



ACM/ICPC Template Manual

QUST

hxx

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0 Include

```

1  // #include <bits/stdc++.h>
2  #include <algorithm>
3  #include <iostream>
4  #include <cstring>
5  #include <string>
6  #include <cstdio>
7  #include <vector>
8  #include <stack>
9  #include <queue>
10 #include <cmath>
11 #include <set>
12 #include <map>
13 using namespace std;
14 #define rep(i,a,b) for(int i=a;i<=b;i++)
15 #define per(i,a,b) for(int i=a;i>=b;i--)
16 #define clr(a,x) memset(a,x,sizeof(a))
17 #define pb push_back
18 #define mp make_pair
19 #define all(x) (x).begin(),(x).end()
20 #define fi first
21 #define se second
22 #define SZ(x) ((int)(x).size())
23 typedef unsigned long long ull;
24 typedef long long ll;
25 typedef vector<int> vi;
26 typedef pair<int,int> pii;
27 /*****head*****/
28 int work(){
29
30     return 0;
31 }
32 int main(){
33 #ifdef superkunn
34     freopen("input.txt","rt",stdin);
35 #endif
36     work();
37     return 0;
38 }

```

1 Math

```

1  #include <cstdio>
2  #include <cstring>
3  #include <cmath>
4  #include <algorithm>
5  #include <vector>
6  #include <string>
7  #include <map>
8  #include <set>
9  #include <cassert>
10 using namespace std;
11 #define rep(i,a,n) for (int i=a;i<n;i++)
12 #define per(i,a,n) for (int i=n-1;i>=a;i--)
13 #define pb push_back
14 #define mp make_pair
15 #define all(x) (x).begin(),(x).end()
16 #define fi first
17 #define se second
18 #define SZ(x) ((int)(x).size())
19 typedef vector<int> VI;
20 typedef long long ll;
21 typedef pair<int,int> PII;
22 const ll mod=1000000007;
23 ll powmod(ll a,ll b) {ll res=1;a%=mod; assert(b>=0); for(;b>=>=1){if(b&1)res=res*a%mod;
    ;a=a*a%mod;}return res;}
24
25 int _,n;
26 namespace linear_seq {
27     const int N=10010;
28     ll res[N],base[N],_c[N],_md[N];
29
30     vector<int> Md;
31     void mul(ll *a,ll *b,int k) {
32         rep(i,0,k+k) _c[i]=0;
33         rep(i,0,k) if (a[i]) rep(j,0,k) _c[i+j]=(_c[i+j]+a[i]*b[j])%mod;
34         for (int i=k+k-1;i>=k;i--) if (_c[i])
35             rep(j,0,SZ(Md)) _c[i-k+Md[j]]=(_c[i-k+Md[j]]-_c[i]*_md[Md[j]])%mod;
36         rep(i,0,k) a[i]=_c[i];
37     }
38     int solve(ll n,VI a,VI b) {
39         ll ans=0,pnt=0;
40         int k=SZ(a);
41         assert(SZ(a)==SZ(b));
42         rep(i,0,k) _md[k-1-i]=-a[i];_md[k]=1;
43         Md.clear();
44         rep(i,0,k) if (_md[i]!=0) Md.push_back(i);
45         rep(i,0,k) res[i]=base[i]=0;
46         res[0]=1;
47         while ((1ll<pnt)<=n) pnt++;
48         for (int p=pnt;p>=0;p--) {
49             mul(res,res,k);
50             if ((n>>p)&1) {
51                 for (int i=k-1;i>=0;i--) res[i+1]=res[i];res[0]=0;
52                 rep(j,0,SZ(Md)) res[Md[j]]=(_c[Md[j]]-res[k]*_md[Md[j]])%mod;
53             }
54         }
55         rep(i,0,k) ans=(ans+res[i]*b[i])%mod;
56         if (ans<0) ans+=mod;

```

```

57     return ans;
58 }
59 VI BM(VI s) {
60     VI C(1,1),B(1,1);
61     int L=0,m=1,b=1;
62     rep(n,0,SZ(s)) {
63         ll d=0;
64         rep(i,0,L+1) d=(d+(ll)C[i]*s[n-i])%mod;
65         if (d==0) ++m;
66         else if (2*L<=n) {
67             VI T=C;
68             ll c=mod-d*powmod(b,mod-2)%mod;
69             while (SZ(C)<SZ(B)+m) C.pb(0);
70             rep(i,0,SZ(B)) C[i+m]=(C[i+m]+c*B[i])%mod;
71             L=n+1-L; B=T; b=d; m=1;
72         } else {
73             ll c=mod-d*powmod(b,mod-2)%mod;
74             while (SZ(C)<SZ(B)+m) C.pb(0);
75             rep(i,0,SZ(B)) C[i+m]=(C[i+m]+c*B[i])%mod;
76             ++m;
77         }
78     }
79     return C;
80 }
81 int gao(VI a,ll n) {
82     VI c=BM(a);
83     c.erase(c.begin());
84     rep(i,0,SZ(c)) c[i]=(mod-c[i])%mod;
85     return solve(n,c,VI(a.begin(),a.begin()+SZ(c)));
86 }
87 };
88
89 int main() {
90     for (scanf("%d",&_);_>0;_--) {
91         scanf("%d",&n);
92         printf("%d\n",linear_seq::gao(VI{1,4,9,16,25,36,49,64,81},n-1));
93     }
94 }

```

1.1 Fast Power

```

1  typedef long long ll;
2  void add(ll &a,ll b,ll mod){
3      a+=b;
4      a%=mod;
5  }
6  ll mul_mod(ll a,ll b,ll mod){
7      ll res=0;
8      while(b){
9          if(b&1)add(res,a,mod);
10         add(a,a,mod);
11         b>>=1;
12     }
13     return res;
14 }
15 /*
16 ll mul_mod(ll a,ll b,ll mod){
17     a%=mod;

```

```

18     b%=mod;
19     ll c=(long double)a*b/mod;
20     ll ans=a*b-c*mod;
21     if(ans<0)ans+=mod;
22     else if(ans>mod)ans-=mod;
23     return ans;
24 }
25 */
26 ll pow_mod(ll a,ll b,ll mod){//a^b
27     ll res=1%mod;
28     while(b){
29         if(b&1)res=mul_mod(res,a,mod);
30         a=mul_mod(a,a,mod);
31         b>>=1;
32     }
33     return res;
34 }

```

1.2 Basic Number Theory

1.2.1 Extended Euclidean

```

1 typedef long long ll;
2 //__gcd(a,b);
3 ll gcd(ll a,ll b){return b==0?a:gcd(b,a%b);}
4 ll exgcd(ll a,ll b,ll &x,ll &y){
5     ll d=a;
6     if(b)d=exgcd(b,a%b,y,x),y-=x*(a/b);
7     else x=1,y=0;
8     return d;
9 }

```

1.2.2 Multiplicative Inverse Modulo

```

1 ll inv(ll a,ll m){
2     ll x,y;
3     ll d=exgcd(a,m,x,y);
4     return d==1?(x+m)%m:-1;
5 }
6 ll inv(ll a,ll m){
7     return pow_mod(a,m-2,m);
8 }
9 int p=37;
10 inv[1]=1;
11 for(int i=2;i<=40;i++){
12     inv[i]=(p-(p/i))*inv[p%i]%p;
13 }
14 //fact invfact
15 int fact[MAXN];
16 int invfact[MAXN];
17 ll pow_mod(ll a,ll b){
18     ll res=1;
19     while(b){
20         if(b&1)res=res*a%MOD;
21         a=a*a%MOD;
22         b>>=1;
23     }
24     return res;

```

```

25 }
26 ll fun(ll n, ll m){
27     return (1LL*fact[n]*invfact[m])%MOD*invfact[n-m]%MOD;
28 }
29 int n=100000;
30 fact[0]=1;
31 for(int i=1;i<=n;i++){
32     fact[i]=1LL*fact[i-1]*i%MOD;
33 }
34 invfact[n]=pow_mod(fact[n],MOD-2);
35 for(int i=n;i>=1;i--){
36     invfact[i-1]=1LL*invfact[i]*i%MOD;
37 }

```

1.3 Euler phi

1.3.1 Euler

```

1  #include<bits/stdc++.h>
2  using namespace std;
3  typedef long long ll;
4  const int MAXN=10000;
5  int phi[MAXN];
6  int phi1(int n){
7      int res=n;
8      for(int i=2;i*i<=n;i++){
9          if(n%i==0){
10             res=res/i*(i-1);
11             for(;n%i==0;n/=i);
12         }
13     }
14     if(n!=1) res=res/n*(n-1);
15     return res;
16 }
17 void phi2(int n){
18     for(int i=0;i<=n;i++) phi[i]=i;
19     for(int i=2;i<=n;i++)
20         if(phi[i]==i)
21             for(int j=i;j<=n;j+=i) phi[j]=phi[j]/i*(i-1);
22 }
23 int main(){
24     phi2(100);
25     for(int i=1;i<=100;i++)cout<<phi1(i)<<" "<<phi[i]<<endl;
26     return 0;
27 }

```

1.4 Prime

1.4.1 Miller Rabin

```

1  //using Fast Power
2  bool Miller_Rabin(ll n, int s){//s is testing frequency . true -> n is prime
3      if (n == 2) return 1;
4      if (n < 2 || !(n & 1)) return 0;
5      int t = 0;
6      ll x, y, u = n - 1;
7      while ((u & 1) == 0) t++, u >>= 1;
8      for (int i = 0; i < s; i++){

```



```

9      ll a = rand() % (n - 1) + 1;
10     ll x = pow_mod(a, u, n);
11     for (int j = 0; j < t; j++){
12         ll y = mul_mod(x, x, n);
13         if (y == 1 && x != 1 && x != n - 1) return 0;
14         x = y;
15     }
16     if (x != 1) return 0;
17 }
18 return 1;
19 }

```

1.4.2 Eratosthenes Sieve

```

1  #define rep(i,a,b) for(int i=a;i<=b;i++)
2  const int MAXN=1e5+5;
3  int prime[MAXN]; //1 base
4  bool is_prime[MAXN];
5  int sieve(int n){
6      int cnt=0;
7      rep(i,0,n)is_prime[i]=true;
8      is_prime[0]=is_prime[1]=false;
9      rep(i,2,n){
10         if(is_prime[i]){
11             prime[++cnt]=i;
12             for(int j=i;j<=n/i;j++)is_prime[i*j]=false;
13         }
14     }
15     return cnt;
16 }

```

1.4.3 Segment Sieve

```

1  const int MAXN=1e6+5;
2  //[a,b)
3  bool is_prime[MAXN];
4  bool is_prime_small[MAXN];
5  ll prime[MAXN]; //1 base
6  int segment_sieve(ll a,ll b){
7      int cnt=0;
8      for(int i=0;1LL*i*i<b;i++)is_prime_small[i]=true;
9      is_prime_small[0]=is_prime_small[1]=false;
10     for(int i=0;i<b-a;i++)is_prime[i]=true;
11     if(a==1)is_prime[0]=false;
12     for(int i=2;1LL*i*i<b;i++){
13         if(is_prime_small[i]){
14             for(int j=2*i;1LL*j*j<b;j+=i)is_prime_small[j]=false; // [2, sqrt(b))
15             for(ll j=max(2LL,(a+i-1)/i)*i;j<b;j+=i)is_prime[j-a]=false;
16         }
17     }
18     //[a,b) [0,b-a)
19     for(ll i=0;i<b-a;i++){
20         if(is_prime[i])prime[++cnt]=i+a;
21     }
22     return cnt;
23 }

```

1.4.4 primesON

```

1  const int MAXN=2e5+10;
2  int v[MAXN],prime[MAXN];
3  int cnt;
4  void primes(int n){
5      memset(v,0,sizeof(v));
6      cnt=0;
7      for(int i=2;i<=n;i++){
8          if(v[i]==0){
9              v[i]=i;
10             prime[++cnt]=i;
11         }
12         for(int j=1;j<=cnt;j++){
13             if(prime[j]>v[i]||prime[j]>n/i)break;
14             v[i*prime[j]]=prime[j];
15         }
16     }
17 }

```

1.4.5 divide

```

1  // Vijos 1786
2  const int MAXN=1e5+10;
3  int cnt;
4  int num[MAXN];
5  int p[MAXN];
6  void divide(int n){
7      cnt=0;
8      for(int i=2;1LL*i*i<=n;i++){
9          if(n%i==0){
10             p[++cnt]=i,num[cnt]=0;
11         }
12         while(n%i==0)n/=i,num[cnt]++;
13     }
14     if(n>1){
15         p[++cnt]=n,num[cnt]=1;
16     }
17 }
18 int main(){
19     int n;
20     scanf("%d",&n);
21     divide(n);
22     printf("%d",p[2]);
23     return 0;
24 }

```

1.4.6 fact

```

1  int main(){
2      int n;
3      scanf("%d",&n);
4      primes(n);
5      for(int i=1;i<=cnt;i++){
6          int p=prime[i],c=0;
7          for(int j=n;j/=p)c+=j/p;
8          printf("%d %d\n",p,c);

```

```

9     }
10    return 0;
11 }

```

1.5 Matrix

```

1  //hdu 1005
2  #include <cstdio>
3  #include <algorithm>
4  #include <iostream>
5  using namespace std;
6  const int MOD = 7;
7  struct Matrix {
8      long long a[2][2];
9  };
10 Matrix operator*(const Matrix& lhs, const Matrix& rhs) {
11     Matrix ret;
12     for (int i = 0; i < 2; ++i) {
13         for (int j = 0; j < 2; ++j) {
14             ret.a[i][j] = 0;
15             for (int k = 0; k < 2; ++k) {
16                 ret.a[i][j] += lhs.a[i][k] * rhs.a[k][j];
17             }
18             ret.a[i][j] %= MOD;
19         }
20     }
21     return ret;
22 }
23 int main(){
24     int a,b,n;
25     while(~scanf("%d%d%d",&a,&b,&n)){
26         if(a==0&&b==0&&n==0)break;
27         Matrix x,y;
28         x.a[0][0]=0;
29         x.a[0][1]=1;
30         x.a[1][0]=b;
31         x.a[1][1]=a;
32         y.a[0][1]=y.a[1][1]=0;
33         y.a[0][0]=y.a[1][0]=1;
34         if(n<=2){
35             puts("1");
36             continue;
37         }
38         n-=2;
39         while(n>0){
40             if(n&1)y=x*y;
41             x=x*x;
42             n>>=1;
43         }
44         printf("%lld\n",y.a[1][0]%MOD);
45     }
46
47     return 0;
48 }

```

1.5.1 pointchanging

```

1  #include<bits/stdc++.h>
2  using namespace std;
3  const double PI=acos(-1.0);
4  struct Matrix{
5      double a[3][3];
6      void init(){
7          for(int i=0;i<3;i++){
8              for(int j=0;j<3;j++){
9                  a[i][j]=0;
10             }
11         }
12     }
13     void print(){
14         for(int i=0;i<3;i++){
15             for(int j=0;j<3;j++){
16                 cout<<a[i][j]<<" ";
17             }
18             cout<<endl;
19         }
20         cout<<"-----"<<endl;
21     }
22 };
23 Matrix operator*(const Matrix& lhs,const Matrix& rhs){
24     Matrix res;
25     res.init();
26     for(int i=0;i<3;i++){
27         for(int j=0;j<3;j++){
28             for(int k=0;k<3;k++){
29                 res.a[i][j]+=lhs.a[i][k]*rhs.a[k][j];
30             }
31         }
32     }
33     return res;
34 }
35 const int MAXN=1e4+10;
36 double x[MAXN],y[MAXN];
37 int main(){
38
39     int n,m;
40     scanf("%d%d",&n,&m);
41     for(int i=1;i<=n;i++){
42         scanf("%lf%lf",&x[i],&y[i]);
43     }
44     Matrix base;
45     base.init();
46     base.a[0][0]=base.a[1][1]=base.a[2][2]=1;
47     char op[3];
48     Matrix now;
49     while(m--){
50         scanf("%s",op);
51         now.init();
52         if(op[0]=='X'){
53             now.a[0][0]=1;
54             now.a[1][1]=-1;
55             now.a[2][2]=1;
56         }else if(op[0]=='Y'){
57             now.a[0][0]=-1;
58             now.a[1][1]=1;
59             now.a[2][2]=1;

```

```

60     }else if(op[0]=='M'){
61         double p,q;
62         scanf("%lf%lf",&p,&q);
63         now.a[0][0]=1;
64         now.a[1][1]=1;
65         now.a[2][2]=1;
66         now.a[0][2]=p;
67         now.a[1][2]=q;
68     }else if(op[0]=='S'){
69         double L;
70         scanf("%lf",&L);
71         now.a[0][0]=L;
72         now.a[1][1]=L;
73         now.a[2][2]=1;
74     }else if(op[0]=='R'){
75         double r;
76         scanf("%lf",&r);
77         r=r/180*PI;
78         now.a[0][0]=cos(r);
79         now.a[0][1]=-sin(r);
80         now.a[1][0]=sin(r);
81         now.a[1][1]=cos(r);
82         now.a[2][2]=1;
83     }
84     base=now*base;
85 }
86
87 for(int i=1;i<=n;i++){
88     Matrix ans;
89     ans.init();
90     ans.a[0][0]=x[i];
91     ans.a[1][0]=y[i];
92     ans.a[2][0]=1;
93     ans=base*ans;
94     printf("%.1f %.1f\n",ans.a[0][0],ans.a[1][0]);
95 }
96 return 0;
97 }

```

1.6 Combinatorics

1.6.1 Combination

```

1 //2^n-C(0,n)...C(k-1,n)=C(k,n)+...+C(n,n)
2 //2017 EC A
3 #include<bits/stdc++.h>
4 using namespace std;
5 typedef long long ll;
6 const int MOD=1000000007;
7 const int MAXN=1e5+10;
8 ll cnk[MAXN],inv[MAXN];
9 ll pow_mod(ll a,ll b){
10     ll res=1;
11     while(b){
12         if(b&1)res=res*a%MOD;
13         a=a*a%MOD;
14         b>>=1;
15     }
16     return res;

```

```

17 }
18 int main(){
19     int T;
20     scanf("%d",&T);
21     int kase=0;
22     while(T--){
23         int n,k;
24         scanf("%d%d",&n,&k);
25         ll a=pow_mod(2,n);
26         int p=MOD;
27         inv[1]=1;
28         for(int i=2;i<=k;i++){
29             inv[i]=1LL*(p-p/i)*inv[p/i]%p;
30         }
31         cnk[0]=1;
32         ll ans=cnk[0];
33         for(int i=1;i<k;i++){
34             cnk[i]=cnk[i-1]*(n-i+1)%MOD*inv[i]%MOD;
35             ans+=cnk[i];
36             if(ans>MOD)ans-=MOD;
37         }
38         ans=(a-ans+MOD)%MOD;
39         printf("Case #d: %I64d\n",++kase,ans);
40     }
41     return 0;
42 }

```

1.7 SumRemainder

```

1 //cf 616 E
2 const int MOD=1e9+7;
3 int main(){
4     ll n,k,ans;
5     scanf("%lld%lld",&k,&n);
6     ans=n%MOD*(k%MOD);
7     ans%=MOD;
8     ll inv2=MOD-MOD/2;
9     for(ll x=1,gx;x<=n;x=gx+1){
10         gx=k/x?min(k/(k/x),n):n;
11         ans-=((k/x)%MOD*((x+gx)%MOD)%MOD*((gx-x+1)%MOD)%MOD*inv2)%MOD;
12         if(ans<0)ans+=MOD;
13     }
14     printf("%lld",ans);
15     return 0;
16 }

```

2 String Processing

2.1 KMP

```

1 //hihocoder 1015
2 const int MAXN=1e4+10;
3 const int MAXM=1e6+10;
4 char a[MAXN];
5 char b[MAXM];
6 int nxt[MAXN];
7 int f[MAXM];
8 int n,m;
9 void initkmp(){
10     n=strlen(a);
11     nxt[0]=-1;
12     for(int i=1,j=-1;i<n;i++){
13         while(j>-1&&a[i]!=a[j+1])j=nxt[j];
14         if(a[i]==a[j+1])j++;
15         nxt[i]=j;
16     }
17 }
18 int kmp(){
19     initkmp();
20     int res=0;
21     m=strlen(b);
22     for(int i=0,j=-1;i<m;i++){
23         while(j>-1&&(j==(n-1)||b[i]!=a[j+1]))j=nxt[j];
24         if(b[i]==a[j+1])j++;
25         f[i]=j;
26         if(f[i]==n-1)res++;
27     }
28     return res;
29 }
30 int main(){
31     int T;
32     scanf("%d",&T);
33     while(T--){
34         scanf("%s%s",&a,&b);
35         printf("%d\n",kmp());
36     }
37     return 0;
38 }

```

2.2 Trie

```

1 //CH 1601
2 const int MAXN=1e6+10;
3 int trie[MAXN][26];
4 int tot=1;
5 int cnt[MAXN];
6 void Insert(char* str){
7     int len=strlen(str);
8     int p=1;
9     for(int i=0;i<len;i++){
10         int ch=str[i]-'a';
11         if(trie[p][ch]==0)trie[p][ch]=++tot;
12         p=trie[p][ch];
13     }

```

```

14     cnt[p]++;
15 }
16 int query(char* str){
17     int len=strlen(str);
18     int p=1;
19     int ans=0;
20     for(int i=0;i<len;i++){
21         int ch=str[i]-'a';
22         if(trie[p][ch]==0)break;
23         p=trie[p][ch];
24         ans+=cnt[p];
25     }
26     return ans;
27 }
28 char ss[MAXN];
29 int main(){
30     int n,m;
31     scanf("%d%d",&n,&m);
32     for(int i=1;i<=n;i++){
33         scanf("%s",ss);
34         Insert(ss);
35     }
36     while(m--){
37         scanf("%s",ss);
38         printf("%d\n",query(ss));
39     }
40     return 0;
41 }
42 // max xor CH 1602
43 const int MAXN=2e6+10;
44 int trie[MAXN][2];
45 int tot=1;
46 void Insert(int x){
47     int p=1;
48     for(int i=30;i>=0;i--){
49         int w=(x>>i)&1;
50         if(trie[p][w]==0)trie[p][w]=++tot;
51         p=trie[p][w];
52     }
53 }
54 int query(int x){
55     int p=1;
56     int ans=0;
57     for(int i=30;i>=0;i--){
58         int w=(x>>i)&1;
59         if(trie[p][w^1]!=0){
60             p=trie[p][w^1];
61             ans+=1<<i;
62         }else{
63             p=trie[p][w];
64         }
65     }
66     return ans;
67 }
68 int main(){
69     int n;
70     scanf("%d",&n);
71     int x;
72     scanf("%d",&x);

```



```

73     Insert(x);
74     int ans=0;
75     for(int i=2;i<=n;i++){
76         scanf("%d",&x);
77         ans=max(ans,query(x));
78         Insert(x);
79     }
80     printf("%d",ans);
81     return 0;
82 }

```

2.3 Manacher

```

1  //hihocoder 1032
2  const int MAXN=2e6+10;//more than 2 times !
3  char s[MAXN],str[MAXN];
4  int len1,len2,p[MAXN];
5  void init(){
6      str[0]='$';
7      str[1]='#';
8      rep(i,0,len1){
9          str[i*2+2]=s[i];
10         str[i*2+3]='#';
11     }
12     len2=len1*2+2;
13     str[len2]='*';
14 }
15 int manacher(){
16     int id=0,mx=0,ans=0;
17     rep(i,1,len2-1){
18         if(mx>i)p[i]=min(p[2*id-i],mx-i);
19         else p[i]=1;
20         while(str[i+p[i]]==str[i-p[i]])p[i]++;
21         if(i+p[i]>mx){
22             mx=i+p[i];
23             id=i;
24         }
25         ans=max(ans,p[i]);
26     }
27     return ans-1;
28 }
29 int work(){
30     int T;
31     scanf("%d",&T);
32     while(T--){
33         scanf("%s",s);
34         len1=strlen(s);
35         init();
36         printf("%d\n",manacher());
37     }
38     return 0;
39 }

```

2.4 SaHash

```

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

```

```

3  typedef unsigned long long ull;
4  const int MAXN=3e5+10;
5  const int P=131;
6  char s[MAXN];
7  int len;
8  ull base[MAXN];
9  ull f[MAXN];
10 int sa[MAXN],height[MAXN];
11 ull H(int l,int r){
12     return f[r]-f[l-1]*base[r-l+1];
13 }
14 int lcp(int x,int y){
15     int l=0,r=min(len-x+1,len-y+1),ans=0;
16     while(l<=r){
17         int mid=(l+r)>>1;
18         if(H(x,x+mid-1)==H(y,y+mid-1)){
19             ans=mid;
20             l=mid+1;
21         }else{
22             r=mid-1;
23         }
24     }
25     return ans;
26 }
27 bool cmp(int x,int y){
28     int d=lcp(x,y);
29     return s[x+d]<s[y+d];
30 }
31 void calc_height(){
32     for(int i=2;i<=len;i++){
33         height[i]=lcp(sa[i-1],sa[i]);
34     }
35 }
36 int main(){
37     scanf("%s",s+1);
38     len=strlen(s+1);
39     base[0]=1;
40     for(int i=1;i<=len;i++){
41         sa[i]=i;
42         base[i]=base[i-1]*P;
43         f[i]=f[i-1]*P+(s[i]-'a'+1);
44     }
45     sort(sa+1,sa+1+len,cmp);
46     calc_height();
47     for(int i=1;i<=len;i++){
48         printf("%d%c",sa[i]-1," \n"[i==len]);
49     }
50     for(int i=1;i<=len;i++){
51         printf("%d%c",height[i]," \n"[i==len]);
52     }
53     return 0;
54 }

```

2.5 SA

```

1  const int MAXN=2e5+10;
2  const int INF=0x3f3f3f3f;
3  int a[MAXN],sa[MAXN],rk[MAXN],fir[MAXN],sec[MAXN],c[MAXN],h[MAXN];

```

```

4  int lg[MAXN],g[MAXN][22];
5  char str[MAXN];
6  int len;
7  bool cmp(int i,int j,int k){
8      return sec[i]==sec[j]&&sec[i+k]==sec[j+k];
9  }
10 void sufarr(int n,int m){
11     int i,p,l;
12     rep(i,0,m-1)c[i]=0;
13     rep(i,0,n-1)c[rk[i]=a[i]]++;
14     rep(i,1,m-1)c[i]+=c[i-1];
15     per(i,n-1,0)sa[--c[a[i]]]=i;
16     for(l=p=1;p<n;l*=2,m=p){
17         for(p=0,i=n-l;i<n;i++)sec[p++]=i;
18         rep(i,0,n-1)if(sa[i]>=l)sec[p++]=sa[i]-l;
19         rep(i,0,n-1)fir[i]=rk[sec[i]];
20         rep(i,0,m-1)c[i]=0;
21         rep(i,0,n-1)c[fir[i]]++;
22         rep(i,1,m-1)c[i]+=c[i-1];
23         per(i,n-1,0)sa[--c[fir[i]]] = sec[i];
24         memcpy(sec,rk,sizeof(rk));
25         rk[sa[0]]=0;
26         for(i=p+1;i<n;i++)rk[sa[i]]=cmp(sa[i],sa[i-1],l)?p-1:p++;
27     }
28 }
29 void calh(){
30     int i,j,k=0;
31     rep(i,1,len)rk[sa[i]]=i;
32     for(i=0;i<len;h[rk[i++]]=k)
33         for (k?k--:0,j=sa[rk[i]-1];a[i+k]==a[j+k];k++);
34 }
35 void get_rmq(){
36     lg[1]=0;
37     for(int i=2;i<=len;++i)lg[i]=lg[i>>1]+1;
38     memset(g,0x7f,sizeof(g));
39     rep(i,1,len)g[i][0]=h[i];
40     for(int j=1;j<=lg[len];j++){
41         for(int i=1;i<=len;i++){
42             g[i][j]=min(g[i][j-1],g[i+(1<<(j-1))][j-1]);
43         }
44     }
45 }
46 int query(int x,int y){
47     int w=y-x+1;
48     return min(g[x][lg[w]],g[y-(1<<lg[w])+1][lg[w]]);
49 }
50 int lcp(int x,int y){
51     int l=min(rk[x],rk[y])+1;
52     int r=max(rk[x],rk[y]);
53     return query(l,r);
54 }
55 int main(){
56     scanf("%s",str);
57     len=strlen(str);
58     rep(i,0,len-1)a[i]=str[i]-'a'+1;
59     a[len]=0;
60     sufarr(len+1,30);
61     calh();
62     get_rmq();

```

```

63     int ans=0;
64     rep(j,1,len){
65         for(int i=1;i+j<=len;i+=j){
66             int w=lcp(i,i+j);
67             ans=max(ans,w/j+1);
68             if(i>=j-w*j)ans=max(ans,lcp(i-j+w*j,i+w*j)/j+1);
69         }
70     }
71     printf("%d",ans);
72     return 0;
73 }

```

2.6 HashString

```

1  //poj 3974
2  #include<cstdio>
3  #include<algorithm>
4  #include<cstring>
5  using namespace std;
6  typedef unsigned long long ull;
7  const int MAXN=1e6+10;
8  char s[MAXN];
9  ull a[MAXN];
10 ull b[MAXN];
11 ull base[MAXN];
12 inline ull H(int i, int j) {
13     return (a[j] - a[i - 1] * base[j - i + 1]);
14 }
15 inline ull H2(int i, int j) {
16     return (b[j + 1] - b[i] * base[j - i + 1]);
17 }
18 int main(){
19     base[0]=1;
20     for(int i=1;i<MAXN;i++){
21         base[i]=base[i-1]*131;
22     }
23     int kase=0;
24     for(;;){
25         scanf("%s",s+1);
26         if(s[1]=='E')break;
27         int len=strlen(s+1);
28         a[0]=b[len+1]=0;
29         for(int i=1;i<=len;i++){
30             a[i]=a[i-1]*131+s[i]-'a';
31         }
32         for(int i=len;i>=1;i--){
33             b[i]=b[i+1]*131+s[i]-'a';
34         }
35         int ans=1;
36         for(int pos=1;pos<=len;pos++){
37             int l=1,r=min(pos-1,len-pos);
38             while(l<=r){
39                 int mid=(l+r)>>1;
40                 if(H(pos-mid,pos-1)==H2(pos+1,pos+mid)){
41                     ans=max(2*mid+1,ans);
42                     l=mid+1;
43                 }else{
44                     r=mid-1;

```

```

45         }
46     }
47     l=1,r=min(pos-1,len-pos+1);
48     while(l<=r){
49         int mid=(l+r)>>1;
50         if(H(pos-mid,pos-1)==H2(pos,pos+mid-1)){
51             ans=max(2*mid,ans);
52             l=mid+1;
53         }else{
54             r=mid-1;
55         }
56     }
57 }
58 printf("Case %d: ",++kase);
59 printf("%d\n",ans);
60 }
61 return 0;
62 }

```

2.7 Lexorder

```

1  const int MAXN=2e6+100;
2  char a[MAXN],b[MAXN];
3  int Lexorder(char *s){
4      int n=strlen(s+1);
5      for(int i=1;i<=n;i++)s[n+i]=s[i];
6      int i=1,j=2,k;
7      while(i<=n&&j<=n){
8          for(k=0;k<=n&&s[i+k]==s[j+k];k++);
9          if(k==n)break;///"aaaaa"
10         if(s[i+k]>s[j+k]){
11             i=i+k+1;
12             if(i==j)i++;
13         }else{
14             j=j+k+1;
15             if(i==j)j++;
16         }
17     }
18     return min(i,j);
19 }
20 int main(){
21     scanf("%s%s",a+1,b+1);
22     int n=strlen(a+1);
23     int x=Lexorder(a);
24     int y=Lexorder(b);
25     for(int i=0;i<n;i++){
26         int xx=x+i;
27         int yy=y+i;
28         if(a[xx]!=b[yy]){
29             puts("No");
30             return 0;
31         }
32     }
33     puts("Yes");
34     for(int i=0;i<n;i++){
35         int xx=x+i;
36         putchar(a[xx]);
37     }

```

```

38     return 0;
39 }

```

2.8 Zalgorithm

```

1  const int MAXN=2e6+100;
2  int z[MAXN];
3  char a[MAXN];
4  void z_algorithm(char *a,int len){
5      z[0]=len;
6      for(int i=1,j=1,k;i<len;i=k){
7          if(j<i)j=i;
8          while(j<len && a[j]==a[j-i])++j;
9          z[i]=j-i;
10         k=i+1;
11         while(k+z[k-i]<j)z[k]=z[k-i],++k;
12     }
13 }
14 int main(){
15     /*
16     b a b $ a b a b a b
17     10 0 1 0 0 3 0 3 0 1
18     */
19     scanf("%s",a);
20     int n=strlen(a);
21     z_algorithm(a,n);
22     for(int i=0;i<n;i++){
23         printf("%d ",z[i]," \n"[i==n-1]);
24     }
25     return 0;
26 }

```

2.9 ACM

```

1  const int MAXN=1e6+10;
2  struct Trie{
3      static const int SZ=26;
4      static const int MAXL=1e6+10;
5      int nxt[MAXL][SZ],f[MAXL],e[MAXL];
6      int rt,tot;
7      int newnode(){
8          tot++;
9          for(int i=0;i<SZ;i++){
10             nxt[tot][i]=-1;
11         }
12         e[tot]=0;
13         return tot;
14     }
15     void init(){
16         tot=0;
17         rt=newnode();
18     }
19     void add(char *buf){
20         int len=strlen(buf);
21         int p=rt;
22         for(int i=0;i<len;i++){
23             int x=buf[i]-'a';

```

```

24         if(nxt[p][x]==-1)nxt[p][x]=newnode();
25         p=nxt[p][x];
26     }
27     e[p]++;
28 }
29 void build(){
30     queue<int> que;
31     f[rt]=rt;
32     for(int i=0;i<SZ;i++){
33         if(nxt[rt][i]==-1){
34             nxt[rt][i]=rt;
35         }else{
36             f[nxt[rt][i]]=rt;
37             que.push(nxt[rt][i]);
38         }
39     }
40     while(!que.empty()){
41         int p=que.front();
42         que.pop();
43         for(int i=0;i<SZ;i++){
44             if(nxt[p][i]==-1){
45                 nxt[p][i]=nxt[f[p]][i];
46             }else{
47                 f[nxt[p][i]]=nxt[f[p]][i];
48                 que.push(nxt[p][i]);
49             }
50         }
51     }
52 }
53 int query(char *buf){
54     int len=strlen(buf);
55     int p=rt;
56     int res=0;
57     for(int i=0;i<len;i++){
58         int x=buf[i]-'a';
59         p=nxt[p][x];
60         int tmp=p;
61         while(tmp!=rt){
62             if(e[tmp]==-1)break;
63             res+=e[tmp];
64             e[tmp]=-1;
65             tmp=f[tmp];
66         }
67     }
68     return res;
69 }
70 }AC;
71 char s[MAXN];
72 int main(){
73     int T;
74     scanf("%d",&T);
75     while(T--){
76         int n;
77         scanf("%d",&n);
78         AC.init();
79         while(n--){
80             scanf("%s",s);
81             AC.add(s);
82         }

```

```
83     AC.build();
84     scanf("%s",s);
85     printf("%d\n",AC.query(s));
86 }
87 return 0;
88 }
```


3 Data Structure

3.1 other

3.1.1 QuickSelect

```

1 anytype QuickSelect(anytype arr[],int l,int r,int k){
2     int i=l,j=r,mid=arr[(i+j)>>1];
3     while(i<=j){
4         while(arr[i]<mid)i++;
5         while(arr[j]>mid)j--;
6         if(i<=j){
7             swap(arr[i],arr[j]);
8             i++;
9             j--;
10        }
11    }
12    if(l<j&&k<=j)return QuickSelect(arr,l,j,k);
13    if(i<r&&k>=i)return QuickSelect(arr,i,r,k);
14    return arr[k];
15 }
```

3.1.2 mergingsort

```

1 //hdu 1394
2 const int MAXN=5005;
3 int n;
4 vi A;
5 int x[MAXN];
6 int merging(vi &a){
7     int n=SZ(a);
8     if(n<=1)return 0;
9     int cnt=0;
10    vi b(a.begin(),a.begin()+n/2);
11    vi c(a.begin()+n/2,a.end());
12    cnt+=merging(b);
13    cnt+=merging(c);
14    int ai=0,bi=0,ci=0;
15    while(ai<n){
16        if(bi<SZ(b)&&(ci==SZ(c)||b[bi]<=c[ci])){
17            a[ai++]=b[bi++];
18        }else{
19            cnt+=n/2-bi;
20            a[ai++]=c[ci++];
21        }
22    }
23    return cnt;
24 }
25 int work(){
26     while(~scanf("%d",&n)){
27         A.clear();
28         rep(i,1,n)scanf("%d",&x[i]),A.pb(x[i]);
29         int sum=merging(A);
30         int res=sum;
31         rep(i,1,n){
32             sum=sum-x[i]+(n-1-x[i]);
33             res=min(res,sum);
34         }
35         printf("%d\n",res);
36     }
```

```

36     }
37     return 0;
38 }

```

3.1.3 pbds

```

1  //cf 1042d
2  #include<bits/stdc++.h>
3  #include<ext/pb_ds/assoc_container.hpp>
4  using namespace std;
5  using namespace __gnu_pbds;
6  typedef long long ll;
7  tree<pair<ll,int>,null_type,less<pair<ll,int> >,rb_tree_tag,
   tree_order_statistics_node_update > rbt;
8  int main(){
9      int n;
10     ll t;
11     scanf("%d%I64d",&n,&t);
12     rbt.insert({0,0});
13     ll now=0,ans=0;
14     for(int i=1;i<=n;i++){
15         ll x;
16         scanf("%I64d",&x);
17         now+=x;
18         ans+=i-rbt.order_of_key({now-t,n+1});
19         rbt.insert({now,i});
20     }
21     printf("%I64d",ans);
22     return 0;
23 }

```

3.1.4 stack

```

1  //poj 2559
2  #include<cstdio>
3  #include<algorithm>
4  using namespace std;
5  typedef long long ll;
6  const int MAXN=1e5+10;
7  int a[MAXN];
8  int w[MAXN];
9  int stk[MAXN];
10 int top;
11 int main(){
12     int n;
13     while(scanf("%d",&n),n){
14         ll ans=0;
15         top=0;
16         stk[top]=0;
17         for(int i=1;i<=n+1;i++){
18             if(i<=n)scanf("%d",&a[i]);
19             else a[i]=0;
20             if(a[i]>a[stk[top]]){
21                 stk[++top]=i;
22                 w[top]=1;
23             }else{
24                 int width=0;
25                 while(a[i]<a[stk[top]]){

```

```

26         width+=w[top];
27         ans=max(ans,1LL*a[stk[top]]*width);
28         top--;
29     }
30     stk[++top]=i;
31     w[top]=width+1;
32 }
33 }
34 printf("%lld\n",ans);
35 }
36 return 0;
37 }

```

3.1.5 queue

```

1 //ch 1201
2 #include<bits/stdc++.h>
3 using namespace std;
4 typedef long long ll;
5 const int MAXN=3e5+10;
6 ll sum[MAXN];
7 int que[MAXN];
8 int st,ed;
9 int main(){
10     int n,m;
11     scanf("%d%d",&n,&m);
12     sum[0]=0;
13     st=ed=0;
14     que[ed++]=0;
15     ll ans=0;
16     for(int i=1;i<=n;i++){
17         scanf("%lld",&sum[i]);
18         sum[i]+=sum[i-1];
19         while(i-que[st]>m){
20             st++;
21         }
22         ans=max(ans,sum[i]-sum[que[st]]);
23         while(st!=ed&&sum[que[ed-1]]>=sum[i]){
24             ed--;
25         }
26         que[ed++]=i;
27     }
28     printf("%lld",ans);
29     return 0;
30 }

```

3.2 Binary Indexed Tree

```

1 //add(pos,a) sum(r)-sum(l-1)
2 //add(l,a) add(r+1,-a) sum(pos)
3 const int MAXN=100000;
4 struct BIT{
5     int n;
6     ll c[MAXN<<1];
7     void init(int _n){
8         n=_n;
9         rep(i,0,n)c[i]=0;

```

```

10     }
11     void update(int i,ll v){
12         for(;i<=n;i+=i&-i)c[i]+=v;
13     }
14     ll query(int i){
15         ll s=0;
16         for(;i; i-=i&-i)s+=c[i];
17         return s;
18     }
19     int findpos(ll v){// >=v,if can't find ,return n+1;
20         ll sum=0;
21         int pos=0;
22         int i=1;
23         for(;i<n;i<=1);
24         for(;i;i>=1){
25             if(pos+i<=n&&sum+c[pos+i]<v){
26                 sum+=c[pos+i];
27                 pos+=i;
28             }
29         }
30         return pos+1;
31     }
32 }bit;

```

3.2.1 poj3468

$$a_i = \sum_{j=1}^x d_j$$

$$\sum_{i=1}^x a_i = \sum_{i=1}^x \sum_{j=1}^i d_j = \sum_{i=1}^x (x-i+1)d_i$$

$$\sum_{i=1}^x a_i = (x+1) \sum_{i=1}^x d_i - \sum_{i=1}^x d_i \times i$$

```

1  const int MAXN=1e5+5;
2  int n,q,x,y,z;
3  long long c1[MAXN],c2[MAXN];
4  void add(int x,int y){
5      for(int i=x;i<=n;i+=i&(-i))c1[i]+=y,c2[i]+=1LL*x*y;
6  }
7  ll sum(int x){
8      ll ans(0);
9      for(int i=x;i; i-=i&(-i))ans+=1LL*(x+1)*c1[i]-c2[i];
10     return ans;
11 }
12 char op[5];
13 int work(){
14     scanf("%d%d",&n,&q);
15     int a1,a2;
16     a1=0;
17     rep(i,1,n){
18         scanf("%d",&a2);
19         add(i,a2-a1);
20         a1=a2;
21     }
22     while(q--){
23         scanf("%s",op);
24         if(op[0]=='Q'){
25             scanf("%d%d%d",&x,&y,&z);
26             printf("%lld\n",sum(y)-sum(x-1));
27         }else{

```

```

28         scanf("%d%d%d",&x,&y,&z);
29         add(x,z);
30         add(y+1,-z);
31     }
32 }
33 return 0;
34 }

```

3.3 Segment Tree

```

1 #define lson rt<<1
2 #define rson rt<<1|1
3 #define le l,m,lson
4 #define ri m+1,r,rson
5 #define mid m=(l+r)>>1

```

3.3.1 Single-point Update

```

1 const int MAXN=5e4+5;
2 int sum[MAXN<<2];
3 void push_up(int rt){
4     sum[rt]=sum[lson]+sum[rson];
5 }
6 void build(int l,int r,int rt){
7     if(l==r){
8         scanf("%d",&sum[rt]);
9         return;
10    }
11    int mid;
12    build(le);
13    build(ri);
14    push_up(rt);
15 }
16 void update(int p,int v,int l,int r,int rt){
17     if(l==r){
18         sum[rt]+=v;
19         return;
20    }
21    int mid;
22    if(p<=m)update(p,v,le);
23    else update(p,v,ri);
24    push_up(rt);
25 }
26 int query(int L,int R,int l,int r,int rt){
27     if(L<=l&&r<=R){
28         return sum[rt];
29    }
30    int mid;
31    int ret=0;
32    if(L<=m)ret+=query(L,R,le);
33    if(R>m)ret+=query(L,R,ri);
34    return ret;
35 }

```

3.3.2 Interval Update

```

1  const int MAXN=1e5+5;
2  ll lazy[MAXN<<2];
3  ll tree[MAXN<<2];
4  void push_up(int rt){
5      tree[rt]=tree[lson]+tree[rson];
6  }
7  void push_down(int rt,int m){
8      ll w=lazy[rt];
9      if(w){
10         lazy[lson]+=w;
11         lazy[rson]+=w;
12         tree[lson]+=w*(m-(m>>1));
13         tree[rson]+=w*(m>>1);
14         lazy[rt]=0;
15     }
16 }
17 void build(int l,int r,int rt){
18     lazy[rt]=0;
19     if(l==r){
20         scanf("%lld",&tree[rt]);
21         return;
22     }
23     int mid;
24     build(le);
25     build(ri);
26     push_up(rt);
27 }
28 void update(int L,int R,int v,int l,int r,int rt){
29     if(L<=l&&r<=R){
30         lazy[rt]+=v;
31         tree[rt]+=1ll*v*(r-l+1);
32         return;
33     }
34     push_down(rt,r-l+1);
35     int mid;
36     if(L<=m)update(L,R,v,le);
37     if(R>m)update(L,R,v,ri);
38     push_up(rt);
39 }
40 ll query(int L,int R,int l,int r,int rt){
41     if(L<=l&&r<=R){
42         return tree[rt];
43     }
44     push_down(rt,r-l+1);
45     int mid;
46     ll ret=0;
47     if(L<=m)ret+=query(L,R,le);
48     if(R>m)ret+=query(L,R,ri);
49     return ret;
50 }

```

3.3.3 merging

```

1  //cf 893 F. Subtree Minimum Query
2  const int MAXN=1e5+10;
3  const int INF=0x3f3f3f3f;
4  int a[MAXN];
5  vi G[MAXN];

```

```

6  int tot;
7  int dep[MAXN];
8  int rt[MAXN];
9  int val[MAXN<<6],ls[MAXN<<6],rs[MAXN<<6];
10 void push_up(int n){
11     val[n]=min(val[ls[n]],val[rs[n]]);
12 }
13 void update(int p,int v,int l,int r,int &n){
14     n=++tot;
15     if(l==r){
16         val[n]=v;
17         return;
18     }
19     int m=(l+r)/2;
20     if(p<=m){
21         update(p,v,l,m,ls[n]);
22     }else{
23         update(p,v,m+1,r,rs[n]);
24     }
25     push_up(n);
26 }
27 int merging(int u,int v){
28     if(!u)return v;
29     if(!v)return u;
30     int t=++tot;
31     ls[t]=merging(ls[u],ls[v]);
32     rs[t]=merging(rs[u],rs[v]);
33     if(ls[t]||rs[t])push_up(t);
34     else val[t]=min(val[u],val[v]);
35     return t;
36 }
37 int query(int ql,int qr,int l,int r,int n){
38     if(!n)return INF;
39     if(ql==l&&qr==r)return val[n];
40     int m=(l+r)/2;
41     if(qr<=m)return query(ql,qr,l,m,ls[n]);
42     if(ql>m)return query(ql,qr,m+1,r,rs[n]);
43     return min(query(ql,m,l,m,ls[n]),query(m+1,qr,m+1,r,rs[n]));
44 }
45 void dfs(int u,int p){
46     update(dep[u],a[u],1,MAXN-1,rt[u]);
47     for(int i=0;i<G[u].size();i++){
48         int v=G[u][i];
49         if(v==p)continue;
50         dep[v]=dep[u]+1;
51         dfs(v,u);
52         rt[u]=merging(rt[u],rt[v]);
53     }
54 }
55 int main(){
56     val[0]=INF;
57     int n,r;
58     scanf("%d",&n,&r);
59     for(int i=1;i<=n;i++){
60         scanf("%d",&a[i]);
61     }
62     for(int i=1;i<n;i++){
63         int u,v;
64         scanf("%d",&u,&v);

```

```

65         G[u].pb(v);
66         G[v].pb(u);
67     }
68     dep[r]=1;
69     dfs(r,0);
70     int m;
71     scanf("%d",&m);
72     int lst=0;
73     while(m--){
74         int x,y;
75         scanf("%d%d",&x,&y);
76         x=(x+lst)%n+1;
77         y=(y+lst)%n;
78         printf("%d\n",lst=query(dep[x],min(MAXN-1,dep[x]+y),1,MAXN-1,rt[x]));
79     }
80     return 0;
81 }

```

3.4 BST

```

1  const int SIZE=1e5+10;
2  struct BST{
3      int l,r;
4      int val;
5  }a[SIZE];
6  int tot,root,INF=1<<30;
7  int New(int val){
8      a[++tot].val=val;
9      return tot;
10 }
11 void Build(){
12     New(-INF);
13     New(INF);
14     root=1;
15     a[1].r=2;
16 }
17 int Get(int p,int val){
18     if(p==0)return 0;
19     if(val==a[p].val)return p;
20     return val<a[p].val?Get(a[p].l,val):Get(a[p].r,val);
21 }
22 void Insert(int &p,int val){
23     if(p==0){
24         p=New(val);
25         return;
26     }
27     if(val==a[p].val)return;
28     if(val<a[p].val)Insert(a[p].l,val);
29     else Insert(a[p].r,val);
30 }
31 int GetNext(int val){
32     int ans=2;//a[2].val==INF;
33     int p=root;
34     while(p){
35         if(val==a[p].val){
36             if(a[p].r>0){
37                 p=a[p].r;
38                 while(a[p].l>0)p=a[p].l;

```



```

39         ans=p;
40     }
41     break;
42 }
43 if(a[p].val>val&& a[p].val<a[ans].val)ans=p;
44 p=val<a[p].val?a[p].l:a[p].r;
45 }
46 return ans;
47 }
48 int GetLast(int val){
49     int ans=1;//a[1].val=-INF;
50     int p=root;
51     while(p){
52         if(val==a[p].val){
53             if(a[p].l>0){
54                 p=a[p].l;
55                 while(a[p].r>0)p=a[p].r;
56                 ans=p;
57             }
58             break;
59         }
60         if(a[p].val<val&& a[p].val>a[ans].val)ans=p;
61         p=val<a[p].val?a[p].l:a[p].r;
62     }
63     return ans;
64 }
65 void Remove(int val){
66     int &p=root;
67     while(p){
68         if(val==a[p].val)break;
69         p=val<a[p].val?a[p].l:a[p].r;
70     }
71     if(p==0)return;
72     if(a[p].l==0){
73         p=a[p].r;
74     }else if(a[p].r==0){
75         p=a[p].l;
76     }else{
77         int nxt=a[p].r;
78         while(a[nxt].l>0)nxt=a[nxt].l;
79         Remove(a[nxt].val);
80         a[nxt].l=a[p].l;
81         a[nxt].r=a[p].r;
82         p=nxt;
83     }
84 }

```

3.4.1 Splay

```

1 #define key_value ch[ch[rt][1]][0]
2 const int MAXN=1e5;
3 struct Splay{
4     int a[MAXN];//0 base
5     int sz[MAXN],ch[MAXN][2],fa[MAXN];
6     int key[MAXN],rev[MAXN];
7     int rt,tot;
8     int stk[MAXN],top;
9     void push_up(int x){

```

```

10     sz[x]=sz[ch[x][0]]+sz[ch[x][1]]+1;
11 }
12 void push_down(int x){
13     if(rev[x]){
14         swap(ch[x][0],ch[x][1]);
15         if(ch[x][0])rev[ch[x][0]]^=1;
16         if(ch[x][1])rev[ch[x][1]]^=1;
17         rev[x]=0;
18     }
19 }
20 int newnode(int p=0,int k=0){
21     int x=top?stk[top--]:++tot;
22     fa[x]=p;
23     sz[x]=1;
24     ch[x][0]=ch[x][1]=0;
25     key[x]=k;
26     rev[x]=0;
27     return x;
28 }
29 int build(int l,int r,int p){
30     if(l>r)return 0;
31     int mid=(l+r)>>1;
32     int x=newnode(p,a[mid]);
33     ch[x][0]=build(l,mid-1,x);
34     ch[x][1]=build(mid+1,r,x);
35     push_up(x);
36     return x;
37 }
38 void init(int n){
39     tot=0,top=0;
40     rt=newnode(0,-1);
41     ch[rt][1]=newnode(rt,-1);
42     rep(i,0,n-1)a[i]=i+1;
43     key_value=build(0,n-1,ch[rt][1]);
44     push_up(ch[rt][1]);
45     push_up(rt);
46 }
47 void rotate(int x,int d){
48     int y=fa[x];
49     push_down(y);
50     push_down(x);
51     ch[y][d^1]=ch[x][d];
52     fa[ch[x][d]]=y;
53     if(fa[y])ch[fa[y]][ch[fa[y]][1]==y]=x;
54     fa[x]=fa[y];
55     ch[x][d]=y;
56     fa[y]=x;
57     push_up(y);
58 }
59 void splay(int x,int goal=0){
60     push_down(x);
61     while(fa[x]!=goal){
62         if(fa[fa[x]]==goal){
63             rotate(x,ch[fa[x]][0]==x);
64         }else{
65             int y=fa[x];
66             int d=ch[fa[y]][0]==y;
67             ch[y][d]==x?rotate(x,d^1):rotate(y,d);
68             rotate(x,d);

```

```

69     }
70     }
71     push_up(x);
72     if(goal==0)rt=x;
73 }
74 int kth(int r,int k){
75     push_down(r);
76     int t=sz[ch[r][0]]+1;
77     if(t==k)return r;
78     return t>k?kth(ch[r][0],k):kth(ch[r][1],k-t);
79 }
80 void select(int l,int r){
81     splay(kth(rt,1),0);
82     splay(kth(ch[rt][1],r-l+2),rt);
83 }
84 };

```

3.5 Functional Segment Tree

```

1 //poj 2104
2 const int MAXN=1e5+6;
3 int n,m,cnt,x,y,k,root[MAXN],a[MAXN];
4 struct node{int l,r,sum;}T[MAXN*40];
5 vi v;
6 int getid(int x){return lower_bound(all(v),x)-v.begin()+1;}
7 void update(int l,int r,int &x,int y,int pos){
8     x=++cnt;
9     T[x]=T[y];
10    T[x].sum++;
11    if(l==r)return;
12    int mid=(l+r)>>1;
13    if(mid>=pos)update(l,mid,T[x].l,T[y].l,pos);
14    else update(mid+1,r,T[x].r,T[y].r,pos);
15 }
16 int query(int l,int r,int x,int y,int k){
17     if(l==r)return l;
18     int sum=T[T[y].l].sum-T[T[x].l].sum;
19     int mid=(l+r)>>1;
20     if(sum>=k)return query(l,mid,T[x].l,T[y].l,k);
21     else return query(mid+1,r,T[x].r,T[y].r,k-sum);
22 }
23 int work(){
24     scanf("%d%d",&n,&m);
25     v.clear();
26     rep(i,1,n)scanf("%d",&a[i]),v.pb(a[i]);
27     sort(all(v)),v.erase(unique(all(v)),v.end());
28     cnt=0;
29     rep(i,1,n)update(1,n,root[i],root[i-1],getid(a[i]));
30     rep(i,1,m)scanf("%d%d%d",&x,&y,&k),printf("%d\n",v[query(1,n,root[x-1],root[y],k)-1]);
31     return 0;
32 }

```

3.6 Sparse Table

```

1 //Frequent values UVA - 11235
2 #include<bits/stdc++.h>

```

```

3 using namespace std;
4 const int MAXN=1e5+10;
5 int dp[MAXN][33];
6 int a[MAXN],b[MAXN],Belong[MAXN];
7 int rmq(int l,int r){
8     int k=31-__builtin_clz(r-l+1);
9     return max(dp[l][k],dp[r-(1<<k)+1][k]);
10 }
11 int main(){
12     int n;
13     while(scanf("%d",&n),n){
14         int q;
15         scanf("%d",&q);
16         int index=0;
17         int now=-111111;
18         for(int i=1;i<=n;i++){
19             int x;
20             scanf("%d",&x);
21             if(now!=x){
22                 index++;
23                 now=x;
24                 a[index]=i;
25             }
26             Belong[i]=index;
27             b[index]=i;
28         }
29         for(int i=1;i<=index;i++){
30             dp[i][0]=b[i]-a[i]+1;
31         }
32         for (int j = 1; (1 << j) <= index; j++){
33             for (int i = 1; i + (1 << j) - 1 <= index; i++){
34                 dp[i][j] = max(dp[i][j - 1], dp[i + (1 << (j - 1))][j - 1]);
35             }
36         }
37         while(q--){
38             int l,r;
39             scanf("%d%d",&l,&r);
40             if(Belong[l]==Belong[r]){
41                 printf("%d\n",r-l+1);
42             }else{
43                 int pos1=Belong[l];
44                 int ans=b[pos1]-l+1;
45                 int pos2=Belong[r];
46                 ans=max(ans,r-a[pos2]+1);
47                 pos1++;
48                 pos2--;
49                 if(pos1<=pos2){
50                     ans=max(ans,rmq(pos1,pos2));
51                 }
52                 printf("%d\n",ans);
53             }
54         }
55     }
56     return 0;
57 }
58 }

```

3.7 block

```

1 //poj 3468
2 #include <algorithm>
3 #include <iostream>
4 #include <cstring>
5 #include <string>
6 #include <cstdio>
7 #include <vector>
8 #include <stack>
9 #include <queue>
10 #include <cmath>
11 #include <set>
12 #include <map>
13 using namespace std;
14 #define rep(i,a,b) for(int i=a;i<=b;i++)
15 #define per(i,a,b) for(int i=a;i>=b;i--)
16 #define clr(a,x) memset(a,x,sizeof(a))
17 #define pb push_back
18 #define all(x) (x).begin(),(x).end()
19 #define fi first
20 #define se second
21 #define SZ(x) ((int)(x).size())
22 typedef unsigned long long ull;
23 typedef long long ll;
24 typedef vector<int> vi;
25 typedef pair<int,int> pii;
26 /*****head*****/
27 const int MAXN=1e5+10;
28 int L[MAXN],R[MAXN],pos[MAXN];
29 ll a[MAXN],b[MAXN],c[MAXN];
30 int t;
31 void update(int x,int y,int z){
32     int l=pos[x];
33     int r=pos[y];
34     if(l==r){
35         for(int i=x;i<=y;i++){
36             a[i]+=z;
37         }
38         b[l]+=1LL*z*(y-x+1);
39     }else{
40         for(int i=l+1;i<r;i++){
41             c[i]+=z;
42         }
43         for(int i=x;i<=R[l];i++){
44             a[i]+=z;
45         }
46         b[l]+=1LL*z*(R[l]-x+1);
47         for(int i=L[r];i<=y;i++){
48             a[i]+=z;
49         }
50         b[r]+=1LL*z*(y-L[r]+1);
51     }
52 }
53 ll query(int x,int y){
54     ll res=0;
55     int l=pos[x];
56     int r=pos[y];
57     if(l==r){
58         for(int i=x;i<=y;i++){
59             res+=a[i];

```

```

60     }
61     res+=c[l]*(y-x+1);
62 }else{
63     for(int i=l+1;i<r;i++){
64         res+=c[i]*(R[i]-L[i]+1)+b[i];
65     }
66     for(int i=x;i<=R[l];i++){
67         res+=a[i];
68     }
69     res+=c[l]*(R[l]-x+1);
70     for(int i=L[r];i<=y;i++){
71         res+=a[i];
72     }
73     res+=c[r]*(y-L[r]+1);
74 }
75 return res;
76 }
77 int main(){
78     int n,q;
79     scanf("%d%d",&n,&q);
80     t=sqrt(n);
81     for(int i=1;i<=t;i++){
82         L[i]=(i-1)*t+1;
83         R[i]=i*t;
84     }
85     if(R[t]<n){
86         t++;
87         L[t]=R[t-1]+1;
88         R[t]=n;
89     }
90     for(int i=1;i<=n;i++){
91         scanf("%lld",&a[i]);
92     }
93     for(int i=1;i<=t;i++){
94         for(int j=L[i];j<=R[i];j++){
95             pos[j]=i;
96             b[i]+=a[j];
97         }
98     }
99     char op[5];
100    while(q--){
101        int x,y;
102        scanf("%s%d%d",op,&x,&y);
103        if(op[0]=='Q'){
104            printf("%lld\n",query(x,y));
105        }else{
106            int z;
107            scanf("%d",&z);
108            update(x,y,z);
109        }
110    }
111    return 0;
112 }

```

3.8 Treap

```

1 #include <algorithm>
2 #include <iostream>

```

```

3  #include <cstring>
4  #include <string>
5  #include <cstdio>
6  #include <vector>
7  #include <stack>
8  #include <queue>
9  #include <cmath>
10 #include <set>
11 #include <map>
12 using namespace std;
13 #define rep(i,a,b) for(int i=a;i<=b;i++)
14 #define per(i,a,b) for(int i=a;i>=b;i--)
15 #define clr(a,x) memset(a,x,sizeof(a))
16 #define pb push_back
17 #define all(x) (x).begin(),(x).end()
18 #define fi first
19 #define se second
20 #define SZ(x) ((int)(x).size())
21 typedef unsigned long long ull;
22 typedef long long ll;
23 typedef vector<int> vi;
24 typedef pair<int,int> pii;
25 /*****head*****/
26 const int SIZE=1e5+10;
27 struct Treap{
28     int l,r;
29     int val,dad;
30     int cnt,sz;
31 }a[SIZE];
32 int tot,root,n,INF=0x7fffffff;
33 int New(int val){
34     a[++tot].val=val;
35     a[tot].dad=rand();
36     a[tot].cnt=a[tot].sz=1;
37     return tot;
38 }
39 void Update(int p){
40     a[p].sz=a[a[p].l].sz+a[a[p].r].sz+a[p].cnt;
41 }
42 void Build(){
43     New(-INF);
44     New(INF);
45     root=1;
46     a[1].r=2;
47     Update(root);
48 }
49 int GetRankByVal(int p,int val){
50     if(p==0)return 0;
51     if(val==a[p].val)return a[a[p].l].sz+1;
52     if(val<a[p].val)return GetRankByVal(a[p].l,val);
53     return GetRankByVal(a[p].r,val)+a[a[p].l].sz+a[p].cnt;
54 }
55 int GetValByRank(int p,int rk){
56     if(p==0)return INF;
57     if(a[a[p].l].sz>=rk)return GetValByRank(a[p].l,rk);
58     if(a[a[p].l].sz+a[p].cnt>=rk)return a[p].val;
59     return GetValByRank(a[p].r,rk-a[a[p].l].sz-a[p].cnt);
60 }
61 void zig(int &p){

```

```

62     int q=a[p].l;
63     a[p].l=a[q].r;
64     a[q].r=p;
65     p=q;
66     Update(a[p].r);
67     Update(p);
68 }
69 void zag(int &p){
70     int q=a[p].r;
71     a[p].r=a[q].l;
72     a[q].l=p;
73     p=q;
74     Update(a[p].l);
75     Update(p);
76 }
77 void Insert(int &p,int val){
78     if(p==0){
79         p=New(val);
80         return;
81     }
82     if(val==a[p].val){
83         a[p].cnt++;
84         Update(p);
85         return;
86     }
87     if(val<a[p].val){
88         Insert(a[p].l,val);
89         if(a[p].dat<a[a[p].l].dat)zig(p);
90     }else{
91         Insert(a[p].r,val);
92         if(a[p].dat<a[a[p].r].dat)zag(p);
93     }
94     Update(p);
95 }
96 int GetPre(int val){
97     int ans=1;
98     int p=root;
99     while(p){
100         if(val==a[p].val){
101             if(a[p].l>0){
102                 p=a[p].l;
103                 while(a[p].r>0)p=a[p].r;
104                 ans=p;
105             }
106             break;
107         }
108         if(a[p].val<val&& a[p].val>a[ans].val)ans=p;
109         p=val<a[p].val?a[p].l:a[p].r;
110     }
111     return a[ans].val;
112 }
113 int GetNext(int val){
114     int ans=2;
115     int p=root;
116     while(p){
117         if(val==a[p].val){
118             if(a[p].r>0){
119                 p=a[p].r;
120                 while(a[p].l>0)p=a[p].l;

```



```

121         ans=p;
122     }
123     break;
124 }
125 if(a[p].val>val&&a[p].val<a[ans].val)ans=p;
126 p=val<a[p].val?a[p].l:a[p].r;
127 }
128 return a[ans].val;
129 }
130 void Remove(int &p,int val){
131     if(p==0)return;
132     if(val==a[p].val){
133         if(a[p].cnt>1){
134             a[p].cnt--;
135             Update(p);
136             return;
137         }
138         if(a[p].l||a[p].r){
139             if(a[p].r==0||a[a[p].l].dat>a[a[p].r].dat){
140                 zig(p);
141                 Remove(a[p].r,val);
142             }else{
143                 zag(p);
144                 Remove(a[p].l,val);
145             }
146             Update(p);
147         }else{
148             p=0;
149         }
150         return;
151     }
152     val<a[p].val?Remove(a[p].l,val):Remove(a[p].r,val);
153     Update(p);
154 }
155 int main(){
156     Build();
157     int n;
158     scanf("%d",&n);
159     while(n--){
160         int op,x;
161         scanf("%d",&op,&x);
162         switch(op){
163             case 1:
164                 Insert(root,x);
165                 break;
166             case 2:
167                 Remove(root,x);
168                 break;
169             case 3:
170                 printf("%d\n",GetRankByVal(root,x)-1);
171                 break;
172             case 4:
173                 printf("%d\n",GetValByRank(root,x+1));
174                 break;
175             case 5:
176                 printf("%d\n",GetPre(x));
177                 break;
178             case 6:
179                 printf("%d\n",GetNext(x));

```

```

180         break;
181     }
182 }
183 return 0;
184 }

```

3.9 Heap

```

1  //poj 1456
2  const int SIZE=1e5;
3  struct Heap{
4      int a[SIZE];
5      int n;
6      void init(){
7          n=0;
8      }
9      void up(int p){
10         while(p>1){
11             if(a[p]>a[p/2]){
12                 swap(a[p],a[p/2]);
13                 p/=2;
14             }else{
15                 break;
16             }
17         }
18     }
19     void push(int val){
20         a[++n]=val;
21         up(n);
22     }
23     int top(){
24         return a[1];
25     }
26     void down(int p){
27         int s=p*2;
28         while(s<=n){
29             if(s<n&& a[s]<a[s+1])s++;
30             if(a[s]>a[p]){
31                 swap(a[s],a[p]);
32                 p=s;
33                 s=p*2;
34             }else{
35                 break;
36             }
37         }
38     }
39     void pop(){
40         a[1]=a[n--];
41         down(1);
42     }
43 }heap;
44 const int MAXN=1e4+10;
45 pii P[MAXN];
46 int main(){
47     int n;
48     while(~scanf("%d",&n)){
49         for(int i=1;i<=n;i++){
50             int x,y;

```

```

51         scanf("%d%d",&x,&y);
52         P[i]=mp(y,x);
53     }
54     sort(P+1,P+1+n);
55     P[0]=mp(0,0);
56     int now=P[n].fi;
57     heap.init();
58     heap.push(P[n].se);
59     ll ans=0;
60     for(int i=n-1;i>=0;i--){
61         if(now==P[i].fi){
62             heap.push(P[i].se);
63         }else{
64             int w=now-P[i].fi;
65             while(heap.n!=0&&w--){
66                 ans+=heap.top();
67                 heap.pop();
68             }
69             heap.push(P[i].se);
70             now=P[i].fi;
71         }
72     }
73     printf("%lld\n",ans);
74 }
75 return 0;
76 }

```

3.9.1 poj2442

```

1  const int MAXN=2000+10;
2  int a[105][MAXN];
3  int f[MAXN],ff[MAXN];
4  int m,n;
5  struct node{
6      int x,y,visy,v;
7      node(){}
8      node(int x,int y,int visy,int v):
9          x(x),y(y),visy(visy),v(v){}
10 };
11 bool operator<(const node &lhs,const node &rhs){
12     return lhs.v>rhs.v;
13 }
14 priority_queue<node> pq;
15 void gao(int x){
16     while(!pq.empty())pq.pop();
17     pq.push(node(1,1,0,f[1]+a[x][1]));
18     rep(i,1,n){
19         node now=pq.top();
20         pq.pop();
21         ff[i]=now.v;
22         if(i==n)break;
23         int w1=now.x;
24         int w2=now.y;
25         if(now.visy==1){
26             if(w2!=n)pq.push(node(w1,w2+1,1,f[w1]+a[x][w2+1]));
27         }else{
28             if(w1!=n)pq.push(node(w1+1,w2,0,f[w1+1]+a[x][w2]));
29             if(w2!=n)pq.push(node(w1,w2+1,1,f[w1]+a[x][w2+1]));
30         }
31     }
32 }

```

```
30     }
31 }
32 rep(i,1,n)f[i]=ff[i];
33 }
34 int main(){
35     int T;
36     scanf("%d",&T);
37     while(T--){
38         while(!pq.empty())pq.pop();
39         scanf("%d%d",&m,&n);
40         rep(i,1,m){
41             rep(j,1,n){
42                 scanf("%d",&a[i][j]);
43             }
44             sort(a[i]+1,a[i]+1+n);
45         }
46         rep(i,1,n)f[i]=a[1][i];
47         rep(i,2,m){
48             gao(i);
49         }
50         rep(i,1,n)printf("%d%c",f[i]," \n"[i==n]);
51     }
52     return 0;
53 }
```

4 Graph Theory

4.1 Union-Find Set

```

1  const int MAXN=1e6+5;
2  struct DSU{
3      int p[MAXN];
4      void init(int n){rep(i,0,n)p[i]=i;}
5      int findp(int x){return x==p[x]?x:p[x]=findp(p[x]);}
6      void unite(int x,int y){x=findp(x);y=findp(y);if(x==y)return;p[y]=x;}
7      bool same(int x,int y){return findp(x)==findp(y);}
8  }dsu;

```

4.1.1 reset

```

1  struct DSU{
2      int p[MAXN],rk[MAXN];
3      int Back[MAXN<<1];
4      int cnt;
5      void init(int n){rep(i,0,n)p[i]=i,rk[i]=1;cnt=0;}
6      int findp(int x){return x==p[x]?x:findp(p[x]);}
7      void unite(int x,int y){
8          x=findp(x);y=findp(y);if(x==y)return;
9          if(rk[x]>rk[y])swap(x,y);
10         if(rk[x]==rk[y])++rk[y],Back[++cnt]=-y;
11         p[x]=y;
12         Back[++cnt]=x;
13     }
14     void save(){cnt=0;}
15     void Cancel(){
16         while(cnt){
17             if(Back[cnt]<0)--rk[-Back[cnt]];
18             else p[Back[cnt]]=Back[cnt];
19             cnt--;
20         }
21     }
22     bool same(int x,int y){return findp(x)==findp(y);}
23 }dsu;
24
25
26 namespace DSU2 {
27     const static int MAXN = 100000 + 10;
28     int fa[MAXN], ds[MAXN], rk[MAXN];
29     int S[MAXN], top;
30     void init(int n) {
31         for (int i = 1; i <= n; ++ i) {
32             fa[i] = i, rk[i] = ds[i] = 0;
33         }
34         top = 0;
35     }
36     int dis(int x) {
37         int r(0);
38         for (; x != fa[x]; x = fa[x]) r ^= ds[x];
39         return r;
40     }
41     int get(int x) {
42         while (x != fa[x]) x = fa[x];
43         return fa[x];

```

```

44 }
45 void merge(int x, int y, int d) {
46     x = get(x); y = get(y);
47     if (x == y) return;
48     if (rk[x] > rk[y]) std::swap(x, y);
49     if (rk[x] == rk[y]) ++ rk[y], S[++ top] = -y;
50     fa[x] = y; ds[x] = d; S[++ top] = x;
51 }
52 void restore(int ed) {
53     for (; top > ed; -- top) {
54         if (S[top] < 0) -- rk[-S[top]];
55         else fa[S[top]] = S[top], ds[S[top]] = 0;
56     }
57 }
58 }

```

4.2 Minimal Spanning Tree

4.2.1 Kruskal

```

1 //poj 1258
2 #include<cstdio>
3 #include<algorithm>
4 using namespace std;
5 const int MAXE=1e5+5;
6 const int MAXN=1e5+5;
7 struct DSU{
8     int p[MAXN];
9     void init(int n){for(int i=0;i<=n;i++)p[i]=i;}
10    int findp(int x){return x==p[x]?x:p[x]=findp(p[x]);}
11    void unite(int x,int y){x=findp(x);y=findp(y);if(x==y)return;p[y]=x;}
12    bool same(int x,int y){return findp(x)==findp(y);}
13 }dsu;
14 struct edge{int u,v,cost;}es[MAXE];
15 bool cmp(const edge &x,const edge &y){return x.cost<y.cost;}
16 int V,E;
17 int kruskal(){
18     sort(es,es+E,cmp);
19     dsu.init(V);
20     int res=0;
21     for(int i=0;i<E;i++){
22         if(!dsu.same(es[i].u,es[i].v)){
23             dsu.unite(es[i].u,es[i].v);
24             res+=es[i].cost;
25         }
26     }
27     return res;
28 }
29 int main(){
30     while(~scanf("%d",&V)){
31         E=0;
32         for(int i=1;i<=V;i++){
33             for(int j=1;j<=V;j++){
34                 int w;
35                 scanf("%d",&w);
36                 if(i==j)continue;
37                 es[E].u=i;
38                 es[E].v=j;
39                 es[E].cost=w;

```

```

40         E++;
41     }
42 }
43 printf("%d\n",kruskal());
44 }
45 return 0;
46 }

```

4.2.2 poj2728

```

1  const int MAXN=1e3+10;
2  int x[MAXN],y[MAXN],z[MAXN];
3  double dist[MAXN][MAXN],cost[MAXN][MAXN];
4  double dsum,csum,ans;
5  int n;
6  double len(int a,int b){
7      return cost[a][b]-ans*dist[a][b];
8  }
9  void prim(){
10     double dt[MAXN],ds[MAXN],dc[MAXN];
11     bool vis[MAXN];
12     for(int i=2;i<=n;i++){
13         dt[i]=len(1,i);
14         ds[i]=dist[1][i];
15         dc[i]=cost[1][i];
16     }
17     memset(vis,0,sizeof(vis));
18     vis[1]=true;
19     dsum=csum=0;
20     for(int i=2;i<=n;i++){
21         int t=-1;
22         for(int j=2;j<=n;j++){
23             if(vis[j])continue;
24             if(t==-1||dt[j]<dt[t])t=j;
25         }
26         dsum+=ds[t];
27         csum+=dc[t];
28         vis[t]=true;
29         for(int j=2;j<=n;j++){
30             if(vis[j])continue;
31             if(len(t,j)<dt[j]){
32                 dt[j]=len(t,j);
33                 ds[j]=dist[t][j];
34                 dc[j]=cost[t][j];
35             }
36         }
37     }
38 }
39 int main(){
40     while(scanf("%d",&n),n){
41         for(int i=1;i<=n;i++)scanf("%d%d%d",&x[i],&y[i],&z[i]);
42         for(int i=1;i<=n;i++){
43             for(int j=i+1;j<=n;j++){
44                 dist[i][j]=sqrt(1.0*(x[i]-x[j])*(x[i]-x[j])+1.0*(y[i]-y[j])*(y[i]-y[j]));
45             }
46             dist[j][i]=dist[i][j];
47             cost[i][j]=fabs(z[i]-z[j]);
48             cost[j][i]=cost[i][j];
49         }
50     }
51 }

```

```

48     }
49     }
50     dsum=csum=0.0;
51     for(int i=2;i<=n;i++)dsum+=dist[1][i],csum+=cost[1][i];
52     ans=csum/dsum;
53     for(;;){
54         prim();
55         double now=csum/dsum;
56         if(fabs(now-ans)<1e-4)break;
57         else ans=now;
58     }
59     printf("%.3f\n",ans);
60 }
61 return 0;
62 }

```

4.3 Shortest Path

4.3.1 Dijkstra

```

1  #include<bits/stdc++.h>
2  using namespace std;
3  #define rep(i,a,b) for(int i=a;i<=b;i++)
4  #define clr(a,x) memset(a,x,sizeof(a))
5  #define mp make_pair
6  const int MAXV=2e6;
7  const int MAXE=5e6+10;
8  typedef long long anytype;
9  typedef pair<anytype,int> P;
10 int tot=0;
11 int head[MAXV];
12 struct Edge{
13     int v,c,nxt;
14     Edge(){}
15     Edge(int v,int c,int nxt):v(v),c(c),nxt(nxt){}
16 }edge[MAXE];
17 void init(){
18     tot=0;
19     clr(head,-1);
20 }
21 void add_edge(int u,int v,int c){
22     edge[tot]=Edge(v,c,head[u]);
23     head[u]=tot++;
24 }
25 anytype d[MAXV];
26 void dij(int s){
27     priority_queue<P,vector<P>,greater<P> > que;
28     clr(d,-1);
29     d[s]=0;
30     que.push(P(0,s));
31     while(!que.empty()){
32         P t=que.top();
33         que.pop();
34         int v=t.second;
35         if(d[v]!=-1&&d[v]<t.first)continue;
36         for(int i=head[v];~i;i=edge[i].nxt){
37             Edge e=edge[i];
38             if(d[e.v]==-1||d[e.v]>d[v]+e.c){
39                 d[e.v]=d[v]+e.c;

```



```

40         que.push(mp(d[e.v],e.v));
41     }
42 }
43 }
44 }
45 int main(){
46     int T;
47     scanf("%d",&T);
48     while(T--){
49         int n,m,k;
50         scanf("%d%d%d",&n,&m,&k);
51         init();
52         rep(i,1,m){
53             int u,v,c;
54             scanf("%d%d%d",&u,&v,&c);
55             rep(j,0,k){
56                 add_edge(u+j*n,v+j*n,c);
57                 if(j!=k)add_edge(u+j*n,v+(j+1)*n,0);
58             }
59         }
60         dij(1);
61         printf("%lld\n",d[n+k*n]);
62     }
63     return 0;
64 }

```

4.3.2 Spfa

```

1 //hdu3592
2 const int MAXN=1e3+5;
3 const int MAXE=3e4+5;
4 const int INF=0x3f3f3f3f;
5 int N,X,Y;
6 int tot;
7 int head[MAXN];
8 struct Edge{
9     int v,w,nxt;
10     Edge(){}
11     Edge(int v,int w,int nxt):v(v),w(w),nxt(nxt){}
12 }edge[MAXE];
13 void init(){
14     tot=0;
15     clr(head,-1);
16 }
17 void add_edge(int u,int v,int w){
18     edge[tot]=Edge(v,w,head[u]);
19     head[u]=tot++;
20 }
21 queue<int> que;
22 bool inq[MAXN];
23 int qtime[MAXN];
24 int d[MAXN];
25 int spfa(){
26     while(!que.empty())que.pop();
27     clr(qtime,0);
28     clr(inq,0);
29     rep(i,1,N)d[i]=INF;
30     d[1]=0;

```

```

31     que.push(1);
32     inq[1]=1;
33     qtime[1]++;
34     while(!que.empty()){
35         int u=que.front();
36         que.pop();
37         inq[u]=0;
38         for(int i=head[u];i!=-1;i=edge[i].nxt){
39             int v=edge[i].v;
40             int w=edge[i].w;
41             if(d[v]>d[u]+w){
42                 d[v]=d[u]+w;
43                 if(!inq[v]){
44                     que.push(v);
45                     inq[v]=1;
46                     qtime[v]++;
47                     if(qtime[v]>N)return -1;
48                 }
49             }
50         }
51     }
52     if(d[N]==INF)return -2;
53     else return d[N];
54 }
55 int work(){
56     int T;
57     scanf("%d",&T);
58     while(T--){
59         scanf("%d%d%d",&N,&X,&Y);
60         init();
61         rep(i,1,N-1){
62             add_edge(i+1,i,0);
63         }
64         while(X--){
65             int x,y,z;
66             scanf("%d%d%d",&x,&y,&z);
67             add_edge(x,y,z);
68         }
69         while(Y--){
70             int x,y,z;
71             scanf("%d%d%d",&x,&y,&z);
72             add_edge(y,x,-z);
73         }
74         printf("%d\n",spfa());
75     }
76     return 0;
77 }

```

4.3.3 kth-p

```

1  #include<bits/stdc++.h>
2  using namespace std;
3  #define INF 0xffffffff
4  #define MAXN 100010
5  struct node{
6      int to;
7      int val;
8      int next;

```

```

9  };
10 struct node2{
11     int to;
12     int g,f;
13     bool operator<(const node2 &r ) const {
14         if(r.f==f)
15             return r.g<g;
16         return r.f<f;
17     }
18 };
19 node edge[MAXN],edge2[MAXN];
20 int n,m,s,t,k,cnt,cnt2,ans;
21 int dis[1010],visit[1010],head[1010],head2[1010];
22 void init(){
23     memset(head,-1,sizeof(head));
24     memset(head2,-1,sizeof(head2));
25     cnt=cnt2=1;
26 }
27 void addedge(int from,int to,int val){
28     edge[cnt].to=to;
29     edge[cnt].val=val;
30     edge[cnt].next=head[from];
31     head[from]=cnt++;
32 }
33 void addedge2(int from,int to,int val){
34     edge2[cnt2].to=to;
35     edge2[cnt2].val=val;
36     edge2[cnt2].next=head2[from];
37     head2[from]=cnt2++;
38 }
39 bool spfa(int s,int n,int head[],node edge[],int dist[]) {
40     queue<int>Q1;
41     int inq[1010];
42     for(int i=0;i<=n;i++) {
43         dis[i]=INF;
44         inq[i]=0;
45     }
46     dis[s]=0;
47     Q1.push(s);
48     inq[s]++;
49     while(!Q1.empty()) {
50         int q=Q1.front();
51         Q1.pop();
52         inq[q]--;
53         if(inq[q]>n)
54             return false;
55         int k=head[q];
56         while(k>=0) {
57             if(dist[edge[k].to]>dist[q]+edge[k].val) {
58                 dist[edge[k].to]=edge[k].val+dist[q];
59                 if(!inq[edge[k].to]) {
60                     inq[edge[k].to]++;
61                     Q1.push(edge[k].to);
62                 }
63             }
64             k=edge[k].next;
65         }
66     }
67     return true;

```

```

68 }
69 int A_star(int s,int t,int n,int k,int head[],node edge[],int dist[]) {
70     node2 e,ne;
71     int cnt=0;
72     priority_queue<node2>Q;
73     if(s==t)
74         k++;
75     if(dis[s]==INF)
76         return -1;
77     e.to=s;
78     e.g=0;
79     e.f=e.g+dis[e.to];
80     Q.push(e);
81
82     while(!Q.empty()) {
83         e=Q.top();
84         Q.pop();
85         if(e.to==t)//00000000
86         {
87             cnt++;
88         }
89         if(cnt==k)//00k00
90         {
91             return e.g;
92         }
93         for(int i=head[e.to]; i!=-1; i=edge[i].next) {
94             ne.to=edge[i].to;
95             ne.g=e.g+edge[i].val;
96             ne.f=ne.g+dis[ne.to];
97             Q.push(ne);
98         }
99     }
100     return -1;
101 }
102 int main(){
103     while(~scanf("%d%d",&n,&m)){
104         init();
105         for(int i=1;i<=m;i++){
106             int a,b,c;
107             scanf("%d%d%d",&a,&b,&c);
108             addedge(a,b,c);
109             addedge2(b,a,c);
110         }
111         scanf("%d%d%d",&s,&t,&k);
112         spfa(t,n,head2,edge2,dis);
113         ans=A_star(s,t,n,k,head,edge,dis);
114         printf("%d\n",ans);
115     }
116     return 0;
117 }

```

4.3.4 poj3621

```

1
2 const int MAXN=1e3+10;
3 const int MAXE=1e4+10;
4 const double INF=1e13;
5 int n,m;

```

```

6  int a[MAXN];
7  int tot;
8  int head[MAXN];
9  struct Edge{
10     int v,w,nxt;
11     Edge(){}
12     Edge(int v,int w,int nxt):v(v),w(w),nxt(nxt){}
13 }edge[MAXE];
14 void init(){
15     tot=0;
16     clr(head,-1);
17 }
18 void add_edge(int u,int v,int w){
19     edge[tot]=Edge(v,w,head[u]);
20     head[u]=tot++;
21 }
22 queue<int> que;
23 bool inq[MAXN];
24 int qtime[MAXN];
25 double d[MAXN];
26 int spfa(double now){
27     while(!que.empty())que.pop();
28     clr(qtime,0);
29     clr(inq,0);
30     rep(i,1,n)d[i]=INF;
31     d[1]=0;
32     que.push(1);
33     inq[1]=1;
34     qtime[1]++;
35     while(!que.empty()){
36         int u=que.front();
37         que.pop();
38         inq[u]=0;
39         for(int i=head[u];i!=-1;i=edge[i].nxt){
40             int v=edge[i].v;
41             double w=now*edge[i].w-a[u];
42             if(d[v]>d[u]+w){
43                 d[v]=d[u]+w;
44                 if(!inq[v]){
45                     que.push(v);
46                     inq[v]=1;
47                     qtime[v]++;
48                     if(qtime[v]>n)return -1;
49                 }
50             }
51         }
52     }
53     return 0;
54 }
55 int main(){
56     scanf("%d%d",&n,&m);
57     for(int i=1;i<=n;i++)scanf("%d",&a[i]);
58     init();
59     for(int i=1;i<=m;i++){
60         int u,v,w;
61         scanf("%d%d%d",&u,&v,&w);
62         add_edge(u,v,w);
63     }
64     double l=0,r=10000,ans;

```

```

65     while(r-l>1e-3){
66         double m=(l+r)/2.0;
67         if(spfa(m)==-1){
68             l=m;
69             ans=m;
70         }else{
71             r=m;
72         }
73     }
74     printf("%.2f",l);
75     return 0;
76 }

```

4.4 Topo Sort

```

1  //cf 915D
2  const int MAXN=505;
3  const int MAXM=1e5+5;
4  int n,m;
5  int tot;
6  int head[MAXN],cur[MAXN],idec[MAXN];
7  struct Edge{
8      int v,nxt;
9      Edge(){}
10     Edge(int v,int nxt):v(v),nxt(nxt){}
11 }edge[MAXM];
12 void init(){
13     tot=0;
14     clr(head,-1);
15 }
16 void add_edge(int u,int v){
17     edge[tot]=Edge(v,head[u]);
18     head[u]=tot++;
19 }
20 int que[MAXN];
21 int st,ed;
22 bool topsort(int x){
23     int nst=1,ned=0;
24     rep(i,1,n)cur[i]=idec[i];
25     cur[x]--;
26     que[++ned]=x;
27     while(nst<=ned){
28         int u=que[nst++];
29         for(int i=head[u];i!=-1;i=edge[i].nxt){
30             int v=edge[i].v;
31             if(--cur[v]==0)que[++ned]=v;
32         }
33     }
34     if(ned+ed==n)return true;
35     else return false;
36 }
37 int work(){
38     scanf("%d%d",&n,&m);
39     init();
40     while(m--){
41         int u,v;
42         scanf("%d%d",&u,&v);
43         add_edge(u,v);

```

```

44     idec[v]++;
45 }
46 st=1,ed=0;
47 rep(i,1,n){
48     if(idec[i]==0)que[++ed]=i;
49 }
50 while(st<=ed){
51     int u=que[st++];
52     for(int i=head[u];i!=-1;i=edge[i].nxt){
53         int v=edge[i].v;
54         if(--idec[v]==0)que[++ed]=v;
55     }
56 }
57 if(ed==n){
58     puts("YES");
59     return 0;
60 }
61 rep(i,1,n){
62     if(idec[i]==1){
63         if(topsort(i)){
64             puts("YES");
65             return 0;
66         }
67     }
68 }
69 puts("NO");
70 return 0;
71 }

```

4.5 LCA

4.5.1 LCA

```

1 //hdu 2586
2 const int MAXV=1e5+100;
3 int tot;
4 int head[MAXV];
5 struct Edge{
6     int v,w,nxt;
7     Edge(){}
8     Edge(int v,int w,int nxt):v(v),w(w),nxt(nxt){}
9 }edge[MAXV<<1];
10 void init(){
11     tot=0;
12     memset(head,-1,sizeof(head));
13 }
14 void add_edge(int u,int v,int w){
15     edge[tot]=Edge(v,w,head[u]);
16     head[u]=tot++;
17 }
18 int t,f[MAXV][22],d[MAXV];
19 ll dist[MAXV];
20 void bfs(){
21     queue<int> que;
22     que.push(1);
23     d[1]=1;
24     while(!que.empty()){
25         int u=que.front();
26         que.pop();

```

```

27     for(int i=head[u];~i;i=edge[i].nxt){
28         int v=edge[i].v;
29         if(d[v])continue;
30         d[v]=d[u]+1;
31         dist[v]=dist[u]+edge[i].w;
32         f[v][0]=u;
33         for(int j=1;j<=t;j++){
34             f[v][j]=f[f[v][j-1]][j-1];
35         }
36         que.push(v);
37     }
38 }
39 }
40 int lca(int x,int y){
41     if(d[x]>d[y])swap(x,y);
42     for(int i=t;i>=0;i--){
43         if(d[f[y][i]]>=d[x])y=f[y][i];
44     }
45     if(x==y)return x;
46     for(int i=t;i>=0;i--){
47         if(f[x][i]!=f[y][i]){
48             x=f[x][i];
49             y=f[y][i];
50         }
51     }
52     return f[x][0];
53 }
54 int main() {
55     int T;
56     cin>>T;
57     while (T--){
58         int n,m;
59         cin >> n >> m;
60         t = (int)(log(n) / log(2)) + 1;
61         init();
62         memset(d,0,sizeof(d));
63         for (int i = 1; i < n; i++) {
64             int x, y, z;
65             scanf("%d%d%d", &x, &y, &z);
66             add_edge(x, y, z), add_edge(y, x, z);
67         }
68         bfs();
69         for (int i = 1; i <= m; i++) {
70             int x, y;
71             scanf("%d%d", &x, &y);
72             printf("%lld\n", dist[x] + dist[y] - 2 * dist[lca(x, y)]);
73         }
74     }
75     return 0;
76 }

```

4.6 Depth-First Traversal

```

1 vector<int> G[MAXN];
2 int vis[MAXN];
3 void dfs(int u){
4     vis[u]=1;
5     PREVISIT(u);

```



```

6     for(auto v:G[u]){
7         if(!vis[v])dfs(v);
8     }
9     POSTVISIT(u);
10 }

```

4.6.1 Biconnected-Component

```

1  //UVALive - 3523
2  #include<bits/stdc++.h>
3  using namespace std;
4  #define clr(a,x) memset(a,x,sizeof(a))
5  #define rep(i,a,b) for(int i=a;i<=b;i++)
6  #define mp make_pair
7  #define fi first
8  #define se second
9  #define pb push_back
10 typedef pair<int,int> pii;
11 typedef vector<int> vi;
12 const int MAXV=1e3+10;
13 const int MAXE=1e6+10;
14 int tot;
15 int head[MAXV];
16 struct Edge{
17     int v,nxt;
18     Edge(){}
19     Edge(int v,int nxt):v(v),nxt(nxt){}
20 }edge[MAXE<<1];
21 void init(){
22     tot=0;
23     clr(head,-1);
24 }
25 void add_edge(int u,int v){
26     edge[tot]=Edge(v,head[u]);
27     head[u]=tot++;
28 }
29 int pre[MAXV],is_cut[MAXV],bccno[MAXV],dfs_clock,bcc_cnt;
30 vi bcc[MAXV];
31 stack<pii> st;
32 int dfs(int u,int fa){
33     int lowu=pre[u]++dfs_clock;
34     int child=0;
35     for(int i=head[u];~i;i=edge[i].nxt){
36         int v=edge[i].v;
37         pii e=mp(u,v);
38         if(!pre[v]){
39             st.push(e);
40             child++;
41             int lowv=dfs(v,u);
42             lowu=min(lowu,lowv);
43             if(lowv>=pre[u]){
44                 is_cut[u]=1;
45                 bcc_cnt++;
46                 bcc[bcc_cnt].clear();
47                 for(;;){
48                     pii x=st.top();
49                     st.pop();
50                     if(bccno[x.fi]!=bcc_cnt){

```

```

51         bcc[bcc_cnt].pb(x.fi);
52         bccno[x.fi]=bcc_cnt;
53     }
54     if(bccno[x.se]!=bcc_cnt){
55         bcc[bcc_cnt].pb(x.se);
56         bccno[x.se]=bcc_cnt;
57     }
58     if(x.fi==u&& x.se==v)break;
59 }
60 }
61 }else if(pre[v]<pre[u]&&v!=fa){
62     st.push(e);
63     lowu=min(lowu,pre[v]);
64 }
65 }
66 if(fa<0&&child==1)is_cut[u]=0;
67 return lowu;
68 }
69 void find_bcc(int n){
70     clr(pre,0);
71     clr(is_cut,0);
72     clr(bccno,0);
73     dfs_clock=bcc_cnt=0;
74     rep(i,1,n){
75         if(!pre[i])dfs(i,-1);
76     }
77 }
78 int odd[MAXV],color[MAXV];
79 bool bipartite(int u,int b){
80     for(int i=head[u];~i;i=edge[i].nxt){
81         int v=edge[i].v;
82         if(bccno[v]!=b)continue;
83         if(color[v]==color[u])return false;
84         if(!color[v]){
85             color[v]=3-color[u];
86             if(!bipartite(v,b))return false;
87         }
88     }
89     return true;
90 }
91 bool mmp[MAXV][MAXV];
92 int main(){
93     int n,m;
94     while(scanf("%d%d",&n,&m),n+m){
95         clr(mmp,0);
96         rep(i,1,m){
97             int x,y;
98             scanf("%d%d",&x,&y);
99             mmp[x][y]=1;
100            mmp[y][x]=1;
101        }
102        init();
103        rep(i,1,n){
104            rep(j,i+1,n){
105                if(!mmp[i][j]){
106                    add_edge(i,j);
107                    add_edge(j,i);
108                }
109            }

```

```

110     }
111     find_bcc(n);
112     clr(odd,0);
113     for(int i=1;i<=bcc_cnt;i++){
114         clr(color,0);
115         for(int j=0;j<bcc[i].size();j++){
116             bccno[bcc[i][j]]=i;
117         }
118         int u=bcc[i][0];
119         color[u]=1;
120         if(!bipartite(u,i)){
121             for(int j=0;j<bcc[i].size();j++){
122                 odd[bcc[i][j]]=1;
123             }
124         }
125     }
126     int ans=n;
127     rep(i,1,n)if(odd[i])ans--;
128     printf("%d\n",ans);
129 }
130 return 0;
131 }

```

4.6.2 Strongly Connected Component

```

1  const int MAXV=1e4+10;
2  const int MAXE=1e5+10;
3  int tot,head[MAXV];
4  int low[MAXV],dfn[MAXV],stk[MAXV],Belong[MAXV];
5  int idx,top,scc;
6  bool instk[MAXV];
7  struct Edge{
8      int v,nxt;
9      Edge(){}
10     Edge(int v,int nxt):v(v),nxt(nxt){}
11 }edge[MAXE];
12 void init(){
13     tot=0;
14     clr(head,-1);
15 }
16 void add_edge(int u,int v){
17     edge[tot]=Edge(v,head[u]);
18     head[u]=tot++;
19 }
20 void Tarjan(int u){
21     int v;
22     low[u]=dfn[u]=++idx;
23     stk[top++]=u;
24     instk[u]=true;
25     for(int i=head[u];~i;i=edge[i].nxt){
26         v=edge[i].v;
27         if(!dfn[v]){
28             Tarjan(v);
29             if(low[u]>low[v])low[u]=low[v];
30         }else if(instk[v]&&low[u]>dfn[v])low[u]=dfn[v];
31     }
32     if(low[u]==dfn[u]){
33         scc++;

```

```

34         do{
35             v=stk[--top];
36             instk[v]=false;
37             Belong[v]=scc;
38         }while(v!=u);
39     }
40 }
41 void tscc(int N){
42     clr(dfn,0);
43     clr(instk,0);
44     idx=scc=top=0;
45     rep(i,1,N)if(!dfn[i])Tarjan(i);
46 }

```

4.6.3 Kosaraju

```

1  const int MAXV=2e4+10;
2  const int MAXE=5e4+10;
3  int tot,scc,head[MAXV],rhead[MAXV],Belong[MAXV];
4  bool vis[MAXV];
5  int stk[MAXV],top;
6  struct Edge{
7      int v,nxt;
8      Edge(){}
9      Edge(int v,int nxt):v(v),nxt(nxt){}
10 }edge[MAXE],redge[MAXE];
11 void init(){
12     tot=0;
13     clr(head,-1);
14     clr(rhead,-1);
15 }
16 void add_edge(int u,int v){
17     edge[tot]=Edge(v,head[u]);
18     redge[tot]=Edge(u,rhead[v]);
19     head[u]=rhead[v]=tot++;
20 }
21 void dfs(int u){
22     vis[u]=true;
23     for(int i=head[u];~i;i=edge[i].nxt){
24         int v=edge[i].v;
25         if(!vis[v])dfs(v);
26     }
27     stk[++top]=u;
28 }
29 void rdfs(int u,int k){
30     vis[u]=true;
31     Belong[u]=k;
32     for(int i=rhead[u];~i;i=redge[i].nxt){
33         int v=redge[i].v;
34         if(!vis[v])rdfs(v,k);
35     }
36 }
37 void kscs(int V){
38     scc=top=0;
39     clr(vis,0);
40     rep(i,1,V)if(!vis[i])dfs(i);
41     clr(vis,0);
42     per(i,top,1){

```

```

43     int v=stk[i];
44     if(!vis[v])rdfs(v,++scc);
45 }
46 }

```

4.6.4 TwoSAT

```

1  //poj3683
2  //0 base !
3  //if (x V (!y))then add_clause(1,x,0,y)
4  //if x then add_var(1,x)
5  const int MAXV=1e5;
6  const int MAXE=3e6+5;
7  int tot,scc,head[MAXV],rhead[MAXV],Belong[MAXV];
8  bool vis[MAXV];
9  int stk[MAXV],top;
10 struct Edge{
11     int v,nxt;
12     Edge(){}
13     Edge(int v,int nxt):v(v),nxt(nxt){}
14 }edge[MAXE],redge[MAXE];
15 void init(){
16     tot=0;
17     clr(head,-1);
18     clr(rhead,-1);
19 }
20 void add_edge(int u,int v){
21     edge[tot]=Edge(v,head[u]);
22     redge[tot]=Edge(u,rhead[v]);
23     head[u]=rhead[v]=tot++;
24 }
25 void dfs(int u){
26     vis[u]=true;
27     for(int i=head[u];~i;i=edge[i].nxt){
28         int v=edge[i].v;
29         if(!vis[v])dfs(v);
30     }
31     stk[++top]=u;
32 }
33 void rdfs(int u,int k){
34     vis[u]=true;
35     Belong[u]=k;
36     for(int i=rhead[u];~i;i=redge[i].nxt){
37         int v=redge[i].v;
38         if(!vis[v])rdfs(v,k);
39     }
40 }
41 void kscv(int V){
42     scc=top=0;
43     clr(vis,0);
44     rep(i,0,V-1)if(!vis[i])dfs(i);
45     clr(vis,0);
46     per(i,top,1){
47         int v=stk[i];
48         if(!vis[v])rdfs(v,++scc);
49     }
50 }
51 void add_clause(int xv,int x,int yv,int y){

```

```

52     x=x<<1|xv;
53     y=y<<1|yv;
54     add_edge(x^1,y);
55     add_edge(y^1,x);
56 }
57 void add_var(int xv,int x){
58     x=x<<1|xv;
59     add_edge(x^1,x);
60 }
61 int st[MAXV],ed[MAXV],d[MAXV];
62 char tm[10];
63 int fun(){
64     int res=0;
65     int h=(tm[0]-'0')*10+tm[1]-'0';
66     res=h*60;
67     res+=(tm[3]-'0')*10+tm[4]-'0';
68     return res;
69 }
70 int work(){
71     int n;
72     scanf("%d",&n);
73     rep(i,0,n-1){
74         scanf("%s",tm);
75         st[i]=fun();
76         scanf("%s",tm);
77         ed[i]=fun();
78         scanf("%d",&d[i]);
79     }
80     init();
81     rep(i,0,n-1){
82         rep(j,0,i-1){
83             if(min(st[i]+d[i],st[j]+d[j])>max(st[i],st[j])){
84                 add_clause(0,i,0,j);
85             }
86             if(min(st[i]+d[i],ed[j])>max(st[i],ed[j]-d[j])){
87                 add_clause(0,i,1,j);
88             }
89             if(min(ed[i],st[j]+d[j])>max(ed[i]-d[i],st[j])){
90                 add_clause(1,i,0,j);
91             }
92             if(min(ed[i],ed[j])>max(ed[i]-d[i],ed[j]-d[j])){
93                 add_clause(1,i,1,j);
94             }
95         }
96     }
97     ksat(2*n);
98     rep(i,0,n-1){
99         if(Belong[i<<1]==Belong[i<<1|1]){
100             puts("NO");
101             return 0;
102         }
103     }
104     puts("YES");
105     rep(i,0,n-1){
106         if(Belong[i<<1|1]>Belong[i<<1]){
107             printf("%02d:%02d %02d:%02d\n",st[i]/60,st[i]%60,(st[i]+d[i])/60,(st[i]+d[i]
108 ])%60);
109         }else{

```

```

109         printf("%02d:%02d %02d:%02d\n", (ed[i]-d[i])/60, (ed[i]-d[i])%60, ed[i]/60, ed[
110             i]%60);
111     }
112     return 0;
113 }

```

4.6.5 cut-vertex

```

1 //poj 1144
2 #include<cstdio>
3 #include<cstring>
4 #include<algorithm>
5 using namespace std;
6 #define rep(i,a,b) for(int i=a;i<=b;i++)
7 #define clr(a,x) memset(a,x,sizeof(a))
8 const int MAXV=105;
9 const int MAXE=1e5;
10 int tot;
11 int head[MAXV];
12 struct Edge{
13     int v,nxt;
14     Edge(){}
15     Edge(int v,int nxt):v(v),nxt(nxt){}
16 }edge[MAXE<<1];
17 void init(){
18     tot=0;
19     clr(head,-1);
20 }
21 void add_edge(int u,int v){
22     edge[tot]=Edge(v,head[u]);
23     head[u]=tot++;
24 }
25 int n;
26 bool is_cut[MAXV];
27 int low[MAXV],pre[MAXV];
28 int dfs_clock;
29 int dfs(int u,int fa){
30     int lowu=pre[u]=++dfs_clock;
31     int child=0;
32     for(int i=head[u];~i;i=edge[i].nxt){
33         int v=edge[i].v;
34         if(!pre[v]){
35             child++;
36             int lowv=dfs(v,u);
37             lowu=min(lowu,lowv);
38             if(lowv>=pre[u]){
39                 is_cut[u]=true;
40             }
41         }else if(pre[v]<pre[u]&&v!=fa){
42             lowu=min(lowu,pre[v]);
43         }
44     }
45     if(fa<0&&child==1)is_cut[u]=false;
46     low[u]=lowu;
47     return lowu;
48 }
49 int main(){

```

```

50     while(scanf("%d",&n),n){
51         init();
52         int x;
53         while(scanf("%d",&x),x){
54             int y;
55             while(getchar()!='\n'){
56                 scanf("%d",&y);
57                 add_edge(x,y);
58                 add_edge(y,x);
59             }
60         }
61         clr(is_cut,0);
62         clr(low,0);
63         clr(pre,0);
64         dfs_clock=0;
65         int cnt=0;
66         dfs(1,-1);
67         for(int i=1;i<=n;i++){
68             if(is_cut[i])cnt++;
69         }
70         printf("%d\n",cnt);
71     }
72     return 0;
73 }

```

4.6.6 TreeCOG

```

1  const int MAXN=16000+10;
2  int tot;
3  int n;
4  int head[MAXN];
5  struct Edge{
6      int v,nxt;
7      Edge(){}
8      Edge(int v,int nxt):v(v),nxt(nxt){}
9  }edge[MAXN<<1];
10 void init(){
11     tot=0;
12     memset(head,-1,sizeof(head));
13 }
14 void add_edge(int u,int v){
15     edge[tot]=Edge(v,head[u]);
16     head[u]=tot++;
17 }
18 int mx=0x3f3f3f3f;
19 int ans[MAXN];
20 int sz[MAXN];
21 int cnt=0;
22 void dfs(int u,int p){
23     sz[u]=1;
24     int now=1;
25     for(int i=head[u];~i;i=edge[i].nxt){
26         int v=edge[i].v;
27         if(v==p)continue;
28         dfs(v,u);
29         now=max(now,sz[v]);
30         sz[u]+=sz[v];
31     }

```



```

32     now=max(now,n-sz[u]);
33     if(now==mx||cnt==0){
34         ans[++cnt]=u;
35     }else if(now<mx){
36         mx=now;
37         cnt=0;
38         ans[++cnt]=u;
39     }
40 }
41 int main(){
42     scanf("%d",&n);
43     int m=n-1;
44     init();
45     while(m--){
46         int u,v;
47         scanf("%d%d",&u,&v);
48         add_edge(u,v);
49         add_edge(v,u);
50     }
51     dfs(1,-1);
52     sort(ans+1,ans+1+cnt);
53     printf("%d %d\n",mx,cnt);
54     for(int i=1;i<=cnt;i++){
55         printf("%d ",ans[i]);
56     }
57     return 0;
58 }

```

4.7 Bipartite Graph Matching

4.7.1 Hungry

```

1 //poj3041
2 const int MAXV=1e3+5;
3 struct BM{
4     int V;
5     vi G[MAXV];
6     int match[MAXV];
7     bool vis[MAXV];
8     void init(int x){
9         V=x;
10        rep(i,1,V)G[i].clear();
11    }
12    void add_edge(int u,int v){
13        G[u].pb(v);
14        G[v].pb(u);
15    }
16    bool dfs(int u){
17        vis[u]=true;
18        for(int i=0;i<(int)G[u].size();i++){
19            int v=G[u][i];
20            int w=match[v];
21            if(w==-1||(!vis[w]&&dfs(w))){
22                match[u]=v;
23                match[v]=u;
24                return true;
25            }
26        }
27        return false;

```

```

28     }
29     int matching(){
30         int ret=0;
31         clr(match,-1);
32         rep(i,1,V){
33             if(match[i]==-1){
34                 clr(vis,0);
35                 if(dfs(i))ret++;
36             }
37         }
38         return ret;
39     }
40 }bm;
41 int work(){
42     int n,k;
43     scanf("%d%d",&n,&k);
44     bm.init(2*n);
45     while(k--){
46         int u,v;
47         scanf("%d%d",&u,&v);
48         bm.add_edge(u,n+v);
49     }
50     printf("%d",bm.matching());
51     return 0;
52 }

```

4.8 Network Flow

4.8.1 Dinic

```

1 //poj 3281
2 #include<cstdio>
3 #include<iostream>
4 #include<algorithm>
5 #include<cstring>
6 #include<queue>
7 using namespace std;
8 #define clr(a,x) memset(a,x,sizeof(a))
9 const int MAXV=400+5;
10 const int MAXE=1e5+5;
11 const int INF=0x3f3f3f3f;
12 int tot;
13 int head[MAXV],level[MAXV],iter[MAXV];
14 struct Edge{
15     int v,cap,nxt;
16     Edge(){}
17     Edge(int v,int cap,int nxt):v(v),cap(cap),nxt(nxt){}
18 }edge[MAXE<<1];
19 void init(){
20     tot=0;
21     clr(head,-1);
22 }
23 void add_edge(int u,int v,int c){
24     edge[tot]=Edge(v,c,head[u]);
25     head[u]=tot++;
26     edge[tot]=Edge(u,0,head[v]);
27     head[v]=tot++;
28 }
29 void bfs(int s){

```

```

30     clr(level,-1);
31     level[s]=0;
32     queue<int> que;
33     que.push(s);
34     while(!que.empty()){
35         int u=que.front();
36         que.pop();
37         for(int i=head[u];~i;i=edge[i].nxt){
38             int v=edge[i].v;
39             int c=edge[i].cap;
40             if(c>0&&level[v]<0){
41                 level[v]=level[u]+1;
42                 que.push(v);
43             }
44         }
45     }
46 }
47 int dfs(int u,int t,int f){
48     if(u==t)return f;
49     for(int &i=iter[u];~i;i=edge[i].nxt){
50         int v=edge[i].v;
51         int c=edge[i].cap;
52         if(c>0&&level[u]<level[v]){
53             int d=dfs(v,t,min(f,c));
54             if(d>0){
55                 edge[i].cap-=d;
56                 edge[i^1].cap+=d;
57                 return d;
58             }
59         }
60     }
61     return 0;
62 }
63 int max_flow(int s,int t){
64     int flow=0;
65     while(1){
66         bfs(s);
67         if(level[t]<0)return flow;
68         int f;
69         memcpy(iter,head,sizeof(head));
70         while(f=dfs(s,t,INF))flow+=f;
71     }
72 }
73 int main(){
74     int n,f,d;
75     scanf("%d%d%d",&n,&f,&d);
76     int s=0,t=2*n+f+d;
77     init();
78     for(int i=1;i<=f;i++){
79         add_edge(s,2*n+i,1);
80     }
81     for(int i=1;i<=d;i++){
82         add_edge(2*n+f+i,t,1);
83     }
84     for(int i=1;i<=n;i++){
85         add_edge(i,n+i,1);
86         int ff,dd;
87         scanf("%d%d",&ff,&dd);
88         while(ff--){

```

```

89         int x;
90         scanf("%d",&x);
91         add_edge(2*n+x,i,1);
92     }
93     while(dd--){
94         int x;
95         scanf("%d",&x);
96         add_edge(n+i,2*n+f+x,1);
97     }
98 }
99 printf("%d",max_flow(s,t));
100 return 0;
101 }

```

4.8.2 MinCost MaxFlow

```

1  // poj2135
2  #include<cstdio>
3  #include<vector>
4  #include<algorithm>
5  #include<queue>
6  using namespace std;
7  const int MAXV=1005;
8  const int MAXE=50000;
9  const int INF=100000000;
10 typedef pair<int,int> P;
11 struct edge{int to, cap, cost, rev;};
12 int dist[MAXV], h[MAXV], prevv[MAXV], preve[MAXV];
13 int V;
14 vector<edge> G[MAXV];
15 void add_edge(int from, int to, int cap, int cost){
16     G[from].push_back((edge){to, cap, cost, G[to].size()});
17     G[to].push_back((edge){from, 0, -cost, G[from].size()-1});
18 }
19 int min_cost_flow(int s, int t, int f){
20     int res=0;
21     fill(h, h+V, 0);
22     while(f>0){
23         priority_queue<P, vector<P>, greater<P> >que;
24         fill(dist, dist+V, INF);
25         dist[s]=0;
26         que.push(P(0,s));
27         while(!que.empty()){
28             P p=que.top(); que.pop();
29             int v=p.second;
30             if(dist[v]<p.first) continue;
31             for(int i=0; i<G[v].size(); i++){
32                 edge &e=G[v][i];
33                 if(e.cap>0&&dist[e.to]>dist[v]+e.cost+h[v]-h[e.to]){
34                     dist[e.to]=dist[v]+e.cost+h[v]-h[e.to];
35                     prevv[e.to]=v;
36                     preve[e.to]=i;
37                     que.push(P(dist[e.to], e.to));
38                 }
39             }
40         }
41         if(dist[t]==INF){
42             return -1;

```

```
43     }
44     for(int v=0;v<V;v++) h[v]+=dist[v];
45     int d=f;
46     for(int v=t;v!=s;v=prevv[v]){
47         d=min(d,G[prevv[v]][preve[v]].cap);
48     }
49     f-=d;
50     res+=d*h[t];
51     for(int v=t;v!=s;v=prevv[v]){
52         edge &e=G[prevv[v]][preve[v]];
53         e.cap-=d;
54         G[v][e.rev].cap+=d;
55     }
56 }
57 return res;
58 }
59 int main(){
60     int N,M;
61     scanf("%d%d",&N,&M);
62     V=N;
63     for(int i=1;i<=M;i++){
64         int x,y,z;
65         scanf("%d%d%d",&x,&y,&z);
66         add_edge(x-1,y-1,1,z);
67         add_edge(y-1,x-1,1,z);
68     }
69     printf("%d",min_cost_flow(0,N-1,2));
70     return 0;
71 }
```

5 Others

5.1 Matrix

5.1.1 Matrix FastPow

```

1  typedef vector<ll> vec;
2  typedef vector<vec> mat;
3  mat mul(mat& A, mat& B)
4  {
5      mat C(A.size(), vec(B[0].size()));
6      for (int i = 0; i < A.size(); i++)
7          for (int k = 0; k < B.size(); k++)
8              if (A[i][k]) // 00000000
9                  for (int j = 0; j < B[0].size(); j++)
10                     C[i][j] = (C[i][j] + A[i][k] * B[k][j]) % mod;
11     return C;
12 }
13 mat Pow(mat A, ll n)
14 {
15     mat B(A.size(), vec(A.size()));
16     for (int i = 0; i < A.size(); i++) B[i][i] = 1;
17     for (; n >= 1; A = mul(A, A))
18         if (n & 1) B = mul(B, A);
19     return B;
20 }
```

5.2 Tricks

5.2.1 Stack-Overflow

```

1  #pragma comment(linker, "/STACK:1024000000,1024000000")
```

5.2.2 Fast-Scanner

```

1  template <class T>
2  inline bool scan_d(T &ret){
3      char c;
4      int sgn;
5      if (c = getchar(), c == EOF) return 0; //EOF
6      while (c != '-' && (c < '0' || c > '9')) c = getchar();
7      sgn = (c == '-') ? -1 : 1;
8      ret = (c == '-') ? 0 : (c - '0');
9      while (c = getchar(), c >= '0' && c <= '9') ret = ret * 10 + (c - '0');
10     ret *= sgn;
11     return 1;
12 }
13 inline void out(int x){
14     if(x<0){
15         putchar('-');
16         x=-x;
17     }
18     if (x > 9) out(x / 10);
19     putchar(x % 10 + '0');
20 }
```

5.2.3 Strtok-Scanf

```

1 // get some integers in a line
2 gets(buf);
3 int v;
4 char *p = strtok(buf, " ");
5 while (p){
6     sscanf(p, "%d", &v);
7     p = strtok(NULL, " ");
8 }

```

5.3 Mo Algorithm

```

1 //hdu 6333
2 #include<bits/stdc++.h>
3 using namespace std;
4 typedef long long ll;
5 const int MAXN=1e5+10;
6 const int MOD=1e9+7;
7 int block;
8 struct node{
9     int l,r,id;
10 }no[MAXN];
11 bool cmp(node x,node y){
12     if(x.l/block==y.l/block)return x.r<y.r;
13     else return x.l/block<y.l/block;
14 }
15 int ans[MAXN];
16 int fact[MAXN];
17 int invfact[MAXN];
18 ll pow_mod(ll a,ll b){
19     ll res=1;
20     while(b){
21         if(b&1)res=res*a%MOD;
22         a=a*a%MOD;
23         b>>=1;
24     }
25     return res;
26 }
27 ll fun(ll n,ll m){
28     return (1LL*fact[n]*invfact[m])%MOD*invfact[n-m]%MOD;
29 }
30 int main(){
31     int n=100000;
32     fact[0]=1;
33     for(int i=1;i<=n;i++){
34         fact[i]=1LL*fact[i-1]*i%MOD;
35     }
36     invfact[n]=pow_mod(fact[n],MOD-2);
37     for(int i=n;i>=1;i--){
38         invfact[i-1]=1LL*invfact[i]*i%MOD;
39     }
40     int q;
41     scanf("%d",&q);
42     block=(int)sqrt(100000);
43     for(int i=1;i<=q;i++){
44         scanf("%d%d",&no[i].r,&no[i].l);
45         no[i].id=i;

```

```

46     }
47     sort(no+1,no+1+q,cmp);
48     int L=1,R=1;
49     ll now=2;
50     int inv2=pow_mod(2,MOD-2);
51     for(int i=1;i<=q;i++){
52         while(R<no[i].r){
53             now=(now*2-fun(R,L)+MOD)%MOD;
54             R++;
55         }
56         while(L>no[i].l){
57             now=(now-fun(R,L)+MOD)%MOD;
58             L--;
59         }
60         while(R>no[i].r){
61             R--;
62             now+=fun(R,L);
63             now%=MOD;
64             now=now*inv2%MOD;
65         }
66         while(L<no[i].l){
67             L++;
68             now=(now+fun(R,L))%MOD;
69         }
70         ans[no[i].id]=now;
71     }
72     for(int i=1;i<=q;i++){
73         printf("%d\n",ans[i]);
74     }
75     return 0;
76 }

```

5.4 BigNum

5.4.1 High-precision

```

1  import java.io.*;
2  import java.math.*;
3  import java.util.StringTokenizer;
4
5  public class Main{
6      public static void main(String[] args){
7          InputStream inputStream = System.in;//new FileInputStream("C:\\Users\\xxx\\
Downloads\\test.in");
8          OutputStream outputStream = System.out;
9          InputReader in = new InputReader(inputStream);
10         PrintWriter out = new PrintWriter(outputStream);
11         Task solver = new Task();
12         solver.solve(in, out);
13         out.close();
14     }
15     static class Task {
16
17         public void solve(InputReader in, PrintWriter out) {
18             //do sth
19
20         }
21
22     }

```



```
23 static class InputReader {
24     public BufferedReader reader;
25     public StringTokenizer tokenizer;
26
27     public InputReader(InputStream stream) {
28         reader = new BufferedReader(new InputStreamReader(stream), 32768);
29         tokenizer = null;
30     }
31
32     public String next() {
33         while (tokenizer == null || !tokenizer.hasMoreTokens()) {
34             try {
35                 tokenizer = new StringTokenizer(reader.readLine());
36             } catch (IOException e) {
37                 throw new RuntimeException(e);
38             }
39         }
40         return tokenizer.nextToken();
41     }
42
43     public int nextInt() {
44         return Integer.parseInt(next());
45     }
46
47     public long nextLong() {
48         return Long.parseLong(next());
49     }
50
51     public double nextDouble() {
52         return Double.parseDouble(next());
53     }
54
55     public char[] nextCharArray() {
56         return next().toCharArray();
57     }
58
59     public boolean hasNext() {
60         try {
61             String string = reader.readLine();
62             if (string == null) {
63                 return false;
64             }
65             tokenizer = new StringTokenizer(string);
66             return tokenizer.hasMoreTokens();
67         } catch (IOException e) {
68             return false;
69         }
70     }
71     public BigInteger nextBigInteger() {
72         return new BigInteger(next());
73     }
74
75     public BigDecimal nextBigDecimal() {
76         return new BigDecimal(next());
77     }
78 }
79 }
```

5.5 VIM

```

1 syntax on
2 set nu
3 set tabstop=4
4 set expandtab
5 set autoindent
6 set cin
7 set mouse=a
8
9 map<F2> :call SetTitle(<CR>
10 func SetTitle()
11 let l = 0
12 let l = l + 1 | call setline(l, '#include <algorithm>')
13 let l = l + 1 | call setline(l, '#include <iostream>')
14 let l = l + 1 | call setline(l, '#include <cstring>')
15 let l = l + 1 | call setline(l, '#include <string>')
16 let l = l + 1 | call setline(l, '#include <cstdio>')
17 let l = l + 1 | call setline(l, '#include <vector>')
18 let l = l + 1 | call setline(l, '#include <stack>')
19 let l = l + 1 | call setline(l, '#include <queue>')
20 let l = l + 1 | call setline(l, '#include <cmath>')
21 let l = l + 1 | call setline(l, '#include <set>')
22 let l = l + 1 | call setline(l, '#include <map>')
23 let l = l + 1 | call setline(l, 'using namespace std;')
24 let l = l + 1 | call setline(l, '#define rep(i,a,b) for(int i=a;i<=b;i++)')
25 let l = l + 1 | call setline(l, '#define per(i,a,b) for(int i=a;i>=b;i--)')
26 let l = l + 1 | call setline(l, '#define clr(a,x) memset(a,x,sizeof(a))')
27 let l = l + 1 | call setline(l, '#define pb push_back')
28 let l = l + 1 | call setline(l, '#define mp make_pair')
29 let l = l + 1 | call setline(l, '#define all(x) (x).begin(),(x).end()')
30 let l = l + 1 | call setline(l, '#define fi first')
31 let l = l + 1 | call setline(l, '#define se second')
32 let l = l + 1 | call setline(l, '#define SZ(x) ((int)(x).size())')
33 let l = l + 1 | call setline(l, 'typedef unsigned long long ull;')
34 let l = l + 1 | call setline(l, 'typedef long long ll;')
35 let l = l + 1 | call setline(l, 'typedef vector<int> vi;')
36 let l = l + 1 | call setline(l, 'typedef pair<int,int> pii;')
37 let l = l + 1 | call setline(l, '/******head*****')
38 let l = l + 1 | call setline(l, 'int work(){')
39 let l = l + 1 | call setline(l, '    ')
40 let l = l + 1 | call setline(l, '        return 0;')
41 let l = l + 1 | call setline(l, '    }')
42 let l = l + 1 | call setline(l, 'int main(){')
43 let l = l + 1 | call setline(l, '#ifdef superkunn')
44 let l = l + 1 | call setline(l, '    freopen("input.txt","rt",stdin);')
45 let l = l + 1 | call setline(l, '#endif')
46 let l = l + 1 | call setline(l, '    work();')
47 let l = l + 1 | call setline(l, '    return 0;')
48 let l = l + 1 | call setline(l, '    }')
49 endfunc

```

5.6 BASH

```

1 g++ -g -Wall -std=c++11 -Dsuperkunn main.cpp
2 ./a.out

```

6 Geometry

```

1 struct Point{
2     double x,y;
3     Point(double x=0,double y=0):x(x),y(y){}
4 };
5 typedef Point Vector;
6 Vector operator + (Vector A,Vector B){return Vector(A.x+B.x,A.y+B.y);}
7 Vector operator - (Point A,Point B){return Vector(A.x-B.x,A.y-B.y);}
8 Vector operator * (Vector A,double p){return Vector(A.x*p,A.y*p);}
9 Vector operator / (Vector A,double p){return Vector(A.x/p,A.y/p);}
10 bool operator < (const Point& a,const Point &b){
11     return a.x<b.x||(a.x==b.x&&a.y<b.y);
12 }
13 const double eps = 1e-10;
14 int dcmp(double x){
15     if(fabs(x)<eps)return 0;else return x<0?-1:1;
16 }
17 bool operator == (const Point& a,const Point &b){
18     return dcmp(a.x-b.x)==0&&dcmp(a.y-b.y)==0;
19 }
20 //(x,y)-> atan2(y,x)
21 double Dot(Vector A,Vector B){return A.x*B.x+A.y*B.y;}
22 double Length(Vector A){return sqrt(Dot(A,A));}
23 double Angle(Vector A,Vector B){return acos(Dot(A,B)/Length(A)/Length(B));}
24 double Cross(Vector A,Vector B){return A.x*B.y-A.y*B.x;}
25 double Area2(Point A,Point B,Point C){return Cross(B-A,C-A);}
26 Vector Rotate(Vector A,double rad){
27     return Vector(A.x*cos(rad)-A.y*sin(rad),A.x*sin(rad)+A.y*cos(rad));
28 }
29 Vector Normal(Vector A){
30     double L=Length(A);
31     return Vector(-A.y/L,A.x/L);
32 }

```

7 DP

7.1 DigitDp

7.1.1 cf1073e

```

1  const ll MOD=998244353;
2  ll l,r;
3  int k;
4  pair<ll,ll> dp[22][1<<11];
5  bool vis[22][1<<11];
6  ll base[22];
7  int bt[22];
8  int fun(int x){
9      int res=0;
10     while(x){
11         res++;
12         x-=x&-x;
13     }
14     return res;
15 }
16 pair<ll,ll> dfs(int pos,int pre,bool limit,bool lead){
17     if(pos==0)return fun(pre)<=k?mp(1,0):mp(0,0);
18     if(!limit&&!lead&&vis[pos][pre])return dp[pos][pre];
19     int u=limit?bt[pos]:9;
20     pair<ll,ll> res=mp(0,0);
21     for(int i=0;i<=u;i++){
22         int now=pre;
23         if(lead&&i==0){
24             now=0;
25         }else{
26             now=pre|(1<<i);
27         }
28         pair<ll,ll> tmp=dfs(pos-1,now,limit&&i==bt[pos],lead&&i==0);
29         res.first=(res.first+tmp.first)%MOD;
30         ll w=1LL*i*base[pos]%MOD;
31         w=(w*tmp.first)%MOD;
32         res.second=(res.second+tmp.second+w)%MOD;
33     }
34     if(!limit&&!lead)dp[pos][pre]=res,vis[pos][pre]=true;
35     return res;
36 }
37 ll gao(ll x){
38     int pos=0;
39     while(x){
40         bt[++pos]=x%10;
41         x/=10;
42     }
43     return dfs(pos,0,true,true).second;
44 }
45 int main(){
46     base[1]=1;
47     for(int i=2;i<=21;i++){
48         base[i]=base[i-1]*10%MOD;
49     }
50     scanf("I64dI64d",&l,&r,&k);
51     printf("I64d",(gao(r)-gao(l-1)+MOD)%MOD);
52     return 0;
53 }

```