
ACM TEMPLATE



UESTC_Jungle

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1 Datastructure

1.1 Fenwick

```

1  /* Fenwick Tree (Binary Indexed Tree), by Abreto <m@abreto.net>. */
2  #include <cstring>
3
4  using namespace std;
5
6  template <class T = int, int MAXN = 100001>
7  struct fenwick {
8      static inline int lowbit(int x) {
9          return (x&(-x));
10     }
11     int N;
12     T f[MAXN]; /* 1-based. */
13     fenwick(void):N(MAXN) {
14         init();
15     }
16     fenwick(int n):N(n) {
17         init();
18     }
19     void init(void) {
20         memset(f,0,sizeof(f));
21     }
22     void upd(int i, T dx) {
23         while(i <= N) {
24             f[i] += dx;
25             i += lowbit(i);
26         }
27     }
28     T sum(int i) {
29         T ret = 0;
30         while(i) {
31             ret += f[i];
32             i -= lowbit(i);
33         }
34         return ret;
35     }
36 };

1  /* Fenwick Tree (Binary Indexed Tree), by Abreto <m@abreto.net>. */
2
3  #define MAXN 100001
4  #define LOWBIT(x) ((x)&(-x))
5
6  int N;
7  int fen[MAXN];
8
9  void update(int i, int dx) {
10     while(i <= N) {
11         fen[i] += dx;
12         i += LOWBIT(i);
13     }
14 }
15
16 int sum(int i) {
17     int s = 0;
18     while(i > 0) {
19         s += fen[i];
20         i -= LOWBIT(i);
21     }
22     return s;
23 }

```

1.2 BST in pb_ds

```

1  /* Red-Black tree via pb_ds. */
2  #include<bits/stdc++.h>
3  #include<ext/pb_ds/assoc_container.hpp>
4  #include<ext/pb_ds/tree_policy.hpp>
5  using namespace __gnu_pbds;
6  using namespace std;
7  template <typename T>
8  using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;
9
10 int main() {
11     ordered_set<int> s;
12     s.insert(1);
13     s.insert(3);
14     cout << s.order_of_key(2) << endl; // the number of elements in the s less than 2
15     cout << *s.find_by_order(0) << endl; // print the 0-th smallest number in s(0-based)
16 }

```

1.3 Segment Tree

```

1  /* Segment tree (Interval tree, range tree), by Abreto <m@abreto.net>. */
2
3  template <int STMAX = 1000000>
4  struct segment_tree {
5      struct node_t {
6          static inline node_t merge(node_t n1, node_t n2) {
7              node_t ans;
8              ans.l = n1.l;
9              ans.r = n2.r;
10             /* merge n1 and n2 to ans. */
11             return ans;
12         }
13
14         /* Data field */
15         int l,r;
16     } nodes[(STMAX+1)<<2];
17
18     struct lazy_t {
19         int marked; /* Optional */
20         /* lazy mark. */
21
22         lazy_t(void) {
23             clear();
24         }
25         void clear(void) {
26             marked=0;
27         }
28     } marks[(STMAX+1)<<2];
29
30     inline void maintain_leaf(int o, int idx) {
31         nodes[o].l = nodes[o].r = idx;
32         /* Operations to single elements ... */
33     }
34     inline void maintain(int o) {
35         nodes[o] = node_t::merge(nodes[o<<1], nodes[o<<1|1]);
36     }
37
38     /* Usage: build(1,1,n); */
39     void build(int o, int l, int r) { /* [l,r] */

```

```

40     if( r <= l ) {
41         maintain_leaf(o, l);
42     } else {
43         int mid = l+r>>1;
44         build(o<<1, l, mid);
45         build(o<<1|1, mid+1, r);
46         maintain(o);
47     }
48 }
49
50 /* Modify all elements in [l,r] */
51 void mark(lazy_t act, int o) {
52     /* do something .. */
53     marks[o].marked = 1;
54 }
55
56 /* Pass cached updates. */
57 void pushdown(int o) {
58     if( marks[o].marked ) {
59         mark(marks[o], o<<1);
60         mark(marks[o], o<<1|1);
61         marks[o].clear();
62     }
63 }
64
65 /* Do act on all elements in [L,R] */
66 void upd(int L, int R, lazy_t act, int o, int l, int r) {
67     if( L <= l && r <= R ) {
68         mark(act, o);
69     } else if (L <= R) {
70         int mid = (l+r)>>1;
71         pushdown(o);
72         if( L <= mid ) upd(L, R, act, o<<1, l, mid);
73         if( R > mid ) upd(L, R, act, o<<1|1, mid+1, r);
74         maintain(o);
75     }
76 }
77
78 node_t qry(int L, int R, int o, int l, int r) {
79     if(L <= l && r <= R)
80         return nodes[o];
81     else if (L <= R) {
82         int mid = (l+r)>>1;
83         pushdown(o);
84         if(R <= mid) return qry(L,R,o<<1,l,mid);
85         if(L > mid) return qry(L,R,o<<1|1,mid+1,r);
86         return node_t::merge(qry(L,R,o<<1,l,mid),qry(L,R,o<<1|1,mid+1,r));
87     }
88 }
89
90 int N;
91
92 segment_tree(void):N(STMAX) {}
93 segment_tree(int n):N(n) {}
94 void build(int n) {
95     N = n;
96     build(1,1,N);
97 }
98 void update(int L, int R, lazy_t act) {
99     upd(L,R,act,1,1,N);
100 }
101 node_t query(int L, int R) {
102     return qry(L,R,1,1,N);
103 }

```

```

104 |};

1  /* Segment tree (Interval tree, range tree), by Abreto <m@abreto.net>. */
2
3  #define MAXN    1000001
4
5  typedef struct {
6      int l,r;
7      /* Data field */
8  } node_t;
9
10 node_t merge(node_t n1, node_t n2) {
11     node_t ans;
12     ans.l = n1.l;
13     ans.r = n2.r;
14     /* merge n1 and n2 to ans. */
15     return ans;
16 }
17
18 typedef struct {
19     int marked; /* Optional */
20     /* lazy mark. */
21 } lazy_t;
22
23 int A[MAXN];
24 node_t nodes[MAXN<<2];
25 lazy_t marks[MAXN<<2];
26
27 void maintain_leaf(int o, int idx) {
28     nodes[o].l = nodes[o].r = idx;
29     /* Operations to single elements ... */
30 }
31 void maintain(int o) {
32     nodes[o] = merge(nodes[o<<1], nodes[o<<1|1]);
33 }
34
35 /* Usage: build(1,1,n); */
36 void build(int o, int l, int r) { /* [l,r] */
37     if( r <= l ) {
38         maintain_leaf(o, l);
39     } else {
40         int mid = l+r>>1;
41         build(o<<1, l, mid);
42         build(o<<1|1, mid+1, r);
43         maintain(o);
44     }
45     marks[o].marked = 0;
46 }
47
48 /* Modify all elements in [l,r] */
49 void mark(lazy_t act, int o) {
50     /* do something .. */
51     marks[o].marked = 1;
52 }
53
54 /* Pass cached updates. */
55 void pushdown(int o) {
56     if( marks[o].marked ) {
57         mark(marks[o], o<<1);
58         mark(marks[o], o<<1|1);
59         marks[o].marked = 0;
60     }
61 }
62

```

```

63 /* **DISCARDED** */
64 /* Set A[p]=v. Usage: modify(p, v, 1, 1, n);
65 void modify(int p, int v, int o, int l, int r)
66 {
67     if( r - l < 2 )
68     {
69         maintain_leaf(o, v);
70     } else {
71         int mid = (l+r)/2;
72         pushdown(o);
73         if( p <= mid ) modify(p, v, o*2, l, mid);
74         else modify(p, v, o*2+1, mid, r);
75         maintain(o);
76     }
77 }*/
78
79 /* Do act on all elements in [L,R] */
80 void update(int L, int R, lazy_t act, int o, int l, int r) {
81     if( L <= l && r <= R ) {
82         mark(act, o);
83     } else if (L <= R) {
84         int mid = (l+r)>>1;
85         pushdown(o);
86         if( L <= mid ) update(L, R, act, o<<1, l, mid);
87         if( R > mid ) update(L, R, act, o<<1|1, mid+1, r);
88         maintain(o);
89     }
90 }

```

1.4 Sparse Table

```

1 /* RMQ with Sparse Table, by Abreto <m@abreto.net>. */
2
3 int min(int a, int b) {
4     return (a<b)?a:b;
5 }
6
7 #define MAXN    100001
8 #define MAXLOG  32
9
10 int N;
11 int A[MAXN];    /* indexed from 0. */
12 int st[MAXN][MAXLOG];
13
14 void st_init() {
15     int i = 0, j = 0, t = 0;
16     for(i = 0; i < N; ++i) st[i][0] = A[i];
17     for(j = 1; (t=(1<<j)) <= N; ++j)
18         for(i = 0; (i+t-1) < N; ++i)
19             st[i][j] = min(st[i][j-1], st[i+(t>>1)][j-1]);
20     /* st(i,j) = min(st(i,j-1), st(i+2^(j-1),j-1)). */
21 }
22
23 int st_query(int l, int r) {
24     int k = 0;
25     while((1<<(k+1)) <= (r-l+1)) k++;
26     return min(st[l][k], st[r-(1<<k)+1][k]);
27 }

```

1.5 Treap

```

1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5 #define MAXN (2560000)
6
7 int __treap_mem[MAXN];
8 void init_treap_mem(void) {
9     for( int i = 1 ; i < MAXN ; i++ )
10         __treap_mem[i-1] = i;
11 }
12 int alloc_address(void) {
13     int ret = __treap_mem[0];
14     __treap_mem[0] = __treap_mem[ret];
15     return ret;
16 }
17 void free_address(int p) {
18     __treap_mem[p] = __treap_mem[0];
19     __treap_mem[0] = p;
20 }
21
22 typedef int key_t;
23 typedef int val_t;
24 struct treap {
25     key_t x;
26     val_t v;
27     int r; /* random priority */
28     int eq, s; /* number of equal ones, size of subtree (include root itself) */
29     treap *fa; /* point to its father */
30     treap *ch[2]; /* 0 for left child, 1 for right child. */
31
32     treap(void);
33     inline void maintain(void); /* update s */
34     inline void set_child(int d, treap *child);
35     inline int which(void); /* determine which child this is of its father */
36     inline int cmp(key_t ox); /* determine which child to insert ox */
37     treap *rotate(void); /* rotate this to its father, return this */
38 } treap_nodes[MAXN];
39
40 treap *new_treap(key_t x, val_t v, treap *f) {
41     treap *ret = treap_nodes + alloc_address();
42     ret->x = x;
43     ret->v = v;
44     ret->eq = ret->s = 1;
45     ret->fa = f;
46     ret->ch[0] = ret->ch[1] = NULL;
47 }
48 void free_treap(treap *p) {
49     free_address( p - treap_nodes );
50 }
51 void treap_clear(void) {
52     init_treap_mem();
53 }
54
55 treap::treap(void) {
56     r = rand();
57     eq = s = 0;
58     fa = ch[0] = ch[1] = NULL;
59 }
60 inline void treap::maintain(void) {
61     s = eq;
62     for( int i = 0 ; i < 2 ; i++ )
63         if( ch[i] )
64             s += ch[i]->s;

```



```

65 }
66 inline void treap::set_child(int d, treap *child) {
67     ch[d] = child;
68     maintain();
69     if( child ) child->fa = this;
70 }
71 inline int treap::which(void) {
72     if( NULL == fa ) return -1; /* this is not a child */
73     else return ( fa->ch[1] == this );
74 }
75 inline int treap::cmp(key_t ox) {
76     if( ox == x ) return -1; /* equal */
77     else return ( ox > x ); /* left less, right more */
78 }
79 treap *treap::rotate(void) {
80     if ( NULL == fa ) return this; /* no father, already global root. */
81     int d = which();
82     fa->set_child(d, ch[d^1]);
83     set_child(d^1, fa);
84     return this;
85 }
86
87 // — deprecated |
88 typedef int T;
89
90 struct node {
91     T v; /* value of this node */
92     int r; /* random priority */
93     int eq; /* the number of equal things */
94     int s; /* the size of subtree rooted at this */
95     node *ch[2]; /* 0 for left child, 1 for right child. */
96     node(void) {
97         r = rand();
98         ch[0] = ch[1] = NULL;
99     }
100     /* return where to insert x */
101     int cmp(T x) {
102         if(v == x) return -1;
103         else return (x < v) ? 0 : 1;
104     }
105     /* return 1 if this node is prior to other */
106     int pri(node *o) {
107         return (r > (o->r));
108     }
109     /* maintain the s field */
110     void maintain(void) {
111         s = eq;
112         if(NULL != ch[0]) s += ch[0]->s;
113         if(NULL != ch[1]) s += ch[1]->s;
114     }
115 };
116
117 /* move o to ch[d] of o->ch[d^1] */
118 void rotate(node *&o, int d) {
119     node *k = o->ch[d^1];
120     o->ch[d^1] = k->ch[d];
121     o->maintain();
122     k->ch[d] = o;
123     k->maintain();
124     o = k;
125 }

```

1.6 Leftist Heap

```

1  /* HDU 1512 Monkey King (左偏树模板题) */
2  #include<iostream>
3  #include<cstdio>
4  using namespace std;
5  const int maxn = 100000+5;
6
7  int n, m;
8
9  struct Heap {
10     int l,r,fa,val,dis;
11 } t[maxn];
12
13
14 int finds(int x) {
15     return t[x].fa == -1? x:t[x].fa = finds(t[x].fa);
16 }
17
18 int merge(int x, int y) {
19     if(x == 0) return y;    //如果为0的话,就说明是空子树,根节点当然就是另一节点了
20     if(y == 0) return x;
21     if(t[y].val>t[x].val) swap(x,y);    //始终往右子树进行插入
22     t[x].r = merge(t[x].r,y);
23     t[t[x].r].fa = x;
24     if(t[t[x].l].dis < t[t[x].r].dis) swap(t[x].l,t[x].r);    //是否需要左右子树的对换,
        这样是为了右子树尽量短
25     if(t[x].r == 0) t[x].dis = 0;    //距离的重新分配
26     else t[x].dis = t[t[x].r].dis + 1;
27     return x;
28 }
29
30 int pop(int &root) {
31     int l = t[root].l;
32     int r = t[root].r;
33     t[root].l = t[root].r = t[root].dis = 0;
34     t[root].fa = -1;
35     t[l].fa = t[r].fa = -1;    //删除root根节点
36     return merge(l,r);    //这样一来相当于分裂成了两棵子树,重新进行合并,最后返回值
        为合并后的根节点
37 }
38
39 int push(int x, int y) {
40     return merge(x,y);
41 }
42
43 int main() {
44     //freopen("in.txt","r",stdin);
45     while(~scanf("%d",&n)) {
46         for(int i=1; i<=n; i++) {
47             t[i].l=t[i].r=t[i].dis=0;
48             t[i].fa=-1;
49             scanf("%d",&t[i].val);
50         }
51         scanf("%d",&m);
52         while(m--) {
53             int a,b;
54             scanf("%d%d",&a,&b);
55             int x=finds(a);
56             int y=finds(b);
57             if(x!=y) {
58                 t[x].val/=2;
59                 int xx = push( pop(x),x);
60                 t[y].val/=2;

```

```

61         int yy = push( pop(y),y);
62         printf("%d\n",t[merge(xx,yy)].val);
63     } else puts("-1");
64 }
65 }
66 return 0;
67 }

```

1.7 Splay

```

1  /* splay, by Abreto<m@abreto.net>. */
2
3  #ifndef NULL
4  #define NULL 0
5  #endif
6
7  struct node {
8      node *f, *ch[2];
9      int sz;
10     node(node *fa = NULL, node *lc = NULL, node *rc = NULL) {
11         f = fa;
12         ch[0] = lc;
13         ch[1] = rc;
14         maintain();
15     }
16     inline int szof(const int d) const {
17         return ch[d] ? ch[d]->sz : 0;
18     }
19     inline void maintain(void) {
20         sz = szof(0) + szof(1) + 1;
21     }
22     inline int which(void) {
23         if (NULL == f) return 0;
24         return (f->ch[1] == this); /* f[which()] == this */
25     }
26     inline node *setf(node *fa, int d = 0) {
27         f = fa;
28         if (f) {
29             f->ch[d] = this;
30             f->maintain();
31         }
32         return f;
33     }
34     inline node *setc(node *son, int d = 0) {
35         ch[d] = son;
36         if (son) son->f = this;
37         maintain();
38         return this;
39     }
40     /* rotate this to its fater, return this. */
41     inline node *rotate(void) {
42         if (f != NULL) {
43             node *ff = f->f;
44             int d = which(), fd = f->which();
45             setc(f->setc(ch[d ^ 1], d), d ^ 1);
46             setf(ff, fd);
47         }
48         return this;
49     }
50     /* splay this to child of target */
51     inline node *splay(node * const target = NULL) {
52         while (f != target) {
53             if (target != f->f) {

```

```

54     ( (which() == f->which()) ? f : this )->rotate();
55     }
56     rotate();
57 }
58 return this;
59 }
60 /* 0-based rank */
61 inline node *get_k_th(unsigned k) {
62     node *p = this;
63     int rank;
64     while (k != (rank = (p->szof(0)))) {
65         if (k < rank) {
66             p = p->ch[0];
67         } else {
68             k -= (rank + 1);
69             p = p->ch[1];
70         }
71     }
72     return p->splay(f);
73 }
74 };

```

```

1  /* HDU 3487 – Play with Chain, by Abreto<m@abreto.net>. */
2  #include <bits/stdc++.h>
3
4  using namespace std;
5
6  #define MAXN    300300
7
8  int n, m;
9
10 #define LC(p)    ch[p][0]
11 #define RC(p)    ch[p][1]
12 #define TARGET(p) LC(RC(p))
13
14 int nodes;
15 int val[MAXN], ch[MAXN][2], fa[MAXN], sz[MAXN];
16 int rev[MAXN];
17
18 inline int new_node(int v, int f) {
19     int p = (++nodes);
20     val[p] = v;
21     fa[p] = f;
22     ch[p][0] = ch[p][1] = rev[p] = 0;
23     sz[p] = 1;
24     return p;
25 }
26 inline void maintain(int p) {
27     if (p) {
28         sz[p] = sz[LC(p)] + sz[RC(p)] + 1;
29     }
30 }
31 inline void make_child(int f, int d, int p) { /* make p the d-th ch of f */
32     ch[f][d] = p;
33     if (p) fa[p] = f;
34 }
35 inline void myrev(int p) {
36     if (p) {
37         rev[p] ^= 1;
38         swap(LC(p), RC(p));
39     }
40 }
41 inline void pushdown(int p) {
42     if (p && rev[p]) {

```

```

43     if(LC(p)) myrev(LC(p));
44     if(RC(p)) myrev(RC(p));
45     rev[p] = 0;
46 }
47 }
48 int build(int f = 0, int l = 0, int r = n+1) {
49     if(r < l) return 0;
50     if(l == r) return new_node(l, f);
51     int mid = l+r>>1;
52     int p = new_node(mid, f);
53     LC(p) = build(p, l, mid-1);
54     RC(p) = build(p, mid+1, r);
55     maintain(p);
56     return p;
57 }
58 inline int which(int p) { /* return 1 if p is a right child or 0 if p is a left
    child. */
59     return (RC(fa[p]) == p);
60 }
61 inline int rotate(int p) { /* rotate p to its father. [!] make sure p is not global
    root. */
62     int f = fa[p], ff = fa[f];
63     if(0 == f) return p; /* p is global root */
64     pushdown(f);
65     pushdown(p);
66     int d = which(p), df = which(f);
67     make_child(f, d, ch[p][d^1]);
68     make_child(p, d^1, f);
69     maintain(f);
70     maintain(p);
71     fa[p] = ff;
72     if(ff) ch[ff][df] = p;
73     return p;
74 }
75 inline int splay(int p, int fr) { /* splay p to the son of fr, return p. */
76     pushdown(p);
77     while(fa[p] != fr) {
78         int f = fa[p], dp = which(p);
79         if(fa[f] == fr) {
80             return rotate(p);
81         } else {
82             int df = which(f);
83             if(dp == df) {
84                 rotate(f);
85             } else {
86                 rotate(p);
87             }
88             rotate(p);
89         }
90     }
91     return p;
92 }
93 inline int get_k_th(int root, int k) {
94     int p = root;
95     int rank;
96     while(k != (rank = (sz[LC(p)] + 1))) {
97         pushdown(p);
98         if(k < rank) p = LC(p);
99         else {
100             k -= rank;
101             p = RC(p);
102         }
103     }
104     return splay(p, fa[root]);

```

```

105 }
106 inline int merge(int left, int right) {
107     pushdown(left);
108     if(RC(left)) left = get_k_th(left, sz[left]);
109     RC(left) = right;
110     maintain(left);
111     fa[right] = left;
112     return left;
113 }
114 inline int split(int root, int d) { /* split ch[root][d], return the root of splitted
    out. */
115     pushdown(root);
116     int child = ch[root][d];
117     ch[root][d] = 0;
118     maintain(root);
119     fa[child] = 0;
120     return child;
121 }
122 inline int concat(int root, int d, int p) { /* make p be ch[root][d], return root */
123     pushdown(root);
124     ch[root][d] = p;
125     fa[p] = root;
126     maintain(root);
127     return root;
128 }
129
130 void myclear(void) {
131     nodes = 0;
132 }
133
134 int ans[MAXN];
135 void inorder(int p, int &pos) {
136     if(0 == p) return;
137     pushdown(p);
138     inorder(LC(p), pos);
139     if( (0 < val[p]) && (val[p] < n+1) ) ans[pos++] = val[p];
140     inorder(RC(p), pos);
141 }
142
143 void handle() {
144     int i;
145     int root;
146     myclear();
147     root = build(0);
148     while(m--) {
149         char command[8];
150         int a, b, c;
151         int tar;
152         scanf("%s%d%d", command, &a, &b);
153         if('C' == command[0]) {
154             scanf("%d", &c);
155             root = get_k_th(root, a);
156             RC(root) = get_k_th(RC(root), b-a+2);
157             tar = split(RC(root), 0);
158             maintain(root);
159             root = get_k_th(root, c+1);
160             RC(root) = get_k_th(RC(root), 1);
161             RC(root) = concat(RC(root), 0, tar);
162             maintain(root);
163         } else {
164             root = get_k_th(root, a);
165             RC(root) = get_k_th(RC(root), b-a+2);
166             myrev(TARGET(root));
167         }
168     }
169 }

```

```

168     }
169     int pos = 0;
170     inorder(root, pos);
171     for(i = 0; i < n; i++) printf("%s%d", i ? "□":"", ans[i]);
172     puts("");
173 }
174
175 int main(void) {
176     while( scanf("%d%d", &n, &m) && (n > 0) && (m > 0) )
177         handle();
178     return 0;
179 }

```

2 Dynamic Programming

2.1 LIS $O(n \log n)$

```

1  |
2  | int top = 0;
3  | for( int i=1; i<=n; i++ ) {
4  |     if( ap[i] > dp[top] ) { // 如果大于 "模拟栈" 的栈顶元素直接 入栈 长度加 1
5  |         top++;
6  |         dp[top] = ap[i];
7  |         continue;
8  |     }
9  |     int m = ap[i];
10 | // lower_bound 前闭后开 返回不小于 m 的最小值的位置
11 | pos = lower_bound(dp, dp+top, m)-dp; // 注意减去dp
12 | if( dp[pos] > ap[i] )
13 |     dp[pos] = ap[i];
14 | }

```

2.2 LCS $O(n \log n)$

总的来说，就是把 LCS 转化成 LIS，然后用 LIS 的 $O(N \log N)$ 算法来求解。

实现如下：（引用）

假设有两个序列 $s_1[1 \dots 6] = abcadbc$, $s_2[1 \dots 7] = cabedab$.

记录 s_1 中每个元素在 s_2 中出现的位置，再将位置按降序排列，则上面的例子可表示为：

$loc(a) = \{6, 2\}$, $loc(b) = \{7, 3\}$, $loc(c) = \{1\}$, $loc(d) = \{5\}$. (倒着扫一遍 s_2 即可把位置扔进 vector).

将 s_1 中每个元素的位置按 s_1 中元素的顺序排列成一个序列 $s_3 = \{6, 2, 7, 3, 1, 6, 2, 5, 1\}$.

在对 s_3 求 LIS 得到的值即为求 LCS 的答案。

2.3 Improved by quadrilateral inequality

```

1  | /*
2  |  * 四边形不等式
3  |  *
4  |  * 如果 dp(i,j) 满足 dp(i,j)<=dp(i,j+1)<=dp(i+1,j+1)
5  |  * 那么决策 s(i,j) 满足 s(i,j)<=s(i,j+1)<=s(i+1,j+1)
6  |  * 可以变形为：
7  |  *      s(i-1,j) <= s(i,j) <= s(i,j+1) // dp方向：i增j减
8  |  * 或
9  |  *      s(i,j-1) <= s(i,j) <= s(i+1,j) // dp方向：区间长度L增
10 | */
11 | #include <bits/stdc++.h>
12 |
13 | using namespace std;
14 |
15 | #define MAXN    1024

```

```

16 #define inf      (0xffffffff)
17
18 int n, m;
19 int v[MAXN];
20 int s[MAXN];
21 int w[MAXN][MAXN];
22 int dp[MAXN][MAXN];
23 int c[MAXN][MAXN];
24
25 int wa(void) {
26     int i, j, k;
27     for(i = 1; i <= n; ++i) {
28         scanf("%d", v+i);
29         s[i] = v[i] + s[i-1];
30     }
31     for(i = 1; i <= n; ++i) {
32         w[i][i] = 0;
33         for(j = i+1; j <= n; ++j)
34             w[i][j] = w[i][j-1] + v[j] * (s[j-1] - s[i-1]);
35     }
36     /* doing dp */
37     for(i = 1; i <= n; ++i) {
38         dp[i][0] = w[1][i];
39         c[i][0] = 1;
40         c[i][i] = i-1;
41         for(j = i-1; j > 0; j--) {
42             dp[i][j] = inf;
43             for(k = c[i-1][j]; k <= c[i][j+1]; ++k)
44                 if(dp[k][j-1] + w[k+1][i] <= dp[i][j]) {
45                     dp[i][j] = dp[k][j-1] + w[k+1][i];
46                     c[i][j] = k;
47                 }
48         }
49     }
50     /* dp done */
51     return dp[n][m];
52 }
53
54 int main(void) {
55     while(EOF != scanf("%d%d", &n, &m) && n && m) {
56         printf("%d\n", wa());
57     }
58     return 0;
59 }

```

2.4 Improved by Slope

```

1  /* type 1: */
2  /* bzoj 1010 */
3  #include <bits/stdc++.h>
4
5  using namespace std;
6  typedef long double ll;
7  #define MAXN    50050
8  #define eps     (1e-8)
9
10 int N;
11 ll L;
12 ll S[MAXN];
13 ll f[MAXN];
14 ll dp[MAXN];
15
16 inline ll k(int j) {

```



```

17     return (-2.0) * (f[j] + L);
18 }
19 inline ll b(int j) {
20     return dp[j] + f[j]*f[j] + 2ll*f[j]*L;
21 }
22 inline ll g(int j, int i) {
23     return k(j) * f[i] + b(j);
24 }
25
26 /* check if l1 & l3 <= l2 */
27 inline int check(int l1, int l2, int l3) {
28     /*ll left = b(l3)*k(l1)+b(l1)*k(l2)+b(l2)*k(l3);
29     ll right = b(l1)*k(l3)+b(l3)*k(l2)+b(l2)*k(l1);*/
30     ll left = b(l3)*k(l1)-b(l1)*k(l3);
31     ll right = k(l2)*(b(l3)-b(l1))+b(l2)*(k(l1)-k(l3));
32     return (left <= right);
33 }
34
35 int Q[MAXN], ql, qr;
36
37 int main(void) {
38     int i;
39     scanf("%d%Lf", &N, &L);
40     L += 1.0;
41     for(i = 1; i <= N; ++i) {
42         scanf("%Lf", S+i);
43         S[i] += S[i-1];
44         f[i] = S[i] + (double)i;
45     }
46     Q[qr++] = 0;
47     for(i = 1; i <= N; ++i) {
48         /* <!-- STARED */
49         for(; ql+1 < qr && g(Q[ql],i) >= g(Q[ql+1],i); ql++);
50         dp[i] = g(Q[ql], i) + f[i]*f[i] + L*L; //printf("%d: %lld,%lld\n", i, dp[i], dp[i]
           -f[i]*f[i]);
51         for(; ql+1 < qr && check(Q[qr-2], Q[qr-1], i); qr--);
52         Q[qr++] = i;
53         /* --> */
54     }
55     printf("%lld\n", (long long int)round(dp[N]));
56     return 0;
57 }

```

3 Geometry

3.1 2D

3.1.1 Point

```

1  /* 2D Point Class, by Abreto<m@abreto.net> */
2  #include <cmath>
3
4  /**
5   * Define ABG2d_USE_LL if you want to use long long int for cordnates.
6   */
7
8  namespace ab_geometry_2d {
9
10 using namespace std;
11
12 typedef double ab_float;
13

```

```

14 const ab_float pi = acos(-1.);
15
16 #ifdef ABG2d_USE_LL
17 typedef long long int T;
18 #else
19 typedef ab_float T;
20 const ab_float eps = 1e-8;
21 #endif
22
23 inline T myabs(T x) {
24     if(x < 0) return (-x);
25     return x;
26 }
27
28 inline int sgn(T x) {
29     /* no difference'' in fact */
30 #ifdef ABG2d_USE_LL
31     if (0 == x) return 0;
32 #else
33     if (myabs(x) < eps) return 0;
34 #endif
35     return (x > 0) ? 1 : -1;
36 }
37
38 inline T sqr(T x) {
39     return (x * x);
40 }
41
42 struct point {
43     T x,y;
44     point(void):x(T()),y(T()) {}
45     point(T xx, T yy):x(xx),y(yy) {}
46     inline T norm2(void) {
47         return sqr(x) + sqr(y);
48     }
49     inline ab_float norm(void) {
50         return sqrt((ab_float)(norm2()));
51     }
52     inline point rotate(const ab_float &cost, const ab_float &sint) {} // TODO:
53     inline point operator-(void) const {
54         return point(-x,-y);
55     }
56     inline point operator+(const point& b) const {
57         return point(x+b.x,y+b.y);
58     }
59     inline point operator-(const point& b) const {
60         return point(x-b.x,y-b.y);
61     }
62     inline point operator->*(const point &b) const {
63         return (b-(*this));
64     }
65     inline T operator*(const point& b) const {
66         return ((x)*(b.x))+((y)*(b.y)); /* inner product */
67     }
68     inline T operator^(const point& b) const {
69         return ((x)*(b.y))-((b.x)*(y)); /* outter product */
70     }
71     inline point& operator+=(const point& b) {
72         point tmp=(*this)+b;
73         (*this)=tmp;
74         return (*this);
75     }
76     inline point& operator-=(const point& b) {
77         point tmp=(*this)-b;

```

```

78     (*this)=tmp;
79     return (*this);
80 }
81 inline bool operator==(const point& b) const {
82     return (0==sgn(x-b.x))&&(0==sgn(y-b.y));
83 }
84 inline bool operator!=(const point& b) const {
85     return !((*this)==b);
86 }
87 inline point operator<<(const ab_float& theta) const {
88     ab_float ct = cos(theta), st = sin(theta); /* rotate counter-clockwise in radian
89     */
89     return point(ct*x - st*y, st*x + ct*y);
90 }
91 };
92
93 typedef point vec;
94
95
96 } // namespace ab_geometry_2d

```

3.1.2 Circle

Base

```

1  /* 2D Circle Base Class, by Abreto<m@abreto.net>. */
2
3  /* requirement: point.cc */
4  #include "point.cc"
5
6  #include <utility>
7
8  namespace ab_geometry_2d {
9
10 using namespace std;
11
12 struct circle {
13     point o;
14     T r;
15     circle(void) : r(T()) {}
16     circle(point center, T radius) : o(center), r(radius) {}
17
18     inline ab_float arclen(ab_float theta) {
19         return theta * r;
20     }
21     inline ab_float circumference(void) {
22         return 2. * pi * r;
23     }
24     inline ab_float area(void) {
25         return pi * r * r;
26     }
27
28     /* bool contain(const circle &C, const bool including_touch = false) const
29     {
30         T dis2 = (o->*(C.o)).norm2();
31         T raw_diff = r - C.r;
32         if ( -1 == sgn(raw_diff) ) return false;
33         T dr2 = sqr(raw_diff);
34         return (dis2 < dr2) || (including_touch && (dis2 == dr2));
35     }
36     inline bool in(const circle &C, const bool including_touch = false) const
37     {
38         return C.contain(*this, including_touch);

```

```

39 } */
40 enum relation_t {
41     same = 0x000000,
42     contain = 0x000001,
43     intouch = 0x000010,
44     intersect = 0x000100,
45     outtouch = 0x001000,
46     separate = 0x010000,
47     unknow_relation = 0xffff
48 };
49 relation_t with(const circle &C) const {
50     T dis2 = (o->*(C.o)).norm2();
51     T dr2 = sqr(r - C.r), rs2 = sqr(r + C.r);
52     if ( 0 == sgn(dis2) && 0 == sgn(dr2) ) return same;
53     if ( -1 == sgn(dis2 - dr2) ) return contain;
54     if ( 0 == sgn(dis2 - dr2) ) return intouch;
55     if ( -1 == sgn(dr2 - dis2) && -1 == sgn(dis2 - rs2) ) return intersect;
56     if ( 0 == sgn(dis2 - rs2) ) return outtouch;
57     if ( -1 == sgn(rs2 - dis2) ) return separate;
58     return unknow_relation;
59 }
60
61 enum point_relation_t {
62     in = 0x001,
63     on = 0x010,
64     out = 0x100,
65     unknow_point_relation = 0xfff
66 };
67 point_relation_t with(const point &P) const {
68     T dis2 = (o->*P).norm2();
69     T r2 = sqr(r);
70     int type = sgn(dis2 - r2);
71     if (-1 == type) return in;
72     if ( 0 == type) return on;
73     if (+1 == type) return out;
74     return unknow_point_relation;
75 }
76
77 ab_float central_angle(const point &A, const point &B, const bool reflex = false)
78     const {
79     T dot = (A * B);
80     if (0 == sgn(dot)) return 1. * (A != B) * pi;
81     ab_float angle = ((ab_float)(dot)) / r / r;
82     if ( reflex ) angle = 2. * pi - angle;
83     return angle;
84 }
85
86 /* be sure (*this) intersect with C */
87 pair<point,point> crosspoint(const circle &C) const {
88     ab_float d = (o ->*(C.o)).norm();
89     // TODO:
90 }
91 };
92 }

```

k 次圓交

```

1 //china no.1
2 #pragma comment(linker, "/STACK:1024000000,1024000000")
3 #include <vector>
4 #include <iostream>
5 #include <string>
6 #include <map>
7 #include <stack>

```

```

8 #include <cstring>
9 #include <queue>
10 #include <list>
11 #include <stdio.h>
12 #include <set>
13 #include <algorithm>
14 #include <cstdlib>
15 #include <cmath>
16 #include <iomanip>
17 #include <cctype>
18 #include <sstream>
19 #include <functional>
20 #include <stdlib.h>
21 #include <time.h>
22 #include <bitset>
23 using namespace std;
24
25 #define pi acos(-1)
26 #define PI acos(-1)
27 #define endl '\n'
28 #define srand() srand(time(0));
29 #define me(x,y) memset(x,y,sizeof(x));
30 #define foreach(it,a) for(__typeof((a).begin()) it=(a).begin();it!=(a).end();it++)
31 #define close() ios::sync_with_stdio(0); cin.tie(0);
32 #define FOR(x,n,i) for(int i=x;i<=n;i++)
33 #define FOr(x,n,i) for(int i=x;i<n;i++)
34 #define W while
35 #define sgn(x) ((x) < 0 ? -1 : (x) > 0)
36 #define bug printf("*****\n");
37 #define db double
38 typedef long long LL;
39 const int INF=0x3f3f3f3f;
40 const LL LINF=0x3f3f3f3f3f3f3f3fLL;
41 const int dx[]={-1,0,1,0,1,-1,-1,1};
42 const int dy[]={0,1,0,-1,-1,1,-1,1};
43 const int maxn=1e3+10;
44 const int maxx=1e6+100;
45 const double EPS=1e-8;
46 const double eps=1e-8;
47 const int mod=100000007;
48 template<class T>inline T min(T a,T b,T c) {
49     return min(min(a,b),c);
50 }
51 template<class T>inline T max(T a,T b,T c) {
52     return max(max(a,b),c);
53 }
54 template<class T>inline T min(T a,T b,T c,T d) {
55     return min(min(a,b),min(c,d));
56 }
57 template<class T>inline T max(T a,T b,T c,T d) {
58     return max(max(a,b),max(c,d));
59 }
60 template <class T>
61 inline bool scan_d(T &ret) {
62     char c;
63     int sgn;
64     if (c = getchar(), c == EOF) {
65         return 0;
66     }
67     while (c != '-' && (c < '0' || c > '9')) {
68         c = getchar();
69     }
70     sgn = (c == '-') ? -1 : 1;
71     ret = (c == '-') ? 0 : (c - '0');

```

```

72 while (c = getchar(), c >= '0' && c <= '9') {
73     ret = ret * 10 + (c - '0');
74 }
75 ret *= sgn;
76 return 1;
77 }
78
79 inline bool scan_lf(double &num) {
80     char in;
81     double Dec=0.1;
82     bool IsN=false,IsD=false;
83     in=getchar();
84     if(in==EOF) return false;
85     while(in!='-'&&in!='.'&&(in<'0' || in>'9'))in=getchar();
86     if(in=='-') {
87         IsN=true;
88         num=0;
89     } else if(in=='.') {
90         IsD=true;
91         num=0;
92     } else num=in-'0';
93     if(!IsD) {
94         while(in=getchar(),in>='0'&&in<='9') {
95             num*=10;
96             num+=in-'0';
97         }
98     }
99     if(in!='.') {
100         if(IsN) num=-num;
101         return true;
102     } else {
103         while(in=getchar(),in>='0'&&in<='9') {
104             num+=Dec*(in-'0');
105             Dec*=0.1;
106         }
107     }
108     if(IsN) num=-num;
109     return true;
110 }
111
112 void Out(LL a) {
113     if(a < 0) {
114         putchar('-');
115         a = -a;
116     }
117     if(a >= 10) Out(a / 10);
118     putchar(a % 10 + '0');
119 }
120 void print(LL a) {
121     Out(a),puts("");
122 }
123 //freopen( "in.txt" , "r" , stdin );
124 //freopen( "data.txt" , "w" , stdout );
125 //cerr << "run time is " << clock() << endl;
126 /*struct Point
127 {
128     double x, y;
129     Point(const Point& rhs): x(rhs.x), y(rhs.y) { } //拷贝构造函数
130     Point(double x = 0, double y = 0) : x(x), y(y) { }
131     inline void input()
132     {
133         scanf("%lf%lf",&x,&y);
134     }
135     inline void print()

```

```

136     {
137         printf("%.6lf %.6lf\n",x,y);
138     }
139 };*/
140 db sqr(db x) {
141     return x*x;
142 }
143 int dcmp(double x) {
144     if(fabs(x) < EPS) return 0;
145     else return x < 0 ? -1 : 1;
146 }
147 struct Circle {
148     double x, y, r, angle;
149     int d;
150     Circle() {}
151     Circle(double xx, double yy, double ang = 0, int t = 0) {
152         x = xx;
153         y = yy;
154         angle = ang;
155         d = t;
156     }
157     void get() {
158         scanf("%lf%lf%lf", &x, &y, &r);
159         d = 1;
160     }
161 };
162 Circle cir[maxn],tp[maxn*2];
163 double area[maxn];
164 double dis(Circle a,Circle b) {
165     return sqrt(sqr(a.x - b.x) + sqr(a.y - b.y));
166 }
167 double cross(Circle p0,Circle p1,Circle p2) {
168     return (p1.x - p0.x) * (p2.y - p0.y) - (p1.y - p0.y) * (p2.x - p0.x);
169 }
170 //圓相交
171 int CirCrossCir(Circle p1, double r1,Circle p2, double r2,Circle &cp1,Circle &cp2) {
172     double mx = p2.x - p1.x, sx = p2.x + p1.x, mx2 = mx * mx;
173     double my = p2.y - p1.y, sy = p2.y + p1.y, my2 = my * my;
174     double sq = mx2 + my2, d = -(sq - sqr(r1 - r2)) * (sq - sqr(r1 + r2));
175     if (d + eps < 0) return 0;
176     if (d < eps) d = 0;
177     else d = sqrt(d);
178     double x = mx * ((r1 + r2) * (r1 - r2) + mx * sx) + sx * my2;
179     double y = my * ((r1 + r2) * (r1 - r2) + my * sy) + sy * mx2;
180     double dx = mx * d, dy = my * d;
181     sq *= 2;
182     cp1.x = (x - dy) / sq;
183     cp1.y = (y + dx) / sq;
184     cp2.x = (x + dy) / sq;
185     cp2.y = (y - dx) / sq;
186     if (d > eps) return 2;
187     else return 1;
188 }
189 bool circmp(const Circle& u, const Circle& v) {
190     return dcmp(u.r - v.r) < 0;
191 }
192 bool cmp(const Circle& u, const Circle& v) {
193     if (dcmp(u.angle - v.angle)) return u.angle < v.angle;
194     return u.d > v.d;
195 }
196 //0.5*r*r*(K-sin(K))
197 double calc(Circle cir,Circle cp1,Circle cp2) {
198     double ans = (cp2.angle - cp1.angle) * sqr(cir.r)
199         - cross(cir, cp1, cp2) + cross(Circle(0, 0), cp1, cp2);

```

```

200     return ans / 2;
201 }
202
203 void CirUnion(Circle cir[], int n) {
204     Circle cp1, cp2;
205     sort(cir, cir + n, circmp);
206     for (int i = 0; i < n; ++i)
207         for (int j = i + 1; j < n; ++j)
208             if (dcmp(dis(cir[i], cir[j]) + cir[i].r - cir[j].r) <= 0)
209                 cir[i].d++;
210     for (int i = 0; i < n; ++i) {
211         int tn = 0, cnt = 0;
212         for (int j = 0; j < n; ++j) {
213             if (i == j) continue;
214             if (CirCrossCir(cir[i], cir[i].r, cir[j], cir[j].r,
215                             cp2, cp1) < 2) continue;
216             cp1.angle = atan2(cp1.y - cir[i].y, cp1.x - cir[i].x);
217             cp2.angle = atan2(cp2.y - cir[i].y, cp2.x - cir[i].x);
218             cp1.d = 1;
219             tp[tn++] = cp1;
220             cp2.d = -1;
221             tp[tn++] = cp2;
222             if (dcmp(cp1.angle - cp2.angle) > 0) cnt++;
223         }
224         tp[tn++] = Circle(cir[i].x - cir[i].r, cir[i].y, pi, -cnt);
225         tp[tn++] = Circle(cir[i].x + cir[i].r, cir[i].y, -pi, cnt);
226         sort(tp, tp + tn, cmp);
227         int p, s = cir[i].d + tp[0].d;
228         for (int j = 1; j < tn; ++j) {
229             p = s;
230             s += tp[j].d;
231             area[p] += calc(cir[i], tp[j - 1], tp[j]);
232         }
233     }
234 }
235
236 int n;
237 void solve() {
238     for(int i=0; i<n; i++)
239         cir[i].get();
240     me(area,0);
241     CirUnion(cir,n);
242     for(int i=1; i<=n; i++) {
243         area[i]-=area[i+1];
244         printf("[%d]_=%.3f\n", i, area[i]);
245     }
246 }
247 int main() {
248     while(scanf("%d",&n)!=EOF)
249         solve();
250 }

```

universe

```

1
2 Point CircumCenter(Point a,Point b,Point c) { //三角形的外心
3     Point cp;
4     double a1 = b.x-a.x,b1 = b.y-a.y,c1 = (a1*a1 + b1*b1)/2;
5     double a2 = c.x-a.x,b2 = c.y-a.y,c2 = (a2*a2 + b2*b2)/2;
6     double d = a1*b2 - a2*b1;
7     cp.x = a.x + (c1*b2-c2*b1)/d;
8     cp.y = a.y + (a1*c2-a2*c1)/d;
9     return cp;
10 }

```


3.1.3 Convex hull

```

1  /* 2D Convex Hull, by Abreto <m@abreto.net>. */
2  #include "2d_base.hh"
3  #include <cmath>
4  #include <algorithm>
5
6  using namespace std;
7
8  point O;
9
10 bool comp_angle(point_t a, point_t b) {
11     double t = (a-O).X(b-O);
12     if(fe(t,0.0)) return fl((b-O).mag2(),(a-O).mag2());
13     else return fl(0.0,t);
14 }
15
16 void convex_hull_graham(vp& convex, vp src) {
17     int i = 0, top = 0;
18     O = src[0];
19     for(auto pt : src)
20         if( pt.x < O.x || (pt.x == O.x && pt.y < O.y))
21             O = pt;
22     sort(src.begin(), src.end(), comp_angle);
23     convex.push_back(src[0]);
24     convex.push_back(src[1]);
25     top = 1;
26     for(i = 2; i < src.size(); ++i) {
27         while(top>1 && fle((convex[top]-convex[top-1]).X(src[i]-convex[top]),0.0)) {
28             convex.pop_back();
29             --top;
30         }
31         convex.push_back(src[i]);
32         ++top;
33     }
34 }

```

3.1.4 Intersect Area

```

1  #include <cstdio>
2  #include <cmath>
3  #include <algorithm>
4
5  using namespace std;
6
7  // #define inf 1000000000000.0
8  #define M 8
9  #define LL long long
10 #define eps 1e-12
11 #define PI acos(-1.0)
12 using namespace std;
13 struct node {
14     double x,y;
15     node() {}
16     node(double xx,double yy) {
17         x=xx;
18         y=yy;
19     }
20     node operator -(node s) {
21         return node(x-s.x,y-s.y);
22     }
23     node operator +(node s) {
24         return node(x+s.x,y+s.y);

```

```

25     }
26     double operator *(node s) {
27         return x*s.x+y*s.y;
28     }
29     double operator ^(node s) {
30         return x*s.y-y*s.x;
31     }
32 };
33 double max(double a,double b) {
34     return a>b?a:b;
35 }
36 double min(double a,double b) {
37     return a<b?a:b;
38 }
39 double len(node a) {
40     return sqrt(a*a);
41 }
42 double dis(node a,node b) { //两点之间的距离
43     return len(b-a);
44 }
45 double cross(node a,node b,node c) { //叉乘
46     return (b-a)^(c-a);
47 }
48 double dot(node a,node b,node c) { //点乘
49     return (b-a)*(c-a);
50 }
51 int judge(node a,node b,node c) { //判断c是否在ab线段上 (前提是c在直线ab上)
52     if(c.x>=min(a.x,b.x)
53         &&c.x<=max(a.x,b.x)
54         &&c.y>=min(a.y,b.y)
55         &&c.y<=max(a.y,b.y))
56         return 1;
57     return 0;
58 }
59 double area(node b,node c,double r) {
60     node a(0.0,0.0);
61     if(dis(b,c)<eps)
62         return 0.0;
63     double h=fabs(cross(a,b,c))/dis(b,c);
64     if(dis(a,b)>r-eps&&dis(a,c)>r-eps) { //两个端点都在圆的外面则分为两种情况
65         double angle=acos(dot(a,b,c)/dis(a,b)/dis(a,c));
66         if(h>r-eps) {
67             return 0.5*r*r*angle;
68         } else if(dot(b,a,c)>0&&dot(c,a,b)>0) {
69             double angle1=2*acos(h/r);
70             return 0.5*r*r*fabs(angle-angle1)+0.5*r*r*sin(angle1);
71         } else {
72             return 0.5*r*r*angle;
73         }
74     } else if(dis(a,b)<r+eps&&dis(a,c)<r+eps) { //两个端点都在圆内的情况
75         return 0.5*fabs(cross(a,b,c));
76     } else { //一个端点在圆上一个端点在圆内的情况
77         if(dis(a,b)>dis(a,c)) { //默认b在圆内
78             swap(b,c);
79         }
80         if(fabs(dis(a,b))<eps) { //ab距离为0直接返回0
81             return 0.0;
82         }
83         if(dot(b,a,c)<eps) {
84             double angle1=acos(h/dis(a,b));
85             double angle2=acos(h/r)-angle1;
86             double angle3=acos(h/dis(a,c))-acos(h/r);
87             return 0.5*dis(a,b)*r*sin(angle2)+0.5*r*r*angle3;
88         }

```

```

89     } else {
90         double angle1=acos(h/dis(a,b));
91         double angle2=acos(h/r);
92         double angle3=acos(h/dis(a,c))-angle2;
93         return 0.5*r*dis(a,b)*sin(angle1+angle2)+0.5*r*r*angle3;
94     }
95 }
96 }
97
98 node A, B, C;
99 int R;
100
101 bool compar(node &p1, node &p2) {
102     return (p1^p2)>eps;
103 }
104
105 double f(double x, double y) {
106     node O(x,y);
107     node p[8];
108     p[0] = A-O;
109     p[1] = B-O;
110     p[2] = C-O;
111     sort(p, p+3, compar);
112     p[3] = p[0];
113     O=node(0,0);
114     double sum=0;
115     /* <!-- 求面积交部分 */
116     for(int i=0; i<3; i++) { /* 按顺或逆时针顺序最后取绝对值就好 */
117         int j=i+1;
118         double s=area(p[i],p[j],(double)R);
119         if(cross(O,p[i],p[j])>0)
120             sum+=s;
121         else
122             sum-=s;
123     }
124     if(sum < -eps) sum = -sum;
125     /* --> */
126     return sum;
127 }
128
129 double trifind(double x, double y1, double y2) {
130     double l = y1, r = y2;
131     while(r-l>eps) {
132         double mid = (l+r)/2.0;
133         double mmid = (mid+r)/2.0;
134         if( f(x,mmid) > f(x,mid)+eps )
135             l = mid;
136         else
137             r = mmid;
138     }
139     return f(x,l);
140 }
141
142 double findmin(double x1, double x2, double y1, double y2) {
143     double l = x1, r = x2;
144     while(r-l>eps) {
145         double mid = (l+r)/2.0;
146         double mmid = (mid+r)/2.0;
147         if( trifind(mmid,y1,y2) > trifind(mid,y1,y2)+eps )
148             l = mid;
149         else
150             r = mmid;
151     }
152     return trifind(l,y1,y2);

```

```

153 }
154
155 double ans(int a, int b, int c, int r) {
156     A = node(0,0);
157     B = node((double)c,0);
158     R = r;
159     double da = a, db = b, dc = c;
160     double cosa = (db*db+dc*dc-da*da)/(2.0*db*dc);
161     double alpha = acos(cosa);
162     C = node(db*cosa, db*sin(alpha));
163     return findmin(0.0, c, 0.0, db*sin(alpha));
164 }
165
166 int main(void) {
167     int a = 0, b = 0, c = 0, r = 0;
168     while(EOF != scanf("%d%d%d", &a, &b, &c, &r) && (a||b||c||r))
169         printf("%.8lf\n", ans(a,b,c,r));
170     return 0;
171 }

```

3.1.5 Universe

```

1  #include <bits/stdc++.h>
2  using namespace std;
3
4  struct Point {
5      double x, y;
6      Point(double x = 0, double y = 0) : x(x), y(y) {}
7  };
8
9  typedef Point Vector;
10
11 Vector operator + (Vector A, Vector B) {
12     return Vector(A.x + B.x, A.y + B.y);
13 }
14 Vector operator - (Vector A, Vector B) {
15     return Vector(A.x - B.x, A.y - B.y);
16 }
17 Vector operator * (Vector A, double p) {
18     return Vector(A.x*p, A.y*p);
19 }
20 Vector operator / (Vector A, double p) {
21     return Vector(A.x/p, A.y/p);
22 }
23
24 bool operator < (const Point& a, const Point b) {
25     return a.x < b.x || (a.x == b.x && a.y < b.y);
26 }
27
28 const double EPS = 1e-10;
29
30 int dcmp(double x) {
31     if(fabs(x) < EPS) return 0;
32     else return x < 0 ? -1 : 1;
33 }
34
35 bool operator == (const Point& a, const Point& b) {
36     return dcmp(a.x-b.x) == 0 && dcmp(a.y-b.y) == 0;
37 }
38
39 //向量a的极角
40 double Angle(const Vector& v) {
41     return atan2(v.y, v.x); // \share\CodeBlocks\templates\wizard\console\cpp

```

```

42 }
43
44 //向量点积
45 double Dot(Vector A, Vector B) {
46     return A.x*B.x + A.y*B.y;
47 }
48
49 //向量长度\share\CodeBlocks\templates\wizard\console\cpp
50 double Length(Vector A) {
51     return sqrt(Dot(A, A));
52 }
53
54 //向量夹角
55 double Angle(Vector A, Vector B) {
56     return acos(Dot(A, B) / Length(A) / Length(B));
57 }
58
59 //向量叉积
60 double Cross(Vector A, Vector B) {
61     return A.x*B.y - A.y*B.x;
62 }
63
64 //三角形有向面积的二倍
65 double Area2(Point A, Point B, Point C) {
66     return Cross(B-A, C-A);
67 }
68
69 //向量逆时针旋转rad度(弧度)
70 Vector Rotate(Vector A, double rad) {
71     return Vector(A.x*cos(rad)-A.y*sin(rad), A.x*sin(rad)+A.y*cos(rad));
72 }
73
74 //计算向量A的单位法向量。左转90°, 把长度归一。调用前确保A不是零向量。
75 Vector Normal(Vector A) {
76     double L = Length(A);
77     return Vector(-A.y/L, A.x/L);
78 }
79
80 /*****
81 使用复数类实现点及向量的简单操作
82
83 #include <complex>
84 typedef complex<double> Point;
85 typedef Point Vector;
86
87 double Dot(Vector A, Vector B) { return real(conj(A)*B);}
88 double Cross(Vector A, Vector B) { return imag(conj(A)*B);}
89 Vector Rotate(Vector A, double rad) { return A*exp(Point(0, rad)); }
90
91 *****/
92
93 /*****
94 * 用直线上的一点p0和方向向量v表示一条指向。直线上的所有点P满足P = P0+t*v;
95 * 如果知道直线上的两个点则方向向量为B-A, 所以参数方程为A+(B-A)*t;
96 * 当t 无限制时, 该参数方程表示直线。
97 * 当t > 0时, 该参数方程表示射线。
98 * 当 0 < t < 1时, 该参数方程表示线段。
99 *****/
100
101 //直线交点, 须确保两直线有唯一交点。
102 Point GetLineIntersection(Point P, Vector v, Point Q, Vector w) {
103     Vector u = P - Q;
104     double t = Cross(w, u)/Cross(v, w);
105     return P+v*t;

```

```

106 }
107
108 //点到直线距离
109 double DistanceToLine(Point P, Point A, Point B) {
110     Vector v1 = B - A, v2 = P - A;
111     return fabs(Cross(v1, v2) / Length(v1)); //不取绝对值，得到的是有向距离
112 }
113
114 //点到线段的距离
115 double DistanceToSegmentS(Point P, Point A, Point B) {
116     if(A == B) return Length(P-A);
117     Vector v1 = B-A, v2 = P-A, v3 = P-B;
118     if(dcmp(Dot(v1, v2)) < 0) return Length(v2);
119     else if(dcmp(Dot(v1, v3)) > 0) return Length(v3);
120     else return fabs(Cross(v1, v2)) / Length(v1);
121 }
122
123 //点在直线上的投影
124 Point GetLineProjection(Point P, Point A, Point B) {
125     Vector v = B - A;
126     return A+v*(Dot(v, P-A)/Dot(v, v));
127 }
128
129 //线段相交判定，交点不在一条线段的端点
130 bool SegmentProperIntersection(Point a1, Point a2, Point b1, Point b2) {
131     double c1 = Cross(a2-a1, b1-a1), c2 = Cross(a2-a1, b2-a1);
132     double c3 = Cross(b2-b1, a1-b1), c4 = Cross(b2-b1, a2-b1);
133     return dcmp(c1)*dcmp(c2) < 0 && dcmp(c3)*dcmp(c4) < 0;
134 }
135
136 //判断点是否在点段上，不包含端点
137 bool OnSegment(Point P, Point a1, Point a2) {
138     return dcmp(Cross(a1-P, a2-P) == 0 && dcmp((Dot(a1-P, a2-P)) < 0));
139 }
140
141 //计算凸多边形面积
142 double ConvexPolygonArea(Point *p, int n) {
143     double area = 0;
144     for(int i = 1; i < n-1; i++)
145         area += Cross(p[i] - p[0], p[i+1] - p[0]);
146     return area/2;
147 }
148
149 //计算多边形的有向面积
150 double PolygonArea(Point *p, int n) {
151     double area = 0;
152     for(int i = 1; i < n-1; i++)
153         area += Cross(p[i] - p[0], p[i+1] - p[0]);
154     return area/2;
155 }
156
157 /*****
158 * Morley定理：三角形每个内角的三等分线，相交成的三角形是等边三角形。
159 * 欧拉定理：设平面图形的定点数，边数和面数分别为V,E,F。则V+F-E = 2;
160 *****/
161
162 struct Circle {
163     Point c;
164     double r;
165
166     Circle(Point c, double r) : c(c), r(r) {}
167     //通过圆心角确定圆上坐标
168     Point point(double a) {
169         return Point(c.x + cos(a)*r, c.y + sin(a)*r);

```

```

170     }
171 };
172
173 struct Line {
174     Point p;
175     Vector v;
176     double ang;
177     Line() {}
178     Line(Point p, Vector v) : p(p), v(v) {}
179     bool operator < (const Line& L) const {
180         return ang < L.ang;
181     }
182 };
183
184 //直线和圆的交点，返回交点个数，结果存在sol中。
185 //该代码没有清空sol。
186 int getLineCircleInterseccion(Line L, Circle C, double& t1, double& t2, vector<Point>&
    sol) {
187     double a = L.v.x, b = L.p.x - C.c.x, c = L.v.y, d = L.p.y - C.c.y;
188     double e = a*a + c*c, f = 2*(a*b + c*d), g = b*b + d*d - C.r*C.r;
189     double delta = f*f - 4*e*g;
190     if(dcmp(delta) < 0) return 0; //相离
191     if(dcmp(delta) == 0) {      //相切
192         t1 = t2 = -f / (2*e);
193         sol.push_back(C.point(t1));
194         return 1;
195     }
196     //相交
197     t1 = (-f - sqrt(delta)) / (2*e);
198     sol.push_back(C.point(t1));
199     t2 = (-f + sqrt(delta)) / (2*e);
200     sol.push_back(C.point(t2));
201     return 2;
202 }
203
204 //两圆相交
205 int getCircleCircleIntersection(Circle C1, Circle C2, vector<Point>& sol) {
206     double d = Length(C1.c - C2.c);
207     if(dcmp(d) == 0) {
208         if(dcmp(C1.r - C2.r == 0)) return -1; //两圆完全重合
209         return 0; //同心圆，半径不一样
210     }
211     if(dcmp(C1.r + C2.r - d) < 0) return 0;
212     if(dcmp(fabs(C1.r - C2.r) == 0)) return -1;
213
214     double a = Angle(C2.c - C1.c); //向量C1C2的极角
215     double da = acos((C1.r*C1.r + d*d - C2.r*C2.r) / (2*C1.r*d));
216     //C1C2到C1P1的角
217     Point p1 = C1.point(a-da), p2 = C1.point(a+da);
218     sol.push_back(p1);
219     if(p1 == p2) return 1;
220     sol.push_back(p2);
221     return 2;
222 }
223
224 const double PI = acos(-1);
225 //过定点做圆的切线
226 //过点p做圆C的切线，返回切线个数。v[i]表示第i条切线
227 int getTangents(Point p, Circle C, Vector* v) {
228     Vector u = C.c - p;
229     double dist = Length(u);
230     if(dist < C.r) return 0;
231     else if(dcmp(dist - C.r) == 0) {
232         v[0] = Rotate(u, PI/2);

```

```

233     return 1;
234 } else {
235     double ang = asin(C.r / dist);
236     v[0] = Rotate(u, -ang);
237     v[1] = Rotate(u, +ang);
238     return 2;
239 }
240 }
241
242 //两圆的公切线
243 //返回切线的个数, -1表示有无数条公切线。
244 //a[i], b[i] 表示第i条切线在圆A, 圆B上的切点
245 int getTangents(Circle A, Circle B, Point *a, Point *b) {
246     int cnt = 0;
247     if(A.r < B.r) {
248         swap(A, B);
249         swap(a, b);
250     }
251     int d2 = (A.c.x - B.c.x)*(A.c.x - B.c.x) + (A.c.y - B.c.y)*(A.c.y - B.c.y);
252     int rdifff = A.r - B.r;
253     int rsum = A.r + B.r;
254     if(d2 < rdifff*rdifff) return 0;    //内含
255     double base = atan2(B.c.y - A.c.y, B.c.x - A.c.x);
256     if(d2 == 0 && A.r == B.r) return -1;    //无限多条切线
257     if(d2 == rdifff*rdifff) {           //内切一条切线
258         a[cnt] = A.point(base);
259         b[cnt] = B.point(base);
260         cnt++;
261         return 1;
262     }
263     //有外共切线
264     double ang = acos((A.r-B.r) / sqrt(d2));
265     a[cnt] = A.point(base+ang);
266     b[cnt] = B.point(base+ang);
267     cnt++;
268     a[cnt] = A.point(base-ang);
269     b[cnt] = B.point(base-ang);
270     cnt++;
271     if(d2 == rsum*rsum) { //一条公切线
272         a[cnt] = A.point(base);
273         b[cnt] = B.point(PI+base);
274         cnt++;
275     } else if(d2 > rsum*rsum) { //两条公切线
276         double ang = acos((A.r + B.r) / sqrt(d2));
277         a[cnt] = A.point(base+ang);
278         b[cnt] = B.point(PI+base+ang);
279         cnt++;
280         a[cnt] = A.point(base-ang);
281         b[cnt] = B.point(PI+base-ang);
282         cnt++;
283     }
284     return cnt;
285 }
286
287 typedef vector<Point> Polygon;
288
289 //点在多边形内的判定
290 int isPointInPolygon(Point p, Polygon poly) {
291     int wn = 0;
292     int n = poly.size();
293     for(int i = 0; i < n; i++) {
294         if(OnSegment(p, poly[i], poly[(i+1)%n])) return -1; //在边界上
295         int k = dcmp(Cross(poly[(i+1)%n]-poly[i], p-poly[i]));
296         int d1 = dcmp(poly[i].y - p.y);

```



```

297     int d2 = dcmp(poly[(i+1)%n].y - p.y);
298     if(k > 0 && d1 <= 0 && d2 > 0) wn++;
299     if(k < 0 && d2 <= 0 && d1 > 0) wn++;
300 }
301 if(wn != 0) return 1;          //内部
302 return 0;                      //外部
303 }
304
305 //凸包
306 /*****
307 * 输入点数组p, 个数为p, 输出点数组ch。返回凸包顶点数
308 * 不希望凸包的边上有输入点, 把两个<= 改成 <
309 * 高精度要求时建议用dcmp比较
310 * 输入点不能有重复点。函数执行完以后输入点的顺序被破坏
311 *****/
312 int ConvexHull(Point *p, int n, Point* ch) {
313     sort(p, p+n);          //先比较x坐标, 再比较y坐标
314     int m = 0;
315     for(int i = 0; i < n; i++) {
316         while(m > 1 && Cross(ch[m-1] - ch[m-2], p[i]-ch[m-2]) <= 0) m--;
317         ch[m++] = p[i];
318     }
319     int k = m;
320     for(int i = n-2; i >= 0; i--) {
321         while(m > k && Cross(ch[m-1] - ch[m-2], p[i]-ch[m-2]) <= 0) m--;
322         ch[m++] = p[i];
323     }
324     if(n > 1) m--;
325     return m;
326 }
327
328 //用有向直线A→B切割多边形poly, 返回“左侧”。如果退化, 可能会返回一个单点或者线段
329 //复杂度O(n^2);
330 Polygon CutPolygon(Polygon poly, Point A, Point B) {
331     Polygon newpoly;
332     int n = poly.size();
333     for(int i = 0; i < n; i++) {
334         Point C = poly[i];
335         Point D = poly[(i+1)%n];
336         if(dcmp(Cross(B-A, C-A)) >= 0) newpoly.push_back(C);
337         if(dcmp(Cross(B-A, C-D)) != 0) {
338             Point ip = GetLineIntersection(A, B-A, C, D-C);
339             if(OnSegment(ip, C, D)) newpoly.push_back(ip);
340         }
341     }
342     return newpoly;
343 }
344
345 //半平面交
346
347 //点p再有向直线L的左边。(线上不算)
348 bool Onleft(Line L, Point p) {
349     return Cross(L.v, p-L.p) > 0;
350 }
351
352 //两直线交点, 假定交点唯一存在
353 Point GetIntersection(Line a, Line b) {
354     Vector u = a.p - b.p;
355     double t = Cross(b.v, u) / Cross(a.v, b.v);
356     return a.p+a.v*t;
357 }
358
359 int HalfplaneIntersection(Line* L, int n, Point* poly) {
360     sort(L, L+n);          //按极角排序

```

```

361
362 int first, last; //双端队列的第一个元素和最后一个元素
363 Point *p = new Point[n]; //p[i]为q[i]和q[i+1]的交点
364 Line *q = new Line[n]; //双端队列
365 q[first = last = 0] = L[0]; //队列初始化为只有一个半平面L[0]
366 for(int i = 0; i < n; i++) {
367     while(first < last && !Onleft(L[i], p[last-1])) last--;
368     while(first < last && !Onleft(L[i], p[first])) first++;
369     q[++last] = L[i];
370     if(fabs(Cross(q[last].v, q[last-1].v)) < EPS) {
371         last--;
372         if(Onleft(q[last], L[i].p)) q[last] = L[i];
373     }
374     if(first < last) p[last-1] = GetIntersection(q[last-1], q[last]);
375 }
376 while(first < last && !Onleft(q[first], p[last-1])) last--;
377 //删除无用平面
378 if(last-first <= 1) return 0; //空集
379 p[last] = GetIntersection(q[last], q[first]);
380
381 //从deque复制到输出中
382 int m = 0;
383 for(int i = first; i <= last; i++) poly[m++] = p[i];
384 return m;
385 }

```

4 Graph

4.1 Tree

4.1.1 Universe

```

1
2 /* find root(重心) */
3
4 void findroot(int u, int fa) {
5     int i;
6     size[u] = 1;
7     f[u] = 0;
8     for (i = last[u]; i; i = e[i][2]) {
9         if (!vis[e[i][0]] && e[i][0] != fa) {
10             findroot(e[i][0], u);
11             size[u] += size[e[i][0]];
12             if (f[u] < size[e[i][0]])
13                 f[u] = size[e[i][0]];
14         }
15     }
16     if (f[u] < ALL - size[u])
17         f[u] = ALL - size[u];
18     if (f[u] < f[root]) root = u;
19 }
20
21 /* —— da —— */
22
23 int dep[MAXN+1];
24 int ancestor[MAXN+1][MAXLGN];
25 int minw[MAXN+1][MAXLGN];
26
27 void dfs(int u, int fa) {
28     ancestor[u][0] = fa;
29     dep[u] = dep[fa] + 1;
30     for(int e = u[front]; e; e = E[e].n) {

```

```

31     int v = E[e].v, w = E[e].w;
32     if(v != fa) {
33         minw[v][0] = w;
34         dfs(v, u);
35     }
36 }
37 }
38
39 void init_system(void) {
40     int i = 0, w = 0;
41     int t = 0;
42     dep[0] = -1;
43     dfs(1,0);
44     for(w = 1; (t=(1<<w)) < N; ++w)
45         for(i = 1; i <= N; ++i) if( dep[i] >= t ) {
46             ancestor[i][w] = ancestor[ancestor[i][w-1]][w-1];
47             minw[i][w] = min(minw[i][w-1], minw[ancestor[i][w-1]][w-1]);
48         }
49 }
50
51 int query(int a, int b) {
52     if(dep[a] < dep[b]) return query(b,a);
53     else { /* now dep[s] > dep[t] */
54         int i = 0;
55         int maxbit = MAXLGN-1;
56         int ret = INF;
57         //while((1<<maxbit) <= dep[a]) maxbit++;
58         /* first up a to same dep with b. */
59         for(i = maxbit; i >= 0; i--)
60             if(dep[a] - (1<<i) >= dep[b]) {
61                 ret = min(ret, minw[a][i]);
62                 a = ancestor[a][i];
63             }
64         if(a == b) return ret;
65         for(i = maxbit; i >= 0; i--)
66             if(dep[a] - (1<<i) >= 0 && ancestor[a][i] != ancestor[b][i]) {
67                 ret = min(ret, min(minw[a][i], minw[b][i]));
68                 a = ancestor[a][i];
69                 b = ancestor[b][i];
70             }
71         ret = min(ret, min(minw[a][0], minw[b][0]));
72         return ret;
73     }
74 }

```

4.1.2 Point Divide and Conquer

Version 1

```

1  /* Tree::Point divide and conquer, by Abreto<m@abreto.net>. */
2  #include <bits/stdc++.h>
3
4  using namespace std;
5  typedef long long int ll;
6
7  #define MAXN    (100001)
8  #define MAXV    (MAXN+1)
9  #define MAXE    (MAXN<<1)
10 struct edge {
11     int v;
12     edge *n;
13     edge(void):v(0),n(NULL) {}
14     edge(int vv,edge *nn):v(vv),n(nn) {}

```

```

15 };
16 int nE;
17 edge E[MAXE];
18 edge *front[MAXV];
19 int label[MAXV];    /* 0 for '(', 1 for ')' */
20 void add_edge(int u, int v) {
21     int ne = ++nE;
22     E[ne] = edge(v, u[front]);
23     u[front] = &(E[ne]);
24 }
25
26 int n;
27 ll ans;
28
29 char del[MAXV];
30 namespace findroot {
31     int ALL;
32     int nfind;
33     int vis[MAXV];
34     int size[MAXV];
35     int f[MAXV];
36     int root;
37     void __find(int u, int fa) {
38         vis[u] = nfind;
39         size[u] = 1;
40         f[u] = 0;
41         for(edge *e=u[front]; e; e = e->n) {
42             int v = e->v;
43             if((!del[v]) && (vis[v] != nfind) && (v != fa)) {
44                 __find(v, u);
45                 size[u] += size[v];
46                 if(f[u] < size[v]) f[u] = size[v];
47             }
48         }
49         if(f[u] < ALL - size[u]) f[u] = ALL - size[u];
50         if(f[u] < f[root]) root = u;
51     }
52     int find(int u, int all) {
53         ++nfind;
54         ALL = all;
55         f[root = 0] = MAXV;
56         __find(u, 0);
57         return root;
58     }
59 }
60
61 namespace workspaces {
62     int maxdep;
63     int dep[MAXV];
64     ll cntin[MAXV], cntout[MAXV];
65     int in[2][MAXV];    /* 0 for '(', 1 for ')' */
66     int out[2][MAXV];
67     void getdeep(int u, int fa) {
68         dep[u] = dep[fa] + 1;
69         if(dep[u] > maxdep) maxdep = dep[u];
70         for(edge *e = u[front]; e; e = e->n)
71             if((!del[e->v]) && (fa != e->v))
72                 getdeep(e->v, u);
73     }
74     void dfs(int u, int fa) {
75         {
76             /* out from root */
77             out[0][u] = out[0][fa];
78             out[1][u] = out[1][fa];

```

```

79     if(0 == label[u]) { /* meet '(' */
80         out[0][u]++;
81     } else { /* meet ')' */
82         if(out[0][u]) out[0][u]--;
83         else out[1][u]++;
84     }
85     if(out[0][u] == 0)
86         cntout[out[1][u]]++;
87 }
88 {
89     /* in to root */
90     in[0][u] = in[0][fa];
91     in[1][u] = in[1][fa];
92     if(0 == label[u]) { /* meet '(' */
93         if(in[1][u]) in[1][u]--;
94         else in[0][u]++;
95     } else { /* meet ')' */
96         in[1][u]++;
97     }
98     if(0 == in[1][u])
99         cntin[in[0][u]]++;
100 }
101 /* do something */
102 for(edge *e = u[front]; e; e = e->n) {
103     int v = e->v;
104     if(!del[v] && (v != fa)) {
105         dfs(v, u);
106     }
107 }
108 }
109 inline void init_maxdep(void) {
110     maxdep = 0;
111 }
112 inline void update_maxdep(int u) {
113     dep[u] = 1;
114     if(dep[u] > maxdep) maxdep = dep[u];
115     for(edge *e = u[front]; e; e = e->n)
116         if(!del[e->v])
117             getdeep(e->v, u);
118 }
119 inline void clear(void) {
120     for(int i = 0; i <= maxdep+1; ++i)
121         cntin[i] = cntout[i] = 0;
122 }
123 inline void work(int u) {
124     in[0][u] = in[1][u] = out[0][u] = out[1][u] = 0;
125     in[label[u]][u] = out[label[u]][u] = 1;
126     if(out[0][u] == 0) cntout[out[1][u]]++;
127     if(0 == in[1][u]) cntin[in[0][u]]++;
128     /* update in and out if neccessary */
129     for(edge *e = u[front]; e; e = e->n)
130         if(!del[e->v])
131             dfs(e->v, u);
132 }
133 };
134
135 ll count(int u, int p) {
136     ll ret = 0;
137     workspace::init_maxdep();
138     workspace::update_maxdep(u);
139     workspace::clear();
140     if(-1 == p) {
141         for(edge *e = u[front]; e; e = e->n)
142             if(!del[e->v])

```

```

143     workspace::work(e->v);
144     p = label[u];
145     /* single end */
146     if(0 == p) ret = workspace::cntout[1];
147     else ret = workspace::cntin[1];
148 } else {
149     workspace::work(u);
150 }
151 if(0 == p) { /* p is '(' */
152     for(int i = 0; i < workspace::maxdep; ++i) /* concatenation */
153         ret += workspace::cntin[i] * workspace::cntout[i+1];
154 } else { /* p is ')' */
155     for(int i = 0; i < workspace::maxdep; ++i) /* concatenation */
156         ret += workspace::cntin[i+1] * workspace::cntout[i];
157 }
158 return ret;
159 }
160
161 void handle(int u) {
162     del[u] = 1; /* delete current root. */
163     ans += count(u, -1);
164     /* do something */
165     for(edge *e = u[front]; e; e = e->n) {
166         int v = e->v;
167         if(!del[v]) {
168             ans -= count(v, label[u]);
169             /* do something */
170             int r = findroot::find(v, findroot::size[v]);
171             handle(r);
172         }
173     }
174 }
175
176 void proc(void) {
177     int r = findroot::find(1,n);
178     handle(r);
179 }
180
181 char ls[MAXV+1];
182 int main(void) {
183     int i = 0;
184     scanf("%d", &n);
185     scanf("%s", ls);
186     for(i = 0; i < n; ++i)
187         label[i+1] = ls[i] - '(';
188     for(i = 1; i < n; ++i) {
189         int ai, bi;
190         scanf("%d_%d", &ai, &bi);
191         add_edge(ai, bi);
192         add_edge(bi, ai);
193     }
194     proc();
195     printf("%lld\n", ans);
196     return 0;
197 }

```

Version 2

```

1 /* 2016 ACM/ICPC Asia Regional Dalian. Problem , by Abreto<m@abreto.net>. */
2 #include <bits/stdc++.h>
3
4 using namespace std;
5 typedef long long int ll;
6
7 /* offset in [1,k] */

```

```

8 #define GET(i,offset) (((i)>>((offset)-1))&1)
9 #define SET(i,offset) ((i)|(1<<((offset)-1)))
10 #define REV(i,offset) ((i)^(1<<((offset)-1)))
11
12 #define MAXN      (50005)
13 #define MAXV      (MAXN+1)
14 #define MAXE      (MAXN<<1)
15 struct edge {
16     int v;
17     edge *n;
18     edge(void):v(0),n(NULL) {}
19     edge(int vv,edge *nn):v(vv),n(nn) {}
20 };
21 int nE;
22 edge E[MAXE];
23 edge *front[MAXV];
24 int label[MAXV]; /* each kind */
25 void add_edge(int u, int v) {
26     int ne = ++nE;
27     E[ne] = edge(v, u[front]);
28     u[front] = &(E[ne]);
29 }
30
31 int n, k;
32 ll ans;
33 int all_kind;
34
35 int ndel;
36 int del[MAXV];
37 namespace findroot {
38     int ALL;
39     ll nfind;
40     ll vis[MAXV];
41     int size[MAXV];
42     int f[MAXV];
43     int root;
44     void __find(int u, int fa) {
45         vis[u] = nfind;
46         size[u] = 1;
47         f[u] = 0;
48         for(edge *e=u[front]; e; e = e->n) {
49             int v = e->v;
50             if((del[v] != ndel) && (vis[v] != nfind) && (v != fa)) {
51                 __find(v, u);
52                 size[u] += size[v];
53                 if(f[u] < size[v]) f[u] = size[v];
54             }
55         }
56         if(f[u] < ALL - size[u]) f[u] = ALL - size[u];
57         if(f[u] < f[root]) root = u;
58     }
59     int find(int u, int all) {
60         ++nfind;
61         ALL = all;
62         f[root = 0] = MAXV;
63         __find(u,0);
64         return root;
65     }
66 }
67
68 namespace workspace {
69     ll cnt[1024];
70     int dp[MAXV];
71     void dfs(int u, int fa) {

```

```

72  dp[u] = dp[fa] | label[u];
73  cnt[dp[u]] ++;
74  /* dig into children */
75  for(edge *e = u[front]; e; e = e->n) {
76      int v = e->v;
77      if((del[v] != ndel) && (v != fa)) {
78          dfs(v, u);
79      }
80  }
81  }
82  inline void clear(void) {
83      for(int i = 1; i <= all_kind; ++i)
84          cnt[i] = 0;
85  }
86  inline void work(int u) {
87      dp[u] = label[u];
88      cnt[dp[u]] ++;
89      for(edge *e = u[front]; e; e = e->n)
90          if((del[e->v] != ndel))
91              dfs(e->v, u);
92  }
93  inline void show(void) {
94      for(int i = 0; i <= all_kind; ++i)
95          printf("cnt[%d]_=%lld\n", i, cnt[i]);
96      for(int i = 1; i <= n; ++i)
97          printf("dp[%d]_=%d\n", i, dp[i]);
98  }
99  };
100
101
102  ll count(int u, int p) {
103      ll ret = 0;
104      workspace::clear();
105      //printf("%d,%d : \n", u, p);
106      if(-1 == p) {
107          for(edge *e = u[front]; e; e = e->n)
108              if(((del[e->v]) != ndel))
109                  workspace::work(e->v);
110          p = label[u];
111          /* single end */
112          for(int i = 1; i <= all_kind; i++)
113              if(all_kind == (i|p))
114                  ret += (workspace::cnt[i]<<1);
115      } else {
116          workspace::work(u);
117      }
118      //workspace::show();
119      for(int i = 1; i <= all_kind; ++i)
120          if( workspace::cnt[i] > 0 )
121              for(int j = 1; j <= all_kind; ++j)
122                  if(all_kind == (i|j))
123                      ret += workspace::cnt[i] * workspace::cnt[j];
124      //printf("%lld\n", ret);
125      return ret;
126  }
127
128  void handle(int u) {
129      //printf("processing %d\n", u);
130      del[u] = ndel; /* delete current root. */
131      ans += count(u, -1);
132      /* do something */
133      for(edge *e = u[front]; e; e = e->n) {
134          int v = e->v;
135          if(del[v] != ndel) {

```



```

136     ans -= count(v, label[u]);
137     /* do something */
138     int r = findroot::find(v, findroot::size[v]);
139     handle(r);
140 }
141 }
142 }
143
144 void proc(void) {
145     int r = findroot::find(1,n);
146     handle(r);
147 }
148
149 void clear(void) {
150     int i;
151     ans = 0;
152     nE = 0;
153     for(i = 0; i <= n; ++i) {
154         front[i] = NULL;
155     }
156     //findroot::nfind = 0;
157     ndel++;
158 }
159
160 void mozhu(void) {
161     int i = 0;
162     int li;
163     for(i = 1; i <= n; ++i) {
164         scanf("%d", &li);
165         label[i] = 1<<(li-1);
166     }
167     for(i = 1; i < n; ++i) {
168         int ai, bi;
169         scanf("%d_%d", &ai, &bi);
170         add_edge(ai, bi);
171         add_edge(bi, ai);
172     }
173     all_kind = (1<<k)-1;
174     proc();
175     if(1 == k) ans += n;
176     printf("%lld\n", ans);
177 }
178
179 int main(void) {
180     while( EOF != scanf("%d%d", &n, &k) ) {
181         clear();
182         mozhu();
183     }
184     return 0;
185 }

```

4.1.3 Hevay chain decompostion

```

1  /* bzoj 1036 */
2  /* 树链剖分 */
3  #include <bits/stdc++.h>
4
5  using namespace std;
6
7  #define MAXN    30030
8  #define MAXM    (MAXN<<1)
9  struct edge {
10     int v;

```

```

11     edge *n;
12     edge(void) {}
13     edge(int vv, edge *nn):v(vv),n(nn) {}
14 };
15 typedef edge *ep;
16 int nE;
17 edge E[MAXM];
18 ep front[MAXN];
19 void add_edge(int u, int v) {
20     int ne = ++nE;
21     E[ne] = edge(v, u[front]);
22     u[front] = &(E[ne]);
23 }
24
25 int n;
26 int fa[MAXN], son[MAXN], sz[MAXN], dep[MAXN];
27 int top[MAXN];
28 int id[MAXN];
29 int tot;
30
31 void calc(int u, int uf) {
32     dep[u] = dep[uf] + 1;
33     fa[u] = uf;
34     sz[u] = 1;
35     son[u] = -1;
36     for(ep e = u[front]; e; e = e->n) {
37         if(e->v != uf) {
38             calc(e->v, u);
39             sz[u] += sz[e->v];
40             if( -1 == son[u] || sz[son[u]] < sz[e->v] )
41                 son[u] = e->v;
42         }
43     }
44 }
45 void link(int u, int f) {
46     id[u] = (++tot);
47     top[u] = f;
48     if(son[u] > 0) {
49         link(son[u], f);
50     }
51     for(ep e = u[front]; e; e = e->n) {
52         if(e->v != fa[u] && e->v != son[u]) {
53             link(e->v, e->v);
54         }
55     }
56 }
57
58 /* 其实是树链剖分 */
59 void make_link_cut_tree(void) {
60     calc(1, 0);
61     link(1, 1);
62 }
63
64 int w[MAXN];
65 int sum[MAXN<<2], mx[MAXN<<2];
66
67 void maintain(int o, int l, int r) {
68     sum[o] = sum[o<<1] + sum[o<<1|1];
69     mx[o] = max(mx[o<<1], mx[o<<1|1]);
70 }
71 void build(int o = 1, int l = 1, int r = n) {
72     if(r == l) {
73         sum[o] = w[l];
74         mx[o] = w[l];

```

```

75     } else {
76         int mid = l+r>>1;
77         build(o<<1, l, mid);
78         build(o<<1|1, mid+1, r);
79         maintain(o, l, r);
80     }
81 }
82 void update(int p, int x, int o = 1, int l = 1, int r = n) {
83     if(p <= l && r <= p) {
84         sum[o] = x;
85         mx[o] = x;
86     } else {
87         int mid = l+r>>1;
88         if(p <= mid) update(p,x,o<<1,l,mid);
89         else update(p,x,o<<1|1,mid+1,r);
90         maintain(o,l,r);
91     }
92 }
93 int qs(int L, int R, int o = 1, int l = 1, int r = n) {
94     if(R < l || r < L) return 0;
95     else if (L <= l && r <= R) {
96         return sum[o];
97     } else {
98         int mid = l+r>>1;
99         return qs(L,R,o<<1,l,mid)+qs(L,R,o<<1|1,mid+1,r);
100     }
101 }
102 int qm(int L, int R, int o = 1, int l = 1, int r = n) {
103     if(L <= l && r <= R) {
104         return mx[o];
105     } else {
106         int mid = l+r>>1;
107         if(R <= mid) return qm(L, R, o<<1, l, mid);
108         else if ( L > mid ) return qm(L, R, o<<1|1, mid+1, r);
109         else return max(qm(L, R, o<<1, l, mid),qm(L, R, o<<1|1, mid+1, r));
110     }
111 }
112
113 void change(int u, int t) {
114     update(id[u], t);
115 }
116 int qmax(int u, int v) {
117     int ret = -1000000000;
118     while(top[u] != top[v]) {
119         if( dep[top[u]] > dep[top[v]] ) {
120             /* jump u */
121             ret = max(ret, qm(id[top[u]], id[u]));
122             u = fa[top[u]];
123         } else {
124             ret = max(ret, qm(id[top[v]], id[v]));
125             v = fa[top[v]];
126         }
127     }
128     ret = max(ret, qm(min(id[u],id[v]),max(id[u],id[v])));
129     return ret;
130 }
131 int qsum(int u, int v) {
132     int ret = 0;
133     while(top[u] != top[v]) {
134         if( dep[top[u]] > dep[top[v]] ) {
135             /* jump u */
136             ret += qs(id[top[u]], id[u]);
137             u = fa[top[u]];
138         } else {

```

```

139     ret += qs(id[top[v]], id[v]);
140     v = fa[top[v]];
141 }
142 }
143 ret += qs(min(id[u],id[v]),max(id[u],id[v]));
144 return ret;
145 }
146
147 int main(void) {
148     int i;
149     scanf("%d", &n);
150     for(i = 1; i < n; ++i) {
151         int a, b;
152         scanf("%d%d", &a, &b);
153         add_edge(a, b);
154         add_edge(b, a);
155     }
156     make_link_cut_tree();
157     for(i = 1; i <= n; ++i) {
158         scanf("%d", &(w[id[i]]));
159     }
160     build();
161     scanf("%d", &i);
162     while(i--) {
163         char command[8];
164         int a, b;
165         scanf("%s%d%d", command, &a, &b);
166         if('C' == command[0]) change(a, b);
167         else if ('M' == command[1]) printf("%d\n", qmax(a, b));
168         else if ('S' == command[1]) printf("%d\n", qsum(a, b));
169     }
170     return 0;
171 }

```

4.2 2-SAT

```

1  #include <bits/stdc++.h>
2
3  using namespace std;
4
5  namespace two_sat {
6  const int maxn = 100000;
7  const int maxm = 1000000;
8  struct edge {
9      int v;
10     edge *n;
11     edge(void):v(0),n(NULL) {}
12     edge(int vv, edge *nn):v(vv),n(nn) {}
13 };
14 typedef edge *ep;
15 int n;
16 int nE;
17 edge E[maxm];
18 ep front[maxn];
19 void add_edge(int u, int v) {
20     int ne = ++nE;
21     E[ne] = edge(v, u[front]);
22     u[front] = &(E[ne]);
23 }
24 /* (x = xval or y = yval), indexed from 0 */
25 void add_clause(int x, int xv, int y, int yv) {
26     x = x*2 + xv;
27     y = y*2 + yv;

```

```

28  add_edge(x^1, y);
29  add_edge(y^1, x);
30  }
31
32  char mark[maxn<<1];
33  int S[maxn<<1], c;
34  void init(int N) {
35      n = N;
36      for(int i = 0; i < n*2; ++i) {
37          i[front] = NULL;
38          i[mark] = 0;
39      }
40      nE = 0;
41  }
42
43  int dfs(int x) {
44      if(mark[x^1]) return 0;
45      if(mark[x]) return 1;
46      mark[x] = 1;
47      S[c++] = x;
48      for(ep e = x[front]; e; e = e->n)
49          if(!dfs(e->v)) return 0;
50      return 1;
51  }
52
53  int solve(void) {
54      for(int i = 0; i < n*2; i += 2)
55          if(!mark[i] && !mark[i+1]) {
56              c = 0;
57              if(!dfs(i)) {
58                  while(c > 0) mark[S[--c]] = 0;
59                  if(!dfs(i+1)) return 0;
60              }
61          }
62      return 1;
63  }
64  }

```

4.3 Cut Edge and Point

```

1  Finding cut edges
2  The code below works properly because the lemma above (first lemma):
3      h[root] = 0
4          par[v] = -1
5              dfs (v):
6                  d[v] = h[v]
7                      color[v] = gray
8                          for u in adj[v]:
9                              if color[u] == white
10                                  then par[u] = v and dfs(u) and d[v] = min(
11                                      d[v], d[u])
12                                      if d[u] > h[v]
13                                          then the edge v-u is a cut edge
14                                          else if u != par[v])
15                                  then d[v] = min(d[v], h[u])
16                                      color[v] = black
17
18  In this code,  $h[v]$  = height of vertex v in the DFS
19  tree and  $d[v]$  =  $\min(h[w]$  where there is at least
20  vertex u in subtree of v in the DFS tree where
21  there is an edge between u and w).
22
23  Finding cut vertices

```

```

19         The code below works properly because the lemma
20           above (first lemma):
21           h[root] = 0
22           par[v] = -1
23           dfs (v):
24             d[v] = h[v]
25             color[v] = gray
26             for u in adj[v]:
27               if color[u] == white
28                 then par[u] = v and dfs(
29                   u) and d[v] = min(d[v
30                     ], d[u])
31                   if d[u] >= h[v]
32                     and (v != root
33                       or
34                         number_of_children
35                           (v) > 1)
36                     then the edge v
37                       is a cut
38                       vertex
39                     else if u != par
40                       [v])
41               then d[v] = min(d[v], h[u])
42               color[v] = black
43           In this code, h[v] is the height of vertex v in
44           the DFS tree and d[v] is min(h[w] where
45           there is at least vertex u in subtree of v
46           in the DFS tree where there is an edge
47           between u and w).

```

4.4 Euler Path

```

1  /* Euler path, by Abreto<m@abreto.net>. */
2  #define MAXV    (1024)
3  #define MAXE    (MAXV*MAXV)
4
5  typedef struct {
6      int id;
7      int nxt;
8      int del;
9  } egde_t;
10 int front[MAXV];
11 egde_t edg[MAXE];
12 int d[MAXV];
13 int ind[MAXV], outd[MAXV];
14 int nedges;
15 void add_edge(int u, int v) {
16     int newedge = ++nedges;
17     edg[newedge].id = v;
18     edg[newedge].nxt = u[front];
19     edg[newedge].del = 0;
20     u[front] = newedge;
21     outd[u]++;
22     ind[v]++;
23     d[u]++;
24     d[v]++;
25 }
26 void del_edge(int u, int v) {
27     int e = 0;
28     for(e=u[front]; e; e=edg[e].nxt)
29         if(edg[e].id==v) {
30             edg[e].del = 1;
31             outd[u]--;

```

```

32     ind[v]--;
33     d[u]--;
34     d[v]--;
35     return;
36 }
37 }
38
39 int path[MAXV];
40 int l;
41
42 void add2path(int u) {
43     path[l++] = u;
44 }
45
46 /* Directed graph */
47 void euler(int x) {
48     if(outd[x]) {
49         int e = 0;
50         for(e=x[front]; e; e=edg[e].nxt)
51             if(!edg[e].del) {
52                 int v = edg[e].id;
53                 del_edge(x,v);
54                 euler(v);
55             }
56     }
57     add2path(x);
58 }
59
60 /* Undirected graph */
61 void euler(int x) {
62     if(d[x]) {
63         int e = 0;
64         for(e=x[front]; e; e=edg[e].nxt)
65             if(!edg[e].del) {
66                 int v = edg[e].id;
67                 del_edge(x,v);
68                 del_edge(v,x);
69                 euler(v);
70             }
71     }
72     add2path(x);
73 }

```

4.5 Shortest Path

4.5.1 Dijkstra

```

1  /* Shortest Path Dijkstra, by Abreto<m@abreto.net>. */
2  #include <cstdio>
3  #include <set>
4  #include <utility>
5
6  using namespace std;
7  typedef set< pair<int,int> > spii;
8
9  #define MAXN    512
10 #define MAXV    (MAXN*MAXN)
11
12 struct egde_t {
13     int id;
14     int nxt;
15 };
16 int front[MAXV];

```

```

17 egde_t edg[MAXV<<3];
18 int nedges;
19 void add_edge(int u, int v) {
20     int newedge = ++nedges;
21     edg[newedge].id = v;
22     edg[newedge].nxt = u[front];
23     u[front] = newedge;
24 }
25
26 int d[MAXV];
27 int vis[MAXN];
28 int solid[MAXV];
29
30 int dijkstra(int s, int t) {
31     int v = s[front];
32     spii q;
33     q.insert(make_pair(0, s));
34     while(!q.empty()) {
35         auto it = q.begin();
36         int u = it->second;
37         int v = u[front];
38         q.erase(it);
39         solid[u] = 1;
40         if(u == t) break;
41         while(v) {
42             int w = edg[v].id;
43             if(!solid[w]) {
44                 if( (0==d[w]) || (d[u] + 1 < d[w]) ) {
45                     q.erase(make_pair(d[w],w));
46                     d[w] = d[u] + 1;
47                     q.insert(make_pair(d[w],w));
48                 }
49             }
50             v = edg[v].nxt;
51         }
52     }
53     return d[t];
54 }

```

4.5.2 Shortest Path Fast Algorithm

```

1  /* Shortest Path Fast Algorithm, by Abreto<m@abreto.net>. */
2  #include <cstdio>
3  #include <cstring>
4  #include <queue>
5  #include <utility>
6
7  using namespace std;
8
9  #define MAXN    128
10
11 struct edge {
12     int v;
13     int w;
14     int n;
15 };
16 edge edg[MAXN<<1];
17 int nedg;
18 int indegree[MAXN];
19 int front[MAXN];
20 int find_edge(int u, int v) {
21     int e = u[front];
22     while(e) {

```



```

23     if(edg[e].v == v) return e;
24     e = edg[e].n;
25 }
26 return 0;
27 }
28 void add_edge(int u, int v, int w) {
29     int e = find_edge(u,v);
30     if(0==e) {
31         int newnode = ++nedg;
32         edg[newnode].v = v;
33         edg[newnode].w = w;
34         edg[newnode].n = u[front];
35         u[front] = newnode;
36         indegree[v]++;
37     } else {
38         edg[e].w = (w < edg[e].w)?w:(edg[e].w);
39     }
40 }
41
42 int n;
43
44 char inq[MAXN];
45 int vis[MAXN];
46 int d[MAXN];
47 int spfa(int s) { /* return 1 if fuhuan exists. */
48     queue<int> q;
49     memset(inq, 0, sizeof(inq));
50     memset(d, -1, sizeof(d));
51     memset(vis, 0, sizeof(vis));
52     d[s] = 0;
53     inq[s] = 1;
54     q.push(s);
55     while(!q.empty()) {
56         int u = q.front();
57         q.pop();
58         printf("proc_%d..\n", u);
59         inq[u] = 0;
60         if(vis[u]++ > n)
61             return 1;
62         for(int e = front[u]; e; e = edg[e].n) {
63             int v = edg[e].v, w = edg[e].w;
64             if( -1==d[v] || d[u] + w < d[v] ) {
65                 d[v] = d[u] + w;
66                 if(!inq[v]) {
67                     inq[v] = 1;
68                     q.push(v);
69                 }
70             }
71         }
72     }
73     return 0;
74 }

```

4.6 Maxflow

```

1  /* Max Flow Problem, by Abreto<m@abreto.net> */
2
3  #include <bits/stdc++.h>
4  using namespace std;
5
6  #define MAXV    (100000)
7  #define MAXE    (1000000)
8  struct edge {

```

```

9   static int N;
10  int v, w;
11  edge *n;
12  edge(void):v(0),w(0),n(NULL) {}
13  edge(int vv, int ww, edge *nn):v(vv),w(ww),n(nn) {}
14  };
15  int nE;
16  edge E[MAXE];
17  edge *front[MAXV];
18  void add_edge(int u, int v, int w) {
19      int ne = ++nE;
20      E[ne] = edge(v, w, u[front]);
21      u[front] = &(E[ne]);
22  }
23  edge *find_edge(int u, int v) {
24      for(edge *e = u[front]; e != NULL; e = e->n)
25          if(e->v == v)
26              return e;
27      return NULL;
28  }
29  void grant_e(int u, int v, int w) {
30      edge *e = find_edge(u, v);
31      if(NULL == e) add_edge(u,v,w);
32      else e->w += w;
33  }
34
35  int vis[MAXV];
36  int path[MAXV];
37  int dfs(int u, int t) {
38      vis[u] = 1;
39      if(u == t) return 1;
40      for(edge *e = u[front]; e != NULL; e = e->n) {
41          int v = e->v;
42          if(!vis[v] && e->w && dfs(v,t)) {
43              path[u] = v;
44              return 1;
45          }
46      }
47      return 0;
48  }
49  int find_path(int s, int t) {
50      memset(vis, 0, sizeof(vis));
51      return dfs(s,t);
52  }
53  int max_flow(int s, int t) {
54      int flow = 0;
55      while(find_path(s,t)) {
56          int i = 0;
57          int minf = find_edge(s,path[s])->w;
58          for(i = path[s]; i != t; i = path[i])
59              minf = min(minf, find_edge(i,path[i])->w);
60          for(i = s; i != t; i = path[i]) {
61              grant_e(i, path[i], -minf);
62              grant_e(path[i], i, minf);
63          }
64          flow += minf;
65      }
66      return flow;
67  }
68
69  /* Dinic */
70  #define N 1000
71  #define INF 100000000
72

```

```

73 struct Edge {
74     int from,to,cap,flow;
75     Edge(int u,int v,int c,int f):from(u),to(v),cap(c),flow(f) {}
76 };
77
78 struct Dinic {
79     int n,m,s,t;//结点数, 边数 (包括反向弧), 源点编号, 汇点编号
80     vector<Edge>edges;//边表, dges[e]和dges[e^1]互为反向弧
81     vector<int>G[N];//邻接表, G[i][j]表示结点i的第j条边在e数组中的编号
82     bool vis[N]; //BFS的使用
83     int d[N]; //从起点到i的距离
84     int cur[N]; //当前弧下标
85
86     void addedge(int from,int to,int cap) {
87         edges.push_back(Edge(from,to,cap,0));
88         edges.push_back(Edge(to,from,0,0));
89         int m=edges.size();
90         G[from].push_back(m-2);
91         G[to].push_back(m-1);
92     }
93
94     bool bfs() {
95         memset(vis,0,sizeof(vis));
96         queue<int>Q;
97         Q.push(s);
98         d[s]=0;
99         vis[s]=1;
100         while(!Q.empty()) {
101             int x=Q.front();
102             Q.pop();
103             for(int i=0; i<G[x].size(); i++) {
104                 Edge&e=edges[G[x][i]];
105                 if(!vis[e.to]&&e.cap>e.flow) { //只考虑残量网络中的弧
106                     vis[e.to]=1;
107                     d[e.to]=d[x]+1;
108                     Q.push(e.to);
109                 }
110             }
111         }
112         return vis[t];
113     }
114
115     int dfs(int x,int a) { //x表示当前结点, a表示目前为止的最小残量
116         if(x==t||a==0)return a;//a等于0时及时退出, 此时相当于断路了
117         int flow=0,f;
118         for(int&i=cur[x]; i<G[x].size(); i++) { //从上次考虑的弧开始, 注意要使用引用, 同
119             时修改cur[x]
120             Edge&e=edges[G[x][i]);//e是一条边
121             if(d[x]+1==d[e.to]&&(f=dfs(e.to,min(a,e.cap-e.flow)))>0) {
122                 e.flow+=f;
123                 edges[G[x][i]^1].flow-=f;
124                 flow+=f;
125                 a-=f;
126                 if(!a)break;//a等于0及时退出, 当a!=0,说明当前节点还存在另一个曾广路分支。
127             }
128         }
129         return flow;
130     }
131
132     int Maxflow(int s,int t) { //主过程
133         this->s=s,this->t=t;
134         int flow=0;

```

```

136     while(bfs()) { //不停地用bfs构造分层网络，然后用dfs沿着阻塞流增广
137         memset(cur,0,sizeof(cur));
138         flow+=dfs(s,INF);
139     }
140     return flow;
141 }
142 };
143
144 /* ISAP */
145 struct Edge {
146     int from,to,cap,flow;
147 };
148 const int maxn=650;
149 const int INF=0x3f3f3f3f;
150 struct ISAP {
151     int n,m,s,t;//结点数，边数（包括反向弧），源点编号，汇点编号
152     vector<Edge>edges;
153     vector<int>G[maxn];
154     bool vis[maxn];
155     int d[maxn];
156     int cur[maxn];
157     int p[maxn];
158     int num[maxn];
159     void AddEdge(int from,int to,int cap) {
160         edges.push_back((Edge) {
161             from,to,cap,0
162         });
163         edges.push_back((Edge) {
164             to,from,0,0
165         });
166         m=edges.size();
167         G[from].push_back(m-2);
168         G[to].push_back(m-1);
169     }
170     bool RevBFS() {
171         memset(vis,0,sizeof(vis));
172         queue<int>Q;
173         Q.push(t);
174         d[t]=0;
175         vis[t]=1;
176         while(!Q.empty()) {
177             int x=Q.front();
178             Q.pop();
179             for(int i=0; i<G[x].size(); i++) {
180                 Edge &e =edges[G[x][i]^1];
181                 if(!vis[e.from]&&e.cap>e.flow) {
182                     vis[e.from]=1;
183                     d[e.from]=d[x]+1;
184                     Q.push(e.from);
185                 }
186             }
187         }
188         return vis[s];
189     }
190     int Augment() {
191         int x=t, a=INF;
192         while(x!=s) {
193             Edge &e = edges[p[x]];
194             a= min(a,e.cap-e.flow);
195             x=edges[p[x]].from;
196         }
197         x=t;
198         while(x!=s) {
199             edges[p[x]].flow+=a;

```

```

200     edges[p[x]^1].flow-=a;
201     x=edges[p[x]].from;
202 }
203 return a;
204 }
205 int Maxflow(int s,int t,int n) {
206     this->s=s,this->t=t,this->n=n;
207     int flow=0;
208     RevBFS();
209     memset(num,0,sizeof(num));
210     for(int i=0; i<n; i++) {
211         num[d[i]]++;
212     }
213     int x=s;
214     memset(cur,0,sizeof(cur));
215     while(d[s]<n) {
216         if(x==t) {
217             flow+=Augment();
218             x=s;
219         }
220         int ok=0;
221         for(int i=cur[x]; i<G[x].size(); i++) {
222             Edge &e =edges[G[x][i]];
223             if(e.cap>e.flow&& d[x]==d[e.to]+1) {
224                 ok=1;
225                 p[e.to]=G[x][i];
226                 cur[x]=i;
227                 x=e.to;
228                 break;
229             }
230         }
231         if(!ok) {
232             int m=n-1;
233             for(int i=0; i<G[x].size(); i++) {
234                 Edge &e =edges[G[x][i]];
235                 if(e.cap>e.flow)
236                     m=min(m,d[e.to]);
237             }
238             if(--num[d[x]]==0)
239                 break;
240             num[d[x]=m+1]++;
241             cur[x]=0;
242             if(x!=s)
243                 x=edges[p[x]].from;
244         }
245     }
246     return flow;
247 }
248 };
249 int main() {
250     int n,m,a,b,c,res;
251     while(scanf("%d%d",&m,&n)!=EOF) {
252         ISAP tmp;
253         for(int i=0; i<m; i++) {
254             scanf("%d%d%d",&a,&b,&c);
255             tmp.AddEdge(a,b,c);
256         }
257         res=tmp.Maxflow(1,n,n);
258         printf("%d\n",res);
259     }
260     return 0;
261 }

```

4.7 Strongly Connected Component

```

1  /* Kosaraju */
2  #define MAXN    10010
3  #define MAXM    100010
4  struct edge {
5      int v;
6      edge *n;
7      edge(void):v(0),n(NULL) {}
8      edge(int vv, edge *nn):v(vv),n(nn) {}
9  };
10 int nE;
11 edge E[MAXM<<1];
12 edge *ori[MAXN];
13 edge *inv[MAXN];
14 void add_edge(edge *front[], int u, int v) {
15     int ne = ++nE;
16     E[ne] = edge(v, u[front]);
17     u[front] = &(E[ne]);
18 }
19 void connect(int u, int v) {
20     add_edge(ori, u, v);
21     add_edge(inv, v, u);
22 }
23
24 int vis[MAXN];
25 int vst[MAXN];
26 void first_dfs(int u, int &sig) {
27     vis[u] = 1;
28     for(edge *e = u[ori]; e; e = e->n)
29         if(!vis[e->v])
30             first_dfs(e->v, sig);
31     vst[++sig] = u;
32 }
33 int mark[MAXN];
34 void second_dfs(int u, int sig) {
35     vis[u] = 1;
36     mark[u] = sig;
37     for(edge *e = u[inv]; e; e = e->n)
38         if(!vis[e->v])
39             second_dfs(e->v, sig);
40 }
41
42 int N, M;
43
44 int kosaraju(void) {
45     int i;
46     int sig = 0;
47     for(i = 0; i <= N; ++i) vis[i] = 0;
48     for(i = 1; i <= N; ++i) {
49         if(!vis[i])
50             first_dfs(i, sig);
51     }
52     sig = 1;
53     for(i = 0; i <= N; ++i) vis[i] = 0;
54     for(i = N; i > 0; --i) {
55         if(!vis[vst[i]])
56             second_dfs(vst[i], sig++);
57     }
58     for(i = 1; i <= N; ++i)
59         if(mark[i] != 1)
60             return 0;
61     return 1;
62 }

```

```

63
64
65 void clear(void) {
66     nE = 0;
67     for(int i = 0; i <= N; ++i) {
68         ori[i] = inv[i] = NULL;
69     }
70 }
71
72 /* Tarjan */
73 #define MAXN    10010
74 #define MAXM    100010
75 struct edge {
76     int v;
77     edge *n;
78     edge(void):v(0),n(NULL) {}
79     edge(int vv, edge *nn):v(vv),n(nn) {}
80 };
81 typedef edge *ep;
82 int nE;
83 edge E[MAXM];
84 edge *front[MAXN];
85 void add_edge(int u, int v) {
86     int ne = ++nE;
87     E[ne] = edge(v, u[front]);
88     u[front] = &(E[ne]);
89 }
90
91 int mark[MAXN];
92 int dfn[MAXN], low[MAXN];
93 int stk[MAXN];
94 int stk_top;
95
96 void tardfs(int u, int stamp, int &scc) {
97     mark[u] = 1;
98     dfn[u] = low[u] = stamp;
99     stk[stk_top++] = u;
100     for(ep e = u[front]; e; e = e->n) {
101         if(0 == mark[e->v]) tardfs(e->v, ++stamp, scc);
102         if(1 == mark[e->v]) low[u] = min(low[u], low[e->v]);
103     }
104     if(dfn[u] == low[u]) {
105         ++scc;
106         do {
107             low[stk[stk_top-1]] = scc;
108             mark[stk[stk_top-1]] = 2;
109         } while(stk[(stk_top--)-1] != u);
110     }
111 }
112
113 int tarjan(int n) {
114     int scc = 0, lay = 1;
115     for(int i = 1; i <= n; ++i)
116         if(0 == mark[i])
117             tardfs(i, lay, scc);
118     return scc;
119 }
120
121 int N, M;
122
123 void clear(void) {
124     nE = 0;
125     for(int i = 0; i <= N; ++i) {
126         i[front] = NULL;

```

```

127     mark[i] = low[i] = 0;
128 }
129     stk_top = 0;
130 }
131
132 /* Garbow */
133 #define MAXN    10010
134 #define MAXM    100010
135
136 struct edge {
137     int v;
138     edge *n;
139     edge(void):v(0),n(NULL) {}
140     edge(int vv, edge *nn):v(vv),n(nn) {}
141 };
142 typedef edge *ep;
143
144 int nE;
145 edge E[MAXM];
146 edge *front[MAXN];
147 void add_edge(int u, int v) {
148     int ne = ++nE;
149     E[ne] = edge(v, u[front]);
150     u[front] = &(E[ne]);
151 }
152
153 int stk1[MAXN], stk1t;
154 int stk2[MAXN], stk2t;
155 int low[MAXN], belg[MAXN];
156
157 void garbowdfs(int u, int lay, int &scc) {
158     stk1[++stk1t] = u;
159     stk2[++stk2t] = u;
160     low[u] = ++lay;
161     for(ep e=u[front]; e; e = e->n) {
162         if(!low[e->v]) garbowdfs(e->v, lay, scc);
163         else if (0 == belg[e->v])
164             while(low[stk2[stk2t]] > low[e->v])
165                 --stk2t;
166     }
167     if(stk2[stk2t] == u) {
168         stk2t--;
169         scc++;
170         do {
171             belg[stk1[stk1t]] = scc;
172         } while(stk1[stk1t--] != u);
173     }
174 }
175
176 int grabow(int n) {
177     int i;
178     int scc = 0, lay = 0;
179     for(i = 0; i <= n; ++i) {
180         belg[i] = low[i] = 0;
181     }
182     for(i = 1; i <= n; ++i)
183         if(0 == low[i])
184             garbowdfs(i, lay, scc);
185     return scc;
186 }
187
188 int N, M;
189
190 void clear(void) {

```



```

191 | nE = 0;
192 | for(int i = 0; i <= N; ++i) {
193 |     front[i] = NULL;
194 | }
195 | }

```

5 Math

5.1 Euler Function

```

1 | /* Euler function phi(x), by Abreto<m@abreto.net>. */
2 |
3 | #define MAXX    3000000
4 |
5 | int phi[MAXX];
6 | void get_euler(void) {
7 |     int i = 0, j = 0;
8 |     phi[1] = 1;
9 |     for(i = 2; i < MAXX; ++i)
10 |         if(!phi[i])
11 |             for(j = i; j < MAXX; j += i) {
12 |                 if(!phi[j]) phi[j] = j;
13 |                 phi[j] = phi[j]/i * (i-1);
14 |             }
15 | }

```

5.2 Möbius Function

```

1 | void sieve() {
2 |     fill(isPrime, isPrime + maxn, 1);
3 |     mu[1] = 1, num = 0;
4 |     for (int i = 2; i < maxn; ++i) {
5 |         if (isPrime[i]) primes[num++] = i, mu[i] = -1;
6 |         static int d;
7 |         for (int j = 0; j < num && (d = i * primes[j]) < maxn; ++j) {
8 |             isPrime[d] = false;
9 |             if (i % primes[j] == 0) {
10 |                 mu[d] = 0;
11 |                 break;
12 |             } else mu[d] = -mu[i];
13 |         }
14 |     }
15 | }

```

5.3 Chinese Remainder Theorem

$$x \equiv a_i \pmod{m_i}$$

```

1 | /* Chinese Remainder Theorem, by Abreto<m@abreto.net>. */
2 | #include "euler.c"
3 |
4 | #define MAXN    64
5 |
6 | typedef long long int ll;
7 |
8 | ll quickpow(ll a, ll b, ll mod) {
9 |     ll ret = 1, base = a;
10 |     while(b > 0) {
11 |         if(b & 1) ret = (ret * base) % mod;

```

```

12     base = (base * base) % mod;
13     b >=> 1;
14 }
15 return ret;
16 }
17
18 ll N;
19 ll a[MAXN], m[MAXN]; /* a and m is indexed from 0. */
20 ll x, M;
21
22 void naive_crt(void) {
23     int i = 0;
24     ll Mi[MAXN], nMi[MAXN];
25     ll t[MAXN];
26
27     M = 1;
28     for(i = 0; i < N; ++i)
29         M *= a[i];
30     for(i = 0; i < N; ++i)
31         Mi[i] = M / a[i];
32     get_euler();
33     for(i = 0; i < N; ++i)
34         nMi[i] = quickpow(Mi[i], phi[a[i]]-1, a[i]);
35     for(i = 0; i < N; ++i)
36         t[i] = ((a[i] * Mi[i]) % M) * nMi[i] % M;
37     for(i = 0; i < N; ++i)
38         x = (x + t[i]) % M;
39 }

```

5.4 FFT

```

1  #include <cmath>
2  using namespace std;
3  namespace fft {
4  #define eps (1e-9)
5  template < typename T = double >
6  struct dbl {
7      T x;
8      dbl(void):x(0.0) {}
9      template <typename U>
10     dbl(U a):x((T)a) {}
11     inline char sgn(void) {
12         return ((x>=eps)&&(x<=eps))?(0):((x>eps)?(1):(-1));
13     }
14     inline T tabs(void) {
15         return ((x>=eps)&&(x<=eps))?(0.0):((x>eps)?(x):(-x));
16     }
17     inline dbl abs(void) {
18         return dbl(tabs());
19     }
20     template <typename U> inline dbl &operator=(const U b) {
21         x=(T)b;
22         return (*this);
23     }
24     inline T *operator&(void) {
25         return &x;
26     }
27     inline dbl operator-(void) const {
28         return dbl(-x);
29     }
30     inline dbl operator+(const dbl &b) const {
31         return dbl(x+b.x);
32     }

```

```

33 inline dbl operator-(const dbl &b) const {
34     return dbl(x-b.x);
35 }
36 inline dbl operator*(const dbl &b) const {
37     return dbl(x*b.x);
38 }
39 inline dbl operator/(const dbl &b) const {
40     return dbl(x/b.x);
41 }
42 template <typename U> inline dbl operator^(const U &b) const {
43     T ret=1.0,base=x;
44     while(b) {
45         if(b&1)ret*=base;
46         base*=base;
47         b>>=1;
48     }
49     return dbl(ret);
50 }
51 inline dbl operator+=(const dbl &b) {
52     return dbl(x+=b.x);
53 }
54 inline dbl operator--=(const dbl &b) {
55     return dbl(x-=b.x);
56 }
57 inline dbl operator*=(const dbl &b) {
58     return dbl(x*=b.x);
59 }
60 inline dbl operator/=(const dbl &b) {
61     return dbl(x/=b.x);
62 }
63 template <typename U> inline dbl operator^=(const U &b) {
64     dbl tmp=(*this)^b;
65     *this=tmp;
66     return tmp;
67 }
68 inline bool operator==(const dbl &b) const {
69     return (0 == ((*this)-b).sgn());
70 }
71 inline bool operator!=(const dbl &b) const {
72     return (0 != ((*this)-b).sgn());
73 }
74 inline bool operator<(const dbl &b) const {
75     return (-1 == ((*this)-b).sgn());
76 }
77 inline bool operator<=(const dbl &b) const {
78     return (((*this)==b) || ((*this)<b));
79 }
80 inline bool operator>(const dbl &b) const {
81     return (b < (*this));
82 }
83 inline bool operator>=(const dbl &b) const {
84     return (((*this)==b) || ((*this)>b));
85 }
86 template <typename U> inline operator U() const {
87     return (U)x;
88 }
89 inline char operator[](unsigned n) {
90     if(n >= 0) {
91         long long int ret=x;
92         while(n--) {
93             ret/=10;
94         }
95         return (ret%10);
96     } else {

```

```

97     T ret=x;
98     n=-n;
99     while(n-->0)ret*=10.0;
100    return ((long long int)ret)%10;
101 }
102 }
103 };
104 template <typename T>
105 struct Complex {
106     T x,y; /* x + iy */
107     Complex(void):x(T()),y(T()) {}
108     Complex(T xx):x(xx) {}
109     Complex(T xx,T yy):x(xx),y(yy) {}
110     inline Complex operator-(void) const {
111         return Complex(-x,-y);
112     }
113     inline Complex operator+(const Complex& b) const {
114         return Complex(x+b.x,y+b.y);
115     }
116     inline Complex operator-(const Complex& b) const {
117         return Complex(x-b.x,y-b.y);
118     }
119     inline Complex operator*(const Complex& b) const {
120         return Complex(x*b.x-y*b.y,x*b.y+y*b.x);
121     }
122     inline Complex operator/(const Complex& b) const {
123         T bo=b.x*b.x+b.y*b.y;
124         return Complex((x*b.x+y*b.y)/bo,(y*b.x-x*b.y)/bo);
125     }
126     inline Complex& operator+=(const Complex& b) {
127         Complex tmp=(*this)+b;
128         (*this)=tmp;
129         return (*this);
130     }
131     inline Complex& operator-=(const Complex& b) {
132         Complex tmp=(*this)-b;
133         (*this)=tmp;
134         return (*this);
135     }
136     inline Complex& operator*=(const Complex& b) {
137         Complex tmp=(*this)*b;
138         (*this)=tmp;
139         return (*this);
140     }
141     inline Complex& operator/=(const Complex& b) {
142         Complex tmp=(*this)/b;
143         (*this)=tmp;
144         return (*this);
145     }
146     inline friend Complex operator+(const T& a, const Complex& b) {
147         return Complex(a)+b;
148     }
149     inline friend Complex operator-(const T& a, const Complex& b) {
150         return Complex(a)-b;
151     }
152     inline friend Complex operator*(const T& a, const Complex& b) {
153         return Complex(a)*b;
154     }
155     inline friend Complex operator/(const T& a, const Complex& b) {
156         return Complex(a)/b;
157     }
158 };
159 typedef dbl<> Double;
160 typedef Complex<Double> ComplexD;

```

```

161 typedef long long int ll;
162 const int maxn = 2000000; /* !! */
163 const Double pi(acos(-1.0));
164
165 void build(ComplexD _P[], ComplexD P[], int n, int m, int curr, int &cnt) {
166     if(m == n) {
167         _P[curr] = P[cnt++];
168     } else {
169         build(_P, P, n, m*2, curr, cnt);
170         build(_P, P, n, m*2, curr+m, cnt);
171     }
172 }
173
174 void FFT(ComplexD P[], int n, int oper) { /* n should be 2^k. */
175     static ComplexD _P[maxn];
176     int cnt = 0;
177     build(_P, P, n, 1, 0, cnt);
178     copy(_P, _P+n, P);
179     for(int d = 0; (1<<d)<n; ++d) {
180         int m = 1<<d;
181         int m2 = m*2;
182         Double p0 = pi / m * oper;
183         ComplexD unit_p0(cos(p0.x), sin(p0.x));
184         for(int i = 0; i < n; i += m2) {
185             ComplexD unit(1,0);
186             for(int j = 0; j < m; ++j) {
187                 ComplexD &P1 = P[i+j+m], &P2 = P[i+j];
188                 ComplexD t = unit * P1;
189                 P1 = P2 - t;
190                 P2 = P2 + t;
191                 unit *= unit_p0;
192             }
193         }
194     }
195     if(-1 == oper) {
196         for(int i = 0; i < n; ++i)
197             P[i] /= Double(n);
198     }
199 }
200 }

```

5.5 DFT

5.6 Number Theory Inverse

```

1  #include <bits/stdc++.h>
2  using namespace std;
3
4  const int n=10000000; /* */
5  const long long mod=1e9+7; /* prime required. */
6
7  long long fact[n],fiv[n],inv[n];
8
9  int main() {
10     fact[0]=fact[1]=1;
11     fiv[0]=fiv[1]=1;
12     inv[1]=1;
13     for (int i=2; i<n; i++) {
14         fact[i]=fact[i-1]*i%mod;
15         inv[i]=(mod-mod/i)*inv[mod%i]%mod;
16         fiv[i]=inv[i]*fiv[i-1]%mod;
17     }
18     for (int i=1; i<n; i++) {

```

```

19     if (fact[i]*fiv[i]%mod!=1)    printf("fact□wrong:□%d\n",i);
20     if (inv[i]*i%mod!=1)         printf("intv□wrong:□%d\n",i);
21 }
22 cout<<"complete"<<endl;
23 return 0;
24 }

```

5.7 Linear Programming

```

1  /* 线性规划 */
2  #include<bits/stdc++.h>
3
4  using namespace std;
5  const int Maxn=110,Maxm=59;
6  class Simplex {
7      /*
8      功能:
9      接受有n个约束, m个基本变量的方程组a[0~n][0~m]
10     a[0][ ] 存放需要最大化的目标函数, a[ ][0] 存放常数
11     Base[ ] 存放基本变量的id, 初始为1~m
12     Rest[ ] 存放松弛变量的id, 初始为m+1~m+n
13     返回此线性规划的最小值ans
14     要求方案的话, Base[ ] 中的变量值为0, Rest[ ] 中的变量值为相应行的[0]
15     如果solve
16     返回1, 说明运行正常ans是它的最大值
17     返回0, 说明无可行解
18     返回-1, 说明解没有最大值
19     测试:
20     m=2,n=3
21     double a[4][3]={
22         {0,1,3},
23         {8,-1,1},
24         {-3,1,1},
25         {2,1,-4}
26     };
27     solve=1,ans=64/3;
28     注意ac不了可能是eps的问题
29     */
30 public:
31     static const double Inf;
32     static const double eps;
33     int n,m;
34     double a[Maxn][Maxm];
35     int Base[Maxm],Rest[Maxn];
36     double val[Maxm];
37     double ans;
38     void pt() {
39         for(int i=0; i<=n; i++) {
40             for(int j=0; j<=m; j++)printf("%.2f□",a[i][j]);
41             puts("");
42         }
43     }
44     void pivot(int x,int y) { //将第x个非基本变量和第y个基本变量调换
45         swap(Rest[x],Base[y]);
46         double tmp=-1./a[x][y];
47         a[x][y]=-1.;
48         for(int j=0; j<=m; j++)a[x][j]*=tmp;
49         for(int i=0; i<=n; i++) {
50             if(i==x||fabs(a[i][y])<eps)continue;
51             tmp=a[i][y];
52             a[i][y]=0;
53             for(int j=0; j<=m; j++)a[i][j]+=tmp*a[x][j];
54         }

```

```

55 }
56 bool opt() {
57     while(1) {
58         int csi=0;
59         for(int i=1; i<=m; i++)if(a[0][i]>eps&&(!csi||Base[i]<Base[csi]))csi=i;
60         if(!csi)break;
61         int csj=0;
62         double cur;
63         for(int j=1; j<=n; j++) {
64             if(a[j][csi]>=eps)continue;
65             double tmp=-a[j][0]/a[j][csi];
66             if(!csj||tmp+eps<cur||(fabs(tmp-cur)<eps&&Rest[j]<Rest[csj]))csj=j,cur=tmp;
67         }
68         if(!csj)return 0;
69         pivot(csj,csi);
70     }
71     ans=a[0][0];
72     return 1;
73 }
74 bool init() {
75     ans=0;
76     for(int i=1; i<=m; i++)Base[i]=i;
77     for(int i=1; i<=n; i++)Rest[i]=m+i;
78     int cs=1;
79     for(int i=2; i<=n; i++)if(a[i][0]<a[cs][0])cs=i;
80     if(a[cs][0]>=eps)return 1;
81     static double tmp[Maxm];
82     for(int i=0; i<=m; i++)tmp[i]=a[0][i],a[0][i]=0;
83     for(int i=1; i<=n; i++)a[i][m+1]=1.;
84     a[0][m+1]=-1.;
85     Base[m+1]=m+n+1;
86     pivot(cs,++m);
87     opt();
88     m--;
89     if(a[0][0]<=eps)return 0;
90     cs=-1;
91     for(int i=1; i<=n; i++) {
92         if(Rest[i]>m+n) {
93             cs=i;
94             break;
95         }
96     }
97     if(cs>=1) {
98         int nxt=-1;
99         m++;
100         for(int i=1; i<=m; i++)if(a[cs][i]>eps||a[cs][i]<=eps) {
101             nxt=i;
102             break;
103         }
104         pivot(cs,nxt);
105         m--;
106     }
107     for(int i=1; i<=m; i++) {
108         if(Base[i]>m+n) {
109             swap(Base[i],Base[m+1]);
110             for(int j=0; j<=n; j++)a[j][i]=a[j][m+1];
111             break;
112         }
113     }
114     for(int i=1; i<=m; i++)a[0][i]=0;
115     a[0][0]=tmp[0];
116     for(int i=1; i<=m; i++)if(Base[i]<=m)a[0][i]=tmp[Base[i]];
117     for(int i=1; i<=n; i++) {
118         if(Rest[i]<=m) {

```

```

119     for(int j=0; j<=m; j++)a[0][j]+=tmp[Rest[i]]*a[i][j];
120 }
121 }
122 return 1;
123 }
124 void getval() {
125     for(int i=1; i<=m; i++)val[i]=0;
126     for(int i=1; i<=n; i++)if(Rest[i]<=m)val[Rest[i]]=a[i][0];
127     //for(int i=1;i<=m;i++)printf("%.2f ",val[i]);puts("");
128 }
129 int solve() {
130     if(!init())return 0;
131     if(!opt())return -1;
132     getval();
133     return 1;
134 }
135 } solver;
136 const double Simplex:: Inf=1e80;
137 const double Simplex:: eps=1e-8;
138 int main() {
139     int m,n,type;
140     scanf("%d%d%d",&m,&n,&type);
141     solver.a[0][0]=0;
142     for(int i=1; i<=m; i++)scanf("%lf",&solver.a[0][i]);
143     for(int i=1; i<=n; i++) {
144         for(int j=1; j<=m+1; j++) {
145             if(j==m+1)scanf("%lf",&solver.a[i][0]);
146             else {
147                 scanf("%lf",&solver.a[i][j]);
148                 solver.a[i][j]=-solver.a[i][j];
149             }
150         }
151     }
152     solver.m=m,solver.n=n;
153     int rep=solver.solve();
154     if(rep==0)puts("Infeasible");
155     else if(rep==-1)puts("Unbounded");
156     else {
157         printf("%.12f\n",solver.ans);
158         if(type==1) {
159             for(int i=1; i<=m; i++)printf("%.12f%c",solver.val[i],i==m?'\\n':' ');
160         }
161     }
162 }

```

5.8 Big Prime Test

```

1 #include <iostream>
2 #include <cstdlib>
3 using namespace std;
4 typedef long long LL;
5 LL minfactor, p[11] = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29};
6 LL gcd(LL a, LL b) {
7     return b ? gcd(b, a % b) : a;
8 }
9 LL qmult(LL a, LL b, LL mod) { // 快速乘模
10     LL sum = 0;
11     while (b) {
12         if (b & 1) {
13             sum += a;
14             if (sum >= mod) sum -= mod; // 此处无需用%, %运算比减法慢很多
15         }
16         b >>= 1, a <<= 1;

```



```

17     if (a >= mod) a -= mod;
18 }
19 return sum;
20 }
21 LL qpow(LL a, LL b, LL mod) { // 快速幂模
22     LL res = 1;
23     while (b) {
24         if (b & 1) res = qmult(res, a, mod);
25         b >>= 1;
26         a = qmult(a, a, mod);
27     }
28     return res;
29 }
30 bool prime_test(LL n, LL a) { // 对整数n, 底数a进行测试, 返回true表示通过测试
31     LL p = qpow(a, n - 1, n);
32     if (p != 1) return false;
33     else { // 二次探测
34         LL s = n - 1;
35         while (!(s & 1) && p == 1) {
36             s >>= 1;
37             p = qpow(a, s, n);
38         }
39         if (p == 1 || p == n - 1) return true;
40         else return false;
41     }
42 }
43 bool Miller_Rabin(LL n) { // 对整数n进行Miller_Rabin素数测试, 返回true表示通过测试
44     if (n <= 29) { // if这一块其实可以不用
45         for (int i = 0; i < 10; i++) {
46             if (n == p[i]) return true;
47         }
48         return false;
49     }
50     for (int i = 0; i < 10; i++) { // 利用前10个素数作为底数测试的正确率已经非常高
51         if (gcd(n, p[i]) == 1 && !prime_test(n, p[i])) return false;
52     }
53     return true;
54 }
55 LL randf(LL x, LL n, LL c) { // 满足要求的产生伪随机数函数
56     return (qmult(x, x, n) + c) % n;
57 }
58 LL pollard_rho(LL n, LL c) { // 查找n的因数, c为上面函数要用的随机数, c也可自己指定
    (但要有变化)
59     LL x = rand() % n, y = x, i = 1, k = 2, p; // 随机生成随机数的初始值, 也可自己指定
60     while (true) {
61         i++;
62         x = randf(x, n, c);
63         p = gcd(y - x + n, n);
64         if (p > 1 && p < n) return p;
65         if (y == x) return n; // 判圈, 返回n表示查找失败, 要更新随机种子重新查找
66         if (i == k) {
67             y = x; // 更新范围和记录的数
68             k <= 1;
69         }
70     }
71 }
72 void find_factor(LL n) { // 查找所有因数
73     if (Miller_Rabin(n)) {
74         minfactor = min(minfactor, n);
75         return;
76     }
77     LL p = n;
78     while (p == n) p = pollard_rho(n, rand() % (n - 1) + 1); // 查找失败则更新随机种子
    重新查找, 直到找到因子

```

```

79 find_factor(p);    // 递归查找更小因子
80 find_factor(n / p);
81 }
82
83 int main() {
84     int t;
85     cin >> t;
86     while (t--) {
87         LL N;
88         cin >> N;
89         if (Miller_Rabin(N)) cout << "Prime" << endl;
90         else {
91             minfactor = N;
92             find_factor(N);
93             cout << minfactor << endl;
94         }
95     }
96     return 0;
97 }

```

5.8.1 Miller Rabin

```

1  /* Miller-Rabin Prime Test, by Abreto<m@abreto.net>. */
2
3  namespace miller_rabin {
4
5  typedef long long int ll;
6
7  inline ll add(const ll a, const ll b, const ll mod) {
8      ll z = a + b;
9      if (z >= mod) z -= mod;
10     return z;
11 }
12 inline ll mul(ll a, ll b, const ll mod) {
13     ll z = 0;
14     if (a >= mod) a %= mod;
15     if (b >= mod) b %= mod;
16     while (b) {
17         if (1 & b) z = add(z, a, mod);
18         a = add(a, a, mod);
19         b >>= 1;
20     }
21     return z;
22 }
23
24 ll qow(ll a, ll x, ll mod) {
25     ll ret = 1ll;
26     while (x) {
27         if (1 & x) ret = mul(ret, a, mod);
28         a = mul(a, a, mod);
29         x >>= 1;
30     }
31     return ret;
32 }
33
34 const int K = 5;
35 const int p[] = {
36     2, 3, 7, 61, 24251
37 };
38 const ll strong = 4685624825598111;
39 /* 46 856 248 255 981 in (0, 1e16) */
40
41 bool mr(ll n, int k) {

```

```

42  ll d = n - 1;
43  int s = 0;
44  while (d > 1 && 0 == (d & 1)) {
45      s++;
46      d >>= 1;
47  }
48  for (int i = 0; i < k; i++) {
49      ll a = (i < K) ? p[i] : (1 + rand() % (n - 1));
50      ll x = qow(a, d, n);
51      for (int j = 0; j < s; j++) {
52          ll xp = mul(x, x, n);
53          if (1 == xp && x != 1 && x != n-1) return false;
54          x = xp;
55      }
56      if (x != 1) return false;
57  }
58  return true;
59 }
60
61 /* 2,3,5,7,11,13 */
62 const int pre[] = {3, 5, 7, 11, 13};
63 bool test(ll n, int k = 5) {
64     if (2 == n) return true;
65     if (0 == (n & 1)) return false;
66     if (strong == n) return false;
67     for (int i = 0; i < 5; i++) {
68         if (n == pre[i]) return true;
69         if (n == n / pre[i] * pre[i])
70             return false;
71     }
72     return mr(n, k);
73 }
74
75 }

```

5.8.2 Pollard's rho

```

1  /* Pollard's rho, by Abreto<m@abreto.net>. */
2
3  namespace pollards_rho {
4
5  typedef long long int ll;
6
7  inline ll add(const ll a, const ll b, ll mod) {
8      ll z = a + b;
9      if (z >= mod) z -= mod;
10     return z;
11 }
12 inline ll mul(ll a, ll b, ll mod) {
13     ll z = 0ll;
14     if (a >= mod) a -= a / mod * mod;
15     if (b >= mod) b -= b / mod * mod;
16     while (b) {
17         if (1 & b) z = add(z, a, mod);
18         a = add(a, a, mod);
19         b >>= 1;
20     }
21     return z;
22 }
23
24 ll gcd(ll m, ll n) {
25     return (0 == n) ? m : gcd(n, m % n);
26 }

```

```

27
28 ll find(ll n, int c = -1) {
29     ll x = rand() % n;
30     ll y = x, k = 2;
31     for (int i = 2; ; i++) {
32         x = add(mul(x, x, n), (n + c) % n, n);
33         ll d = gcd( y - x + n, n ); // change to abs(y - x) if get WA
34         if (1 != d && n != d) return d;
35         if (y == x) return n;
36         if (i == k) {
37             y = x;
38             k <<= 1;
39         }
40     }
41 }
42
43 /** usage:
44  * void find(ll n, int c = 107)
45  * {
46  *     if (1 == n) return;
47  *     if ( miller-rabin(n) )
48  *     {
49  *         n is a prime;
50  *         return;
51  *     }
52  *     ll p = n, k = c;
53  *     while (p >= n) p = pollards_rho(p, k--);
54  *     find(p, c);
55  *     find(n/p, c);
56  * }
57  **/
58
59 }

```