[j] * i] = true;
            if (!(i % prime[j])) {
                mu[i * prime[j]] = 0;
                break;
            }
            mu[i * prime[j]] = -mu[i];
        }
    }
    return p;
}
```

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。

```cpp
long long exgcd(long long a, long long b, long long& x, long long& y) {
    if (!b) {
        x = 1, y = 0;
        return a;
    }
    long long g = exgcd(b, a % b, y, x);
    y -= (a / b) * x;
    return g;
}

ll x, y; // 最小非负整数解
bool solve(ll a, ll b, ll c) { // ax+by=c
    ll g = gcd(a, b);
    if (c % g) return false;
    a /= g, b /= g, c /= g;
    bool flag = false;
    if (b < 0) b = -b, flag = true;
    exgcd(a, b, x, y);
    x = (x * c % b + b) % b;
    if (flag) b = -b;
    y = (c - a * x) / b;
    if (!c) x = y = 0; // ax+by=0
    return true;
}
```

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

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

2.6.2 EXCRT

```cpp
long long exgcd(long long a, long long b, long long& x, long long& y) {
    if (!b) {
        x = 1, y = 0;
        return a;
    }
    long long g = exgcd(b, a % b, y, x);
    y -= (a / b) * x;
    return g;
}

long long mulmod(long long x, long long y, const long long z) { // x * y % z 防爆
    return (x * y - (long long)(((long double)x * y + 0.5) / (long double)z) * z + z) % z;
}

// 求解形如 x = ci (mod mi) 的线性方程组
```

```cpp
long long EXCRT(vector<long long>& c, vector<long long>& m) {
    long long M = m[0], ans = c[0];
    for (int i = 1; i < (int)m.size(); ++i) { // M * x - mi * y = ci - C
        long long x, y, C = ((c[i] - ans) % m[i] + m[i]) % m[i]; // ci - C
        long long G = exgcd(M, m[i], x, y);
        if (C % G) return -1; // 无解
        long long P = m[i] / G;
        x = mulmod(C / G, x, P); // 防爆求最小正整数解 x
        ans += x * M;
        M *= P; // LCM(M, mi)
        ans = (ans % M + M) % M;
    }
    return ans;
}
```

2.7 BSGS

2.8 迪利克雷卷积

2.9 杜教筛

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

3 线性代数

3.1 高斯-约旦消元法

```cpp
/*
 * 高斯-约旦消元法
 * 可以修改为解异或方程组 修改策略为
 * a+b -> a^b
 * a-b -> a^b
 * a*b -> a&b
 * a/b -> a*(b==1)
 * */
constexpr double eps = 1e-7;
double a[SIZE][SIZE], ans[SIZE];
void gauss(int n) {
    vector<bool> vis(n, false);
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            if (vis[j]) continue;
            if (fabs(a[j][i]) > eps) {
```

```cpp
                vis[i] = true;
                for (int k = 0; k <= n; k++) swap(a[i][k], a[j][k]);
                break;
            }
        }
        if (fabs(a[i][i]) < eps) continue;
        for (int j = 0; j <= n; j++) {
            if (i != j && fabs(a[j][i]) > eps) {
                double res = a[j][i] / a[i][i];
                for (int k = 0; k <= n; k++) a[j][k] -= a[i][k] * res;
            }
        }
    }
}

int check(int n) { // 解系检测
    int status = 1;
    for (int i = n - 1; i >= 0; i--) {
        if (fabs(a[i][i]) < eps && fabs(a[i][n]) > eps) return -1; // 无解
        if (fabs(a[i][i]) < eps && fabs(a[i][n]) < eps) status = 0; // 无穷解
        ans[i] = a[i][n] / a[i][i];
        if (fabs(ans[i]) < eps) ans[i] = 0;
    }
    return status; // 唯一解或无穷解
}
```

3.2 高斯消元法-bitset

```cpp
constexpr int SIZE = 1001;
bitset<SIZE> a[SIZE];
int ans[SIZE];
void gauss(int n) { // bitset版高斯消元 用于求解异或线性方程组
    bitset<SIZE> vis;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            if (vis[j]) continue;
            if (a[j][i]) {
                vis.set(i);
                swap(a[i], a[j]);
                break;
            }
        }
```

```
            if (!a[i][i]) continue;
            for (int j = 0; j <= n; j++) {
                if (i != j && (a[j][i] & a[i][i])) {
                    a[j] ^= a[i];
                }
            }
        }
}
```

3.3 线性基

3.4 矩阵树定理

```
/*
 * 矩阵树定理
 * 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
 * 生成树数量为除去 根所在行和列 后的n-1阶行列式的值
 * 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
 * 生成树数量为除去 任意一行和列 后的n-1阶行列式的值
 * 无权图则边权默认为1
 * */
typedef long long ll;
typedef unsigned long long u64;
int a[SIZE][SIZE];
int gauss(int a[][SIZE], int n) { // 任意模数求行列式 O(n^2(n + log(mod)))
    int ans = 1;
    for (int i = 1; i <= n; i++) {
        int* x = 0, * y = 0;
        for (int j = i; j <= n; j++) {
            if (a[j][i] && (x == NULL || a[j][i] < x[i])) {
                x = a[j];
            }
        }
        if (x == 0) {
            return 0;
        }
        for (int j = i; j <= n; j++) {
            if (a[j] != x && a[j][i]) {
                y = a[j];
                for (;;) {
                    int v = md - y[i] / x[i], k = i;
                    for (; k + 3 <= n; k += 4) {
```

```
                        y[k + 0] = (y[k + 0] + u64(x[k + 0]) * v) % md;
                        y[k + 1] = (y[k + 1] + u64(x[k + 1]) * v) % md;
                        y[k + 2] = (y[k + 2] + u64(x[k + 2]) * v) % md;
                        y[k + 3] = (y[k + 3] + u64(x[k + 3]) * v) % md;
                    }
                    for (; k <= n; ++k) {
                        y[k] = (y[k] + u64(x[k]) * v) % md;
                    }
                    if (!y[i]) break;
                    swap(x, y);
                }
            }
        }
        if (x != a[i]) {
            for (int k = i; k <= n; k++) {
                swap(x[k], a[i][k]);
            }
            ans = md - ans;
        }
        ans = 1LL * ans * a[i][i] % md;
    }
    return ans;
}
```

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。

4.4.2 第二类斯特林数

5 博弈论

6 其他数学

6.1 蔡勒公式

7 图论

7.1 并查集

```cpp
struct dsu {
private:
    // number of nodes
    int n;
    // root node: -1 * component size
    // otherwise: parent
    std::vector<int> pa;
public:
    dsu(int n_ = 0) : n(n_), pa(n_, -1) {}
    // find node x's parent
    int find(int x) {
        return pa[x] < 0 ? x : pa[x] = find(pa[x]);
    }
    // merge node x and node y
    // if x and y had already in the same component, return false, otherwise
        return true
    // Implement (union by size) + (path compression)
    bool unite(int x, int y) {
        int xr = find(x), yr = find(y);
        if (xr != yr) {
            if (-pa[xr] < -pa[yr]) std::swap(xr, yr);
            pa[xr] += pa[yr];
            pa[yr] = xr; // y -> x
            return true;
        }
        return false;
    }
    // size of the connected component that contains the vertex x
    int size(int x) {
        return -pa[find(x)];
    }
};
```

7.2 最小树形图

```
namespace ZL {
    // a 尽量开大, 之后的边都塞在这个里面
    const int N = 100010, M = 100010, inf = 1e9;
    struct edge {
        int u, v, w, use, id;
        edge(int u_ = 0, int v_ = 0, int w_ = 0, int use_ = 0, int id_ = 0)
            : u(u_), v(v_), w(w_), use(use_), id(id_) {}
    }b[M], a[2000100];
    int n, m, ans, pre[N], id[N], vis[N], root, In[N], h[N], len, way[M];
    // 从root 出发能到达每一个点的最小树形图
    // 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
    // 最小值保存在ans
    void init(int _n, int _root) { // 点数 根节点
        n = _n; m = 0; b[0].w = inf; root = _root;
    }
    void add(int u, int v, int w) {
        m++;
        b[m] = edge(u, v, w, 0, m);
        a[m] = b[m];
    }
    int work() {
        len = m;
        for (;;) {
            for (int i = 1; i <= n; i++) { pre[i] = 0; In[i] = inf; id[i] = 0; vis[i] = 0; h[i] = 0; }
            for (int i = 1; i <= m; i++) {
                if (b[i].u != b[i].v && b[i].w < In[b[i].v]) {
                    pre[b[i].v] = b[i].u; In[b[i].v] = b[i].w; h[b[i].v] = b[i].id;
                }
            }
            for (int i = 1; i <= n; i++) if (pre[i] == 0 && i != root) return 0;
            int cnt = 0; In[root] = 0;
            for (int i = 1; i <= n; i++) {
                if (i != root) a[h[i]].use++; int now = i; ans += In[i];
                while (vis[now] == 0 && now != root) { vis[now] = i; now = pre[now]; }
                if (now != root && vis[now] == i) {
                    cnt++; int kk = now;
                    while (1) {
                        id[now] = cnt; now = pre[now];
```

```
                        if (now == kk) break;
                    }
                }
            }
            if (cnt == 0) return 1;
            for (int i = 1; i <= n; i++) if (id[i] == 0) id[i] = ++cnt;
            // 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
            // 新加的边是u，茶包的边是v
            for (int i = 1; i <= m; i++) {
                int k1 = In[b[i].v], k2 = b[i].v;
                b[i].u = id[b[i].u];
                b[i].v = id[b[i].v];
                if (b[i].u != b[i].v) {
                    b[i].w -= k1; a[++len].u = b[i].id; a[len].v = h[k2]; b[i].id = len;
                }
            }
            n = cnt; root = id[root];
        }
        return 1;
    }
    void getway() {
        for (int i = 1; i <= m; i++) way[i] = 0;
        for (int i = len; i > m; i--) { a[a[i].u].use += a[i].use; a[a[i].v].use -= a[i].use; }
        for (int i = 1; i <= m; i++) way[i] = a[i].use;
    }
}
```

7.3 最近公共祖先

```
constexpr int SIZE = 200010;
constexpr int DEPTH = 21; // 最大深度 2^DEPTH - 1
int pa[SIZE][DEPTH], dep[SIZE];
vector<int> g[SIZE]; //邻接表
void dfs(int rt, int fin) { //预处理深度和祖先
    pa[rt][0] = fin;
    dep[rt] = dep[pa[rt][0]] + 1; //深度
    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
        pa[rt][i] = pa[pa[rt][i - 1]][i - 1];
    }
    int sz = g[rt].size();
```

```
    for (int i = 0; i < sz; ++i) {
        if (g[rt][i] == fin) continue;
        dfs(g[rt][i], rt);
    }
}

int LCA(int x, int y) {
    if (dep[x] > dep[y]) swap(x, y);
    int dif = dep[y] - dep[x];
    for (int j = 0; dif; ++j, dif >>= 1) {
        if (dif & 1) {
            y = pa[y][j]; //先跳到同一高度
        }
    }
    if (y == x) return x;
    for (int j = DEPTH - 1; j >= 0 && y != x; j--) { //从底往上跳
        if (pa[x][j] != pa[y][j]) { //如果当前祖先不相等 我们就需要更新
            x = pa[x][j];
            y = pa[y][j];
        }
    }
    return pa[x][0];
}
```

7.4 强连通分量

```
namespace SCC {
    // Compressed Sparse Row
    template <class E> struct csr {
        std::vector<int> start;
        std::vector<E> elist;
        explicit csr(int n, const std::vector<std::pair<int, E>>& edges)
            : start(n + 1), elist(edges.size()) {
            for (auto e : edges) {
                start[e.first + 1]++;
            }
            for (int i = 1; i <= n; i++) {
                start[i] += start[i - 1];
            }
            auto counter = start;
            for (auto e : edges) {
                elist[counter[e.first]++] = e.second;
            }
```

```cpp
        }
    };

    struct scc_graph {
    public:
        explicit scc_graph(int n) : _n(n) {}

        int num_vertices() { return _n; }

        void add_edge(int from, int to) { edges.push_back({ from, {to} }); }

        // @return pair of (# of scc, scc id)
        std::pair<int, std::vector<int>> scc_ids() {
            auto g = csr<edge>(_n, edges);
            int now_ord = 0, group_num = 0;
            std::vector<int> visited, low(_n), ord(_n, -1), ids(_n);
            visited.reserve(_n);
            auto dfs = [&](auto self, int v) -> void {
                low[v] = ord[v] = now_ord++;
                visited.push_back(v);
                for (int i = g.start[v]; i < g.start[v + 1]; i++) {
                    auto to = g.elist[i].to;
                    if (ord[to] == -1) {
                        self(self, to);
                        low[v] = std::min(low[v], low[to]);
                    } else {
                        low[v] = std::min(low[v], ord[to]);
                    }
                }
                if (low[v] == ord[v]) {
                    while (true) {
                        int u = visited.back();
                        visited.pop_back();
                        ord[u] = _n;
                        ids[u] = group_num;
                        if (u == v) break;
                    }
                    group_num++;
                }
            };
            for (int i = 0; i < _n; i++) {
                if (ord[i] == -1) dfs(dfs, i);
            }
```

```cpp
            for (auto& x : ids) {
                x = group_num - 1 - x;
            }
            return { group_num, ids };
        }

        // O(N + M)
        // It returns the list of the SCC in topological order.
        std::vector<std::vector<int>> scc() {
            auto ids = scc_ids();
            int group_num = ids.first;
            std::vector<int> counts(group_num);
            for (auto x : ids.second) counts[x]++;
            std::vector<std::vector<int>> groups(ids.first);
            for (int i = 0; i < group_num; i++) {
                groups[i].reserve(counts[i]);
            }
            for (int i = 0; i < _n; i++) {
                groups[ids.second[i]].push_back(i);
            }
            return groups;
        }

    private:
        int _n;
        struct edge {
            int to;
        };
        std::vector<std::pair<int, edge>> edges;
    };
}
```

7.5 最大流

```cpp
template <class T> struct simple_queue {
    std::vector<T> payload;
    int pos = 0;
    void reserve(int n) { payload.reserve(n); }
    int size() const { return int(payload.size()) - pos; }
    bool empty() const { return pos == int(payload.size()); }
    void push(const T& t) { payload.push_back(t); }
    T& front() { return payload[pos]; }
    void clear() {
```

```
        payload.clear();
        pos = 0;
    }
    void pop() { pos++; }
};

template <class Cap> struct mf_graph {
public:
    mf_graph() : _n(0) {}
    mf_graph(int n) : _n(n), g(n) {}

    // returns an integer k such that this is the k-th edge that is added.
    int add_edge(int from, int to, Cap cap) {
        assert(0 <= from && from < _n);
        assert(0 <= to && to < _n);
        assert(0 <= cap);
        int m = int(pos.size());
        pos.push_back({ from, int(g[from].size()) });
        int from_id = int(g[from].size());
        int to_id = int(g[to].size());
        if (from == to) to_id++;
        g[from].push_back(_edge{ to, to_id, cap });
        g[to].push_back(_edge{ from, from_id, 0 });
        return m;
    }

    struct edge {
        int from, to;
        Cap cap, flow;
    };

    edge get_edge(int i) {
        int m = int(pos.size());
        assert(0 <= i && i < m);
        auto _e = g[pos[i].first][pos[i].second];
        auto _re = g[_e.to][_e.rev];
        return edge{ pos[i].first, _e.to, _e.cap + _re.cap, _re.cap };
    }
    std::vector<edge> edges() {
        int m = int(pos.size());
        std::vector<edge> result;
        for (int i = 0; i < m; i++) {
            result.push_back(get_edge(i));
```

```cpp
        }
        return result;
    }
    void change_edge(int i, Cap new_cap, Cap new_flow) {
        int m = int(pos.size());
        assert(0 <= i && i < m);
        assert(0 <= new_flow && new_flow <= new_cap);
        auto& _e = g[pos[i].first][pos[i].second];
        auto& _re = g[_e.to][_e.rev];
        _e.cap = new_cap - new_flow;
        _re.cap = new_flow;
    }

    // max flow from s to t
    // O(M*N^2) general
    // O(min(M*N^2/3, M^3/2)) if capacities of edges are 1
    Cap flow(int s, int t) {
        return flow(s, t, std::numeric_limits<Cap>::max());
    }
    Cap flow(int s, int t, Cap flow_limit) {
        assert(0 <= s && s < _n);
        assert(0 <= t && t < _n);
        assert(s != t);

        std::vector<int> level(_n), iter(_n);
        simple_queue<int> que;

        auto bfs = [&]() {
            std::fill(level.begin(), level.end(), -1);
            level[s] = 0;
            que.clear();
            que.push(s);
            while (!que.empty()) {
                int v = que.front();
                que.pop();
                for (auto e : g[v]) {
                    if (e.cap == 0 || level[e.to] >= 0) continue;
                    level[e.to] = level[v] + 1;
                    if (e.to == t) return;
                    que.push(e.to);
                }
            }
        };
```

```cpp
        auto dfs = [&](auto self, int v, Cap up) {
            if (v == s) return up;
            Cap res = 0;
            int level_v = level[v];
            for (int& i = iter[v]; i < int(g[v].size()); i++) {
                _edge& e = g[v][i];
                if (level_v <= level[e.to] || g[e.to][e.rev].cap == 0) continue;
                Cap d =
                    self(self, e.to, std::min(up - res, g[e.to][e.rev].cap));
                if (d <= 0) continue;
                g[v][i].cap += d;
                g[e.to][e.rev].cap -= d;
                res += d;
                if (res == up) break;
            }
            return res;
        };

        Cap flow = 0;
        while (flow < flow_limit) {
            bfs();
            if (level[t] == -1) break;
            std::fill(iter.begin(), iter.end(), 0);
            while (flow < flow_limit) {
                Cap f = dfs(dfs, t, flow_limit - flow);
                if (!f) break;
                flow += f;
            }
        }
        return flow;
    }

    std::vector<bool> min_cut(int s) {
        std::vector<bool> visited(_n);
        simple_queue<int> que;
        que.push(s);
        while (!que.empty()) {
            int p = que.front();
            que.pop();
            visited[p] = true;
            for (auto e : g[p]) {
```

```cpp
                if (e.cap && !visited[e.to]) {
                    visited[e.to] = true;
                    que.push(e.to);
                }
            }
        }
        return visited;
    }

private:
    int _n;
    struct _edge {
        int to, rev;
        Cap cap;
    };
    std::vector<std::pair<int, int>> pos;
    std::vector<std::vector<_edge>> g;
};
```

7.6 全局最小割

7.7 二分图最大权匹配

```cpp
namespace KM {
    typedef long long ll;
    const int maxn = 510;
    const int inf = 1e9;
    int vx[maxn], vy[maxn], lx[maxn], ly[maxn], slack[maxn];
    int w[maxn][maxn]; // 以上为权值类型
    int pre[maxn], left[maxn], right[maxn], NL, NR, N;
    void match(int& u) {
        for (; u; std::swap(u, right[pre[u]]))
            left[u] = pre[u];
    }
    void bfs(int u) {
        static int q[maxn], front, rear;
        front = 0; vx[q[rear = 1] = u] = true;
        while (true) {
            while (front < rear) {
                int u = q[++front];
                for (int v = 1; v <= N; ++v) {
                    int tmp;
                    if (vy[v] || (tmp = lx[u] + ly[v] - w[u][v]) > slack[v])
                        continue;
```

```
                    pre[v] = u;
                    if (!tmp) {
                        if (!left[v]) return match(v);
                        vy[v] = vx[q[++rear] = left[v]] = true;
                    } else slack[v] = tmp;
                }
            }
            int a = inf;
            for (int i = 1; i <= N; ++i)
                if (!vy[i] && a > slack[i]) a = slack[u = i];
            for (int i = 1; i <= N; ++i) {
                if (vx[i]) lx[i] -= a;
                if (vy[i]) ly[i] += a;
                else slack[i] -= a;
            }
            if (!left[u]) return match(u);
            vy[u] = vx[q[++rear] = left[u]] = true;

        }

    }
    void exec() {
        for (int i = 1; i <= N; ++i) {
            for (int j = 1; j <= N; ++j) {
                slack[j] = inf;
                vx[j] = vy[j] = false;
            }
            bfs(i);
        }
    }
    ll work(int nl, int nr) { // NL , NR 为左右点数, 返回最大权匹配的权值和
        NL = nl; NR = nr;
        N = std::max(NL, NR);
        for (int u = 1; u <= N; ++u)
            for (int v = 1; v <= N; ++v)
                lx[u] = std::max(lx[u], w[u][v]);
        exec();
        ll ans = 0;
        for (int i = 1; i <= N; ++i)
            ans += lx[i] + ly[i];
        return ans;
    }
    void output() { // 输出左边点与右边哪个点匹配, 没有匹配输出0
```

```
        for (int i = 1; i <= NL; ++i)
            printf("%d ", (w[i][right[i]] ? right[i] : 0));
        printf("\n");
    }
}
```

7.8 一般图最大匹配

7.9 2-sat

7.10 最大团

```
/*
 * 最大团 Bron–Kerbosch algorithm
 * 最劣复杂度 O(3^(n/3))
 * 采用位运算形式实现
 * */
namespace Max_clique {
#define ll long long
#define TWOL(x) (1ll<<(x))
    const int N = 60;
    int n, m;        // 点数 边数
    int r = 0;       // 最大团大小
    ll G[N];         // 以二进制形式存图
    ll clique = 0; // 最大团 以二进制形式存储
    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
        if (P == 0 && X == 0) {
            if (r < S) {
                r = S;
                clique = R;
            }
        }
        if (P == 0) return;
        int u = __builtin_ctzll(P | X);
        ll c = P & ~G[u];
        while (c) {
            int v = __builtin_ctzll(c);
            ll pv = TWOL(v);
            BronK(S + 1, P & G[v], X & G[v], R | pv);
            P ^= pv; X |= pv; c ^= pv;
        }
    }
    void init() {
```

```
        cin >> n >> m;
        for (int i = 0; i < m; i++) {
            int u, v;
            cin >> u >> v;
            --u, --v;
            G[u] |= TWOL(v);
            G[v] |= TWOL(u);
        }
        BronK(0, TWOL(n)-1, 0, 0);
        cout << r << ' ' << clique << '\n';
    }
}
```

8 数据结构

8.1 树状数组

9 字符串

9.1 KMP

```
namespace KMP {
    vector<int> getPrefixTable(string s) { // 求前缀表
        int n = s.length();
        vector<int> nxt(n, 0);
        for (int i = 1; i < n; i++) {
            int j = nxt[i - 1];
            while (j > 0 && s[i] != s[j]) {
                j = nxt[j - 1];
            }
            if (s[i] == s[j]) j++;
            nxt[i] = j;
        }
        return nxt;
    }

    vector<int> kmp(string s, string t) { // 返回所有匹配位置的集合
        int n = s.length(), m = t.length();
        vector<int> res;
        vector<int> nxt = getPrefixTable(t);
        for (int i = 0, j = 0; i < n; i++) {
            while (j > 0 && j < m && s[i] != t[j]) {
                j = nxt[j - 1];
```

```
            }
            if (s[i] == t[j]) j++;
            if (j == m) {
                res.push_back(i + 1 - m);
                j = nxt[m - 1];
            }
        }
        return res;
    }
}
```

9.2 Manacher

```
namespace Manacher {
    static constexpr int SIZE = 1e5 + 5; // 预设为原串长度
    int len = 1; // manacher 预处理后字符串的长度
    char stk[SIZE << 1]; // manacher预处理字符串 需要2倍空间+1
    void init(string s) { // 初始化stk
        stk[0] = '*'; len = 1;
        for (int i = 0; i < s.length(); ++i) {
            stk[len++] = s[i];
            stk[len++] = '*';
        }
    }
    int manacher() { // 返回最长回文子串长度
        vector<int> rad(len << 1); // 存储每个点作为对称中心可拓展的最大半径
        int md = 0; // 最远回文串对称中心下标
        for (int i = 1; i < len; ++i) {
            int& r = rad[i] = 0;
            if (i <= md + rad[md]) {
                r = min(rad[2 * md - i], md + rad[md] - i);
            }
            while (i - r - 1 >= 0 && i + r + 1 < len &&
                stk[i - r - 1] == stk[i + r + 1]) ++r;
            if (i + r >= md + rad[md]) md = i;
        }
        int res = 0;
        for (int i = 0; i < len; ++i) {
            if (rad[i] > res) {
                res = rad[i];
            }
        }
        return res;
```

```
    }
}
```

9.3 Trie

9.4 01-Trie

10 计算几何