CP Snippets

About

A collection of CPP Snippets to aid in competetive programming.
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BIT-general

- easy BIT general with range updates by diff array too
- `https://thesobersobber.github.io/CP-Snippets/BIT-general`
- github-snip-file

```
template <class T>
class BIT
{
    static_assert(is_integral<T>::value, "Integer required");

private:
    const size_t N;
    vector<T> data;

public:
    // Binary indexed tree or fenwick tree
```

```
    // O (log n) all operations except order
    // order complexity - O (log n)
    // 1 based indexing
    BIT() : N(0) {}
    BIT(const size_t _N) : N(_N), data(_N + 1) {}

    size_t size()
    {
        return N;
    }
    // sum of [1, idx]
    // range sum query
    T sum(size_t idx)
    {
        T ans = 0;
        for (; idx > 0; idx -= (idx & -idx))
        {
            ans += data[idx];
        }
        return ans;
    }
    T sum(size_t l, size_t r)
    {
        return sum(r) - sum(l - 1);
    }

    // Point update
    void add(size_t idx, T val)
    {
        for (; idx <= N; idx += (idx & -idx))
        {
            data[idx] += val;
```

```
        }
    }

    // Range update
    void range_add(size_t l, size_t r, T val)
    {
        add(l, val);
        add(r + 1, -val);
    }
    template <class OStream>
    friend OStream &operator<<(OStream &os, BIT &bit)
    {
        T prv = 0;
        os << '[';
        for (int i = 1; i <= bit.N; i++)
        {
            T now = bit.sum(i);
            os << now - prv << ',', prv = now;
        }
        return os << ']';
    }
};
```

DSU

- DSU
- https://thesobersobber.github.io/CP-Snippets/DSU
- github-snip-file

```
class DSU {
private:
```

```
    vector<int> parent, size;
public:
    DSU(int n) {
        parent = vector<int>(n);
        size = vector<int>(n, 1);
        iota(begin(parent), end(parent), 0);
    }

    int getParent(int x) {
        if (parent[x] == x) return x;
        return parent[x] = getParent(parent[x]);
    }

    void join(int x, int y) {
        x = getParent(x);
        y = getParent(y);
        if (size[x] > size[y])
            swap(x, y);
        if (x == y) return;
        parent[x] = y;
        size[y] += size[x];
    }

    int getSize(int x) {
        return size[x] = size[getParent(x)];
    }
};
```

ExtendedGcdDiophantine

- Diophantine any and all soln

- https://thesobersobber.github.io/CP-Snippets/Extended GCD D
- github-snip-file

```
int _abs(int a) {
    if(a < 0) return -a;
    return a;
}

void shift_solution(int & x, int & y, int a, int b, int cnt) {
    x += cnt * b;
    y -= cnt * a;
}

int gcd(int a, int b, int& x, int& y) {
    if (b == 0) {
        x = 1;
        y = 0;
        return a;
    }
    int x1, y1;
    int d = gcd(b, a % b, x1, y1);
    x = y1;
    y = x1 - y1 * (a / b);
    return d;
}

int64_t X, Y;

bool find_any_solution(int a, int b, int c, int &x0, int &y0, i
    g = gcd(_abs(a), _abs(b), x0, y0);
    if (c % g) {
```

```
        return false;
    }

    x0 *= c / g;
    y0 *= c / g;
    if (a < 0) x0 = -x0;
    if (b < 0) y0 = -y0;
    X = (int64_t)x0;
    Y = (int64_t)y0;
    return true;
}

int find_all_solutions(int a, int b, int c, int minx, int maxx,
    int x, y, g;
    if (!find_any_solution(a, b, c, x, y, g))
        return 0;
    a /= g;
    b /= g;

    int sign_a = a > 0 ? +1 : -1;
    int sign_b = b > 0 ? +1 : -1;

    shift_solution(x, y, a, b, (minx - x) / b);
    if (x < minx)
        shift_solution(x, y, a, b, sign_b);
    if (x > maxx)
        return 0;
    int lx1 = x;

    shift_solution(x, y, a, b, (maxx - x) / b);
    if (x > maxx)
        shift_solution(x, y, a, b, -sign_b);
```

```
    int rx1 = x;

    shift_solution(x, y, a, b, -(miny - y) / a);
    if (y < miny)
        shift_solution(x, y, a, b, -sign_a);
    if (y > maxy)
        return 0;
    int lx2 = x;

    shift_solution(x, y, a, b, -(maxy - y) / a);
    if (y > maxy)
        shift_solution(x, y, a, b, sign_a);
    int rx2 = x;

    if (lx2 > rx2)
        swap(lx2, rx2);
    int lx = max(lx1, lx2);
    int rx = min(rx1, rx2);

    if (lx > rx)
        return 0;
    return (rx - lx) / _abs(b) + 1;
}


// EXAMPLE USAGE
// void solve(){
//     int64_t a, b; cin >> a >> b;

//     swap(a, b);

//     if(a == 0) {
```

```
//         if(2 % b == 0) {
//             cout << 0 << " " << 2 / b << "
";
//             return;
//         }
//     }

//     swap(a, b);

//     if(a == 0) {
//         if(2 % b == 0) {
//             cout << 2 / b << " " << 0 << "
";
//             return;
//         }
//     }


//     if(                                    find_all_soluti
//         cout << "-1";
//     }
//     else {
//         cout << X << " " << Y << "
";
//     }
// }
```

General-Hash

- General Hash functions that returns two hashes, takes in 0 indexed arr or string, allows hash query on range, beware that this uses the decreasing power convention

- https://thesobersobber.github.io/CP-Snippets/General-Hash
- github-snip-file

```
struct PolyHash {
    /*
        WARNING: make sure the values in the array or string ar
        */
    vector<long long> powers;
    vector<long long> powers2;
    vector<long long> hashes;
    vector<long long> hashes2;
    long long seed = 500002961;
    long long seed2 = 500003263;
    const long long mod = (long long)1e9 + 7;
    const long long mod2 = 998244353;
    vector<long long> arr;
    void init(long long n){
        powers.resize(n + 5);
        powers[0] = 1;
        powers2.resize(n + 5);
        powers2[0] = 1;
        hashes.resize(n + 5);
        hashes[0] = arr[0];
        hashes2.resize(n + 5);
        hashes2[0] = arr[0];
        for (long long i = 1; i <= n; i++){
            powers[i] = powers[i - 1] * seed;
            powers[i] %= mod;
            powers2[i] = powers2[i - 1] * seed2;
            powers2[i] %= mod2;
        }
```

```
        for (long long i = 1; i <= n; i++){
            hashes[i] = hashes[i - 1] * seed + arr[i];
            hashes[i] %= mod;
            hashes2[i] = hashes2[i - 1] * seed2 + arr[i];
            hashes2[i] %= mod2;
        }
    }
    void init(long long n, string s){ //string is 0 indexed
        arr.resize(n + 5);
        for (long long i = 1; i <= n; i++){
            arr[i] = s[i - 1];
        }
        init(n);
    }
    void init(long long n, vector<long long> a){ //a is 0 index
        arr.resize(n + 5);
        for (long long i = 1; i <= n; i++){
            arr[i] = a[i - 1];
        }
        init(n);
    }
    // returns hash like a1 a2 a3 a4 a5 a6 a7 a8 a9 a10
    // 2,5 query will yeild: a2*p^3 + a3*p^2 + a4*p^1 + a5 and
    // no need of power combi manually
    pair<long long, long long> subhash(long long l, long long r
        long long hsh = hashes[r] - hashes[l - 1] * powers[r -
        hsh += mod;
        hsh %= mod;
        long long hsh2 = hashes2[r] - hashes2[l - 1] * powers2[
        hsh2 += mod2;
        hsh2 %= mod2;
        return {hsh, hsh2};
```

```
    }
};

// Example Usage:
// PolyHash hsh;
// int n = word.size();
// hsh.init(n,word);
// subhash is inclusive of l and r remember that
```

Segtree-General

- General segree, needs node struct (with members def and epsilon(default) for all of them) and operation lambda (merge)
- `https://thesobersobber.github.io/CP-Snippets/Segtree-Genera`
- github-snip-file

```
template <typename T>
class segtree
{
public:
    // 0 based indexing
    // def= default value
    vector<T> t;
    int n;
    T def;
    function<T(T, T)> merge;
    void build(int _n, T _def, function<T(T, T)> _fx)
    {
        n = _n;
        def = _def;
        merge = _fx;
```

```
        t.assign(n * 2, def);
        for (int i = n - 1; i; i--)
            t[i] = merge(t[i * 2], t[i * 2 + 1]);
    }
    void build(vector<T> &a, T _def, function<T(T, T)> _fx)
    {
        n = a.size();
        def = _def;
        merge = _fx;
        t.assign(n * 2, def);
        for (int i = 0; i < n; i++)
            t[i + n] = T(a[i]);
        for (int i = n - 1; i; i--)
            t[i] = merge(t[i * 2], t[i * 2 + 1]);
    }
    void update(int i, T v)
    {
        for (t[i += n] = T(v); i;)
        {
            i /= 2;
            t[i] = merge(t[i * 2], t[i * 2 + 1]);
        }
    }
    // this query is made on [l, r]
    T query(int l, int r)
    {
        T lans = def, rans = def;
        for (l += n, r += n + 1; l < r; l /= 2, r /= 2)
        {
            if (l % 2)
                lans = merge(lans, t[l++]);
            if (r % 2)
```

```
                rans = merge(t[--r], rans);
        }
        return merge(lans, rans);
    }
};

// demo usage
struct node
{
    int val;
    node(int x)
    {
        val = x;
    }
    // default value
    node()
    {
        val = 1e18;
    }
};

segtree<node> seg;
seg.build(n + 1, node(), [&](node x, node y){ return node(min(x
```

Simpler-Segtree

- Init with an array simply using the build fn, customize operation and epslion in the struct itself, supports point updates and range queries
- `https://thesobersobber.github.io/CP-Snippets/Simpler-Segtre`
- github-snip-file

```
struct segtree {
    vector<int> t;
    int emptyans = -1e18;
    int n;
    int op(int a, int b){
        return max(a, b); // custom operation
    }
    int construct(int v, int l, int r, vi &a){
        if(l == r){
            t[v] = a[l];
            return t[v];
        }
        int mid = (r + l)/2;
        return t[v] = op(construct(2*v+1, l, mid, a), construct
    }
    void build(vi &a){
        n = a.size();
        t = vector<int> (4*n);
        construct(0, 0, n-1, a);
    }
    int queryans(int v, int curl, int curr, int l, int r){
        if(curl >= l && curr <= r){
            return t[v];
        }
        if(curr < l || curl > r){
            return emptyans;
        }
        int mid = (curl + curr)/2;
        return op(queryans(2*v+1, curl, mid, l, r), queryans(2*
    }
    int query(int l, int r){
        return queryans(0, 0, n-1, l, r);
```

```
    }
    int updateval(int v, int i, int x, int l, int r){
        if(r < i || l > i){
            return t[v];
        }
        if(l == r && l == i){
            return t[v] = x;
        }
        int mid = (r + l)/2;
        return t[v] = op(updateval(2*v+1, i, x, l, mid), update
    }
    void update(int i, int x){
        updateval(0, i, x, 0, n-1);
    }
};
```

Sparse-General

- General Implementation of Sparse table with the template structure
- `https://thesobersobber.github.io/CP-Snippets/Sparse-General`
- github-snip-file

```
template<class T>
class sparseTable
{
    public:
    int n,k;
    vector<vector<T>> table;
    vector<T> logs;
    function<T(T,T)> operation;
    void init(int x,function<T(T,T)> _operation)
```

```
    {
            operation=_operation;
            n=x;
            logs.resize(n+1);
            logs[1]=0;
            for(int i=2;i<=n;i++)
                    logs[i]=logs[i/2]+1;
            k=*max_element(logs.begin(),logs.end());
            table.resize(k+1,vector<T>(n));
    }

    void build(vector<T> &arr)
    {
        for(int i=0;i<n;i++)
                table[0][i]=arr[i];

        for(int j=1;j<=k;j++)
        {
            for(int i=0;i+(1<<j)<=n;i++)
                table[j][i]=operation(table[j-1][i],table[j-1][
        }
    }
    // 1 based indexing
    T query(int l , int r)
    {
        assert(l<=r);
        assert(l>=0 && r<n);
        int j = logs[r - l + 1];
        T answer = operation(table[j][l], table[j][r-(1<<j)+1])
        return answer;
    }
};
```

```
// does not have a constructor, make an instance and then use t
```

Weird_Lazy_Segtree

- A lazy segtree taken from a abc340 E mridulahi submission, it's supposed to be able to do range updates and point queries
- `https://thesobersobber.github.io/CP-Snippets/Lazy Segtree`
- github-snip-file

```
// I can see a merge operation but not default values where to
#include<bits/stdc++.h>

using namespace std;

#define all(x) begin(x), end(x)
#define sz(x) static_cast<int>((x).size())
#define int long long

const int INF = 1e18;

struct lazy {
        int val, lazyy;
};

struct SegtreeLazy {
        int size;
        vector<lazy> val;
        void init (int n) {
```

```
        size = 1;
        while (size < n) size *= 2;
        val.resize (2 * size - 1);
    }

    lazy merge (int x, int y) {
        return {min (val[x].val, val[y].val), 0};
    }

    void propagate (int x) {
        val[2 * x + 1].val += val[x].lazyy;
        val[2 * x + 2].val += val[x].lazyy;
        val[2 * x + 1].lazyy += val[x].lazyy;
        val[2 * x + 2].lazyy += val[x].lazyy;
        val[x].lazyy = 0;
    }

    void build (vector<int> &a, int x, int lx, int rx) {
        if (rx - lx == 1) {
            if (lx < sz(a)) val[x] = {a[lx], 0};
            else val[x] = {INF, 0};
            return;
        }
        int m = (lx + rx) / 2;
        build (a, 2 * x + 1, lx, m);
        build (a, 2 * x + 2, m, rx);
        val[x] = merge (2 * x + 1, 2 * x + 2);
    }

    void build (vector<int> &a) {
        build (a, 0, 0, size);
    }
```

```
void RangeUpdate (int l, int r, int x, int lx, int rx,
        if (rx - lx == 1) {
                val[x].val += v;
                return;
        }
        if (lx >= l && rx <= r) {
                val[x].val += v;
                val[x].lazyy += v;
                return;
        }
        int m = (lx + rx) / 2;
        propagate (x);
        if (m > l) {
                RangeUpdate (l, r, 2 * x + 1, lx, m, v)
        }
        if (m < r) {
                RangeUpdate (l, r, 2 * x + 2, m, rx, v)
        }
        val[x] = merge (2 * x + 1, 2 * x + 2);

}

void update (int l, int r, int v) {
        if (r <= l) return;
        RangeUpdate (l, r, 0, 0, size, v);
}

int get (int l, int r, int x, int lx, int rx) {
        if (rx - lx == 1) {
                return val[x].val;
        }
```

```
                if (lx >= l && rx <= r) {
                        return val[x].val;
                }
                int m = (lx + rx) / 2;
                propagate (x);
                int a1 = INF, a2 = INF;
                if (m > l) {
                        a1 = get (l, r, 2 * x + 1, lx, m);
                }
                if (m < r) {
                        a2 = get (l, r, 2 * x + 2, m, rx);
                }
                return min (a1, a2);
        }

        int get (int l, int r) {
                return get (l, r, 0, 0, size);
        }
        void out () {
                for (int i = 0; i < sz(val); i++) cout << val[i
        }

};
// EXAMPLE USAGE

// signed main() {

//         ios::sync_with_stdio(0);
//         cin.tie(0);
//         cout.tie(0);

//         int n, m;
```

```
//         cin >> n >> m;
//         vector<int> a(n);
//         for (auto &x : a) cin >> x;
//         int b[m];
//         for (auto &x : b) cin >> x;
//                                                 SegtreeL
//                                                 seg.init
//                                                 seg.buil

//         for (auto i : b) {
//                 int x = seg.get(i, i + 1);
//                 int y = (i + 1) % n, z = (i + x) % n;
//                 if (y <= z) {
//                                                 seg.upda
//                 }
//                 else {
//                                                 seg.upda
//                                                 seg.upda
//                 }
//                                                 seg.upda
//                                                 seg.upda
//         }

//         for (int i = 0; i < n; i++) cout <<         seg.get(

// }
```

arr-inp

- arr-inp
- https://thesobersobber.github.io/CP-Snippets/arr-inp

- github-snip-file

```
vector<int> a(n, 0);
for(int i=0;i<n;i++) cin>>a[i];
```

arr-pref

- arr-pref
- https://thesobersobber.github.io/CP-Snippets/arr-pref
- github-snip-file

```
vector<int> pre(n, 0);
for(int i=1;i<n;i++) pre[i]=a[i]+pref[i-1];
```

bfs-dist

- bfs that measures levels/dist
- https://thesobersobber.github.io/CP-Snippets/bfs-dist
- github-snip-file

```
queue<int> q;
vector<int> dist, visG(n+1, 0);
q.push(1); visG[1]=1;
while(!q.empty()){
    int curr = q.front();
    q.pop();
    for(auto i: g[curr]){
        if(!visG[i]) continue;
        dist[i] = dist[curr] + 1;
        q.push(i);
```

```
    }
}
```

binpow

- binpow
- https://thesobersobber.github.io/CP-Snippets/binpow
- github-snip-file

```
ll binpow(ll x, ll y){
    ll res = 1;
    while (y>0){
        if (y&1) res = (ll)(res*x);
        y = y>>1;
        x = (ll)(x*x);
    }
    return res;
}
```

binsearch

- binsearch
- https://thesobersobber.github.io/CP-Snippets/binsearch
- github-snip-file

```
int lo = 0, hi = n-1;
while(hi-lo>1) {
    int mid = lo + ((hi-lo) >> 1);
    // if condition true toh bas right segment mai search hoga,
    auto check = [&](ll mid) {
```

```
      return (/*condition here*/);
    };
    if(check(mid)){
        // do stuff here
        lo = mid;
    }
    else {
        hi = mid;
    }
}
```

bp-small

- bp-small
- https://thesobersobber.github.io/CP-Snippets/bp-small
- github-snip-file

```
#include <bits/stdc++.h>
#ifndef ONLINE_JUDGE
#include "debug.h"
#pragma GCC optimize("O3,unroll-loops")
#pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt")
#else
#define dbg(x...) "11-111"
#endif

using namespace std;

#define ll long long
#define int long long // because mai bevakoof hu
```

```
constexpr int mod = 1e9+7;
// constexpr int mod = 998244353;
constexpr int maxn = 1e6+5;

// pows
inline ll po(ll a, ll b) { ll res = 1; for (; b; b >>= 1) { if
inline ll modpow(ll a, ll b, ll mod) { ll res = 1; for (; b; b

void pre_process(){

}

int solve(){
    int n; cin>>n;
    dbg(n);
    return 2*n;
}
int32_t main(){
    ios_base::sync_with_stdio(0);
    cin.tie(0); cout.tie(0);
    pre_process();
    int t; cin>>t;
    while(t--) cout<<solve()<<'
';
}
```

bp

- bp
- https://thesobersobber.github.io/CP-Snippets/bp
- github-snip-file

```
#include <bits/stdc++.h>
#ifndef ONLINE_JUDGE
#include "debug.h"
#pragma GCC optimize("O3,unroll-loops")
#pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt")
#else
#define dbg(x...) "11-111"
#endif

using namespace std;

#define ll long long
#define int long long // because mai bevakoof hu
#define logCont(arr,f,l)   { auto start=arr.begin(), end=arr.be
"; }
#define uniq(x) x.erase(unique(all(x)),x.end());
#define tr(s, args...) transform(s.begin(), s.end(), args)
#define sz(x) (ll)x.size()

// variadic lambda
#define f(u, args...)     [&](auto &&u) { return args; }
#define g(u, v, args...)  [&](auto &&u, auto &&v) { return args

// precesion
#define precise(n)        cout<<fixed<<setprecision((n))
// bits
#define bpc(n)            std::popcount((unsigned long long)(n)
#define hsb(n)            std::has_single_bit((unsigned long lo
#define MSB(n)            std::bit_floor((unsigned long long)(r
#define ctz(n)            ((n) ? __builtin_ctzll((unsigned long
#define clz(n)            ((n) ? __builtin_clzll((unsigned long
#define LSB(n)            ((n)&(-(n)))
```

```
// general amax, amin for any ds, to be able to use swap in gra
template<typename T,typename T1> inline bool amax(T &a,T1 b){ i
template<typename T,typename T1> inline bool amin(T &a,T1 b){ i

// comparison struct for maps (or use decltype)
template<typename T> struct Comp { bool operator()(const T& l,

constexpr ll Inf = 4e18;
constexpr int mod = 1e9+7;
// constexpr int mod = 998244353;
constexpr int maxn = 1e6+5;

// sasta mint
ll inv(ll i) {if (i == 1) return 1; return (mod - ((mod / i) *
ll mod_mul(ll a, ll b) {a = a % mod; b = b % mod; return (((a *
ll mod_add(ll a, ll b) {a = a % mod; b = b % mod; return (((a +
ll gcd(ll a, ll b) { if (b == 0) return a; return gcd(b, a % b)
ll ceil_div(ll a, ll b) {return a % b == 0 ? a / b : a / b + 1;
ll pwr(ll a, ll b) {a %= mod; ll res = 1; while (b > 0) {if (b

// pows
inline ll po(ll a, ll b) { ll res = 1; for (; b; b >>= 1) { if
inline ll modpow(ll a, ll b, ll mod) { ll res = 1; for (; b; b

void pre_process(){

}

int solve(){
    int n; cin>>n;
    dbg(n);
```

```
    return 2*n;
}
int32_t main(){
    ios_base::sync_with_stdio(0);
    cin.tie(0); cout.tie(0);
    pre_process();
    int t; cin>>t;
    while(t--) cout<<solve()<<'
';
}
```

clock_for_TL

- clock
- https://thesobersobber.github.io/CP-Snippets/clock_for_TL
- github-snip-file

```
auto start = chrono::high_resolution_clock::now();
// code goes here
auto stop = chrono::high_resolution_clock::now();
auto duration = chrono::duration_cast<chrono::milliseconds>(stc
cout << duration.count() << " ms
";
```

combi-mint

- combi template with mint
- https://thesobersobber.github.io/CP-Snippets/combi-mint
- github-snip-file

```
const int mod=1e9+7;
struct mi {
    int64_t v; explicit operator int64_t() const { return v % m
    mi() { v = 0; }
    mi(int64_t _v) {
        v = (-mod < _v && _v < mod) ? _v : _v % mod;
        if (v < 0) v += mod;
    }
    friend bool operator==(const mi& a, const mi& b) {
        return a.v == b.v; }
    friend bool operator!=(const mi& a, const mi& b) {
        return !(a == b); }
    friend bool operator<(const mi& a, const mi& b) {
        return a.v < b.v; }

    mi& operator+=(const mi& m) {
        if ((v += m.v) >= mod) v -= mod;
        return *this; }
    mi& operator-=(const mi& m) {
        if ((v -= m.v) < 0) v += mod;
        return *this; }
    mi& operator*=(const mi& m) {
        v = v*m.v%mod; return *this; }
    mi& operator/=(const mi& m) { return (*this) *= inv(m); }
    friend mi pow(mi a, int64_t p) {
        mi ans = 1; assert(p >= 0);
        for (; p; p /= 2, a *= a) if (p&1) ans *= a;
        return ans;
    }
    friend mi inv(const mi& a) { assert(a.v != 0);
        return pow(a,mod-2); }
```

```
    mi operator-() const { return mi(-v); }
    mi& operator++() { return *this += 1; }
    mi& operator--() { return *this -= 1; }
    mi operator++(int32_t) { mi temp; temp.v = v++; return temp
    mi operator--(int32_t) { mi temp; temp.v = v--; return temp
    friend mi operator+(mi a, const mi& b) { return a += b; }
    friend mi operator-(mi a, const mi& b) { return a -= b; }
    friend mi operator*(mi a, const mi& b) { return a *= b; }
    friend mi operator/(mi a, const mi& b) { return a /= b; }
    friend ostream& operator<<(ostream& os, const mi& m) {
        os << m.v; return os;
    }
    friend istream& operator>>(istream& is, mi& m) {
        int64_t x; is >> x;
        m.v = x;
        return is;
    }
    friend void __print(const mi &x) {
        cerr << x.v;
    }
};
const int maxn=2e5+5;
vector<mi> fct(maxn, 1), invf(maxn, 1);
void calc_fact() {
    for(int i = 1 ; i < maxn ; i++) {
        fct[i] = fct[i - 1] * i;
    }
    invf.back() = mi(1) / fct.back();
    for(int i = maxn - 1 ; i ; i--)
        invf[i - 1] = i * invf[i];
}
```

```
mi choose(int n, int r) { // choose r elements out of n element
    if(r > n)   return mi(0);
    assert(r <= n);
    return fct[n] * invf[r] * invf[n - r];
}
```

combi-struct

- combi-struct
- https://thesobersobber.github.io/CP-Snippets/combi-struct
- github-snip-file

```
struct Comb {
    int n;
    std::vector<int> _fac;
    std::vector<int> _invfac;
    std::vector<int> _inv;

    Comb() : n{0}, _fac{1}, _invfac{1}, _inv{0} {}
    Comb(int n) : Comb() {
        init(n);
    }

    void init(int m) {
        if (m <= n) return;
        _fac.resize(m + 1);
        _invfac.resize(m + 1);
        _inv.resize(m + 1);

        for (int i = n + 1; i <= m; i++) {
            _fac[i] = _fac[i - 1] * i;
```

```
        }
        _invfac[m] = _fac[m].inv();
        for (int i = m; i > n; i--) {
            _invfac[i - 1] = _invfac[i] * i;
            _inv[i] = _invfac[i] * _fac[i - 1];
        }
        n = m;
    }

    int fac(int m) {
        if (m > n) init(2 * m);
        return _fac[m];
    }
    int invfac(int m) {
        if (m > n) init(2 * m);
        return _invfac[m];
    }
    int inv(int m) {
        if (m > n) init(2 * m);
        return _inv[m];
    }
    int binom(int n, int r) {
        if (n < r || r < 0) return 0;
        return fac(n) * invfac(r) * invfac(n - r);
    }
};
```

combination-non-mod

- combination-non-mod
- https://thesobersobber.github.io/CP-Snippets/combination-no

- github-snip-file

```
vector<vector<int>> dp(n+1, vector<int> (k+1));
int binomalCoeff(int n, int k){
    for (int i=0; i<=n; i++){
        for (int j=0; j<=k; j++){
             if (!j || j == i) dp[i][j] = 1;
             // binomial coefficient approach
             else dp[i][j] = dp[i - 1][j - 1] + dp[i - 1][j];
         }
     }
     return dp[n][k];
}
```

combination-small

- combination-small
- https://thesobersobber.github.io/CP-Snippets/combination-sm
- github-snip-file

```
int C(int n,int r){
    r = min(r,n-r);
    int ans = 1;
    for(int i=1;i<=r;i++,n--){
        ans *=n;
        ans/=i;
    }
    return ans;
}
```

combination

- combination
- https://thesobersobber.github.io/CP-Snippets/combination
- github-snip-file

```
int C(int n, int r){
    int v = (fac[n] * inv[r])%mod;
    v = (v * inv[n-r])%mod;

    return v;
}
```

crt

- crt
- https://thesobersobber.github.io/CP-Snippets/crt
- github-snip-file

```
/**
 * Chinese remainder theorem.
 * Find z such that  z % x[i] = a[i] for all i.
 * */
long long crt(vector<long long> &a, vector<long long> &x) {
  long long z = 0;
  long long n = 1;
  for (int i = 0; i < x.size(); ++i)
    n *= x[i];

  for (int i = 0; i < a.size(); ++i) {
    long long tmp = (a[i] * (n / x[i])) % n;
    tmp = (tmp * mod_inv(n / x[i], x[i])) % n;
```

```
    z = (z + tmp) % n;
  }

  return (z + n) % n;
}
```

cute-lcm

- [a,b,c]=abc(a,b,c)/(a,b)(b,c)(c,a), where []=lcm adn ()=gcd or [a,b,c]=abc/gcd(ab,bc,ca)
- `https://thesobersobber.github.io/CP-Snippets/cute-lcm`
- github-snip-file

```
"https://math.stackexchange.com/questions/1579/n-ary-version-of
"N-ary versions of gcd and lcm"
"proof is heavy lattice ordered smthing based or use inclusion
```

derangments

- derangments
- `https://thesobersobber.github.io/CP-Snippets/derangments`
- github-snip-file

```
int countDerangements(int n){
    int dp[n + 1];
    if (n < 3) return (dp[n]=(n % 2)?1:0);
    dp[0] = 1, dp[1] = 0, dp[2] = 1;
    for (int i=3; i< n; i++) dp[i] = (i-1)*(dp[i-1]+dp[i-2]);
    return dp[n];
}
```

dfs-full

- dfs with lots of stuff implemented
- `https://thesobersobber.github.io/CP-Snippets/dfs-full`
- github-snip-file

```
auto dfs = [&](auto &&dfs, int curr, int parent, vector<int> &v
    for(auto i: adj[curr]){
        if(visPath[i]) cycle_directed|=1;
        if(i==parent || visG[i]) continue;
        dfs(dfs, i, curr, visG, visPath, comp, cycle_directed,
        topo.push(i);
    }
};
int cnt_comp=0;
vector<int> visG(n+1, 0), visPath(n+1, 0), comp;
vector<vector<int>> components;
stack<int> topo;
bool cycle_directed=0;
for(int i=1; i<=n; i++){
    if(visG[i]) continue;
    visG[i]=visPath[i]=1;
    comp.push_back(i);
    dfs(dfs, 1, -1, visG, visPath, comp, cycle_directed, topo,
    components.push_back(comp);
    comp.clear();
    visPath.assign(n+1, 0);
    cnt_comp++;
}
```

dfs

- weird ass dfs
- https://thesobersobber.github.io/CP-Snippets/dfs
- github-snip-file

```
map<int,int> dfs(int cur,int par,vi&a){
    // stuff
    for(auto child:adj[cur]){
        if(child==par)continue;
        // stuff
        dfs(child,cur,a);
        // or return smthing and use it
        auto smthing = dfs(child,cur,a);
        // stuff
    }
    // stuff and then return smthing or not, meh
    return cur_prime;
}
```

diophantine

- linear diophantine
- https://thesobersobber.github.io/CP-Snippets/diophantine
- github-snip-file

```
long long gcd(long long a, long long b, long long &x, long long
  if (a == 0) {
    x = 0;
    y = 1;
    return b;
  }
```

```
  long long x1, y1;
  long long d = gcd(b % a, a, x1, y1);
  x = y1 - (b / a) * x1;
  y = x1;
  return d;
}

bool find_any_solution(long long a, long long b, long long c, l
    long long &y0, long long &g) {
  g = gcd(abs(a), abs(b), x0, y0);
  if (c % g) {
    return false;
  }

  x0 *= c / g;
  y0 *= c / g;
  if (a < 0) x0 = -x0;
  if (b < 0) y0 = -y0;
  return true;
}

void shift_solution(long long &x, long long &y, long long a, lo
    long long cnt) {
  x += cnt * b;
  y -= cnt * a;
}

long long find_all_solutions(long long a, long long b, long lor
    long long minx, long long maxx, long long miny,
    long long maxy) {
  long long x, y, g;
  if (!find_any_solution(a, b, c, x, y, g)) return 0;
```

```
  a /= g;
  b /= g;

  long long sign_a = a > 0 ? +1 : -1;
  long long sign_b = b > 0 ? +1 : -1;

  shift_solution(x, y, a, b, (minx - x) / b);
  if (x < minx) shift_solution(x, y, a, b, sign_b);
  if (x > maxx) return 0;
  long long lx1 = x;

  shift_solution(x, y, a, b, (maxx - x) / b);
  if (x > maxx) shift_solution(x, y, a, b, -sign_b);
  long long rx1 = x;

  shift_solution(x, y, a, b, -(miny - y) / a);
  if (y < miny) shift_solution(x, y, a, b, -sign_a);
  if (y > maxy) return 0;
  long long lx2 = x;

  shift_solution(x, y, a, b, -(maxy - y) / a);
  if (y > maxy) shift_solution(x, y, a, b, sign_a);
  long long rx2 = x;

  if (lx2 > rx2) swap(lx2, rx2);
  long long lx = max(lx1, lx2);
  long long rx = min(rx1, rx2);

  if (lx > rx) return 0;
  return (rx - lx) / abs(b) + 1;
}
```

dsu-rr

- dsu-rr
- https://thesobersobber.github.io/CP-Snippets/dsu-rr
- github-snip-file

```
class Solution {
    struct DSU
    {
        vector<int> siz,parent;
        void init()
        {
            siz.resize(26);
            parent.resize(26);
            for(int i=0;i<26;i++)
            {
                siz[i]=1;
                parent[i]=i;
            }
        }
        int leader(int ex)
        {
            if(ex==parent[ex])
                return ex;
            return parent[ex]=leader(parent[ex]);
        }
        void merge(int a,int b)
        {
            a=leader(a);
            b=leader(b);
            if(a==b)
```

```
                return;
            if(siz[a]<siz[b])
                swap(a,b);
            siz[a]+=siz[b];
            parent[b]=parent[a];
        }
    };
```

easy_seive

- easy_seive
- https://thesobersobber.github.io/CP-Snippets/easy_seive
- github-snip-file

```
void ez_seive(int n){
     vector<bool> prime(n,1);
     for (int p = 2; p*p <= n; p++){
         if (prime[p]){
            for (int i = p * p; i <= n; i += p) prime[i] = fals
         }
     }
}
for (int p = 2; p <= n; p++){
      // do whatever you want with those primes${1}
      if (prime[p]) cout << p << " ";
}
```

euclid

- euclid
- https://thesobersobber.github.io/CP-Snippets/euclid

- github-snip-file

```
int euclid_gcd(int a, int b){
    if (b==0) return a;
    return gcd(b, a % b);
}

int euclid_gcdExtended(int a, int b, int *x, int *y){
    if (a == 0){
        *x = 0;
        *y = 1;
        return b;
    }
    int x1, y1;
    int gcd = gcdExtended(b % a, a, &x1, &y1);
    *x = y1 - (b / a) * x1;
    *y = x1;
    return gcd;
}
```

explanation_binsearch

- explanation_binsearch
- https://thesobersobber.github.io/CP-Snippets/explanation_bi
- github-snip-file

```
int lo = 0, hi = n-1; // see constraints for lo and hi, nahi mi
while(hi-lo>1) {
    int mid = lo + ((hi-lo) >> 1); // to avoid overflows
    // lo will become the last index that satisfies X conditior
```

```
    // hi is the first element that doesn't satisfy X condition
    // lower_bound = <
    // upper_bound = <=
    // upper using lower = lo, < + ek for loop to traverse the

    // essence ->
    // remember, lo ke left mai condition always true, lo last
    // hi ke right mai condition always false, hi first one jis
    // hi will probably be the answer in most cases
    // hi+1, lo, lo-1 are also potential answers (maybe, mujhe

    // always make condition such that when it's true, left seg
    // if condition true toh bas right segment mai search hoga,
    auto check = [&](ll mid) {
        // this is where majority is what you wanna write happe
      return (/*condition here*/);
    };
    if(check(mid)){
        // do stuff here
        lo = mid;
    }
    else {
        hi = mid;
    }
}
```

fac

- fac
- https://thesobersobber.github.io/CP-Snippets/fac
- github-snip-file

```
int fac[maxn];
int inv[maxn];
fac[1] = inv[1] = 1;
for (int i=2; i<maxn; i++){
  fac[i] = (fac[i-1] * i)%mod;
  inv[i] = power(fac[i], mod - 2);
}
```

factorization

- factorization
- https://thesobersobber.github.io/CP-Snippets/factorization
- github-snip-file

```
void printFactors(int n) {
    for (int i=1; i * i<=n; i++){}
        if (n%i == 0) {
            if (n/i == i) cout << i << " ";
            else cout << i << " " << n/i << " ";
        }
    }
    cout << "
";
}

void printPrimeFactors(int n){
 set<int> f;
 for (int i = 2; i*i <= n; i++){
     while (n % i == 0){
         f.insert(i);
         n /= i;
```

```
      }
 }
 for (auto &i : f){
     cout << i << " ";
 }
 cout << "
";
}
```

fenwick

- binary indexed tree
- https://thesobersobber.github.io/CP-Snippets/fenwick
- github-snip-file

```
// 0-indexed BIT (binary indexed tree / Fenwick tree) (i : [0,
template <class T>
struct BIT{
    int n;
    vector<T> data;
    BIT(int len = 0) : n(len), data(len) {}
    void reset() { fill(data.begin(), data.end(), T(0)); }
    void add(int pos, T v){
        // a[pos] += v
        pos++;
        while (pos > 0 and pos <= n)
            data[pos - 1] += v, pos += pos & -pos;
    }
    T sum(int k) const{
        // a[0] + ... + a[k - 1]
        T res = 0;
```

```
        while (k > 0)
            res += data[k - 1], k -= k & -k;
        return res;
    }

    T sum(int l, int r) const { return sum(r) - sum(l); } // a[
    // dbg functions
    template <class OStream>
    friend OStream &operator<<(OStream &os, const BIT &bit){
        T prv = 0;
        os << '[';
        for (int i = 1; i <= bit.n; i++){
            T now = bit.sum(i);
            os << now - prv << ',', prv = now;
        }
        return os << ']';
    }
};
```

file_io

- for coding competetions
- https://thesobersobber.github.io/CP-Snippets/file_io
- github-snip-file

```
void file_i_o(){
    freopen("./tests/test01.txt", "r", stdin);
    freopen("./tests/output01.txt", "w", stdout);
}
```

freq-map

- freq-map
- https://thesobersobber.github.io/CP-Snippets/freq-map
- github-snip-file

```
map<int, int> m;
for(int i=0; i<n;i++){
  if(m.find(a[i])==m.end()) m[a[i]]=1;
  else m[a[i]]++;
}
```

gr-inp-Fwt

- graph input weight
- https://thesobersobber.github.io/CP-Snippets/gr-inp-Fwt
- github-snip-file

```
int e=f(n);
vector<vector<pair<int,int>>> g(n+1);
for(int i=1;i<=e;i++){
  int u,v,wt; cin>>u>>v>>wt;
  g[u].push_back({v,wt});
  g[v].push_back({u,wt});
}
```

gr-inp

- graph input
- https://thesobersobber.github.io/CP-Snippets/gr-inp
- github-snip-file

```
int e=f(n);
vector<vector<int>> g(n+1);
for(int i=1;i<=e;i++){
  int u,v; cin>>u>>v;
  g[u].push_back(v);
  g[v].push_back(u);
}
```

highest_exponent

- power_in_fac
- `https://thesobersobber.github.io/CP-Snippets/highest_expone`
- github-snip-file

```
int highest_exponent(int p, const int &n){
  int ans = 0;
  int t = p;
  while(t <= n){
    ans += n/t;
    t*=p;
  }
  return ans;
}
```

interactive

- essential measures for interactive problems
- `https://thesobersobber.github.io/CP-Snippets/interactive`
- github-snip-file

```
void solve(){
    int n; cin>>n;

    auto querySystem = [&](int l, int r) {
        // print your query
        cout<<r-l+1<<endl;
        cout<<endl;
        // receive and return reply from system
        int wt; cin>>wt;
        return wt;
    };

    // write your logic here and use querySystem to receive ans
    // do a cout<<endl after each cout



    cout<<endl;
}
```

ip-overloads

- I/O Overloads that I don't use
- https://thesobersobber.github.io/CP-Snippets/ip-overloads
- github-snip-file

```
template<typename T1, typename T2> inline istream& operator >>
template<typename T1, typename T2> inline ostream& operator <<
template<typename T> istream& operator >> (istream& in, vector<

void read(auto&... args) { ((cin>>args), ...); }
void put(auto&&... args) { ((cout<<args<<" "), ...);}
```

```
#define get(T,args...)    T args; read(args);
#define putn(args...)     { put(args); cout<<"
"; }
#define pute(args...)     { put(args); cout<<endl; }
#define putr(args...)     { putn(args) return ;}
```

kadane

- max subarray sum O(n)
- `https://thesobersobber.github.io/CP-Snippets/kadane`
- github-snip-file

```
int maxSubArraySum(vector<int> &v, int size){
    int max_so_far=INT_MIN, max_ending_here = 0;
    for (int i=0; i<v.size(); i++){
        max_ending_here += a[i];
        if (max_so_far<max_ending_here) max_so_far=max_ending_h
        if (max_ending_here < 0) max_ending_here = 0;
    }
    return max_so_far;
}
```

kahn's algo

- toposort using bfs (kahn's algo)
- `https://thesobersobber.github.io/CP-Snippets/topo-bfs`
- github-snip-file

```
queue<int> q;
vector<int> in(n+1, 0), topo, visG(n+1, 0);
for(int i=1; i<=n; i++) for(auto child: adj[i]) in[child]++;
for(int i=1; i<=n; i++) if(in[i]==0) q.push(i);
while(!q.empty()){
    int curr = q.front(); q.pop();
    topo.push_back(curr);
    for(auto i: g[curr]){
        if(!visG[i]) continue;
        in[i]--;
        if(in[i]==0) q.push(i);
    }
}
if(topo.size()==n) for(auto i: topo) cout<<i<<" ";
else cout<<"cycle in und graph";
```

kosaraju

- kosaraju
- https://thesobersobber.github.io/CP-Snippets/kosaraju
- github-snip-file

```
class Graph {
 int V;
 vector<int> *adj;

 void fillOrder(int v, bool visited[], stack<int> &s);

 void dfsUtil(int v, bool visited[]);

public:
```

```
 Graph(int V) : V(V)
 {
   adj = new vector<int>[V];
 }
 ~Graph()
 {
    delete[] adj;
 }

 void addEdge(int v, int w);

 void printSCCs();

 Graph getTranspose();
};

void Graph::dfsUtil(int v, bool visited[]) {
 visited[v] = true;
 cout << v <<  " ";
 for (auto &it : adj[v])
     if (!visited[it])
        dfsUtil(it, visited);
}

Graph Graph::getTranspose() {
 Graph g(V);
 for (int i = 0; i < V; i++) {
     for (auto &it : adj[i])
         g.adj[it].push_back(i);
 }
 return g;
}
```

```
void Graph::addEdge(int v, int w) {
 adj[v].push_back(w);
}

void Graph::fillOrder(int v, bool visited[], stack<int> &s) {
 visited[v] = true;
 for (auto &it : adj[v])
     if (!visited[it])
         fillOrder(it, visited, s);
 s.push(v);
}

void Graph::printSCCs() {
 stack<int> s;
 bool visited[V] = {0};
 for (int i = 0; i < V; i++)
      if (!visited[i])
        fillOrder(i, visited, s);

 Graph gr = getTranspose();
 for (int i = 0; i < V; i++)
     visited[i] = false;

 while (!s.empty()) {
     int v = s.top();
     s.pop();
     if (!visited[v]){
        gr.dfsUtil(v, visited);
        cout << "
";
     }
```

```
 }
}
```

kruskal

- kruskal
- https://thesobersobber.github.io/CP-Snippets/kruskal
- github-snip-file

```
auto kruskalMST(vector<Edge> &edges, int V){
    int cost = 0;
    DSU dsu(V);
    sort(begin(edges), end(edges));
    vector<Edge> tree;
    for (const auto &[u, v, w] : edges){
        if (dsu.getParent(u) != dsu.getParent(v)) {
            cost += w;
            tree.emplace_back(u, v, w);
            dsu.join(u, v);
        }
    }
    return make_pair(tree, cost);
}
```

lambda_function

- lambda_function
- https://thesobersobber.github.io/CP-Snippets/lambda_functio
- github-snip-file

```
auto check = [&](ll mid) {
  return mid - (mid / n) >= k;
};
```

lca-isAncestor

- lca that uses isAncestor instead of level jumping, sets a level upper limit of 25 itself since 2^25 is bigger than any N give anyways
- `https://thesobersobber.github.io/CP-Snippets/lca-isAncestor`
- github-snip-file

```
void dfs(int node,int parent,vector<vector<pair<int,int>>>&g,ve
                                    vector<int>&tin,vector<int>
   up[node][0]=parent;

   for(int i=1;i<25;i++)
      up[ node ][i] = up[ up[node][i-1] ][i-1];

   tin[node]=timer++;

   for(auto &[child,wt] : g[node])
   {
         if(child==parent)
               continue;
         depth[child]=depth[node]+1;

         dp[child]=dp[node];
         dp[child][wt]++;

         dfs(child,node,g,up,dp,tin,tout,depth);
   }
```

```
   tout[node]=timer++;
}

bool is_ancestor(int u,int v,vector<int>&tin,vector<int>&tout)
{
   return tin[u]<=tin[v] && tout[u]>=tout[v];
}

int LCAquery(int u,int v,vector<vector<int>>&up,vector<int>&tir
{
      if( is_ancestor(u,v,tin,tout) )
            return u;
      if( is_ancestor(v,u,tin,tout) )
            return v;
      for(int i=24;i>=0;i--)
      {
           if (!is_ancestor(up[u][i], v,tin,tout))
           {
                u = up[u][i];
           }
      }
      return up[u][0];
}
```

lca

- LCA path satisfying some condition
- `https://thesobersobber.github.io/CP-Snippets/lca`
- github-snip-file

```
constexpr int N = 5; // No. of vertices
constexpr int L = 4; // ceil(logN / log2) + 1

// Vertices from 1 to N.
vector<int> adj[N + 1];
int up[N + 1][L];
int level[N + 1];

void dfs(int u, int prev = 0){
 up[u][0] = prev;
 for (auto &v : adj[u]){
     if (v == prev) continue;

     level[v] = level[u] + 1;
     dfs(v, u);
 }
}

void binaryLift(){
 dfs(1);
 for (int i = 1; i < L; i++)
     for (int j = 1; j <= N; j++)
          up[j][i] = up[up[j][i - 1]][i - 1];
}

int LCA(int a, int b){
 if (level[a] > level[b])
     swap(a, b);

 int diff = level[b] - level[a];
 for (int i = 0; i < L; i++){
     if ((diff & (1 << i)))
```

```
        b = up[b][i];
 }

 if (a == b) return a;

 for (int i = L - 1; i >= 0; i--){
     if (up[a][i] != up[b][i]){
         a = up[a][i];
         b = up[b][i];
     }
 }
 return up[a][0];
}

void addEdge(int u, int v){
 adj[u].push_back(v);
 adj[v].push_back(u);
}

int dist(int a, int b){
 return level[a] + level[b] - 2 * level[LCA(a, b)];
}
```

log

- log
- https://thesobersobber.github.io/CP-Snippets/log
- github-snip-file

```
// Computes x which a ^ x = b mod n.
```

```
long long d_log(long long a, long long b, long long n) {
  long long m = ceil(sqrt(n));
  long long aj = 1;
  map<long long, long long> M;
  for (int i = 0; i < m; ++i) {
    if (!M.count(aj))
      M[aj] = i;
    aj = (aj * a) % n;
  }

  long long coef = mod_pow(a, n - 2, n);
  coef = mod_pow(coef, m, n);
  // coef =  a ^ (-m)
  long long gamma = b;
  for (int i = 0; i < m; ++i) {
    if (M.count(gamma)) {
      return i * m + M[gamma];
    } else {
      gamma = (gamma * coef) % n;
    }
  }
  return -1;
}
```

matrix

- matrix
- https://thesobersobber.github.io/CP-Snippets/matrix
- github-snip-file

```
const int MN  = 111;
const int mod = 10000;

struct matrix {
  int r, c;
  int m[MN][MN];

  matrix (int _r, int _c) : r (_r), c (_c) {
    memset(m, 0, sizeof m);
  }

  void print() {
    for (int i = 0; i < r; ++i) {
      for (int j = 0; j < c; ++j)
        cout << m[i][j] << " ";
      cout << endl;
    }
  }

  int x[MN][MN];
  matrix & operator *= (const matrix &o) {
    memset(x, 0, sizeof x);
    for (int i = 0; i < r; ++i)
      for (int k = 0; k < c; ++k)
        if (m[i][k] != 0)
          for (int j = 0; j < c; ++j) {
            x[i][j] = (x[i][j] +  ((m[i][k] * o.m[k][j]) % mod)
          }
    memcpy(m, x, sizeof(m));
    return *this;
  }
};
```

```
void matrix_pow(matrix b, long long e, matrix &res) {
  memset(res.m, 0, sizeof res.m);
  for (int i = 0; i < b.r; ++i)
    res.m[i][i] = 1;

  if (e == 0) return;
  while (true) {
    if (e & 1) res *= b;
    if ((e >>= 1) == 0) break;
    b *= b;
  }
}
```

mint

- modular integer
- https://thesobersobber.github.io/CP-Snippets/mint
- github-snip-file

```
struct mi {
    int64_t v; explicit operator int64_t() const { return v % m
    mi() { v = 0; }
    mi(int64_t _v) {
        v = (-mod < _v && _v < mod) ? _v : _v % mod;
        if (v < 0) v += mod;
    }
    friend bool operator==(const mi& a, const mi& b) {
        return a.v == b.v; }
    friend bool operator!=(const mi& a, const mi& b) {
        return !(a == b); }
```

```
    friend bool operator<(const mi& a, const mi& b) {
        return a.v < b.v; }

    mi& operator+=(const mi& m) {
        if ((v += m.v) >= mod) v -= mod;
        return *this; }
    mi& operator-=(const mi& m) {
        if ((v -= m.v) < 0) v += mod;
        return *this; }
    mi& operator*=(const mi& m) {
        v = v*m.v%mod; return *this; }
    mi& operator/=(const mi& m) { return (*this) *= inv(m); }
    friend mi pow(mi a, int64_t p) {
        mi ans = 1; assert(p >= 0);
        for (; p; p /= 2, a *= a) if (p&1) ans *= a;
        return ans;
    }
    friend mi inv(const mi& a) { assert(a.v != 0);
        return pow(a,mod-2); }

    mi operator-() const { return mi(-v); }
    mi& operator++() { return *this += 1; }
    mi& operator--() { return *this -= 1; }
    mi operator++(int32_t) { mi temp; temp.v = v++; return temp
    mi operator--(int32_t) { mi temp; temp.v = v--; return temp
    friend mi operator+(mi a, const mi& b) { return a += b; }
    friend mi operator-(mi a, const mi& b) { return a -= b; }
    friend mi operator*(mi a, const mi& b) { return a *= b; }
    friend mi operator/(mi a, const mi& b) { return a /= b; }
    friend ostream& operator<<(ostream& os, const mi& m) {
        os << m.v; return os;
    }
```

```
    friend istream& operator>>(istream& is, mi& m) {
        int64_t x; is >> x;
        m.v = x;
        return is;
    }
    friend void __print(const mi &x) {
        cerr << x.v;
    }
};
```

modpow

- modpow
- https://thesobersobber.github.io/CP-Snippets/modpow
- github-snip-file

```
ll modpow(ll a, ll b){
    a %= m;
    ll res = 1;
    while (b > 0) {
        if (b & 1) res = res * a % m;
        a=a*a%m;
        b>>=1;
    }
    return res;
}
```

pbds

- pbds
- https://thesobersobber.github.io/CP-Snippets/pbds

- github-snip-file

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
// pbds = find_by_value(), order_of_key()
// find_by_order(k)  returns iterator to kth element starting f
// order_of_key(k) returns count of elements strictly smaller t
template<class T> using minheap = priority_queue<T,vector<T>,gr
template<class T> using ordered_set = tree<T, null_type,less<T>
template<class key, class value, class cmp = std::less<key>> us
```

pq

- pq
- https://thesobersobber.github.io/CP-Snippets/pq
- github-snip-file

```
priority_queue<int> pq;
priority_queue<int, vector<int>, greater<>> pq;
```

prime-related-stuff

- implements prime fac, fac list and is_prime in both space optimized and time optimized ways
- https://thesobersobber.github.io/CP-Snippets/prime-related-
- github-snip-file

```
vector<int> smallest_factor;
vector<bool> prime;
vector<int> primes;
```

```
void sieve(int maximum)
{
    maximum = max(maximum, 1);
    smallest_factor.assign(maximum + 1, 0);
    prime.assign(maximum + 1, true);
    prime[0] = prime[1] = false;
    primes = {};
    for (int p = 2; p <= maximum; p++)
        if (prime[p])
        {
            smallest_factor[p] = p;
            primes.push_back(p);
            for (int64_t i = int64_t(p) * p; i <= maximum; i +=
                if (prime[i])
                {
                    prime[i] = false;
                    smallest_factor[i] = p;
                }
        }
}


// Determines whether n is prime in worst case O(sqrt n / log r
// If we've run `sieve` up to at least n, takes O(1) time.
bool is_prime(int64_t n)
{
    int64_t sieve_max = int64_t(smallest_factor.size()) - 1;
    assert(1 <= n && n <= sieve_max * sieve_max);
    if (n <= sieve_max)
        return prime[n];
    for (int64_t p : primes)
    {
```

```
        if (p * p > n)
            break;
        if (n % p == 0)
            return false;
    }
    return true;
}




// Prime factorizes n in worst case O(sqrt n / log n). Requires
// If we've run `sieve` up to at least n, takes O(log n) time.
template <typename T>
vector<pair<T, int>> prime_factorize(T n)
{
    int64_t sieve_max = int64_t(smallest_factor.size()) - 1;
    assert(1 <= n && n <= sieve_max * sieve_max);
    vector<pair<T, int>> result;
    if (n <= sieve_max)
    {
        while (n != 1)
        {
            int p = smallest_factor[n];
            int exponent = 0;
            do
            {
                n /= p;
                exponent++;
            } while (n % p == 0);
            result.emplace_back(p, exponent);
        }
```

```
        return result;
    }
    for (int p : primes)
    {
        if (int64_t(p) * p > n)
            break;
        if (n % p == 0)
        {
            result.emplace_back(p, 0);
            do
            {
                n /= p;
                result.back().second++;
            } while (n % p == 0);
        }
    }
    if (n > 1)
        result.emplace_back(n, 1);
    return result;
}



template <typename T>
vector<T> generate_factors(const vector<pair<T, int>> &prime_fa
{
    // See http://oeis.org/A066150 and http://oeis.org/A036451
    static vector<T> buffer;
    int product = 1;
    for (auto &pf : prime_factors)
        product *= pf.second + 1;
    vector<T> factors = {1};
```

```
    factors.reserve(product);
    if (sorted)
        buffer.resize(product);
    for (auto &pf : prime_factors)
    {
        T p = pf.first;
        int exponent = pf.second;
        int before_size = int(factors.size());
        for (int i = 0; i < exponent * before_size; i++)
            factors.push_back(factors[factors.size() - before_s
        if (sorted && factors[before_size - 1] > p)
            for (int section = before_size; section < int(factc
                for (int i = 0; i + section < int(factors.size(
                {
                    int length = min(2 * section, int(factors.s
                    merge(factors.begin() + i, factors.begin()
                          factors.begin() + i + section, factor
                          buffer.begin());
                    copy(buffer.begin(), buffer.begin() + lengt
                }
    }
    assert(int(factors.size()) == product);
    return factors;
}


void pre_process() {
    sieve(1e6+5);
}


// mint
```

```
struct mi {
    int64_t v; explicit operator int64_t() const { return v % m
    mi() { v = 0; }
    mi(int64_t _v) {
        v = (-mod < _v && _v < mod) ? _v : _v % mod;
        if (v < 0) v += mod;
    }
    friend bool operator==(const mi& a, const mi& b) {
        return a.v == b.v; }
    friend bool operator!=(const mi& a, const mi& b) {
        return !(a == b); }
    friend bool operator<(const mi& a, const mi& b) {
        return a.v < b.v; }

    mi& operator+=(const mi& m) {
        if ((v += m.v) >= mod) v -= mod;
        return *this; }
    mi& operator-=(const mi& m) {
        if ((v -= m.v) < 0) v += mod;
        return *this; }
    mi& operator*=(const mi& m) {
        v = v*m.v%mod; return *this; }
    mi& operator/=(const mi& m) { return (*this) *= inv(m); }
    friend mi pow(mi a, int64_t p) {
        mi ans = 1; assert(p >= 0);
        for (; p; p /= 2, a *= a) if (p&1) ans *= a;
        return ans;
    }
    friend mi inv(const mi& a) { assert(a.v != 0);
        return pow(a,mod-2); }
```

```
    mi operator-() const { return mi(-v); }
    mi& operator++() { return *this += 1; }
    mi& operator--() { return *this -= 1; }
    mi operator++(int32_t) { mi temp; temp.v = v++; return temp
    mi operator--(int32_t) { mi temp; temp.v = v--; return temp
    friend mi operator+(mi a, const mi& b) { return a += b; }
    friend mi operator-(mi a, const mi& b) { return a -= b; }
    friend mi operator*(mi a, const mi& b) { return a *= b; }
    friend mi operator/(mi a, const mi& b) { return a /= b; }
    friend ostream& operator<<(ostream& os, const mi& m) {
        os << m.v; return os;
    }
    friend istream& operator>>(istream& is, mi& m) {
        int64_t x; is >> x;
        m.v = x;
        return is;
    }
    friend void __print(const mi &x) {
        cerr << x.v;
    }
};
```

re-write

- a bunch of re and write functions based on template meta programming heklpful in cp.
- `https://thesobersobber.github.io/CP-Snippets/read-write-fn-`
- github-snip-file

```
template <class T1, class T2> void re(pair<T1, T2> &p);
template <class T> void re(vector<T> &a);
```

```
template <class T, size_t SZ> void re(array<T, SZ> &a);
template <class T> void re(T &x) { cin >> x; }
void re(double &x) { string t;re(t); x = stod(t);}
template <class Arg, class... Args> void re(Arg &first, Args &.
template <class T1, class T2> void re(pair<T1, T2> &p) { re(p.f
template <class T> void re(vector<T> &a) {for (int i = 0; i < s
template <class T, size_t SZ>void re(array<T, SZ> &a) { for (ir
template <class T>
void write(T x) { cout << x << " "; }
template <class T> void writen(T x) { cout << x << nl; }
template<class T> using minheap = priority_queue<T,vector<T>,gr
template<class T> using ordered_set = tree<T, null_type,less<T>
template<class key, class value, class cmp = std::less<key>> us
```

recur-binsearch

- recursive binary search implementation to make intution easier ig
- https://thesobersobber.github.io/CP-Snippets/recur-binsearc
- github-snip-file

```
auto check = [&](int mid) {
      // smthing here
      return bool ();
};
function<int(int,int)> recur_binsearch = [&](int lo, int hi) {
  if(hi<=lo) return lo;
  int mid=(lo+hi)/2;
  if(check(mid)) return recur_binsearch(lo, mid-1);
  return recur_binsearch(mid+1, hi);
}
```

recur-modpow

- recur-modpow
- https://thesobersobber.github.io/CP-Snippets/recur-modpow
- github-snip-file

```
int power(int x, int y){
    if (y==0) return 1;

    int v = power(x, y/2);
    v *= v;
    v %= mod;
    if (y&1) return (v*x)%mod;
    else return v;
}
```

rng

- rng
- https://thesobersobber.github.io/CP-Snippets/rng
- github-snip-file

```
//random generator
mt19937 rng(chrono::steady_clock::now().time_since_epoch().cour
ll rnd(ll a,ll b){if(a > b){return -1;}return a + (ll)rng() % (
```

rr-segtree

- best segtree
- https://thesobersobber.github.io/CP-Snippets/rr-segtree

- github-snip-file

```
int phi[N+1];

struct node
{
     long long sum,max,lca,size;
     node()
     {
          lca=-1;
          max=-1;
          sum=-1;
          size=0;
     };
};

struct Segment_Tree
{
     vector<node> segtree;
     int n;
     node identity;

     void init(int _n)
     {
          identity.lca=-1;
          identity.sum=0;
          identity.max=-1;
          identity.size=0;

          n=1;
          while(n<_n)
               n=n*2;
```

```
        segtree.resize(2*n);
    }

    node merge(node a,node b)
    {
          if(a.lca<1)
              return b;
          if(b.lca<1)
              return a;

          node ans;
          ans.max=std::max(a.max,b.max);
          ans.sum=a.sum+b.sum;
          ans.size=a.size+b.size;

          int ex=50;
          int A=a.lca;
          int B=b.lca;

          while(true)
          {
              if(A==B)
                  break;
              if(A>B)
              {
                  ans.sum=ans.sum+a.size;
                  A=phi[A];
              }
              else
              {
                  ans.sum=ans.sum+b.size;
                  B=phi[B];
```

```
            }
        }
        ans.lca=A;

        return ans;
}

void build(int curr,int left,int right,vector<int>&ar)
{

     if(right-left==1)
     {
          if(left<ar.size())
          {
               segtree[curr].sum=0;
               segtree[curr].max=ar[left];
               segtree[curr].lca=ar[left];
               segtree[curr].size=1;
          }
          else
          {
               segtree[curr].sum=0;
               segtree[curr].max=-1;
               segtree[curr].lca=-1;
               segtree[curr].size=0;
          }
          return;
     }

     int mid=(left+right)/2;
     build(2*curr+1,left,mid,ar);
     build(2*curr+2,mid,right,ar);
```

```
     segtree[curr]=merge(segtree[2*curr+1],segtree[2*curr+
 }

node sum(int lq,int rq,int node,int left,int right)
{

     if(lq>=right || rq<=left)
          return identity;
     if(left>=lq && rq>=right)
          return segtree[node];

     int mid=(left+right)/2;
     return merge(sum(lq,rq,2*node+1,left,mid),sum(lq,rq,2
}

void operate(int lq,int rq,int curr,int left,int right)
{
     if(lq>=right || rq<=left)
               return;

     if(right-left==1)
     {
          int val=segtree[curr].lca;
          val=phi[val];
          segtree[curr].lca=val;
          segtree[curr].max=val;
          segtree[curr].sum=0;
          segtree[curr].size=1;
          return;
     }
```

```
            if(segtree[curr].max<=1)
                 return;

            int mid=(left+right)/2;
            operate(lq,rq,2*curr+1,left,mid);
            operate(lq,rq,2*curr+2,mid,right);

            segtree[curr]=merge(segtree[2*curr+1],segtree[2*curr+
        }

};
```

segtree

- sextree
- https://thesobersobber.github.io/CP-Snippets/segtree
- github-snip-file

```
template<class T, class U>
// T -> node, U->update.
struct Lsegtree{
    vector<T>st;
    vector<U>lazy;
    ll n;
    T identity_element;
    U identity_update;

    /*
        Definition of identity_element: the element I such that
        for all x
```

```
        Definition of identity_update: the element I such that
        for all x
    */

    Lsegtree(ll n, T identity_element, U identity_update){
        this->n = n;
        this->identity_element = identity_element;
        this->identity_update = identity_update;
        st.assign(4*n,identity_element);
        lazy.assign(4*n, identity_update);
    }

    T combine(T l, T r){
        // change this function as required.
        T ans = (l + r);
        return ans;
    }

    void buildUtil(ll v, ll tl, ll tr, vector<T>&a){
        if(tl == tr){
            st[v] = a[tl];
            return;
        }
        ll tm = (tl + tr)>>1;
        buildUtil(2*v + 1, tl, tm,a);
        buildUtil(2*v + 2,tm+1,tr,a);
        st[v] = combine(st[2*v + 1], st[2*v + 2]);
    }

    // change the following 2 functions, and you're more or les
    T apply(T curr, U upd, ll tl, ll tr){
        T ans = (tr-tl+1)*upd;
```

```
        // increment range by upd:
        // T ans = curr + (tr - tl + 1)*upd
        return ans;
    }

    U combineUpdate(U old_upd, U new_upd, ll tl, ll tr){
        U ans = old_upd;
        ans=new_upd;
        return ans;
    }

    void push_down(ll v, ll tl, ll tr){
        //for the below line to work, make sure the "==" operat
        if(lazy[v] == identity_update)return;
        st[v] = apply(st[v], lazy[v], tl, tr);
        if(2*v + 1 <= 4*n){
            ll tm = (tl + tr)>>1;
            lazy[2*v + 1] = combineUpdate(lazy[2*v+1], lazy[v],
            lazy[2*v + 2] = combineUpdate(lazy[2*v+2], lazy[v],
        }
        lazy[v] = identity_update;
    }

    T queryUtil(ll v, ll tl, ll tr, ll l, ll r){
        push_down(v,tl,tr);
        if(l > r)return identity_element;
        if(tr < l or tl > r){
            return identity_element;
        }
        if(l <= tl and r >= tr){
            return st[v];
        }
```

```
        ll tm = (tl + tr)>>1;
        return combine(queryUtil(2*v+1,tl,tm,l,r), queryUtil(2*
    }

    void updateUtil(ll v, ll tl, ll tr, ll l, ll r, U upd){
        push_down(v,tl,tr);
        if(tr < l or tl > r)return;
        if(tl >=l and tr <=r){
            lazy[v] = combineUpdate(lazy[v],upd,tl,tr);
            push_down(v,tl,tr);
        } else{
            ll tm = (tl + tr)>>1;
            updateUtil(2*v+1,tl,tm,l,r,upd);
            updateUtil(2*v+2,tm+1,tr,l,r,upd);
            st[v] = combine(st[2*v + 1], st[2*v+2]);
        }
    }

    void build(vector<T>a){
        assert( (ll)a.size() == n);
        buildUtil(0,0,n-1,a);
    }

    T query(ll l, ll r){
        return queryUtil(0,0,n-1,l,r);
    }

    void update(ll l,ll r, U upd){
        updateUtil(0,0,n-1,l,r,upd);
    }
};
```

seive

- seive
- https://thesobersobber.github.io/CP-Snippets/seive
- github-snip-file

```
vector<bool> Prime;
vector<int> spf;
void sieve(int s = maxn) {
    Prime.resize(s + 1, 1);
    spf.resize(s + 1, s + 1);
    for(int i = 2 ; i <= s ; i++)   if(Prime[i]) {
        spf[i] = min(spf[i], i);
        for(int j = i ; (ll)j * i <= s ; j++)
            Prime[j * i] = 0, spf[j * i] = min(i, spf[j * i]);
    }
}
```

splay-tree-rr-sir

- used here by rr sir, I have no idea how to use it or what it's used in mostly, RR Sir ABC F Submission
- https://thesobersobber.github.io/CP-Snippets/Splay Tree
- github-snip-file

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>

namespace allocator {
```

```
// Array allocator.
template <class T, int MAXSIZE>
struct array {
  T v[MAXSIZE], *top;
  array() : top(v) {}
  T *alloc(const T &val = T()) { return &(*top++ = val); }
  void dealloc(T *p) {}
};

// Stack-based array allocator.
template <class T, int MAXSIZE>
struct stack {
  T v[MAXSIZE];
  T *spot[MAXSIZE], **top;
  stack() {
    for (int i = 0; i < MAXSIZE; ++i) spot[i] = v + i;
    top = spot + MAXSIZE;
  }
  T *alloc(const T &val = T()) { return &(**--top = val); }
  void dealloc(T *p) { *top++ = p; }
};

}  // namespace allocator

namespace splay {

// Abstract node struct.
template <class T>
struct node {
  T *f, *c[2];
  int size;
```

```
  node() {
    f = c[0] = c[1] = nullptr;
    size = 1;
  }
  void push_down() {}
  void update() {
    size = 1;
    for (int t = 0; t < 2; ++t)
      if (c[t]) size += c[t]->size;
  }
};

// Abstract reversible node struct.
template <class T>
struct reversible_node : node<T> {
  int r;
  reversible_node() : node<T>() { r = 0; }
  void push_down() {
    node<T>::push_down();
    if (r) {
      for (int t = 0; t < 2; ++t)
        if (node<T>::c[t]) node<T>::c[t]->reverse();
      r = 0;
    }
  }
  void update() { node<T>::update(); }
  // Reverse the range of this node.
  void reverse() {
    std::swap(node<T>::c[0], node<T>::c[1]);
    r = r ^ 1;
  }
};
```

```
template <class T, int MAXSIZE = 500000,
          class alloc = allocator::array<T, MAXSIZE + 2>>
struct tree {
  alloc pool;
  T *root;
  // Get a new node from the pool.
  T *new_node(const T &val = T()) { return pool.alloc(val); }
  tree() {
    root = new_node(), root->c[1] = new_node(), root->size = 2;
    root->c[1]->f = root;
  }
  // Helper function to rotate node.
  void rotate(T *n) {
    int v = n->f->c[0] == n;
    T *p = n->f, *m = n->c[v];
    if (p->f) p->f->c[p->f->c[1] == p] = n;
    n->f = p->f, n->c[v] = p;
    p->f = n, p->c[v ^ 1] = m;
    if (m) m->f = p;
    p->update(), n->update();
  }
  // Splay n so that it is under s (or to root if s is null).
  void splay(T *n, T *s = nullptr) {
    while (n->f != s) {
      T *m = n->f, *l = m->f;
      if (l == s)
        rotate(n);
      else if ((l->c[0] == m) == (m->c[0] == n))
        rotate(m), rotate(n);
      else
        rotate(n), rotate(n);
```

```
  }
  if (!s) root = n;
}
// Get the size of the tree.
int size() { return root->size - 2; }
// Helper function to walk down the tree.
int walk(T *n, int &v, int &pos) {
  n->push_down();
  int s = n->c[0] ? n->c[0]->size : 0;
  (v = s < pos) && (pos -= s + 1);
  return s;
}
// Insert node n to position pos.
void insert(T *n, int pos) {
  T *c = root;
  int v;
  ++pos;
  while (walk(c, v, pos), c->c[v] && (c = c->c[v]))
    ;
  c->c[v] = n, n->f = c, splay(n);
}
// Find the node at position pos. If sp is true, splay it.
T *find(int pos, int sp = true) {
  T *c = root;
  int v;
  ++pos;
  while ((pos < walk(c, v, pos) || v) && (c = c->c[v]))
    ;
  if (sp) splay(c);
  return c;
}
// Find the range [posl, posr) on the splay tree.
```

```
  T *find_range(int posl, int posr) {
    T *r = find(posr), *l = find(posl - 1, false);
    splay(l, r);
    if (l->c[1]) l->c[1]->push_down();
    return l->c[1];
  }
  // Insert nn of size nn_size to position pos.
  void insert_range(T **nn, int nn_size, int pos) {
    T *r = find(pos), *l = find(pos - 1, false), *c = l;
    splay(l, r);
    for (int i = 0; i < nn_size; ++i) c->c[1] = nn[i], nn[i]->f
    for (int i = nn_size - 1; i >= 0; --i) nn[i]->update();
    l->update(), r->update(), splay(nn[nn_size - 1]);
  }
  // Helper function to dealloc a subtree.
  void dealloc(T *n) {
    if (!n) return;
    dealloc(n->c[0]);
    dealloc(n->c[1]);
    pool.dealloc(n);
  }
  // Remove from position [posl, posr).
  void erase_range(int posl, int posr) {
    T *n = find_range(posl, posr);
    n->f->c[1] = nullptr, n->f->update(), n->f->f->update(), n-
    dealloc(n);
  }
};

}  // namespace splay

const int MAXSIZE = 500005;
```

```
struct node: splay::reversible_node<node> {
  long long val, val_min, label_add;
  node(long long v = 0) : splay::reversible_node<node>(), val(v
  // Add v to the subtree.
  void add(long long v) {
    val += v;
    val_min += v;
    label_add += v;
  }
  void push_down() {
    splay::reversible_node<node>::push_down();
    for (int t = 0; t < 2; ++t) if (c[t]) c[t]->add(label_add);
    label_add = 0;
  }
  void update() {
    splay::reversible_node<node>::update();
    val_min = val;
    for (int t = 0; t < 2; ++t) if (c[t]) val_min = std::min(va
  }
};

splay::tree<node, MAXSIZE, allocator::stack<node, MAXSIZE + 2>>
```

tokenizer

- tokenizer that has no use
- `https://thesobersobber.github.io/CP-Snippets/tokenizer`
- github-snip-file

```
vec(string) tokenizer(string str,char ch) {std::istringstream v
```

totient-seive

- totient-seive
- https://thesobersobber.github.io/CP-Snippets/totient-seive
- github-snip-file

```
  for (int i = 1; i < MN; i++)
    phi[i] = i;

  for (int i = 1; i < MN; i++)
    if (!sieve[i]) // is prime
      for (int j = i; j < MN; j += i)
        phi[j] -= phi[j] / i;
```

totient

- totient
- https://thesobersobber.github.io/CP-Snippets/totient
- github-snip-file

```
long long totient(long long n) {
  if (n == 1) return 0;
  long long ans = n;
  for (int i = 0; primes[i] * primes[i] <= n; ++i) {
    if ((n % primes[i]) == 0) {
      while ((n % primes[i]) == 0) n /= primes[i];
      ans -= ans / primes[i];
    }
  }
  if (n > 1) {
```

```
    ans -= ans / n;
  }
  return ans;
}
```

trie

- trie
- https://thesobersobber.github.io/CP-Snippets/trie
- github-snip-file

```
struct Trie{
    struct node{
        node* next[10];
        node(){
            for(int i=0;i<10;i++) next[i]=NULL;
        }
    };

    node root;

    void add(vector<int>&val){
        node* temp=&root;
        for(auto ele : val){
            if(temp->next[ele]==NULL) temp->next[ele]=new node(
            temp=temp->next[ele];
        }
    }

    int query(vector<int>&val){
        node* temp=&root;
```

```
        int ans=0;
        for(auto ele : val){
            if(temp->next[ele]==NULL) break;
            ans++;
            temp=temp->next[ele];
        }
        return ans;
    }
};
```

troll

- troll
- https://thesobersobber.github.io/CP-Snippets/troll
- github-snip-file

```
// Assembly Generator: gcc -S -o temp.s fileName.cpp
// Executable: gcc -o temp.exe fileName.cpp
#define assembler(x) __asm__(R"(x)");
// real source -
```

two-sat (kosaraju)

- two-sat (kosaraju)
- https://thesobersobber.github.io/CP-Snippets/two-sat (kosar
- github-snip-file

```
/**
 *  Given a set of clauses (a1 v a2)^(a2 v ¬a3)....
 *  this algorithm find a solution to it set of clauses.
```

```
 *  test: http://lightoj.com/volume_showproblem.php?problem=125
 **/

#include<bits/stdc++.h>
using namespace std;
#define MAX 100000
#define endl '
'

vector<int> G[MAX];
vector<int> GT[MAX];
vector<int> Ftime;
vector<vector<int> > SCC;
bool visited[MAX];
int n;


void dfs1(int n){
  visited[n] = 1;

  for (int i = 0; i < G[n].size(); ++i) {
    int curr = G[n][i];
    if (visited[curr]) continue;
    dfs1(curr);
  }

  Ftime.push_back(n);
}

void dfs2(int n, vector<int> &scc) {
  visited[n] = 1;
  scc.push_back(n);
```

```
  for (int i = 0;i < GT[n].size(); ++i) {
    int curr = GT[n][i];
    if (visited[curr]) continue;
    dfs2(curr, scc);
  }
}


void kosaraju() {
  memset(visited, 0, sizeof visited);

  for (int i = 0; i < 2 * n ; ++i) {
    if (!visited[i]) dfs1(i);
  }

  memset(visited, 0, sizeof visited);
  for (int i = Ftime.size() - 1; i >= 0; i--) {
    if (visited[Ftime[i]]) continue;
    vector<int> _scc;
    dfs2(Ftime[i],_scc);
    SCC.push_back(_scc);
  }
}

/**
 * After having the SCC, we must  traverse each scc, if in one
 * Otherwise we  build a solution, making the first "node" that
 **/


bool two_sat(vector<int> &val) {
```

```
  kosaraju();
  for (int i = 0; i < SCC.size(); ++i) {
    vector<bool> tmpvisited(2 * n, false);
    for (int j = 0; j < SCC[i].size(); ++j) {
      if (tmpvisited[SCC[i][j] ^ 1]) return 0;
      if (val[SCC[i][j]] != -1) continue;
      else {
        val[SCC[i][j]] = 0;
        val[SCC[i][j] ^ 1] = 1;
      }
      tmpvisited[SCC[i][j]] = 1;
    }
  }
  return 1;
}

// Example of use

int main() {

  int m, u, v, nc = 0, t; cin >> t;
  // n = "nodes" number, m = clauses number

  while (t--) {
    cin >> m >> n;
    Ftime.clear();
    SCC.clear();
    for (int i = 0; i < 2 * n; ++i) {
      G[i].clear();
      GT[i].clear();
    }
```

```
  // (a1 v a2) = (¬a1 -> a2) = (¬a2 -> a1)
  for (int i = 0; i < m ; ++i) {
    cin >> u >> v;
    int t1 = abs(u) - 1;
    int t2 = abs(v) - 1;
    int p = t1 * 2 + ((u < 0)? 1 : 0);
    int q = t2 * 2 + ((v < 0)? 1 : 0);
    G[p ^ 1].push_back(q);
    G[q ^ 1].push_back(p);
    GT[p].push_back(q ^ 1);
    GT[q].push_back(p ^ 1);
  }

  vector<int> val(2 * n, -1);
  cout << "Case " << ++nc <<": ";
  if (two_sat(val)) {
    cout << "Yes" << endl;
    vector<int> sol;
    for (int i = 0; i < 2 * n; ++i)
      if (i % 2 == 0 and val[i] == 1)
        sol.push_back(i / 2 + 1);
    cout << sol.size() ;

    for (int i = 0; i < sol.size(); ++i) {
      cout << " " << sol[i];
    }
    cout << endl;
  } else {
    cout << "No" << endl;
  }
}
```

```
  return 0;
}
```

variadic

- variadic lambdas with 1 and 2 arguments
- `https://thesobersobber.github.io/CP-Snippets/variadic`
- github-snip-file

```
#define f(u, args...)     [&](auto &&u) { return args; }
#define g(u, v, args...)  [&](auto &&u, auto &&v) { return args
```

xor-basis

- xor-basis
- `https://thesobersobber.github.io/CP-Snippets/xor-basis`
- github-snip-file

```
struct XorBasis{
    private:
    vector<ll> basis;
    int lg;
    int sz = 0;

    public:
    XorBasis(int lg) : lg(lg){
        basis.resize(lg);
    }
    void add(ll x){
        if(x >= (1ll<<lg)) return;
```

```
        for(int i=0;i<lg;i++){
            if(~x&(1ll<<i)) continue;
            if(!basis[i]){
                basis[i] = x;
                ++sz;
            }
            x^=basis[i];
        }
    }
    bool contains(ll x){
        for(int i=0;i<lg;i++){
            if(~x&(1ll<<i)) continue;
            if(!basis[i]){
                return false;
            }
            x^=basis[i];
        }
        return true;
    }
    int size(){
        return sz;
    }
    const vector<ll>::iterator begin(){
        return basis.begin();
    }
    const vector<ll>::iterator end(){
        return basis.end();
    }
};
```