

ACM 常用算法模板

therehello

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1 数据结构

1.1 并查集

```
1 struct dsu {
2     int n;
3     vector<int> fa, sz;
4     dsu(int _n) : n(_n), fa(n + 1), sz(n + 1, 1) {
5         iota(fa.begin(), fa.end(), 0);
6     }
7     int find(int x) { return x == fa[x] ? x : fa[x] = find(fa[x]); }
8     int merge(int x, int y) {
9         int fax = find(x), fay = find(y);
10        if (fax == fay) return 0; // 一个集合
11        sz[fay] += sz[fax];
12        return fa[fax] = fay; // 合并到哪个集合了
13    }
14    int size(int x) { return sz[find(x)]; }
15};
```

1.2 树状数组

1.2.1 一维

```
1 template <class T>
2 struct fenwick {
3     int n;
4     vector<T> t;
5     fenwick(int _n) : n(_n), t(n + 1) {}
6     T query(int l, int r) {
7         auto query = [&](int pos) {
8             T res = 0;
9             while (pos) {
10                res += t[pos];
11                pos -= lowbit(pos);
12            }
13            return res;
14        };
15        return query(r) - query(l - 1);
16    }
17    void add(int pos, T num) {
18        while (pos <= n) {
19            t[pos] += num;
20            pos += lowbit(pos);
21        }
22    }
23};
```

1.2.2 二维

```

1 template <class T>
2 struct Fenwick_tree_2 {
3     Fenwick_tree_2(int n, int m) : n(n), m(m), tree(n + 1, vector<T>(m + 1)) {}
4     T query(int l1, int r1, int l2, int r2) {
5         auto query = [&](int l, int r) {
6             T res = 0;
7             for (int i = l; i; i -= lowbit(i))
8                 for (int j = r; j; j -= lowbit(j)) res += tree[i][j];
9             return res;
10        };
11        return query(l2, r2) - query(l2, r1 - 1) - query(l1 - 1, r2) +
12            query(l1 - 1, r1 - 1);
13    }
14    void update(int x, int y, T num) {
15        for (int i = x; i <= n; i += lowbit(i))
16            for (int j = y; j <= m; j += lowbit(j)) tree[i][j] += num;
17    }
18 private:
19     int n, m;
20     vector<vector<T>> tree;
21 };

```

1.2.3 三维

```

1 template <class T>
2 struct Fenwick_tree_3 {
3     Fenwick_tree_3(int n, int m, int k)
4         : n(n),
5           m(m),
6           k(k),
7           tree(n + 1, vector<vector<T>>(m + 1, vector<T>(k + 1))) {}
8     T query(int a, int b, int c, int d, int e, int f) {
9         auto query = [&](int x, int y, int z) {
10             T res = 0;
11             for (int i = x; i; i -= lowbit(i))
12                 for (int j = y; j; j -= lowbit(j))
13                     for (int p = z; p; p -= lowbit(p)) res += tree[i][j][p];
14             return res;
15        };
16        T res = query(d, e, f);
17        res -= query(a - 1, e, f) + query(d, b - 1, f) + query(d, e, c - 1);
18        res += query(a - 1, b - 1, f) + query(a - 1, e, c - 1) +
19            query(d, b - 1, c - 1);
20        res -= query(a - 1, b - 1, c - 1);
21        return res;
22    }
23    void update(int x, int y, int z, T num) {
24        for (int i = x; i <= n; i += lowbit(i))
25            for (int j = y; j <= m; j += lowbit(j))
26                for (int p = z; p <= k; p += lowbit(p)) tree[i][j][p] += num;

```

```

27     }
28 private:
29     int n, m, k;
30     vector<vector<vector<T>>> tree;
31 };

```

1.3 线段树

```

1 template <class Data, class Num>
2 struct Segment_Tree {
3     inline void update(int l, int r, Num x) { update(1, l, r, x); }
4     inline Data query(int l, int r) { return query(1, l, r); }
5     Segment_Tree(vector<Data>& a) {
6         n = a.size();
7         tree.assign(n * 4 + 1, {});
8         build(a, 1, 1, n);
9     }
10 private:
11     int n;
12     struct Tree {
13         int l, r;
14         Data data;
15     };
16     vector<Tree> tree;
17     inline void pushup(int pos) {
18         tree[pos].data = tree[pos << 1].data + tree[pos << 1 | 1].data;
19     }
20     inline void pushdown(int pos) {
21         tree[pos << 1].data = tree[pos << 1].data + tree[pos].data.lazytag;
22         tree[pos << 1 | 1].data =
23             tree[pos << 1 | 1].data + tree[pos].data.lazytag;
24         tree[pos].data.lazytag = Num::zero();
25     }
26     void build(vector<Data>& a, int pos, int l, int r) {
27         tree[pos].l = l;
28         tree[pos].r = r;
29         if (l == r) {
30             tree[pos].data = a[l - 1];
31             return;
32         }
33         int mid = (tree[pos].l + tree[pos].r) >> 1;
34         build(a, pos << 1, l, mid);
35         build(a, pos << 1 | 1, mid + 1, r);
36         pushup(pos);
37     }
38     void update(int pos, int& l, int& r, Num& x) {
39         if (l > tree[pos].r || r < tree[pos].l) return;
40         if (l <= tree[pos].l && tree[pos].r <= r) {
41             tree[pos].data = tree[pos].data + x;
42             return;
43         }

```

```

44     pushdown(pos);
45     update(pos << 1, 1, r, x);
46     update(pos << 1 | 1, 1, r, x);
47     pushup(pos);
48 }
49 Data query(int pos, int& l, int& r) {
50     if (l > tree[pos].r || r < tree[pos].l) return Data::zero();
51     if (l <= tree[pos].l && tree[pos].r <= r) return tree[pos].data;
52     pushdown(pos);
53     return query(pos << 1, l, r) + query(pos << 1 | 1, l, r);
54 }
55 };
56 struct Num {
57     ll add;
58     inline static Num zero() { return {0}; }
59     inline Num operator+(Num b) { return {add + b.add}; }
60 };
61 struct Data {
62     ll sum, len;
63     Num lazytag;
64     inline static Data zero() { return {0, 0, Num::zero()}; }
65     inline Data operator+(Num b) {
66         return {sum + len * b.add, len, lazytag + b};
67     }
68     inline Data operator+(Data b) {
69         return {sum + b.sum, len + b.len, Num::zero()};
70     }
71 };

```

1.4 普通平衡树

1.4.1 树状数组实现

需要预先处理出来所有可能的数。

```

1  template <typename T>
2  struct treap {
3      int n, size;
4      vector<int> t;
5      vector<T> t2, S;
6      treap(const vector<T>& b) {
7          S = b;
8          sort(S.begin(), S.end());
9          S.erase(unique(S.begin(), S.end()), S.end());
10         n = S.size();
11         size = 0;
12         t = vector<int>(n + 1);
13         t2 = vector<T>(n + 1);
14     }
15     int pos(T x) { return lower_bound(S.begin(), S.end(), x) - S.begin() + 1; }
16     int sum(int pos) {
17         int res = 0;

```



```
18     while (pos) {
19         res += t[pos];
20         pos -= lowbit(pos);
21     }
22     return res;
23 }
24
25 // 插入cnt个x
26 void insert(T x, int cnt) {
27     size += cnt;
28     for (int i = pos(x); i <= n; i += lowbit(i)) {
29         t[i] += cnt;
30         t2[i] += cnt * x;
31     }
32 }
33
34 // 删除cnt个x
35 void erase(T x, int cnt) { insert(x, -cnt); }
36
37 // x的排名
38 int rank(T x) { return sum(pos(x) - 1) + 1; }
39
40 // 统计出现次数
41 int count(T x) { return sum(pos(x)) - sum(pos(x) - 1); }
42
43 // 第k小
44 T kth(int k) {
45     int cnt = 0, x = 0;
46     for (int i = log2(n); i >= 0; i--) {
47         x += 1 << i;
48         if (x >= n || cnt + t[x] >= k) x -= 1 << i;
49         else cnt += t[x];
50     }
51     return S[x];
52 }
53
54 // 前k小的数之和
55 T pre_sum(int k) {
56     int cnt = 0, x = 0;
57     T res = 0;
58     for (int i = log2(n); i >= 0; i--) {
59         x += 1 << i;
60         if (x >= n || cnt + t[x] >= k) x -= 1 << i;
61         else {
62             cnt += t[x];
63             res += t2[x];
64         }
65     }
66     return res + (k - cnt) * S[x];
67 }
68
69 // 小于x, 最大的数
```

```

70     T prev(int x) { return kth(sum(pos(x) - 1)); }
71
72     // 大于x, 最小的数
73     T next(int x) { return kth(sum(pos(x)) + 1); }
74 };

```

1.5 可持久化线段树

```

1 constexpr int MAXN = 200000;
2 vector<int> root(MAXN << 5);
3 struct Persistent_seg {
4     int n;
5     struct Data {
6         int ls, rs;
7         int val;
8     };
9     vector<Data> tree;
10    Persistent_seg(int n, vector<int>& a) : n(n) { root[0] = build(1, n, a); }
11    int build(int l, int r, vector<int>& a) {
12        if (l == r) {
13            tree.push_back({0, 0, a[l]});
14            return tree.size() - 1;
15        }
16        int mid = l + r >> 1;
17        int ls = build(l, mid, a), rs = build(mid + 1, r, a);
18        tree.push_back({ls, rs, tree[ls].val + tree[rs].val});
19        return tree.size() - 1;
20    }
21    int update(int rt, const int& idx, const int& val, int l, int r) {
22        if (l == r) {
23            tree.push_back({0, 0, tree[rt].val + val});
24            return tree.size() - 1;
25        }
26        int mid = l + r >> 1, ls = tree[rt].ls, rs = tree[rt].rs;
27        if (idx <= mid) ls = update(ls, idx, val, l, mid);
28        else rs = update(rs, idx, val, mid + 1, r);
29        tree.push_back({ls, rs, tree[ls].val + tree[rs].val});
30        return tree.size() - 1;
31    }
32    int query(int rt1, int rt2, int k, int l, int r) {
33        if (l == r) return l;
34        int mid = l + r >> 1;
35        int lcnt = tree[tree[rt2].ls].val - tree[tree[rt1].ls].val;
36        if (k <= lcnt) return query(tree[rt1].ls, tree[rt2].ls, k, l, mid);
37        else return query(tree[rt1].rs, tree[rt2].rs, k - lcnt, mid + 1, r);
38    }
39 };

```

1.6 st 表

```
1 auto lg = []() {
2     array<int, 10000001> lg;
3     lg[1] = 0;
4     for (int i = 2; i <= 10000000; i++) lg[i] = lg[i >> 1] + 1;
5     return lg;
6 }();
7 template <typename T>
8 struct st {
9     int n;
10    vector<vector<T>>> a;
11    st(vector<T>& _a) : n(_a.size()) {
12        a.assign(lg[n] + 1, vector<int>(n));
13        for (int i = 0; i < n; i++) a[0][i] = _a[i];
14        for (int j = 1; j <= lg[n]; j++)
15            for (int i = 0; i + (1 << j) - 1 < n; i++)
16                a[j][i] = max(a[j - 1][i], a[j - 1][i + (1 << (j - 1))]);
17    }
18    T query(int l, int r) {
19        int k = lg[r - l + 1];
20        return max(a[k][l], a[k][r - (1 << k) + 1]);
21    }
22 };
```

2 图论

存图

```

1 struct Graph {
2     int n;
3     struct Edge {
4         int to, w;
5     };
6     vector<vector<Edge>> graph;
7     Graph(int _n) {
8         n = _n;
9         graph.assign(n + 1, vector<Edge>());
10    };
11    void add(int u, int v, int w) { graph[u].push_back({v, w}); }
12 };

```

2.1 最短路

2.1.1 dijkstra

```

1 void dij(Graph& graph, vector<int>& dis, int t) {
2     vector<int> visit(graph.n + 1, 0);
3     priority_queue<pair<int, int>> que;
4     dis[t] = 0;
5     que.emplace(0, t);
6     while (!que.empty()) {
7         int u = que.top().second;
8         que.pop();
9         if (visit[u]) continue;
10        visit[u] = 1;
11        for (auto& [to, w] : graph.graph[u]) {
12            if (dis[to] > dis[u] + w) {
13                dis[to] = dis[u] + w;
14                que.emplace(-dis[to], to);
15            }
16        }
17    }
18 }

```

2.2 树上问题

2.2.1 最近公公祖先

倍增法

```

1 vector<int> dep;
2 vector<array<int, 21>> fa;
3 dep.assign(n + 1, 0);
4 fa.assign(n + 1, array<int, 21>{});
5 void binary_jump(int root) {
6     function<void(int)> dfs = [&](int t) {

```

```

7     dep[t] = dep[fa[t][0]] + 1;
8     for (auto& [to] : graph[t]) {
9         if (to == fa[t][0]) continue;
10        fa[to][0] = t;
11        dfs(to);
12    }
13 };
14 dfs(root);
15 for (int j = 1; j <= 20; j++)
16     for (int i = 1; i <= n; i++) fa[i][j] = fa[fa[i][j - 1]][j - 1];
17 }
18 int lca(int x, int y) {
19     if (dep[x] < dep[y]) swap(x, y);
20     for (int i = 20; i >= 0; i--)
21         if (dep[fa[x][i]] >= dep[y]) x = fa[x][i];
22     if (x == y) return x;
23     for (int i = 20; i >= 0; i--) {
24         if (fa[x][i] != fa[y][i]) {
25             x = fa[x][i];
26             y = fa[y][i];
27         }
28     }
29     return fa[x][0];
30 }

```

树剖

```

1 int lca(int x, int y) {
2     while (top[x] != top[y]) {
3         if (dep[top[x]] < dep[top[y]]) swap(x, y);
4         x = fa[top[x]];
5     }
6     if (dep[x] < dep[y]) swap(x, y);
7     return y;
8 }

```

2.2.2 树链剖分

```

1 vector<int> fa, siz, dep, son, dfn, rnk, top;
2 fa.assign(n + 1, 0);
3 siz.assign(n + 1, 0);
4 dep.assign(n + 1, 0);
5 son.assign(n + 1, 0);
6 dfn.assign(n + 1, 0);
7 rnk.assign(n + 1, 0);
8 top.assign(n + 1, 0);
9 void hld(int root) {
10     function<void(int)> dfs1 = [&](int t) {
11         dep[t] = dep[fa[t]] + 1;
12         siz[t] = 1;
13         for (auto& [to, w] : graph[t]) {
14             if (to == fa[t]) continue;

```

```

15         fa[to] = t;
16         dfs1(to);
17         if (siz[son[t]] < siz[to]) son[t] = to;
18         siz[t] += siz[to];
19     }
20 };
21 dfs1(root);
22 int dfn_tail = 0;
23 for (int i = 1; i <= n; i++) top[i] = i;
24 function<void(int)> dfs2 = [&](int t) {
25     dfn[t] = ++dfn_tail;
26     rnk[dfn_tail] = t;
27     if (!son[t]) return;
28     top[son[t]] = top[t];
29     dfs2(son[t]);
30     for (auto& [to, w] : graph[t]) {
31         if (to == fa[t] || to == son[t]) continue;
32         dfs2(to);
33     }
34 };
35 dfs2(root);
36 }

```

2.3 强连通分量

```

1 void tarjan(Graph& g1, Graph& g2) {
2     int dfn_tail = 0, cnt = 0;
3     vector<int> dfn(g1.n + 1, 0), low(g1.n + 1, 0), exist(g1.n + 1, 0),
4         belong(g1.n + 1, 0);
5     stack<int> sta;
6     function<void(int)> dfs = [&](int t) {
7         dfn[t] = low[t] = ++dfn_tail;
8         sta.push(t);
9         exist[t] = 1;
10        for (auto& [to] : g1.graph[t])
11            if (!dfn[to]) {
12                dfs(to);
13                low[t] = min(low[t], low[to]);
14            } else if (exist[to]) low[t] = min(low[t], dfn[to]);
15        if (dfn[t] == low[t]) {
16            cnt++;
17            while (int temp = sta.top()) {
18                belong[temp] = cnt;
19                exist[temp] = 0;
20                sta.pop();
21                if (temp == t) break;
22            }
23        }
24    };
25    for (int i = 1; i <= g1.n; i++)
26        if (!dfn[i]) dfs(i);

```

```
27 g2 = Graph(cnt);
28 for (int i = 1; i <= g1.n; i++) g2.w[belong[i]] += g1.w[i];
29 for (int i = 1; i <= g1.n; i++)
30     for (auto& [to] : g1.graph[i])
31         if (belong[i] != belong[to]) g2.add(belong[i], belong[to]);
32 }
```

2.4 拓扑排序

```
1 void toposort(Graph& g, vector<int>& dis) {
2     vector<int> in(g.n + 1, 0);
3     for (int i = 1; i <= g.n; i++)
4         for (auto& [to] : g.graph[i]) in[to]++;
5     queue<int> que;
6     for (int i = 1; i <= g.n; i++)
7         if (!in[i]) {
8             que.push(i);
9             dis[i] = g.w[i]; // dp
10        }
11    while (!que.empty()) {
12        int u = que.front();
13        que.pop();
14        for (auto& [to] : g.graph[u]) {
15            in[to]--;
16            dis[to] = max(dis[to], dis[u] + g.w[to]); // dp
17            if (!in[to]) que.push(to);
18        }
19    }
20 }
```

3 字符串

3.1 kmp

```
1 auto kmp(string& s) {
2     vector next(s.size(), -1);
3     for (int i = 1, j = -1; i < s.size(); i++) {
4         while (j >= 0 && s[i] != s[j + 1]) j = next[j];
5         if (s[i] == s[j + 1]) j++;
6         next[i] = j;
7     }
8     // next 意为长度
9     for (auto& i : next) i++;
10    return next;
11 }
```

3.2 哈希

```
1 constexpr int N = 1e6;
2 int pow_base[N + 1][2];
3 constexpr ll mod[2] = {(int)2e9 + 11, (int)2e9 + 33},
4                     base[2] = {(int)2e5 + 11, (int)2e5 + 33};
5
6 struct Hash {
7     int size;
8     vector<array<int, 2>> a;
9     Hash() {}
10    Hash(const string& s) {
11        size = s.size();
12        a.resize(size);
13        a[0][0] = a[0][1] = s[0];
14        for (int i = 1; i < size; i++) {
15            a[i][0] = (a[i - 1][0] * base[0] + s[i]) % mod[0];
16            a[i][1] = (a[i - 1][1] * base[1] + s[i]) % mod[1];
17        }
18    }
19    array<int, 2> get(int l, int r) const {
20        if (l == 0) return a[r];
21        auto getone = [&](bool f) {
22            int x = (a[r][f] - a[l - 1][f] * pow_base[r - l + 1][f]) % mod[f];
23            if (x < 0) x += mod[f];
24            return x;
25        };
26        return {getone(0), getone(1)};
27    }
28 };
29
30 auto _ = []() {
31     pow_base[0][0] = pow_base[0][1] = 1;
32     for (int i = 1; i <= N; i++) {
33         pow_base[i][0] = pow_base[i - 1][0] * base[0] % mod[0];
```



```
34     pow_base[i][1] = pow_base[i - 1][1] * base[1] % mod[1];
35 }
36 return true;
37 }();
```

3.3 manacher

```
1 auto manacher(const string& _s) {
2     string s(_s.size() * 2 + 1, '$');
3     for (int i = 0; i < _s.size(); i++) s[2 * i + 1] = _s[i];
4     vector r(s.size(), 0);
5     for (int i = 0, maxr = 0, mid = 0; i < s.size(); i++) {
6         if (i < maxr) r[i] = min(r[mid * 2 - i], maxr - i);
7         while (i - r[i] - 1 >= 0 && i + r[i] + 1 < s.size() &&
8             s[i - r[i] - 1] == s[i + r[i] + 1])
9             ++r[i];
10        if (i + r[i] > maxr) maxr = i + r[i], mid = i;
11    }
12    return r;
13 }
```

4 数学

4.1 扩展欧几里得

需保证 $a, b \geq 0$

$$x = x + k * dx, y = y - k * dy$$

若要求 $x \geq p$, $k \geq \lceil \frac{p-x}{dx} \rceil$

若要求 $x \leq q$, $k \leq \lfloor \frac{q-x}{dx} \rfloor$

若要求 $y \geq p$, $k \leq \lfloor \frac{y-p}{dy} \rfloor$

若要求 $y \leq q$, $k \geq \lceil \frac{y-q}{dy} \rceil$

```

1 int __exgcd(int a, int b, int& x, int& y) {
2     if (!b) {
3         x = 1;
4         y = 0;
5         return a;
6     }
7     int g = __exgcd(b, a % b, y, x);
8     y -= a / b * x;
9     return g;
10 }
11
12 array<int, 2> exgcd(int a, int b, int c) {
13     int x, y;
14     int g = __exgcd(a, b, x, y);
15     if (c % g) return {INT_MAX, INT_MAX};
16     int dx = b / g;
17     int dy = a / g;
18     x = c / g % dx * x % dx;
19     if (x < 0) x += dx;
20     y = (c - a * x) / b;
21     return {x, y};
22 }

```

4.2 线性筛法

```

1 constexpr int N = 10000000;
2 array<int, N + 1> min_prime;
3 vector<int> primes;
4 bool ok = []() {
5     for (int i = 2; i <= N; i++) {
6         if (min_prime[i] == 0) {
7             min_prime[i] = i;
8             primes.push_back(i);
9         }
10        for (auto& j : primes) {
11            if (j > min_prime[i] || j > N / i) break;
12            min_prime[j * i] = j;
13        }
14    }
15    return 1;

```

```
16 }();
```

4.3 分解质因数

```
1 auto getprimes(int n) {
2     vector<array<int, 2>> res;
3     for (auto& i : primes) {
4         if (i > n / i) break;
5         if (n % i == 0) {
6             res.push_back({i, 0});
7             while (n % i == 0) {
8                 n /= i;
9                 res.back()[1]++;
10            }
11        }
12    }
13    if (n > 1) res.push_back({n, 1});
14    return res;
15 }
```

4.4 pollard rho

```
1 using LL = __int128_t;
2
3 random_device rd;
4 mt19937 seed(rd());
5
6 ll power(ll a, ll b, ll mod) {
7     ll res = 1;
8     while (b) {
9         if (b & 1) res = (LL)res * a % mod;
10        a = (LL)a * a % mod;
11        b >>= 1;
12    }
13    return res;
14 }
15
16 bool isprime(ll n) {
17     static array primes{2, 3, 5, 7, 11, 13, 17, 19, 23};
18     static unordered_map<ll, bool> S;
19     if (n < 2) return 0;
20     if (S.count(n)) return S[n];
21     ll d = n - 1, r = 0;
22     while (!(d & 1)) {
23         r++;
24         d >>= 1;
25     }
26     for (auto& a : primes) {
27         if (a == n) return S[n] = 1;
28         ll x = power(a, d, n);
```

```

29     if (x == 1 || x == n - 1) continue;
30     for (int i = 0; i < r - 1; i++) {
31         x = (LL)x * x % n;
32         if (x == n - 1) break;
33     }
34     if (x != n - 1) return S[n] = 0;
35 }
36 return S[n] = 1;
37 }
38
39 ll pollard_rho(ll n) {
40     ll s = 0, t = 0;
41     ll c = seed() % (n - 1) + 1;
42     ll val = 1;
43     for (int goal = 1;; goal *= 2, s = t, val = 1) {
44         for (int step = 1; step <= goal; step++) {
45             t = ((LL)t * t + c) % n;
46             val = (LL)val * abs(t - s) % n;
47             if (step % 127 == 0) {
48                 ll g = gcd(val, n);
49                 if (g > 1) return g;
50             }
51         }
52         ll g = gcd(val, n);
53         if (g > 1) return g;
54     }
55 }
56 auto getprimes(ll n) {
57     unordered_set<ll> S;
58     auto get = [&](auto self, ll n) {
59         if (n < 2) return;
60         if (isprime(n)) {
61             S.insert(n);
62             return;
63         }
64         ll mx = pollard_rho(n);
65         self(self, n / mx);
66         self(self, mx);
67     };
68     get(get, n);
69     return S;
70 }

```

4.5 组合数

```

1 constexpr int N = 1e6;
2 array<modint, N + 1> fac, ifac;
3
4 modint C(int n, int m) {
5     if (n < m) return 0;
6     if (n <= mod) return fac[n] * ifac[m] * ifac[n - m];

```

```

7 // n >= mod 时需要这个
8 return C(n % mod, m % mod) * C(n / mod, m / mod);
9 }
10
11 auto _ = []() {
12     fac[0] = 1;
13     for (int i = 1; i <= N; i++) fac[i] = fac[i - 1] * i;
14     ifac[N] = fac[N].inv();
15     for (int i = N - 1; i >= 0; i--) ifac[i] = ifac[i + 1] * (i + 1);
16     return true;
17 }();

```

4.6 数论分块

求解形如 $\sum_{i=1}^n f(i)g(\lfloor \frac{n}{i} \rfloor)$ 的合式

$$s(n) = \sum_{i=1}^n f(i)$$

```

1 modint sqrt_decomposition(int n) {
2     auto s = [&](int x) { return x; };
3     auto g = [&](int x) { return x; };
4     modint res = 0;
5     while (l <= R) {
6         int r = n / (n / l);
7         res = res + (s(r) - s(l - 1)) * g(n / l);
8         l = r + 1;
9     }
10    return res;
11 }

```

4.7 积性函数

4.7.1 定义

函数 $f(n)$ 满足 $f(1) = 1$ 且 $\forall x, y \in \mathbf{N}^*, \gcd(x, y) = 1$ 都有 $f(xy) = f(x)f(y)$, 则 $f(n)$ 为积性函数。

函数 $f(n)$ 满足 $f(1) = 1$ 且 $\forall x, y \in \mathbf{N}^*$ 都有 $f(xy) = f(x)f(y)$, 则 $f(n)$ 为完全积性函数。

4.7.2 例子

- 单位函数: $\varepsilon(n) = [n = 1]$ 。(完全积性)
- 恒等函数: $\text{id}_k(n) = n^k$ 。(完全积性)
- 常数函数: $1(n) = 1$ 。(完全积性)
- 除数函数: $\sigma_k(n) = \sum_{d|n} d^k$ 。 $\sigma_0(n)$ 通常简记作 $d(n)$ 或 $\tau(n)$, $\sigma_1(n)$ 通常简记作 $\sigma(n)$ 。
- 欧拉函数: $\varphi(n) = \sum_{i=1}^n [\gcd(i, n) = 1]$ 。

- 莫比乌斯函数: $\mu(n) = \begin{cases} 1 & n = 1 \\ 0 & \exists d > 1, d^2 \mid n, \text{ 其中 } \omega(n) \text{ 表示 } n \text{ 的本质不同质因子个数, 它是} \\ (-1)^{\omega(n)} & \text{otherwise} \end{cases}$

一个加性函数。

4.8 狄利克雷卷积

对于两个数论函数 $f(x)$ 和 $g(x)$ ，则它们的狄利克雷卷积得到的结果 $h(x)$ 定义为：

$$h(x) = \sum_{d|x} f(d)g\left(\frac{x}{d}\right) = \sum_{ab=x} f(a)g(b)$$

可以简记为： $h = f * g$ 。

4.8.1 性质

交换律： $f * g = g * f$ 。

结合律： $(f * g) * h = f * (g * h)$ 。

分配律： $(f + g) * h = f * h + g * h$ 。

等式的性质： $f = g$ 的充要条件是 $f * h = g * h$ ，其中数论函数 $h(x)$ 要满足 $h(1) \neq 0$ 。

4.8.2 例子

- $\varepsilon = \mu * 1 \iff \varepsilon(n) = \sum_{d|n} \mu(d)$
- $id = \varphi * 1 \iff id(n) = \sum_{d|n} \varphi(d)$
- $d = 1 * 1 \iff d(n) = \sum_{d|n} 1$
- $\sigma = id * 1 \iff \sigma(n) = \sum_{d|n} d$
- $\varphi = \mu * id \iff \varphi(n) = \sum_{d|n} d \cdot \mu\left(\frac{n}{d}\right)$

4.9 欧拉函数

```

1 constexpr int N = 1e6;
2 array<int, N + 1> phi;
3 auto _ = []() {
4     iota(phi.begin() + 1, phi.end(), 1);
5     for (int i = 2; i <= N; i++) {
6         if (phi[i] == i)
7             for (int j = i; j <= N; j += i) phi[j] = phi[j] / i * (i - 1);
8     }
9     return true;
10 }();

```

4.10 莫比乌斯反演

4.10.1 莫比乌斯函数性质

- $\sum_{d|n} \mu(d) = \begin{cases} 1 & n = 1 \\ 0 & n \neq 1 \end{cases}$ ，即 $\sum_{d|n} \mu(d) = \varepsilon(n)$ ， $\mu * 1 = \varepsilon$
- $[\gcd(i, j) = 1] = \sum_{d|\gcd(i, j)} \mu(d)$

```

1 constexpr int N = 1e6;
2 array<int, N + 1> miu;
3 array<bool, N + 1> ispr;
4

```

```

5 auto _ = []() {
6     miu.fill(1);
7     ispr.fill(1);
8     for (int i = 2; i <= N; i++) {
9         if (!ispr[i]) continue;
10        miu[i] = -1;
11        for (int j = 2 * i; j <= N; j += i) {
12            ispr[j] = 0;
13            if ((j / i) % i == 0) miu[j] = 0;
14            else miu[j] *= -1;
15        }
16    }
17    return true;
18 }();

```

4.10.2 莫比乌斯变换/反演

$f(n) = \sum_{d|n} g(d)$, 那么有 $g(n) = \sum_{d|n} \mu(d) f(\frac{n}{d}) = \sum_{n|d} \mu(\frac{d}{n}) f(d)$ 。

用狄利克雷卷积表示则为 $f = g * 1$, 有 $g = f * \mu$ 。

$f \rightarrow g$ 称为莫比乌斯反演, $g \rightarrow f$ 称为莫比乌斯反演。

4.11 杜教筛

杜教筛被用于处理一类数论函数的前缀和问题。对于数论函数 f , 杜教筛可以在低于线性时间的复杂度内计算 $S(n) = \sum_{i=1}^n f(i)$ 。

$$S(n) = \frac{\sum_{i=1}^n (f * g)(i) - \sum_{i=2}^n g(i) S(\lfloor \frac{n}{i} \rfloor)}{g(1)}$$

可以构造恰当的数论函数 g 使得:

- 可以快速计算 $\sum_{i=1}^n (f * g)(i)$ 。
- 可以快速计算 g 的单点值, 用数论分块求解 $\sum_{i=2}^n g(i) S(\lfloor \frac{n}{i} \rfloor)$ 。

4.11.1 示例

```

1 ll sum_phi(ll n) {
2     if (n <= N) return sp[n];
3     if (sp2.count(n)) return sp2[n];
4     ll res = 0, l = 2;
5     while (l <= n) {
6         ll r = n / (n / l);
7         res = res + (r - l + 1) * sum_phi(n / l);
8         l = r + 1;
9     }
10    return sp2[n] = (ll)n * (n + 1) / 2 - res;
11 }
12
13 ll sum_miu(ll n) {
14     if (n <= N) return sm[n];
15     if (sm2.count(n)) return sm2[n];

```

```

16     ll res = 0, l = 2;
17     while (l <= n) {
18         ll r = n / (n / l);
19         res = res + (r - l + 1) * sum_miu(n / l);
20         l = r + 1;
21     }
22     return sm2[n] = 1 - res;
23 }

```

4.12 多项式

```

1  #define countr_zero(n) __builtin_ctz(n)
2  constexpr int N = 1e6;
3  array<int, N + 1> inv;
4
5  int power(int a, int b) {
6      int res = 1;
7      while (b) {
8          if (b & 1) res = 1ll * res * a % mod;
9          a = 1ll * a * a % mod;
10         b >>= 1;
11     }
12     return res;
13 }
14
15 namespace NFTS {
16     int g = 3;
17     vector<int> rev, roots{0, 1};
18     void dft(vector<int> &a) {
19         int n = a.size();
20         if (rev.size() != n) {
21             int k = countr_zero(n) - 1;
22             rev.resize(n);
23             for (int i = 0; i < n; ++i) rev[i] = rev[i >> 1] >> 1 | (i & 1) << k;
24         }
25         if (roots.size() < n) {
26             int k = countr_zero(roots.size());
27             roots.resize(n);
28             while ((1 << k) < n) {
29                 int e = power(g, (mod - 1) >> (k + 1));
30                 for (int i = 1 << (k - 1); i < (1 << k); ++i) {
31                     roots[2 * i] = roots[i];
32                     roots[2 * i + 1] = 1ll * roots[i] * e % mod;
33                 }
34                 ++k;
35             }
36         }
37         for (int i = 0; i < n; ++i)
38             if (rev[i] < i) swap(a[i], a[rev[i]]);
39         for (int k = 1; k < n; k *= 2) {
40             for (int i = 0; i < n; i += 2 * k) {

```



```

41         for (int j = 0; j < k; ++j) {
42             int u = a[i + j];
43             int v = 111 * a[i + j + k] * roots[k + j] % mod;
44             int x = u + v, y = u - v;
45             if (x >= mod) x -= mod;
46             if (y < 0) y += mod;
47             a[i + j] = x;
48             a[i + j + k] = y;
49         }
50     }
51 }
52 }
53 void idft(vector<int> &a) {
54     int n = a.size();
55     reverse(a.begin() + 1, a.end());
56     dft(a);
57     int inv_n = power(n, mod - 2);
58     for (int i = 0; i < n; ++i) a[i] = 111 * a[i] * inv_n % mod;
59 }
60 } // namespace NFTS
61
62 struct poly {
63     poly &format() {
64         while (!a.empty() && a.back() == 0) a.pop_back();
65         return *this;
66     }
67     poly &reverse() {
68         ::reverse(a.begin(), a.end());
69         return *this;
70     }
71     vector<int> a;
72     poly() {}
73     poly(int x) {
74         if (x) a = {x};
75     }
76     poly(const vector<int> &a) : a(_a) {}
77     int size() const { return a.size(); }
78     int &operator[](int id) { return a[id]; }
79     int at(int id) const {
80         if (id < 0 || id >= (int)a.size()) return 0;
81         return a[id];
82     }
83     poly operator-() const {
84         auto A = *this;
85         for (auto &x : A.a) x = (x == 0 ? 0 : mod - x);
86         return A;
87     }
88     poly mulXn(int n) const {
89         auto b = a;
90         b.insert(b.begin(), n, 0);
91         return poly(b);
92     }

```

```

93 poly modXn(int n) const {
94     if (n > size()) return *this;
95     return poly({a.begin(), a.begin() + n});
96 }
97 poly divXn(int n) const {
98     if (size() <= n) return poly();
99     return poly({a.begin() + n, a.end()});
100 }
101 poly &operator+=(const poly &rhs) {
102     if (size() < rhs.size()) a.resize(rhs.size());
103     for (int i = 0; i < rhs.size(); ++i)
104         if ((a[i] += rhs.a[i]) >= mod) a[i] -= mod;
105     return *this;
106 }
107 poly &operator-=(const poly &rhs) {
108     if (size() < rhs.size()) a.resize(rhs.size());
109     for (int i = 0; i < rhs.size(); ++i)
110         if ((a[i] -= rhs.a[i]) < 0) a[i] += mod;
111     return *this;
112 }
113 poly &operator*=(poly rhs) {
114     int n = size(), m = rhs.size(), tot = max(1, n + m - 1);
115     int sz = 1 << __lg(tot * 2 - 1);
116     a.resize(sz);
117     rhs.a.resize(sz);
118     NFTS::dft(a);
119     NFTS::dft(rhs.a);
120     for (int i = 0; i < sz; ++i) a[i] = 1ll * a[i] * rhs.a[i] % mod;
121     NFTS::idft(a);
122     return *this;
123 }
124 poly &operator/=(poly rhs) {
125     int n = size(), m = rhs.size();
126     if (n < m) return (*this) = poly();
127     reverse();
128     rhs.reverse();
129     (*this) *= rhs.inv(n - m + 1);
130     a.resize(n - m + 1);
131     reverse();
132     return *this;
133 }
134 poly &operator%=(poly rhs) { return (*this) -= (*this) / rhs * rhs; }
135 poly operator+(const poly &rhs) const { return poly(*this) += rhs; }
136 poly operator-(const poly &rhs) const { return poly(*this) -= rhs; }
137 poly operator*(poly rhs) const { return poly(*this) *= rhs; }
138 poly operator/(poly rhs) const { return poly(*this) /= rhs; }
139 poly operator%(poly rhs) const { return poly(*this) %= rhs; }
140 poly powModPoly(int n, poly p) {
141     poly r(1), x(*this);
142     while (n) {
143         if (n & 1) (r *= x) %= p;
144         (x *= x) %= p;

```

```

145         n >>= 1;
146     }
147     return r;
148 }
149 int inner(const poly &rhs) {
150     int r = 0, n = min(size(), rhs.size());
151     for (int i = 0; i < n; ++i) r = (r + 111 * a[i] * rhs.a[i]) % mod;
152     return r;
153 }
154 poly derivation() const {
155     if (a.empty()) return poly();
156     int n = size();
157     vector<int> r(n - 1);
158     for (int i = 1; i < n; ++i) r[i - 1] = 111 * a[i] * i % mod;
159     return poly(r);
160 }
161 poly integral() const {
162     if (a.empty()) return poly();
163     int n = size();
164     vector<int> r(n + 1);
165     for (int i = 0; i < n; ++i) r[i + 1] = 111 * a[i] * ::inv[i + 1] % mod;
166     return poly(r);
167 }
168 poly inv(int n) const {
169     assert(a[0] != 0);
170     poly x(power(a[0], mod - 2));
171     int k = 1;
172     while (k < n) {
173         k *= 2;
174         x = (poly(2) - modXn(k) * x).modXn(k);
175     }
176     return x.modXn(n);
177 }
178 // 需要保证首项为 1
179 poly log(int n) const {
180     return (derivation() * inv(n)).integral().modXn(n);
181 }
182 // 需要保证首项为 0
183 poly exp(int n) const {
184     poly x(1);
185     int k = 1;
186     while (k < n) {
187         k *= 2;
188         x = (x * (poly(1) - x.log(k) + modXn(k))).modXn(k);
189     }
190     return x.modXn(n);
191 }
192 // 需要保证首项为 1, 开任意次方可以先 ln 再 exp 实现。
193 poly sqrt(int n) const {
194     poly x(1);
195     int k = 1;
196     while (k < n) {

```

```

197         k *= 2;
198         x += modXn(k) * x.inv(k);
199         x = x.modXn(k) * inv2;
200     }
201     return x.modXn(n);
202 }
203 // 减法卷积, 也称转置卷积  $\text{MULT}(F(x), G(x)) = \sum_{i \geq 0} \left( \sum_{j \geq 0} f_{i+j} g_j \right) x^i$ 
204 //  $\sum_{j \geq 0} f_{i+j} g_j x^i$ 
205 poly mulT(poly rhs) const {
206     if (rhs.size() == 0) return poly();
207     int n = rhs.size();
208     ::reverse(rhs.a.begin(), rhs.a.end());
209     return ((*this) * rhs).divXn(n - 1);
210 }
211 int eval(int x) {
212     int r = 0, t = 1;
213     for (int i = 0, n = size(); i < n; ++i) {
214         r = (r + 1ll * a[i] * t) % mod;
215         t = 1ll * t * x % mod;
216     }
217     return r;
218 }
219 // 多点求值新科技: https://jkloverdcoi.github.io/2020/08/04/转置原理及其应用/
220 // 模板例题: https://www.luogu.com.cn/problem/P5050
221 auto evals(vector<int> &x) const {
222     if (size() == 0) return vector(x.size(), 0);
223     int n = x.size();
224     vector ans(n, 0);
225     vector<poly> g(4 * n);
226     auto build = [&](auto self, int l, int r, int p) -> void {
227         if (r - l == 1) {
228             g[p] = poly({1, x[l] ? mod - x[l] : 0});
229         } else {
230             int m = (l + r) / 2;
231             self(self, l, m, 2 * p);
232             self(self, m, r, 2 * p + 1);
233             g[p] = g[2 * p] * g[2 * p + 1];
234         }
235     };
236     build(build, 0, n, 1);
237     auto solve = [&](auto self, int l, int r, int p, poly f) -> void {
238         if (r - l == 1) {
239             ans[l] = f[0];
240         } else {
241             int m = (l + r) / 2;
242             self(self, l, m, 2 * p, f.mulT(g[2 * p + 1]).modXn(m - l));
243             self(self, m, r, 2 * p + 1, f.mulT(g[2 * p]).modXn(r - m));
244         }
245     };
246     solve(solve, 0, n, 1, mulT(g[1].inv(size())).modXn(n));
247     return ans;
248 }

```

```

249 }; // 全家桶测试: https://www.luogu.com.cn/training/3015#information
250
251 auto _ = []() {
252     inv[0] = inv[1] = 1;
253     for (int i = 2; i < inv.size(); i++)
254         inv[i] = 1ll * (mod - mod / i) * inv[mod % i] % mod;
255     return true;
256 }();

```

4.13 盒子与球

n 个球, m 个盒

球同	盒同	可空	公式
✓	✓	✓	$f_{n,m} = f_{n,m-1} + f_{n-m,m}$ 或 $[x^n]e^{\sum_{i=1}^m \sum_{j=1}^{\infty} \frac{x^i j}{j}}$
✓	✓	✗	$f_{n-m,m}$
✗	✓	✓	$\sum_{i=1}^m g_{n,i}$ 或 $\sum_{i=1}^m \sum_{j=0}^i \frac{j^n}{j!} \frac{(-1)^{i-j}}{(i-j)!}$
✗	✓	✗	$g_{n,m} = g_{n-1,m-1} + m * g_{n-1,m}$ 或 $\frac{1}{m!} \sum_{i=0}^m (-1)^i \binom{m}{i} (m-i)^n$
✓	✗	✓	C_{n+m-1}^{m-1}
✓	✗	✗	C_{n-1}^{m-1}
✗	✗	✓	m^n
✗	✗	✗	$m! * g_{n,m}$ 或 $\sum_{i=0}^m (-1)^i \binom{m}{i} (m-i)^n$

4.13.1 球同, 盒同, 可空

```

1 int solve(int n, int m) {
2     vector a(n + 1, 0);
3     for (int i = 1; i <= m; i++)
4         for (int j = i, k = 1; j <= n; j += i, k++)
5             a[j] = (a[j] + inv[k]) % mod;
6     auto p = poly(a).exp(n + 1);
7     return (p.a[n] + mod) % mod;
8 }

```

若要求不超过 k 个, 答案为 $[x^n y^m] \prod_{i=0}^k \left(\sum_{j=0}^m x^i y^j \right)$ 。

4.13.2 球不同，盒同，可空

```

1 int solve(int n, int m) {
2     vector a(n + 1, 0);
3     vector b(n + 1, 0);
4     for (int i = 0; i <= n; i++) {
5         a[i] = ifac[i];
6         if (i & 1) a[i] = -a[i];
7         b[i] = 1ll * power(i, n) * ifac[i] % mod;
8     }
9     auto p = poly(a) * poly(b);
10    int ans = 0;
11    for (int i = 1; i <= min(n, m); i++) ans = (ans + p.a[i]) % mod;
12    return (ans + mod) % mod;
13 }

```

若要求不超过 k 个，答案为 $m! \cdot [x^n y^m] \prod_{i=0}^k \left(\sum_{j=0}^n \frac{1}{i!j} x^{ij} y^j \right)$ 。

4.13.3 球同，盒不同，可空

若要求不超过 k 个，答案为 $[x^n] \left(\sum_{i=0}^k x^i \right)^m = [x^n] \frac{(x^{k+1}-1)^m}{(x-1)^m}$ 。

也可以考虑容斥，令 $f(i)$ 表示至少有 i 个盒子装了 $> k$ 个球方案数， $f(i) = \binom{m}{i} \binom{n-(k+1)i+m-1}{m-1}$ 。

总方案数则为 $\sum_{i=0}^m (-1)^i f(i)$ 。

4.13.4 球同，盒不同，不可空

若要求不超过 k 个，答案为 $[x^n] \left(\sum_{i=1}^k x^i \right)^m = [x^n] \frac{(x^{k+1}-x)^m}{(x-1)^m}$ 。

也可以考虑容斥，令 $f(i)$ 表示至少有 i 个盒子装了 $> k$ 个球方案数， $f(i) = \binom{m}{i} \binom{n-ki-1}{m-1}$ 。

总方案数则为 $\sum_{i=0}^m (-1)^i f(i)$ 。

4.13.5 球不同，盒不同，可空

若要求不超过 k 个，答案为 $m! \cdot [x^n] \left(\sum_{i=0}^k \frac{1}{i!} x^i \right)^m$ 。

4.13.6 球不同，盒不同，不可空

若要求不超过 k 个，答案为 $m! \cdot [x^n] \left(\sum_{i=1}^k \frac{1}{i!} x^i \right)^m$ 。

4.14 线性基

```

1 // 线性基
2 struct basis {
3     int rnk = 0;
4     array<ull, 64> p{};
5
6     // 将x插入此线性基中
7     void insert(ull x) {
8         for (int i = 63; i >= 0; i--) {

```



```
18 };
19 Mat ksm(Mat a, ll b) {
20     assert(a.n == a.m);
21     Mat res(a.n, a.m);
22     for (int i = 0; i < res.n; i++) res.mat[i][i] = 1;
23     while (b) {
24         if (b & 1) res = res * a;
25         b >>= 1;
26         a = a * a;
27     }
28     return res;
29 }
```


5 计算几何

5.1 整数

```

1 constexpr double inf = 1e100;
2
3 // 向量
4 struct vec {
5     static bool cmp(const vec &a, const vec &b) {
6         return tie(a.x, a.y) < tie(b.x, b.y);
7     }
8
9     ll x, y;
10    vec() : x(0), y(0) {}
11    vec(ll _x, ll _y) : x(_x), y(_y) {}
12
13    // 模
14    ll len2() const { return x * x + y * y; }
15    double len() const { return sqrt(x * x + y * y); }
16
17    // 是否在上半轴
18    bool up() const { return y > 0 || y == 0 && x >= 0; }
19
20    bool operator==(const vec &b) const { return tie(x, y) == tie(b.x, b.y); }
21    // 极角排序
22    bool operator<(const vec &b) const {
23        if (up() != b.up()) return up() > b.up();
24        ll tmp = (*this) ^ b;
25        return tmp ? tmp > 0 : cmp(*this, b);
26    }
27
28    vec operator+(const vec &b) const { return {x + b.x, y + b.y}; }
29    vec operator-() const { return {-x, -y}; }
30    vec operator-(const vec &b) const { return -b + (*this); }
31    vec operator*(ll b) const { return {x * b, y * b}; }
32    ll operator*(const vec &b) const { return x * b.x + y * b.y; }
33
34    // 叉积 结果大于0, a到b为逆时针, 小于0, a到b顺时针,
35    // 等于0共线, 可能同向或反向, 结果绝对值表示 a b 形成的平行四边形的面积
36    ll operator^(const vec &b) const { return x * b.y - y * b.x; }
37
38    friend istream &operator>>(istream &in, vec &data) {
39        in >> data.x >> data.y;
40        return in;
41    }
42    friend ostream &operator<<(ostream &out, const vec &data) {
43        out << fixed << setprecision(6);
44        out << data.x << " " << data.y;
45        return out;
46    }
47 };
48

```

```

49 ll cross(const vec &a, const vec &b, const vec &c) { return (a - c) ^ (b - c); }
50
51 // 多边形的面积a
52 double polygon_area(vector<vec> &p) {
53     ll area = 0;
54     for (int i = 1; i < p.size(); i++) area += p[i - 1] ^ p[i];
55     area += p.back() ^ p[0];
56     return abs(area / 2.0);
57 }
58
59 // 多边形的周长
60 double polygon_len(vector<vec> &p) {
61     double len = 0;
62     for (int i = 1; i < p.size(); i++) len += (p[i - 1] - p[i]).len();
63     len += (p.back() - p[0]).len();
64     return len;
65 }
66
67 // 以整点为顶点的线段上的整点个数
68 ll count(const vec &a, const vec &b) {
69     vec c = a - b;
70     return gcd(abs(c.x), abs(c.y)) + 1;
71 }
72
73 // 以整点为顶点的多边形边上整点个数
74 ll count(vector<vec> &p) {
75     ll cnt = 0;
76     for (int i = 1; i < p.size(); i++) cnt += count(p[i - 1], p[i]);
77     cnt += count(p.back(), p[0]);
78     return cnt - p.size();
79 }
80
81 // 判断点是否在凸包内，凸包必须为逆时针顺序
82 bool in_polygon(const vec &a, vector<vec> &p) {
83     int n = p.size();
84     if (n == 0) return 0;
85     if (n == 1) return a == p[0];
86     if (n == 2)
87         return cross(a, p[1], p[0]) == 0 && (p[0] - a) * (p[1] - a) <= 0;
88     if (cross(a, p[1], p[0]) > 0 || cross(p.back(), a, p[0]) > 0) return 0;
89     auto cmp = [&](vec &x, const vec &y) { return ((x - p[0]) ^ y) >= 0; };
90     int i =
91         lower_bound(p.begin() + 2, p.end() - 1, a - p[0], cmp) - p.begin() - 1;
92     return cross(p[(i + 1) % n], a, p[i]) >= 0;
93 }
94
95 // 凸包直径的两个端点
96 auto polygon_dia(vector<vec> &p) {
97     int n = p.size();
98     array<vec, 2> res{};
99     if (n == 1) return res;
100     if (n == 2) return res = {p[0], p[1]};

```

```

101     ll mx = 0;
102     for (int i = 0, j = 2; i < n; i++) {
103         while (abs(cross(p[i], p[(i + 1) % n], p[j])) <=
104             abs(cross(p[i], p[(i + 1) % n], p[(j + 1) % n])))
105             j = (j + 1) % n;
106         ll tmp = (p[i] - p[j]).len2();
107         if (tmp > mx) {
108             mx = tmp;
109             res = {p[i], p[j]};
110         }
111         tmp = (p[(i + 1) % n] - p[j]).len2();
112         if (tmp > mx) {
113             mx = tmp;
114             res = {p[(i + 1) % n], p[j]};
115         }
116     }
117     return res;
118 }
119
120 // 凸包
121 auto convex_hull(vector<vec> &p) {
122     sort(p.begin(), p.end(), vec::cmp);
123     int n = p.size();
124     vector sta(n + 1, 0);
125     vector v(n, false);
126     int tp = -1;
127     sta[++tp] = 0;
128     auto update = [&](int lim, int i) {
129         while (tp > lim && cross(p[i], p[sta[tp]], p[sta[tp - 1]]) >= 0)
130             v[sta[tp--]] = 0;
131         sta[++tp] = i;
132         v[i] = 1;
133     };
134     for (int i = 1; i < n; i++) update(0, i);
135     int cnt = tp;
136     for (int i = n - 1; i >= 0; i--) {
137         if (v[i]) continue;
138         update(cnt, i);
139     }
140     vector<vec> res(tp);
141     for (int i = 0; i < tp; i++) res[i] = p[sta[i]];
142     return res;
143 }
144
145 // 闵可夫斯基和，两个点集的和构成一个凸包
146 auto minkowski(vector<vec> &a, vector<vec> &b) {
147     rotate(a.begin(), min_element(a.begin(), a.end(), vec::cmp), a.end());
148     rotate(b.begin(), min_element(b.begin(), b.end(), vec::cmp), b.end());
149     int n = a.size(), m = b.size();
150     vector<vec> c{a[0] + b[0]};
151     c.reserve(n + m);
152     int i = 0, j = 0;

```

```

153     while (i < n && j < m) {
154         vec x = a[(i + 1) % n] - a[i];
155         vec y = b[(j + 1) % m] - b[j];
156         c.push_back(c.back() + ((x ^ y) >= 0 ? (i++, x) : (j++, y)));
157     }
158     while (i + 1 < n) {
159         c.push_back(c.back() + a[(i + 1) % n] - a[i]);
160         i++;
161     }
162     while (j + 1 < m) {
163         c.push_back(c.back() + b[(j + 1) % m] - b[j]);
164         j++;
165     }
166     return c;
167 }
168
169 // 过凸多边形外一点求凸多边形的切线，返回切点下标
170 auto tangent(const vec &a, vector<vec> &p) {
171     int n = p.size();
172     int l = -1, r = -1;
173     for (int i = 0; i < n; i++) {
174         ll tmp1 = cross(p[i], p[(i - 1 + n) % n], a);
175         ll tmp2 = cross(p[i], p[(i + 1) % n], a);
176         if (l == -1 && tmp1 <= 0 && tmp2 <= 0) l = i;
177         else if (r == -1 && tmp1 >= 0 && tmp2 >= 0) r = i;
178     }
179     return array{l, r};
180 }
181
182 // 直线
183 struct line {
184     vec p, d;
185     line() : p(vec()), d(vec()) {}
186     line(const vec &p, const vec &d) : p(p), d(d) {}
187 };
188
189 // 点到直线距离
190 double dis(const vec &a, const line &b) {
191     return abs((b.p - a) ^ (b.p + b.d - a)) / b.d.len();
192 }
193
194 // 点在直线哪边，大于0在左边，等于0在线上，小于0在右边
195 ll side_line(const vec &a, const line &b) { return b.d ^ (a - b.p); }
196
197 // 两直线是否垂直
198 bool perpen(const line &a, const line &b) { return a.d * b.d == 0; }
199
200 // 两直线是否平行
201 bool parallel(const line &a, const line &b) { return (a.d ^ b.d) == 0; }
202
203 // 点的垂线是否与线段有交点
204 bool perpen(const vec &a, const line &b) {

```

```

205     vec p(-b.d.y, b.d.x);
206     bool cross1 = (p ^ (b.p - a)) > 0;
207     bool cross2 = (p ^ (b.p + b.d - a)) > 0;
208     return cross1 != cross2;
209 }
210
211 // 点到线段距离
212 double dis_seg(const vec &a, const line &b) {
213     if (perpen(a, b)) return dis(a, b);
214     return min((b.p - a).len(), (b.p + b.d - a).len());
215 }
216
217 // 点到凸包距离
218 double dis(const vec &a, vector<vec> &p) {
219     double res = inf;
220     for (int i = 1; i < p.size(); i++)
221         res = min(dis_seg(a, line(p[i - 1], p[i] - p[i - 1])), res);
222     res = min(dis_seg(a, line(p.back(), p[0] - p.back())), res);
223     return res;
224 }
225
226 // 两直线交点
227 vec intersection(ll A, ll B, ll C, ll D, ll E, ll F) {
228     return {(B * F - C * E) / (A * E - B * D),
229             (C * D - A * F) / (A * E - B * D)};
230 }
231
232 // 两直线交点
233 vec intersection(const line &a, const line &b) {
234     return intersection(a.d.y, -a.d.x, a.d.x * a.p.y - a.d.y * a.p.x, b.d.y,
235                        -b.d.x, b.d.x * b.p.y - b.d.y * b.p.x);
236 }

```

5.2 浮点数

```

1 constexpr lf eps = 1e-6;
2 constexpr lf inf = 1e100;
3 const lf PI = acos(-1);
4
5 int sgn(lf a, lf b) {
6     lf c = a - b;
7     return c < -eps ? -1 : c < eps ? 0 : 1;
8 }
9
10 // 向量
11 struct vec {
12     static bool cmp(const vec &a, const vec &b) {
13         return sgn(a.x, b.x) ? a.x < b.x : sgn(a.y, b.y) < 0;
14     }
15
16     lf x, y;

```

```

17  vec() : x(0), y(0) {}
18  vec(1f _x, 1f _y) : x(_x), y(_y) {}
19
20  // 模
21  1f len2() const { return x * x + y * y; }
22  1f len() const { return sqrt(x * x + y * y); }
23
24  // 与x轴正方向的夹角
25  1f angle() const {
26      1f angle = atan2(y, x);
27      if (angle < 0) angle += 2 * PI;
28      return angle;
29  }
30
31  // 逆时针旋转
32  vec rotate(const 1f &theta) const {
33      return {x * cos(theta) - y * sin(theta),
34              y * cos(theta) + x * sin(theta)};
35  }
36
37  vec e() const {
38      1f tmp = len();
39      return {x / tmp, y / tmp};
40  }
41
42  // 是否在上半轴
43  bool up() const {
44      return sgn(y, 0) > 0 || sgn(y, 0) == 0 && sgn(x, 0) >= 0;
45  }
46
47  bool operator==(const vec &other) const {
48      return sgn(x, other.x) == 0 && sgn(y, other.y) == 0;
49  }
50  // 极角排序
51  bool operator<(const vec &b) const {
52      if (up() != b.up()) return up() > b.up();
53      1f tmp = (*this) ^ b;
54      return sgn(tmp, 0) ? tmp > 0 : cmp(*this, b);
55  }
56
57  vec operator+(const vec &b) const { return {x + b.x, y + b.y}; }
58  vec operator-() const { return {-x, -y}; }
59  vec operator-(const vec &b) const { return -b + (*this); }
60  vec operator*(1f b) const { return {x * b, y * b}; }
61  vec operator/(1f b) const { return {x / b, y / b}; }
62  1f operator*(const vec &b) const { return x * b.x + y * b.y; }
63
64  // 叉积 结果大于0, a到b为逆时针, 小于0, a到b顺时针,
65  // 等于0共线, 可能同向或反向, 结果绝对值表示 a b 形成的平行四边形的面积
66  1f operator^(const vec &b) const { return x * b.y - y * b.x; }
67
68  friend istream &operator>>(istream &in, vec &data) {

```

```

69     in >> data.x >> data.y;
70     return in;
71 }
72 friend ostream &operator<<(ostream &out, const vec &data) {
73     out << fixed << setprecision(6);
74     out << data.x << " " << data.y;
75     return out;
76 }
77 };
78
79 lf cross(const vec &a, const vec &b, const vec &c) { return (a - c) ^ (b - c); }
80
81 lf angle(const vec &a, const vec &b) { return atan2(abs(a ^ b), a * b); }
82
83 // 多边形的面积
84 lf polygon_area(vector<vec> &p) {
85     lf area = 0;
86     for (int i = 1; i < p.size(); i++) area += p[i - 1] ^ p[i];
87     area += p.back() ^ p[0];
88     return abs(area / 2.0);
89 }
90
91 // 多边形的周长
92 lf polygon_len(vector<vec> &p) {
93     lf len = 0;
94     for (int i = 1; i < p.size(); i++) len += (p[i - 1] - p[i]).len();
95     len += (p.back() - p[0]).len();
96     return len;
97 }
98
99 // 判断点是否在凸包内，凸包必须为逆时针顺序
100 bool in_polygon(const vec &a, vector<vec> &p) {
101     int n = p.size();
102     if (n == 0) return 0;
103     if (n == 1) return a == p[0];
104     if (n == 2)
105         return sgn(cross(a, p[1], p[0]), 0) == 0 &&
106             sgn((p[0] - a) * (p[1] - a), 0) <= 0;
107     if (sgn(cross(a, p[1], p[0]), 0) > 0 ||
108         sgn(cross(p.back(), a, p[0]), 0) > 0)
109         return 0;
110     auto cmp = [&](vec &x, const vec &y) {
111         return sgn((x - p[0]) ^ y, 0) >= 0;
112     };
113     int i =
114         lower_bound(p.begin() + 2, p.end() - 1, a - p[0], cmp) - p.begin() - 1;
115     return sgn(cross(p[(i + 1) % n], a, p[i]), 0) >= 0;
116 }
117
118 // 凸包直径的两个端点
119 auto polygon_dia(vector<vec> &p) {
120     int n = p.size();

```

```

121     array<vec, 2> res{};
122     if (n == 1) return res;
123     if (n == 2) return res = {p[0], p[1]};
124     lf mx = 0;
125     for (int i = 0, j = 2; i < n; i++) {
126         while (sgn(abs(cross(p[i], p[(i + 1) % n], p[j])),
127                     abs(cross(p[i], p[(i + 1) % n], p[(j + 1) % n]))) <= 0)
128             j = (j + 1) % n;
129         lf tmp = (p[i] - p[j]).len();
130         if (tmp > mx) {
131             mx = tmp;
132             res = {p[i], p[j]};
133         }
134         tmp = (p[(i + 1) % n] - p[j]).len();
135         if (tmp > mx) {
136             mx = tmp;
137             res = {p[(i + 1) % n], p[j]};
138         }
139     }
140     return res;
141 }
142
143 // 凸包
144 auto convex_hull(vector<vec> &p) {
145     sort(p.begin(), p.end(), vec::cmp);
146     int n = p.size();
147     vector sta(n + 1, 0);
148     vector v(n, false);
149     int tp = -1;
150     sta[++tp] = 0;
151     auto update = [&](int lim, int i) {
152         while (tp > lim && sgn(cross(p[i], p[sta[tp]], p[sta[tp - 1]]), 0) >= 0)
153             v[sta[tp--]] = 0;
154         sta[++tp] = i;
155         v[i] = 1;
156     };
157     for (int i = 1; i < n; i++) update(0, i);
158     int cnt = tp;
159     for (int i = n - 1; i >= 0; i--) {
160         if (v[i]) continue;
161         update(cnt, i);
162     }
163     vector<vec> res(tp);
164     for (int i = 0; i < tp; i++) res[i] = p[sta[i]];
165     return res;
166 }
167
168 // 闵可夫斯基和，两个点集的和构成一个凸包
169 auto minkowski(vector<vec> &a, vector<vec> &b) {
170     rotate(a.begin(), min_element(a.begin(), a.end(), vec::cmp), a.end());
171     rotate(b.begin(), min_element(b.begin(), b.end(), vec::cmp), b.end());
172     int n = a.size(), m = b.size();

```



```

173     vector<vec> c{a[0] + b[0]};
174     c.reserve(n + m);
175     int i = 0, j = 0;
176     while (i < n && j < m) {
177         vec x = a[(i + 1) % n] - a[i];
178         vec y = b[(j + 1) % m] - b[j];
179         c.push_back(c.back() + (sgn(x ^ y, 0) >= 0 ? (i++, x) : (j++, y)));
180     }
181     while (i + 1 < n) {
182         c.push_back(c.back() + a[(i + 1) % n] - a[i]);
183         i++;
184     }
185     while (j + 1 < m) {
186         c.push_back(c.back() + b[(j + 1) % m] - b[j]);
187         j++;
188     }
189     return c;
190 }
191
192 // 过凸多边形外一点求凸多边形的切线, 返回切点下标
193 auto tangent(const vec &a, vector<vec> &p) {
194     int n = p.size();
195     int l = -1, r = -1;
196     for (int i = 0; i < n; i++) {
197         lf tmp1 = cross(p[i], p[(i - 1 + n) % n], a);
198         lf tmp2 = cross(p[i], p[(i + 1) % n], a);
199         if (l == -1 && sgn(tmp1, 0) <= 0 && sgn(tmp2, 0) <= 0) l = i;
200         else if (r == -1 && sgn(tmp1, 0) >= 0 && sgn(tmp2, 0) >= 0) r = i;
201     }
202     return array{l, r};
203 }
204
205 // 直线
206 struct line {
207     vec p, d;
208     line() : p(vec()), d(vec()) {}
209     line(const vec &_p, const vec &_d) : p(_p), d(_d) {}
210 };
211
212 // 点到直线距离
213 lf dis(const vec &a, const line &b) {
214     return abs((b.p - a) ^ (b.p + b.d - a)) / b.d.len();
215 }
216
217 // 点在直线哪边, 大于0在左边, 等于0在线上, 小于0在右边
218 int side_line(const vec &a, const line &b) { return sgn(b.d ^ (a - b.p), 0); }
219
220 // 两直线是否垂直
221 bool perpen(const line &a, const line &b) { return sgn(a.d * b.d, 0) == 0; }
222
223 // 两直线是否平行
224 bool parallel(const line &a, const line &b) { return sgn(a.d ^ b.d, 0) == 0; }

```

```

225
226 // 点的垂线是否与线段有交点
227 bool perpen(const vec &a, const line &b) {
228     vec p(-b.d.y, b.d.x);
229     bool cross1 = sgn(p ^ (b.p - a), 0) > 0;
230     bool cross2 = sgn(p ^ (b.p + b.d - a), 0) > 0;
231     return cross1 != cross2;
232 }
233
234 // 点到线段距离
235 lf dis_seg(const vec &a, const line &b) {
236     if (perpen(a, b)) return dis(a, b);
237     return min((b.p - a).len(), (b.p + b.d - a).len());
238 }
239
240 // 点到凸包距离
241 lf dis(const vec &a, vector<vec> &p) {
242     lf res = inf;
243     for (int i = 1; i < p.size(); i++)
244         res = min(dis_seg(a, line(p[i - 1], p[i] - p[i - 1])), res);
245     res = min(dis_seg(a, line(p.back(), p[0] - p.back())), res);
246     return res;
247 }
248
249 // 两直线交点
250 vec intersection(lf A, lf B, lf C, lf D, lf E, lf F) {
251     return {(B * F - C * E) / (A * E - B * D),
252             (C * D - A * F) / (A * E - B * D)};
253 }
254
255 // 两直线交点
256 vec intersection(const line &a, const line &b) {
257     return intersection(a.d.y, -a.d.x, a.d.x * a.p.y - a.d.y * a.p.x, b.d.y,
258                         -b.d.x, b.d.x * b.p.y - b.d.y * b.p.x);
259 }
260
261 struct circle {
262     vec o;
263     lf r;
264     circle(const vec &o, lf _r) : o(o), r(_r){};
265     // 点与圆的关系 -1在圆内, 0在圆上, 1在圆外
266     int relation(const vec &a) const {
267         lf len = (a - o).len();
268         return sgn(len, r);
269     }
270     lf area() { return PI * r * r; }
271 };
272
273 // 圆与直线交点
274 auto intersection(const circle &c, const line &l) {
275     lf d = dis(c.o, l);
276     vector<vec> res;

```

```

277     vec mid = l.p + l.d.e() * ((c.o - l.p) * l.d / l.d.len());
278     if (sgn(d, c.r) == 0) res.push_back(mid);
279     else if (sgn(d, c.r) < 0) {
280         d = sqrt(c.r * c.r - d * d);
281         res.push_back(mid + l.d.e() * d);
282         res.push_back(mid - l.d.e() * d);
283     }
284     return res;
285 }
286
287 // oab三角形与圆相交的面积
288 lf area(const circle &c, const vec &a, const vec &b) {
289     if (sgn(cross(a, b, c.o), 0) == 0) return 0;
290     vector<vec> p;
291     p.push_back(a);
292     line l(a, b - a);
293     auto tmp = intersection(c, l);
294     if (tmp.size() == 2) {
295         for (auto &i : tmp)
296             if (sgn((a - i) * (b - i), 0) < 0) p.push_back(i);
297     }
298     p.push_back(b);
299     if (p.size() == 4 && sgn((p[0] - p[1]) * (p[2] - p[1]), 0) > 0)
300         swap(p[1], p[2]);
301     lf res = 0;
302     for (int i = 1; i < p.size(); i++)
303         if (c.relation(p[i - 1]) == 1 || c.relation(p[i]) == 1) {
304             lf ang = angle(p[i - 1] - c.o, p[i] - c.o);
305             res += c.r * c.r * ang / 2;
306         } else res += abs(cross(p[i - 1], p[i], c.o)) / 2.0;
307     return res;
308 }
309
310 // 多边形与圆相交的面积
311 lf area(vector<vec> &p, circle c) {
312     lf res = 0;
313     for (int i = 0; i < p.size(); i++) {
314         int j = i + 1 == p.size() ? 0 : i + 1;
315         if (sgn(cross(p[i], p[j], c.o), 0) <= 0) res += area(c, p[i], p[j]);
316         else res -= area(c, p[i], p[j]);
317     }
318     return abs(res);
319 }

```

5.3 扫描线

```

1 #define ls (pos << 1)
2 #define rs (ls | 1)
3 #define mid ((tree[pos].l + tree[pos].r) >> 1)
4 struct Rectangle {
5     ll x_l, y_l, x_r, y_r;

```

```

6 };
7 ll area(vector<Rectangle>& rec) {
8     struct Line {
9         ll x, y_up, y_down;
10        int pd;
11    };
12    vector<Line> line(rec.size() * 2);
13    vector<ll> y_set(rec.size() * 2);
14    for (int i = 0; i < rec.size(); i++) {
15        y_set[i * 2] = rec[i].y_l;
16        y_set[i * 2 + 1] = rec[i].y_r;
17        line[i * 2] = {rec[i].x_l, rec[i].y_r, rec[i].y_l, 1};
18        line[i * 2 + 1] = {rec[i].x_r, rec[i].y_r, rec[i].y_l, -1};
19    }
20    sort(y_set.begin(), y_set.end());
21    y_set.erase(unique(y_set.begin(), y_set.end()), y_set.end());
22    sort(line.begin(), line.end(), [](Line a, Line b) { return a.x < b.x; });
23    struct Data {
24        int l, r;
25        ll len, cnt, raw_len;
26    };
27    vector<Data> tree(4 * y_set.size());
28    function<void(int, int, int)> build = [&](int pos, int l, int r) {
29        tree[pos].l = l;
30        tree[pos].r = r;
31        if (l == r) {
32            tree[pos].raw_len = y_set[r + 1] - y_set[l];
33            tree[pos].cnt = tree[pos].len = 0;
34            return;
35        }
36        build(ls, l, mid);
37        build(rs, mid + 1, r);
38        tree[pos].raw_len = tree[ls].raw_len + tree[rs].raw_len;
39    };
40    function<void(int, int, int, int)> update = [&](int pos, int l, int r,
41                                                int num) {
42        if (l <= tree[pos].l && tree[pos].r <= r) {
43            tree[pos].cnt += num;
44            tree[pos].len = tree[pos].cnt ? tree[pos].raw_len
45                            : tree[pos].l == tree[pos].r
46                                ? 0
47                                : tree[ls].len + tree[rs].len;
48            return;
49        }
50        if (l <= mid) update(ls, l, r, num);
51        if (r > mid) update(rs, l, r, num);
52        tree[pos].len =
53            tree[pos].cnt ? tree[pos].raw_len : tree[ls].len + tree[rs].len;
54    };
55    build(1, 0, y_set.size() - 2);
56    auto find_pos = [&](ll num) {
57        return lower_bound(y_set.begin(), y_set.end(), num) - y_set.begin();

```

```
58     };  
59     ll res = 0;  
60     for (int i = 0; i < line.size() - 1; i++) {  
61         update(1, find_pos(line[i].y_down), find_pos(line[i].y_up) - 1,  
62             line[i].pd);  
63         res += (line[i + 1].x - line[i].x) * tree[1].len;  
64     }  
65     return res;  
66 }
```

6 杂项

6.1 高精度

```

1 struct bignum {
2     string num;
3
4     bignum() : num("0") {}
5     bignum(const string& num) : num(num) {
6         reverse(this->num.begin(), this->num.end());
7     }
8     bignum(ll num) : num(to_string(num)) {
9         reverse(this->num.begin(), this->num.end());
10    }
11
12    bignum operator+(const bignum& other) {
13        bignum res;
14        res.num.pop_back();
15        res.num.reserve(max(num.size(), other.num.size()) + 1);
16        for (int i = 0, j = 0, x; i < num.size() || i < other.num.size() || j;
17             i++) {
18            x = j;
19            j = 0;
20            if (i < num.size()) x += num[i] - '0';
21            if (i < other.num.size()) x += other.num[i] - '0';
22            if (x >= 10) j = 1, x -= 10;
23            res.num.push_back(x + '0');
24        }
25        res.num.capacity();
26        return res;
27    }
28
29    bignum operator*(const bignum& other) {
30        vector<int> res(num.size() + other.num.size() - 1, 0);
31        for (int i = 0; i < num.size(); i++)
32            for (int j = 0; j < other.num.size(); j++)
33                res[i + j] += (num[i] - '0') * (other.num[j] - '0');
34        int g = 0;
35        for (int i = 0; i < res.size(); i++) {
36            res[i] += g;
37            g = res[i] / 10;
38            res[i] %= 10;
39        }
40        while (g) {
41            res.push_back(g % 10);
42            g /= 10;
43        }
44        int lim = res.size();
45        while (lim > 1 && res[lim - 1] == 0) lim--;
46        bignum res2;
47        res2.num.resize(lim);
48        for (int i = 0; i < lim; i++) res2.num[i] = res[i] + '0';

```

```

49     return res2;
50 }
51
52 bool operator<(const bignum& other) {
53     if (num.size() == other.num.size())
54         for (int i = num.size() - 1; i >= 0; i--)
55             if (num[i] == other.num[i]) continue;
56             else return num[i] < other.num[i];
57     return num.size() < other.num.size();
58 }
59
60 friend istream& operator>>(istream& in, bignum& a) {
61     in >> a.num;
62     reverse(a.num.begin(), a.num.end());
63     return in;
64 }
65 friend ostream& operator<<(ostream& out, bignum a) {
66     reverse(a.num.begin(), a.num.end());
67     return out << a.num;
68 }
69 };

```

6.2 模运算

```

1 struct modint {
2     int x;
3     modint(ll _x = 0) : x(_x % mod) {}
4     modint inv() const { return power(*this, mod - 2); }
5     modint operator+(const modint& b) { return {x + b.x}; }
6     modint operator-() const { return {-x}; }
7     modint operator-(const modint& b) { return {-b + *this}; }
8     modint operator*(const modint& b) { return {(ll)x * b.x}; }
9     modint operator/(const modint& b) { return *this * b.inv(); }
10    friend istream& operator>>(istream& is, modint& other) {
11        ll _x;
12        is >> _x;
13        other = modint(_x);
14        return is;
15    }
16    friend ostream& operator<<(ostream& os, modint other) {
17        other.x = (other.x + mod) % mod;
18        return os << other.x;
19    }
20 };

```

6.3 分数

```

1 struct frac {
2     ll a, b;
3     frac() : a(0), b(1) {}

```

```

4   frac(ll _a, ll _b) : a(_a), b(_b) {
5       assert(b);
6       if (a) {
7           int tmp = gcd(a, b);
8           a /= tmp;
9           b /= tmp;
10      } else *this = frac();
11  }
12  frac operator+(const frac& other) {
13      return frac(a * other.b + other.a * b, b * other.b);
14  }
15  frac operator-() const {
16      frac res = *this;
17      res.a = -res.a;
18      return res;
19  }
20  frac operator-(const frac& other) const { return -other + *this; }
21  frac operator*(const frac& other) const {
22      return frac(a * other.a, b * other.b);
23  }
24  frac operator/(const frac& other) const {
25      assert(other.a);
26      return *this * frac(other.b, other.a);
27  }
28  bool operator<(const frac& other) const { return (*this - other).a < 0; }
29  bool operator<=(const frac& other) const { return (*this - other).a <= 0; }
30  bool operator>=(const frac& other) const { return (*this - other).a >= 0; }
31  bool operator>(const frac& other) const { return (*this - other).a > 0; }
32  bool operator==(const frac& other) const {
33      return a == other.a && b == other.b;
34  }
35  bool operator!=(const frac& other) const { return !(*this == other); }
36 };

```

6.4 表达式求值

```

1  // 格式化表达式
2  string format(const string& s1) {
3      stringstream ss(s1);
4      string s2;
5      char ch;
6      while ((ch = ss.get()) != EOF) {
7          if (ch == ' ') continue;
8          if (isdigit(ch)) s2 += ch;
9          else {
10             if (s2.back() != ' ') s2 += ' ';
11             s2 += ch;
12             s2 += ' ';
13         }
14     }
15     return s2;

```



```
16 }
17
18 // 中缀表达式转后缀表达式
19 string convert(const string& s1) {
20     unordered_map<char, int> rank{
21         {'+', 2}, {'-', 2}, {'*', 1}, {'/', 1}, {'^', 0}};
22     stringstream ss(s1);
23     string s2, temp;
24     stack<char> op;
25     while (ss >> temp) {
26         if (isdigit(temp[0])) s2 += temp + ' ';
27         else if (temp[0] == '(') op.push('(');
28         else if (temp[0] == ')') {
29             while (op.top() != '(') {
30                 s2 += op.top();
31                 s2 += ' ';
32                 op.pop();
33             }
34             op.pop();
35         } else {
36             while (!op.empty() && op.top() != '(' &&
37                 (temp[0] != '^' && rank[op.top()] <= rank[temp[0]] ||
38                 rank[op.top()] < rank[temp[0]])) {
39                 s2 += op.top();
40                 s2 += ' ';
41                 op.pop();
42             }
43             op.push(temp[0]);
44         }
45     }
46     while (!op.empty()) {
47         s2 += op.top();
48         s2 += ' ';
49         op.pop();
50     }
51     return s2;
52 }
53
54 // 计算后缀表达式
55 int calc(const string& s) {
56     stack<int> num;
57     stringstream ss(s);
58     string temp;
59     while (ss >> temp) {
60         if (isdigit(temp[0])) num.push(stoi(temp));
61         else {
62             int b = num.top();
63             num.pop();
64             int a = num.top();
65             num.pop();
66             if (temp[0] == '+') a += b;
67             else if (temp[0] == '-') a -= b;
```

```

68         else if (temp[0] == '*') a *= b;
69         else if (temp[0] == '/') a /= b;
70         else if (temp[0] == '^') a = ksm(a, b);
71         num.push(a);
72     }
73 }
74 return num.top();
75 }

```

6.5 日期

```

1 int month[] = {0, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};
2 int pre[13];
3 vector<int> leap;
4 struct Date {
5     int y, m, d;
6     bool operator<(const Date& other) const {
7         return array<int, 3>{y, m, d} <
8             array<int, 3>{other.y, other.m, other.d};
9     }
10    Date(const string& s) {
11        stringstream ss(s);
12        char ch;
13        ss >> y >> ch >> m >> ch >> d;
14    }
15    int dis() const {
16        int yd = (y - 1) * 365 +
17            (upper_bound(leap.begin(), leap.end(), y - 1) - leap.begin());
18        int md =
19            pre[m - 1] + (m > 2 && (y % 4 == 0 && y % 100 || y % 400 == 0));
20        return yd + md + d;
21    }
22    int dis(const Date& other) const { return other.dis() - dis(); }
23 };
24 for (int i = 1; i <= 12; i++) pre[i] = pre[i - 1] + month[2];
25 for (int i = 1; i <= 1000000; i++)
26     if (i % 4 == 0 && i % 100 || i % 400 == 0) leap.push_back(i);

```

6.6 对拍

linux/Mac

```

1 g++ a.cpp -o program/a -O2 -std=c++17
2 g++ b.cpp -o program/b -O2 -std=c++17
3 g++ suiji.cpp -o program/suiji -O2 -std=c++17
4
5 cnt=0
6
7 while true; do
8     let cnt++
9     echo TEST:$cnt

```

```

10
11     ./program/suiji > in
12     ./program/a < in > out.a
13     ./program/b < in > out.b
14
15     diff out.a out.b
16     if [ $? -ne 0 ];then break;fi
17 done

```

windows

```

1 @echo off
2
3 g++ a.cpp -o program/a -O2 -std=c++17
4 g++ b.cpp -o program/b -O2 -std=c++17
5 g++ suiji.cpp -o program/suiji -O2 -std=c++17
6
7 set cnt=0
8
9 :again
10     set /a cnt=cnt+1
11     echo TEST:%cnt%
12     .\program\suiji > in
13     .\program\a < in > out.a
14     .\program\b < in > out.b
15
16     fc output.a output.b
17 if not errorlevel 1 goto again

```

6.7 编译常用选项

```

1 -Wall -Woverflow -Wextra -Wpedantic -Wfloat-equal -Wshadow -fsanitize=address,undefined

```

6.8 开栈

不同的编译器可能命令不一样

```

1 -Wl,--stack=0x10000000
2 -Wl,-stack_size -Wl,0x10000000
3 -Wl,-z,stack-size=0x10000000

```

6.9 clang-format

```

1 BasedOnStyle: Google
2 IndentWidth: 4
3 ColumnLimit: 80
4 AllowShortIfStatementsOnASingleLine: AllIfsAndElse
5 AccessModifierOffset: -4
6 EmptyLineBeforeAccessModifier: Leave
7 RemoveBracesLLVM: true

```