

## Prime numbers

$10^1$	+1	+3	+7	+9	+13	+19	+21	+27	-3	-5	-7	-8
$10^2$	+1	+3	+7	+9	+13	+27	+31	+37	-3	-11	-17	-21
$10^3$	+9	+13	+19	+21	+31	+33	+39	+49	-3	-9	-17	-23
$10^4$	+7	+9	+37	+39	+61	+67	+69	+79	-27	-33	-51	-59
$10^5$	+3	+19	+43	+49	+57	+69	+103	+109	-9	-11	-29	-39
$10^6$	+3	+33	+37	+39	+81	+99	+117	+121	-17	-21	-39	-41
$10^7$	+19	+79	+103	+121	+139	+141	+169	+189	-9	-27	-29	-57
$10^8$	+7	+37	+39	+49	+73	+81	+123	+127	-11	-29	-41	-59
$10^9$	+7	+9	+21	+33	+87	+93	+97	+103	-63	-71	-107	-117
$10^{10}$	+19	+33	+61	+69	+97	+103	+121	+141	-33	-57	-71	-119
$10^{11}$	+3	+19	+57	+63	+69	+73	+91	+103	-23	-53	-57	-93
$10^{12}$	+39	+61	+63	+91	+121	+163	+169	+177	-11	-39	-41	-63
$10^{13}$	+37	+51	+99	+129	+183	+259	+267	+273	-29	-137	-201	-237
$10^{14}$	+31	+67	+97	+99	+133	+139	+169	+183	-27	-29	-41	-69
$10^{15}$	+37	+91	+159	+187	+223	+241	+249	+259	-11	-53	-117	-123
$10^{16}$	+61	+69	+79	+99	+453	+481	+597	+613	-63	-83	-113	-149
$10^{17}$	+3	+13	+19	+21	+49	+81	+99	+141	-3	-23	-39	-57
$10^{18}$	+3	+9	+31	+79	+177	+183	+201	+283	-11	-33	-123	-137

## Primitive Roots

<i>mod</i>	$12 \cdot 2^{10} + 1$	$13 \cdot 2^{10} + 1$	$15 \cdot 2^{10} + 1$	$57 \cdot 2^{10} + 1$	$58 \cdot 2^{10} + 1$	$60 \cdot 2^{10} + 1$	$148 \cdot 2^{10} + 1$
<i>root</i>	49	7	84	29	9	21	38
<i>mod</i>	$6 \cdot 2^{11} + 1$	$9 \cdot 2^{11} + 1$	$20 \cdot 2^{11} + 1$	$56 \cdot 2^{11} + 1$	$65 \cdot 2^{11} + 1$	$140 \cdot 2^{11} + 1$	$150 \cdot 2^{11} + 1$
<i>root</i>	7	19	32	16	39	106	91
<i>mod</i>	$3 \cdot 2^{12} + 1$	$10 \cdot 2^{12} + 1$	$15 \cdot 2^{12} + 1$	$66 \cdot 2^{12} + 1$	$70 \cdot 2^{12} + 1$	$75 \cdot 2^{12} + 1$	$127 \cdot 2^{12} + 1$
<i>root</i>	41	28	19	114	19	41	71
<i>mod</i>	$136 \cdot 2^{12} + 1$	$141 \cdot 2^{12} + 1$	$5 \cdot 2^{13} + 1$	$8 \cdot 2^{13} + 1$	$14 \cdot 2^{13} + 1$	$51 \cdot 2^{13} + 1$	$78 \cdot 2^{13} + 1$
<i>root</i>	66	114	12	13	2	67	87
<i>mod</i>	$90 \cdot 2^{13} + 1$	$113 \cdot 2^{13} + 1$	$4 \cdot 2^{14} + 1$	$7 \cdot 2^{14} + 1$	$9 \cdot 2^{14} + 1$	$63 \cdot 2^{14} + 1$	$69 \cdot 2^{14} + 1$
<i>root</i>	96	63	15	15	22	94	86
<i>mod</i>	$73 \cdot 2^{14} + 1$	$139 \cdot 2^{14} + 1$	$2 \cdot 2^{15} + 1$	$5 \cdot 2^{15} + 1$	$17 \cdot 2^{15} + 1$	$81 \cdot 2^{15} + 1$	$110 \cdot 2^{15} + 1$
<i>root</i>	31	20	9	7	19	89	117
<i>mod</i>	$114 \cdot 2^{15} + 1$	$135 \cdot 2^{15} + 1$	$1 \cdot 2^{16} + 1$	$12 \cdot 2^{16} + 1$	$18 \cdot 2^{16} + 1$	$55 \cdot 2^{16} + 1$	$88 \cdot 2^{16} + 1$
<i>root</i>	27	126	3	3	14	30	10
<i>mod</i>	$102 \cdot 2^{16} + 1$	$112 \cdot 2^{16} + 1$	$117 \cdot 2^{16} + 1$	$6 \cdot 2^{17} + 1$	$9 \cdot 2^{17} + 1$	$21 \cdot 2^{17} + 1$	$51 \cdot 2^{17} + 1$
<i>root</i>	51	83	15	8	74	83	43
<i>mod</i>	$53 \cdot 2^{17} + 1$	$63 \cdot 2^{17} + 1$	$104 \cdot 2^{17} + 1$	$108 \cdot 2^{17} + 1$	$123 \cdot 2^{17} + 1$	$3 \cdot 2^{18} + 1$	$22 \cdot 2^{18} + 1$
<i>root</i>	47	10	13	54	26	5	74
<i>mod</i>	$28 \cdot 2^{18} + 1$	$52 \cdot 2^{18} + 1$	$54 \cdot 2^{18} + 1$	$63 \cdot 2^{18} + 1$	$108 \cdot 2^{18} + 1$	$127 \cdot 2^{18} + 1$	$147 \cdot 2^{18} + 1$
<i>root</i>	79	4	25	70	108	99	34
<i>mod</i>	$11 \cdot 2^{19} + 1$	$14 \cdot 2^{19} + 1$	$26 \cdot 2^{19} + 1$	$54 \cdot 2^{19} + 1$	$57 \cdot 2^{19} + 1$	$71 \cdot 2^{19} + 1$	$134 \cdot 2^{19} + 1$
<i>root</i>	12	25	2	106	20	86	49
<i>mod</i>	$7 \cdot 2^{20} + 1$	$13 \cdot 2^{20} + 1$	$22 \cdot 2^{20} + 1$	$66 \cdot 2^{20} + 1$	$67 \cdot 2^{20} + 1$	$106 \cdot 2^{20} + 1$	$115 \cdot 2^{20} + 1$
<i>root</i>	5	3	50	54	7	85	138
<i>mod</i>	$148 \cdot 2^{20} + 1$	$11 \cdot 2^{21} + 1$	$33 \cdot 2^{21} + 1$	$39 \cdot 2^{21} + 1$	$53 \cdot 2^{21} + 1$	$54 \cdot 2^{21} + 1$	$63 \cdot 2^{21} + 1$
<i>root</i>	81	38	45	94	54	134	46
<i>mod</i>	$110 \cdot 2^{21} + 1$	$119 \cdot 2^{21} + 1$	$123 \cdot 2^{21} + 1$	$25 \cdot 2^{22} + 1$	$27 \cdot 2^{22} + 1$	$33 \cdot 2^{22} + 1$	$55 \cdot 2^{22} + 1$
<i>root</i>	68	135	95	21	66	30	63
<i>mod</i>	$90 \cdot 2^{22} + 1$	$99 \cdot 2^{22} + 1$	$20 \cdot 2^{23} + 1$	$56 \cdot 2^{23} + 1$	$77 \cdot 2^{23} + 1$	$107 \cdot 2^{23} + 1$	$119 \cdot 2^{23} + 1$
<i>root</i>	139	65	4	53	19	45	31
<i>mod</i>	$132 \cdot 2^{23} + 1$	$10 \cdot 2^{24} + 1$	$28 \cdot 2^{24} + 1$	$66 \cdot 2^{24} + 1$	$73 \cdot 2^{24} + 1$	$108 \cdot 2^{24} + 1$	$120 \cdot 2^{24} + 1$
<i>root</i>	64	2	40	8	149	126	21
<i>mod</i>	$148 \cdot 2^{24} + 1$						
<i>root</i>	25						

## Misc

**Gomory-Hu tree (Gusfield's algorithm):** label nodes from 0 to  $(|V| - 1)$  and set  $p_i = 0 \forall i > 0$ .  $\forall i > 0$ : find min-cut  $(S, T)$  between  $i$  and  $p_i$ , where  $i \in S, p_i \in T$ ; for each node  $j$ , s.t.  $i < j, j \in S, p_j = p_i$  set  $p_j = i$

$$d_i = v_i - \sum_{j < i} \frac{\langle v_i, d_j \rangle}{\langle d_j, d_j \rangle} d_j \quad \sum_{k=1}^n \mu(k) \lfloor \frac{n}{k} \rfloor = 1 \quad g(n) = \sum_{d|n} f(d) \Leftrightarrow f(n) = \sum_{d|n} \mu(d) g(n/d)$$

$$\mu_A^*(a, b) = \begin{cases} 1, & a = b \\ - \sum_{a \preccurlyeq z \prec b} \mu_A^*(a, z), & a \prec b \\ 0, & b \prec a \end{cases} \quad \sum_{d|n} \varphi(d) = n \quad \varphi(n) = \sum_{d|n} d \cdot \mu\left(\frac{n}{d}\right)$$

$$F(N) = \sum_{n=1}^N \varphi(n) \Rightarrow F(N) = \frac{N(N+1)}{2} - \sum_{k=2}^N F\left(\lfloor \frac{N}{k} \rfloor\right)$$

$$Gx = \{y \in X \mid \exists a \in G: a \star x = y\} \quad G_x = \{a \in G: a \star x = x\} \quad |G| = |Gx| \cdot |G_x| \quad X^a = \{x \in X: a \star x = x\}$$

$$|X/G| = \frac{1}{|G|} \sum_{a \in G} |X^a| \quad \prod_{k=1}^{\infty} (1 - x^k) = \sum_{q=-\infty}^{+\infty} (-1)^q x^{\frac{3q^2+q}{2}}$$

$$\prod_{k=1}^{\infty} \frac{1}{1-x^k} = \sum_{n=0}^{+\infty} p(n) x^n \Rightarrow p(0) = 1, p(n) = \sum_{q=1}^{+\infty} (-1)^{q+1} \left[ p\left(n - \frac{3q^2-q}{2}\right) + p\left(n - \frac{3q^2+q}{2}\right) \right]$$

$$M_1 = (S, I_1) \cap M_2 = (S, I_2). J.y \rightarrow z(J - y + z \in I_1). y \leftarrow z(J - y + z \in I_2)$$

$$X_2 = \{z \in S/J: J + z \in I_1\}. X_2 = \{z \in S/J: J + z \in I_2\}. \text{ Находим кратчайший путь из } X_1 \text{ в } X_2. \text{ Ксорим.}$$

$$x = \frac{B_1 C_2 - B_2 C_1}{A_1 B_2 - A_2 B_1}, y = \frac{A_2 C_1 - A_1 C_2}{A_1 B_2 - A_2 B_1}$$

## Suffix Tree

```
// Ukkonen's algorithm O(n)
const int A = 27; // Alphabet size
struct SuffixTree {
    struct Node { // [l, r) !!!
        int l, r, link, par;
        int nxt[A];
        Node() : l(-1), r(-1), link(-1), par(-1) {
            fill(nxt, nxt + A, -1);
        }
        Node(int _l, int _r, int _link, int _par)
            : l(_l), r(_r), link(_link), par(_par) {
            fill(nxt, nxt + A, -1);
        }
        int& next(int c) { return nxt[c]; }
        int get_len() const { return r - l; }
    };
    struct State {
        int v, len;
    };
    vec<Node> t;
    State cur_state;
    vec<int> s;
    SuffixTree() : cur_state({0, 0}) {
        t.push_back(Node());
    }
    // v -> v + s[l, r) !!!
    State go(State st, int l, int r) {
        while (l < r) {
            if (st.len == t[st.v].get_len()) {
                State nx = State({t[st.v].next(s[l]),
                    -1});
                if (nx.v == -1) return nx;
                st = nx;
                continue;
            }
        }
    }
```

```
if (s[t[st.v].l + st.len] != s[l])
    return State({-1, -1});
if (r - l < t[st.v].get_len() - st.len)
    return State({st.v, st.len + r - l});
l += t[st.v].get_len() - st.len;
st.len = t[st.v].get_len();
}
return st;
}
int get_vertex(State st) {
    if (t[st.v].get_len() == st.len) return st.v;
    if (st.len == 0) return t[st.v].par;
    Node& v = t[st.v];
    Node& pv = t[v.par];
    Node add(v.l, v.l + st.len, -1, v.par);
    // nxt
    pv.next(s[v.l]) = (int)t.size();
    add.next(s[v.l + st.len]) = st.v;
    // par
    v.par = (int)t.size();
    // [l, r)
    v.l += st.len;
    t.push_back(add); // !!!
    return (int)t.size() - 1;
}
int get_link(int v) {
    if (t[v].link != -1) return t[v].link;
    if (t[v].par == -1) return 0;
    int to = get_link(t[v].par);
    to = get_vertex(
        go(State({to, t[to].get_len()}),
            t[v].l + (t[v].par == 0), t[v].r));
    return t[v].link = to;
}
void add_symbol(int c) {
    assert(0 <= c && c < A);
```

```

s.push_back(c);
while (1) {
    State hlp = go(cur_state, (int)s.size() -
        ↪ 1,
                (int)s.size());
    if (hlp.v != -1) {
        cur_state = hlp;
        break;
    }
    int v = get_vertex(cur_state);
    Node add((int)s.size() - 1, +inf, -1, v);
    t.push_back(add);
    t[v].next(c) = (int)t.size() - 1;
    cur_state.v = get_link(v);
    cur_state.len = t[cur_state.v].get_len();
    if (!v) break;
}
}
};

```

## Suffix Array

```

const int LOG = 21;
struct SuffixArray {
    string s;
    int n;
    vec<int> p;
    vec<int> c[LOG];
    SuffixArray() : n(0) {}
    SuffixArray(string ss) : s(ss) {
        s.push_back(0);
        n = (int)s.size();
        vec<int> pn, cn;
        vec<int> cnt;
        p.resize(n);
        for (int i = 0; i < LOG; i++)
            c[i].resize(n);
        pn.resize(n);
        cn.resize(n);
        cnt.assign(300, 0);
        for (int i = 0; i < n; i++)
            cnt[s[i]]++;
        for (int i = 1; i < (int)cnt.size(); i++)
            cnt[i] += cnt[i - 1];
        for (int i = n - 1; i >= 0; i--)
            p[--cnt[s[i]]] = i;
        for (int i = 1; i < n; i++) {
            c[0][p[i]] = c[0][p[i - 1]];
            if (s[p[i]] != s[p[i - 1]]) c[0][p[i]]++;
        }
        for (int lg = 0, k = 1; k < n;
            k <= 1, lg++) {
            for (int i = 0; i < n; i++) {
                if ((pn[i] = p[i] - k) < 0) pn[i] += n;
            }
            cnt.assign(n, 0);
            for (int i = 0; i < n; i++)
                cnt[c[lg][pn[i]]]++;
            for (int i = 1; i < (int)cnt.size(); i++)
                cnt[i] += cnt[i - 1];
            for (int i = n - 1; i >= 0; i--)
                p[--cnt[c[lg][pn[i]]]] = pn[i];
        }
    }
};

```

```

for (int l1, r1, l2, r2, i = 1; i < n;
    i++) {
    cn[p[i]] = cn[p[i - 1]];
    l1 = p[i - 1];
    l2 = p[i];
    if ((r1 = l1 + k) >= n) r1 -= n;
    if ((r2 = l2 + k) >= n) r2 -= n;
    if (c[lg][l1] != c[lg][l2] ||
        c[lg][r1] != c[lg][r2])
        cn[p[i]]++;
}
c[lg + 1] = cn;
}
p.erase(p.begin(), p.begin() + 1);
n--;
}
int get_lcp(int i, int j) {
    int res = 0;
    for (int lg = LOG - 1; lg >= 0; lg--) {
        if (i + (1 << lg) > n || j + (1 << lg) > n)
            continue;
        if (c[lg][i] == c[lg][j]) {
            i += (1 << lg);
            j += (1 << lg);
            res += (1 << lg);
        }
    }
    return res;
}
};

```

## Suffix Automaton

```

const int ALPHSIZE = 26; // alphabet size
struct SuffixAutomaton {
    struct Node {
        int link, len;
        int next[ALPHSIZE];
        Node() {
            link = -1;
            len = 0;
            for (int i(0); i < ALPHSIZE; i++)
                next[i] = -1;
        }
    };
    string s;
    vector<Node> sa;
    int last;
    SuffixAutomaton() {
        sa.emplace_back();
        last = 0;
        sa[0].len = 0;
        sa[0].link = -1;
        for (int i(0); i < ALPHSIZE; i++)
            sa[0].next[i] = -1;
    }
    void add(const int& c) {
        s.push_back(c + 'a');
        int cur = (int)sa.size();
        sa.emplace_back();
        sa[cur].len = sa[last].len + 1;
    }
};

```

```

int p;
for (p = last; p != -1 && sa[p].next[c] ==
    ↪ -1;
    p = sa[p].link) {
    sa[p].next[c] = cur;
}
if (p == -1) {
    sa[cur].link = 0;
} else {
    int q = sa[p].next[c];
    if (sa[p].len + 1 == sa[q].len) {
        sa[cur].link = q;
    } else {
        int clone = (int)sa.size();
        sa.emplace_back();
        sa[clone].len = sa[p].len + 1;
        sa[clone].link = sa[q].link;
        for (int i(0); i < ALPHASIZE; i++)
            sa[clone].next[i] = sa[q].next[i];
        sa[cur].link = sa[q].link = clone;
        for (; p != -1 && sa[p].next[c] == q;
            p = sa[p].link) {
            sa[p].next[c] = clone;
        }
    }
}
last = cur;
}
};

```

## LCP

```

vector<int> get_lcp(const string& s,
                  const vector<int>& suf) {
    int n = (int)suf.size();
    vector<int> back(n);
    for (int i = 0; i < n; i++)
        back[suf[i]] = i;
    vector<int> lcp(n - 1);
    for (int i = 0, k = 0; i < n; i++) {
        int x = back[i];
        k = max(0, k - 1);
        if (x == n - 1) {
            k = 0;
            continue;
        }
        while (s[suf[x] + k] == s[suf[x + 1] + k])
            k++;
        lcp[x] = k;
    }
    return lcp;
}

```

## Manacker

```

pair<vector<int>, vector<int>>
manacker(const string& s) {
    // -> {d0, d1}. RUN test!
    int n = (int)s.size();
    vector<int> d0(n), d1(n);
    for (int l = 0, r = -1, i = 0; i < n; i++) {

```

```

        d1[i] =
            i <= r ? min(r - i, d1[l + r - i]) : 0;
        while (i >= d1[i] && i + d1[i] < n &&
            s[i - d1[i]] == s[i + d1[i]])
            d1[i]++;
        d1[i]--;
        if (i + d1[i] > r)
            l = i - d1[i], r = i + d1[i];
    }
    for (int l = 0, r = -1, i = 0; i < n; i++) {
        d0[i] =
            i < r ? min(r - i, d0[l + r - i - 1]) : 0;
        while (i >= d0[i] && i + d0[i] + 1 < n &&
            s[i - d0[i]] == s[i + d0[i] + 1])
            d0[i]++;
        if (d0[i] > 0 && i + d0[i] > r)
            l = i - d0[i] + 1, r = i + d0[i];
    }
    return {d0, d1};
}

```

## Prefix Function

```

vector<int> get_pi(const string& s) {
    int n = (int)s.length();
    vector<int> pr(n);
    for (int i = 1; i < n; i++) {
        int k = pr[i - 1];
        while (k && s[k] != s[i])
            k = pr[k - 1];
        if (s[k] == s[i]) k++;
        pr[i] = k;
    }
    return pr;
}

```

## Z-Function

```

vector<int> get_z(const string& s) {
    int n = (int)s.length();
    vector<int> z(n);
    for (int i = 1, l = 0, r = 0; i < n; i++) {
        if (i < r) z[i] = min(r - i, z[i - l]);
        while (i + z[i] < n && s[z[i]] == s[i +
            ↪ z[i]])
            z[i]++;
        if (i + z[i] > r) l = i, r = i + z[i];
    }
    return z;
}

```

## Tandem (Lorentz)

```

struct Tandem {
    int l, r, k;
    // [l, l + 2 * k) [l + 1, l + 1 + 2 * k) [l
    // + 2, l + 2 + 2 * k), ..., [r, r + 2 * k)
};

```

```

vector<int> z_func(const string& s) {
    int n = (int)s.size();
    vector<int> z(n);
    for (int l = 0, r = -1, i = 1; i < n; i++) {
        int k = i > r ? 0 : min(z[i - l], r - i + 1);
        while (i + k < n && s[i + k] == s[k])
            k++;
        z[i] = k;
        if (i + k - 1 > r) {
            r = i + k - 1;
            l = i;
        }
    }
    return z;
}

const int SIZE = (1000006) * 30;
const int MAXL = (1000006) * 4;
Tandem tandems[SIZE], hlp[MAXL];
int tsz;
void rec(const string& s, int L, int R) {
    if (R - L + 1 <= 1) { return; }
    int M = (L + R) / 2;
    rec(s, L, M);
    rec(s, M + 1, R);
    int nu = M - L + 1;
    int nv = R - M;
    string vu =
        s.substr(M + 1, nv) + "#" + s.substr(L, nu);
    string urvr = vu;
    reverse(urvr.begin(), urvr.end());
    vector<int> z1 = z_func(urvr);
    vector<int> z2 = z_func(vu);
    for (int x = L; x <= R; x++) {
        if (x <= M) {
            int k = M + 1 - x;
            int k1 = L < x ? z1[nu - x + L] : 0;
            int k2 = z2[nv + 1 + x - L];
            int lsh = max(0, k - k2);
            int rsh = min(k1, k - 1);
            if (lsh <= rsh) {
                tandems[tsz++] = {x - rsh, x - lsh, k};
            }
        } else {
            int k = x - M;
            int k1 = x < R ? z2[x - M] : 0;
            int k2 = z1[nu + nv - x + M + 1];
            int lsh = max(1, k - k1);
            int rsh = min(k2, k - 1);
            if (lsh <= rsh) {
                tandems[tsz++] = {x - rsh + 1 - k,
                                   x - lsh + 1 - k, k};
            }
        }
    }
}

void compress() { // O(n*log(n)*log(n)) can be
                  // replace with count sort
                  // (O(n*log(n))) BE careful
                  // with
                  // ML !!!
    // O(n*log(n)) --> O(n)
    sort(tandems, tandems + tsz,
        [](const Tandem& t1, const Tandem& t2) {

```

```

            return t1.k < t2.k ||
                   (t1.k == t2.k && t1.l < t2.l);
        });
    int hlp_sz = 0;
    for (int i = 0; i < tsz; i++) {
        int j = i;
        while (j + 1 < tsz &&
            tandems[i].k == tandems[j + 1].k &&
            tandems[j].r + 1 == tandems[j + 1].l)
            j++;
        hlp[hlp_sz++] = {tandems[i].l, tandems[j].r,
            tandems[j].k};
        i = j;
    }
    memcpy(tandems, hlp, sizeof(Tandem) * hlp_sz);
    tsz = hlp_sz;
}

void main_lorentz(const string& s) {
    // n = 10^6 time = 1.8 sec MEM = nlog(n) * 12
    // bytes
    int n = (int)s.size();
    tsz = 0;
    rec(s, 0, n - 1);
    compress();
}

```

## Aho-Corasick

```

const int A = 300; // alphabet size
struct Aho {
    struct Node {
        int nxt[A], go[A];
        int par, pch, link;
        int good;
        Node()
            : par(-1), pch(-1), link(-1), good(-1) {
            fill(nxt, nxt + A, -1);
            fill(go, go + A, -1);
        }
    };
    vec<Node> a;
    Aho() { a.push_back(Node()); }
    void add_string(const string& s) {
        int v = 0;
        for (char c : s) {
            if (a[v].nxt[c] == -1) {
                a[v].nxt[c] = (int)a.size();
                a.push_back(Node());
                a.back().par = v;
                a.back().pch = c;
            }
            v = a[v].nxt[c];
        }
        a[v].good = 1;
    }
    int go(int v, int c) {
        if (a[v].go[c] == -1) {
            if (a[v].nxt[c] != -1) {
                a[v].go[c] = a[v].nxt[c];
            }
        }
    }
}

```

```

    } else {
        a[v].go[c] = v ? go(get_link(v), c) : 0;
    }
}
return a[v].go[c];
}
int get_link(int v) {
    if (a[v].link == -1) {
        if (!v || !a[v].par)
            a[v].link = 0;
        else
            a[v].link =
                go(get_link(a[v].par), a[v].pch);
    }
    return a[v].link;
}
bool is_good(int v) {
    if (!v) return false;
    if (a[v].good == -1) {
        a[v].good = is_good(get_link(v));
    }
    return a[v].good;
}
bool is_there_substring(const string& s) {
    int v = 0;
    for (char c : s) {
        v = go(v, c);
        if (is_good(v)) { return true; }
    }
    return false;
}
};

```

## Eertree

```

const int N = 2e6 + 5;
struct EerTree {
    char s[N];
    int n;
    int sz;
    int link[N];
    int len[N];
    map<char, int> nxt[N];
    int diff[N];
    int dp[N][2];
    int slink[N];
    int max_suff;
    int ans[N]; // number of partitions into
                // palindromes of even length
    void clr() {
        fill(s, s + N, 0);
        fill(link, link + N, 0);
        fill(len, len + N, 0);
        fill(nxt, nxt + N, map<char, int>());
        fill(diff, diff + N, 0);
        fill((int*)dp, (int*)dp + N * 2, 0);
        fill(slink, slink + N, 0);
        n = 0;
        sz = 0;
        max_suff = 0;
        fill(ans, ans + N, 0);
    }
}

```

```

EerTree() {
    clr();
    s[0] = '#'; // not in alphabet
    link[0] = 1;
    link[1] = 0;
    len[0] = -1;
    sz = 2;
    ans[0] = 1;
}
int get_link(int from) {
    while (s[n] != s[n - len[from] - 1]) {
        from = link[from];
    }
    return from;
}
void add_symbol(char c) {
    s[++n] = c;
    max_suff = get_link(max_suff);
    if (!nxt[max_suff].count(c)) {
        {
            int x = get_link(link[max_suff]);
            link[sz] =
                nxt[x].count(c) ? nxt[x][c] : 1;
        }
        len[sz] = len[max_suff] + 2;
        diff[sz] = len[sz] - len[link[sz]];
        slink[sz] = diff[sz] == diff[link[sz]]
            ? slink[link[sz]]
            : link[sz];
        nxt[max_suff][c] = sz++;
    }
    max_suff = nxt[max_suff][c];
    for (int x = max_suff; len[x] > 0;
        x = slink[x]) {
        dp[x][0] = dp[x][1] = 0;
        int j = n - (len[slink[x]] + diff[x]);
        _inc(dp[x][j & 1], ans[j]);
        if (diff[x] == diff[link[x]]) {
            _inc(dp[x][0], dp[link[x]][0]);
            _inc(dp[x][1], dp[link[x]][1]);
        }
        _inc(ans[n], dp[x][n & 1]);
    }
}
};

```

## Components of Vertex Duality

```

struct Edge {
    int fr, to, id;
    int get(int v) { return v == fr ? to : fr; }
};
void dfs(const vector<vector<Edge>>& g,
        vector<int>& fup, vector<int>& tin,
        vector<int>& used, int& timer, int v,
        int par = -1) {
    tin[v] = fup[v] = timer++;
    used[v] = 1;
    for (Edge e : g[v]) {
        int to = e.get(v);
        if (to == par) continue;
    }
}

```

```

    if (used[to]) {
        fup[v] = min(fup[v], tin[to]);
    } else {
        dfs(g, fup, tin, used, timer, to, v);
        fup[v] = min(fup[v], fup[to]);
    }
}

void paintEdges(const vector<vector<Edge>>& g,
               vector<int>& fup,
               vector<int>& tin,
               vector<int>& used,
               vector<int>& colors, int v,
               int curColor, int& maxColor,
               int par = -1) {
    used[v] = 1;
    for (Edge e : g[v]) {
        int to = e.get(v);
        if (to == par) continue;
        if (!used[to]) {
            if (tin[v] <= fup[to]) {
                int tmpColor = maxColor++;
                colors[e.id] = tmpColor;
                paintEdges(g, fup, tin, used, colors, to,
                           tmpColor, maxColor, v);
            } else {
                colors[e.id] = curColor;
                paintEdges(g, fup, tin, used, colors, to,
                           curColor, maxColor, v);
            }
        } else if (tin[to] < tin[v]) {
            colors[e.id] = curColor;
        }
    }
}

vector<vector<Edge>>
get2components(const vector<vector<Edge>>& g,
               int m, const vector<Edge>& es) {
    int n = (int)g.size();
    vector<int> fup(n), tin(n), used(n);
    vector<int> colors(m);
    int timer;
    used.assign(n, 0);
    timer = 0;
    for (int v = 0; v < n; v++) {
        if (used[v]) continue;
        dfs(g, fup, tin, used, timer, v);
    }
    used.assign(n, 0);
    timer = 0;
    for (int v = 0; v < n; v++) {
        if (used[v]) continue;
        paintEdges(g, fup, tin, used, colors, v,
                   timer, timer, -1);
    }
    vector<vector<Edge>> res(timer);
    for (int i = 0; i < m; i++) {
        res[colors[i]].push_back(es[i]);
    }
    return res;
}

```

## Hungarian Algorithm

```

vector<int>
Hungarian(const vector<vector<int>>&
          a) { // ALARM: INT everywhere
    int n = (int)a.size();
    vector<int> row(n), col(n), pair(n, -1),
               back(n, -1), prev(n, -1);
    auto get = [&](int i, int j) {
        return a[i][j] + row[i] + col[j];
    };
    for (int v = 0; v < n; v++) {
        vector<int> min_v(n, v), A_plus(n),
                  B_plus(n);
        A_plus[v] = 1;
        int jb;
        while (true) {
            int pos_i = -1, pos_j = -1;
            for (int j = 0; j < n; j++) {
                if (!B_plus[j] && (pos_i == -1 ||
                                   get(min_v[j], j) <
                                   get(pos_i, pos_j)))
                    pos_i = min_v[j], pos_j = j;
            }
            int weight = get(pos_i, pos_j);
            for (int i = 0; i < n; i++)
                if (!A_plus[i]) row[i] += weight;
            for (int j = 0; j < n; j++)
                if (!B_plus[j]) col[j] -= weight;
            B_plus[pos_j] = 1, prev[pos_j] = pos_i;
            int x = back[pos_j];
            if (x == -1) {
                jb = pos_j;
                break;
            }
            A_plus[x] = 1;
            for (int j = 0; j < n; j++)
                if (get(x, j) < get(min_v[j], j))
                    min_v[j] = x;
        }
        while (jb != -1) {
            back[jb] = prev[jb];
            swap(pair[prev[jb]], jb);
        }
        return pair;
    }
}

```

## General Matching

```

struct GeneralMatching { // 0(n^3)
    int n = 0, cc = 10; // [0, n)
    vector<vector<int>> g; // undirected
    vector<int> mt, used, base, p, color;
    queue<int> q;
    GeneralMatching(int nn)
        : n(nn), mt(n, -1), used(n), base(n), p(n),
          color(n), g(n) {}
    void add_edge(int u, int v) {

```

```

    g[u].push_back(v), g[v].push_back(u);
}
void add(int v) {
    if (!used[v]) used[v] = 1, q.push(v);
}
int get_lca(int u, int v) {
    cc++;
    while (1) {
        u = base[u], color[u] = cc;
        if (mt[u] == -1) break;
        u = p[mt[u]];
    }
    while (1) {
        v = base[v];
        if (color[v] == cc) break;
        v = p[mt[v]];
    }
    return v;
}
void mark_path(int v, int child, int b) {
    while (base[v] != b) {
        color[base[v]] = color[base[mt[v]]] = cc;
        p[v] = child, child = mt[v], v = p[child];
    }
}
int bfs(int root) {
    add(root);
    while (!q.empty()) {
        int v = q.front();
        q.pop();
        for (int to : g[v]) {
            if (base[v] == base[to] || mt[v] == to)
                continue;
            else if (used[to]) {
                int w = get_lca(v, to);
                cc++, mark_path(v, to, w),
                mark_path(to, v, w);
                for (int i = 0; i < n; i++)
                    if (color[base[i]] == cc)
                        base[i] = w, add(i);
            } else if (p[to] == -1) {
                p[to] = v;
                if (mt[to] == -1) return to;
                add(mt[to]);
            }
        }
    }
    return -1;
}
void xor_path(int v) {
    while (v != -1) {
        int pv = p[v], ppv = mt[pv];
        mt[v] = pv, mt[pv] = v;
        v = ppv;
    }
}
bool inc(int root) {
    used.assign(n, 0), p.assign(n, -1),
    iota(base.begin(), base.end(), 0);
    while (!q.empty())
        q.pop();
    int v = bfs(root);
    if (v == -1) return false;

```

```

    xor_path(v);
    return true;
}
void match() {
    for (int i = 0; i < n; i++)
        if (mt[i] == -1) inc(i);
}
};

```

## Hopcroft-Karp

```

struct HopcroftKarp {
    int n, m;
    vec<vec<int>> g;
    vec<int> pl, pr, dist;
    vec<bool> vis;
    HopcroftKarp() : n(0), m(0) {}
    HopcroftKarp(int _n, int _m) : n(_n), m(_m) {
        g.resize(n);
    }
    void add_edge(int u, int v) {
        g[u].push_back(v);
    }
    bool bfs() {
        dist.assign(n + 1, inf);
        queue<int> q;
        for (int u = 0; u < n; u++) {
            if (pl[u] < m) continue;
            dist[u] = 0;
            q.push(u);
        }
        while (!q.empty()) {
            int u = q.front();
            q.pop();
            if (dist[u] >= dist[n]) continue;
            for (int v : g[u]) {
                if (dist[pr[v]] > dist[u] + 1) {
                    dist[pr[v]] = dist[u] + 1;
                    q.push(pr[v]);
                }
            }
        }
        return dist[n] < inf;
    }
    bool dfs(int v) {
        if (v == n) return 1;
        vis[v] = true;
        for (int to : g[v]) {
            if (dist[pr[to]] != dist[v] + 1) continue;
            if (vis[pr[to]]) continue;
            if (!dfs(pr[to])) continue;
            pl[v] = to;
            pr[to] = v;
            return 1;
        }
        return 0;
    }
    int find_max_matching() {
        pl.resize(n, m);
        pr.resize(m, n);
        int result = 0;
    }

```



```

while (bfs()) {
    vis.assign(n + 1, false);
    for (int u = 0; u < n; u++) {
        if (pl[u] < m) continue;
        if (vis[u]) continue;
        result += dfs(u);
    }
}
return result;
}
};

```

## Dinic

```

struct Dinic {
    struct Edge {
        int fr, to, cp, id, fl;
    };
    int n, S, T;
    vector<Edge> es;
    vector<vector<int>> g;
    vector<int> dist, res, ptr;
    Dinic(int n_, int S_, int T_)
        : n(n_), S(S_), T(T_) {
        g.resize(n);
    }
    void add_edge(int fr, int to, int cp, int id) {
        g[fr].push_back((int)es.size());
        es.push_back({fr, to, cp, id, 0});
        g[to].push_back((int)es.size());
        es.push_back({to, fr, 0, -1, 0});
    }
    bool bfs(int K) {
        dist.assign(n, inf);
        dist[S] = 0;
        queue<int> q;
        q.push(S);
        while (!q.empty()) {
            int v = q.front();
            q.pop();
            for (int ps : g[v]) {
                Edge& e = es[ps];
                if (e.fl + K > e.cp) continue;
                if (dist[e.to] > dist[e.fr] + 1) {
                    dist[e.to] = dist[e.fr] + 1;
                    q.push(e.to);
                }
            }
        }
        return dist[T] < inf;
    }
    int dfs(int v, int _push = INT_MAX) {
        if (v == T || !_push) return _push;
        for (int& iter = ptr[v];
            iter < (int)g[v].size(); iter++) {
            int ps = g[v][ptr[v]];
            Edge& e = es[ps];
            if (dist[e.to] != dist[e.fr] + 1) continue;
            int tmp =
                dfs(e.to, min(_push, e.cp - e.fl));
            if (tmp) {
                e.fl += tmp;

```

```

                es[ps ^ 1].fl -= tmp;
                return tmp;
            }
        }
        return 0;
    }
    ll find_max_flow() {
        ptr.resize(n);
        ll max_flow = 0, add_flow;
        for (int K = 1 << 30; K > 0; K >= 1) {
            while (bfs(K)) {
                ptr.assign(n, 0);
                while ((add_flow = dfs(S))) {
                    max_flow += add_flow;
                }
            }
        }
        return max_flow;
    }
    void assign_result() {
        res.resize(es.size());
        for (Edge e : es)
            if (e.id != -1) res[e.id] = e.fl;
    }
    int get_flow(int id) { return res[id]; }
    bool go(int v, vector<int>& F,
            vector<int>& path) {
        if (v == T) return 1;
        for (int ps : g[v]) {
            if (F[ps] <= 0) continue;
            if (go(es[ps].to, F, path)) {
                path.push_back(ps);
                return 1;
            }
        }
        return 0;
    }
    vector<pair<int, vector<int>>> decomposition()
    {
        find_max_flow();
        vector<int> F((int)es.size()), path, add;
        vector<pair<int, vector<int>>> dcmp;
        for (int i = 0; i < (int)es.size(); i++)
            F[i] = es[i].fl;
        while (go(S, F, path)) {
            int mn = INT_MAX;
            for (int ps : path)
                mn = min(mn, F[ps]);
            for (int ps : path)
                F[ps] -= mn;
            for (int ps : path)
                add.push_back(es[ps].id);
            reverse(add.begin(), add.end());
            dcmp.push_back({mn, add});
            add.clear();
            path.clear();
        }
        return dcmp;
    }
};

```

## MCMF

```

struct MCMF {
    struct Edge {
        int fr, to, cp, fl, cs, id;
    };
    int n, S, T;
    vec<Edge> es;
    vec<vec<int>> g;
    vec<ll> dist, phi;
    vec<int> from;
    MCMF(int _n, int _S, int _T)
        : n(_n), S(_S), T(_T) {
        g.resize(n);
    }
    void add_edge(int fr, int to, int cp, int cs,
        int id) {
        g[fr].push_back((int)es.size());
        es.push_back({fr, to, cp, 0, cs, id});
        g[to].push_back((int)es.size());
        es.push_back({to, fr, 0, 0, -cs, -1});
    }
    void init_phi() {
        dist.assign(n, LLONG_MAX);
        dist[S] = 0;
        for (int any, iter = 0; iter < n - 1;
            iter++) { // Ford Bellman
            any = 0;
            for (Edge e : es) {
                if (e.fl == e.cp) continue;
                if (dist[e.to] - dist[e.fr] > e.cs) {
                    dist[e.to] = dist[e.fr] + e.cs;
                    any = 1;
                }
            }
            if (!any) break;
        }
        phi = dist;
    }
    bool Dijkstra() {
        dist.assign(n, LLONG_MAX);
        from.assign(n, -1);
        dist[S] = 0;
        priority_queue<pair<ll, int>,
            vec<pair<ll, int>>,
            greater<pair<ll, int>>>
            pq;
        pq.push({dist[S], S});
        while (!pq.empty()) {
            int v;
            ll di;
            tie(di, v) = pq.top();
            pq.pop();
            if (di != dist[v]) continue;
            for (int ps : g[v]) {
                Edge& e = es[ps];
                if (e.fl == e.cp) continue;
                if (dist[e.to] - dist[e.fr] >
                    e.cs + phi[e.fr] - phi[e.to]) {
                    dist[e.to] = dist[e.fr] + e.cs +
                        phi[e.fr] - phi[e.to];
                    from[e.to] = ps;
                    pq.push({dist[e.to], e.to});
                }
            }
        }
    }
}

```

```

    }
}
}
for (int v = 0; v < n; v++) {
    phi[v] += dist[v];
}
return dist[T] < LLONG_MAX;
}
pll find_mcmf() {
    init_phi();
    ll flow = 0, cost = 0;
    while (Dijkstra()) {
        int mn = INT_MAX;
        for (int v = T; v != S;
            v = es[from[v]].fr) {
            mn = min(mn,
                es[from[v]].cp -
                es[from[v]].fl);
        }
        flow += mn;
        for (int v = T; v != S;
            v = es[from[v]].fr) {
            es[from[v]].fl += mn;
            es[from[v] ^ 1].fl -= mn;
        }
    }
    for (Edge& e : es) {
        if (e.fl >= 0) cost += 1ll * e.fl * e.cs;
    }
    return make_pair(flow, cost);
}
bool go(int v, vec<int>& F, vec<int>& path,
    vec<int>& used) {
    if (used[v]) return 0;
    used[v] = 1;
    if (v == T) return 1;
    for (int ps : g[v]) {
        if (F[ps] <= 0) continue;
        if (go(es[ps].to, F, path, used)) {
            path.push_back(ps);
            return 1;
        }
    }
    return 0;
}
vec<pair<int, vec<int>>>
decomposition(ll& _flow, ll& _cost) {
    tie(_flow, _cost) = find_mcmf();
    vec<int> F((int)es.size()), path, add,
        used(n);
    vec<pair<int, vec<int>>> dcmp;
    for (int i = 0; i < (int)es.size(); i++)
        F[i] = es[i].fl;
    while (go(S, F, path, used)) {
        used.assign(n, 0);
        int mn = INT_MAX;
        for (int ps : path)
            mn = min(mn, F[ps]);
        for (int ps : path)
            F[ps] -= mn;
        for (int ps : path)
            add.push_back(es[ps].id);
        reverse(ALL(add));
    }
}

```

```

    dcmp.push_back({mn, add});
    add.clear();
    path.clear();
}
return dcmp;
}
};

```

## Algorithm of Two Chinese

```

struct Edge {
    int fr, to, w, id;
    bool operator<(const Edge& o) const {
        return w < o.w;
    }
};
// find oriented mst (tree)
// there are no edge --> root (root is 0)
// 0 .. n - 1, weights and vertices will be
// changed, but ids are ok
vector<Edge>
work(const vector<vector<Edge>>& graph) {
    int n = (int)graph.size();
    vector<int> color(n), used(n, -1);
    for (int i = 0; i < n; i++)
        color[i] = i;
    vector<Edge> e(n);
    for (int i = 0; i < n; i++) {
        if (graph[i].empty()) {
            e[i] = {-1, -1, -1, -1};
        } else {
            e[i] = *min_element(graph[i].begin(),
                                graph[i].end());
        }
    }
    vector<vector<int>> cycles;
    used[0] = -2;
    for (int s = 0; s < n; s++) {
        if (used[s] != -1) continue;
        int x = s;
        while (used[x] == -1) {
            used[x] = s;
            x = e[x].fr;
        }
        if (used[x] != s) continue;
        vector<int> cycle = {x};
        for (int y = e[x].fr; y != x; y = e[y].fr)
            cycle.push_back(y), color[y] = x;
        cycles.push_back(cycle);
    }
    if (cycles.empty()) return e;
    vector<vector<Edge>> next_graph(n);
    for (int s = 0; s < n; s++) {
        for (const Edge& edge : graph[s]) {
            if (color[edge.fr] != color[s])
                next_graph[color[s]].push_back(
                    {color[edge.fr], color[s],
                     edge.w - e[s].w, edge.id});
        }
    }
    vector<Edge> tree = work(next_graph);
    for (const auto& cycle : cycles) {

```

```

        int cl = color[cycle[0]];
        Edge next_out = tree[cl], out{};
        int from = -1;
        for (int v : cycle) {
            tree[v] = e[v];
            for (const Edge& edge : graph[v])
                if (edge.id == next_out.id)
                    from = v, out = edge;
        }
        tree[from] = out;
    }
    return tree;
}

```

## Dominator Tree

```

struct Edge {
    int fr = -1;
    int to = -1;
    int id = -1;
};
struct DSU {
    int n = 0; // [0, n)
    vector<int> p, mn;
    DSU() = default;
    DSU(int nn) {
        n = nn;
        p.resize(n);
        mn.resize(n, inf);
        for (int v = 0; v < n; v++)
            p[v] = v;
    }
    void set_value(int v, int x) { mn[v] = x; }
    int find(int v) {
        if (p[v] == v) return v;
        int pv = find(p[v]);
        mn[v] = min(mn[v], mn[p[v]]);
        p[v] = pv;
        return pv;
    }
    void merge(int P, int S) { p[S] = P; }
};
struct DominatorTree {
    int n = 0; // [0, n)
    vector<Edge> edges;
    vector<vector<int>> g, gr;
    vector<int> used, tin, sdom, idom, order,
        → depth;
    DSU dsu;
    vector<vector<int>> cost, parent;
    DominatorTree() = default;
    DominatorTree(int nn) { n = nn; }
    void add_edge(Edge e) { edges.push_back(e); }
    void dfs(int v) {
        used[v] = 1;
        tin[v] = (int)order.size();
        order.push_back(v);
        for (int eid : g[v]) {
            const auto& e = edges[eid];
            if (!used[e.to]) {
                depth[e.to] = depth[v] + 1;

```

```

        parent[0][e.to] = v;
        dfs(e.to);
    }
}
}
void init_binary_jumps() {
    int LOG = 0;
    while ((1 << LOG) < n)
        LOG++;
    cost.resize(LOG, vector<int>(n, inf));
    parent.resize(LOG, vector<int>(n, -1));
}
void build_sdom(int s) {
    used.assign(n, 0);
    tin.assign(n, 0);
    depth.assign(n, 0);
    order.clear();
    dfs(s);
    sdom.assign(n, inf);
    idom.assign(n, inf);
    dsu = DSU(n);
    for (int it = (int)order.size() - 1; it >= 0; it--) {
        int v = order[it];
        for (int eid : gr[v]) {
            const auto& e = edges[eid];
            if (!used[e.fr]) continue;
            sdom[v] = min(sdom[v], tin[e.fr]);
            if (tin[e.fr] > tin[v]) {
                dsu.find(e.fr);
                sdom[v] = min(sdom[v], dsu.mn[e.fr]);
            }
        }
        dsu.set_value(v, sdom[v]);
        for (int eid : g[v]) {
            const auto& e = edges[eid];
            if (parent[0][e.to] == v) {
                dsu.merge(v, e.to);
            }
        }
    }
}
int get_min_on_path(int P, int S) {
    int res = inf;
    for (int j = (int)cost.size() - 1; j >= 0; j--) {
        int pS = parent[j][S];
        if (pS == -1 || depth[pS] < depth[P])
            continue;
        res = min(res, cost[j][S]);
        S = pS;
    }
    return res;
}
void set_value(int v, int x) {
    cost[0][v] = x;
    for (int j = 1; j < (int)cost.size(); j++) {
        int pv = parent[j - 1][v];
        if (pv == -1) {
            cost[j][v] = cost[j - 1][v];
            parent[j][v] = pv;
        } else {
            cost[j][v] =

```

```

        min(cost[j - 1][v], cost[j - 1][pv]);
        parent[j][v] = parent[j - 1][pv];
    }
}
}
void build_idom(int s) {
    for (int v : order) {
        if (v == s) continue;
        idom[v] = min(
            sdom[v], get_min_on_path(order[sdom[v]],
                                     parent[0][v]));
        set_value(v, idom[v]);
    }
}
void build(int s) {
    init_binary_jumps();
    g.clear();
    g.resize(n);
    gr.clear();
    gr.resize(n);
    for (int i = 0; i < (int)edges.size(); i++) {
        const auto& e = edges[i];
        g[e.fr].push_back(i);
        gr[e.to].push_back(i);
    }
    build_sdom(s);
    build_idom(s);
}
};

```

## Factorization

```

namespace FACTORIZE {
const ll MAXX = 1000;
const int FERMA_ITER = 30;
// const int POLLARD_PO_ITER = 10000;
int POLLARD_PO_ITER;
inline ll sqr(ll n) { return n * n; }
ll check_small(ll n) {
    for (ll x = 1; sqr(x) <= n && x <= MAXX; x++) {
        if (x > 1 && n % x == 0) {
            return x;
        } else if (sqr(x + 1) > n) {
            return -1;
        }
    }
    return -1;
}
ll check_square(ll n) {
    ll b1 = 0;
    ll br = 3e9 + 1;
    ll bm;
    while (br - b1 > 1) {
        bm = (b1 + br) / 2;
        if (sqr(bm) <= n) {
            b1 = bm;
        } else {
            br = bm;
        }
    }
    if (sqr(b1) == n && b1 > 1) {

```

```

    return bl;
} else {
    return -1;
}
}
inline ll MUL(ll val, ll n, ll mod) {
    long long int q =
        ((double)val * (double)n / (double)mod);
    long long int res = val * n - mod * q;
    res = (res % mod + mod) % mod;
    return res;
}
inline ll _mul(ll a, ll b, ll m) {
    static __int128 xa = 1;
    static __int128 xb = 1;
    static __int128 xm = 1;
    xa = a;
    xb = b;
    xm = m;
    return ll(xa * xb % xm);
}
inline ll _binpow(ll x, ll p, ll m) {
    static ll res = 1;
    static ll tmp = 1;
    res = 1;
    tmp = x;
    while (p > 0) {
        if (p & 1ll) { res = _mul(res, tmp, m); }
        tmp = _mul(tmp, tmp, m);
        p >>= 1;
    }
    return res;
}
mt19937_64 next_rand(42);
ll gcd(ll x, ll y) {
    return !x ? y : gcd(y % x, x);
}
bool is_prime(ll n) {
    if (n <= 1) return false;
    if (n == 2) return true;
    ll a, g;
    for (int iter = 0; iter < FERMA_ITER; iter++) {
        a = next_rand() % (n - 2);
        if (a < 0) a += n - 2;
        a += 2;
        assert(1 < a && a < n);
        g = gcd(a, n);
        if (g != 1) { return false; }
        if (_binpow(a, n - 1, n) != 1) {
            return false;
        }
    }
    return true;
}
inline ll _func(ll x, ll n) {
    static ll result = 1;
    result = _mul(x, x, n);
    return result + 1 < n ? result + 1 : 0;
}
ll diff(ll x, ll y, ll mod) {
    if (x - y < 0)
        return x - y + mod;
    else

```

```

        return x - y + mod;
    }
    ll pollard_po(ll n) {
        const int POLLARD_PO_ITER =
            5 + 3 * pow(n, 0.25);
        const int MAGIC_LOG = 20;
        while (true) {
            ll x = next_rand() % n;
            for (int i = 0; i < POLLARD_PO_ITER; i++) {
                x = _mul(x, x, n) + 1;
            }
            ll y = _mul(x, x, n) + 1;
            for (int i = 0;
                i < POLLARD_PO_ITER / MAGIC_LOG; i++) {
                ll g = 1;
                for (int j = 0; j < MAGIC_LOG; j++) {
                    g = _mul(g, diff(x, y, n), n);
                    y = _mul(y, y, n) + 1;
                }
                ll res = __gcd(g, n);
                if (res != 1 && res != n) return res;
            }
        }
    }
    ll get_div(ll n) {
        ll res;
        res = check_small(n);
        if (res != -1) { return res; }
        res = check_square(n);
        if (res != -1) { return res; }
        if (is_prime(n)) { return n; }
        return pollard_po(n);
    }
} // namespace FACTORIZE

```

## Square Root in $\mathbb{Z}_p$

```

// Cipolla's algorithm
struct gauss_number {
    ll w, p;
    ll x, y;
    gauss_number() : w(0), p(2), x(0), y(0) {}
    gauss_number(ll _w, ll _p, ll _x, ll _y)
        : w(_w), p(_p), x(_x), y(_y) {
        assert(p > 0);
        w %= p;
        if (w < 0) w += p;
        x %= p;
        if (x < 0) x += p;
        y %= p;
        if (y < 0) y += p;
    }
    gauss_number(const gauss_number& o)
        : w(o.w), p(o.p), x(o.x), y(o.y) {}
    gauss_number
    operator+(const gauss_number& o) const {
        return gauss_number(w, p, _sum(x, o.x, p),
            _sum(y, o.y, p));
    }
    gauss_number operator-(const gauss_number& o) const {
        return gauss_number(w, p, !x ? x : p - x,

```

```

        !y ? y : p - y);
    }
    gauss_number
    operator-(const gauss_number& o) const {
        return *this + (-o);
    }
    gauss_number
    operator*(const gauss_number& o) const {
        return gauss_number(
            w, p,
            _sum(_mul(x, o.y, p), _mul(y, o.x, p), p),
            _sum(_mul(y, o.y, p),
                _mul(x, _mul(o.x, w, p), p), p));
    }
};

ll binpow(ll x, ll p, ll m) {
    ll res = 1 % m;
    ll tmp = x % m;
    if (res < 0) res += m;
    if (tmp < 0) tmp += m;
    while (p > 0) {
        if (p & 1) { res = _mul(res, tmp, m); }
        tmp = _mul(tmp, tmp, m);
        p >>= 1;
    }
    return res;
}

gauss_number gauss_pow(gauss_number x, ll p) {
    gauss_number res(x.w, x.p, 0, 1);
    gauss_number tmp(x);
    while (p > 0) {
        if (p & 1) { res = res * tmp; }
        tmp = tmp * tmp;
        p >>= 1;
    }
    return res;
}

ll find_solution(
    ll p,
    ll a) { //  $x^2 = a \pmod{p}$ ,  $x = ?$ ,  $p$  is prime
    assert(0ll <= a && a < p);
    if (a == 0 || p == 2) return a;
    if (binpow(a, (p - 1) / 2, p) == p - 1)
        return -1ll;
    mt19937_64 rnd(42);
    ll k;
    gauss_number e(a, p, 0, 1);
    while (1) {
        k = rnd() % p;
        if (k < 0) k += p;
        gauss_number y(a, p, 1, k);
        y = gauss_pow(y, (p - 1) / 2);
        y.y = _sub(y.y, 1, p);
        {
            ll re = _mul(y.y, binpow(y.x, p - 2, p),
                ↪ p);
            if (_mul(re, re, p) == a) { return re; }
        }
    }
}

```

## Euclid (??)

```

ll rec(ll pos, ll left_len, ll left_cost,
    ll right_len, ll right_cost, ll k) {
    if (!k || !right_len) return pos;
    if (pos >= right_len) {
        ll t = (left_len - pos + right_len - 1) /
            right_len;
        if (t * right_cost + left_cost > k)
            return pos;
        pos += t * right_len - left_len;
        k -= (t * right_cost + left_cost);
    }
    ll nxt_left_len = left_len % right_len;
    ll nxt_left_cost =
        (left_len / right_len) * right_cost +
        left_cost;
    if (nxt_left_len == 0) return pos;
    {
        ll t = pos / nxt_left_len;
        if (t * nxt_left_cost > k)
            return pos -
                nxt_left_len * (k / nxt_left_cost);
        k -= t * nxt_left_cost;
        pos -= t * nxt_left_len;
    }
    return rec(pos, nxt_left_len, nxt_left_cost,
        right_len % nxt_left_len,
        (right_len / nxt_left_len) *
            nxt_left_cost +
            right_cost,
        k);
}

// finds (nw_st + step * x) % mod --> min, 0 <= x
// <= bound
ll euclid(ll nw_st, ll step, ll mod, ll bound) {
    return rec(nw_st, mod, 0, step, 1, bound);
}

```

## Primes on Segment

```

const int X = 1.5e7;
const int MEM_K = 20;
const int MEM_N = 1e5;
int d[X];
vector<int> ps;
int mem[MEM_K][MEM_N];
void precalc() {
    for (int p = 2; p < X; p++) {
        if (!d[p]) ps.push_back(d[p] = p);
        for (int x : ps) {
            if (x > d[p] || x * p >= X) break;
            d[x * p] = x;
        }
        d[p] = d[p - 1] + (d[p] == p);
    }
}

ll rec(ll n, int k) {
    if (n <= 1) return 0;
    if (k == 0) return n - 1;
    if (ps[k - 1] > n) return 0;
}

```

```

if (n < X && 1ll * ps[k] * ps[k] > n)
    return d[n] - k;
if (k < MEM_K && n < MEM_N && mem[k][n])
    return mem[k][n] - 1;
ll res =
    rec(n, k - 1) - rec(n / ps[k - 1], k - 1) -
    ↪ 1;
if (k < MEM_K && n < MEM_N) mem[k][n] = res +
    ↪ 1;
return res;
}
ll get_cnt_primes(
    ll n) { // # primes on [1, n], n ≤ 1011, 10
           // queries, ~500ms
    ll m = 1;
    while (m * m < n)
        m++;
    assert(m ≤ n);
    int k = d[m];
    return k + rec(n, k);
}

```

## Pro Euclid

```

// ALL in Z-ring
// T, k > 0 && return (T - k) + (T - 2 * k) + ...
// last, last > 0
ll f(ll T, ll k) {
    ll cnt = T / k;
    return T * cnt - k * cnt * (cnt + 1) / 2;
}
// A, B, C > 0
// |{(x, y): x, y > 0 && Ax + By ≤ C}|
ll count_triangle(ll A, ll B, ll C) {
    if (A + B > C) return 0;
    if (A > B) swap(A, B);
    ll k = B / A;
    return f(k * C / B, k) +
        count_triangle(A, B - A * k,
            C - A * (k * C / B));
}
// A, B, C, cx, cy > 0
// |{(x, y) : 1 ≤ x ≤ cx && 1 ≤ y ≤ cy && Ax +
// By ≤ C}|
ll count_solutions(ll A, ll B, ll C, ll cx,
    ll cy) {
    assert(A > 0);
    assert(B > 0);
    if (C ≤ 0 || cx ≤ 0 || cy ≤ 0) return 0;
    if (A * cx + B * cy ≤ C) return cx * cy;
    if (cx ≥ C / A && cy ≥ C / B)
        return count_triangle(A, B, C);
    return count_triangle(A, B, C) -
        count_triangle(A, B, C - B * cy) -
        count_triangle(A, B, C - A * cx);
}

```

## FFT with prime mod

```

const int mod = 998244353;
const int root = 31;

```

```

const int LOG = 23;
const int N = 1e5 + 5;
vec<int> G[LOG + 1];
vec<int> rev[LOG + 1];
inline void _add(int& x, int y) {
    if ((x += y) ≥ mod) { x -= mod; }
}
inline int _sum(int a, int b) {
    return a + b < mod ? a + b : a + b - mod;
}
inline int _sub(int a, int b) {
    return a ≥ b ? a - b : a - b + mod;
}
inline int _mul(int a, int b) {
    return (1ll * a * b) % mod;
}
inline int _binpow(int x, int p) {
    int res = 1;
    int tmp = x;
    while (p > 0) {
        if (p & 1) { res = _mul(res, tmp); }
        tmp = _mul(tmp, tmp);
        p >>= 1;
    }
    return res;
}
inline int _rev(int x) {
    return _binpow(x, mod - 2);
}
void precalc() {
    for (int start = root, lvl = LOG; lvl ≥ 0;
        lvl--, start = _mul(start, start)) {
        int tot = 1 << lvl;
        G[lvl].resize(tot);
        for (int cur = 1, i = 0; i < tot;
            i++, cur = _mul(cur, start)) {
            G[lvl][i] = cur;
        }
    }
    for (int lvl = 1; lvl ≤ LOG; lvl++) {
        int tot = 1 << lvl;
        rev[lvl].resize(tot);
        for (int i = 1; i < tot; i++) {
            rev[lvl][i] = ((i & 1) << (lvl - 1)) |
                (rev[lvl][i >> 1] >> 1);
        }
    }
}
void fft(vec<int>& a, int sz, bool invert) {
    int n = 1 << sz;
    for (int j, i = 0; i < n; i++) {
        if ((j = rev[sz][i]) < i) {
            swap(a[i], a[j]);
        }
    }
    for (int f1, f2, lvl = 0, len = 1; len < n;
        len <= 1, lvl++) {
        for (int i = 0; i < n; i += (len << 1)) {
            for (int j = 0; j < len; j++) {
                f1 = a[i + j];
                f2 = _mul(a[i + j + len], G[lvl + 1][j]);
                a[i + j] = _sum(f1, f2);
            }
        }
    }
}

```



```

        a[i + j + len] = _sub(f1, f2);
    }
}
}
if (invert) {
    reverse(a.begin() + 1, a.end());
    int rn = _rev(n);
    for (int i = 0; i < n; i++) {
        a[i] = _mul(a[i], rn);
    }
}
}
vec<int> multiply(const vec<int>& a,
                const vec<int>& b) {
    vec<int> fa(ALL(a));
    vec<int> fb(ALL(b));
    int n = (int)a.size();
    int m = (int)b.size();
    int maxnm = max(n, m), sz = 0;
    while ((1 << sz) < maxnm)
        sz++;
    sz++;
    fa.resize(1 << sz);
    fb.resize(1 << sz);
    fft(fa, sz, false);
    fft(fb, sz, false);
    int SZ = 1 << sz;
    for (int i = 0; i < SZ; i++) {
        fa[i] = _mul(fa[i], fb[i]);
    }
    fft(fa, sz, true);
    while ((int)fa.size() > 1 && !fa.back())
        fa.pop_back();
    return fa;
}

```

```

    current.resize(n);
    return current;
}
// calculates a / b
vector<int> division(const vector<int>& a,
                   const vector<int>& b,
                   int p) {
    int n = (int)a.size() - 1; // deg(a)
    int m = (int)b.size() - 1; // deg(b)
    if (n < m) { return {0}; }
    vector<int> ar = a, br = b;
    reverse(ar.begin(), ar.end());
    reverse(br.begin(), br.end());
    ar.resize(n - m + 1);
    br.resize(n - m + 1);
    vector<int> qr =
        series_inverse(br, n - m + 1, p);
    qr = multiply(qr, ar);
    qr.resize(n - m + 1);
    for (int& x : qr)
        x = (x % p + p) % p;
    reverse(qr.begin(), qr.end()); // q = q^r
    return qr;
}
// calculates a - bQ
vector<int> module(const vector<int>& a,
                  const vector<int>& b,
                  const vector<int>& Q, int p) {
    vector<int> r = multiply(b, Q);
    r.resize(b.size());
    for (int i = 0; i < (int)r.size(); i++) {
        int ai = i < (int)a.size() ? a[i] : 0;
        int ri = (r[i] % p + p) % p;
        r[i] = _sub(ai, ri, p);
    }
    return r;
}

```

## Polynomial Division

```

// let A = series and A[0] != 0 in Z/pZ, p is
// prime finds (A^{-1}) % x^n
vector<int>
series_inverse(const vector<int>& series, int n,
              ll p) {
    vector<int> current = {_div(1, series[0], p)};
    vector<int> A = {};
    int l = 0;
    while ((int)current.size() < n) {
        while (l < 2 * (int)current.size()) {
            A.push_back(
                l < (int)series.size() ? series[l] : 0);
            l++;
        }
        vector<int> next = multiply(A, current);
        for (int& x : next)
            x = (-x % p + p) % p;
        next[0] = _sum(2 % p, next[0], p);
        next = multiply(next, current);
        for (int& x : next)
            x = (x % p + p) % p;
        next.resize(2 * current.size());
        current = next;
    }
}

```

## FFT

```

typedef complex<ld> base;
const int LOG = 20;
const int N = 1 << LOG;
int rev[N];
vec<base> PW[LOG + 1];
void precalc() {
    for (int i = 1; i < N; i++) {
        rev[i] =
            (rev[i >> 1] >> 1) | ((i & 1) << (LOG -
                1));
    }
    for (int lvl = 0; lvl <= LOG; lvl++) {
        int sz = 1 << lvl;
        ld alpha = 2 * pi / sz;
        base root(cos(alpha), sin(alpha));
        base cur = 1;
        PW[lvl].resize(sz);
        for (int j = 0; j < sz; j++) {
            PW[lvl][j] = cur;
            cur *= root;
        }
    }
}

```



```

    }
}
void fft(base* a, bool invert = 0) {
    for (int j, i = 0; i < N; i++) {
        if ((j = rev[i]) > i) swap(a[i], a[j]);
    }
    base u, v;
    for (int lvl = 0; lvl < LOG; lvl++) {
        int len = 1 << lvl;
        for (int i = 0; i < N; i += (len << 1)) {
            for (int j = 0; j < len; j++) {
                u = a[i + j];
                v =
                    a[i + j + len] *
                    (invert
                     ? PW[lvl + 1][j ? (len << 1) - j :
                        ↪ 0]
                     : PW[lvl + 1][j]);
                a[i + j] = u + v;
                a[i + j + len] = u - v;
            }
        }
    }
    if (invert) {
        for (int i = 0; i < N; i++) {
            a[i] /= N;
        }
    }
}

```

```

    }
    assert(l >= 0);
    int res = fact[r];
    if (l > 0) { res = _mul(res, rfact[l - 1]); }
    return res;
}
vector<int> extrapolate(vector<int> y, int m) {
    vector<int> yy = y;
    int n = (int)y.size() - 1;
    for (int i = 0; i <= n; i++) {
        yy[i] = _mul(
            y[i], _rev(getMulOnSegment(i - n, i - 0)));
    }
    vector<int> ff(n + m + 1);
    for (int i = 1; i <= n + m; i++) {
        ff[i] = _mul(fact[i - 1], rfact[i]);
    }
    vector<int> ss = multiply(yy, ff);
    for (int i = 1; i <= m; i++) {
        int cc = getMulOnSegment(i, n + i);
        int Si = ss[n + i];
        y.push_back(_mul(cc, Si));
    }
    return y;
}

```

## Extrapolation

```

int fact[N];
int rfact[N];
void precalc2() {
    fact[0] = 1;
    for (int i = 1; i < N; i++) {
        fact[i] = _mul(fact[i - 1], i);
    }
    rfact[N - 1] = _rev(fact[N - 1]);
    for (int i = N - 2; i >= 0; i--) {
        rfact[i] = _mul(rfact[i + 1], i + 1);
    }
}
int getMulOnSegment(int l, int r) {
    assert(l <= r);
    if (l == 0 && r == 0) return 1;
    if (r <= 0) {
        int res = getMulOnSegment(-r, -1);
        int cnt = r - 1 + 1;
        if (cnt % 2) {
            res = (-res % mod + mod) % mod;
        }
        return res;
    }
    if (l < 0) {
        int resl = getMulOnSegment(0, -1);
        if (l % 2) {
            resl = (-resl % mod + mod) % mod;
        }
        int resr = getMulOnSegment(0, r);
        return _mul(resl, resr);
    }
}

```

## Xor FWHT

```

// _sum, _sub, _mul - arithmetic operations
void xor_fwht(vector<int>& a,
              bool inverse = false) {
    for (int x, y, len = 1; len < (int)a.size();
         len <= 1) {
        for (int i = 0; i < (int)a.size();
             i += len << 1) {
            for (int j = 0; j < len; j++) {
                x = a[i + j], y = a[i + j + len];
                a[i + j] = _sum(x, y);
                a[i + j + len] = _sub(x, y);
            }
        }
    }
    if (inverse) {
        int rn = _binpow((int)a.size(), mod - 2);
        for (int& x : a)
            x = _mul(x, rn);
    }
}
void or_fwht(vector<int>& a,
             bool inverse = false) {
    for (int x, y, len = 1; len < (int)a.size();
         len <= 1) {
        for (int i = 0; i < (int)a.size();
             i += len << 1) {
            for (int j = 0; j < len; j++) {
                x = a[i + j], y = a[i + j + len];
                a[i + j] = x,
                a[i + j + len] =
                    inverse ? _sub(y, x) : _sum(y,
                    ↪ x);
            }
        }
    }
}

```

```

    }
}
}
void and_fwht(vector<int>& a,
              bool inverse = false) {
    for (int x, y, len = 1; len < (int)a.size();
         len <= 1) {
        for (int i = 0; i < (int)a.size();
             i += len < 1) {
            for (int j = 0; j < len; j++) {
                x = a[i + j], y = a[i + j + len];
                a[i + j] =
                    inverse ? _sub(x, y) : _sum(x, y),
                a[i + j + len] = y;
            }
        }
    }
}
}
}

```

## CHT

```

struct Line {
    ll k, b;
    int type;
    ld x;
    Line() : k(0), b(0), type(0), x(0) {}
    Line(ll _k, ll _b, ld _x = 1e18, int _type = 0)
        : k(_k), b(_b), x(_x), type(_type) {}
    bool operator<(const Line& other) const {
        if (type + other.type > 0) {
            return x < other.x;
        } else {
            return k < other.k;
        }
    }
    ld intersect(const Line& other) const {
        return ld(b - other.b) / ld(other.k - k);
    }
    ll get_func(ll x0) const { return k * x0 + b; }
};

struct CHT {
    set<Line> qs;
    set<Line>::iterator fnd, help;
    bool hasr(const set<Line>::iterator& it) {
        return it != qs.end() && next(it) !=
            ↪ qs.end();
    }
    bool hasl(const set<Line>::iterator& it) {
        return it != qs.begin();
    }
    bool check(const set<Line>::iterator& it) {
        if (!hasr(it)) return true;
        if (!hasl(it)) return true;
        return it->intersect(*prev(it)) <
            it->intersect(*next(it));
    }
    void update_intersect(
        const set<Line>::iterator& it) {
        if (it == qs.end()) return;
        if (!hasr(it)) return;
        Line tmp = *it;
        tmp.x = tmp.intersect(*next(it));
    }
};

```

```

    qs.insert(qs.erase(it), tmp);
}

void add_line(Line L) {
    if (qs.empty()) {
        qs.insert(L);
        return;
    }
    {
        fnd = qs.lower_bound(L);
        if (fnd != qs.end() && fnd->k == L.k) {
            if (fnd->b >= L.b)
                return;
            else
                qs.erase(fnd);
        }
    }
    fnd = qs.insert(L).first;
    if (!check(fnd)) {
        qs.erase(fnd);
        return;
    }
    while (hasr(fnd) &&
           !check(help = next(fnd))) {
        qs.erase(help);
    }
    while (hasl(fnd) &&
           !check(help = prev(fnd))) {
        qs.erase(help);
    }
    if (hasl(fnd)) {
        update_intersect(prev(fnd));
    }
    update_intersect(fnd);
}

ll get_max(ld x0) {
    if (qs.empty()) return -inf64;
    fnd = qs.lower_bound(Line(0, 0, x0, 1));
    if (fnd == qs.end()) fnd--;
    ll res = -inf64;
    int i = 0;
    while (i < 2 && fnd != qs.end()) {
        res = max(res, fnd->get_func(x0));
        fnd++;
        i++;
    }
    while (i-- > 0)
        fnd--;
    while (i < 2) {
        res = max(res, fnd->get_func(x0));
        if (hasl(fnd)) {
            fnd--;
            i++;
        } else {
            break;
        }
    }
    return res;
}
};

```

## Euler Tour Trees

```

class EulerTourTrees {
    /*
    graph - forest
    1 .. n
    get = is connected?
    no memory leaks
    1 <= n, q <= 10^5
    0.7 sec
    */
private:
    struct Node {
        Node* l;
        Node* r;
        Node* p;
        int prior;
        int cnt;
        int rev;
        Node()
            : l(nullptr), r(nullptr), p(nullptr),
              prior(rnd()), cnt(1), rev(0) {}
        ~Node() {
            delete l;
            delete r;
        }
    };
    void do_rev(Node* v) {
        if (v) v->rev ^= 1, swap(v->l, v->r);
    }
    int get_cnt(Node* v) const {
        return v ? v->cnt : 0;
    }
    void update(Node* v) {
        if (!v) return;
        v->cnt = 1 + get_cnt(v->l) + get_cnt(v->r);
        v->p = nullptr;
        if (v->l) v->l->p = v;
        if (v->r) v->r->p = v;
    }
    void push(Node* v) {
        if (!v) return;
        if (v->rev) {
            do_rev(v->l);
            do_rev(v->r);
            v->rev ^= 1;
        }
    }
    void merge(Node*& v, Node* l, Node* r) {
        if (!l || !r) {
            v = l ? l : r;
            return;
        }
        push(l);
        push(r);
        if (l->prior < r->prior) {
            merge(l->r, l->r, r);
            v = l;
        } else {
            merge(r->l, l, r->l);
            v = r;
        }
        update(v);
    }

```

```

    }
    void split_by_cnt(Node* v, Node*& l, Node*& r,
                      int x) {
        if (!v) {
            l = r = nullptr;
            return;
        }
        push(v);
        if (get_cnt(v->l) + 1 <= x) {
            split_by_cnt(v->r, v->r, r,
                          x - get_cnt(v->l) - 1);
            l = v;
        } else {
            split_by_cnt(v->l, l, v->l, x);
            r = v;
        }
        update(l);
        update(r);
    }
    void push_path(Node* v) {
        if (!v) return;
        push_path(v->p);
        push(v);
    }
    int get_pos(Node* v) {
        push_path(v);
        int res = 0, ok = 1;
        while (v) {
            if (ok) res += get_cnt(v->l) + 1;
            ok = v->p && v->p->r == v;
            v = v->p;
        }
        return res;
    }
    Node* get_root(Node* v) const {
        while (v && v->p)
            v = v->p;
        return v;
    }
    Node* shift(Node* v) {
        if (!v) return v;
        int pos = get_pos(v);
        Node *nl = nullptr, *nr = nullptr;
        Node* root = get_root(v);
        split_by_cnt(root, nl, nr, pos - 1);
        do_rev(nl);
        do_rev(nr);
        merge(root, nl, nr);
        do_rev(root);
        return root;
    }
public:
    EulerTourTrees() = default;
    EulerTourTrees(int _n) : n(_n) {
        ptr.resize(_n + 1);
        where_edge.resize(_n + 1);
    }
    bool get(int u, int v) const {
        if (u == v) return true;
        Node* ru = get_root(
            ptr[u].empty() ? nullptr :
            *ptr[u].begin());
        Node* rv = get_root(

```

```

    ptr[v].empty() ? nullptr :
    ↪ *ptr[v].begin());
return ru && ru == rv;
}

void link(int u, int v) {
    Node* ru = shift(
        ptr[u].empty() ? nullptr :
        ↪ *ptr[u].begin());
    Node* rv = shift(
        ptr[v].empty() ? nullptr :
        ↪ *ptr[v].begin());
    Node* uv = new Node();
    Node* vu = new Node();
    ptr[u].insert(uv);
    ptr[v].insert(vu);
    where_edge[u][v] = uv;
    where_edge[v][u] = vu;
    merge(ru, ru, uv);
    merge(ru, ru, rv);
    merge(ru, ru, vu);
}

void cut(int u, int v) {
    Node* uv = where_edge[u][v];
    Node* vu = where_edge[v][u];
    ptr[u].erase(uv);
    ptr[v].erase(vu);
    Node* root = shift(uv);
    Node *nl = nullptr, *nm = nullptr,
        *nr = nullptr;
    int pos1 = get_pos(uv);
    int pos2 = get_pos(vu);
    if (pos1 < pos2) {
        split_by_cnt(root, nl, nr, pos2);
        split_by_cnt(nl, nl, vu, pos2 - 1);
        split_by_cnt(nl, nl, nm, pos1);
        split_by_cnt(nl, nl, uv, pos1 - 1);
        merge(nl, nl, nr);
    } else {
        split_by_cnt(root, nl, nr, pos1);
        split_by_cnt(nl, nl, uv, pos1 - 1);
        split_by_cnt(nl, nl, nm, pos2);
        split_by_cnt(nl, nl, vu, pos2 - 1);
        merge(nl, nl, nm);
    }
    delete uv;
    delete vu;
}

~EulerTourTrees() {
    set<Node*> roots;
    for (int i = 1; i <= n; i++) {
        for (Node* v : ptr[i]) {
            roots.insert(get_root(v));
        }
    }
    for (Node* root : roots) {
        delete root;
    }
}

private:
    int n = 0;
    vec<set<Node*>> ptr;
    vec<unordered_map<int, Node*>>
        where_edge; // ptr to node

```

```
};
```

## Simplex

```

template <class T>
vector<T> operator+(const vector<T>& a,
                    const vector<T>& b) {
    vector<T> res(a.size());
    for (int i = 0; i < (int)a.size(); i++)
        res[i] = a[i] + b[i];
    return res;
}

template <class T>
vector<T> operator*(const T& coef,
                    const vector<T>& a) {
    vector<T> res(a.size());
    for (int i = 0; i < (int)a.size(); i++)
        res[i] = coef * a[i];
    return res;
}

const ld eps = 1e-9;
struct Simplex {
    // Ax = b, x >= 0, <c, x> -> max
    int m; // the number of
    ↪ equations
    int n; // the number of
    ↪ variables
    vector<vector<ld>> A; // (m + 2) x (n + 1)
    // (m + 1)-th row: primary c
    // (m + 2)-th row: secondary c (c')
    // (n + 1)-th col: column of b
    vector<int> basis;
    bool bounded = true;
    Simplex(const vector<vector<ld>>& mat,
            const vector<int>& _basis)
        : A(mat), basis(_basis) {
        m = (int)mat.size() - 2,
        n = (int)mat[0].size() - 1;
    }

    /// make primary c under basis components zero
    void reset_c() {
        for (int i = 0; i < m; i++) {
            int j = basis[i];
            A[m] = A[m] + (-A[m][j]) * A[i];
            A[m + 1] = A[m + 1] + (-A[m + 1][j]) *
            ↪ A[i];
        }
    }

    void pivot(int i, int k) {
        A[k] = (ld(1) / ld(A[k][i])) * A[k];
        for (int j = 0; j < (int)A.size(); j++) {
            if (j == k) continue;
            A[j] = A[j] + (-A[j][i]) * A[k];
        }
        basis[k] = i;
    }

    void run() {
        while (true) {
            int j = 0;
            while (j < n && A[m][j] <= eps)
                j++;

```

```

    if (j == n) break;
    int k = -1;
    for (int i = 0; i < m; i++)
        if (A[i][j] > eps &&
            (k == -1 || (A[i][n] / A[i][j] <
                        A[k][n] / A[k][j])))
            k = i;
    if (k == -1) {
        bounded = false;
        break;
    }
    pivot(j, k);
}
}
vector<ld> get_solution() {
    vector<ld> res(n);
    for (int i = 0; i < m; i++)
        res[basis[i]] = A[i][n];
    return res;
}
void reset_column(int j) {
    for (int i = 0; i < (int)A.size(); i++)
        A[i][j] = 0;
}
ld get_max_value() { return -A[m][n]; }
void swap_primary_c() { swap(A[m], A[m + 1]); }
void flip_task_type() {
    A[m] = ld(-1) * A[m];
    A[m + 1] = ld(-1) * A[m + 1];
}
};
struct Response {
    bool bounded = true;
    bool exist = true;
    ld value = 0;
    vector<ld> solution = {};
};
// aa * x <= bb, <cc, x> ---> max
Response solve(const vector<vector<ld>>& aa,
               const vector<ld>& bb,
               const vector<ld>& cc) {
    int m = (int)aa.size();
    int n = (int)aa[0].size();
    vector<vector<ld>> a(m,
                       vector<ld>(n + m + 1 +
                                   ↪ 1));
    for (int i = 0; i < m; i++) {
        for (int j = 0; j < n; j++)
            a[i][j] = aa[i][j];
        a[i][n + i] = +1;
        a[i][n + m] = -1;
        a[i][n + m + 1] = bb[i];
    }
    vector<ld> c(n + m + 1 + 1), c2(n + m + 1 + 1);
    for (int i = 0; i < n; i++)
        c[i] = cc[i];
    c2[n + m] = -1;
    vector<int> basis(m);
    for (int j = 0; j < m; j++)
        basis[j] = n + j;
    a.push_back(c2);
    a.push_back(c);
    Simplex simplex(a, basis);

```

```

    simplex.reset_c();
    {
        int k = 0;
        for (int i = 1; i < m; i++)
            if (a[i][n + m + 1] < a[k][n + m + 1])
                k = i;
        if (a[k][n + m + 1] < -eps)
            simplex.pivot(n + m, k);
    }
    simplex.run();
    if (!simplex.bounded ||
        -simplex.get_max_value() > eps) {
        return Response{true, false, 0, {}};
    }
    {
        vector<int> in_basis(n + m + 1, -1);
        for (int i = 0; i < m; i++)
            in_basis[simplex.basis[i]] = i;
        int k = in_basis[n + m];
        if (k != -1) {
            for (int i = 0; i < n + m; i++) {
                if (in_basis[i] != -1) continue;
                if (std::abs(simplex.A[k][i]) <= eps)
                    continue;
                simplex.pivot(i, k);
                break;
            }
        }
        simplex.reset_column(n + m);
    }
    simplex.swap_primary_c();
    simplex.run();
    if (!simplex.bounded) {
        return Response{false, true, 0, {}};
    }
    Response response;
    response.value = simplex.get_max_value();
    response.solution = simplex.get_solution();
    response.solution.resize(n);
    return response;
}

```

## Fast Allocator

```

#define FAST_ALLOCATOR_MEMORY 4e8
#ifdef FAST_ALLOCATOR_MEMORY
int allocator_pos = 0;
char
↪ allocator_memory[(int)FAST_ALLOCATOR_MEMORY];
inline void* operator new(size_t n) {
    char* res = allocator_memory + allocator_pos;
    allocator_pos += n;
    assert(allocator_pos <=
           (int)FAST_ALLOCATOR_MEMORY);
    return (void*)res;
}
inline void operator delete(void*) noexcept {}
#endif

```

## Angle Comparator

```
struct comparator {
    pll center;
    comparator(pll p) : center(p) {}
    bool operator()(const pll& p,
                    const pll& q) const {
        pll start(1, 0);
        if (p == q) return false;
        auto op = vect(center, p);
        auto oq = vect(center, q);
        if (cp(op, oq) == 0 && dp(op, oq) > 0)
            return false;
        ll sop = cp(start, op), soq = cp(start, oq);
        if (sop == 0) {
            if (dp(start, op) > 0) return true;
            return soq < 0;
        }
        if (soq == 0) {
            if (dp(start, oq) > 0) return false;
            return sop > 0;
        }
        if ((sop > 0 && soq > 0) ||
            (sop < 0 && soq < 0)) {
            return cp(op, oq) > 0;
        }
        return sop > 0;
    }
};
```

## Minkowsky Polygon Sum

```
vector<pt> minkowski_polygons_sum(vector<pt> a,
                                  vector<pt> b) {
    // a and b have counter-clock wise order
    auto cmp = [] (const pt& p1,
                   const pt& p2) -> bool {
        return make_pair(p1.x, p1.y) <
               make_pair(p2.x, p2.y);
    };
    rotate(a.begin(),
           min_element(a.begin(), a.end(), cmp),
           a.end());
    rotate(b.begin(),
           min_element(b.begin(), b.end(), cmp),
           b.end());
    pt q = a[0] + b[0];
    int n = (int)a.size();
    int m = (int)b.size();
    vector<pt> result = {q};
    for (int i = 0, j = 0; i < n || j < m; ) {
        pt vi, vj;
        if (i < n)
            vi = a[i + 1 < n ? i + 1 : 0] - a[i];
        if (j < m)
            vj = b[j + 1 < m ? j + 1 : 0] - b[j];
        if (i < n &&
            (j == m || vi.vector_mul(vj) > eps))
            q = q + vi, i++;
        else
            q = q + vj, j++;
        result.push_back(q);
    }
```

```
}
result.pop_back();
return result;
}
```

## Halfplanes Intersection $O(n \log n)$

```
template <class T> struct Q {
    T u = T(0);
    T v = T(1);
    // u / v
    // v > 0, gcd(|u|, |v|) = 1
    T gcd(T x, T y) {
        if (x < 0) x = -x;
        if (y < 0) y = -y;
        while (x) {
            // x, y -> y % x, x
            y %= x;
            swap(x, y);
        }
        return y;
    }
    Q() = default;
    Q(T uu, T vv = T(1)) {
        u = uu;
        v = vv;
        T g = gcd(uu, vv);
        u /= g;
        v /= g;
        if (v < 0) v = -v, u = -u;
    }
    Q operator+(const Q& o) const {
        return Q(u * o.v + o.u * v, v * o.v);
    }
    Q operator-(const Q& o) const {
        return Q(u * o.v - o.u * v, v * o.v);
    }
    Q operator*(const Q& o) const {
        return Q(u * o.u, v * o.v);
    }
    Q operator/(const Q& o) const {
        return Q(u * o.v, v * o.u);
    }
    bool operator==(const Q& o) const {
        return u * o.v == o.u * v;
    }
    bool operator<(const Q& o) const {
        return u * o.v < o.u * v;
    }
    bool operator>(const Q& o) const {
        return u * o.v > o.u * v;
    }
    bool operator<=(const Q& o) const {
        return u * o.v <= o.u * v;
    }
    bool operator>=(const Q& o) const {
        return u * o.v >= o.u * v;
    }
    ld to_ld() const { return ld(u) / ld(v); }
};

struct Line {
```

```

11 a = 0;
11 b = 0;
11 c = 0;
Line() = default;
Line(11 aa, 11 bb, 11 cc) {
    a = aa;
    b = bb;
    c = cc;
    assert(a != 0 || b != 0);
}
template <class T>
Q<T> vertical_line_to_x() const {
    return Q<T>(-c, a); //  $ax + c == 0, x = -c /$ 
    ↪  $a$ 
}
bool parallel(const Line& o) const {
    return __int128(a) * o.b == __int128(b) *
    ↪ o.a;
}
template <class T>
Q<T> get_x(const Line& o)
    const { // should not be parallel
    assert(!parallel(o));
    if (b == 0) return o.get_x<T>(*this);
    return Q<T>(
        T(o.b) * T(c) - T(o.c) * T(b),
        T(b) * T(o.a) -
        T(o.b) * T(a)); //  $(B2 * C1 - C2 * B1) /$ 
        ↪  $(B1 * A2 - B2 * A1)$ 
}
ld get_y_by_x(ld x) const {
    return (-c - a * x) / b;
}
pair<ld, ld> intersect(const Line& o) const {
    ld x = get_x<__int128>(o).to_ld(), y;
    if (b)
        y = get_y_by_x(x);
    else
        y = o.get_y_by_x(x);
    return {x, y};
}
template <class T> Q<T> get_angle() const {
    return Q<T>(-a, b);
}
template <class T> Q<T> get_bias() const {
    return Q<T>(-c, b);
}
Line mirror_x() const { return {-a, b, c}; }
Line mirror_y() const { return {a, -b, c}; }
};
struct Response {
    enum TYPE {
        INF,
        FINITE,
        EMPTY
    } type; // inf maybe in one or two directions
    vector<Line>
        lines; // lines in counter-clockwise order
};
vector<Line>
build_down_convex_hull(vector<Line> halves) {
    sort(halves.begin(), halves.end(),
        [&](const Line& h1, const Line& h2) {

```

```

        __int128 hlp =
            __int128(-h1.a) * __int128(h2.b) -
            __int128(-h2.a) * __int128(h1.b);
        if (hlp == 0) {
            __int128 value =
                __int128(-h1.c) * __int128(h2.b) -
                __int128(-h2.c) * __int128(h1.b);
            if (h1.b < 0) value = -value;
            if (h2.b < 0) value = -value;
            return value < 0;
        }
        if (h1.b < 0) hlp = -hlp;
        if (h2.b < 0) hlp = -hlp;
        return hlp < 0;
    });
vector<Line> st;
for (Line L : halves) {
    if ((int)st.size() >= 1 &&
        st.back().parallel(L))
        st.pop_back();
    while ((int)st.size() >= 2) {
        Line L1 = st[(int)st.size() - 2];
        Line L2 = st[(int)st.size() - 1];
        auto x1 = L1.get_x<__int128>(L2);
        auto x2 = L2.get_x<__int128>(L);
        if (x1 < x2) break;
        st.pop_back();
    }
    st.push_back(L);
}
return st;
}
template <class T>
void left_cut_hull(vector<Line>& hull, Q<T> LE) {
    int i = 0;
    while (i + 1 < (int)hull.size() &&
        hull[i].get_x<T>(hull[i + 1]) <= LE)
        i++;
    hull =
        vector<Line>(hull.begin() + i, hull.end());
}
vector<Line> concat_hulls(vector<Line> up,
    vector<Line> down,
    optional<Line> LE,
    optional<Line> RI) {
    reverse(up.begin(), up.end());
    vector<Line> result;
    for (auto l : up)
        result.push_back(l);
    if (LE.has_value() &&
        (up.empty() || down.empty() ||
            up.back().get_angle<__int128>() <=
                down.front().get_angle<__int128>() ||
            up.back().get_x<__int128>(down.front()) <
                LE.value())
        .vertical_line_to_x<__int128>()))
        result.push_back(LE.value());
    for (auto l : down)
        result.push_back(l);
    if (RI.has_value() &&
        (up.empty() || down.empty() ||
            up.front().get_angle<__int128>() >=

```



```

        down.back().get_angle<__int128>() ||
        up.front().get_x<__int128>(down.back()) >
        RI.value()
        .vertical_line_to_x<__int128>())
    result.push_back(RI.value());
    return result;
}
// ax + by + c >= 0, a^2 + b^2 > 0
// be careful with overfloating (|a,b,c| <= 10*9
// are ok, you can define __int128 ld) builds
// STRICTLY convex area (all unnecessary
// halfplanes will be ignored)
Response
halfplanes_intersection(vector<Line> halves) {
    for (Line h : halves)
        assert(h.a != 0 || h.b != 0);
    optional<Line> LE, RI;
    vector<Line> up, down;
    for (Line h : halves) {
        if (h.b == 0) { // vertical
            if (h.a > 0) { // to the right
                if (!LE.has_value() ||
                    LE.value()
                        .vertical_line_to_x<__int128>() <
                        h.vertical_line_to_x<__int128>())
                    LE = h;
            } else { // to the left
                if (!RI.has_value() ||
                    RI.value()
                        .vertical_line_to_x<__int128>() >
                        h.vertical_line_to_x<__int128>())
                    RI = h;
            }
        } else { // non-vertical
            if (h.b > 0)
                down.push_back(h);
            else
                up.push_back(h);
        }
    }
    if (LE.has_value() && RI.has_value() &&
        LE.value().vertical_line_to_x<__int128>() >
        RI.value().vertical_line_to_x<__int128>())
        return {Response::TYPE::EMPTY, {}};
    down = build_down_convex_hull(down);
    // return {Response::TYPE::INF, {}};
    for (auto& l : up)
        l = l.mirror_y();
    up = build_down_convex_hull(up);
    for (auto& l : up)
        l = l.mirror_y();
    for (int phase = 0; phase < 2; phase++) {
        for (int iter = 0; iter < 2; iter++) {
            if (phase == 0) {
                if (LE.has_value()) {
                    left_cut_hull<__int128>(
                        down,
                        LE.value()
                            .vertical_line_to_x<__int128>());
                    left_cut_hull<__int128>(
                        up,
                        LE.value()
                            .vertical_line_to_x<__int128>());
                }
            } else {
                while (1) {
                    int any = 0;
                    if (!up.empty()) {
                        int i = 0;
                        while (
                            i + 1 < (int)down.size() &&
                            down[i + 1].get_angle<__int128>() <
                            up[0].get_angle<__int128>() &&
                            up[0].get_x<__int128>(down[i]) <=
                            up[0].get_x<__int128>(
                                down[i + 1]))
                            i++;
                        any |= i > 0;
                        down = vector<Line>(down.begin() + i,
                                                down.end());
                    }
                    if (!down.empty()) {
                        int i = 0;
                        while (
                            i + 1 < (int)up.size() &&
                            up[i + 1].get_angle<__int128>() >
                            down[0].get_angle<__int128>() &&
                            down[0].get_x<__int128>(up[i]) <=
                            down[0].get_x<__int128>(
                                up[i + 1]))
                            i++;
                        any |= i > 0;
                        up = vector<Line>(up.begin() + i,
                                                up.end());
                    }
                    if (!any) break;
                }
            }
        }
        for (auto& l : up)
            l = l.mirror_x();
        for (auto& l : down)
            l = l.mirror_x();
        reverse(up.begin(), up.end());
        reverse(down.begin(), down.end());
        swap(LE, RI);
        if (LE.has_value())
            LE = LE.value().mirror_x();
        if (RI.has_value())
            RI = RI.value().mirror_x();
    }
    vector<Line> result =
        concat_hulls(up, down, LE, RI);
    if (up.empty() || down.empty()) {
        return {Response::TYPE::INF, result};
    }
    if ((int)up.size() == 1 &&
        (int)down.size() == 1) {
        if (up[0].parallel(down[0])) {
            if (down[0].get_bias<__int128>() >
                up[0].get_bias<__int128>())
                return {Response::TYPE::EMPTY, {}};
            return {LE.has_value() && RI.has_value()
                ? Response::TYPE::FINITE

```



```

        : Response::TYPE::INF,
        result};
} else {
    auto x0 = up[0].get_x<__int128>(down[0]);
    if (up[0].get_angle<__int128>() <
        down[0].get_angle<__int128>()) {
        if (LE.has_value() &&
            x0 <
                LE.value()
                    .vertical_line_to_x<__int128>())
            return {Response::TYPE::EMPTY, {}};
    } else {
        if (RI.has_value() &&
            x0 >
                RI.value()
                    .vertical_line_to_x<__int128>())
            return {Response::TYPE::EMPTY, {}};
    }
}
}
}
bool is_empty = false;
for (int iter = 0; iter < 2; iter++) {
    if ((int)down.size() >= 2 &&
        up[0].get_angle<__int128>() >
            down[0].get_angle<__int128>() &&
        up[0].get_x<__int128>(down[0]) >=
            down[0].get_x<__int128>(down[1]))
        is_empty = true;
    if ((int)down.size() >= 2 &&
        up[(int)up.size() - 1]
            .get_angle<__int128>() <
                down[(int)down.size() - 1]
                    .get_angle<__int128>() &&
        up[(int)up.size() - 1].get_x<__int128>(
            down[(int)down.size() - 1]) <=
                down[(int)down.size() - 1]
                    .get_x<__int128>(
                        down[(int)down.size() - 2]))
        is_empty = true;
    for (auto& l : up)
        l = l.mirror_y();
    for (auto& l : down)
        l = l.mirror_y();
    swap(up, down);
}
if (is_empty)
    return {Response::TYPE::EMPTY, {}};
auto type = Response::TYPE::FINITE;
if (!LE.has_value() &&
    down.front().get_angle<__int128>() >=
        up.front().get_angle<__int128>())
    type = Response::TYPE::INF;
if (!RI.has_value() &&
    down.back().get_angle<__int128>() <=
        up.back().get_angle<__int128>())
    type = Response::TYPE::INF;
return {type, result};
}
ld halfplanes_intersection_area(
    Response response) {
    if (response.type == Response::TYPE::EMPTY)

```

```

        return 0;
    assert(response.type != Response::TYPE::INF);
    vector<pair<ld, ld>> p;
    auto lines = response.lines;
    int sz = (int)lines.size();
    ld area = 0;
    if (sz > 0) {
        for (int i = 0; i < sz; i++) {
            int j = (i + 1) % sz;
            p.push_back(lines[i].intersect(lines[j]));
        }
        for (int i = 0; i < sz; i++) {
            int j = (i + 1) % sz;
            auto [x1, y1] = p[i];
            auto [x2, y2] = p[j];
            area += x1 * y2 - x2 * y1;
        }
        area = max(area, ld(0));
    }
    return area / 2;
}

```

## Fenwick Descent

```

struct Processor {
    int n = 0; // [0, n)
    vector<int> a;
    Processor() = default;
    Processor(int nn) {
        n = nn;
        a.assign(n, 0);
    }
    void increase(int i, int x) {
        for (int cur = i; cur < n; cur |= (cur + 1))
            a[cur] += x;
    }
    int descent(int lb) {
        int pos = 0;
        for (int pw = 1 << 19; pw > 0; pw >= 1) {
            if (pos + pw <= n && a[pos + pw - 1] < lb)
                pos += pw;
        }
        return pos;
    }
};

```

## STL Tree

```

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
typedef tree<pair<int, int>, null_type,
    less<pair<int, int>>, rb_tree_tag,
    tree_order_statistics_node_update>
    stat_set;

```