York University Team Notebook C++ (2019-2020)

Contents

1 Data Structure

1.1 Fenwick Tree

```cpp
template <typename T> struct fenwick {
    int n; vector<T> t;
    fenwick(int n_) : n(n_), t(n + 1) {}
    fenwick(const vector<T> &v) : fenwick((int)v.size()) {
        for (int i = 1; i <= n; i++) {
            t[i] += v[i - 1];
            int j = i + (i & -i);
            if (j <= n) t[j] += t[i];
        }
    }
    void add(int i, T x) {
        assert(i >= 0 && i < n);
        for (i++; i <= n; i += i & -i) {
            t[i] += x;
        }
    }
    template <typename U = T> U query(int i) {
        assert(i >= 0 && i < n);
        U res{};
        for (i++; i > 0; i -= i & -i)
            res += t[i];
        return res;
    }
    template <typename U = T> U query(int l, int r) {
        assert(l >= 0 && l <= r && r < n);
        return query<U>(r) - (l ? query<U>(l - 1) : U{});
    }
    int search(T prefix) { // finds first pos s.t. sum(0, pos)>=prefix
        int pos = 0;
        T sum = 0;
        for (int i = __lg(n); i >= 0; i--) {
            // could change < to <= to make it find upper bound
            if (pos + (1 << i) <= n && (sum + t[pos + (1 << i)] < prefix))
                 {
                pos += (1 << i);
                sum += t[pos];
            }
        }
        return pos;
    }
};
// fenwick tree with range update and range sum query
struct fenwick_rg {
    int n;
    vector<int64_t> sum1, sum2;
    fenwick_rg(int n_) : n(n_), sum1(n + 1), sum2(n + 1) {}
  private:
    void add(int i, int x) {
        assert(i >= 0 && i < n);
        i++;
        int64_t v = (int64_t)i * x;
        for (; i <= n; i += i & -i)
```

```
            sum1[i] += x, sum2[i] += v;
    }
  public:
    void add(int l, int r, int x) {
        assert(l >= 0 && l <= r && r < n);
        add(l, x);
        if (r + 1 < n) add(r + 1, -x);
    }
    int64_t query(int p) {
        assert(p >= 0 && p < n);
        p++;
        int64_t res{};
        for (int i = p; i; i -= i & -i)
            res += (p + 1) * sum1[i] - sum2[i];
        return res;
    }
    int64_t query(int l, int r) {
        assert(l >= 0 && l <= r && r < n);
        return query(r) - (l ? query(l - 1) : 0);
    }
};
```

1.2 Segment Tree

```
template <typename T>
struct SegTree {
    int n;
    vector<T> t;
    SegTree(int n_) : n(n_), t(4 * n) {
        build(1, 0, n-1, vector(n, T()));
    }
    template<typename U>
    SegTree(const vector<T> &v) : SegTree((int)v.size()) {
        build(1, 0, n - 1, v);
    }
    void pull(int node) { t[node] = t[node << 1] + t[node << 1 | 1]; }
    template<typename U>
    void build(int node, int l, int r, const vector<U> &v) {
        if (l == r) {
            t[node] = T(v[l]);
            return;
        }
        int mid = (l + r) >> 1;
        build(node << 1, l, mid, v);
        build(node << 1 | 1, mid + 1, r, v);
        pull(node);
    }
    template<typename U>
    void add(int node, int i, U x, int l, int r) {
        if (l == r) {
            t[node] += x;
            return;
        }
        int mid = (l + r) / 2;
        if (i <= mid) add(node << 1, i, x, l, mid);
        else add(node << 1 | 1, i, x, mid + 1, r);
        pull(node);
    }
    void set(int node, int i, T x, int l, int r) {
        if (l == r) {
            t[node] = x;
            return;
        }
        int mid = (l + r) / 2;
        if (i <= mid) set(node << 1, i, x, l, mid);
        else set(node << 1 | 1, i, x, mid + 1, r);
        pull(node);
    }
    T get(int node, int ql, int qr, int l, int r) {
        if (ql <= l && qr >= r) return t[node];
        int mid = (l + r) >> 1;
        if (qr <= mid) return get(node << 1, ql, qr, l, mid);
        if (ql > mid) return get(node << 1 | 1, ql, qr, mid+1, r);
        return get(node << 1, ql, qr, l, mid) + get(node << 1 | 1, ql, qr,
             mid+1, r);
    }
    // wrapper
    template <typename U>
    void add(int i, U x) {
        assert(i >= 0 && i < n);
        add(1, i, x, 0, n-1);
    }
    void set(int i, T x) {
        assert(i >= 0 && i < n);
        set(1, i, x, 0, n-1);
    }
    T get(int l, int r) {
        assert(l >= 0 && l <= r && r < n);
        return get(1, l, r, 0, n-1);
    }
};
struct node {
    int v=0; // value for leaves
    node() = default;
    // may need more constructor
    node operator+(const node& rhs) const { // used in get() and pull()
        return {v+rhs.v};
    }
    node& operator +=(const node& rhs) { // used in add()
        v+=rhs.v;
        return *this;
    }
};
```

1.3 Segment Tree with lazy propagation

```
// lazy propagation
template<typename T>
struct SegTree {
    int n;
    vector<T> t;
    SegTree(int n_) : n(n_), t(4 * n) {}
    template<typename U>
    SegTree(const vector<U> &v) : SegTree((int)v.size()) {
        build(1, 0, n - 1, v);
    }
    void pull(int node) { t[node] = t[node * 2] + t[node * 2 + 1]; }
    template<typename U>
    void build(int node, int l, int r, const vector<U> &v) {
        if (l == r) {
            return t[node].apply(l, r, v[l]);
        }
        int mid = (l + r) / 2;
        build(node * 2, l, mid, v);
        build(node * 2 + 1, mid + 1, r, v);
        pull(node);
    }
    void push(int p, int l, int r) {
        if (t[p].lazy) {
            int m = (l + r) / 2;
            t[p * 2].apply(l, m, t[p].lazy);
            t[p * 2 + 1].apply(m + 1, r, t[p].lazy);
            t[p].lazy = 0;
        }
    }
    template<typename U>
    void add(int node, int ql, int qr, int l, int r, U x) {
        if (r < ql || l > qr) return;
        if (ql <= l && qr >= r) return t[node].apply(l, r, x);
        push(node, l, r);
        int mid = (l + r) / 2;
        add(node * 2, ql, qr, l, mid, x);
        add(node * 2 + 1, ql, qr, mid + 1, r, x);
        pull(node);
    }
    T get(int node, int ql, int qr, int l, int r) {
        if (ql <= l && qr >= r) return t[node];
        push(node, l, r);
        int mid = (l + r) / 2;
        if (qr <= mid) return get(node << 1, ql, qr, l, mid);
        if (ql > mid) return get(node << 1 | 1, ql, qr, mid+1, r);
        return get(node << 1, ql, qr, l, mid) + get(node << 1 | 1, ql, qr,
              mid+1, r);
    }
    // wrapper
    template <typename U>
    void add(int l, int r, U x) {
        assert(l >= 0 && l <= r && r < n);
        add(1, l, r, 0, n-1, x);
    }
    T get(int l, int r) {
        assert(l >= 0 && l <= r && r < n);
        return get(1, l, r, 0, n-1);
    }
};
struct node {
    int v=0; // don’t forget to set default value (used for leaves), not
         necessarily zero element
    int lazy=0;
    void apply(int l, int r, int x) {
        v+=x;
        lazy+=(r-l) * x;
    }
    node operator+(const node& b) const {
        node res;
        res.v=v+b.v;
        return res;
    }
};
```

1.4 Persistent Segment Tree

```
//find the nth biggest number
#include<bits/stdc++.h>
struct PST {
    int n, tot=0;
    vector<int> lc, rc, sum, roots; // left child, right child
    PST(int n_) : n(n_), lc(n<<5), rc(n<<5), sum(n<<5), roots(1) { //
         change the size to n<<6 if there are 2*n modification
        build(0, n-1, roots[0]); // the initial root node is 1!
    }
    void pushup(int rt) {
        sum[rt] = sum[lc[rt]] + sum[rc[rt]];
    }
    void build(int l, int r, int& rt) {
        rt = ++tot;
        if (l == r) return;
        int mid = (l + r) >> 1;
        build(l, mid, lc[rt]);
        build(mid + 1, r, rc[rt]);
        pushup(rt);
    }
    void update(int pos, int val, int l, int r, int old, int& rt) {
        rt = ++tot;
        lc[rt] = lc[old];
        rc[rt] = rc[old];
        if (l == r) {
            sum[rt] = sum[old] + val;
            return;
        }
        int mid = (l + r) >> 1;
        if (pos <= mid) update(pos, val, l, mid, lc[old], lc[rt]);
        else update(pos, val, mid + 1, r, rc[old], rc[rt]);
        pushup(rt);
    }
    int update(int pos, int val) { // return the root of the new version
        int new_root;
        update(pos, val, 0, n-1, roots.back(), new_root);
        roots.push_back(new_root);
        return new_root;
    }
    int query(int u, int v, int l, int r, int k) {
        if (l==r) return l;
        int mid=(l+r)/2, x=sum[lc[v]]-sum[lc[u]];
        if (k<=x) return query(lc[u], lc[v], l, mid, k);
        return query(rc[u], rc[v], mid+1, r, k-x);
    }
};
int main(){
    int n, q;
    cin>>n>>q;
    vector<int> a(n);
    for (auto& x : a) cin>>x;
    auto comp=a;
    sort(comp.begin(), comp.end());
    comp.erase(unique(comp.begin(), comp.end()), comp.end());
    PST tr(comp.size());
    vector<int> roots(n+1);
    roots[0]=1;
    for (int i=0; i<n; i++) {
        int p=lower_bound(comp.begin(), comp.end(), a[i])-comp.begin();
        roots[i+1]=tr.update(p, 1);
    }
    while (q--) {
        int l, r, k;
        cin>>l>>r>>k;
        cout<<comp[tr.query(roots[l-1], roots[r], 0, comp.size()-1, k)]<<’
            \n’;
    }
}
```

1.5 Sparse Table

```
template <typename T> struct sparse {
    int n, logn;
    vector<vector<T>> v;
    function<T(T, T)> F;
    sparse(const vector<int> &a, function<T(T, T)> func)
        : n((int)a.size()), logn(__lg(n)), v(logn + 1, vector<T>(n + 1)),
            F(func) {
        v[0] = a;
        for (int i = 1; i <= logn; i++)
            for (int j = 0; j + (1 << i) - 1 < n; j++)
                v[i][j] = F(v[i - 1][j], v[i - 1][j + (1 << (i - 1))]);
    }
    int query(int x, int y) {
        int s = __lg(y - x + 1);
        return F(v[s][x], v[s][y - (1 << s) + 1]);
    }
};
```

1.6 Treap

```
// using treap to maintain a sequence that support multiple operation, index
// 0-based index, change pull(), add(), pushdown() according to the problem
#include<bits/stdc++.h>
mt19937 gen(chrono::high_resolution_clock::now().time_since_epoch().count());
template <typename T> struct Treap {
    struct node {
        int ch[2], sz;
        unsigned k;
        T d, sum, lazy;
        node(T d_, int z = 1)
            : sz(z), k((unsigned)gen()), d(d_), sum(d), lazy() {
            ch[0] = ch[1] = 0;
        }
    };
    vector<node> nodes;
    int root=0, recyc=0;
    Treap(int size = 2e5) {
        nodes.reserve(size);
        nodes.emplace_back(0, 0);
    }
    inline int &ch(int rt, int r) { return nodes[rt].ch[r]; }
    int new_node(const T &d) {
        int id = (int)nodes.size();
        if (recyc) {
            id = recyc;
            if (ch(recyc, 0) && ch(recyc, 1))
                recyc = merge(ch(recyc, 0), ch(recyc, 1));
            else
                recyc = ch(recyc, ch(recyc, 0) ? 0 : 1);
            nodes[id] = node(d);
        } else
            nodes.push_back(node(d));
        return id;
    }
    int pull(int rt) {
        node &n = nodes[rt];
        n.sz = 1 + nodes[n.ch[0]].sz + nodes[n.ch[1]].sz;
        n.sum = n.d + nodes[n.ch[0]].sum + nodes[n.ch[1]].sum;
        return rt;
    }
    void add(int rt, const T &d) {
        node &n = nodes[rt];
        n.lazy = n.lazy + d;
        n.d = n.d + d;
        n.sum = n.sum + d * n.sz;
    }
    void pushdown(int rt) {
        node &n = nodes[rt];
        if (n.lazy) {
            add(n.ch[0], n.lazy);
            add(n.ch[1], n.lazy);
            n.lazy = T();
        }
    }
    int merge(int tl, int tr) {
        if (!tl) return tr;
        if (!tr) return tl;
        if (nodes[tl].k < nodes[tr].k) {
            pushdown(tl);
            ch(tl, 1) = merge(ch(tl, 1), tr);
            return pull(tl);
        } else {
            pushdown(tr);
            ch(tr, 0) = merge(tl, ch(tr, 0));
            return pull(tr);
        }
    }
    void split(int rt, int k, int &x, int &y) { // split out first k element
        if (!rt) {
            x = y = 0;
            return;
        }
        pushdown(rt);
        if (k <= nodes[ch(rt, 0)].sz) {
            y = rt;
            split(ch(rt, 0), k, x, ch(rt, 0));
            pull(y);
        } else {
            x = rt;
            split(ch(rt, 1), k - nodes[ch(rt, 0)].sz - 1, ch(rt, 1), y);
            pull(x);
        }
    }
    void remove(int &rt) {
        if (recyc == 0) recyc = rt;
        else recyc = merge(recyc, rt);
        rt = 0;
    }
    // interface
    int size() { return nodes[root].sz; }
    const T& operator[](int k) {
        assert(k>=0 && k<size());
        int x, y, z;
        split(root, k+1, y, z);
        split(y, k, x, y);
        root = merge(merge(x, y), z);
        return nodes[y];
    }
    void insert(int k, T v) { // insert at kth position
        assert(k>=0 && k<=size());
        int l, r;
        split(root, k, l, r);
        int rt = new_node(v);
        root = merge(merge(l, rt), r);
    }
    void erase(int l, int r) {
        assert(l>=0 && l<=r && r<size());
        int x, y, z;
        split(root, r + 1, y, z);
        split(y, l, x, y);
        remove(y);
        root = merge(x, z);
    }
    void range_add(int l, int r, T v) {
        assert(l>=0 && l<=r && r<size());
        int x, y, z;
        split(root, r + 1, y, z);
        split(y, l, x, y);
        add(y, v);
        root = merge(merge(x, y), z);
    }
    T getsum(int l, int r) {
        assert(l>=0 && l<=r && r<size());
        int x, y, z;
        split(root, r + 1, y, z);
        split(y, l, x, y);
        T ret = nodes[y].sum;
        root = merge(merge(x, y), z);
        return ret;
    }
};
```

1.7 Union find

```
struct UF {
    int n;
    vector<int> pa; // parent or size, positive number means parent,
         negative number means size
    explicit UF(int _n) : n(_n), pa(n, -1) {}
    int find(int x) {
        assert(0 <= x && x < n);
        return pa[x] < 0 ? x : pa[x]=find(pa[x]);
    }
    bool join(int x, int y) {
        assert(0 <= x && x < n && 0 <= y && y < n);
        x=find(x), y=find(y);
        if (x==y) return false;
        if (-pa[x] < -pa[y]) swap(x, y); // size of x is smaller than size
             of y
        pa[x]+=pa[y];
        pa[y]=x;
        return true;
    }
    int size(int x) {
        assert(0 <= x && x < n);
        return -pa[x];
    }
    vector<vector<int>> groups() {
        vector<int> leader(n);
        for (int i=0; i<n; i++) leader[i]=find(i);
        vector<vector<int>> res(n);
        for (int i=0; i<n; i++) {
            res[leader[i]].push_back(i);
        }
        res.erase(remove_if(res.begin(), res.end(),
                    [](const vector<int>& v) { return v.empty(); }), res.
                        end());
        return res;
    }
};
```

2 Graph Theory

2.1 Bellman Ford

```
struct BellmanFord {
    static constexpr long long INF=1e18;
    int n, last_relaxed=-1;
    vector<tuple<int, int, int>> edges;
    vector<bool> bad; //has negative cycle on the path
    vector<int> pre;
    vector<ll> dis;
    BellmanFord(int _n) : n(_n), bad(n), pre(n), dis(n, INF) {}
    void add_edge(int u, int v, int w) {
        edges.emplace_back(u, v, w);
    }
    void run(int start) {
        dis[start]=0;
        for (int i=0; i<n-1; i++) {
            for (auto [u, v, w] : edges) {
                if (dis[u]<INF && dis[v]>dis[u]+w) {
                    dis[v]=dis[u]+w;
                    pre[v]=u;
                }
            }
        }
        for (auto [u, v, w] : edges) {
            if (dis[u]<INF && dis[v]>dis[u]+w) {
                dis[v]=dis[u]+w;
                bad[v]=true;
                last_relaxed=v;
                pre[v]=u;
            }
        }
        for (int i=0; i<n; i++) {
            for (auto [u, v, w] : edges) {
                if (bad[u]) bad[v]=true;
            }
        }
    }
    vector<int> find_cycle() {
        dis.assign(n, 0); // without this, only cycle reachable from 0
             will be counted
        run(0);
        if (last_relaxed==-1) return {};
        int x=last_relaxed;
        for (int i=0; i<n; i++) x=pre[x];
        vector<int> cycle;
        for (int cur=x; ; cur=pre[cur]) {
            cycle.push_back(cur);
            if (cur==x && cycle.size()>1) break;
        }
        reverse(cycle.begin(), cycle.end());
        return cycle;
    }
    long long get_dis(int x) {
        return bad[x] ? -INF : dis[x];
    }
};
```

2.2 Hopcroft Karp

```
struct HopcroftKarp {
    int n, m;
    Dinic flow;
    vector<int> l, r;
    HopcroftKarp(int n, int m) : n(n), m(m), flow(n+m+2), l(n, -1), r(m,
         -1) {}
    void add_edge(int u, int v) {
        flow.addEdge(u, n+v, 1);
    }
    int solve() {
        for (int i=0; i<n; i++)
            flow.addEdge(n+m, i, 1);
        for (int i=0; i<m; i++)
            flow.addEdge(n+i, n+m+1, 1);
        int res = flow.maxFlow(n+m, n+m+1);
        for (int i=0; i<n; i++) {
            if (flow.match[i]!=-1) {
                l[i]=flow.match[i]-n;
                r[flow.match[i]-n]=i;
            }
        }
        return res;
    }
};
int main() {
    ios::sync_with_stdio(false);
    int l, r, m;
    cin>>l>>r>>m;
    HopcroftKarp g(l, r);
    while (m--) {
        int u, v;
        cin>>u>>v;
        g.add_edge(u, v);
    }
    cout<<g.solve()<<'\n';
    for (int i=0; i<l; i++) {
        if (g.l[i]!=-1) cout<<i<<' '<<g.l[i]<<'\n';
    }
}
```

2.3 Augmented Path for BPM

```
// augmented path algorithm for maximum-caredinality bipartite matching
// Worst time complexity: O(nm), but very hard to hack (since we can shuffle),
// usually runs extremely fast, 2e5 vertices and edges in 60 ms.
mt19937 rng(1);
struct aug_path {
    vector<vector<int>> g;
    vector<int> L, R, vis;
    aug_path(int n, int m) : g(n), L(n, -1), R(m, -1), vis(n) {}
    void add_edge(int a, int b) { g[a].push_back(b); }
    bool match(int u) {
        if (vis[u]) return false;
        vis[u] = true;
        for (auto v : g[u]) {
            if (R[v] == -1) {
                L[u] = v;
                R[v] = u;
                return true;
            }
        }
        for (auto vec : g[u]) {
            if (match(R[vec])) {
                L[u] = vec;
                R[vec] = u;
                return true;
            }
        }
        return false;
    }
    int solve() {
        // shuffle to avoid counter test case, but may be slightly slower
        // for (auto& v : g)
        //     shuffle(v.begin(), v.end(), rng);
        // vector<int> order(L.size());
        // iota(order.begin(), order.end(), 0);
        // shuffle(order.begin(), order.end(), rng);
        bool ok = true;
        while (ok) {
            ok=false;
            fill(vis.begin(), vis.end(), 0);
            // for (auto i : order)
            for (int i = 0; i < (int)L.size(); ++i)
                if (L[i] == -1) ok |= match(i);
        }
        int ret = 0;
        for (int i = 0; i < L.size(); ++i)
            ret += (L[i] != -1);
        return ret;
    }
};
int main() {
    ios::sync_with_stdio(false);
    int l, r, m;
    cin>>l>>r>>m;
    aug_path g(l, r);
    while (m--) {
        int u, v;
        cin>>u>>v;
        g.add_edge(u, v);
    }
    cout<<g.solve()<<'\n';
    for (int i=0; i<l; i++) {
        if (g.L[i]!=-1) cout<<i<<' '<<g.L[i]<<'\n';
    }
}
```

2.4 Bineary Lifint

```
struct Binary_lifting {
    const int sz, level;
    const vector<vector<int>>& g;
    vector<vector<int>> pa;
    vector<int> dep;
    Binary_lifting(const vector<vector<int>>& g_) :
        sz((int)g_.size()),
        level(__lg(sz)+2),
        g(g_),
        pa(sz, vector<int>(level)),
        dep(g.size()) {}
    void dfs(int u, int p) {
        pa[u][0] = p;
        dep[u] = dep[p] + 1;
        for (int i = 1; i < level; i++) {
            pa[u][i] = pa[pa[u][i - 1]][i - 1];
        }
        for (auto v : g[u]) {
            if (v == p) continue;
            dfs(v, u);
        }
    };
    int jump(int u, int step) {
        for (int i=0; i<level; i++) {
            if (step>>i&1) u=pa[u][i];
        }
        return u;
    }
    int lca(int x, int y) {
        if (dep[x] > dep[y]) swap(x, y);
        y=jump(y, dep[y] - dep[x]);
        if (x == y) return x;
        for (int i=level-1; i>=0; i--) {
            if (pa[x][i] != pa[y][i]) {
                x = pa[x][i];
                y = pa[y][i];
            }
        }
        return pa[x][0];
    }
};
```

2.5 Bridges

```
struct Bridge {
    int n, pos=0;
    vector<vector<pair<int, int>>> g; // graph, component
    vector<int> ord, low, bridges; // order, low link, belong to which component
    Bridge(int n) : n(n), g(n), ord(n, -1), low(n) {}
    void add_edge(int u, int v, int i) {
        g[u].emplace_back(v, i);
        g[v].emplace_back(u, i);
    }
    void dfs(int u, int p) {
        ord[u] = low[u] = pos++;
        int cnt = 0;
        for (auto [v, i] : g[u]) {
            // in case there're repeated edges, only skip the first one
            if (v == p && cnt == 0) {
                cnt++;
                continue;
            }
            if (ord[v] == -1) dfs(v, u);
            low[u] = min(low[u], low[v]);
            if (low[v] > ord[u]) bridges.push_back(i);
        }
    }
    void solve() {
        for (int i = 0; i < n; i++)
            if (ord[i] == -1) dfs(i, i);
    }
};
```

2.6 Cut Vertices

```
struct cut_vertex {
    int n, pos = 0;
    vector<vector<int>> g;
    vector<int> ord, low, cuts;
    cut_vertex(int n_) : n(n_), g(n), ord(n, -1), low(n) {}
    void add_edge(int u, int v) {
        g[u].push_back(v);
        g[v].push_back(u);
    }
    void dfs(int u, int pa) {
        low[u] = ord[u] = pos++;
        int cnt = 0, sz = 1, sum = 0;
        bool is_cut = 0;
        for (auto v : g[u]) {
            if (v == pa) continue;
            if (ord[v] == -1) {
                cnt++;
                dfs(v, u);
                if (low[v] >= ord[u]) {
                    if (u != pa || cnt > 1) is_cut = true;
                    // the subtree will be disconnected if we remove
                         vertex u,
                    // do something if needed
                }
            }
            low[u] = min(low[u], low[v]);
        }
        if (is_cut) cuts.push_back(u);
    }
    void solve() {
        for (int i = 0; i < n; i++) {
            if (ord[i] == -1) dfs(i, i);
        }
    }
};
```

2.7 Dijkstra

```
constexpr long long INF=1e18;
template<typename G>
vector<long long> dijkstra(const G& g, int start) {
    vector dis(g.size(), INF);
    // vector<pii> pre[N];
    using node=pair<long long, int>;
    priority_queue<node, vector<node>, greater<>> q;
    dis[start] = 0;
    q.emplace(0, start);
    while (!q.empty()) {
        auto [d, u] = q.top();
        q.pop();
        if (d != dis[u]) continue;
        for (auto [v, cost] : g[u]) {
            if (dis[v] > dis[u] + cost) {
                dis[v] = dis[u] + cost;
                // pre[v].clear();
                // pre[v].pb({cost,u});
                q.emplace(dis[v], v);
            }
            // else if(dis[v]==dis[u]+cost)
            // pre[v].pb({cost,u});
        }
    }
    return dis;
}
// dijkstra for small edge weight (less than 10) aka 1-k bfs
vector<int> SmallDijkstra(const vector<vector<pair<int, int>>>& g, int src
    , int lim) {
    vector<vector<int>> qs(lim);
    vector<int> dis(g.size(), -1);
    dis[src] = 0;
    qs[0].push_back(src);
    for (int d = 0, maxd = 0; d <= maxd; ++d) {
        for (auto& q = qs[d % lim]; q.size(); ) {
            int u = q.back();
            q.pop_back();
            if (dis[u] != d) continue;
            for (auto [v, c] : g[u]) {
                if (dis[v] != -1 && dis[v] <= d + c) continue;
                dis[v] = d + c;
                qs[(d + c) % lim].push_back(v);
                maxd = max(maxd, d + c);
            }
        }
    }
    return dis;
}
```

2.8 Dinic

```
// indexed from 0!
struct Dinic {
    static constexpr int INF = 1e9;
    int n;
    struct Edge {
        int to, cap;
        Edge(int to, int cap) : to(to), cap(cap) {}
    };
    vector<Edge> e;
    vector<std::vector<int>> g;
    vector<int> cur, h; // h = shortest distance from source, calculated
         in bfs
    // after computing flow, edge (u, v) such that h[u]!=-1 and h[v]==-1
         are part of min cut
    Dinic(int n) : n(n), g(n) {}
    bool bfs(int s, int t) {
        h.assign(n, -1);
        std::queue<int> que;
        h[s] = 0;
        que.push(s);
        while (!que.empty()) {
            int u = que.front();
            que.pop();
            for (int i : g[u]) {
                auto [v, c] = e[i];
                if (c > 0 && h[v] == -1) {
                    h[v] = h[u] + 1;
                    if (v == t) return true;
                    que.push(v);
                }
            }
        }
        return false;
    }
    int dfs(int u, int t, int f) {
        if (u == t) return f;
        int r = f;
        for (int &i = cur[u]; i < int(g[u].size()); ++i) {
            int j = g[u][i];
            auto [v, c] = e[j];
            if (c > 0 && h[v] == h[u] + 1) {
                int a = dfs(v, t, std::min(r, c));
                e[j].cap -= a;
                e[j ^ 1].cap += a;
                r -= a;
                if (r == 0) return f;
            }
        }
        return f - r;
    }
    void addEdge(int u, int v, int c) {
        g[u].push_back((int)e.size());
        e.emplace_back(v, c);
        g[v].push_back((int)e.size());
        e.emplace_back(u, 0);
    }
    int maxFlow(int s, int t) {
        int ans = 0;
        while (bfs(s, t)) {
            cur.assign(n, 0);
            ans += dfs(s, t, INF);
        }
        return ans;
    }
};
```

2.9 Divide and Couquer on Trees

```
vector<vector<pair<int,int>>> g;
vector<int> query,subtreeSize,parent;
vector<bool> blocked;
//calculate substree size
void calSize(int u,int p){
    parent[u]=p;
    subtreeSize[u]=1;
    for(auto [v,w]:g[u]){
        if(v==p||blocked[v]) continue;
        calSize(v,u);
        subtreeSize[u]+=subtreeSize[v];
    }
}
//if needed solveTree can return value
void solveTree(int root){
    queue<pii> cur;//store the result for current subtree
    for(auto [v,w]:g[root]){
        if(blocked[v]) continue;
        queue<pair<int,int>> q;//change if type of element if needed
        q.push({v,w});
        while(!q.empty()){
            auto [u,dis]=q.front();
            q.pop();
            //do ... to update answer
            cur.push({dis,len});
            for(auto [to,wei]:g[u]){
                if(to==parent[u]||blocked[to]) continue;
                q.push({to,dis+wei});
            }
        }
        while(!cur.empty()){
            auto [dis,len]=cur.front();
            // do ... to update the result for the current tree
            cur.pop();
        }
    }
}
// return some value if needed
void go(int entry){
    calSize(entry,entry);
    int centroid=entry;
    int bestSize=subtreeSize[entry];
    queue<int> q;
    q.push(entry);
    while(!q.empty()){
        int u=q.front();
        q.pop();

        int size=subtreeSize[entry]-subtreeSize[u];
        for(auto [v,w]:g[u]){
            if(v==parent[u]||blocked[v]) continue;
            size=max(size,subtreeSize[v]);
            q.push(v);
        }
        if(size<bestSize) centroid=u,bestSize=size;
    }
    calSize(centroid,centroid);
    blocked[centroid]=true;
    // do ... to clear the previous result
    solveTree(centroid);
    for(auto [v,w]:g[centroid]){
        if(!blocked[v]) go(v);
    }
}
```

2.10 Dsu on Trees

```
int main() {
    vector<int> bch(n, -1);
    int cur_big = -1;
    auto get_big = [&](auto &dfs, int u, int p) -> int {
        int sz = 1, mx = 0;
        for (auto v : g[u]) {
            if (v == p) continue;
            int csz = dfs(dfs, v, u);
            if (csz > mx) mx = csz, bch[u] = v;
            sz += csz;
        }
        return sz;
    };
    auto add = [&](auto &slf, int u, int p, int x) -> void {
        // update info of u here
        for (auto v : g[u]) {
            if (v == p || v == cur_big) continue;
            slf(slf, v, u, x);
        }
    };
    auto dfs = [&](auto &dfs, int u, int pa, bool keep) -> void {
        int big = bch[u];
        for (auto v : g[u])
            if (v != pa && v != big) dfs(dfs, v, u, 0);
        if (big != -1) {
            dfs(dfs, big, u, 1);
            cur_big = big;
        }
        add(add, u, pa, 1);
        // now you get all the info of subtree of u, answer queries about
            u
        // here.
        cur_big = -1;
        if (!keep) add(add, u, pa, -1);
    };
}
```

2.11 Euler Cycle

```
// add an edge (end, start) if to find Eulerian path, and remove it in the
     answer with:
    // for (auto i : rep(1, ans.size())) {
    //     if (ans[i-1]==n-1 && ans[i]==0) {
    //         for (auto j : rep(i, ans.size()-1)) cout<<ans[j]+1<<' ';
    //         for (auto j : rep(i)) cout<<ans[j]+1<<' ';
    //         return;
    //     }
    // }
struct Euler_tour {
    int n, edge_cnt=0;
    vector<vector<pair<int, int>>> g;
    vector<pair<int, int>> circuit;
    vector<int> deg;
    vector<bool> used;
    // use in-degree and out-degree if directed graph
    // vector<int> indeg, oudeg;
    bool bad=0;
    Euler_tour(int _n) : n(_n), g(n), deg(n) {}
    void add_edge(int u, int v) { // change if directed graph
        g[u].emplace_back(v, edge_cnt);
        g[v].emplace_back(u, edge_cnt);
        deg[u]++, deg[v]++;
        edge_cnt++;
    }
    void dfs(int pre, int u) {
        while (!g[u].empty()) {
            auto [v, edge] = g[u].back();
            g[u].pop_back();
            if (used[edge]) continue;
            used[edge]=true;
            dfs(u, v);
        }
        if (!circuit.empty() && circuit.back().first!=u) bad=true;
        circuit.emplace_back(pre, u);
    }
    vector<int> solve(int start) {
        for (auto x : deg) if (x%2) return {}; // change if directed graph
            :
        // for (int i=0; i<n; i++) if(indeg[i]!=oudeg[i]) return {};
        used.resize(edge_cnt);
        dfs(-1, start);
        if (circuit.size()!=edge_cnt+1 || bad) return {};
        vector<int> ans;
        for (auto [u, v] : circuit) ans.push_back(v);
        // reverse ans if directed
        // reverse(ans.begin(), ans.end());
        return ans;
    }
};
```

2.12 Heavy-light Decomp

```
#include "../DataStructure/fenwick.cpp"
struct Heavy_light {
    vector<vector<int>> g;
    vector<int> fa, dep, heavy, head, pos, posr; // initialize heavy with
         -1
    int cnt=0;
    fenwick<long long> tr;
    Heavy_light(int n) : g(n), fa(n), dep(n), heavy(n, -1), head(n), pos(n
         ), posr(n), tr(n) {}
    void add_edge(int u, int v) {
        g[u].push_back(v);
        g[v].push_back(u);
    }
    int dfs(int u) {
        int size = 1;
        int mx = 0;
        for (int v : g[u]) {
            if (v != fa[u]) {
                fa[v] = u, dep[v] = dep[u] + 1;
                int csize = dfs(v);
                size += csize;
                if (csize > mx) mx = csize, heavy[u] = v;
            }
        }
        return size;
    }
    void dfs2(int u, int h) {
        head[u] = h, pos[u] = ++cnt; //1-based index, could change to 0
             based but less useful
        if (heavy[u] != -1) dfs2(heavy[u], h);
        for (int v : g[u]) {
            if (v != fa[u] && v != heavy[u])
                dfs2(v, v);
        }
        posr[u] = cnt;
    }
    long long pathsum(int u, int v) {
        long long res = 0;
        while (head[u] != head[v]) {
            if (dep[head[u]] < dep[head[v]]) swap(u, v);
            res += tr.query(pos[head[u]], pos[u]);
            u = fa[head[u]];
        }
        if (pos[u] > pos[v]) swap(u, v);
        res += tr.query(pos[u], pos[v]);
        return res;
    }
    int lca(int u, int v) {
        while (head[u] != head[v]) {
            if (dep[head[u]] > dep[head[v]]) u = fa[head[u]];
            else v = fa[head[v]];
        }
        return dep[u] > dep[v] ? v : u;
    }
};
```

2.13 Hunarian

```
// credits: https://github.com/the-tourist/algo/blob/master/flows/
     hungarian.cpp
// hungarian algorithm for bipartite graph matching, matches every node on
     the
// left with a node on the right and the sum of the weights is minimal.
// a[i][j] is the cost for i in L to be matched with j in R. (0-indexed)
// pa[i] is the node in R matched with i
// pb[j] is the node in L matched with j
// Negate the cost for max cost.
// Time: O(n^2M)
template<typename T>
struct Hungarian {
    int n, m;
    vector< vector<T> > a;
    vector<T> u, v;
    vector<int> pa, pb, way;
    vector<T> minv;
    vector<bool> used;
    T inf;
    Hungarian(int _n, int _m) : n(_n), m(_m), a(n, vector<T>(m)), u(n+1),
         v(m+1), pa(n+1, -1), pb(m+1, -1), way(m, -1), minv(m), used(m+1) {
        assert(n <= m);
        inf = numeric_limits<T>::max();
    }
    inline void add_row(int i) {
        fill(minv.begin(), minv.end(), inf);
        fill(used.begin(), used.end(), false);
        pb[m] = i;
        pa[i] = m;
        int j0 = m;
        do {
            used[j0] = true;
            int i0 = pb[j0];
            T delta = inf;
            int j1 = -1;
            for (int j = 0; j < m; j++) {
                if (!used[j]) {
                    T cur = a[i0][j] - u[i0] - v[j];
                    if (cur < minv[j]) {
                        minv[j] = cur;
                        way[j] = j0;
                    }
                    if (minv[j] < delta) {
                        delta = minv[j];
                        j1 = j;
                    }
                }
            }
            for (int j = 0; j <= m; j++) {
                if (used[j]) {
                    u[pb[j]] += delta;
                    v[j] -= delta;
                } else {
                    minv[j] -= delta;
                }
            }
            j0 = j1;
        } while (pb[j0] != -1);
        do {
            int j1 = way[j0];
            pb[j0] = pb[j1];
            pa[pb[j0]] = j0;
            j0 = j1;
        } while (j0 != m);
    }
    inline T current_score() {
        return -v[m];
    }
    inline T solve() {
        for (int i = 0; i < n; i++) {
            add_row(i);
        }
        return current_score();
    }
};
```

2.14 Tarjan's SCC

```
// Note that strictly speaking this is not the original tarjan's algorithm
// because we use a slightly different definition for lowlink. However
     this
// algorithm is still correctly and easier to code.
// See: https://cs.stackexchange.com/questions/96635/tarjans-scc-example-
     showing-necessity-of-lowlink-definition-and-calculation-r?rq=1
struct SCC {
    int n, pos = 0;
    vector<vector<int>> g;
    vector<bool> on_stk;
    vector<int> low, ord, stk, color;
    vector<vector<int>> comp;
    SCC(int _n) : n(_n), g(n), on_stk(n), low(n), ord(n, -1), color(n) {}
    void add_edge(int u, int v) { g[u].push_back(v); }
    void dfs(int u) {
        low[u] = ord[u] = pos++;
        stk.push_back(u);
        on_stk[u] = true;
        for (auto v : g[u]) {
            if (ord[v] == -1) dfs(v);
            if (on_stk[v]) low[u] = min(low[u], low[v]);
        }
        if (low[u] == ord[u]) {
            comp.emplace_back();
            while (true) {
                int v = stk.back();
                stk.pop_back();
                on_stk[v] = false;
                comp.back().push_back(v);
                if (u == v) break;
            }
        }
    }
    void solve() {
        for (int i = 0; i < n; i++)
            if (ord[i] == -1) dfs(i);
        // reverse(comp.begin(), comp.end()); to sort components in
             topological
        // order
        for (int i = 0; i < (int)comp.size(); i++) {
            for (int x : comp[i])
                color[x] = i;
        }
    }
};
```

2.15 Two-edge-connected components

```
struct TECC {
    int n, pos=0;
    vector<int> ord, low, color; // order, low link, belong to which
         component
    vector<vector<int>> g, comp; // graph, component
    TECC(int n) : n(n), ord(n, -1), low(n), color(n, -1), g(n) {}
    void add_edge(int u, int v) {
        g[u].emplace_back(v);
        g[v].emplace_back(u);
    }
    bool is_bridge(int u, int v) {
        if (ord[u] > ord[v]) swap(u, v);
        return ord[u] < low[v];
    }
    void dfs(int u, int p) {
        ord[u] = low[u] = pos++;
        int cnt = 0;
        for (int v : g[u]) {
            // in case there're repeated edges, only skip the first one
            if (v == p && cnt == 0) {
                cnt++;
                continue;
            }
            if (ord[v] == -1) dfs(v, u);
            low[u] = min(low[u], low[v]);
        }
    }
    void fill_component(int u) {
        comp.back().emplace_back(u);
        for (int v : g[u]) {
            if (color[v] != -1 || is_bridge(v, u)) continue;
            color[v] = color[u];
            fill_component(v);
        }
    }
    int build() {
        for (int i = 0; i < n; i++)
            if (ord[i] == -1) dfs(i, i);
        int k = 0;
        for (int i = 0; i < n; i++) {
            if (color[i] != -1) continue;
            color[i] = k++;
            comp.emplace_back();
            fill_component(i);
        }
        return k;
    }
};
int main() {
    int n, m;
    cin >> n >> m;
    TECC g(n);
    for (int i = 0; i < m; i++) {
        int a, b;
        cin >> a >> b;
        g.add_edge(a, b);
    }
    int k = g.build();
    cout << k << '\n';
    for (int i = 0; i < k; i++) {
        cout << g.comp[i].size() << ' ';
        for (int v : g.comp[i])
            cout << v << ' ';
    }
    return 0;
}
```

3 Math

3.1 Baby Step Giant Step

```
// solve a^x=b(mod n), 0<= x <n
#define MOD 76543
int hs[MOD], head[MOD], next[MOD], id[MOD], top;
void insert(int x, int y) {
    int k = x % MOD;
    hs[top] = x, id[top] = y, next[top] = head[k], head[k] = top++;
}
int find(int x) {
    int k = x % MOD;
    for (int i = head[k]; i != -1; i = next[i])
        if (hs[i] == x) return id[i];
    return -1;
}
int BSGS(int a, int b, int n) {
    memset(head,-1, sizeof(head));
    top = 1;
    if (b == 1) return 0;
    int m = sqrt(n * 1.0), j;
    long long x = 1, p = 1;
    for (int i = 0; i < m; ++i, p = p * a % n)
        insert(p * b % n, i);
    for (long long i = m;; i += m) {
        if ((j = find(x = x * p % n)) != -1) return i-j;
        if (i > n) break;
    }
    return -1;
}
```

3.2 Chinese remainder Theorem

```
// a x + b y = gcd(a, b)
ll extgcd(ll a, ll b, ll &x, ll &y) {
    ll g = a; x = 1; y = 0;
    if (b != 0) g = extgcd(b, a % b, y, x), y -= (a / b) * x;
    return g;
}
// Solve linear congruences equation:
// a[i] * x = b[i] MOD m[i] (mi don't need to be co-prime)
// M - lcm, x - smalleset integer solution
bool chinese(const vector<ll> &a, const vector<ll> &b, const vector<ll> &m
    , ll &x, ll &M) {
    ll n = a.size();
    x = 0; M = 1;
    for(int i = 0; i < n; i++) {
        ll a_ = a[i] * M, b_ = b[i] - a[i] * x, m_ = m[i];
        ll y, t, g = extgcd(a_, m_, y, t);
        if (b_ % g) return false;
        b_ /= g; m_ /= g;
        x += M * (y * b_ % m_);
        M *= m_;
    }
    x = (x + M) % M;
    return true;
}
```

3.3 Euler

```
#define NEGPOW(e) ((e) % 2 ? -1 : 1)

int jacobi(int a, int m) {
    if (a == 0) return m == 1 ? 1 : 0;
    if (a % 2)  return NEGPOW((a-1)*(m-1)/4)*jacobi(m%a, a);
    else return NEGPOW((m*m-1)/8)*jacobi(a/2, m);
}

int invMod(int a, int m) {
    int x, y;
    if (extgcd(a, m, x, y) == 1) return (x + m) % m;
    else return 0; // unsolvable
}

// No solution when: n(p-1)/2 = -1 mod p
int sqrtMod(int n, int p) {
  int S, Q, W, i, m = invMod(n, p);
  for (Q = p - 1, S = 0; Q % 2 == 0; Q /= 2, ++S);
  do { W = rand() % p; } while (W == 0 || jacobi(W, p) != -1);
  for (int R = powMod(n, (Q+1)/2, p), V = powMod(W, Q, p); ;) {
    int z = R * R * m % p;
    for (i = 0; i < S && z % p != 1; z *= z, ++i);
    if (i == 0) return R;
    R = (R * powMod(V, 1 << (S-i-1), p)) % p;
  }
}
```

```
bool eulercriterion(int n, int p) {
  if(powMod(n, (p-1)/2, p) == 1) return true;
  return false;
}

int powMod(int a, int b, int p) {
  int res=1;
  while(b) {
    if(b&1) res=int( res * 1ll * a % p), --b;
    else a=int (a * 1ll * a%p), b>>=1;
  }
  return res;
}
```

3.4 Extended Euclidean Algorithm

```
#include<bits/stdc++.h>
using ll=long long;
//   {g, x, y}: ax+by=gcd(a,b)
tuple<ll, ll, ll> exgcd(ll a, ll b) {
    if (b==0) return {a, 1, 0};
    auto [g, x, y]=exgcd(b, a%b);
    return {g, y, x-a/b*y};
}
/*
solve ax+by=c, equivalently ax=c (mod b)
all solutions: x=x0+b/g*t, y=y0-a/g*t
smallest positive x=(x0%t+t)%t, where t=b/g
*/
bool liEu(ll a, ll b, ll c, ll& x, ll& y) {
    ll g;
    tie(g, x, y)=exgcd(a, b);
    if (c % g != 0) return false;
    ll k = c / g;
    x *= k;
    y *= k;
    // smallest positive x:
    // b/=g;
    // x=(x%b+b)%b;
    return true;
}
```

3.5 Factorial

```
namespace Factorial {
    vector<mint> fac, invfac;
    void init(int n) {
        fac.resize(n+1);
        invfac.resize(n+1);
        fac[0]=1;
        for (int i=1; i<=n; i++) fac[i]=fac[i-1]*i;
        invfac[n]=fac[n].inv();
        for (int i=n-1; i>=0; i--) invfac[i]=invfac[i+1]*(i+1);
    }
    mint C(int n, int m) { // n choose m
        return fac[n]*invfac[n-m]*invfac[m];
    }
    mint P(int n, int m) { // n choose m with permutation
        return fac[n]*invfac[n-m];
    }
}
using namespace Factorial;
```

3.6 Factorization

```
#include<bits/stdc++.h>
// factor using naive or Rho algorithm, also see Sieve.cpp for faster
    factorization for small numbers
namespace Fractorization {
    using u64 = uint64_t;
    using u128 = __uint128_t;
    using ll = long long;
    u64 binPow(u64 a, u64 b, u64 mod){
        if(b == 0) return 1;
        if(b&1) return (u128)a * binPow(a, b^1, mod) % mod;
        return binPow((u128)a * a % mod, b>>1, mod);
    }
    bool checkComp(u64 n, u64 a, u64 d, int s){
        u64 x = binPow(a, d, n);
        if(x == 1 || x == n-1) return false;
        for (int r=1; r<s; r++) {
            x = (u128)x * x % n;
            if(x == n-1) return false;
        }
        return true;
    }
    bool RabinMiller(u64 n){
        if(n < 2) return false;
        int r = 0;
        u64 d = n-1;
        while(!(d & 1))
            d >>= 1, r++;
        for(int a : {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37}){
            if(n == a) return true;
            if(checkComp(n, a, d, r)) return false;
        }
        return true;
    }
    ll mult(ll a, ll b, ll mod){
        return (__int128)a * b % mod;
    }
    ll f(ll x, ll c, ll mod){
        return (mult(x, x, mod) + c) % mod;
    }
    ll rho(ll n){ // Works in O(n^(1/4) * log(n))
        ll x = 2, y = 2, g = 1;
        ll c = rand() % n + 1;
        while(g == 1){
            x = f(x, c, n);
            y = f(y, c, n);
            y = f(y, c, n);
            g = gcd(abs(x - y), n);
        }
        return g==n ? rho(n) : g;
    }
    vector<pair<ll, int>> factorRho(ll n) {
        map <ll, int> fact;
        function<void(ll)> factRho=[&](ll n){
            if(n == 1) return;
            if(RabinMiller(n)){
                fact[n]++;
                return;
            }
            ll factor = rho(n);
            factRho(factor);
            factRho(n/factor);
        };
        vector<pair<ll, int>> facts;
        for (auto& p : fact) facts.push_back(p);
        return facts;
    }
    vector<pair<int, int>> factor(int n) {
        vector<pair<int, int>> facts;
        for (int f=2; f*f<=n; f++) {
            if (n%f==0) {
                int c=0;
                while (n%f==0) {
                    n/=f;
                    c++;
                }
                facts.emplace_back(f, c);
            }
        }
        return facts;
    }
}
using namespace Fractorization;
```

3.7 FFT

```
// for polynomial multiplication, tested with https://open.kattis.com/
    problems/polymul2
typedef double T;
typedef complex<T> C;

void fft(vector <C> &a, bool invert){
  int n = sz(a);
  for(int i=0,j=0;i<n;++i) {
    if(i>j) swap(a[i],a[j]);
    for(int k=n>>1;(j^=k)<k;k>>=1);
  }
  for (int len=2;len<=n;len<<=1){
    double ang = 2*M_PI/len*(invert?-1:1);
    C wlen(cos(ang), sin(ang));
    for (int i=0;i<n;i+=len){
      C w(1);
      for (int j=0;j<len/2;j++){
        // if((j & 511) == 511)w = C(cos(ang * j), sin(ang * j));
        C u = a[i+j], v = a[i+j+len/2]*w;
        a[i+j] = u+v;
        a[i+j+len/2] = u-v;
        w *= wlen;
      }
    }
  }
  if (invert){
    for (int i=0;i<n;i++) a[i] /= n;
  }
}

void conv(const vector<ll> &a,const vector<ll> &b,vector<ll> &res){
  vector <C> fa(all(a)), fb(all(b));
  int n = 1;
  while (n < max(sz(a),sz(b))) n <<= 1; n <<= 1;
  fa.resize(n); fb.resize(n);
  fft(fa,false); fft(fb,false);
  for (int i=0;i<n;i++) fa[i] *= fb[i];
  fft(fa,true);
  res.resize(n);
  for (int i=0;i<n;i++) res[i] = ((ll)(fa[i].real()+(fa[i].real()
      >0?0.5:-0.5)));
}
```

3.8 Gaussian elimination

```
const double EPS = 1e-9;
const int INF = 2;

int gauss (vector < vector<double> > a, vector<double> & ans) {
  int n = (int) a.size();
  int m = (int) a[0].size() - 1;

  vector<int> where (m, -1);
  for (int col=0, row=0; col<m && row<n; ++col) {
    int sel = row;
    for (int i=row; i<n; ++i)
      if (abs (a[i][col]) > abs (a[sel][col]))
        sel = i;
    if (abs (a[sel][col]) < EPS)
      continue;
    for (int i=col; i<=m; ++i)
      swap (a[sel][i], a[row][i]);
    where[col] = row;

    for (int i=0; i<n; ++i)
      if (i != row) {
        double c = a[i][col] / a[row][col];
        for (int j=col; j<=m; ++j)
          a[i][j] -= a[row][j] * c;
      }
    ++row;
  }

  ans.assign (m, 0);
  for (int i=0; i<m; ++i)
    if (where[i] != -1)
      ans[i] = a[where[i]][m] / a[where[i]][i];
  for (int i=0; i<n; ++i) {
    double sum = 0;
    for (int j=0; j<m; ++j)
      sum += ans[j] * a[i][j];
    if (abs (sum - a[i][m]) > EPS)
      return 0;
  }

  for (int i=0; i<m; ++i)
    if (where[i] == -1)
      return INF;
  return 1;
}
```

3.9 Lucas Theorem

```
// when n and m are big but p is small
ll Lucas(ll n, ll m, ll p) {
  if (m == 0) return 1;
  return (C(n % p, m % p, p) * Lucas(n / p, m / p, p)) % p;
}
```

3.10 NFFT

```
using i64 = long long;
using u64 = unsigned long long;
using u32 = unsigned;
constexpr int P = 998244353;
std::vector<int> rev, roots{0, 1};
int power(int a, int b) {
    int res = 1;
    for (; b; b >>= 1, a = 1ll * a * a % P)
        if (b & 1)
            res = 1ll * res * a % P;
    return res;
}
void dft(std::vector<int> &a) {
    int n = a.size();
    if (int(rev.size()) != n) {
        int k = __builtin_ctz(n) - 1;
        rev.resize(n);
        for (int i = 0; i < n; ++i)
            rev[i] = rev[i >> 1] >> 1 | (i & 1) << k;
    }
    for (int i = 0; i < n; ++i)
        if (rev[i] < i)
            std::swap(a[i], a[rev[i]]);
    if (int(roots.size()) < n) {
        int k = __builtin_ctz(roots.size());
        roots.resize(n);
        while ((1 << k) < n) {
            int e = power(3, (P - 1) >> (k + 1));
            for (int i = 1 << (k - 1); i < (1 << k); ++i) {
                roots[2 * i] = roots[i];
                roots[2 * i + 1] = 1ll * roots[i] * e % P;
            }
            ++k;
        }
    }
    for (int k = 1; k < n; k *= 2) {
        for (int i = 0; i < n; i += 2 * k) {
            for (int j = 0; j < k; ++j) {
                int u = a[i + j];
                int v = 1ll * a[i + j + k] * roots[k + j] % P;
                int x = u + v;
                if (x >= P)
                    x -= P;
                a[i + j] = x;
                x = u - v;
                if (x < 0)
                    x += P;
                a[i + j + k] = x;
            }
        }
    }
}
void idft(std::vector<int> &a) {
    int n = a.size();
    std::reverse(a.begin() + 1, a.end());
    dft(a);
    int inv = power(n, P - 2);
    for (int i = 0; i < n; ++i)
        a[i] = 1ll * a[i] * inv % P;
}
struct Poly {
    std::vector<int> a;
    Poly() {}
    Poly(int a0) {
        if (a0)
            a = {a0};
    }
    Poly(const std::vector<int> &a1) : a(a1) {
        while (!a.empty() && !a.back())
            a.pop_back();
    }
    int size() const {
        return a.size();
    }
    int operator[](int idx) const {
        if (idx < 0 || idx >= size())
            return 0;
        return a[idx];
    }
    Poly mulxk(int k) const {
        auto b = a;
        b.insert(b.begin(), k, 0);
        return Poly(b);
    }
    Poly modxk(int k) const {
        k = std::min(k, size());
        return Poly(std::vector<int>(a.begin(), a.begin() + k));
    }
    Poly divxk(int k) const {
        if (size() <= k)
            return Poly();
        return Poly(std::vector<int>(a.begin() + k, a.end()));
    }
    friend Poly operator+(const Poly a, const Poly &b) {
        std::vector<int> res(std::max(a.size(), b.size()));
        for (int i = 0; i < int(res.size()); ++i) {
            res[i] = a[i] + b[i];
            if (res[i] >= P)
                res[i] -= P;
        }
        return Poly(res);
    }
    friend Poly operator-(const Poly a, const Poly &b) {
        std::vector<int> res(std::max(a.size(), b.size()));
        for (int i = 0; i < int(res.size()); ++i) {
            res[i] = a[i] - b[i];
            if (res[i] < 0)
                res[i] += P;
        }
        return Poly(res);
    }
    friend Poly operator*(Poly a, Poly b) {
        int sz = 1, tot = a.size() + b.size() - 1;
        while (sz < tot)
            sz *= 2;
        a.a.resize(sz);
        b.a.resize(sz);
        dft(a.a);
        dft(b.a);
        for (int i = 0; i < sz; ++i)
            a.a[i] = 1ll * a[i] * b[i] % P;
        idft(a.a);
        return Poly(a.a);
    }
    Poly &operator+=(Poly b) {
        return (*this) = (*this) + b;
    }
    Poly &operator-=(Poly b) {
        return (*this) = (*this) - b;
    }
    Poly &operator*=(Poly b) {
        return (*this) = (*this) * b;
    }
    Poly deriv() const {
        if (a.empty())
            return Poly();
        std::vector<int> res(size() - 1);
        for (int i = 0; i < size() - 1; ++i)
            res[i] = 1ll * (i + 1) * a[i + 1] % P;
        return Poly(res);
    }
    Poly integr() const {
        if (a.empty())
            return Poly();
        std::vector<int> res(size() + 1);
        for (int i = 0; i < size(); ++i)
            res[i + 1] = 1ll * a[i] * power(i + 1, P - 2) % P;
        return Poly(res);
    }
    Poly inv(int m) const {
        Poly x(power(a[0], P - 2));
        int k = 1;
        while (k < m) {
            k *= 2;
            x = (x * (2 - modxk(k) * x)).modxk(k);
        }
        return x.modxk(m);
    }
    Poly log(int m) const {
        return (deriv() * inv(m)).integr().modxk(m);
    }
    Poly exp(int m) const {
        Poly x(1);
        int k = 1;
        while (k < m) {
            k *= 2;
            x = (x * (1 - x.log(k) + modxk(k))).modxk(k);
        }
        return x.modxk(m);
    }
    Poly sqrt(int m) const {
        Poly x(1);
        int k = 1;
        while (k < m) {
            k *= 2;
            x = (x + (modxk(k) * x.inv(k)).modxk(k)) * ((P + 1) / 2);
        }
        return x.modxk(m);
    }
    Poly mulT(Poly b) const {
        if (b.size() == 0)
            return Poly();
        int n = b.size();
        std::reverse(b.a.begin(), b.a.end());
        return ((*this) * b).divxk(n - 1);
    }
    std::vector<int> eval(std::vector<int> x) const {
        if (size() == 0)
            return std::vector<int>(x.size(), 0);
        const int n = std::max(int(x.size()), size());
        std::vector<Poly> q(4 * n);
        std::vector<int> ans(x.size());
        x.resize(n);
        std::function<void(int, int, int)> build = [&](int p, int l, int r
            ) {
            if (r - l == 1) {
                q[p] = std::vector<int>{1, (P - x[l]) % P};
            } else {
                int m = (l + r) / 2;
                build(2 * p, l, m);
                build(2 * p + 1, m, r);
                q[p] = q[2 * p] * q[2 * p + 1];
            }
        };
        build(1, 0, n);
        std::function<void(int, int, int, const Poly &)> work = [&](int p,
             int l, int r, const Poly &num) {
            if (r - l == 1) {
                if (l < int(ans.size()))
                    ans[l] = num[0];
            } else {
                int m = (l + r) / 2;
                work(2 * p, l, m, num.mulT(q[2 * p + 1]).modxk(m - l));
                work(2 * p + 1, m, r, num.mulT(q[2 * p]).modxk(r - m));
            }
        };
        work(1, 0, n, mulT(q[1].inv(n)));
        return ans;
    }
};
```

3.11 Sieve

```
#include <vector>
namespace Sieve {
    vector<int> primes;
    vector<int> mn_factor;
    void get_primes(int N) {
        mn_factor.resize(N+1);
        for (int i = 2; i <= N; ++i) {
            if (mn_factor[i]==0) {
                primes.push_back(i);
                mn_factor[i]=i;
            }
            for (auto p : primes){
                if ((long long)i * p > N) break;
                mn_factor[i * p] = p;
                if (i % p == 0) break;
            }
        }
    }
    bool is_prime(int n) {
        return mn_factor[n]==0;
    }
    vector<pair<int, int>> factor(int n) {
        vector<pair<int, int>> factors;
        while (n > 1) {
            int fac=mn_factor[n], cnt=0;
            while (n%fac==0) {
                cnt++;
                n/=fac;
            }
            factors.emplace_back(fac, cnt);
        }
        return factors;
    };
    vector<int> phi;
    void get_euler(int n) {
        phi.resize(n+1);
        phi[1] = 1;
        for (int i = 2; i <= n; i++) {
            if (phi[i]) continue;
            for (int j = i; j <= n; j += i) {
                if (!phi[j]) phi[j] = j;
                phi[j] = phi[j] / i * (i - 1);
            }
        }
    }
}
using namespace Sieve;
```

3.12 Simplex

```
/**
 * Author: Stanford
 * Source: Stanford Notebook
 * License: MIT
 * Description: Solves a general linear maximization problem: maximize $c^
     T x$ subject to $Ax \le b$, $x \ge 0$.
 * Returns -inf if there is no solution, inf if there are arbitrarily good
      solutions, or the maximum value of $c^T x$ otherwise.
 * The input vector is set to an optimal $x$ (or in the unbounded case, an
      arbitrary solution fulfilling the constraints).
 * Numerical stability is not guaranteed. For better performance, define
     variables such that $x = 0$ is viable.
 * Usage:
 * vvd A = {{1,-1}, {-1,1}, {-1,-2}};
 * vd b = {1,1,-4}, c = {-1,-1}, x;
 * T val = LPSolver(A, b, c).solve(x);
 * Time: O(NM * \#pivots), where a pivot may be e.g. an edge relaxation. O
     (2^n) in the general case.
 * Status: seems to work?
 */
#pragma once

typedef double T; // long double, Rational, double + mod<P>...
typedef vector<T> vd;
typedef vector<vd> vvd;

const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N[s])) s=j

struct LPSolver {
        int m, n;
        vi N, B;
        vvd D;

        LPSolver(const vvd& A, const vd& b, const vd& c) :
                m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
                        FOR(i,0,m) FOR(j,0,n) D[i][j] = A[i][j];
                        FOR(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i];}
                        FOR(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
                        N[n] = -1; D[m+1][n] = 1;
                }

        void pivot(int r, int s) {
                T *a = D[r].data(), inv = 1 / a[s];
                FOR(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
                        T *b = D[i].data(), inv2 = b[s] * inv;
                        FOR(j,0,n+2) b[j] -= a[j] * inv2;
                        b[s] = a[s] * inv2;
                }
                FOR(j,0,n+2) if (j != s) D[r][j] *= inv;
                FOR(i,0,m+2) if (i != r) D[i][s] *= -inv;
                D[r][s] = inv;
                swap(B[r], N[s]);
        }

        bool simplex(int phase) {
                int x = m + phase - 1;
                for (;;) {
                        int s = -1;
                        FOR(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
                        if (D[x][s] >= -eps) return true;
                        int r = -1;
                        FOR(i,0,m) {
                                if (D[i][s] <= eps) continue;
                                if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                                             < MP(D[r][n+1] / D[r][s], B[r])) r = i;
                        }
                        if (r == -1) return false;
                        pivot(r, s);
                }
        }

        T solve(vd &x) {
                int r = 0;
                FOR(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
                if (D[r][n+1] < -eps) {
                        pivot(r, n);
                        if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
                        FOR(i,0,m) if (B[i] == -1) {
                                int s = 0;
                                FOR(j,1,n+1) ltj(D[i]);
                                pivot(i, s);
                        }
                }
                bool ok = simplex(1); x = vd(n);
                FOR(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
                return ok ? D[m][n+1] : inf;
        }
};
```

4 String

4.1 Aho-Corasick Automaton

```
/** Modified from:
 * https://github.com/kth-competitive-programming/kactl/blob/master/content/strings/AhoCorasick.h
 * Try to handdle duplicated patterns beforehand, otherwise change ’end’ to
 * vector; empty patterns are not allowed. Time: construction takes $O(26N)$,
 * where $N =$ sum of length of patterns. find(x) is $O(N)$, where N = length of
 * x. findAll is $O(N+M)$ where M is number of occurrence of all pattern (up to N*sqrt(N)) */
struct AhoCorasick {
    enum { alpha = 26, first = ’a’ }; // change this!
    struct Node {
        // back: failure link, points to longest suffix that is in the trie.
        // end: longest pattern that ends here, is -1 if no patten ends here.
        // nmatches: number of (patterns that is a suffix of current
        // node)/(duplicated patterns), depends on needs.
        // output: output link, points to the longest pattern that is a suffix
        // of current node
        int back, end = -1, nmatches = 0, output = -1;
        array<int, alpha> next;
        Node(int v = -1) { fill(next.begin(), next.end(), v); }
    };
    vector<Node> N;
    AhoCorasick() : N(1) {}
    void insert(string &s, int j) { // j: id of string s
        assert(!s.empty());
        int n = 0;
        for (char c : s) {
            int &m = N[n].next[c - first];
            if (m == -1) {
                m = (int)N.size();
                N.emplace_back();
            }
            n = m;
        }
        N[n].end = j;
        N[n].nmatches++;
    }
    void build() {
        N[0].back = (int)N.size();
        N.emplace_back(0);
        queue<int> q;
        q.push(0);
        while (!q.empty()) {
            int n = q.front();
            q.pop();
            for (int i = 0; i < alpha; i++) {
                int pnx = N[N[n].back].next[i];
                auto &nxt = N[N[n].next[i]];
                if (N[n].next[i] == -1) N[n].next[i] = pnx;
                else {
                    nxt.back = pnx;
                    // if prev is an end node, then set output to prev
                        node,
                    // otherwise set to output link of prev node
                    nxt.output = N[pnx].end == -1 ? N[pnx].output : pnx;
                    // if we don't want to distinguish info of patterns
                        that is
                    // a suffix of current node, we can add info to the
                        next
                    // node like this: nxt.nmatches+=N[pnx].nmatches;
                    q.push(N[n].next[i]);
                }
            }
        }
    }
    // for each position, finds the longest pattern that ends here
    vector<int> find(const string &text) {
        int len = (int)text.size();
        vector<int> res(len);
        int n = 0;
        for (int i = 0; i < len; i++) {
            n = N[n].next[text[i] - first];
            res[i] = N[n].end;
        }
        return res;
    }
    // for each position, finds the all that ends here
    vector<vector<int>> find_all(const string &text) {
        int len = (int)text.size();
        vector<vector<int>> res(len);
        int n = 0;
        for (int i = 0; i < len; i++) {
            n = N[n].next[text[i] - first];
            res[i].push_back(N[n].end);
            for (int ind = N[n].output; ind != -1; ind = N[ind].output) {
                assert(N[ind].end != -1);
                res[i].push_back(N[ind].end);
            }
        }
        return res;
    }
};
```

4.2 KMP

```
vector<int> prefix_function(const string& s) {
    int n = (int)s.length();
    vector<int> pi(n);
    for (int i = 1; i < n; i++) {
        int j = pi[i - 1];
        while (j > 0 && s[i] != s[j]) j = pi[j - 1];
        if (s[i] == s[j]) j++;
        pi[i] = j;
    }
    return pi;
}
```

4.3 Manacher

```
vector<int> manacher(const string& ss){
    string s;
    for(auto ch:ss) s+="#",s+=ch;
    s+="#";
    int n=(int)s.size();
    vector<int> d1(n);
    for (int i = 0, l = 0, r = -1; i < n; i++) {
        int k = (i > r) ? 1 : min(d1[l + r - i], r - i);
        while (0 <= i - k && i + k < n && s[i - k] == s[i + k]) k++;
        d1[i] = k--;
        if (i + k > r) l = i - k, r = i + k;
    }
    return d1;
}
```

4.4 Polynomial Hashing

```
#include<bits/stdc++.h>
using ll = long long;
struct PolyHash {
    static constexpr int mod = (int)1e9 + 123;
    static vector<int> pow;
    static constexpr int base = 233;
    vector<int> pref;
    PolyHash(const string &s) : pref(s.size() + 1) {
        assert(base < mod);
        int n = (int)s.size();
        while ((int)pow.size() <= n) {
            pow.push_back((ll)pow.back() * base % mod);
        }
        for (int i = 0; i < n; i++) {
            pref[i + 1] = ((ll)pref[i] * base + s[i]) % mod;
        }
    }
    int get_hash() {
        return pref.back();
    }
    int substr(int pos, int len) {
        return (pref[pos + len] - (ll)pref[pos] * pow[len] % mod + mod) %
            mod;
    }
};
vector<int> PolyHash::pow{1};
```

4.5 Suffix Array

```
#include<bits/stdc++.h>
//O(n log(n)),actually calculates cyclic shifts
vector<int> suffix_array(string s) {
    s+="#";
    int n = (int)s.size(), N = n + 256;
    vector<int> sa(n), ra(n);
    for(int i = 0; i < n; i++) sa[i] = i, ra[i] = s[i];
    for(int k = 0; k < n; k ? k *= 2 : k++) {
        vector<int> nsa(sa), nra(n), cnt(N);
        for(int i = 0; i < n; i++) nsa[i] = (nsa[i] - k + n) % n;
        for(int i = 0; i < n; i++) cnt[ra[i]]++;
        for(int i = 1; i < N; i++) cnt[i] += cnt[i - 1];
        for(int i = n - 1; i >= 0; i--) sa[--cnt[ra[nsa[i]]]] = nsa[i];

        int r = 0;
        for(int i = 1; i < n; i++) {
            if(ra[sa[i]] != ra[sa[i - 1]]) r++;
            else if(ra[(sa[i] + k) % n] != ra[(sa[i - 1] + k) % n]) r++;
            nra[sa[i]] = r;
        }
        ra = nra;
    }
    sa.erase(sa.begin());
    return sa;
}
```

```
vector<int> build_lcp(const string& s, const vector<int>& sa) { // lcp of suffix[i] ans suffix[i-1]
    int n=s.size();
    vector<int> pos(n);
    for (int i = 0; i < n; i++) pos[sa[i]] = i;
    vector<int> lcp(n);
    for (int i = 0, k = 0; i < n; i++) {
        if (pos[i] == 0) continue;
        if (k) k--;
        while (s[i+k] == s[sa[pos[i]-1]+k]) k++;
        lcp[pos[i]] = k;
    }
    return lcp;
}
```

4.6 Suffix Automaton

```
// source: https://cp-algorithms.com/string/suffix-automaton.html
struct SAM {
    struct state {
        int len = 0, link = -1;
        unordered_map<char, int> next;
    };
    int last = 0; // the index of the equivalence class of the whole string
    vector<state> st;
    void extend(char c) {
        int cur = (int)st.size();
        st.emplace_back();
        st[cur].len = st[last].len + 1;
        int p = last;
        while (p != -1 && !st[p].next.count(c)) {
            st[p].next[c] = cur;
            p = st[p].link;
        }
        if (p == -1) st[cur].link = 0;
        else {
            int q = st[p].next[c];
            if (st[p].len + 1 == st[q].len) {
                st[cur].link = q;
            } else {
                int clone = (int)st.size();
                st.push_back(st[q]);
                st[clone].len = st[p].len + 1;
                while (p != -1 && st[p].next[c] == q) {
                    st[p].next[c] = clone;
                    p = st[p].link;
                }
                st[q].link = st[cur].link = clone;
            }
        }
        last = cur;
    }
    SAM() { st.emplace_back(); }
    SAM(const string &s) : SAM() {
        for (auto c : s)
            extend(c);
    }
};
```

4.7 Trie

```
template<typename T>
struct Trie {
    vector<map<T, int>> child;
    vector<bool> is_leaf;
    Trie() { new_node(); }
    int new_node() {
        child.emplace_back();
        is_leaf.emplace_back();
        return child.size()-1;
    }
    template<typename S> void insert(const S& s) {
        int p=0;
        for (auto ch : s) {
            if (!child[p].count(ch)) {
                child[p][ch]=new_node();
            }
            p=child[p][ch];
        }
        is_leaf[p]=true;
    }
    template<typename S> bool find(const S& s) {
        int p=0;
        for (auto ch : s) {
            if (!child[p].count(ch)) return false;
            p=child[p][ch];
        }
        return is_leaf[p];
    }
};
```

4.8 Z-function

```
// In other words, z[i] is the length of the longest common prefix between s and the suffix of s starting at i.
vector<int> z_function(const string& s) {
    int n = (int)s.size();
    vector<int> z(n);
    for (int i = 1, l = 0, r = 0; i < n; ++i) {
        if (i <= r) z[i] = min(r - i + 1, z[i - l]);
        while (i + z[i] < n && s[z[i]] == s[i + z[i]]) ++z[i];
        if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
    }
    return z;
}
```

5 Geometry

5.1 Angle

```
double DEG_to_RAD(double d) { return d*M_PI/180.0; }
double RAD_to_DEG(double r) { return r*180.0/M_PI; }
double rad(P p1,P p2){
        return atan2l(p1.det(p2),p1.dot(p2));
}
bool inAngle(P a, P b, P c, P p) {
  assert(crossOp(a,b,c) != 0);
  if (crossOp(a,b,c) < 0) swap(b,c);
  return crossOp(a,b,p) >= 0 && crossOp(a,c,p) <= 0;
}
double angle(P v, P w) {
  return acos(clamp(v.dot(w) / v.abs() / w.abs(), -1.0, 1.0));
}
double orientedAngle(P a, P b, P c) { // BAC
  if (crossOp(a,b,c) >= 0) return angle(b-a, c-a);
  else return 2*M_PI - angle(b-a, c-a);
}
```

5.2 Circle

```
// double chord(double r, double ang) return sqrt(2*r*r*(1-cos(ang))); //
    or 2*r*sin(ang/2)
// double secarea(double r, double ang) {return (ang/2)*(r*r);} // rad
// double segarea(double r, double ang) {return secarea(r, ang) - r*r*sin(
    ang)/2;}
int type(P o1,double r1,P o2,double r2){
        double d = o1.distTo(o2);
        if(cmp(d,r1+r2) == 1) return 4; // outside each other
        if(cmp(d,r1+r2) == 0) return 3; // touch outside
        if(cmp(d,abs(r1-r2)) == 1) return 2; // one inside another
        if(cmp(d,abs(r1-r2)) == 0) return 1; // touch inside
        return 0;
}
vector<P> isCL(P o,double r,P p1,P p2){
        if (cmp(abs((o-p1).det(p2-p1)/p1.distTo(p2)),r)>0) return {};
        double x = (p1-o).dot(p2-p1), y = (p2-p1).abs2(), d = x * x - y *
            ((p1-o).abs2() - r*r);
        d = max(d,0.0); P m = p1 - (p2-p1)*(x/y), dr = (p2-p1)*(sqrt(d)/y)
            ;
        return {m-dr,m+dr}; //along dir: p1->p2
}
vector<P> isCC(P o1, double r1, P o2, double r2) { //need to check whether
     two circles are the same
        double d = o1.distTo(o2);
        if (cmp(d, r1 + r2) == 1) return {};
        if (cmp(d,abs(r1-r2))==-1) return {};
        d = min(d, r1 + r2);
        double y = (r1 * r1 + d * d - r2 * r2) / (2 * d), x = sqrt(r1 * r1
             - y * y);
        P dr = (o2 - o1).unit();
        P q1 = o1 + dr * y, q2 = dr.rot90() * x;
        return {q1-q2,q1+q2};//along circle 1
}
vector<P> tanCP(P o, double r, P p) {
        double x = (p - o).abs2(), d = x - r * r;
        if (sign(d) <= 0) return {}; // on circle => no tangent
        P q1 = o + (p - o) * (r * r / x);
        P q2 = (p - o).rot90() * (r * sqrt(d) / x);
        return {q1-q2,q1+q2}; //counter clock-wise
}
vector<L> extanCC(P o1, double r1, P o2, double r2) {
        vector<L> ret;
        if (cmp(r1, r2) == 0) {
                P dr = (o2 - o1).unit().rot90() * r1;
                ret.push_back(L(o1 + dr, o2 + dr)), ret.push_back(L(o1 -
                    dr, o2 - dr));
        } else {
                P p = (o2 * r1 - o1 * r2) / (r1 - r2);
                vector<P> ps = tanCP(o1, r1, p), qs = tanCP(o2, r2, p);
                for(int i = 0; i < min(ps.size(),qs.size());i++) ret.
                    push_back(L(ps[i], qs[i])); //c1 counter-clock wise
        }
        return ret;
}
vector<L> intanCC(P o1, double r1, P o2, double r2) {
        vector<L> ret;
        P p = (o1 * r2 + o2 * r1) / (r1 + r2);
        vector<P> ps = tanCP(o1,r1,p), qs = tanCP(o2,r2,p);
        for(int i = 0; i < min(ps.size(),qs.size()); i++) ret.push_back(L(
            ps[i], qs[i])); //c1 counter-clock wise
        return ret;
}
double areaCT(double r, P p1, P p2){
        vector<P> is = isCL(P(0,0),r,p1,p2);
        if(is.empty()) return r*r*rad(p1,p2)/2;
        bool b1 = cmp(p1.abs2(),r*r) == 1, b2 = cmp(p2.abs2(), r*r) == 1;
        if(b1 && b2){
                if(sign((p1-is[0]).dot(p2-is[0])) <= 0 &&
                        sign((p1-is[0]).dot(p2-is[0])) <= 0)
                return r*r*(rad(p1,is[0]) + rad(is[1],p2))/2 + is[0].det(
                    is[1])/2;
                else return r*r*rad(p1,p2)/2;
        }
        if(b1) return (r*r*rad(p1,is[0]) + is[0].det(p2))/2;
        if(b2) return (p1.det(is[1]) + r*r*rad(is[1],p2))/2;
        return p1.det(p2)/2;
}
P inCenter(P A, P B, P C) {
        double a = (B - C).abs(), b = (C - A).abs(), c = (A - B).abs();
        return (A * a + B * b + C * c) / (a + b + c);
}
P circumCenter(P a, P b, P c) {
        P bb = b - a, cc = c - a;
        double db = bb.abs2(), dc = cc.abs2(), d = 2 * bb.det(cc);
        return a - P(bb.y * dc - cc.y * db, cc.x * db - bb.x * dc) / d;
}
P othroCenter(P a, P b, P c) {
        P ba = b - a, ca = c - a, bc = b - c;
        double Y = ba.y * ca.y * bc.y,
        A = ca.x * ba.y - ba.x * ca.y,
        x0 = (Y + ca.x * ba.y * b.x - ba.x * ca.y * c.x) / A,
        y0 = -ba.x * (x0 - c.x) / ba.y + ca.y;
        return {x0, y0};
}
```

5.3 Geometry

```
typedef double T;
const double EPS = 1e-9;
inline int sign(double a) { return a < -EPS ? -1 : a > EPS; }
inline int cmp(double a, double b){ return sign(a-b); }
struct P {
  T x,y;
  P() {}
        P(T _x, T _y) : x(_x), y(_y) {}
  P operator+(P p) {return {x+p.x, y+p.y};}
  P operator-(P p) {return {x-p.x, y-p.y};}
  P operator*(T d) {return {x*d, y*d};}
  P operator/(T d) {return {x/d, y/d};} // only for floatingpoint
  bool operator<(P p) const {
    int c = cmp(x, p.x);
    if (c) return c == -1;
    return cmp(y, p.y) == -1;
  }
  bool operator==(P o) const{
                return cmp(x,o.x) == 0 && cmp(y,o.y) == 0;
        }
  double dot(P p) { return x * p.x + y * p.y; }
  double det(P p) { return x * p.y - y * p.x; }
        double distTo(P p) { return (*this-p).abs(); }
        double alpha() { return atan2(y, x); }
  void read() { cin>>x>>y; }
  void write() {cout<<"("<<x<<","<<y<<")"<<endl;}
  double abs() { return sqrt(abs2());}
        double abs2() { return x * x + y * y; }
        P rot90() { return P(-y,x);}
        P unit() { return *this/abs(); }
  int quad() const { return sign(y) == 1 || (sign(y) == 0 && sign(x) >= 0)
      ; }
        P rot(double an){ return {x*cos(an)-y*sin(an),x*sin(an) + y*cos(an
            )}; }
};
#define cross(p1,p2,p3) ((p2.x-p1.x)*(p3.y-p1.y)-(p3.x-p1.x)*(p2.y-p1.y))
#define crossOp(p1,p2,p3) sign(cross(p1,p2,p3))
bool isConvex(vector<P> p) {
  bool hasPos=false, hasNeg=false;
  for (int i=0, n=p.size(); i<n; i++) {
```

```
  int o = cross(p[i], p[(i+1)%n], p[(i+2)%n]);
  if (o > 0) hasPos = true;
  if (o < 0) hasNeg = true;
 }
 return !(hasPos && hasNeg);
}
bool half(P p) {
 assert(p.x != 0 || p.y != 0); // (0, 0) is not covered
 return p.y > 0 || (p.y == 0 && p.x < 0);
}
void polarSortAround(P o, vector<P> &v) {
 sort(v.begin(), v.end(), [&o](P v, P w) {
   return make_tuple(half(v-o), 0) <
    make_tuple(half(w-o), cross(o, v, w));
 });
}
P proj(P p1, P p2, P q) {
    P dir = p2 - p1;
    return p1 + dir * (dir.dot(q - p1) / dir.abs2());
}
P reflect(P p1, P p2, P q){
    return proj(p1,p2,q) * 2 - q;
}
// tested with https://open.kattis.com/problems/closestpair2
pair<P, P> closest(vector<P> v) {
 assert(sz(v) > 1);
 set <P> S;
 sort(v.begin(), v.end(), [](P a, P b) { return a.y < b.y; });
 pair<T, pair<P, P>> ret{(T)1e18, {P(), P()}};
 int j = 0;
 for(P p : v) {
  P d { 1 + (T) sqrt(ret.first), 0 };
  while(p.y - v[j].y >= d.x) S.erase(v[j++]);
  auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
  for(; lo != hi; ++lo) {
   ret = min(ret, {(p - (*lo)).abs2(), {*lo, p}});
  }
  S.insert(p);
 }
 return ret.second;
}
struct L {
 P ps[2]; P v; T c;
 L() {}
 P& operator[](int i) { return ps[i]; }
 // From direction vector v and offset c
 L(P v, T c) : v(v), c(c) {}
 // From equation ax+by=c
 L(T a, T b, T c) : v({b,-a}), c(c) {}
 // From points P and Q
 L(P p, P q) : v(q-p), c(cross(P(0, 0), v,p)) {
  ps[0] = p;
  ps[1] = q;
 }
 P dir() { return ps[1] - ps[0]; }
 bool include(P p) { return sign((ps[1] - ps[0]).det(p - ps[0])) > 0; }
 T side(P p) {return cross(P(0, 0), v,p)-c;}
 T dist(P p) {return abs(side(p)) / v.abs();}
 T sqDist(P p) {return side(p)*side(p) / (double)v.abs();}
 L perpThrough(P p) {return L(p, p + v.rot90());}
 bool cmpProj(P p, P q) {
  return v.dot(p) < v.dot(q);
 }
 L translate(P t) {return L(v, c + cross(P(0,0), v,t));}
 L shiftLeft(double dist) {return L(v, c + dist*v.abs());}
 L shiftRight(double dist) {return L(v, c - dist*v.abs());}
};
bool chkLL(P p1, P p2, P q1, P q2) {
    double a1 = cross(q1, q2, p1), a2 = -cross(q1, q2, p2);
    return sign(a1+a2) != 0;
}
P isLL(P p1, P p2, P q1, P q2) {
    double a1 = cross(q1, q2, p1), a2 = -cross(q1, q2, p2);
    return (p1 * a2 + p2 * a1) / (a1 + a2);
}
P isLL(L l1,L l2){ return isLL(l1[0],l1[1],l2[0],l2[1]); }
bool parallel(L l0, L l1) { return sign( l0.dir().det( l1.dir() ) ) == 0;
  }
bool sameDir(L l0, L l1) { return parallel(l0, l1) && sign(l0.dir().dot(l1
  .dir()) ) == 1; }
bool cmp (P a,  P b) {
    if (a.quad() != b.quad()) {
        return a.quad() < b.quad();
    } else {
        return sign( a.det(b) ) > 0;
    }
}
bool operator < (L l0, L l1) {
    if (sameDir(l0, l1)) {
        return l1.include(l0[0]);
    } else {
        return cmp( l0.dir(), l1.dir() );
    }
}
bool check(L u, L v, L w) {
    return w.include(isLL(u,v));
}
vector<P> halfPlaneIS(vector<L> &l) {
    sort(l.begin(), l.end());
    deque<L> q;
    for (int i = 0; i < (int)l.size(); ++i) {
        if (i && sameDir(l[i], l[i - 1])) continue;
        while (q.size() > 1 && !check(q[q.size() - 2], q[q.size()
          - 1], l[i])) q.pop_back();
        while (q.size() > 1 && !check(q[1], q[0], l[i])) q.
          pop_front();
        q.push_back(l[i]);
    }
    while (q.size() > 2 && !check(q[q.size() - 2], q[q.size() - 1], q
      [0])) q.pop_back();
    while (q.size() > 2 && !check(q[1], q[0], q[q.size() - 1])) q.
      pop_front();
    vector<P> ret;
    for (int i = 0; i < (int)q.size(); ++i) ret.push_back(isLL(q[i], q
      [(i + 1) % q.size()]));
    return ret;
}
struct cmpX {
 bool operator()(P a, P b) const {
  return make_pair(a.x, a.y) < make_pair(b.x, b.y);
 }
};
bool intersect(double l1,double r1,double l2,double r2){
    if(l1>r1) swap(l1,r1); if(l2>r2) swap(l2,r2);
    return !( cmp(r1,l2) == -1 || cmp(r2,l1) == -1 );
}
bool isSS(P p1, P p2, P q1, P q2){
    return intersect(p1.x,p2.x,q1.x,q2.x) && intersect(p1.y,p2.y,q1.y,
      q2.y) &&
    crossOp(p1,p2,q1) * crossOp(p1,p2,q2) <= 0 && crossOp(q1,q2,p1)
            * crossOp(q1,q2,p2) <= 0;
}
bool isSS_strict(P p1, P p2, P q1, P q2){
    return crossOp(p1,p2,q1) * crossOp(p1,p2,q2) < 0 && crossOp(q1,q2,
      p1)
            * crossOp(q1,q2,p2) < 0;
}
```

```
bool isMiddle(double a, double m, double b) {
        return sign(a - m) == 0 || sign(b - m) == 0 || (a < m != b < m);
}
bool isMiddle(P a, P m, P b) {
        return isMiddle(a.x, m.x, b.x) && isMiddle(a.y, m.y, b.y);
}
bool onSeg(P p1, P p2, P q){
        return crossOp(p1,p2,q) == 0 && isMiddle(p1, q, p2);
}
bool onSeg_strict(P p1, P p2, P q){
        return crossOp(p1,p2,q) == 0 && sign((q-p1).dot(p1-p2)) * sign((q-
            p2).dot(p1-p2)) < 0;
}
double nearest(P p1,P p2,P q){
        P h = proj(p1,p2,q);
        if(isMiddle(p1,h,p2))
                return q.distTo(h);
        return min(p1.distTo(q),p2.distTo(q));
}
double disSS(P p1, P p2, P q1, P q2){
        if(isSS(p1,p2,q1,q2)) return 0;
        return min(min(nearest(p1,p2,q1),nearest(p1,p2,q2)), min(nearest(
            q1,q2,p1),nearest(q1,q2,p2)));
}
double DEG_to_RAD(double d) { return d*M_PI/180.0; }
double RAD_to_DEG(double r) { return r*180.0/M_PI; }
double rad(P p1,P p2){
        return atan2l(p1.det(p2),p1.dot(p2));
}
bool inAngle(P a, P b, P c, P p) {
  assert(crossOp(a,b,c) != 0);
  if (crossOp(a,b,c) < 0) swap(b,c);
  return crossOp(a,b,p) >= 0 && crossOp(a,c,p) <= 0;
}
double angle(P v, P w) {
  return acos(clamp(v.dot(w) / v.abs() / w.abs(), -1.0, 1.0));
}
double orientedAngle(P a, P b, P c) { // BAC
  if (crossOp(a,b,c) >= 0) return angle(b-a, c-a);
  else return 2*M_PI - angle(b-a, c-a);
}
// double chord(double r, double ang) return sqrt(2*r*r*(1-cos(ang))); //
    or 2*r*sin(ang/2)
// double secarea(double r, double ang) {return (ang/2)*(r*r);} // rad
// double segarea(double r, double ang) {return secarea(r, ang) - r*r*sin(
    ang)/2;}
int type(P o1,double r1,P o2,double r2){
        double d = o1.distTo(o2);
        if(cmp(d,r1+r2) == 1) return 4; // outside each other
        if(cmp(d,r1+r2) == 0) return 3; // touch outside
        if(cmp(d,abs(r1-r2)) == 1) return 2; // one inside another
        if(cmp(d,abs(r1-r2)) == 0) return 1; // touch inside
        return 0;
}
vector<P> isCL(P o,double r,P p1,P p2){
        if (cmp(abs((o-p1).det(p2-p1)/p1.distTo(p2)),r)>0) return {};
        double x = (p1-o).dot(p2-p1), y = (p2-p1).abs2(), d = x * x - y *
            ((p1-o).abs2() - r*r);
        d = max(d,0.0); P m = p1 - (p2-p1)*(x/y), dr = (p2-p1)*(sqrt(d)/y)
            ;
        return {m-dr,m+dr}; //along dir: p1->p2
}
vector<P> isCC(P o1, double r1, P o2, double r2) { //need to check whether
     two circles are same
        double d = o1.distTo(o2);
        if (cmp(d, r1 + r2) == 1) return {};
        if (cmp(d,abs(r1-r2))==-1) return {};
        d = min(d, r1 + r2);
        double y = (r1 * r1 + d * d - r2 * r2) / (2 * d), x = sqrt(r1 * r1
            - y * y);
        P dr = (o2 - o1).unit();
        P q1 = o1 + dr * y, q2 = dr.rot90() * x;
        return {q1-q2,q1+q2};//along circle 1
}
vector<P> tanCP(P o, double r, P p) {
        double x = (p - o).abs2(), d = x - r * r;
        if (sign(d) <= 0) return {}; // on circle => no tangent
        P q1 = o + (p - o) * (r * r / x);
        P q2 = (p - o).rot90() * (r * sqrt(d) / x);
        return {q1-q2,q1+q2}; //counter clock-wise
}
vector<L> extanCC(P o1, double r1, P o2, double r2) {
        vector<L> ret;
        if (cmp(r1, r2) == 0) {
                P dr = (o2 - o1).unit().rot90() * r1;
                ret.push_back(L(o1 + dr, o2 + dr)), ret.push_back(L(o1 -
                    dr, o2 - dr));
        } else {
                P p = (o2 * r1 - o1 * r2) / (r1 - r2);
                vector<P> ps = tanCP(o1, r1, p), qs = tanCP(o2, r2, p);
                for(int i = 0; i < min(ps.size(),qs.size());i++) ret.
                    push_back(L(ps[i], qs[i])); //c1 counter-clock wise
        }
        return ret;
}
vector<L> intanCC(P o1, double r1, P o2, double r2) {
        vector<L> ret;
        P p = (o1 * r2 + o2 * r1) / (r1 + r2);
        vector<P> ps = tanCP(o1,r1,p), qs = tanCP(o2,r2,p);
        for(int i = 0; i < min(ps.size(),qs.size()); i++) ret.push_back(L(
            ps[i], qs[i])); //c1 counter-clock wise
        return ret;
}
double areaCT(double r, P p1, P p2){
        vector<P> is = isCL(P(0,0),r,p1,p2);
        if(is.empty()) return r*r*rad(p1,p2)/2;
        bool b1 = cmp(p1.abs2(),r*r) == 1, b2 = cmp(p2.abs2(), r*r) == 1;
        if(b1 && b2){
                if(sign((p1-is[0]).dot(p2-is[0])) <= 0 &&
                    sign((p1-is[0]).dot(p2-is[0])) <= 0)
                return r*r*(rad(p1,is[0]) + rad(is[1],p2))/2 + is[0].det(
                    is[1])/2;
                else return r*r*rad(p1,p2)/2;
        }
        if(b1) return (r*r*rad(p1,is[0]) + is[0].det(p2))/2;
        if(b2) return (p1.det(is[1]) + r*r*rad(is[1],p2))/2;
        return p1.det(p2)/2;
}
P inCenter(P A, P B, P C) {
        double a = (B - C).abs(), b = (C - A).abs(), c = (A - B).abs();
        return (A * a + B * b + C * c) / (a + b + c);
}
P circumCenter(P a, P b, P c) {
        P bb = b - a, cc = c - a;
        double db = bb.abs2(), dc = cc.abs2(), d = 2 * bb.det(cc);
        return a - P(bb.y * dc - cc.y * db, cc.x * db - bb.x * dc) / d;
}
P othroCenter(P a, P b, P c) {
        P ba = b - a, ca = c - a, bc = b - c;
        double Y = ba.y * ca.y * bc.y,
        A = ca.x * ba.y - ba.x * ca.y,
        x0 = (Y + ca.x * ba.y * b.x - ba.x * ca.y * c.x) / A,
        y0 = -ba.x * (x0 - c.x) / ba.y + ca.y;
        return {x0, y0};
}
//polygon
double area(vector<P> ps){
        double ret = 0;
```

```
 for(int i=0; i< ps.size(); i++) ret += ps[i].det(ps[(i+1)%ps.size()]);
    return ret/2;
}
int contain(vector<P> ps, P p){ //2:inside,1:on_seg,0:outside
    int n = ps.size(), ret = 0;
    for(int i = 0; i < n; i++) {
        P u=ps[i],v=ps[(i+1)%n];
        if(onSeg(u,v,p)) return 1;
        if(cmp(u.y,v.y)<=0) swap(u,v);
        if(cmp(p.y,u.y) >0 || cmp(p.y,v.y) <= 0) continue;
        ret ^= crossOp(p,u,v) > 0;
    }
    return ret*2;
}
vector<P> convexHull(vector<P> ps) {
    int n = ps.size(); if(n <= 1) return ps;
    sort(ps.begin(), ps.end());
    vector<P> qs(n * 2); int k = 0;
    for (int i = 0; i < n; qs[k++] = ps[i++])
        while (k > 1 && crossOp(qs[k - 2], qs[k - 1], ps[i]) <= 0)
           --k;
    for (int i = n - 2, t = k; i >= 0; qs[k++] = ps[i--])
        while (k > t && crossOp(qs[k - 2], qs[k - 1], ps[i]) <= 0)
           --k;
    qs.resize(k - 1);
    return qs;
}
vector<P> convexHullNonStrict(vector<P> ps) {
    //caution: need to unique the Ps first
    int n = ps.size(); if(n <= 1) return ps;
    sort(ps.begin(), ps.end());
    vector<P> qs(n * 2); int k = 0;
    for (int i = 0; i < n; qs[k++] = ps[i++])
        while (k > 1 && crossOp(qs[k - 2], qs[k - 1], ps[i]) < 0)
          --k;
    for (int i = n - 2, t = k; i >= 0; qs[k++] = ps[i--])
        while (k > t && crossOp(qs[k - 2], qs[k - 1], ps[i]) < 0)
          --k;
    qs.resize(k - 1);
    return qs;
}
double convexDiameter(vector<P> ps){
    int n = ps.size(); if(n <= 1) return 0;
    int is = 0, js = 0; for(int k = 1; k < n; k++) is = ps[k]<ps[is]?k
      :is, js = ps[js] < ps[k]?k:js;
    int i = is, j = js;
    double ret = ps[i].distTo(ps[j]);
    do{
        if((ps[(i+1)%n]-ps[i]).det(ps[(j+1)%n]-ps[j]) >= 0)
            (++j)%=n;
        else
            (++i)%=n;
        ret = max(ret,ps[i].distTo(ps[j]));
    }while(i!=is || j!=js);
    return ret;
}
vector<P> convexCut(const vector<P>&ps, P q1, P q2) {
    vector<P> qs;
    int n = ps.size();
    for(int i = 0; i<n; i++) {
        P p1 = ps[i], p2 = ps[(i+1)%n];
        int d1 = crossOp(q1,q2,p1), d2 = crossOp(q1,q2,p2);
        if(d1 >= 0) qs.push_back(p1);
        if(d1 * d2 < 0) qs.push_back(isLL(p1,p2,q1,q2));
    }
    return qs;
}
```

5.4 Line

```
struct L {
 P ps[2]; P v; T c;
 L() {}
 P& operator[](int i) { return ps[i]; }
 // From direction vector v and offset c
 L(P v, T c) : v(v), c(c) {}
 // From equation ax+by=c
 L(T a, T b, T c) : v({b,-a}), c(c) {}
 // From points P and Q
 L(P p, P q) : v(q-p), c(cross(P(0, 0), v,p)) {
  ps[0] = p;
  ps[1] = q;
 }
 P dir() { return ps[1] - ps[0]; }
 bool include(P p) { return sign((ps[1] - ps[0]).det(p - ps[0])) > 0; }
 T side(P p) {return cross(P(0, 0), v,p)-c;}
 T dist(P p) {return abs(side(p)) / v.abs();}
 T sqDist(P p) {return side(p)*side(p) / (double)v.abs();}
 L perpThrough(P p) {return L(p, p + v.rot90());}
 bool cmpProj(P p, P q) {
  return v.dot(p) < v.dot(q);
 }
 L translate(P t) {return L(v, c + cross(P(0,0), v,t));}
 L shiftLeft(double dist) {return L(v, c + dist*v.abs());}
 L shiftRight(double dist) {return L(v, c - dist*v.abs());}
};
bool chkLL(P p1, P p2, P q1, P q2) {
    double a1 = cross(q1, q2, p1), a2 = -cross(q1, q2, p2);
    return sign(a1+a2) != 0;
}
P isLL(P p1, P p2, P q1, P q2) {
    double a1 = cross(q1, q2, p1), a2 = -cross(q1, q2, p2);
    return (p1 * a2 + p2 * a1) / (a1 + a2);
}
P isLL(L l1,L l2){ return isLL(l1[0],l1[1],l2[0],l2[1]); }
bool parallel(L l0, L l1) { return sign( l0.dir().det( l1.dir() ) ) == 0;
  }
bool sameDir(L l0, L l1) { return parallel(l0, l1) && sign(l0.dir().dot(l1
  .dir()) ) == 1; }
bool cmp (P a,  P b) {
    if (a.quad() != b.quad()) {
        return a.quad() < b.quad();
    } else {
        return sign( a.det(b) ) > 0;
    }
}
bool operator < (L l0, L l1) {
    if (sameDir(l0, l1)) {
        return l1.include(l0[0]);
    } else {
        return cmp( l0.dir(), l1.dir() );
    }
}
bool check(L u, L v, L w) {
    return w.include(isLL(u,v));
}
vector<P> halfPlaneIS(vector<L> &l) {
    sort(l.begin(), l.end());
    deque<L> q;
    for (int i = 0; i < (int)l.size(); ++i) {
        if (i && sameDir(l[i], l[i - 1])) continue;
        while (q.size() > 1 && !check(q[q.size() - 2], q[q.size()
            - 1], l[i])) q.pop_back();
        while (q.size() > 1 && !check(q[1], q[0], l[i])) q.
            pop_front();
        q.push_back(l[i]);
        }
        while (q.size() > 2 && !check(q[q.size() - 2], q[q.size() - 1], q
             [0])) q.pop_back();
        while (q.size() > 2 && !check(q[1], q[0], q[q.size() - 1])) q.
             pop_front();
        vector<P> ret;
        for (int i = 0; i < (int)q.size(); ++i) ret.push_back(isLL(q[i], q
             [(i + 1) % q.size()]));
        return ret;
}
```

5.5 Point

```
typedef double T;
const double EPS = 1e-9;
inline int sign(double a) { return a < -EPS ? -1 : a > EPS; }
inline int cmp(double a, double b){ return sign(a-b); }
struct P {
  T x,y;
  P() {}
        P(T _x, T _y) : x(_x), y(_y) {}
  P operator+(P p) {return {x+p.x, y+p.y};}
  P operator-(P p) {return {x-p.x, y-p.y};}
  P operator*(T d) {return {x*d, y*d};}
  P operator/(T d) {return {x/d, y/d};} // only for floatingpoint
  bool operator<(P p) const {
    int c = cmp(x, p.x);
    if (c) return c == -1;
    return cmp(y, p.y) == -1;
  }
  bool operator==(P o) const{
                return cmp(x,o.x) == 0 && cmp(y,o.y) == 0;
        }
  double dot(P p) { return x * p.x + y * p.y; }
  double det(P p) { return x * p.y - y * p.x; }
        double distTo(P p) { return (*this-p).abs(); }
        double alpha() { return atan2(y, x); }
  void read() { cin>>x>>y; }
  void write() {cout<<"("<<x<<","<<y<<")"<<endl;}
  double abs() { return sqrt(abs2());}
        double abs2() { return x * x + y * y; }
        P rot90() { return P(-y,x);}
        P unit() { return *this/abs(); }
  int quad() const { return sign(y) == 1 || (sign(y) == 0 && sign(x) >= 0)
      ; }
        P rot(double an){ return {x*cos(an)-y*sin(an),x*sin(an) + y*cos(an
            )}; }
};
#define cross(p1,p2,p3) ((p2.x-p1.x)*(p3.y-p1.y)-(p3.x-p1.x)*(p2.y-p1.y))
#define crossOp(p1,p2,p3) sign(cross(p1,p2,p3))
bool isConvex(vector<P> p) {
  bool hasPos=false, hasNeg=false;
  for (int i=0, n=p.size(); i<n; i++) {
    int o = cross(p[i], p[(i+1)%n], p[(i+2)%n]);
    if (o > 0) hasPos = true;
    if (o < 0) hasNeg = true;
  }
  return !(hasPos && hasNeg);
}
bool half(P p) {
  assert(p.x != 0 || p.y != 0); // (0, 0) is not covered
  return p.y > 0 || (p.y == 0 && p.x < 0);
}
void polarSortAround(P o, vector<P> &v) {
  sort(v.begin(), v.end(), [&o](P v, P w) {
      return make_tuple(half(v-o), 0) <
        make_tuple(half(w-o), cross(o, v, w));
  });
}
P proj(P p1, P p2, P q) {
        P dir = p2 - p1;
        return p1 + dir * (dir.dot(q - p1) / dir.abs2());
}
P reflect(P p1, P p2, P q){
        return proj(p1,p2,q) * 2 - q;
}
// tested with https://open.kattis.com/problems/closestpair2
pair<P, P> closest(vector<P> v) {
  assert(sz(v) > 1);
  set <P> S;
  sort(v.begin(), v.end(), [](P a, P b) { return a.y < b.y; });
  pair<T, pair<P, P>> ret{(T)1e18, {P(), P()}};
  int j = 0;
  for(P p : v) {
    P d { 1 + (T) sqrt(ret.first), 0 };
    while(p.y - v[j].y >= d.x) S.erase(v[j++]);
    auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
    for(; lo != hi; ++lo) {
      ret = min(ret, {(p - (*lo)).abs2(), {*lo, p}});
    }
    S.insert(p);
  }
  return ret.second;
}
```

5.6 Polygon

```
//polygon
double area(vector<P> ps){
        double ret = 0;
  for(int i=0; i< ps.size(); i++) ret += ps[i].det(ps[(i+1)%ps.size()]);
        return ret/2;
}
int contain(vector<P> ps, P p){ //2:inside,1:on_seg,0:outside
        int n = ps.size(), ret = 0;
        for(int i = 0; i < n; i++) {
                P u=ps[i],v=ps[(i+1)%n];
                if(onSeg(u,v,p)) return 1;
                if(cmp(u.y,v.y)<=0) swap(u,v);
                if(cmp(p.y,u.y) >0 || cmp(p.y,v.y) <= 0) continue;
                ret ^= crossOp(p,u,v) > 0;
        }
        return ret*2;
}
vector<P> convexHull(vector<P> ps) {
        int n = ps.size(); if(n <= 1) return ps;
        sort(ps.begin(), ps.end());
        vector<P> qs(n * 2); int k = 0;
        for (int i = 0; i < n; qs[k++] = ps[i++])
                while (k > 1 && crossOp(qs[k - 2], qs[k - 1], ps[i]) <= 0)
                      --k;
        for (int i = n - 2, t = k; i >= 0; qs[k++] = ps[i--])
                while (k > t && crossOp(qs[k - 2], qs[k - 1], ps[i]) <= 0)
                      --k;
        qs.resize(k - 1);
        return qs;
}
vector<P> convexHullNonStrict(vector<P> ps) {
        //caution: need to unique the Ps first
        int n = ps.size(); if(n <= 1) return ps;
        sort(ps.begin(), ps.end());
        vector<P> qs(n * 2); int k = 0;
        for (int i = 0; i < n; qs[k++] = ps[i++])
                while (k > 1 && crossOp(qs[k - 2], qs[k - 1], ps[i]) < 0)
                     --k;
        for (int i = n - 2, t = k; i >= 0; qs[k++] = ps[i--])
```

```
                while (k > t && crossOp(qs[k - 2], qs[k - 1], ps[i]) < 0)
                    --k;
        qs.resize(k - 1);
        return qs;
}
double convexDiameter(vector<P> ps){
        int n = ps.size(); if(n <= 1) return 0;
        int is = 0, js = 0; for(int k = 1; k < n; k++) is = ps[k]<ps[is]?k
            :is, js = ps[js] < ps[k]?k:js;
        int i = is, j = js;
        double ret = ps[i].distTo(ps[j]);
        do{
                if((ps[(i+1)%n]-ps[i]).det(ps[(j+1)%n]-ps[j]) >= 0)
                        (++j)%=n;
                else
                        (++i)%=n;
                ret = max(ret,ps[i].distTo(ps[j]));
        }while(i!=is || j!=js);
        return ret;
}
vector<P> convexCut(const vector<P>&ps, P q1, P q2) {
        vector<P> qs;
        int n = ps.size();
        for(int i = 0; i<n; i++) {
                P p1 = ps[i], p2 = ps[(i+1)%n];
                int d1 = crossOp(q1,q2,p1), d2 = crossOp(q1,q2,p2);
                if(d1 >= 0) qs.push_back(p1);
                if(d1 * d2 < 0) qs.push_back(isLL(p1,p2,q1,q2));
        }
        return qs;
}
```

5.7 Segment

```
struct cmpX {
  bool operator()(P a, P b) const {
    return make_pair(a.x, a.y) < make_pair(b.x, b.y);
  }
};
bool intersect(double l1,double r1,double l2,double r2){
        if(l1>r1) swap(l1,r1); if(l2>r2) swap(l2,r2);
        return !( cmp(r1,l2) == -1 || cmp(r2,l1) == -1 );
}
bool isSS(P p1, P p2, P q1, P q2){
        return intersect(p1.x,p2.x,q1.x,q2.x) && intersect(p1.y,p2.y,q1.y,
            q2.y) &&
        crossOp(p1,p2,q1) * crossOp(p1,p2,q2) <= 0 && crossOp(q1,q2,p1)
                        * crossOp(q1,q2,p2) <= 0;
}
bool isSS_strict(P p1, P p2, P q1, P q2){
        return crossOp(p1,p2,q1) * crossOp(p1,p2,q2) < 0 && crossOp(q1,q2,
            p1)
                        * crossOp(q1,q2,p2) < 0;
}
bool isMiddle(double a, double m, double b) {
        return sign(a - m) == 0 || sign(b - m) == 0 || (a < m != b < m);
}
bool isMiddle(P a, P m, P b) {
        return isMiddle(a.x, m.x, b.x) && isMiddle(a.y, m.y, b.y);
}
bool onSeg(P p1, P p2, P q){
        return crossOp(p1,p2,q) == 0 && isMiddle(p1, q, p2);
}
bool onSeg_strict(P p1, P p2, P q){
        return crossOp(p1,p2,q) == 0 && sign((q-p1).dot(p1-p2)) * sign((q-
            p2).dot(p1-p2)) < 0;
}
double nearest(P p1,P p2,P q){
        P h = proj(p1,p2,q);
        if(isMiddle(p1,h,p2))
                return q.distTo(h);
        return min(p1.distTo(q),p2.distTo(q));
}
double disSS(P p1, P p2, P q1, P q2){
        if(isSS(p1,p2,q1,q2)) return 0;
        return min(min(nearest(p1,p2,q1),nearest(p1,p2,q2)), min(nearest(
            q1,q2,p1),nearest(q1,q2,p2)));
}
```

6 Miscs

6.1

```
// Mo's algorithm, solve m offline queries on array of length n in O(n
    sqrt(m))
struct MO {
    int n, m=0;
    struct node {
        int l, r, id;
    };
    vector<node> query;
    MO(int _n) : n(_n) {}
    void add_query(int l, int r) {
        query.push_back({l, r, m++});
    }
    template<typename F>
    vector<int> solve(F&& move) {
        const int BLOCK_SIZE = (n<=m ? ceil(sqrt(n)) : n/ceil(sqrt(m)));
        sort(query.begin(), query.end(), [&](const node& lhs, const node&
            rhs) {
            if (lhs.l / BLOCK_SIZE != rhs.l / BLOCK_SIZE) return lhs.l <
                rhs.l;
            return ((lhs.l / BLOCK_SIZE) & 1) ? lhs.r < rhs.r : lhs.r >
                rhs.r;
        });
        vector<int> ans(m);
        int l=0, r=-1, cur=0;
        for (const auto& [ql, qr, id] : query) {
            while (l > ql) move(--l, 1, cur);
            while (r < qr) move(++r, 1, cur);
            while (l < ql) move(l++, -1, cur);
            while (r > qr) move(r--, -1, cur);
            ans[id]=cur;
        }
        return ans;
    }
};
// example: find the most occurrence in ranges
int main() {
    int n, q;
    MO mo(n);
    vector<int> a(n), counter(n+1), freq(3e5+1);
    auto ans=mo.solve([&](int i, int dir, int& cur) {
        int val=a[i];
        int c=freq[val];
        counter[c]--;
        if (dir==1) {
            freq[val]++;
            counter[freq[val]]++;
            cur=max(cur, freq[val]);
        } else {
            freq[val]--;
            counter[freq[val]]++;
            if (counter[cur]==0) cur--;
        }
    });
}
```