



ACM/ICPC Template Manual

QUST

hxx

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Contents

0	Include	1
1	Math	2
1.1	Prime	2
1.1.1	Eratosthenes Sieve	2
1.1.2	Eular Sieve	2
1.1.3	Prime Factorization	2
1.1.4	Miller Rabin	3
1.1.5	Segment Sieve	3
1.2	Eular phi	4
1.2.1	Eular	4
1.2.2	Sieve	4
1.3	Basic Number Theory	4
1.3.1	Extended Euclidean	4
1.3.2	$ax+by=c$	5
1.3.3	Multiplicative Inverse Modulo	5
1.4	Modulo Linear Equation	5
1.4.1	Chinese Remainder Theory	5
1.4.2	ExCRT	6
1.5	Combinatorics	6
1.5.1	Combination	6
1.5.2	Lucas	7
1.5.3	Big Combination	7
1.5.4	Polya	8
1.6	Fast Power	8
1.7	Mobius Inversion	8
1.7.1	Mobius	8
1.7.2	Number of Coprime-pair	9
1.7.3	VisibleTrees	9
1.8	Fast Transformation	10
1.8.1	FFT	10
1.8.2	NTT	11
1.8.3	FWT	11
1.9	Numerical Integration	12
1.9.1	Adaptive Simpson's Rule	12
1.9.2	Berlekamp-Massey	12
1.10	Others	14
1.11	Formula	14
2	String Processing	16
2.1	KMP	16
2.2	ExtendKMP	16
2.3	Manacher	17
2.4	Aho-Corasick Automaton	17
2.5	Suffix Array	19
2.6	Suffix Automation	20
3	Data Structure	21
3.1	Binary Indexed Tree	21
3.2	Segment Tree	21
3.2.1	Single-point Update	21
3.2.2	Interval Update	22
3.3	Splay Tree	23
3.4	Functional Segment Tree	24
3.5	Sparse Table	25
3.6	Heavy-Light Decomposition	26
3.7	Link-Cut Tree	26

4	Graph Theory	28
4.1	Union-Find Set	28
4.2	Minimal Spanning Tree	28
4.2.1	Kruskal	28
4.3	Shortest Path	29
4.3.1	Dijkstra	29
4.3.2	Spfa	30
4.4	Topo Sort	31
4.5	LCA	32
4.5.1	Tarjan	32
4.5.2	DFS+ST	33
4.6	Depth-First Traversal	34
4.6.1	Biconnected-Component	34
4.6.2	Strongly Connected Component	35
4.6.3	2-SAT	35
4.7	Eular Path	36
4.7.1	Fleury	37
4.8	Bipartite Graph Matching	37
4.8.1	Hungry(Matrix)	37
4.8.2	Hungry(List)	38
4.8.3	Hopcroft-Carp	39
4.8.4	Hungry(Multiple)	40
4.8.5	Kuhn-Munkres	41
4.9	Network Flow	42
4.9.1	EdmondKarp	42
4.9.2	Dinic	43
4.9.3	ISAP	45
4.9.4	MinCost MaxFlow	47
5	Computational Geometry	49
5.1	Basic Function	49
5.2	Position	49
5.2.1	Point-Point	49
5.2.2	Line-Line	49
5.2.3	Segment-Segment	50
5.2.4	Line-Segment	50
5.2.5	Point-Line	50
5.2.6	Point-Segment	50
5.2.7	Point on Segment	50
5.3	Polygon	51
5.3.1	Area	51
5.3.2	Point in Convex	51
5.3.3	Point in Polygon	51
5.3.4	Judge Convex	52
5.4	Integer Points	52
5.4.1	On Segment	52
5.4.2	On Polygon Edge	52
5.4.3	Inside Polygon	52
5.5	Circle	52
5.5.1	Circumcenter	52
6	Dynamic Programming	53
6.1	Subsequence	53
6.1.1	Max Sum	53
6.1.2	Longest Increase	53
6.1.3	Longest Common Increase	54
6.2	Digit Statistics	54

7	Others	55
7.1	Matrix	55
7.1.1	Matrix FastPow	55
7.1.2	Gauss Elimination	55
7.2	Tricks	55
7.2.1	Stack-Overflow	55
7.2.2	Fast-Scanner	56
7.2.3	Strok-Sscanf	56
7.3	Mo Algorithm	56
7.4	BigNum	57
7.4.1	High-precision	57
7.4.2	Complete High-precision	58
7.5	VIM	60

0 Include

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 #define clr(a, x) memset(a, x, sizeof(a))
4 #define mp(x, y) make_pair(x, y)
5 #define pb(x) push_back(x)
6 #define X first
7 #define Y second
8 #define fastin \
9     ios_base::sync_with_stdio(0); \
10    cin.tie(0);
11 typedef long long ll;
12 typedef long double ld;
13 typedef pair<int, int> PII;
14 typedef vector<int> VI;
15 const int INF = 0x3f3f3f3f;
16 const int mod = 1e9 + 7;
17 const double eps = 1e-6;
18
19 int main()
20 {
21     #ifndef ONLINE_JUDGE
22         freopen("test.in", "r", stdin);
23         freopen("test.out", "w", stdout);
24     #endif
25
26     return 0;
27 }
```

1 Math

1.1 Prime

1.1.1 Eratosthenes Sieve

$O(n \log \log n)$ maxn
 $notprime[i] = 0/1 \quad 0 \quad 1$

```

1 const int maxn = "Edit";
2 bool notprime[maxn] = {1, 1}; // 0 && 1
3 void GetPrime()
4 {
5     for (int i = 2; i < maxn; i++)
6         if (!notprime[i] && i <= maxn / i) //  $\sqrt{n}$ 
7             for (int j = i * i; j < maxn; j += i)
8                 notprime[j] = 1;
9 }
```

1.1.2 Euler Sieve

$O(n)$ phi[] prime[] tot
n

```

1 const int maxn = "Edit";
2 bool vis[maxn];
3 int tot, phi[maxn], prime[maxn];
4 void CalPhi(int n)
5 {
6     clr(vis, 0);
7     phi[1] = 1;
8     tot = 0;
9     for (int i = 2; i < n; i++)
10     {
11         if (!vis[i])
12             prime[tot++] = i, phi[i] = i - 1;
13         for (int j = 0; j < tot; j++)
14         {
15             if (i * prime[j] > n) break;
16             vis[i * prime[j]] = 1;
17             if (i % prime[j] == 0)
18             {
19                 phi[i * prime[j]] = phi[i] * prime[j];
20                 break;
21             }
22             else
23                 phi[i * prime[j]] = phi[i] * (prime[j] - 1);
24         }
25     }
26 }
```

1.1.3 Prime Factorization

$fact[i][0]^{fact[i][1]}$ i

```

1 ll fact[100][2];
2 int getFactors(ll x)
3 {
4     int cnt = 0;
5     for (int i = 0; prime[i] <= x / prime[i]; i++)
6     {
7         fact[cnt][1] = 0;
8         if (x % prime[i] == 0)
9         {
10             fact[cnt][0] = prime[i];
11             while (x % prime[i] == 0) fact[cnt][1]++, x /= prime[i];
12             cnt++;
13         }
14     }
15     if (x != 1) fact[cnt][0] = x, fact[cnt++][1] = 1;
16     return cnt;
17 }

```

1.1.4 Miller Rabin

$O(s \log n) \quad 2^{63}, s$

```

1 bool Miller_Rabin(ll n, int s)
2 {
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     {
10         ll a = rand() % (n - 1) + 1;
11         ll x = Pow(a, u, n);
12         for (int j = 0; j < t; j++)
13         {
14             ll y = Mul(x, x, n);
15             if (y == 1 && x != 1 && x != n - 1) return 0;
16             x = y;
17         }
18         if (x != 1) return 0;
19     }
20     return 1;
21 }

```

1.1.5 Segment Sieve

$[a, b)$

is_prime[i-a]=true i
 $a < b \leq 10^{12}, b - a \leq 10^6$

```

1 const int maxn = "Edit";
2 bool is_prime_small[maxn], is_prime[maxn];
3 int prime[maxn];
4 int segment_sieve(ll a, ll b)
5 {
6     int tot = 0;

```

```

7   for (ll i = 0; i * i < b; ++i)
8       is_prime_small[i] = true;
9   for (ll i = 0; i < b - a; ++i)
10      is_prime[i] = true;
11   for (ll i = 2; i * i < b; ++i)
12       if (is_prime_small[i])
13       {
14           for (ll j = 2 * i; j * j < b; j += i)
15               is_prime_small[j] = false;
16           for (ll j = max(2LL, (a + i - 1) / i) * i; j < b; j += i)
17               is_prime[j - a] = false;
18       }
19   for (ll i = 0; i < b - a; ++i)
20       if (is_prime[i]) prime[tot++] = i + a;
21   return tot;
22 }

```

1.2 Euler phi

1.2.1 Euler

```

1 ll Euler(ll n)
2 {
3     ll rt = n;
4     for (int i = 2; i * i <= n; i++)
5         if (n % i == 0)
6         {
7             rt -= rt / i;
8             while (n % i == 0) n /= i;
9         }
10    if (n > 1) rt -= rt / n;
11    return rt;
12 }

```

1.2.2 Sieve

```

1 const int N = "Edit";
2 int phi[N] = {0, 1};
3 void CalEuler()
4 {
5     for (int i = 2; i < N; i++)
6         if (!phi[i])
7             for (int j = i; j < N; j += i)
8             {
9                 if (!phi[j]) phi[j] = j;
10                phi[j] = phi[j] / i * (i - 1);
11            }
12 }

```

1.3 Basic Number Theory

1.3.1 Extended Euclidean

```

1 ll exgcd(ll a, ll b, ll &x, ll &y)
2 {
3     ll d = a;
4     if (b) d = exgcd(b, a % b, y, x), y -= x * (a / b);

```



```

5     else x = 1, y = 0;
6     return d;
7 }

```

1.3.2 $ax+by=c$

$$\begin{matrix} : X = x + k * dx, Y = y - k * dy \\ x \quad , \quad 0 \end{matrix}$$

```

1 #define Mod(a, b) (((a) % (b) + (b)) % (b))
2 bool solve(ll a, ll b, ll c, ll& x, ll& y, ll& dx, ll& dy)
3 {
4     if (a == 0 && b == 0) return 0;
5     ll x0, y0;
6     ll d = exgcd(a, b, x0, y0);
7     if (c % d != 0) return 0;
8     dx = b / d, dy = a / d;
9     x = Mod(x0 * c / d, dx);
10    y = (c - a * x) / b;
11    // y = Mod(y0 * c / d, dy); x = (c - b * y) / a;
12    return 1;
13 }

```

1.3.3 Multiplicative Inverse Modulo

$$\text{exgcd } a \quad m \quad , \quad \text{gcd}(a, m) == 1.$$

```

1 ll inv(ll a, ll m)
2 {
3     ll x, y;
4     ll d = exgcd(a, m, x, y);
5     return d == 1 ? (x + m) % m : -1;
6 }

```

$$a < p \quad p \quad ,$$

```

1 ll inv(ll a, ll p) { return Pow(a, p - 2, p); }

1 for (int i = 2; i < n; i++) inv[i] = inv[p % i] * (p - p / i) % p;

```

1.4 Modulo Linear Equation

1.4.1 Chinese Remainder Theory

$$\begin{matrix} X = r_i(\text{mod } m_i); \quad m_i \\ X = re + k * mo \end{matrix}$$

```

1 void crt(ll r[], ll m[], ll n, ll &re, ll &mo)
2 {
3     mo = 1, re = 0;
4     for (int i = 0; i < n; i++) mo *= m[i];
5     for (int i = 0; i < n; i++)
6     {
7         ll x, y, tm = mo / m[i];
8         ll d = exgcd(tm, m[i], x, y);
9         re = (re + tm * x * r[i]) % mo;

```

```

10     }
11     re = (re + mo) % mo;
12 }

```

1.4.2 ExCRT

$$X = r_i \pmod{m_i}; m_i$$

$$X = re + k * mo;$$

```

1 bool excrt(ll r[], ll m[], ll n, ll &re, ll &mo)
2 {
3     ll x, y;
4     mo = m[0], re = r[0];
5     for (int i = 1; i < n; i++)
6     {
7         ll d = exgcd(mo, m[i], x, y);
8         if ((r[i] - re) % d != 0) return 0;
9         x = (r[i] - re) / d * x % (m[i] / d);
10        re += x * mo;
11        mo = mo / d * m[i];
12        re %= mo;
13    }
14    re = (re + mo) % mo;
15    return 1;
16 }

```

1.5 Combinatorics

1.5.1 Combination

$$0 \leq m \leq n \leq 1000$$

```

1 const int maxn = 1010;
2 ll C[maxn][maxn];
3 void CalComb()
4 {
5     C[0][0] = 1;
6     for (int i = 1; i < maxn; i++)
7     {
8         C[i][0] = 1;
9         for (int j = 1; j <= i; j++) C[i][j] = (C[i - 1][j - 1] + C[i - 1][j]) % mod;
10    }
11 }

```

$$0 \leq m \leq n \leq 10^5, \quad p$$

```

1 const int maxn = 100010;
2 ll f[maxn];
3 ll inv[maxn]; //
4 void CalFact()
5 {
6     f[0] = 1;
7     for (int i = 1; i < maxn; i++) f[i] = (f[i - 1] * i) % p;
8     inv[maxn - 1] = Pow(f[maxn - 1], p - 2, p);
9     for (int i = maxn - 2; ~i; i--) inv[i] = inv[i + 1] * (i + 1) % p;
10 }
11 ll C(int n, int m) { return f[n] * inv[m] % p * inv[n - m] % p; }

```

1.5.2 Lucas

$1 \leq n, m \leq 1000000000, 1 < p < 100000, p$

```

1  const int maxp = 100010;
2  ll f[maxn];
3  ll inv[maxn]; //
4  void CalFact()
5  {
6      f[0] = 1;
7      for (int i = 1; i < maxn; i++) f[i] = (f[i - 1] * i) % p;
8      inv[maxn - 1] = Pow(f[maxn - 1], p - 2, p);
9      for (int i = maxn - 2; ~i; i--) inv[i] = inv[i + 1] * (i + 1) % p;
10 }
11 ll Lucas(ll n, ll m, ll p)
12 {
13     ll ret = 1;
14     while (n && m)
15     {
16         ll a = n % p, b = m % p;
17         if (a < b) return 0;
18         ret = ret * f[a] % p * inv[b] % p * inv[a - b] % p;
19         n /= p, m /= p;
20     }
21     return ret;
22 }
```

1.5.3 Big Combination

$0 \leq n \leq 10^9, 0 \leq m \leq 10^4, 1 \leq k \leq 10^9 + 7$

```

1  vector<int> v;
2  int dp[110];
3  ll Cal(int l, int r, int k, int dis)
4  {
5      ll res = 1;
6      for (int i = l; i <= r; i++)
7      {
8          int t = i;
9          for (int j = 0; j < v.size(); j++)
10             {
11                 int y = v[j];
12                 while (t % y == 0) dp[j] += dis, t /= y;
13             }
14         res = res * (ll)t % k;
15     }
16     return res;
17 }
18 ll Comb(int n, int m, int k)
19 {
20     clr(dp, 0);
21     v.clear();
22     int tmp = k;
23     for (int i = 2; i * i <= tmp; i++)
24         if (tmp % i == 0)
25             {
26                 int num = 0;
27                 while (tmp % i == 0) tmp /= i, num++;

```

```

28         v.pb(i);
29     }
30     if (tmp != 1) v.pb(tmp);
31     ll ans = Cal(n - m + 1, n, k, 1);
32     for (int j = 0; j < v.size(); j++) ans = ans * Pow(v[j], dp[j], k) % k;
33     ans = ans * inv(Cal(2, m, k, -1), k) % k;
34     return ans;
35 }

```

1.5.4 Polya

$$N * N^{\frac{m^8+17m^4+6m^2}{24}}, c^{n^2+2c^{\frac{n^2+3}{4}}+c^{\frac{n^2+1}{2}}+2c^{n\frac{n+1}{2}}+2c^{\frac{n(n+1)}{2}}}$$

```

1 // n c
2 ll solve(int c, int n)
3 {
4     if (n == 0) return 0;
5     ll ans = 0;
6     for (int i = 1; i <= n; i++) ans += Pow(c, __gcd(i, n));
7     if (n & 1) ans += n * Pow(c, n + 1 >> 1);
8     else ans += n / 2 * (1 + c) * Pow(c, n >> 1);
9     return ans / n / 2;
10 }

```

1.6 Fast Power

```

1 ll Mul(ll a, ll b, ll mod)
2 {
3     ll t = 0;
4     for (; b >= 1, a = (a << 1) % mod)
5         if (b & 1) t = (t + a) % mod;
6     return t;
7 }
8 ll Pow(ll a, ll n, ll mod)
9 {
10     ll t = 1;
11     for (; n; n >= 1, a = (a * a % mod))
12         if (n & 1) t = (t * a % mod);
13     return t;
14 }

```

1.7 Mobius Inversion

1.7.1 Mobius

$$F(n) = \sum_{d|n} f(d) \Rightarrow f(n) = \sum_{d|n} \mu(d) F\left(\frac{n}{d}\right)$$

$$F(n) = \sum_{n|d} f(d) \Rightarrow f(n) = \sum_{n|d} \mu\left(\frac{d}{n}\right) F(d)$$

```

1 ll ans;
2 const int maxn = "Edit";
3 int n, x, prime[maxn], tot, mu[maxn];
4 bool check[maxn];
5 void calmu()

```

```

6 {
7     mu[1] = 1;
8     for (int i = 2; i < maxn; i++)
9     {
10         if (!check[i]) prime[tot++] = i, mu[i] = -1;
11         for (int j = 0; j < tot; j++)
12         {
13             if (i * prime[j] >= maxn) break;
14             check[i * prime[j]] = true;
15             if (i % prime[j] == 0)
16             {
17                 mu[i * prime[j]] = 0;
18                 break;
19             }
20             else mu[i * prime[j]] = -mu[i];
21         }
22     }
23 }

```

1.7.2 Number of Coprime-pair

n ($n \leq 100000$), n

```

1 ll solve()
2 {
3     int b[100005];
4     ll _max, ans = 0;
5     clr(b, 0);
6     for (int i = 0; i < n; i++)
7     {
8         scanf("%d", &x);
9         if (x > _max) _max = x;
10        b[x]++;
11    }
12    for (int i = 1; i <= _max; i++)
13    {
14        int cnt = 0;
15        for (ll j = i; j <= _max; j += i) cnt += b[j];
16        ans += 1LL * mu[i] * cnt * cnt;
17    }
18    return (ans - b[1]) / 2;
19 }

```

1.7.3 VisibleTrees

$\gcd(x, y) = 1$, $x \leq n, y \leq m$

```

1 ll solve(int n, int m)
2 {
3     if (n < m) swap(n, m);
4     ll ans = 0;
5     for (int i = 1; i <= m; ++i) ans += (ll)mu[i] * (n / i) * (m / i);
6     return ans;
7 }

```

1.8 Fast Transformation

1.8.1 FFT

```

1  const double PI = acos(-1.0);
2  //
3  struct Complex
4  {
5      double x, y; // x+yi
6      Complex(double _x = 0.0, double _y = 0.0) { x = _x, y = _y; }
7      Complex operator-(const Complex& b) const { return Complex(x - b.x, y - b.y); }
8      Complex operator+(const Complex& b) const { return Complex(x + b.x, y + b.y); }
9      Complex operator*(const Complex& b) const { return Complex(x * b.x - y * b.y, x * b
        .y + y * b.x); }
10 };
11 /*
12  * FFT IFFT
13  * i (i )
14  * len 2
15  */
16 void change(Complex y[], int len)
17 {
18     for (int i = 1, j = len / 2; i < len - 1; i++)
19     {
20         if (i < j) swap(y[i], y[j]);
21         // ,i<j
22         //i +1,j +1, i j
23         int k = len / 2;
24         while (j >= k) j -= k, k /= 2;
25         if (j < k) j += k;
26     }
27 }
28 /*
29  * FFT
30  * len 2^k ,
31  * on==1 DFT,on== -1 IDFT
32  */
33 void fft(Complex y[], int len, int on)
34 {
35     change(y, len);
36     for (int h = 2; h <= len; h <= 1)
37     {
38         Complex wn(cos(-on * 2 * PI / h), sin(-on * 2 * PI / h));
39         for (int j = 0; j < len; j += h)
40         {
41             Complex w(1, 0);
42             for (int k = j; k < j + h / 2; k++)
43             {
44                 Complex u = y[k];
45                 Complex t = w * y[k + h / 2];
46                 y[k] = u + t, y[k + h / 2] = u - t;
47                 w = w * wn;
48             }
49         }
50     }
51     if (on == -1)
52         for (int i = 0; i < len; i++) y[i].x /= len;
53 }

```

1.8.2 NTT

$$P^G, G^P, G^{\frac{P-1}{n}}, w_n = e^{\frac{2i\pi}{n}} \quad P, G \quad 1.11$$

```

1  const int mod = 119 << 23 | 1;
2  const int G = 3;
3  int wn[20];
4  void getwn()
5  { //
6      for (int i = 0; i < 20; i++) wn[i] = Pow(G, (mod - 1) / (1 << i), mod);
7  }
8  void change(int y[], int len)
9  {
10     for (int i = 1, j = len / 2; i < len - 1; i++)
11     {
12         if (i < j) swap(y[i], y[j]);
13         int k = len / 2;
14         while (j >= k) j -= k, k /= 2;
15         if (j < k) j += k;
16     }
17 }
18 void ntt(int y[], int len, int on)
19 {
20     change(y, len);
21     for (int h = 2, id = 1; h <= len; h <<= 1, id++)
22     {
23         for (int j = 0; j < len; j += h)
24         {
25             int w = 1;
26             for (int k = j; k < j + h / 2; k++)
27             {
28                 int u = y[k] % mod;
29                 int t = 1LL * w * (y[k + h / 2] % mod) % mod;
30                 y[k] = (u + t) % mod, y[k + h / 2] = ((u - t) % mod + mod) % mod;
31                 w = 1LL * w * wn[id] % mod;
32             }
33         }
34     }
35     if (on == -1)
36     {
37         //
38         int inv = Pow(len, mod - 2, mod);
39         for (int i = 1; i < len / 2; i++) swap(y[i], y[len - i]);
40         for (int i = 0; i < len; i++) y[i] = 1LL * y[i] * inv % mod;
41     }
42 }

```

1.8.3 FWT

```

1  void fwt(int f[], int m)
2  {
3      int n = __builtin_ctz(m);
4      for (int i = 0; i < n; ++i)
5          for (int j = 0; j < m; ++j)
6              if (j & (1 << i))
7              {
8                  int l = f[j ^ (1 << i)], r = f[j];
9                  f[j ^ (1 << i)] = l + r, f[j] = l - r;

```

```

10         // or: f[j] += f[j ^ (1 << i)];
11         // and: f[j ^ (1 << i)] += f[j];
12     }
13 }
14 void ifwt(int f[], int m)
15 {
16     int n = __builtin_ctz(m);
17     for (int i = 0; i < n; ++i)
18         for (int j = 0; j < m; ++j)
19             if (j & (1 << i))
20             {
21                 int l = f[j ^ (1 << i)], r = f[j];
22                 f[j ^ (1 << i)] = (l + r) / 2, f[j] = (l - r) / 2;
23                 //
24                 // or: f[j] -= f[j ^ (1 << i)];
25                 // and: f[j ^ (1 << i)] -= f[j];
26             }
27 }

```

1.9 Numerical Integration

1.9.1 Adaptive Simpson's Rule

$$\int_a^b f(x)dx \approx \frac{b-a}{6}[f(a) + 4f(\frac{a+b}{2}) + f(b)]$$

$$|S(a, c) + S(c, b) - S(a, b)|/15 < \epsilon$$

```

1 double F(double x) {}
2 double simpson(double a, double b)
3 { // Simpson
4     double c = a + (b - a) / 2;
5     return (F(a) + 4 * F(c) + F(b)) * (b - a) / 6;
6 }
7 double asr(double a, double b, double eps, double A)
8 { // Simpson ( ) [a,b] Simpson A
9     double c = a + (b - a) / 2;
10    double L = simpson(a, c), R = simpson(c, b);
11    if (fabs(L + R - A) <= 15 * eps) return L + R + (L + R - A) / 15.0;
12    return asr(a, c, eps / 2, L) + asr(c, b, eps / 2, R);
13 }
14 double asr(double a, double b, double eps) { return asr(a, b, eps, simpson(a, b)); }

```

1.9.2 Berlekamp-Massey

```

1 const int N = 1 << 14;
2 ll res[N], base[N], _c[N], _md[N];
3 vector<int> Md;
4 void mul(ll* a, ll* b, int k)
5 {
6     for (int i = 0; i < k + k; i++) _c[i] = 0;
7     for (int i = 0; i < k; i++)
8         if (a[i])
9             for (int j = 0; j < k; j++) _c[i + j] = (_c[i + j] + a[i] * b[j]) % mod;
10    for (int i = k + k - 1; i >= k; i--)
11        if (_c[i])
12            for (int j = 0; j < Md.size(); j++) _c[i - k + Md[j]] = (_c[i - k + Md[j]]
13            - _c[i] * _md[Md[j]]) % mod;
14    for (int i = 0; i < k; i++) a[i] = _c[i];

```



```

15 int solve(ll n, VI a, VI b)
16 {
17     ll ans = 0, pnt = 0;
18     int k = a.size();
19     assert(a.size() == b.size());
20     for (int i = 0; i < k; i++) _md[k - 1 - i] = -a[i];
21     _md[k] = 1;
22     Md.clear();
23     for (int i = 0; i < k; i++)
24         if (_md[i] != 0) Md.push_back(i);
25     for (int i = 0; i < k; i++) res[i] = base[i] = 0;
26     res[0] = 1;
27     while ((1LL << pnt) <= n) pnt++;
28     for (int p = pnt; p >= 0; p--)
29     {
30         mul(res, res, k);
31         if ((n >> p) & 1)
32         {
33             for (int i = k - 1; i >= 0; i--) res[i + 1] = res[i];
34             res[0] = 0;
35             for (int j = 0; j < Md.size(); j++) res[Md[j]] = (res[Md[j]] - res[k] * _md
[Md[j]]) % mod;
36         }
37     }
38     for (int i = 0; i < k; i++) ans = (ans + res[i] * b[i]) % mod;
39     if (ans < 0) ans += mod;
40     return ans;
41 }
42 VI BM(VI s)
43 {
44     VI C(1, 1), B(1, 1);
45     int L = 0, m = 1, b = 1;
46     for (int n = 0; n < s.size(); n++)
47     {
48         ll d = 0;
49         for (int i = 0; i <= L; i++) d = (d + (ll)C[i] * s[n - i]) % mod;
50         if (d == 0)
51             ++m;
52         else if (2 * L <= n)
53         {
54             VI T = C;
55             ll c = mod - d * Pow(b, mod - 2) % mod;
56             while (C.size() < B.size() + m) C.pb(0);
57             for (int i = 0; i < B.size(); i++) C[i + m] = (C[i + m] + c * B[i]) % mod;
58             L = n + 1 - L, B = T, b = d, m = 1;
59         }
60         else
61         {
62             ll c = mod - d * Pow(b, mod - 2) % mod;
63             while (C.size() < B.size() + m) C.pb(0);
64             for (int i = 0; i < B.size(); i++) C[i + m] = (C[i + m] + c * B[i]) % mod;
65             ++m;
66         }
67     }
68     return C;
69 }
70 int gao(VI a, ll n)
71 {
72     VI c = BM(a);

```

```

73     c.erase(c.begin());
74     for (int i = 0; i < c.size(); i++) c[i] = (mod - c[i]) % mod;
75     return solve(n, c, VI(a.begin(), a.begin() + c.size()));
76 }

```

1.10 Others

```

n, m
1 int josephus(int n, int m)
2 {
3     int r = 0;
4     for (int k = 1; k <= n; ++k) r = (r + m) % k;
5     return r + 1;
6 }

n^n
1 int leftmost(int n)
2 {
3     double m = n * log10((double)n);
4     double g = m - (ll)m;
5     return (int)pow(10.0, g);
6 }

n!
1 int count(ll n)
2 {
3     if (n == 1) return 1;
4     return (int)ceil(0.5 * log10(2 * M_PI * n) + n * log10(n) - n * log10(M_E));
5 }

```

1.11 Formula

1. $n = \prod_{i=1}^k p_i^{a_i}$
 - (a) $f(n) = \prod_{i=1}^k (a_i + 1)$
 - (b) $g(n) = \prod_{i=1}^k (\sum_{j=0}^{a_i} p_i^j)$
2. $n \varphi(n) / 2$
3. $\gcd(n, i) = 1, \gcd(n, n - i) = 1 (1 \leq i \leq n)$
4. $D(n) = (n - 1)(D(n - 2) + D(n - 1)) = \sum_{i=2}^n \frac{(-1)^k n!}{k!} = \lfloor \frac{n!}{e} + 0.5 \rfloor$
5. $p \text{ is prime} \Rightarrow (p - 1)! \equiv -1 \pmod{p}$
6. $\gcd(a, n) = 1 \Rightarrow a^{\varphi(n)} \equiv 1 \pmod{n}$
7. $\gcd(n, p) = 1 \Rightarrow a^n \equiv a^{n \% \varphi(p)} \pmod{p}$
8. $\pi(n), \lim_{n \rightarrow \infty} \pi(n) = \frac{n}{\ln n}$
9. $x = N = \log_{10}(n) + 1$
10. $n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n$
11. $a > 1, m, n > 0, \gcd(a^m - 1, a^n - 1) = a^{\gcd(m, n)} - 1$
12. $a > b, \gcd(a, b) = 1, \gcd(a^m - b^m, a^n - b^n) = a^{\gcd(m, n)} - b^{\gcd(m, n)}$

$$G = \gcd(C_n^1, C_n^2, \dots, C_n^{n-1}) = \begin{cases} n, & n \text{ is prime} \\ 1, & n \text{ has multy prime factors} \\ p, & n \text{ has single prime factor } p \end{cases}$$

$$\gcd(\text{Fib}(m), \text{Fib}(n)) = \text{Fib}(\gcd(m, n))$$

13. $\gcd(m, n) = 1, :$

(a) $m * n - m - n$

(b) $N = \frac{(m-1)(n-1)}{2}$

14. $(n+1)lcm(C_n^0, C_n^1, \dots, C_n^{n-1}, C_n^n) = lcm(1, 2, \dots, n+1)$

15. $p \text{ , } (x+y+\dots+w)^p \equiv x^p + y^p + \dots + w^p \pmod{p}$

16. $:1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012$

$$h(0) = h(1) = 1, h(n) = \frac{(4n-2)h(n-1)}{n+1} = \frac{C_{2n}^n}{n+1} = C_{2n}^n - C_{2n}^{n-1}$$

17. $:B_n = -\frac{1}{n+1} \sum_{i=0}^{n-1} C_{n+1}^i B_i$

$$\sum_{i=1}^n i^k = \frac{1}{k+1} \sum_{i=1}^{k+1} C_{k+1}^i B_{k+1-i} (n+1)^i$$

18. FFT

$r \ 2^k + 1$	r	k	g
3	1	1	2
5	1	2	2
17	1	4	3
97	3	5	5
193	3	6	5
257	1	8	3
7681	15	9	17
12289	3	12	11
40961	5	13	3
65537	1	16	3
786433	3	18	10
5767169	11	19	3
7340033	7	20	3
23068673	11	21	3
104857601	25	22	3
167772161	5	25	3
469762049	7	26	3
998244353	119	23	3
1004535809	479	21	3
2013265921	15	27	31
2281701377	17	27	3
3221225473	3	30	5
75161927681	35	31	3
77309411329	9	33	7
206158430209	3	36	22
2061584302081	15	37	7
2748779069441	5	39	3
6597069766657	3	41	5
39582418599937	9	42	5
79164837199873	9	43	5
263882790666241	15	44	7
1231453023109121	35	45	3
1337006139375617	19	46	3
3799912185593857	27	47	5
4222124650659841	15	48	19
7881299347898369	7	50	6
31525197391593473	7	52	3
180143985094819841	5	55	6
194555039024054273	27	56	5
4179340454199820289	29	57	3

2 String Processing

2.1 KMP

```

1 // yx
2 const int N = "Edit";
3 int next[N];
4 void initkmp(char x[], int m)
5 {
6     int i = 0, j = next[0] = -1;
7     while (i < m)
8     {
9         while (j != -1 && x[i] != x[j]) j = next[j];
10        next[++i] = ++j;
11    }
12 }
13 int kmp(char x[], int m, char y[], int n)
14 {
15     int i, j, ans;
16     i = j = ans = 0;
17     initkmp(x, m);
18     while (i < n)
19     {
20         while (j != -1 && y[i] != x[j]) j = next[j];
21         i++, j++;
22         if (j >= m) ans++, j = next[j];
23     }
24     return ans;
25 }

```

2.2 ExtendKMP

```

1 //next[i]:x[i...m-1] x[0...m-1]
2 //extend[i]:y[i...n-1] x[0...m-1]
3 const int N = "Edit";
4 int next[N], extend[N];
5 void pre_ekmp(char x[], int m)
6 {
7     next[0] = m;
8     int j = 0;
9     while (j + 1 < m && x[j] == x[j + 1]) j++;
10    next[1] = j;
11    int k = 1;
12    for (int i = 2; i < m; i++)
13    {
14        int p = next[k] + k - 1;
15        int L = next[i - k];
16        if (i + L < p + 1)
17            next[i] = L;
18        else
19        {
20            j = max(0, p - i + 1);
21            while (i + j < m && x[i + j] == x[j]) j++;
22            next[i] = j;
23            k = i;
24        }
25    }
26 }

```

```

27 void ekmp(char x[], int m, char y[], int n)
28 {
29     pre_ekmp(x, m, next);
30     int j = 0;
31     while (j < n && j < m && x[j] == y[j]) j++;
32     extend[0] = j;
33     int k = 0;
34     for (int i = 1; i < n; i++)
35     {
36         int p = extend[k] + k - 1;
37         int l = next[i - k];
38         if (i + l < p + 1)
39             extend[i] = l;
40         else
41         {
42             j = max(0, p - i + 1);
43             while (i + j < n && j < m && y[i + j] == x[j]) j++;
44             extend[i] = j, k = i;
45         }
46     }
47 }

```

2.3 Manacher

O(n)

```

1  const int N = "Edit";
2  char s[N], str[N << 1];
3  int p[N << 1];
4  void Manacher(char s[], int& n)
5  {
6      str[0] = '$', str[1] = '#';
7      for (int i = 0; i < n; i++) str[(i << 1) + 2] = s[i], str[(i << 1) + 3] = '#';
8      n = 2 * n + 2;
9      str[n] = 0;
10     int mx = 0, id;
11     for (int i = 1; i < n; i++)
12     {
13         p[i] = mx > i ? min(p[2 * id - i], mx - i) : 1;
14         while (str[i - p[i]] == str[i + p[i]]) p[i]++;
15         if (p[i] + i > mx) mx = p[i] + i, id = i;
16     }
17 }
18 int solve(char s[])
19 {
20     int n = strlen(s);
21     Manacher(s, n);
22     return *max_element(p, p + n) - 1;
23 }

```

2.4 Aho-Corasick Automaton

```

1  const int maxn = "Edit";
2  struct Trie
3  {
4      int ch[maxn][26], f[maxn], val[maxn];
5      int sz, rt;

```

```

6  int newnode() { clr(ch[sz], -1), val[sz] = 0; return sz++; }
7  void init() { sz = 0, rt = newnode(); }
8  inline int idx(char c) { return c - 'A'; }
9  void insert(const char* s)
10 {
11     int u = 0, n = strlen(s);
12     for (int i = 0; i < n; i++)
13     {
14         int c = idx(s[i]);
15         if (ch[u][c] == -1) ch[u][c] = newnode();
16         u = ch[u][c];
17     }
18     val[u]++;
19 }
20 void build()
21 {
22     queue<int> q;
23     f[rt] = rt;
24     for (int c = 0; c < 26; c++)
25     {
26         if (~ch[rt][c])
27             f[ch[rt][c]] = rt, q.push(ch[rt][c]);
28         else
29             ch[rt][c] = rt;
30     }
31     while (!q.empty())
32     {
33         int u = q.front();
34         q.pop();
35         // val[u] += val[f[u]];
36         for (int c = 0; c < 26; c++)
37         {
38             if (~ch[u][c])
39                 f[ch[u][c]] = ch[f[u]][c], q.push(ch[u][c]);
40             else
41                 ch[u][c] = ch[f[u]][c];
42         }
43     }
44 }
45 //
46 int query(const char* s)
47 {
48     int u = rt, n = strlen(s);
49     int res = 0;
50     for (int i = 0; i < n; i++)
51     {
52         int c = idx(s[i]);
53         u = ch[u][c];
54         int tmp = u;
55         while (tmp != rt)
56         {
57             res += val[tmp];
58             val[tmp] = 0;
59             tmp = f[tmp];
60         }
61     }
62     return res;
63 }
64 };

```

2.5 Suffix Array

```

1 //      , 0(nlogn)
2 const int maxn = "Edit";
3 char s[maxn];
4 int sa[maxn], t[maxn], t2[maxn], c[maxn], rank[maxn], height[maxn];
5 //n      , 0~m-1
6 void build_sa(int m, int n)
7 {
8     n++;
9     int *x = t, *y = t2;
10    //
11    for (int i = 0; i < m; i++) c[i] = 0;
12    for (int i = 0; i < n; i++) c[x[i]] = s[i]++;
13    for (int i = 1; i < m; i++) c[i] += c[i - 1];
14    for (int i = n - 1; ~i; i--) sa[--c[x[i]]] = i;
15    for (int k = 1; k <= n; k <= 1)
16    {
17        // sa
18        int p = 0;
19        for (int i = n - k; i < n; i++) y[p++] = i;
20        for (int i = 0; i < n; i++)
21            if (sa[i] >= k) y[p++] = sa[i] - k;
22        //
23        for (int i = 0; i < m; i++) c[i] = 0;
24        for (int i = 0; i < n; i++) c[x[y[i]]]++;
25        for (int i = 0; i < m; i++) c[i] += c[i - 1];
26        for (int i = n - 1; ~i; i--) sa[--c[x[y[i]]]] = y[i];
27        // say x
28        swap(x, y);
29        p = 1;
30        x[sa[0]] = 0;
31        for (int i = 1; i < n; i++)
32            x[sa[i]] = y[sa[i - 1]] == y[sa[i]] && y[sa[i - 1] + k] == y[sa[i] + k] ? p
- 1 : p++;
33        if (p >= n) break; //      ,sa
34        m = p; //
35    }
36    n--;
37    int k = 0;
38    for (int i = 0; i <= n; i++) rank[sa[i]] = i;
39    for (int i = 0; i < n; i++)
40    {
41        if (k) k--;
42        int j = sa[rank[i] - 1];
43        while (s[i + k] == s[j + k]) k++;
44        height[rank[i]] = k;
45    }
46 }
47
48 int dp[maxn][30];
49 void initrmq(int n)
50 {
51     for (int i = 1; i <= n; i++)
52         dp[i][0] = height[i];
53     for (int j = 1; (1 << j) <= n; j++)
54         for (int i = 1; i + (1 << j) - 1 <= n; i++)
55             dp[i][j] = min(dp[i][j - 1], dp[i + (1 << (j - 1))][j - 1]);
56 }

```

```

57 int rmq(int l, int r)
58 {
59     int k = 31 - __builtin_clz(r - l + 1);
60     return min(dp[l][k], dp[r - (1 << k) + 1][k]);
61 }
62 int lcp(int a, int b)
63 { //
64     a = rank[a], b = rank[b];
65     if (a > b) swap(a, b);
66     return rmq(a + 1, b);
67 }

```

2.6 Suffix Automation

```

1  const int maxn = "Edit";
2  struct SAM
3  {
4      int len[maxn << 1], link[maxn << 1], ch[maxn << 1][26];
5      int sz, rt, last;
6      int newnode(int x = 0)
7      {
8          len[sz] = x;
9          link[sz] = -1;
10         clr(ch[sz], -1);
11         return sz++;
12     }
13     void init() { sz = last = 0, rt = newnode(); }
14     void extend(int c)
15     {
16         int np = newnode(len[last] + 1);
17         int p;
18         for (p = last; ~p && ch[p][c] == -1; p = link[p]) ch[p][c] = np;
19         if (p == -1)
20             link[np] = rt;
21         else
22         {
23             int q = ch[p][c];
24             if (len[p] + 1 == len[q])
25                 link[np] = q;
26             else
27             {
28                 int nq = newnode(len[p] + 1);
29                 memcpy(ch[nq], ch[q], sizeof(ch[q]));
30                 link[nq] = link[q], link[q] = link[np] = nq;
31                 for (; ~p && ch[p][c] == q; p = link[p]) ch[p][c] = nq;
32             }
33         }
34         last = np;
35     }
36     int topcnt[maxn], topsam[maxn << 1];
37     void sort()
38     { //
39         clr(topcnt, 0);
40         for (int i = 0; i < sz; i++) topcnt[len[i]]++;
41         for (int i = 0; i < maxn - 1; i++) topcnt[i + 1] += topcnt[i];
42         for (int i = 0; i < sz; i++) topsam[--topcnt[len[i]]] = i;
43     }
44 };

```


3 Data Structure

3.1 Binary Indexed Tree

$O(\log n)$

```

1 // 1
2 const int MAXN=100000;
3 struct BIT{
4     int n,c[MAXN<<1];
5     void init(int _n){n=_n;for(int i=0;i<=n;i++)c[i]=0;}
6     void add(int i,int v){for(;i<=n;i+=i&-i)c[i]+=v;}
7     int sum(int i){int s=0;for(;i>0;i-=i&-i)s+=c[i];return s;}
8 }bit;

```

3.2 Segment Tree

```

1 #define lson rt << 1 //
2 #define rson rt << 1 | 1 //
3 #define Lson l, m, lson //
4 #define Rson m + 1, r, rson //
5 void PushUp(int rt); // lson rson rt
6 void PushDown(int rt[, int m]); // rt ,m ( )
7 void build(int l, int r, int rt); // rt , [l, r]
8 void update([...], int l, int r, int rt) // rt[l, r]
9 int query(int L, int R, int l, int r, int rt) // rt[l, r] [L, R]

```

3.2.1 Single-point Update

```

1 const int maxn = "Edit";
2 int sum[maxn << 2]; // sum[rt]
3 void PushUp(int rt) { sum[rt] = sum[lson] + sum[rson]; }
4 void build(int l, int r, int rt)
5 {
6     if (l == r)
7     {
8         scanf("%d", &sum[rt]); //
9         return;
10    }
11    int m = (l + r) >> 1;
12    build(Lson);
13    build(Rson);
14    PushUp(rt);
15 }
16 void update(int p, int add, int l, int r, int rt)
17 {
18     if (l == r)
19     {
20         sum[rt] += add;
21         return;
22     }
23     int m = (l + r) >> 1;
24     if (p <= m)
25         update(p, add, Lson);
26     else
27         update(p, add, Rson);
28     PushUp(rt);

```

```

29 }
30 int query(int L, int R, int l, int r, int rt)
31 {
32     if (L <= l && r <= R) return sum[rt];
33     int m = (l + r) >> 1, s = 0;
34     if (L <= m) s += query(L, R, Lson);
35     if (m < R) s += query(L, R, Rson);
36     return s;
37 }

```

3.2.2 Interval Update

```

1  const int maxn = "Edit";
2  int seg[maxn << 2], sum[maxn << 2]; // seg[rt] , PushDown
3  void PushUp(int rt) { sum[rt] = sum[lson] + sum[rson]; }
4  void PushDown(int rt, int m)
5  {
6      if (seg[rt] == 0) return;
7      seg[lson] += seg[rt];
8      seg[rson] += seg[rt];
9      sum[lson] += seg[rt] * (m - (m >> 1));
10     sum[rson] += seg[rt] * (m >> 1);
11     seg[rt] = 0;
12 }
13 void build(int l, int r, int rt)
14 {
15     seg[rt] = 0;
16     if (l == r)
17     {
18         scanf("%lld", &sum[rt]);
19         return;
20     }
21     int m = (l + r) >> 1;
22     build(Lson);
23     build(Rson);
24     PushUp(rt);
25 }
26 void update(int L, int R, int add, int l, int r, int rt)
27 {
28     if (L <= l && r <= R)
29     {
30         seg[rt] += add;
31         sum[rt] += add * (r - l + 1);
32         return;
33     }
34     PushDown(rt, r - l + 1);
35     int m = (l + r) >> 1;
36     if (L <= m) update(L, R, add, Lson);
37     if (m < R) update(L, R, add, Rson);
38     PushUp(rt);
39 }
40 int query(int L, int R, int l, int r, int rt)
41 {
42     if (L <= l && r <= R) return sum[rt];
43     PushDown(rt, r - l + 1);
44     int m = (l + r) >> 1, ret = 0;
45     if (L <= m) ret += query(L, R, Lson);
46     if (m < R) ret += query(L, R, Rson);

```

```

47     return ret;
48 }

```

3.3 Splay Tree

```

1  #define key_value ch[ch[root][1]][0]
2  const int maxn = "Edit";
3  struct Splay
4  {
5      int a[maxn];
6      int sz[maxn], ch[maxn][2], fa[maxn];
7      int key[maxn], rev[maxn];
8      int root, tot;
9      int stk[maxn], top;
10 void init(int n)
11 {
12     tot = 0, top = 0;
13     root = newnode(0, -1);
14     ch[root][1] = newnode(root, -1);
15     for (int i = 0; i < n; i++) a[i] = i + 1;
16     key_value = build(0, n - 1, ch[root][1]);
17     pushup(ch[root][1]);
18     pushup(root);
19 }
20 int newnode(int p = 0, int k = 0)
21 {
22     int x = top ? stk[top--] : ++tot;
23     fa[x] = p;
24     sz[x] = 1;
25     ch[x][0] = ch[x][1] = 0;
26     key[x] = k;
27     rev[x] = 0;
28     return x;
29 }
30 void pushdown(int x)
31 {
32     if (rev[x])
33     {
34         swap(ch[x][0], ch[x][1]);
35         if (ch[x][0]) rev[ch[x][0]] ^= 1;
36         if (ch[x][1]) rev[ch[x][1]] ^= 1;
37         rev[x] = 0;
38     }
39 }
40 void pushup(int x) { sz[x] = sz[ch[x][0]] + sz[ch[x][1]] + 1; }
41 void rotate(int x, int d)
42 {
43     int y = fa[x];
44     pushdown(y), pushdown(x);
45     ch[y][d ^ 1] = ch[x][d];
46     fa[ch[x][d]] = y;
47     if (fa[y]) ch[fa[y]][ch[fa[y]][1] == y] = x;
48     fa[x] = fa[y];
49     ch[x][d] = y;
50     fa[y] = x;
51     pushup(y);
52 }
53 void splay(int x, int goal = 0)

```

```

54     {
55         pushdown(x);
56         while (fa[x] != goal)
57         {
58             if (fa[fa[x]] == goal)
59                 rotate(x, ch[fa[x]][0] == x);
60             else
61             {
62                 int y = fa[x];
63                 int d = ch[fa[y]][0] == y;
64                 ch[y][d] == x ? rotate(x, d ^ 1) : rotate(y, d);
65                 rotate(x, d);
66             }
67         }
68         pushup(x);
69         if (goal == 0) root = x;
70     }
71     int kth(int r, int k)
72     {
73         pushdown(r);
74         int t = sz[ch[r][0]] + 1;
75         if (t == k) return r;
76         return t > k ? kth(ch[r][0], k) : kth(ch[r][1], k - t);
77     }
78     int build(int l, int r, int p)
79     {
80         if (l > r) return 0;
81         int mid = l + r >> 1;
82         int x = newnode(p, a[mid]);
83         ch[x][0] = build(l, mid - 1, x);
84         ch[x][1] = build(mid + 1, r, x);
85         pushup(x);
86         return x;
87     }
88     void select(int l, int r)
89     {
90         splay(kth(root, l), 0);
91         splay(kth(ch[root][1], r - l + 2), root);
92     }
93     //
94 };

```

3.4 Functional Segment Tree

k

```

1  const int maxn = "Edit";
2  int a[maxn], rt[maxn];
3  int cnt;
4  int lson[maxn << 5], rson[maxn << 5], sum[maxn << 5];
5  #define Lson l, m, lson[x], lson[y]
6  #define Rson m + 1, r, rson[x], rson[y]
7  void update(int p, int l, int r, int& x, int y)
8  {
9      lson[++cnt] = lson[y], rson[cnt] = rson[y], sum[cnt] = sum[y] + 1, x = cnt;
10     if (l == r) return;
11     int m = (l + r) >> 1;

```

```

12     if (p <= m) update(p, Lson);
13     else update(p, Rson);
14 }
15 int query(int l, int r, int x, int y, int k)
16 {
17     if (l == r) return l;
18     int m = (l + r) >> 1;
19     int s = sum[lson[y]] - sum[lson[x]];
20     if (s >= k) return query(Lson, k);
21     else return query(Rson, k - s);
22 }

```

3.5 Sparse Table

```

1  const int maxn = "Edit";
2  int mmax[maxn][30], mmin[maxn][30];
3  int a[maxn], n, k;
4  void init()
5  {
6      for (int i = 1; i <= n; i++) mmax[i][0] = mmin[i][0] = a[i];
7      for (int j = 1; (1 << j) <= n; j++)
8          for (int i = 1; i + (1 << j) - 1 <= n; i++)
9              {
10                 mmax[i][j] = max(mmax[i][j - 1], mmax[i + (1 << (j - 1))][j - 1]);
11                 mmin[i][j] = min(mmin[i][j - 1], mmin[i + (1 << (j - 1))][j - 1]);
12             }
13 }
14 // op=0/1 [l,r] /
15 int rmq(int l, int r, int op)
16 {
17     int k = 31 - __builtin_clz(r - l + 1);
18     if (op == 0)
19         return max(mmax[l][k], mmax[r - (1 << k) + 1][k]);
20     return min(mmin[l][k], mmin[r - (1 << k) + 1][k]);
21 }

```

RMQ

```

1  void init()
2  {
3      for (int i = 0; (1 << i) <= n; i++)
4          for (int j = 0; (1 << j) <= m; j++)
5              {
6                 if (i == 0 && j == 0) continue;
7                 for (int row = 1; row + (1 << i) - 1 <= n; row++)
8                     for (int col = 1; col + (1 << j) - 1 <= m; col++)
9                         if (i)
10                             dp[row][col][i][j] = max(dp[row][col][i - 1][j],
11                                                         dp[row + (1 << (i - 1))][col][i - 1][j]);
12                             else
13                                 dp[row][col][i][j] = max(dp[row][col][i][j - 1],
14                                                         dp[row][col + (1 << (j - 1))][i][j - 1]);
15             }
16 }
17 int rmq(int x1, int y1, int x2, int y2)
18 {
19     int kx = 31 - __builtin_clz(x2 - x1 + 1);
20     int ky = 31 - __builtin_clz(y2 - y1 + 1);
21     int m1 = dp[x1][y1][kx][ky];

```

```

22     int m2 = dp[x2 - (1 << kx) + 1][y1][kx][ky];
23     int m3 = dp[x1][y2 - (1 << ky) + 1][kx][ky];
24     int m4 = dp[x2 - (1 << kx) + 1][y2 - (1 << ky) + 1][kx][ky];
25     return max(max(m1, m2), max(m3, m4));
26 }

```

3.6 Heavy-Light Decomposition

```

1  const int maxn = "Edit";
2  struct HLD
3  {
4      int n, dfs_clock;
5      int sz[maxn], top[maxn], son[maxn], dep[maxn], fa[maxn], id[maxn];
6      vector<int> G[maxn];
7      void init(int n)
8      {
9          this->n = n, clr(son, -1), dfs_clock = 0;
10         for (int i = 0; i < n; i++) G[i].clear();
11     }
12     void add_edge(int u, int v) { G[u].pb(v), G[v].pb(u); }
13     void dfs(int u, int p, int d)
14     {
15         dep[u] = d, fa[u] = p, sz[u] = 1;
16         for (auto& v : G[u])
17         {
18             if (v == p) continue;
19             dfs(v, u, d + 1);
20             sz[u] += sz[v];
21             if (son[u] == -1 || sz[v] > sz[son[u]]) son[u] = v;
22         }
23     }
24     void link(int u, int t)
25     {
26         top[u] = t, id[u] = ++dfs_clock;
27         if (son[u] == -1) return;
28         link(son[u], t);
29         for (auto& v : G[u])
30             if (v != son[u] && v != fa[u]) link(v, v);
31     }
32     //
33     int query_path(int u, int v)
34     {
35         int ret = 0;
36         while (top[u] != top[v])
37         {
38             if (dep[top[u]] < dep[top[v]]) swap(u, v);
39             ret += query(id[top[u]], id[u]);
40             u = fa[top[u]];
41         }
42         if (dep[u] > dep[v]) swap(u, v);
43         ret += query(id[u], id[v]);
44     }
45 };

```

3.7 Link-Cut Tree

```

1  const int maxn = "Edit";
2  struct LCT
3  {
4      int val[maxn], sum[maxn]; //
5      int rev[maxn], ch[maxn][2], fa[maxn];
6      int stk[maxn];
7      inline void init(int n)
8      { //
9          for (int i = 1; i <= n; i++) scanf("%d", val + i);
10     }
11     inline bool isroot(int x) { return ch[fa[x]][0] != x && ch[fa[x]][1] != x; }
12     inline bool get(int x) { return ch[fa[x]][1] == x; }
13     void pushdown(int x)
14     {
15         if (!rev[x]) return;
16         swap(ch[x][0], ch[x][1]);
17         if (ch[x][0]) rev[ch[x][0]] ^= 1;
18         if (ch[x][1]) rev[ch[x][1]] ^= 1;
19         rev[x] ^= 1;
20     }
21     void pushup(int x) { sum[x] = val[x] + sum[ch[x][0]] + sum[ch[x][1]]; }
22     void rotate(int x)
23     {
24         int y = fa[x], z = fa[fa[x]], d = get(x);
25         if (!isroot(y)) ch[z][get(y)] = x;
26         fa[x] = z;
27         ch[y][d] = ch[x][d ^ 1], fa[ch[y][d]] = y;
28         ch[x][d ^ 1] = y, fa[y] = x;
29         pushup(y), pushup(x);
30     }
31     void splay(int x)
32     {
33         int top = 0;
34         stk[++top] = x;
35         for (int i = x; !isroot(i); i = fa[i]) stk[++top] = fa[i];
36         for (int i = top; i; i--) pushdown(stk[i]);
37         for (int f; !isroot(x); rotate(x))
38             if (!isroot(f = fa[x])) rotate(get(x) == get(f) ? f : x);
39     }
40     void access(int x)
41     {
42         for (int y = 0; x; y = x, x = fa[x]) splay(x), ch[x][1] = y, pushup(x);
43     }
44     int find(int x) { access(x), splay(x); while (ch[x][0]) x = ch[x][0]; return x; }
45     void makeroot(int x) { access(x), splay(x), rev[x] ^= 1; }
46     void link(int x, int y) { makeroot(x), fa[x] = y, splay(x); }
47     void cut(int x, int y) { makeroot(x), access(y), splay(y), fa[x] = ch[y][0] = 0; }
48     void update(int x, int v) { val[x] = v, access(x), splay(x); }
49     int query(int x, int y) { makeroot(y), access(x), splay(x); return sum[x]; }
50 };

```

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){for(int i=0;i<=n;i++)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;

```

4.2 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     }

```



```

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

```

4.3 Shortest Path

4.3.1 Dijkstra

```

1  //cf 610 A
2  #include<bits/stdc++.h>
3  using namespace std;
4  const int INF=1e9;
5  const int MAXV=5e3+50;
6  const int MAXE=1e5+50;
7  int V;
8  struct edge{int to,cost;};
9  vector<edge> G[MAXV];
10 typedef pair<int,int> P;
11 int d[MAXV];
12 void dijkstra(int s){
13     priority_queue<P,vector<P>,greater<P> > que;
14     fill(d,d+V+1,INF);
15     d[s]=0;
16     que.push(P(0,s));
17     while(!que.empty()){
18         P t=que.top();
19         que.pop();
20         int v=t.second;
21         if(d[v]<t.first)continue;
22         for(int i=0;i<G[v].size();i++){
23             edge e=G[v][i];
24             if(d[e.to]>d[v]+e.cost){
25                 d[e.to]=d[v]+e.cost;
26                 que.push(P(d[e.to],e.to));
27             }
28         }
29     }
30 }
31 int mat[405][405];
32 int main(){
33     int n,m;
34     scanf("%d%d",&n,&m);
35     V=n;
36     for(int i=1;i<=m;i++){
37         int u,v;
38         scanf("%d%d",&u,&v);
39         G[u].push_back(edge{v,1});
40         G[v].push_back(edge{u,1});
41         mat[u][v]=mat[v][u]=1;
42     }
43     dijkstra(1);
44     int ans;
45     if(d[n]==INF){
46         printf("-1");
47         return 0;
48     }
49     ans=d[n];

```

```

50     for(int i=1;i<=n;i++)G[i].clear();
51     for(int i=1;i<=n;i++){
52         for(int j=1;j<=n;j++){
53             if(i==j)continue;
54             if(mat[i][j]==0){
55                 G[i].push_back(edge{j,1});
56             }
57         }
58     }
59     dijkstra(1);
60     if(d[n]==INF){
61         printf("-1");
62         return 0;
63     }
64     printf("%d",max(ans,d[n]));
65     return 0;
66 }

```

4.3.2 Spfa

```

1  //poj 3259
2  #include<cstdio>
3  #include<iostream>
4  #include<algorithm>
5  #include<queue>
6  #include<cstring>
7  using namespace std;
8  const int INF=1e9;
9  const int MAXV=500+5;
10 const int MAXE=2700+5;
11 int tot;
12 int head[MAXV];
13 struct node{
14     int to,cost,next;
15 }edge[MAXE<<1];
16 int d[MAXV];
17 queue<int> que;
18 bool inq[MAXV];
19 int qtime[MAXV];
20 void init(){
21     tot=0;
22     memset(head,-1,sizeof(head));
23 }
24 void add_edge(int u,int v,int x){
25     edge[tot].to=v;
26     edge[tot].cost=x;
27     edge[tot].next=head[u];
28     head[u]=tot++;
29 }
30 bool spfa(int n){
31     memset(d,-1,sizeof(d));
32     d[1]=0;
33     while(!que.empty())que.pop();
34     memset(inq,0,sizeof(inq));
35     memset(qtime,0,sizeof(qtime));
36     que.push(1);
37     inq[1]=1;
38     qtime[1]++;

```

```

39     while(!que.empty()){
40         int u=que.front();
41         que.pop();
42         inq[u]=0;
43         for(int i=head[u];i!=-1;i=edge[i].next){
44             int v=edge[i].to;
45             int w=edge[i].cost;
46             if(d[v]==-1||d[u]+w<d[v]){
47                 d[v]=d[u]+w;
48                 if(!inq[v]){
49                     inq[v]=1;
50                     que.push(v);
51                     qtime[v]++;
52                     if(qtime[v]>n){
53                         return false;
54                     }
55                 }
56             }
57         }
58     }
59     return true;
60 }
61 int main(){
62     int kase;
63     scanf("%d",&kase);
64     while(kase--){
65         init();
66         int n,m,w;
67         scanf("%d%d%d",&n,&m,&w);
68         while(m--){
69             int u,v,x;
70             scanf("%d%d%d",&u,&v,&x);
71             add_edge(u,v,x);
72             add_edge(v,u,x);
73         }
74         while(w--){
75             int u,v,x;
76             scanf("%d%d%d",&u,&v,&x);
77             add_edge(u,v,-x);
78         }
79         if(!spfa(n)){
80             puts("YES");
81         }else{
82             puts("NO");
83         }
84     }
85     return 0;
86 }

```

4.4 Topo Sort

Ans ,G ,deg ,map
1, 0

```

1  const int maxn = "Edit";
2  int Ans[maxn];
3  vector<int> G[maxn];

```

```

4  int deg[maxn];
5  map<PII, bool> S;
6  void init(int n)
7  {
8      S.clear();
9      for (int i = 0; i < n; i++) G[i].clear();
10     clr(deg, 0), clr(Ans, 0);
11 }
12 void add_edge(int u, int v)
13 {
14     if (S[mp(u, v)]) return;
15     G[u].pb(v), S[mp(u, v)] = 1, deg[v]++;
16 }
17 bool Toposort(int n)
18 {
19     int tot = 0;
20     queue<int> q;
21     for (int i = 0; i < n; ++i)
22         if (deg[i] == 0) q.push(i);
23     while (!q.empty())
24     {
25         int u = q.front();
26         q.pop();
27         Ans[tot++] = u;
28         for (auto& v : G[u])
29             if (--deg[v] == 0) q.push(v);
30     }
31     if (tot < n - 1) return false;
32     return true;
33 }

```

4.5 LCA

4.5.1 Tarjan

Tarjan

$O(n + q)$

```

1  const int maxn = "Edit";
2  int par[maxn];           //
3  int ans[maxn];          //
4  vector<int> G[maxn];     //
5  vector<PII> query[maxn]; //
6  bool vis[maxn];         //
7  inline void init(int n)
8  {
9      for (int i = 1; i <= n; i++)
10     {
11         G[i].clear(), query[i].clear();
12         par[i] = i, vis[i] = 0;
13     }
14 }
15 inline void add_edge(int u, int v) { G[u].pb(v); }
16 inline void add_query(int id, int u, int v)
17 {
18     query[u].pb(mp(v, id));
19     query[v].pb(mp(u, id));
20 }
21 void tarjan(int u)

```

```

22 {
23     vis[u] = 1;
24     for (auto& v : G[u])
25     {
26         if (vis[v]) continue;
27         tarjan(v);
28         unite(u, v);
29     }
30     for (auto& q : query[u])
31     {
32         int &v = q.X, &id = q.Y;
33         if (!vis[v]) continue;
34         ans[id] = find(v);
35     }
36 }

```

4.5.2 DFS+ST

DFS+ST

$O(n \log n + q)$

```

1  const int maxn = "Edit";
2  vector<int> G[maxn], sp;
3  int dep[maxn], dfn[maxn];
4  PII dp[21][maxn << 1];
5  void init(int n)
6  {
7      for (int i = 0; i < n; i++) G[i].clear();
8      sp.clear();
9  }
10 void dfs(int u, int fa)
11 {
12     dep[u] = dep[fa] + 1;
13     dfn[u] = sp.size();
14     sp.push_back(u);
15     for (auto& v : G[u])
16     {
17         if (v == fa) continue;
18         dfs(v, u);
19         sp.push_back(u);
20     }
21 }
22 void initrmq()
23 {
24     int n = sp.size();
25     for (int i = 0; i < n; i++) dp[0][i] = {dfn[sp[i]], sp[i]};
26     for (int i = 1; (1 << i) <= n; i++)
27         for (int j = 0; j + (1 << i) - 1 < n; j++)
28             dp[i][j] = min(dp[i - 1][j], dp[i - 1][j + (1 << (i - 1))]);
29 }
30 int lca(int u, int v)
31 {
32     int l = dfn[u], r = dfn[v];
33     if (l > r) swap(l, r);
34     int k = 31 - __builtin_clz(r - l + 1);
35     return min(dp[k][l], dp[k][r - (1 << k) + 1]).Y;
36 }

```

4.6 Depth-First Traversal

4.6.1 Biconnected-Component

```

1  // bccno
2  const int maxn = "Edit";
3  int pre[maxn], iscut[maxn], bccno[maxn], dfs_clock, bcc_cnt;
4  vector<int> G[maxn], bcc[maxn];
5  stack<PII> s;
6  void init(int n)
7  {
8      for (int i = 0; i < n; i++) G[i].clear();
9  }
10 inline void add_edge(int u, int v) { G[u].pb(v), G[v].pb(u); }
11 int dfs(int u, int fa)
12 {
13     int lowu = pre[u] = ++dfs_clock;
14     int child = 0;
15     for (auto& v : G[u])
16     {
17         PII e = mp(u, v);
18         if (!pre[v])
19         {
20             // v
21             s.push(e);
22             child++;
23             int lowv = dfs(v, u);
24             lowu = min(lowu, lowv); // low
25             if (lowv >= pre[u])
26             {
27                 iscut[u] = true;
28                 bcc_cnt++;
29                 bcc[bcc_cnt].clear(); // !bcc 1
30                 for (;;)
31                 {
32                     PII x = s.top();
33                     s.pop();
34                     if (bccno[x.X] != bcc_cnt)
35                         bcc[bcc_cnt].pb(x.X), bcc[x.X] = bcc_cnt;
36                     if (bccno[x.Y] != bcc_cnt)
37                         bcc[bcc_cnt].pb(x.Y), bcc[x.Y] = bcc_cnt;
38                     if (x.X == u && x.Y == v) break;
39                 }
40             }
41         }
42         else if (pre[v] < pre[u] && v != fa)
43         {
44             s.push(e);
45             lowu = min(lowu, pre[v]); //
46         }
47     }
48     if (fa < 0 && child == 1) iscut[u] = 0;
49     return lowu;
50 }
51 void find_bcc(int n)
52 {
53     // s ,
54     clr(pre, 0), clr(iscut, 0), clr(bccno, 0);
55     dfs_clock = bcc_cnt = 0;

```

```

56     for (int i = 0; i < n; i++)
57         if (!pre[i]) dfs(i, -1);
58 }

```

4.6.2 Strongly Connected Component

```

1  const int maxn = "Edit";
2  vector<int> G[maxn];
3  int pre[maxn], lowlink[maxn], sccno[maxn], dfs_clock, scc_cnt;
4  stack<int> S;
5  inline void init(int n)
6  {
7      for (int i = 0; i < n; i++) G[i].clear();
8  }
9  inline void add_edge(int u, int v) { G[u].pb(v); }
10 void dfs(int u)
11 {
12     pre[u] = lowlink[u] = ++dfs_clock;
13     S.push(u);
14     for (auto& v : G[u])
15     {
16         if (!pre[v])
17         {
18             dfs(v);
19             lowlink[u] = min(lowlink[u], lowlink[v]);
20         }
21         else if (!sccno[v])
22             lowlink[u] = min(lowlink[u], pre[v]);
23     }
24     if (lowlink[u] == pre[u])
25     {
26         scc_cnt++;
27         for (;;)
28         {
29             int x = S.top();
30             S.pop();
31             sccno[x] = scc_cnt;
32             if (x == u) break;
33         }
34     }
35 }
36 void find_scc(int n)
37 {
38     dfs_clock = 0, scc_cnt = 0;
39     clr(sccno, 0), clr(pre, 0);
40     for (int i = 0; i < n; i++)
41         if (!pre[i]) dfs(i);
42 }

```

4.6.3 2-SAT

```

1  struct TwoSAT
2  {
3      int n;
4      vector<int> G[maxn << 1];
5      bool mark[maxn << 1];
6      int S[maxn << 1], c;
7      void init(int n)

```

```

8      {
9          this->n = n;
10         for (int i = 0; i < (n << 1); i++) G[i].clear();
11         clr(mark, 0);
12     }
13     bool dfs(int x)
14     {
15         if (mark[x ^ 1]) return false;
16         if (mark[x]) return true;
17         mark[x] = true;
18         S[c++] = x;
19         for (auto& y : G[x])
20             if (!dfs(y)) return false;
21         return true;
22     }
23     //x = xval or y = yval
24     void add_clause(int x, int xval, int y, int yval)
25     {
26         x = (x << 1) + xval;
27         y = (y << 1) + yval;
28         G[x ^ 1].pb(y);
29         G[y ^ 1].pb(x);
30     }
31     bool solve()
32     {
33         for (int i = 0; i < (n << 1); i += 2)
34             if (!mark[i] && !mark[i + 1])
35             {
36                 c = 0;
37                 if (!dfs(i))
38                 {
39                     while (c > 0) mark[S[--c]] = false;
40                     if (!dfs(i + 1)) return false;
41                 }
42             }
43         return true;
44     }
45 };

```

4.7 Euler Path

- :
 - : ()
 - :
 - : (,),
- G
 - G
 - G () 0 2.
- G
 - G
 - G
- G
 - G

- u $1, v$ $1, \quad (u, v)$
- G
- G
- G

4.7.1 Fleury

```

1  const int maxn = "Edit";
2  int G[maxn][maxn];
3  int deg[maxn][maxn];
4  vector<int> Ans;
5  inline void init() { clr(G, 0), clr(deg, 0); }
6  inline void AddEdge(int u, int v) { deg[u]++, deg[v]++, G[u][v]++, G[v][u]++; }
7  void Fleury(int s)
8  {
9      for (int i = 0; i < n; i++)
10         if (G[s][i])
11             {
12                 G[s][i]--, G[i][s]--;
13                 Fleury(i);
14             }
15     Ans.pb(s);
16 }

```

4.8 Bipartite Graph Matching

- 1.
2. $|G| - N \times N$, , , ;
 (\quad , \quad) ; , .
:
 - (a) ;
 - (b) $p_1, p_2, \dots, p_k, \quad p_1, p_k, \quad , \quad p_1, p_2, \dots, p_k$.
, G .
: $|G| -$;
3. $= -$
:

4.8.1 Hungry(Matrix)

$:O(VE)$.
0

```

1  const int maxn = "Edit";
2  int uN, vN; //uN, vN
3  int g[maxn][maxn]; // g[i][j] i->j ,
4  int linker[maxn];
5  bool used[maxn];
6  bool dfs(int u)
7  {
8      for (int v = 0; v < vN; v++)

```

```

9         if (g[u][v] && !used[v])
10        {
11            used[v] = true;
12            if (linker[v] == -1 || dfs(linker[v]))
13            {
14                linker[v] = u;
15                return true;
16            }
17        }
18        return false;
19    }
20    int hungary()
21    {
22        int res = 0;
23        clr(linker, -1);
24        for (int u = 0; u < uN; u++)
25        {
26            clr(used, 0);
27            if (dfs(u)) res++;
28        }
29        return res;
30    }

```

4.8.2 Hungry(List)

```

init()
addege(u,v)

1  const int maxn = "Edit";
2  int n;
3  vector<int> G[maxn];
4  int linker[maxn];
5  bool used[maxn];
6  inline void init(int n)
7  {
8      for (int i = 0; i < n; i++) G[i].clear();
9  }
10 inline void addege(int u, int v) { G[u].pb(v); }
11 bool dfs(int u)
12 {
13     for (auto& v : G[u])
14     {
15         if (!used[v])
16         {
17             used[v] = true;
18             if (linker[v] == -1 || dfs(linker[v]))
19             {
20                 linker[v] = u;
21                 return true;
22             }
23         }
24     }
25     return false;
26 }
27 int hungary()
28 {
29     int ans = 0;
30     clr(linker, -1);

```

```

31     for (int u = 0; u < n; v++)
32     {
33         clr(used, 0);
34         if (dfs(u)) ans++;
35     }
36     return ans;
37 }

```

4.8.3 Hopcroft-Carp

$$O(\sqrt{n} * E)$$

uN , (0)

```

1  const int maxn = "Edit";
2  vector<int> G[maxn];
3  int uN;
4  int Mx[maxn], My[maxn];
5  int dx[maxn], dy[maxn];
6  int dis;
7  bool used[maxn];
8  inline void init(int n)
9  {
10     for (int i = 0; i < n; i++) G[i].clear();
11 }
12 inline void addedge(int u, int v) { G[u].pb(v); }
13 bool bfs()
14 {
15     queue<int> q;
16     dis = INF;
17     clr(dx, -1), clr(dy, -1);
18     for (int i = 0; i < uN; i++)
19         if (Mx[i] == -1)
20             q.push(i), dx[i] = 0;
21     while (!q.empty())
22     {
23         int u = q.front();
24         q.pop();
25         if (dx[u] > dis) break;
26         for (auto& v : G[u])
27         {
28             if (dy[v] == -1)
29             {
30                 dy[v] = dx[u] + 1;
31                 if (My[v] == -1)
32                     dis = dy[v];
33             }
34             else
35             {
36                 dx[My[v]] = dy[v] + 1;
37                 q.push(My[v]);
38             }
39         }
40     }
41     return dis != INF;
42 }
43 bool dfs(int u)
44 {
45     for (auto& v : G[u])

```

```

46     {
47         if (!used[v] && dy[v] == dx[u] + 1)
48         {
49             used[v] = true;
50             if (My[v] != -1 && dy[v] == dis) continue;
51             if (My[v] == -1 || dfs(My[v]))
52             {
53                 My[v] = u, Mx[u] = v;
54                 return true;
55             }
56         }
57     }
58     return false;
59 }
60 int MaxMatch()
61 {
62     int res = 0;
63     clr(Mx, -1), clr(My, -1);
64     while (bfs())
65     {
66         clr(used, false);
67         for (int i = 0; i < uN; i++)
68             if (Mx[i] == -1 && dfs(i)) res++;
69     }
70     return res;
71 }

```

4.8.4 Hungry(Multiple)

```

1  const int maxn = "Edit";
2  const int maxm = "Edit";
3  int uN, vN; //u,v ,
4  int g[maxn][maxm]; //
5  int linker[maxm][maxn];
6  bool used[maxm];
7  int num[maxm]; //
8  bool dfs(int u)
9  {
10     for (int v = 0; v < vN; v++)
11         if (g[u][v] && !used[v])
12         {
13             used[v] = true;
14             if (linker[v][0] < num[v])
15             {
16                 linker[v][++linker[v][0]] = u;
17                 return true;
18             }
19             for (int i = 1; i <= num[v]; i++)
20                 if (dfs(linker[v][i]))
21                 {
22                     linker[v][i] = u;
23                     return true;
24                 }
25         }
26     return false;
27 }
28 int hungary()
29 {

```

```

30     int res = 0;
31     for (int i = 0; i < vN; i++) linker[i][0] = 0;
32     for (int u = 0; u < uN; u++)
33     {
34         clr(used, 0);
35         if (dfs(u)) res++;
36     }
37     return res;
38 }

```

4.8.5 Kuhn-Munkres

```

1  const int maxn = "Edit";
2  int nx, ny; //
3  int g[maxn][maxn]; //
4  int linker[maxn], lx[maxn], ly[maxn]; //y ,x,y
5  int slack[N];
6  bool visx[N], visy[N];
7  bool dfs(int x)
8  {
9      visx[x] = true;
10     for (int y = 0; y < ny; y++)
11     {
12         if (visy[y]) continue;
13         int tmp = lx[x] + ly[y] - g[x][y];
14         if (tmp == 0)
15         {
16             visy[y] = true;
17             if (linker[y] == -1 || dfs(linker[y]))
18             {
19                 linker[y] = x;
20                 return true;
21             }
22         }
23         else if (slack[y] > tmp)
24             slack[y] = tmp;
25     }
26     return false;
27 }
28 int KM()
29 {
30     clr(linker, -1), clr(ly, 0);
31     for (int i = 0; i < nx; i++)
32     {
33         lx[i] = -INF;
34         for (int j = 0; j < ny; j++)
35             if (g[i][j] > lx[i]) lx[i] = g[i][j];
36     }
37     for (int x = 0; x < nx; x++)
38     {
39         clr(slack, 0x3f);
40         for (;;)
41         {
42             clr(visx, 0), clr(visy, 0);
43             if (dfs(x)) break;
44             int d = INF;
45             for (int i = 0; i < ny; i++)
46                 if (!visy[i] && d > slack[i]) d = slack[i];

```

4.9 Network Flow

$$\begin{array}{l}
: S \rightarrow T, S \rightarrow X, Y \rightarrow T, X \rightarrow Y, \\
m \rightarrow n, \{p_1, p_2\} \\
: S \rightarrow X, Y \rightarrow x, S \rightarrow 1, 1, T, x, x \\
S \rightarrow T, m \rightarrow O(\log m) \\
k \rightarrow k \\
: w \rightarrow [u, v] \rightarrow u \rightarrow v, 1, -w \rightarrow i \rightarrow i + 1, k, 0, \\
G(\quad), \\
: s \rightarrow t, s \rightarrow, S - \{s\}
\end{array}$$

```
const int maxn = "Edit";
struct EdmonsKarp //  $O(V \cdot E^2)$ 
{
    int n, m;
```

```

5     vector<Edge> edges; //
6     vector<int> G[maxn]; // ,G[i][j] i j e
7     int a[maxn]; // i
8     int p[maxn]; // p
9     void init(int n)
10    {
11        for (int i = 0; i < n; i++) G[i].clear();
12        edges.clear();
13    }
14    void AddEdge(int from, int to, int cap)
15    {
16        edges.pb(Edge(from, to, cap, 0));
17        edges.pb(Edge(to, from, 0, 0)); //
18        m = edges.size();
19        G[from].pb(m - 2);
20        G[to].pb(m - 1);
21    }
22    int Maxflow(int s, int t)
23    {
24        int flow = 0;
25        for (;;)
26        {
27            clr(a, 0);
28            queue<int> q;
29            q.push(s);
30            a[s] = INF;
31            while (!q.empty())
32            {
33                int x = q.front();
34                q.pop();
35                for (int i = 0; i < G[x].size(); i++)
36                {
37                    Edge& e = edges[G[x][i]];
38                    if (!a[e.to] && e.cap > e.flow)
39                    {
40                        p[e.to] = G[x][i];
41                        a[e.to] = min(a[x], e.cap - e.flow);
42                        q.push(e.to);
43                    }
44                }
45                if (a[t]) break;
46            }
47            if (!a[t]) break;
48            for (int u = t; u != s; u = edges[p[u]].from)
49            {
50                edges[p[u]].flow += a[t];
51                edges[p[u] ^ 1].flow -= a[t];
52            }
53            flow += a[t];
54        }
55        return flow;
56    }
57 };

```

4.9.2 Dinic

```

1     const int maxn = "Edit";
2     struct Dinic

```

```

3 {
4     int n, m, s, t;           // , ( ),
5     vector<Edge> edges;       // edge[e] edge[e^1]
6     vector<int> G[maxn];      // ,G[i][j] i j e
7     bool vis[maxn];          //BFS
8     int d[maxn];             // i
9     int cur[maxn];           //
10    void init(int n)
11    {
12        this->n = n;
13        for (int i = 0; i < n; i++) G[i].clear();
14        edges.clear();
15    }
16    void AddEdge(int from, int to, int cap)
17    {
18        edges.pb(Edge(from, to, cap, 0));
19        edges.pb(Edge(to, from, 0, 0));
20        m = edges.size();
21        G[from].pb(m - 2);
22        G[to].pb(m - 1);
23    }
24    bool BFS()
25    {
26        clr(vis, 0);
27        clr(d, 0);
28        queue<int> q;
29        q.push(s);
30        d[s] = 0;
31        vis[s] = 1;
32        while (!q.empty())
33        {
34            int x = q.front();
35            q.pop();
36            for (int i = 0; i < G[x].size(); i++)
37            {
38                Edge& e = edges[G[x][i]];
39                if (!vis[e.to] && e.cap > e.flow)
40                {
41                    vis[e.to] = 1;
42                    d[e.to] = d[x] + 1;
43                    q.push(e.to);
44                }
45            }
46        }
47        return vis[t];
48    }
49    int DFS(int x, int a)
50    {
51        if (x == t || a == 0) return a;
52        int flow = 0, f;
53        for (int& i = cur[x]; i < G[x].size(); i++)
54        {
55            //
56            Edge& e = edges[G[x][i]];
57            if (d[x] + 1 == d[e.to] && (f = DFS(e.to, min(a, e.cap - e.flow))) > 0)
58            {
59                e.flow += f;
60                edges[G[x][i] ^ 1].flow -= f;
61                flow += f;

```



```

62         a -= f;
63         if (a == 0) break;
64     }
65 }
66 return flow;
67 }
68 int Maxflow(int s, int t)
69 {
70     this->s = s;
71     this->t = t;
72     int flow = 0;
73     while (BFS())
74     {
75         clr(cur, 0);
76         flow += DFS(s, INF);
77     }
78     return flow;
79 }
80 };

```

4.9.3 ISAP

```

1  const int maxn = "Edit";
2  struct ISAP
3  {
4      int n, m, s, t;          // , ( ),
5      vector<Edge> edges;      // edges[e] edges[e^1]
6      vector<int> G[maxn];    // ,G[i][j] i j e
7      bool vis[maxn];         //BFS
8      int d[maxn];            // i
9      int cur[maxn];           //
10     int p[maxn];             //
11     int num[maxn];           //
12     void init(int n)
13     {
14         this->n = n;
15         for (int i = 0; i < n; i++) G[i].clear();
16         edges.clear();
17     }
18     void AddEdge(int from, int to, int cap)
19     {
20         edges.pb(Edge(from, to, cap, 0));
21         edges.pb(Edge(to, from, 0, 0));
22         int m = edges.size();
23         G[from].pb(m - 2);
24         G[to].pb(m - 1);
25     }
26     int Augument()
27     {
28         int x = t, a = INF;
29         while (x != s)
30         {
31             Edge& e = edges[p[x]];
32             a = min(a, e.cap - e.flow);
33             x = edges[p[x]].from;
34         }
35         x = t;
36         while (x != s)

```

```

37     {
38         edges[p[x]].flow += a;
39         edges[p[x] ^ 1].flow -= a;
40         x = edges[p[x]].from;
41     }
42     return a;
43 }
44 void BFS()
45 {
46     clr(vis, 0);
47     clr(d, 0);
48     queue<int> q;
49     q.push(t);
50     d[t] = 0;
51     vis[t] = 1;
52     while (!q.empty())
53     {
54         int x = q.front();
55         q.pop();
56         int len = G[x].size();
57         for (int i = 0; i < len; i++)
58         {
59             Edge& e = edges[G[x][i]];
60             if (!vis[e.from] && e.cap > e.flow)
61             {
62                 vis[e.from] = 1;
63                 d[e.from] = d[x] + 1;
64                 q.push(e.from);
65             }
66         }
67     }
68 }
69 int Maxflow(int s, int t)
70 {
71     this->s = s;
72     this->t = t;
73     int flow = 0;
74     BFS();
75     clr(num, 0);
76     for (int i = 0; i < n; i++)
77         if (d[i] < INF) num[d[i]]++;
78     int x = s;
79     clr(cur, 0);
80     while (d[s] < n)
81     {
82         if (x == t)
83         {
84             flow += Augument();
85             x = s;
86         }
87         int ok = 0;
88         for (int i = cur[x]; i < G[x].size(); i++)
89         {
90             Edge& e = edges[G[x][i]];
91             if (e.cap > e.flow && d[x] == d[e.to] + 1)
92             {
93                 ok = 1;
94                 p[e.to] = G[x][i];
95                 cur[x] = i;

```

```

96         x = e.to;
97         break;
98     }
99 }
100 if (!ok) //Retreat
101 {
102     int m = n - 1;
103     for (int i = 0; i < G[x].size(); i++)
104     {
105         Edge& e = edges[G[x][i]];
106         if (e.cap > e.flow) m = min(m, d[e.to]);
107     }
108     if (--num[d[x]] == 0) break; //gap
109     num[d[x] = m + 1]++;
110     cur[x] = 0;
111     if (x != s) x = edges[p[x]].from;
112 }
113 }
114 return flow;
115 }
116 };

```

4.9.4 MinCost MaxFlow

```

1  const int maxn = "Edit";
2  struct MCMF
3  {
4      int n, m;
5      vector<Edge> edges;
6      vector<int> G[maxn];
7      int inq[maxn]; //
8      int d[maxn]; //bellmanford
9      int p[maxn]; //
10     int a[maxn]; //
11     void init(int n)
12     {
13         this->n = n;
14         for (int i = 0; i < n; i++) G[i].clear();
15         edges.clear();
16     }
17     void AddEdge(int from, int to, int cap, int cost)
18     {
19         edges.pb(Edge(from, to, cap, 0, cost));
20         edges.pb(Edge(to, from, 0, 0, -cost));
21         m = edges.size();
22         G[from].pb(m - 2);
23         G[to].pb(m - 1);
24     }
25     bool BellmanFord(int s, int t, int& flow, ll& cost)
26     {
27         for (int i = 0; i < n; i++) d[i] = INF;
28         clr(inq, 0);
29         d[s] = 0;
30         inq[s] = 1;
31         p[s] = 0;
32         a[s] = INF;
33         queue<int> q;
34         q.push(s);

```

```

35     while (!q.empty())
36     {
37         int u = q.front();
38         q.pop();
39         inq[u] = 0;
40         for (int i = 0; i < G[u].size(); i++)
41         {
42             Edge& e = edges[G[u][i]];
43             if (e.cap > e.flow && d[e.to] > d[u] + e.cost)
44             {
45                 d[e.to] = d[u] + e.cost;
46                 p[e.to] = G[u][i];
47                 a[e.to] = min(a[u], e.cap - e.flow);
48                 if (!inq[e.to])
49                 {
50                     q.push(e.to);
51                     inq[e.to] = 1;
52                 }
53             }
54         }
55     }
56     if (d[t] == INF) return false; //
57     flow += a[t];
58     cost += (ll)d[t] * (ll)a[t];
59     for (int u = t; u != s; u = edges[p[u]].from)
60     {
61         edges[p[u]].flow += a[t];
62         edges[p[u] ^ 1].flow -= a[t];
63     }
64     return true;
65 }
66 int MincostMaxflow(int s, int t, ll& cost)
67 {
68     int flow = 0;
69     cost = 0;
70     while (BellmanFord(s, t, flow, cost));
71     return flow;
72 }
73 };

```

5 Computational Geometry

5.1 Basic Function

```

1 #define zero(x) ((fabs(x) < eps ? 1 : 0))
2 #define sgn(x) (fabs(x) < eps ? 0 : ((x) < 0 ? -1 : 1))
3
4 struct point
5 {
6     double x, y;
7     point(double a = 0, double b = 0) { x = a, y = b; }
8     point operator-(const point& b) const { return point(x - b.x, y - b.y); }
9     point operator+(const point& b) const { return point(x + b.x, y + b.y); }
10    //
11    bool operator==(point& b) { return zero(x - b.x) && zero(y - b.y); }
12    // ( )
13    double operator*(const point& b) const { return x * b.x + y * b.y; }
14    // ( )
15    double operator^(const point& b) const { return x * b.y - y * b.x; }
16    // P a
17    point rotate(point b, double a)
18    {
19        double dx, dy;
20        (*this - b).split(dx, dy);
21        double tx = dx * cos(a) - dy * sin(a);
22        double ty = dx * sin(a) + dy * cos(a);
23        return point(tx, ty) + b;
24    }
25    // a b
26    void split(double& a, double& b) { a = x, b = y; }
27 };
28 struct line
29 {
30     point s, e;
31     line() {}
32     line(point ss, point ee) { s = ss, e = ee; }
33 };

```

5.2 Position

5.2.1 Point-Point

```

1 double dist(point a, point b) { return sqrt((a - b) * (a - b)); }

```

5.2.2 Line-Line

```

1 // <0, *> ; <1, *> ; <2, P> P;
2 pair<int, point> spoint(line l1, line l2)
3 {
4     point res = l1.s;
5     if (sgn((l1.s - l1.e) ^ (l2.s - l2.e)) == 0)
6         return mp(sgn((l1.s - l2.e) ^ (l2.s - l2.e)) != 0, res);
7     double t = ((l1.s - l2.s) ^ (l2.s - l2.e)) / ((l1.s - l1.e) ^ (l2.s - l2.e));
8     res.x += (l1.e.x - l1.s.x) * t;
9     res.y += (l1.e.y - l1.s.y) * t;
10    return mp(2, res);
11 }

```

5.2.3 Segment-Segment

```
1 bool segxseg(line l1, line l2)
2 {
3     return
4         max(l1.s.x, l1.e.x) >= min(l2.s.x, l2.e.x) &&
5         max(l2.s.x, l2.e.x) >= min(l1.s.x, l1.e.x) &&
6         max(l1.s.y, l1.e.y) >= min(l2.s.y, l2.e.y) &&
7         max(l2.s.y, l2.e.y) >= min(l1.s.y, l1.e.y) &&
8         sgn((l2.s - l1.e) ^ (l1.s - l1.e)) * sgn((l2.e - l1.e) ^ (l1.s - l1.e)) <= 0 &&
9         sgn((l1.s - l2.e) ^ (l2.s - l2.e)) * sgn((l1.e - l2.e) ^ (l2.s - l2.e)) <= 0;
10 }
```

5.2.4 Line-Segment

```
1 //l1 ,l2
2 bool segxline(line l1, line l2)
3 {
4     return sgn((l2.s - l1.e) ^ (l1.s - l1.e)) * sgn((l2.e - l1.e) ^ (l1.s - l1.e)) <=
5         0;
6 }
```

5.2.5 Point-Line

```
1 double pointtoline(point p, line l)
2 {
3     point res;
4     double t = ((p - l.s) * (l.e - l.s)) / ((l.e - l.s) * (l.e - l.s));
5     res.x = l.s.x + (l.e.x - l.s.x) * t, res.y = l.s.y + (l.e.y - l.s.y) * t;
6     return dist(p, res);
7 }
```

5.2.6 Point-Segment

```
1 double pointtosegment(point p, line l)
2 {
3     point res;
4     double t = ((p - l.s) * (l.e - l.s)) / ((l.e - l.s) * (l.e - l.s));
5     if (t >= 0 && t <= 1)
6         res.x = l.s.x + (l.e.x - l.s.x) * t, res.y = l.s.y + (l.e.y - l.s.y) * t;
7     else
8         res = dist(p, l.s) < dist(p, l.e) ? l.s : l.e;
9     return dist(p, res);
10 }
```

5.2.7 Point on Segment

```
1 bool PointOnSeg(point p, line l)
2 {
3     return
4         sgn((l.s - p) ^ (l.e - p)) == 0 &&
5         sgn((p.x - l.s.x) * (p.x - l.e.x)) <= 0 &&
6         sgn((p.y - l.s.y) * (p.y - l.e.y)) <= 0;
7 }
```

5.3 Polygon

5.3.1 Area

```

1 double area(point p[], int n)
2 {
3     double res = 0;
4     for (int i = 0; i < n; i++) res += (p[i] ^ p[(i + 1) % n]) / 2;
5     return fabs(res);
6 }

```

5.3.2 Point in Convex

```

1 //      ,      (      <0 >0)
2 //      : [0,n)
3 // -1 :
4 // 0 :
5 // 1 :
6 int PointInConvex(point a, point p[], int n)
7 {
8     for (int i = 0; i < n; i++)
9         if (sgn((p[i] - a) ^ (p[(i + 1) % n] - a)) < 0)
10             return -1;
11         else if (PointOnSeg(a, line(p[i], p[(i + 1) % n])))
12             return 0;
13     return 1;
14 }

```

5.3.3 Point in Polygon

```

1 //      ,poly[]      3, 0~n-1
2 // -1 :
3 // 0 :
4 // 1 :
5 int PointInPoly(point p, point poly[], int n)
6 {
7     int cnt;
8     line ray, side;
9     cnt = 0;
10    ray.s = p;
11    ray.e.y = p.y;
12    ray.e.x = -1000000000000.0; // -INF,
13    for (int i = 0; i < n; i++)
14    {
15        side.s = poly[i], side.e = poly[(i + 1) % n];
16        if (PointOnSeg(p, side)) return 0;
17        //
18        if (sgn(side.s.y - side.e.y) == 0)
19            continue;
20        if (PointOnSeg(side.s, ray))
21            cnt += (sgn(side.s.y - side.e.y) > 0);
22        else if (PointOnSeg(side.e, ray))
23            cnt += (sgn(side.e.y - side.s.y) > 0);
24        else if (segxseg(ray, side))
25            cnt++;
26    }
27    return cnt % 2 == 1 ? 1 : -1;
28 }

```

5.3.4 Judge Convex

```

1 //
2 // 1~n-1
3 bool isconvex(point poly[], int n)
4 {
5     bool s[3];
6     clr(s, 0);
7     for (int i = 0; i < n; i++)
8     {
9         s[sgn((poly[(i + 1) % n] - poly[i]) ^ (poly[(i + 2) % n] - poly[i])) + 1] = 1;
10        if (s[0] && s[2]) return 0;
11    }
12    return 1;
13 }

```

5.4 Integer Points

5.4.1 On Segment

```

1 int OnSegment(line l) { return __gcd(fabs(l.s.x - l.e.x), fabs(l.s.y - l.e.y)) + 1; }

```

5.4.2 On Polygon Edge

```

1 int OnEdge(point p[], int n)
2 {
3     int i, ret = 0;
4     for (i = 0; i < n; i++)
5         ret += __gcd(fabs(p[i].x - p[(i + 1) % n].x), fabs(p[i].y - p[(i + 1) % n].y));
6     return ret;
7 }

```

5.4.3 Inside Polygon

```

1 int InSide(point p[], int n)
2 {
3     int i, area = 0;
4     for (i = 0; i < n; i++)
5         area += p[(i + 1) % n].y * (p[i].x - p[(i + 2) % n].x);
6     return (fabs(area) - OnEdge(n, p)) / 2 + 1;
7 }

```

5.5 Circle

5.5.1 Circumcenter

```

1 point waixin(point a, point b, point c)
2 {
3     double a1 = b.x - a.x, b1 = b.y - a.y, c1 = (a1 * a1 + b1 * b1) / 2;
4     double a2 = c.x - a.x, b2 = c.y - a.y, c2 = (a2 * a2 + b2 * b2) / 2;
5     double d = a1 * b2 - a2 * b1;
6     return point(a.x + (c1 * b2 - c2 * b1) / d, a.y + (a1 * c2 - a2 * c1) / d);
7 }

```


6 Dynamic Programming

6.1 Subsequence

6.1.1 Max Sum

```

1 // a n,
2 int MaxSeqSum(int a[], int n)
3 {
4     int rt = 0, cur = 0;
5     for (int i = 0; i < n; i++)
6         cur += a[i], rt = max(cur, rt), cur = max(0, cur);
7     return rt;
8 }

```

6.1.2 Longest Increase

```

1 // 1, LIS(), lis[]
2 const int N = "Edit";
3 int len, a[N], b[N], f[N];
4 int Find(int p, int l, int r)
5 {
6     while (l <= r)
7     {
8         int mid = (l + r) >> 1;
9         if (a[p] > b[mid])
10             l = mid + 1;
11         else
12             r = mid - 1;
13     }
14     return f[p] = l;
15 }
16 int LIS(int lis[], int n)
17 {
18     int len = 1;
19     f[1] = 1, b[1] = a[1];
20     for (int i = 2; i <= n; i++)
21     {
22         if (a[i] > b[len])
23             b[++len] = a[i], f[i] = len;
24         else
25             b[Find(i, 1, len)] = a[i];
26     }
27     for (int i = n, t = len; i >= 1 && t >= 1; i--)
28         if (f[i] == t) lis[--t] = a[i];
29     return len;
30 }
31
32 // ( 0 , )
33 int dp[N];
34 int LIS(int a[], int n)
35 {
36     clr(dp, 0x3f);
37     for (int i = 0; i < n; i++) *lower_bound(dp, dp + n, a[i]) = a[i];
38     return lower_bound(dp, dp + n, INF) - dp;
39 }

```

6.1.3 Longest Common Increase

```

1 // 1
2 int LCIS(int a[], int b[], int n, int m)
3 {
4     clr(dp, 0);
5     for (int i = 1; i <= n; i++)
6     {
7         int ma = 0;
8         for (int j = 1; j <= m; j++)
9         {
10             dp[i][j] = dp[i - 1][j];
11             if (a[i] > b[j]) ma = max(ma, dp[i - 1][j]);
12             if (a[i] == b[j]) dp[i][j] = ma + 1;
13         }
14     }
15     return *max_element(dp[n] + 1, dp[n] + 1 + m);
16 }

```

6.2 Digit Statistics

```

1 int a[20];
2 ll dp[20][state];
3 ll dfs(int pos, /*state*/, bool lead /* */, bool limit /* */)
4 {
5     // , , 0, pos== -1
6     if (pos == -1) return 1;
7     /* 1, , ,
8     pos, */
9     if (!limit && !lead && dp[pos][state] != -1) return dp[pos][state];
10    /* , */
11    int up = limit ? a[pos] : 9; // limit up
12    ll ans = 0;
13    for (int i = 0; i <= up; i++) // , ans
14    {
15        if () ...
16        else if () ...
17        ans += dfs(pos - 1, /* */, lead && i == 0, limit && i == a[pos])
18        //
19        /* i,
20        , state i */
21    }
22    // ,
23    if (!limit && !lead) dp[pos][state] = ans;
24    /* , lead, lead */
25    return ans;
26 }
27 }
28 ll solve(ll x)
29 {
30     int pos = 0;
31     do //
32         a[pos++] = x % 10;
33     while (x /= 10);
34     return dfs(pos - 1 /* */, /* */, true, true);
35     // , 0
36 }

```

7 Others

7.1 Matrix

7.1.1 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]) //
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; n >>= 1, A = mul(A, A))
18         if (n & 1) B = mul(B, A);
19     return B;
20 }
```

7.1.2 Gauss Elimination

```

1  void gauss()
2  {
3      int now = 1, to;
4      double t;
5      for (int i = 1; i <= n; i++, now++)
6      {
7          /*for (to = now; !a[to][i] && to <= n; to++);
8          //
9          if (to != now)
10             for (int j = 1; j <= n + 1; j++)
11                 swap(a[to][j], a[now][j]);*/
12         t = a[now][i];
13         for (int j = 1; j <= n + 1; j++) a[now][j] /= t;
14         for (int j = 1; j <= n; j++)
15             if (j != now)
16             {
17                 t = a[j][i];
18                 for (int k = 1; k <= n + 1; k++) a[j][k] -= t * a[now][k];
19             }
20     }
21 }
```

7.2 Tricks

7.2.1 Stack-Overflow

```

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

7.2.2 Fast-Scanner

```

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

```

7.2.3 Strok-Sscanf

```

1 //
2 gets(buf);
3 int v;
4 char *p = strtok(buf, " ");
5 while (p)
6 {
7     sscanf(p, "%d", &v);
8     p = strtok(NULL, " ");
9 }

```

7.3 Mo Algorithm

, , \sqrt{x} ,

```

1 struct query { int L, R, id; };
2 void solve(query node[], int m)
3 {
4     tmp = 0;
5     clr(num, 0);
6     clr(ans, 0);
7     sort(node, node + m, [](query a, query b) { return a.l / unit < b.l / unit || a.l /
8         unit == b.l / unit && a.r < b.r; });
9     int L = 1, R = 0;
10    for (int i = 0; i < m; i++)
11    {
12        while (node[i].L < L) add(a[--L]);
13        while (node[i].L > L) del(a[L++]);
14        while (node[i].R < R) del(a[R--]);
15        while (node[i].R > R) add(a[++R]);
16        ans[node[i].id] = tmp;
17    }
18 }

```

7.4 BigInt

7.4.1 High-precision

```

1  //
2  struct bint
3  {
4      int l;
5      short int w[100];
6      bint(int x = 0)
7      {
8          l = x == 0, clr(w, 0);
9          while (x) w[l++] = x % 10, x /= 10;
10     }
11     bool operator<(const bint& x) const
12     {
13         if (l != x.l) return l < x.l;
14         int i = l - 1;
15         while (i >= 0 && w[i] == x.w[i]) i--;
16         return (i >= 0 && w[i] < x.w[i]);
17     }
18     bint operator+(const bint& x) const
19     {
20         bint ans;
21         ans.l = l > x.l ? l : x.l;
22         for (int i = 0; i < ans.l; i++)
23         {
24             ans.w[i] += w[i] + x.w[i];
25             ans.w[i + 1] += ans.w[i] / 10;
26             ans.w[i] = ans.w[i] % 10;
27         }
28         if (ans.w[ans.l] != 0) ans.l++;
29         return ans;
30     }
31     bint operator*(const bint& x) const
32     {
33         bint res;
34         int up, tmp;
35         for (int i = 0; i < l; i++)
36         {
37             up = 0;
38             for (int j = 0; j < x.l; j++)
39             {
40                 tmp = w[i] * x.w[j] + res.w[i + j] + up;
41                 res.w[i + j] = tmp % 10;
42                 up = tmp / 10;
43             }
44             if (up != 0) res.w[i + x.l] = up;
45         }
46         res.l = l + x.l;
47         while (res.w[res.l - 1] == 0 && res.l > 1) res.l--;
48         return res;
49     }
50     void print()
51     {
52         for (int i = l - 1; ~i; i--) printf("%d", w[i]);
53         puts("");
54     }
55 };

```

7.4.2 Complete High-precision

```

1  #define N 10000
2  class bint
3  {
4  private:
5      int a[N]; // N
6      int len; //
7  public:
8      //
9      bint() { len = 1, clr(a, 0); }
10     // int -> bint
11     bint(int n)
12     {
13         len = 0;
14         clr(a, 0);
15         int d = n;
16         while (n)
17             d = n / 10 * 10, a[len++] = n - d, n = d / 10;
18     }
19     // char[] -> int
20     bint(const char s[])
21     {
22         clr(a, 0);
23         len = 0;
24         int l = strlen(s);
25         for (int i = l - 1; ~i; i--) a[len++] = s[i];
26     }
27     //
28     bint(const bint& b)
29     {
30         clr(a, 0);
31         len = b.len;
32         for (int i = 0; i < len; i++) a[i] = b.a[i];
33     }
34     // bint = bint
35     bint& operator=(const bint& n)
36     {
37         len = n.len;
38         for (int i = 0; i < len; i++) a[i] = n.a[i];
39         return *this;
40     }
41     // bint + bint
42     bint operator+(const bint& b) const
43     {
44         bint t(*this);
45         int res = b.len > len ? b.len : len;
46         for (int i = 0; i < res; i++)
47         {
48             t.a[i] += b.a[i];
49             if (t.a[i] >= 10) t.a[i + 1]++, t.a[i] -= 10;
50         }
51         t.len = res + a[res] == 0;
52         return t;
53     }
54     // bint - bint
55     bint operator-(const bint& b) const
56     {
57         bool f = *this > b;

```

```

58     bint t1 = f ? *this : b;
59     bint t2 = f ? b : *this;
60     int res = t1.len, j;
61     for (int i = 0; i < res; i++)
62         if (t1.a[i] < t2.a[i])
63             {
64                 j = i + 1;
65                 while (t1.a[j] == 0) j++;
66                 t1.a[j--]--;
67                 while (j > i) t1.a[j--] += 9;
68                 t1.a[i] += 10 - t1.a[i];
69             }
70         else
71             t1.a[i] -= t2.a[i];
72     t1.len = res;
73     while (t1.a[t1.len - 1] == 0 && t1.len > 1) t1.len--, res--;
74     if (f) t1.a[res - 1] = 0 - t1.a[res - 1];
75     return t1;
76 }
77 //    bint * bint
78 bint operator*(const bint& b) const
79 {
80     bint t;
81     int i, j, up, tmp, tmp1;
82     for (i = 0; i < len; i++)
83     {
84         up = 0;
85         for (j = 0; j < b.len; j++)
86             {
87                 tmp = a[i] * b.a[j] + t.a[i + j] + up;
88                 if (tmp > 9)
89                     tmp1 = tmp - tmp / 10 * 10, up = tmp / 10, t.a[i + j] = tmp1;
90                 else
91                     up = 0, t.a[i + j] = tmp;
92             }
93         if (up) t.a[i + j] = up;
94     }
95     t.len = i + j;
96     while (t.a[t.len - 1] == 0 && t.len > 1) t.len--;
97     return t;
98 }
99 //    bint / int
100 bint operator/(const int& b) const
101 {
102     bint t;
103     int down = 0;
104     for (int i = len - 1; ~i; i--)
105         t.a[i] = (a[i] + down * 10) / b, down = a[i] + down * 10 - t.a[i] * b;
106     t.len = len;
107     while (t.a[t.len - 1] == 0 && t.len > 1) t.len--;
108     return t;
109 }
110 //    bint ^ n (n , n)
111 bint operator^(const int n) const
112 {
113     bint t(*this), rt(1);
114     if (n == 0) return 1;
115     if (n == 1) return *this;
116     int m = n;

```

```

117     for (; m; m >>= 1, t = t * t)
118         if (m & 1) rt = rt * t;
119     return rt;
120 }
121 //     bint > bint
122 bool operator>(const bint& b) const
123 {
124     int p;
125     if (len > b.len) return 1;
126     if (len == b.len)
127     {
128         p = len - 1;
129         while (a[p] == b.a[p] && p >= 0) p--;
130         return p >= 0 && a[p] > b.a[p];
131     }
132     return 0;
133 }
134 //     bint > int
135 bool operator>(const int& n) const { return *this > bint(n); }
136 //
137 void out()
138 {
139     for (int i = len - 1; ~i; i--) printf("%d", a[i]);
140     puts("");
141 }
142 };

```

7.5 VIM

```

1  syntax on
2  set cindent
3  set nu
4  set tabstop=4
5  set shiftwidth=4
6  set background=dark
7  set mouse=a
8
9  map<C-A> gg vG"+y
10 map<F5> :call Run()<CR>
11
12 func! Run()
13     exec "w"
14     exec "!g++ -std=c++11 -O2 % -o %<"
15     exec "!time ./%<"
16 endfunc
17
18 autocmd BufNewFile *.cpp 0r ~/include.cpp
19 autocmd BufNewFile *.cpp normal G
20
21 inoremap ( (<Esc>i
22 inoremap [ [<Esc>i
23 inoremap { {<CR><Esc>O
24 inoremap ' '<Esc>i
25 inoremap " ""<Esc>i
26
27 inoremap ) <c-r>=ClosePair('')<CR>
28 inoremap ] <c-r>=ClosePair('']<CR>
29

```



```
30 func ClosePair(char)
31     if getline('.')[col('.')-1]==a:char
32         return "\<Right>"
33     else
34         return a:char
35     endif
36 endfunc
```