

Contents

1	Basic	
1.1	vimrc	
1.2	default	
1.3	judge	
1.4	Random	
1.5	Increase stack size	
2	Matching and Flow	
2.1	Dinic	
2.2	zkwDinic	
2.3	HopcroftKarp	
2.4	KM	
2.5	SW	
2.6	GeneralMatching	
3	Graph	
3.1	Strongly Connected Component	
3.2	2-SAT	
3.3	Manhattan MST	
3.4	TreeHash	
3.5	Maximum IndependentSet	
3.6	Min Mean Weight Cycle	
3.7	Block Cut Tree	
3.8	Heavy Light Decomposition	
3.9	Dominator Tree	
4	Data Structure	
4.1	Lazy Segtree	
4.2	Special Segtree	
4.3	Treap	
4.4	LiChao Segtree	
4.5	Persistent SegmentTree	
4.6	Blackmagic	
4.7	Centroid Decomposition	
4.8	2D BIT	
5	Dynamic Programming	
5.1	CDQ	
6	Math	
6.1	Theorem	
6.2	Exgcd	
6.3	CRT	
6.4	Factorize	
6.5	NTT Prime List	
6.6	NTT	
6.7	FWT	
6.8	FWT	
6.9	Lucas	
6.10	Berlekamp Massey	
6.11	Gauss Elimination	
6.12	Linear Equation	
6.13	LinearRec	
6.14	SubsetConv	
6.15	SqrtMod	
6.16	FloorSum	
7	Geometry	
7.1	2D Point	
7.2	Convex Hull	
7.3	Convex Hull trick	
7.4	Dynamic Convex Hull	
7.5	Half Plane Intersection	
7.6	Minimal Enclosing Circle	
7.7	Minkowski	
7.8	TriangleCenter	
8	Stringology	
8.1	KMP	
8.2	Z-algorithm	
8.3	Manacher	
8.4	SuffixArray	
8.5	SimpleSuffixArray	
8.6	PalindromicTree	
8.7	SmallestRotation	
8.8	Aho-Corasick	
9	Misc	
9.1	de Bruijn sequence	
9.2	HilbertCurve	
9.3	DLX	
9.4	NextPerm	
9.5	FastIO	
9.6	Python FastIO	
9.7	Trick	
9.8	PyTrick	

1 Basic

1.1 vimrc

```

1 set ts=4 sw=4 nu rnu et hls mouse=a
1 filetype indent on
1 sy on
1 inoremap jk <Esc>
1 inoremap {<CR> {<CR>}<C-o>0
1 nnoremap J Sj
1 nnoremap K 5k
1 nnoremap <F1> :w<bar>!g++ '%' -o run -std=c++20 -DLOCAL
1 -Wfatal-errors -fsanitize=address,undefined -g -O2
2 && echo done. && time ./run<CR>

```

1.2 default

```

1 #include <bits/stdc++.h>
3 using namespace std;
3 #ifdef LOCAL
3 template<class... T> void dbg(T... x) { char e{}; ((
3 cerr << e << x, e = ' '), ...); }
3 template<class T> void org(T l, T r) { while (l != r)
4 cerr << ' ' << *l++; cerr << '\n'; }
4 #define debug(x...) dbg(#x, '=', x, '\n')
4 #define orang(x...) dbg(#x, '=', x, '\n')
4 #else
5 #pragma GCC optimize("O3,unroll-loops")
5 #pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt")
5 #define debug(...) ((void)0)
5 #define orange(...) ((void)0)
6 #endif
6 #define ff first
6 #define ss second
7 #define all(v) (v).begin(), (v).end()
7 #define rall(v) (v).rbegin(), (v).rend()
7 template<class T> bool chmin(T &a, T b) { return b < a
7 and (a = b, true); }
7 template<class T> bool chmax(T &a, T b) { return a < b
7 and (a = b, true); }
8 template<class... T> int add(T...x) { int t{}; return
8 (((t += x) %= mod), ...), t; }
8 template<class... T> int mul(T...x) { i64 t{1}; return
8 (((t *= x) %= mod), ...), t; }

```

1.3 judge

```

9 set -e
9 g++ -O3 a.cpp -o a
9 g++ -O3 ac.cpp -o c
9 g++ -O3 gen.cpp -o g
10
10 for ((i=0;;i++))
10 do
11 echo "case $i"
11 ./g > inp
11 time ./a < inp > wa.out
11 time ./c < inp > ac.out
11 diff ac.out wa.out || break
11 done

```

1.4 Random

```

12 mt19937 rng(random_device{}());
12 i64 rand(i64 l = -lim, i64 r = lim) {
12 return uniform_int_distribution<i64>(l, r)(rng);
13 }
13 double randr(double l, double r) {
13 return uniform_real_distribution<double>(l, r)(rng);
13 }

```

1.5 Increase stack size

```

13 ulimit -s

```

2 Matching and Flow

2.1 Dinic

```

15 template<class Cap>
15 struct Dinic {
15 struct Edge { int v; Cap w; int rev; };
15 vector<vector<Edge>> G;
15 int n, S, T;
15 Dinic(int _n, int _S, int _T) : n(_n), S(_S), T(_T),
15 G(_n) {}
16 void add_edge(int u, int v, Cap w) {
16

```

```

    G[u].push_back({v, w, (int)G[v].size()});
    G[v].push_back({u, 0, (int)G[u].size() - 1});
}
vector<int> dep;
bool bfs() {
    dep.assign(n, 0);
    dep[S] = 1;
    queue<int> que;
    que.push(S);
    while (!que.empty()) {
        int u = que.front(); que.pop();
        for (auto [v, w, _] : G[u])
            if (!dep[v] and w) {
                dep[v] = dep[u] + 1;
                que.push(v);
            }
    }
    return dep[T] != 0;
}
Cap dfs(int u, Cap in) {
    if (u == T) return in;
    Cap out = 0;
    for (auto &[v, w, rev] : G[u]) {
        if (w and dep[v] == dep[u] + 1) {
            Cap f = dfs(v, min(w, in));
            w -= f, G[v][rev].w += f;
            in -= f, out += f;
            if (!in) break;
        }
    }
    if (in) dep[u] = 0;
    return out;
}
Cap maxflow() {
    Cap ret = 0;
    while (bfs()) {
        ret += dfs(S, INF);
    }
    return ret;
}
};

```

2.2 zkwDinic

```

template<class Cap>
struct zkwDinic {
    struct Edge { int v; Cap w, f; int rev; };
    vector<vector<Edge>> G;
    int n, S, T;
    zkwDinic(int _n, int _S, int _T) : n(_n), S(_S), T(_T), G(_n) {}
    void add_edge(int u, int v, Cap w, Cap f) {
        G[u].push_back({v, w, f, (int)G[v].size()});
        G[v].push_back({u, -w, 0, (int)G[u].size() - 1});
    }
    vector<Cap> dis;
    vector<bool> vis;
    bool spfa() {
        queue<int> que;
        dis.assign(n, INF);
        vis.assign(n, false);
        que.push(S);
        vis[S] = 1;
        dis[S] = 0;
        while (!que.empty()) {
            int u = que.front(); que.pop();
            vis[u] = 0;
            for (auto [v, w, f, _] : G[u])
                if (f and chmin(dis[v], dis[u] + w))
                    if (!vis[v]) que.push(v), vis[v] = 1;
        }
        return dis[T] != INF;
    }
    Cap dfs(int u, Cap in) {
        if (u == T) return in;
        vis[u] = 1;
        Cap out = 0;
        for (auto &[v, w, f, rev] : G[u])
            if (f and !vis[v] and dis[v] == dis[u] + w) {
                Cap x = dfs(v, min(in, f));
                in -= x, out += x;
                f -= x, G[v][rev].f += x;
                if (!in) break;
            }
    }
};

```

```

    }
    if (in) dis[u] = INF;
    vis[u] = 0;
    return out;
}
pair<Cap, Cap> maxflow() {
    Cap a = 0, b = 0;
    while (spfa()) {
        Cap x = dfs(S, INF);
        a += x;
        b += x * dis[T];
    }
    return {a, b};
}
};

```

2.3 HopcroftKarp

```

// l, r <= 1e5
struct HK {
    vector<int> g, l, r;
    int ans;
    HK(int n, int m, const vector<pair<int, int>> &e)
        : g(e.size()), l(n, -1), r(m, -1), ans{} {
        vector<int> deg(n + 1);
        for (auto [x, y] : e) deg[x]++;
        partial_sum(all(deg), deg.begin());
        for (auto [x, y] : e) g[--deg[x]] = y;
        vector<int> que(n);
        for (;;) {
            vector<int> a(n, -1), p(n, -1);
            int t = 0;
            for (int i = 0; i < n; i++) if (l[i] == -1)
                que[t++] = a[i] = p[i] = i;
            bool match = false;
            for (int i = 0; i < t; i++) {
                int x = que[i];
                if (~l[a[x]]) continue;
                for (int j = deg[x]; j < deg[x + 1]; j++) {
                    int y = g[j];
                    if (r[y] == -1) {
                        while (~y) r[y] = x, swap(l[x], y), x = p[x];
                        match = true, ans++;
                        break;
                    }
                    if (p[r[y]] == -1) {
                        que[t++] = y = r[y];
                        p[y] = x, a[y] = a[x];
                    }
                }
            }
            if (!match) break;
        }
    }
};

```

2.4 KM

```

i64 KM(vector<vector<int>> W) {
    const int n = W.size();
    vector<int> fl(n, -1), fr(n, -1), hr(n), hl(n);
    for (int i = 0; i < n; ++i) {
        hl[i] = *max_element(W[i].begin(), W[i].end());
    }
    auto Bfs = [&](int s) {
        vector<int> slk(n, INF), pre(n);
        vector<bool> vl(n, false), vr(n, false);
        queue<int> que;
        que.push(s);
        vr[s] = true;
        auto Check = [&](int x) -> bool {
            if (vl[x] = true, fl[x] != -1) {
                que.push(fl[x]);
                return vr[fl[x]] = true;
            }
            while (x != -1) swap(x, fr[fl[x] = pre[x]]);
            return false;
        };
        while (true) {
            while (!que.empty()) {
                int y = que.front(); que.pop();
                for (int x = 0, d = 0; x < n; ++x) {

```

```

        if (!vl[x] and slk[x] >= (d = hl[x] + hr[y] -
W[x][y])) {
            if (pre[x] = y, d) slk[x] = d;
            else if (!Check(x)) return;
        }
    }
    }
    int d = INF;
    for (int x = 0; x < n; ++x) {
        if (!vl[x] and d > slk[x]) d = slk[x];
    }
    for (int x = 0; x < n; ++x) {
        if (vl[x]) hl[x] += d;
        else slk[x] -= d;
        if (vr[x]) hr[x] -= d;
    }
    for (int x = 0; x < n; ++x) {
        if (!vl[x] and !slk[x] and !Check(x)) return;
    }
    }
};
for (int i = 0; i < n; ++i) Bfs(i);
i64 res = 0;
for (int i = 0; i < n; ++i) res += W[i][fl[i]];
return res;
}

```

2.5 SW

```

int w[kN][kN], g[kN], del[kN], v[kN];
void AddEdge(int x, int y, int c) {
    w[x][y] += c;
    w[y][x] += c;
}
pair<int, int> Phase(int n) {
    fill(v, v + n, 0), fill(g, g + n, 0);
    int s = -1, t = -1;
    while (true) {
        int c = -1;
        for (int i = 0; i < n; ++i) {
            if (del[i] || v[i]) continue;
            if (c == -1 || g[i] > g[c]) c = i;
        }
        if (c == -1) break;
        v[c] = 1, s = t, t = c;
        for (int i = 0; i < n; ++i) {
            if (del[i] || v[i]) continue;
            g[i] += w[c][i];
        }
    }
    return make_pair(s, t);
}
int GlobalMinCut(int n) {
    int cut = kInf;
    fill(del, 0, sizeof(del));
    for (int i = 0; i < n - 1; ++i) {
        int s, t; tie(s, t) = Phase(n);
        del[t] = 1, cut = min(cut, g[t]);
        for (int j = 0; j < n; ++j) {
            w[s][j] += w[t][j];
            w[j][s] += w[j][t];
        }
    }
    return cut;
}
}

```

2.6 GeneralMatching

```

struct GeneralMatching { // n <= 500
    const int BLOCK = 10;
    int n;
    vector<vector<int>> > g;
    vector<int> hit, mat;
    std::priority_queue<pair<i64, int>, vector<pair<i64,
int>>, greater<pair<i64, int>>> unmat;
    GeneralMatching(int _n) : n(_n), g(_n), mat(n, -1),
hit(n) {}
    void add_edge(int a, int b) { // 0 <= a != b < n
        g[a].push_back(b);
        g[b].push_back(a);
    }
    int get_match() {
        for (int i = 0; i < n; i++) if (!g[i].empty()) {
            unmat.emplace(0, i);
        }
    }
}

```

```

    }
    // If WA, increase this
    // there are some cases that need >=1.3*n^2 steps
    for BLOCK=1
    // no idea what the actual bound needed here is.
    const int MAX_STEPS = 10 + 2 * n + n * n / BLOCK /
2;
    mt19937 rng(random_device{}());
    for (int i = 0; i < MAX_STEPS; ++i) {
        if (unmat.empty()) break;
        int u = unmat.top().second;
        unmat.pop();
        if (mat[u] != -1) continue;
        for (int j = 0; j < BLOCK; j++) {
            ++hit[u];
            auto &e = g[u];
            const int v = e[rng() % e.size()];
            mat[u] = v;
            swap(u, mat[v]);
            if (u == -1) break;
        }
        if (u != -1) {
            mat[u] = -1;
            unmat.emplace(hit[u] * 100ULL / (g[u].size() +
1), u);
        }
    }
    int siz = 0;
    for (auto e : mat) siz += (e != -1);
    return siz / 2;
}
};

```

3 Graph

3.1 Strongly Connected Component

```

struct SCC {
    int n;
    vector<vector<int>> G;
    vector<int> dfn, low, id;
    int scc{};
    SCC(int _n) : n(_n), G(_n) {}
    void add_edge(int u, int v) {
        G[u].push_back(v);
    }
    void build() {
        dfn.assign(n, -1);
        low.assign(n, -1);
        id.assign(n, -1);
        vector<int> stk;
        int _t = 0;
        function<void(int)> dfs = [&](int u) {
            dfn[u] = low[u] = _t++;
            stk.push_back(u);
            for (int v : G[u]) {
                if (dfn[v] == -1) {
                    dfs(v);
                    chmin(low[u], low[v]);
                } else if (id[v] == -1) {
                    chmin(low[u], dfn[v]);
                }
            }
            if (dfn[u] == low[u]) {
                int t;
                do {
                    t = stk.back();
                    stk.pop_back();
                    id[t] = scc;
                } while (t != u);
                scc++;
            }
        };
        for (int i = 0; i < n; i++)
            if (dfn[i] == -1) dfs(i);
    }
};

```

3.2 2-SAT

```

struct TwoSAT {
    vector<vector<int>> G;
    int n;
}

```

```

TwoSAT(int _n) : n(_n), G(_n * 2) {}
int ne(int x) { return x < n ? x + n : x - n; }
void add_edge(int u, int v) { // u or v
    G[ne(u)].push_back(v);
    G[ne(v)].push_back(u);
}
vector<int> solve() {
    vector<int> ans(n * 2, -1), id(n * 2), stk, \
        low(n * 2), dfn(n * 2), vis(n * 2);
    int _t = 0, scc_cnt = 0;
    function<void(int)> dfs = [&](int u) {
        dfn[u] = low[u] = _t++;
        stk.push_back(u);
        vis[u] = 1;
        for (int v : G[u]) {
            if (!vis[v])
                dfs(v, chmin(low[u], low[v]));
            else if (vis[v] == 1)
                chmin(low[u], dfn[v]);
        }
        if (dfn[u] == low[u]) {
            for (int x = -1; x != u; ) {
                x = stk.back(); stk.pop_back();
                vis[x] = 2, id[x] = scc_cnt;
                if (ans[x] == -1) {
                    ans[x] = 1;
                    ans[ne(x)] = 0;
                }
            }
            scc_cnt++;
        }
    };
    for (int i = 0; i < n + n; i++)
        if (!vis[i]) dfs(i);
    for (int i = 0; i < n; i++)
        if (id[i] == id[ne(i)])
            return {};
    ans.resize(n);
    return ans;
}
};

```

3.3 Manhattan MST

```

vector<tuple<int, int, int>> ManhattanMST(vector<Pt> P)
{
    vector<int> id(P.size());
    iota(all(id), 0);
    vector<tuple<int, int, int>> edges;
    for (int k = 0; k < 4; ++k) {
        sort(all(id), [&](int i, int j) -> bool {
            return (P[i] - P[j]).ff < (P[j] - P[i]).ss;
        });
        map<int, int> sweep;
        for (int i : id) {
            for (auto it = sweep.lower_bound(-P[i].ss); \
                it != sweep.end(); sweep.erase(it++)) {
                int j = it->ss;
                Pt d = P[i] - P[j];
                if (d.ss > d.ff) break;
                edges.emplace_back(d.ss + d.ff, i, j);
            }
            sweep[-P[i].ss] = i;
        }
        for (Pt &p : P) {
            if (k % 2) p.ff = -p.ff;
            else swap(p.ff, p.ss);
        }
    }
    return edges;
}

```

3.4 TreeHash

```

u64 TreeHash(const vector<vector<int>> &G) {
    const int n = G.size();
    vector<int> cen;
    vector<u64> pw(n, 1);
    for (int i = 1; i < n; i++) pw[i] = pw[i - 1] * u64(1
        e9 + 123);
    auto dfs = [&](auto self, int u, int fa) -> int {
        int siz = 1;
        bool f = true;
        for (int v : G[u]) if (v != fa) {

```

```

            int s = self(self, v, u);
            f &= (s * 2 <= n);
            siz += s;
        }
        f &= ((n - siz) * 2 <= n);
        if (f) cen.push_back(u);
        return siz;
    }; dfs(dfs, 0, -1);
    auto cal = [&](auto self, int u, int fa) -> pair<u64,
        int> {
        vector<pair<u64, int>> U;
        int siz = 1;
        u64 h = G[u].size();
        for (int v : G[u]) if (v != fa) {
            U.push_back(self(self, v, u));
        }
        sort(all(U));
        for (auto [v, s] : U) {
            h = h * pw[s] + v;
            siz += s;
        }
        return {h, siz};
    };
    vector<u64> H;
    for (int c : cen) H.push_back(cal(cal, c, -1).ff);
    return ranges::min(H);
}

```

3.5 Maximum IndependentSet

```

// n <= 40, (*500)
set<int> MI(const vector<vector<int>> &adj) {
    set<int> I, V;
    for (int i = 0; i < adj.size(); i++)
        V.insert(i);
    while (!V.empty()) {
        auto it = next(V.begin(), rng() % V.size());
        int cho = *it;
        I.insert(cho);
        V.erase(cho);
        for (int i : adj[cho]) {
            if (auto j = V.find(i); j != V.end())
                V.erase(j);
        }
    }
    return I;
}

```

3.6 Min Mean Weight Cycle

```

// d[i][j] == 0 if {i,j} !in E
long long d[1003][1003], dp[1003][1003];

pair<long long, long long> MMWC() {
    memset(dp, 0x3f, sizeof(dp));
    for (int i = 1; i <= n; ++i) dp[0][i] = 0;
    for (int i = 1; i <= n; ++i) {
        for (int j = 1; j <= n; ++j) {
            for (int k = 1; k <= n; ++k) {
                dp[i][k] = min(dp[i - 1][j] + d[j][k], dp[i][k]);
            }
        }
        long long au = 1ll << 31, ad = 1;
        for (int i = 1; i <= n; ++i) {
            if (dp[n][i] == 0x3f3f3f3f3f3f3f3f) continue;
            long long u = 0, d = 1;
            for (int j = n - 1; j >= 0; --j) {
                if ((dp[n][i] - dp[j][i]) * d > u * (n - j)) {
                    u = dp[n][i] - dp[j][i];
                    d = n - j;
                }
            }
            if (u * ad < au * d) au = u, ad = d;
        }
        long long g = __gcd(au, ad);
        return make_pair(au / g, ad / g);
    }
}

```

3.7 Block Cut Tree

```

struct BlockCutTree {
    int n;
    vector<vector<int>> adj;

```

```

BlockCutTree(int _n) : n(_n), adj(_n) {}
void addEdge(int u, int v) {
    adj[u].push_back(v);
    adj[v].push_back(u);
}
pair<int, vector<pair<int, int>>> work() {
    vector<int> dfn(n, -1), low(n), stk;
    vector<pair<int, int>> edg;
    int cnt = 0, cur = 0;
    function<void(int)> dfs = [&](int x) {
        stk.push_back(x);
        dfn[x] = low[x] = cur++;
        for (auto y : adj[x]) {
            if (dfn[y] == -1) {
                dfs(y);
                low[x] = min(low[x], low[y]);
                if (low[y] == dfn[x]) {
                    int v;
                    do {
                        v = stk.back();
                        stk.pop_back();
                        edg.emplace_back(n + cnt, v);
                    } while (v != y);
                    edg.emplace_back(x, n + cnt);
                    cnt++;
                }
            } else {
                low[x] = min(low[x], dfn[y]);
            }
        }
    };
    for (int i = 0; i < n; i++) {
        if (dfn[i] == -1) {
            stk.clear();
            dfs(i);
        }
    }
    return {cnt, edg};
}
};

```

3.8 Heavy Light Decomposition

```

struct HLD {
    int n;
    vector<int> siz, top, dep, pa, in, out, seq;
    vector<vector<int>> G;
    HLD(int _n) : n(_n), G(_n) {}
    int cur{};
    void addEdge(int u, int v) {
        G[u].push_back(v);
        G[v].push_back(u);
    }
    void work(int root = 0) {
        siz = top = dep = pa = in = out = seq = vector<int>(n);
        cur = 0;
        top[root] = root;
        dep[root] = 0;
        pa[root] = -1;
        dfs1(root);
        dfs2(root);
    }
    void dfs1(int u) {
        if (pa[u] != -1) {
            G[u].erase(find(all(G[u]), pa[u]));
        }
        siz[u] = 1;
        for (auto &v : G[u]) {
            pa[v] = u;
            dep[v] = dep[u] + 1;
            dfs1(v);
            siz[u] += siz[v];
            if (siz[v] > siz[G[u][0]]) {
                swap(v, G[u][0]);
            }
        }
    }
    void dfs2(int u) {
        in[u] = cur++;
        seq[in[u]] = u;
        for (int v : G[u]) {
            top[v] = (v == G[u][0] ? top[u] : v);
        }
    }
}

```

```

        dfs2(v);
    }
    out[u] = cur;
}
int lca(int x, int y) {
    while (top[x] != top[y]) {
        if (dep[top[x]] < dep[top[y]]) swap(x, y);
        x = pa[top[x]];
    }
    return dep[x] < dep[y] ? x : y;
}
int dist(int x, int y) {
    return dep[x] + dep[y] - 2 * dep[lca(x, y)];
}
int jump(int x, int k) {
    if (dep[x] < k) return -1;
    int d = dep[x] - k;
    while (dep[top[x]] > d) {
        x = pa[top[x]];
    }
    return seq[in[x] - dep[x] + d];
}
bool isAnc(int x, int y) {
    return in[x] <= in[y] and in[y] < out[x];
}
int rootPar(int r, int x) {
    if (r == x) return r;
    if (!isAnc(x, r)) return pa[x];
    auto it = upper_bound(all(G[x]), r, [&](int a, int b) -> bool {
        return in[a] < in[b];
    });
    return *it;
}
int rootSiz(int r, int x) {
    if (r == x) return n;
    if (!isAnc(x, r)) return siz[x];
    return n - siz[rootPar(r, x)];
}
int rootLca(int a, int b, int c) {
    return lca(a, b) ^ lca(b, c) ^ lca(c, a);
}
};

```

3.9 Dominator Tree

```

struct Dominator {
    vector<vector<int>> g, r, rdom; int tk;
    vector<int> dfn, rev, fa, sdom, dom, val, rp;
    int n;
    Dominator(int n) : n(n), g(n), r(n), rdom(n), tk(0),
        dfn(n, -1), rev(n, -1), fa(n, -1), sdom(n, -1),
        dom(n, -1), val(n, -1), rp(n, -1) {}
    void add_edge(int x, int y) { g[x].push_back(y); }
    void dfs(int x) {
        rev[dfn[x] = tk] = x;
        fa[tk] = sdom[tk] = val[tk] = tk; tk++;
        for (int u : g[x]) {
            if (dfn[u] == -1) dfs(u), rp[dfn[u]] = dfn[x];
            r[dfn[u]].push_back(dfn[x]);
        }
    }
    void merge(int x, int y) { fa[x] = y; }
    int find(int x, int c = 0) {
        if (fa[x] == x) return c ? -1 : x;
        if (int p = find(fa[x], 1); p != -1) {
            if (sdom[val[x]] > sdom[val[fa[x]]])
                val[x] = val[fa[x]];
            fa[x] = p;
            return c ? p : val[x];
        }
        return c ? fa[x] : val[x];
    }
    vector<int> build(int s) {
        // return the father of each node in dominator tree
        // p[i] = -2 if i is unreachable from s
        dfs(s);
        for (int i = tk - 1; i >= 0; --i) {
            for (int u : r[i])
                sdom[i] = min(sdom[i], sdom[find(u)]);
            if (i) rdom[sdom[i]].push_back(i);
            for (int u : rdom[i]) {
                int p = find(u);
            }
        }
    }
}

```

```

    dom[u] = (sdom[p] == i ? i : p);
}
if (i) merge(i, rp[i]);
}
vector<int> p(n, -2); p[s] = -1;
for (int i = 1; i < tk; ++i)
    if (sdom[i] != dom[i]) dom[i] = dom[dom[i]];
for (int i = 1; i < tk; ++i)
    p[rev[i]] = rev[dom[i]];
return p;
}
};

```

4 Data Structure

4.1 Lazy Segtree

```

template<class S, class T>
struct Seg {
    Seg<S, T> *ls{}, *rs{};
    int l, r;
    S d{};
    T f{};
    Seg(int _l, int _r) : l{_l}, r{_r} {
        if (r - l == 1) {
            return;
        }
        int mid = (l + r) / 2;
        ls = new Seg(l, mid);
        rs = new Seg(mid, r);
        pull();
    }
    void upd(const T &g) {
        g(d), g(f);
    }
    void pull() {
        d = ls->d + rs->d;
    }
    void push() {
        ls->upd(f);
        rs->upd(f);
        f = T{};
    }
    S query(int x, int y) {
        if (y <= l or r <= x) return S{};
        if (x <= l and r <= y) return d;
        push();
        return ls->query(x, y) + rs->query(x, y);
    }
    void apply(int x, int y, const T &g) {
        if (y <= l or r <= x) return;
        if (x <= l and r <= y) {
            upd(g);
            return;
        }
        push();
        ls->apply(x, y, g);
        rs->apply(x, y, g);
        pull();
    }
    void set(int p, const S &g) {
        if (p + 1 <= l or r <= p) return;
        if (r - l == 1) {
            d = g;
            return;
        }
        push();
        ls->set(p, g);
        rs->set(p, g);
        pull();
    }
    int findFirst(int x, int y, auto pred) {
        if (y <= l or r <= x or !pred(d)) return -1;
        if (r - l == 1) return l;
        push();
        int res = ls->findFirst(x, y, pred);
        return res == -1 ? rs->findFirst(x, y, pred) : res;
    }
    int findLast(int x, int y, auto pred) {
        if (y <= l or r <= x or !pred(d)) return -1;
        if (r - l == 1) return l;
        push();
        int res = rs->findLast(x, y, pred);

```

```

        return res == -1 ? ls->findLast(x, y, pred) : res;
    }
};

```

4.2 Special Segtree

```

struct Seg {
    Seg *ls, *rs;
    int l, r;
    vector<int> f, g;
    // f : intervals where covering [l, r]
    // g : intervals where interset with [l, r]
    Seg(int _l, int _r) : l{_l}, r{_r} {
        int mid = (l + r) >> 1;
        if (r - l == 1) return;
        ls = new Seg(l, mid);
        rs = new Seg(mid, r);
    }
    void insert(int x, int y, int id) {
        if (y <= l or r <= x) return;
        g.push_back(id);
        if (x <= l and r <= y) {
            f.push_back(id);
            return;
        }
        ls->insert(x, y, id);
        rs->insert(x, y, id);
    }
    void fix() {
        while (!f.empty() and use[f.back()]) f.pop_back();
        while (!g.empty() and use[g.back()]) g.pop_back();
    }
    int query(int x, int y) {
        if (y <= l or r <= x) return -1;
        fix();
        if (x <= l and r <= y) {
            return g.empty() ? -1 : g.back();
        }
        return max({f.empty() ? -1 : f.back(), ls->query(x, y), rs->query(x, y)});
    }
};

```

4.3 Treap

```

mt19937 rng(random_device{}());
template<class S, class T>
struct Treap {
    struct Node {
        Node *ls{}, *rs{};
        int pos, siz;
        u32 pri;
        S d{}, e{};
        T f{};
        Node(int p, S x) : d{x}, e{x}, pos{p}, siz{1}, pri{
            rng() } {}
        void upd(T &g) {
            g(d), g(e), g(f);
        }
        void pull() {
            siz = Siz(ls) + Siz(rs);
            d = Get(ls) + e + Get(rs);
        }
        void push() {
            if (ls) ls->upd(f);
            if (rs) rs->upd(f);
            f = T{};
        }
    } *root{};
    static int Siz(Node *p) { return p ? p->siz : 0; }
    static S Get(Node *p) { return p ? p->d : S{}; }
    Treap() : root{} {}
    Node* Merge(Node *a, Node *b) {
        if (!a or !b) return a ? a : b;
        if (a->pri < b->pri) {
            a->push();
            a->rs = Merge(a->rs, b);
            a->pull();
            return a;
        } else {
            b->push();
            b->ls = Merge(a, b->ls);
            b->pull();
            return b;
        }
    }
};

```



```

    }
}
void Split(Node *p, Node *&a, Node *&b, int k) {
    if (!p) return void(a = b = nullptr);
    p->push();
    if (p->pos <= k) {
        a = p;
        Split(p->rs, a->rs, b, k);
        a->pull();
    } else {
        b = p;
        Split(p->ls, a, b->ls, k);
        b->pull();
    }
}
void insert(int p, S x) {
    Node *L, *R;
    Split(root, L, R, p);
    root = Merge(Merge(L, new Node(p, x)), R);
}
void erase(int x) {
    Node *L, *M, *R;
    Split(root, M, R, x);
    Split(M, L, M, x - 1);
    if (M) M = Merge(M->ls, M->rs);
    root = Merge(Merge(L, M), R);
}
S query() {
    return Get(root);
}
};

```

4.4 LiChao Segtree

```

struct Line {
    i64 k, m; // y = k * mx;
    Line() : k{INF}, m{} {}
    Line(i64 _k, i64 _m) : k(_k), m(_m) {}
    i64 get(i64 x) {
        return k * x + m;
    }
};
struct Seg {
    Seg *ls, *rs;
    int l, r, mid;
    Line line;
    Seg(int _l, int _r) : l(_l), r(_r), mid((_l + _r) >> 1) {}
    {
        if (r - l == 1) return;
        ls = new Seg(l, mid);
        rs = new Seg(mid, r);
    }
    void insert(Line L) {
        if (line.get(mid) > L.get(mid))
            swap(line, L);
        if (r - l == 1) return;
        if (L.m < line.m) {
            rs->insert(L);
        } else {
            ls->insert(L);
        }
    }
    i64 query(int p) {
        if (p < l or r <= p) return INF;
        if (r - l == 1) return line.get(p);
        return min({line.get(p), ls->query(p), rs->query(p)});
    }
};

```

4.5 Persistent SegmentTree

```

struct Seg {
    Seg *ls, *rs;
    int l, r;
    i64 sum;
    Seg(Seg* p) { (*this) = *p; }
    Seg(int _l, int _r, const vector<int> &v) : l{_l}, r{_r} {
        if (r - l == 1) {
            sum = v[l];
            return;
        }
        int mid = l + r >> 1;

```

```

        ls = new Seg(l, mid, v);
        rs = new Seg(mid, r, v);
        pull();
    }
    void pull() {
        sum = ls->sum + rs->sum;
    }
    Seg* modify(int p, int v) {
        Seg* ret = new Seg(this);
        if (r - l == 1) {
            ret->sum = v;
            return ret;
        }
        if (p < (l + r) >> 1) ret->ls = ret->ls->modify(p, v);
        else ret->rs = ret->rs->modify(p, v);
        ret->pull();
        return ret;
    }
    i64 query(int x, int y) {
        if (y <= l or r <= x) return 0;
        if (x <= l and r <= y) return sum;
        return ls->query(x, y) + rs->query(x, y);
    }
};

```

4.6 Blackmagic

```

#include <bits/extc++.h>
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
#include <ext/pb_ds/hash_policy.hpp>
#include <ext/pb_ds/priority_queue.hpp>
using namespace __gnu_pbds;
template<class T>
using BST = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;
gnu_pbds::priority_queue<node, decltype(cmp),
    pairing_heap_tag> pq(cmp);
gp_hash_table<int, gnu_pbds::priority_queue<node>::
    point_iterator> pqPos;
bst.insert((x << 20) + i);
bst.erase(bst.lower_bound(x << 20));
bst.order_of_key(x << 20) + 1;
*bst.find_by_order(x - 1) >> 20;
*--bst.lower_bound(x << 20) >> 20;
*bst.upper_bound((x + 1) << 20) >> 20;

```

4.7 Centroid Decomposition

```

struct CenDec {
    vector<vector<pair<int, int>>> anc;
    vector<int> Mdis;
    CenDec(const vector<vector<int>> &G) : anc(G.size()),
        Mdis(G.size(), INF) {}
    const int n = G.size();
    vector<int> siz(n);
    vector<bool> vis(n);
    function<int(int, int)> getsiz = [&](int u, int f) {
        siz[u] = 1;
        for (int v : G[u]) if (v != f and !vis[v])
            siz[u] += getsiz(v, u);
        return siz[u];
    };
    function<int(int, int, int)> find = [&](int u, int f, int s) {
        for (int v : G[u]) if (v != f and !vis[v])
            if (siz[v] * 2 >= s) return find(v, u, s);
        return u;
    };
    function<void(int, int, int, int)> caldis = [&](int u, int f, int a, int d) {
        anc[u].emplace_back(a, d);
        for (int v : G[u]) if (v != f and !vis[v])
            caldis(v, u, a, d + 1);
    };
    function<void(int)> build = [&](int u) {
        u = find(u, u, getsiz(u, u));
        vis[u] = 1;
        for (int v : G[u]) if (!vis[v]) {
            caldis(v, u, u, 1);
            build(v);
        }
    };
};

```

```

    vis[u] = 0;
};
build(0);
}
void add(int p) {
    Mdis[p] = 0;
    for (auto [v, d] : anc[p])
        chmin(Mdis[v], d);
}
int que(int p) {
    int r = Mdis[p];
    for (auto [v, d] : anc[p])
        chmin(r, Mdis[v] + d);
    return r;
}
};

```

4.8 2D BIT

```

template<class T>
struct BIT2D {
    vector<vector<T>> val;
    vector<vector<int>> Y;
    vector<int> X;
    int lowbit(int x) { return x & -x; }
    int getp(const vector<int> &v, int x) {
        return upper_bound(all(v), x) - v.begin();
    }
    BIT2D(vector<pair<int, int>> pos) {
        for (auto &[x, y] : pos) {
            X.push_back(x);
            swap(x, y);
        }
        sort(all(pos));
        sort(all(X));
        X.erase(unique(all(X), X.end()));
        Y.resize(X.size() + 1);
        val.resize(X.size() + 1);
        for (auto [y, x] : pos) {
            for (int i = getp(X, x); i <= X.size(); i += lowbit(i))
                if (Y[i].empty() or Y[i].back() != y)
                    Y[i].push_back(y);
        }
        for (int i = 1; i <= X.size(); i++) {
            val[i].assign(Y[i].size() + 1, T{});
        }
    }
    void add(int x, int y, T v) {
        for (int i = getp(X, x); i <= X.size(); i += lowbit(i))
            for (int j = getp(Y[i], y); j <= Y[i].size(); j += lowbit(j))
                val[i][j] += v;
    }
    T qry(int x, int y) {
        T r{};
        for (int i = getp(X, x); i > 0; i -= lowbit(i))
            for (int j = getp(Y[i], y); j > 0; j -= lowbit(j))
                r += val[i][j];
        return r;
    }
};

```

5 Dynamic Programming

5.1 CDQ

```

auto cmp2 = [&](int a, int b) -> bool { return P[a][1] < P[b][1]; };
auto cdq = [&](auto self, auto l, auto r) {
    if (r - l == 1) return;
    auto mid = l + (r - l) / 2;
    self(self, l, mid);
    auto tmp = vector<int>(mid, r);
    sort(l, mid, cmp2);
    sort(mid, r, cmp2);
    for (auto i = l, j = mid; j < r; j++) {
        while (i != mid and P[*i][1] < P[*j][1]) {
            bit.add(P[*i][2], dp[*i]);
            i++;
        }
    }
};

```

```

    }
    dp[*j].upd(bit.qry(P[*j][2]));
};
for (auto i = l; i < mid; i++) bit.reset(P[*i][2]);
copy(all(tmp), mid);
self(self, mid, r);
}; cdq(cdq, all(ord));

```

6 Math

6.1 Theorem

- Pick's theorem

$$A = i + \frac{b}{2} - 1$$

- Laplacian matrix

$$L = D - A$$

- Extended Catalan number

$$\frac{1}{(k-1)n+1} \binom{kn}{n}$$

- Derangement $D_n = (n-1)(D_{n-1} + D_{n-2})$

- Möbius

$$\sum_{i|n} \mu(i) = [n=1] \sum_{i|n} \phi(i) = n$$

- Inversion formula

$$f(n) = \sum_{i=0}^n \binom{n}{i} g(i) \quad g(n) = \sum_{i=0}^n (-1)^{n-i} \binom{n}{i} f(i)$$

$$f(n) = \sum_{d|n} g(d) \quad g(n) = \sum_{d|n} \mu\left(\frac{n}{d}\right) f(d)$$

- Sum of powers

$$\sum_{k=1}^n k^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k^+ n^{m+1-k}$$

$$\sum_{j=0}^m \binom{m+1}{j} B_j^- = 0$$

$$\text{note: } B_1^+ = -B_1^- \quad B_i^+ = B_i^-$$

- Cipolla's algorithm

$$\left(\frac{u}{p}\right) = u^{\frac{p-1}{2}}$$

$$1. \left(\frac{a^2 - n}{p}\right) = -1$$

$$2. x = (a + \sqrt{a^2 - n})^{\frac{p+1}{2}}$$

- Cayley's formula

number of trees on n labeled vertices: n^{n-2}

Let $T_{n,k}$ be the number of labelled forests on n vertices with k connected components, such that vertices 1, 2, ..., k all belong to different connected components. Then $T_{n,k} = kn^{n-k-1}$.

- High order residue

$$\left[d^{\frac{p-1}{2}} \binom{p-1}{n, p-1}\right] \equiv 1$$

- Packing and Covering

$$|\text{Maximum Independent Set}| + |\text{Minimum Vertex Cover}| = |V|$$

- König's theorem

$$|\text{maximum matching}| = |\text{minimum vertex cover}|$$

- Dilworth's theorem

$$\text{width} = |\text{largest antichain}| = |\text{smallest chain decomposition}|$$

- Mirsky's theorem

$$\text{height} = |\text{longest chain}| = |\text{smallest antichain decomposition}| = |\text{minimum antichain partition}|$$

- Triangle center

$$- G : (1,)$$

$$- O : (a^2(b^2 + c^2 - a^2),) = (\sin 2A,)$$

$$- I : (a,) = (\sin A)$$

$$- E : (-a, b, c) = (-\sin A, \sin B, \sin C)$$

$$- H : \left(\frac{1}{b^2 + c^2 - a^2},\right) = (\tan A,)$$

- Lucas' Theorem :

For $n, m \in \mathbb{Z}^*$ and prime P , $C(m, n) \bmod P = \prod (C(m_i, n_i))$ where m_i is the i -th digit of m in base P .

- Stirling approximation :

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n e^{\frac{1}{12n}}$$

- Stirling Numbers(permutation $|P| = n$ with k cycles):

$$S(n, k) = \text{coefficient of } x^k \text{ in } \Pi_{i=0}^{n-1} (x + i)$$
- Stirling Numbers(Partition n elements into k non-empty set):

$$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$$
- Pick's Theorem : $A = i + b/2 - 1$
 A : Area $\setminus i$: grid number in the inner $\setminus b$: grid number on the side
- Catalan number : $C_n = \binom{2n}{n} / (n+1)$

$$C_n^{n+m} - C_{n+1}^{n+m} = (m+n)! \frac{n-m+1}{n+1} \quad \text{for } n \geq m$$

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \frac{(2n)!}{(n+1)!n!}$$

$$C_0 = 1 \quad \text{and} \quad C_{n+1} = 2 \binom{2n+1}{n+2} C_n$$

$$C_0 = 1 \quad \text{and} \quad C_{n+1} = \sum_{i=0}^n C_i C_{n-i} \quad \text{for } n \geq 0$$
- Euler Characteristic:
 planar graph: $V - E + F - C = 1$
 convex polyhedron: $V - E + F = 2$
 V, E, F, C : number of vertices, edges, faces(regions), and components
- Kirchhoff's theorem :
 $A_{ii} = \deg(i), A_{ij} = (i, j) \in E ? -1 : 0$, Deleting any one row, one column, and cal the $\det(A)$
- Polya's theorem (c is number of color, m is the number of cycle size):

$$(\sum_{i=1}^m c^{\gcd(i, m)}) / m$$
- Burnside lemma:
 $|X/G| = \frac{1}{|G|} \sum_{g \in G} |X^g|$
- 錯排公式: (n 個人中, 每個人皆不再原來位置的組合數):

$$dp[0] = 1; dp[1] = 0;$$

$$dp[i] = (i-1) * (dp[i-1] + dp[i-2]);$$
- Bell 數 (有 n 個人, 把他們拆組的方法總數):

$$B_0 = 1$$

$$B_n = \sum_{k=0}^n s(n, k) \quad (\text{second - stirling})$$

$$B_{n+1} = \sum_{k=0}^n \binom{n}{k} B_k$$
- Wilson's theorem :
 $(p-1)! \equiv -1 \pmod{p}$
- Fermat's little theorem :
 $a^p \equiv a \pmod{p}$
- Euler's totient function:
 $A^{B^C} \pmod{p} = \text{pow}(A, \text{pow}(B, C, p-1)) \pmod{p}$
- 歐拉函數降冪公式:
 $A^B \pmod{C} = A^B \pmod{\phi(C) + \phi(C)} \pmod{C}$
- 環相鄰塗異色:

$$(k-1)(-1)^n + (k-1)^n$$
- 6 的倍數:

$$(a-1)^3 + (a+1)^3 + (-a)^3 + (-a)^3 = 6a$$

6.2 Exgcd

```
pair<i64, i64> exgcd(i64 a, i64 b) { // ax + by = 1
    if (b == 0) return {1, 0};
    auto [x, y] = exgcd(b, a % b);
    return {y, x - a / b * y};
};
```

6.3 CRT

```
i64 CRT(vector<pair<i64, i64>> E) {
    i128 R = 0, M = 1;
    for (auto [r, m] : E) {
        i128 d = r - R, g = gcd<i64>(M, m);
        if (d % g != 0) return -1;
        i128 x = exgcd(M / g, m / g).ff * d / g;
        R += M * x;
        M = M * m / g;
        R = (R % M + M) % M;
    }
    return R;
}
```

6.4 Factorize

```
struct Factorize {
    i64 fmul(i64 a, i64 b, i64 p) {
        return (i128)a * b % p;
    }
    i64 fpow(i64 a, i64 b, i64 p) {
        i64 res = 1;
        for (; b; b >>= 1, a = fmul(a, a, p))
            if (b & 1) res = fmul(res, a, p);
        return res;
    }
    bool Check(i64 a, i64 u, i64 n, int t) {
        a = fpow(a, u, n);
        if (a == 0 or a == 1 or a == n - 1) return true;
        for (int i = 0; i < t; i++) {
            a = fmul(a, a, n);
            if (a == 1) return false;
            if (a == n - 1) return true;
        }
        return false;
    };
    bool IsPrime(i64 n) {
        constexpr array<i64, 7> kChk{2, 235, 9375, 28178,
            450775, 9780504, 1795265022};
        // for int: {2, 7, 61}
        if (n < 2) return false;
        if (n % 2 == 0) return n == 2;
        i64 u = n - 1;
        int t = 0;
        while (u % 2 == 0) u >>= 1, t++;
        for (auto v : kChk) if (!Check(v, u, n, t)) return
            false;
        return true;
    }
    i64 PollardRho(i64 n) {
        if (n % 2 == 0) return 2;
        i64 x = 2, y = 2, d = 1, p = 1;
        auto f = [](i64 x, i64 n, i64 p) -> i64 {
            return ((i128)x * x % n + p) % n;
        };
        while (true) {
            x = f(x, n, p);
            y = f(f(y, n, p), n, p);
            d = __gcd(abs(x - y), n);
            if (d != n and d != 1) return d;
            if (d == n) ++p;
        }
    }
};
```

6.5 NTT Prime List

Prime	Root	Prime	Root
7681	17	167772161	3
12289	11	104857601	3
40961	3	985661441	3
65537	3	998244353	3
786433	10	1107296257	10
5767169	3	2013265921	31
7340033	3	2810183681	11
23068673	3	2885681153	3
469762049	3	605028353	3

6.6 NTT

```
constexpr i64 cpow(i64 a, i64 b, i64 m) {
    i64 ret = 1;
    for (; b; b >>= 1, a = a * a % m)
        if (b & 1) ret = ret * a % m;
    return ret;
};
template<i64 M, i64 G>
struct NTT {
    static constexpr i64 iG = cpow(G, M - 2, M);
    void operator()(vector<i64> &v, bool inv) {
        int n = v.size();
        for (int i = 0, j = 0; i < n; i++) {
            if (i < j) swap(v[i], v[j]);
            for (int k = n / 2; (j ^= k) < k; k /= 2);
        }
        for (int mid = 1; mid < n; mid *= 2) {
            i64 w = cpow((inv ? iG : G), (M - 1) / (mid + mid), M);
            for (int i = 0; i < n; i += mid * 2) {
                i64 now = 1;
```

```

    for (int j = i; j < i + mid; j++, now = now * w
% M) {
        i64 x = v[j], y = v[j + mid];
        v[j] = (x + y * now) % M;
        v[j + mid] = (x - y * now) % M;
    }
}
if (inv) {
    i64 in = cpow(n, M - 2, M);
    for (int i = 0; i < n; i++) v[i] = v[i] * in % M;
}
};
template<i64 M, i64 G>
vector<i64> convolution(vector<i64> f, vector<i64> g) {
    NTT<M, G> ntt;
    int sum = f.size() + g.size() - 1;
    int len = bit_ceil((u64)sum);
    f.resize(len); g.resize(len);
    ntt(f, 0), ntt(g, 0);
    for (int i = 0; i < len; i++) (f[i] *= g[i]) %= M;
    ntt(f, 1);
    f.resize(sum);
    for (int i = 0; i < sum; i++) if (f[i] < 0) f[i] += M;
    return f;
}
vector<i64> convolution_ll(const vector<i64> &f, const
vector<i64> &g) {
    constexpr i64 M1 = 998244353, G1 = 3;
    constexpr i64 M2 = 985661441, G2 = 3;
    constexpr i64 M1M2 = M1 * M2;
    constexpr i64 M1m1 = M2 * cpow(M2, M1 - 2, M1);
    constexpr i64 M2m2 = M1 * cpow(M1, M2 - 2, M2);
    auto c1 = convolution<M1, G1>(f, g);
    auto c2 = convolution<M2, G2>(f, g);
    for (int i = 0; i < c1.size(); i++) {
        c1[i] = ((i128)c1[i] * M1m1 + (i128)c2[i] * M2m2) %
M1M2;
    }
    return c1;
}

```

6.7 FWT

1. XOR Convolution

- $f(A) = (f(A_0) + f(A_1), f(A_0) - f(A_1))$
- $f^{-1}(A) = (f^{-1}(A_0 + A_1), f^{-1}(A_0 - A_1))$

2. OR Convolution

- $f(A) = (f(A_0), f(A_0) + f(A_1))$
- $f^{-1}(A) = (f^{-1}(A_0), f^{-1}(A_1) - f^{-1}(A_0))$

3. AND Convolution

- $f(A) = (f(A_0) + f(A_1), f(A_1))$
- $f^{-1}(A) = (f^{-1}(A_0) - f^{-1}(A_1), f^{-1}(A_1))$

6.8 FWT

```

void FWT(vector<int> &f, int l, int r, auto &op) {
    if (r - l == 1) return;
    int m = l + r >> 1;
    FWT(f, l, m, op), FWT(f, m, r, op);
    for (int i = l, j = m; i < m; i++, j++)
        op(f[i], f[j]);
}

void iFWT(vector<int> &f, int l, int r, auto &op) {
    if (r - l == 1) return;
    int m = l + r >> 1;
    for (int i = l, j = m; i < m; i++, j++)
        op(f[i], f[j]);
    iFWT(f, l, m, op), iFWT(f, m, r, op);
}

vector<int> BitConv(int n, vector<int> f, vector<int> g
, const auto &op, const auto &iop) {
    const int N = 1 << n;
    FWT(f, 0, N, op);
    FWT(g, 0, N, op);
    for (int i = 0; i < N; i++)
        f[i] = mul(f[i], g[i]);
    iFWT(f, 0, N, iop);
    return f;
}

```

6.9 Lucas

```

// C(N, M) mod D
i64 Lucas(i64 N, i64 M, i64 D) {
    auto Factor = [&](i64 x) -> vector<pair<i64, i64>> {
        vector<pair<i64, i64>> r;
        for (i64 i = 2; x > 1; i++)
            if (x % i == 0) {
                i64 c = 0;
                while (x % i == 0) x /= i, c++;
                r.emplace_back(i, c);
            }
        return r;
    };
    auto Pow = [&](i64 a, i64 b, i64 m) -> i64 {
        i64 r = 1;
        for (; b; b >>= 1, a = a * a % m)
            if (b & 1) r = r * a % m;
        return r;
    };
    vector<pair<i64, i64>> E;
    for (auto [p, q] : Factor(D)) {
        const i64 mod = Pow(p, q, 1 << 30);
        auto CountFact = [&](i64 x) -> i64 {
            i64 c = 0;
            while (x) c += (x /= p);
            return c;
        };
        auto CountBino = [&](i64 x, i64 y) { return
CountFact(x) - CountFact(y) - CountFact(x - y); };
        auto Inv = [&](i64 x) -> i64 { return exgcd(x, mod
).ff % mod + mod) % mod; };
        vector<i64> pre(mod + 1);
        pre[0] = pre[1] = 1;
        for (i64 i = 2; i <= mod; i++) pre[i] = (i % p == 0
? 1 : i) * pre[i - 1] % mod;
        function<i64(i64)> FactMod = [&](i64 n) -> i64 {
            if (n == 0) return 1;
            return FactMod(n / p) * Pow(pre[mod], n / mod,
mod) % mod * pre[n % mod] % mod;
        };
        auto BinoMod = [&](i64 x, i64 y) -> i64 {
            return FactMod(x) * Inv(FactMod(y)) % mod * Inv(
FactMod(x - y)) % mod;
        };
        i64 r = BinoMod(N, M) * Pow(p, CountBino(N, M), mod
) % mod;
        E.emplace_back(r, mod);
    };
    return CRT(E);
}

```

6.10 Berlekamp Massey

```

template<int P>
vector<int> BerlekampMassey(vector<int> x) {
    vector<int> cur, ls;
    int lf = 0, ld = 0;
    for (int i = 0; i < (int)x.size(); ++i) {
        int t = 0;
        for (int j = 0; j < (int)cur.size(); ++j)
            (t += 1LL * cur[j] * x[i - j - 1] % P) %= P;
        if (t == x[i]) continue;
        if (cur.empty()) {
            cur.resize(i + 1);
            lf = i, ld = (t + P - x[i]) % P;
            continue;
        }
        int k = 1LL * fpow(ld, P - 2, P) * (t + P - x[i]) % P
;
        vector<int> c(i - lf - 1);
        c.push_back(k);
        for (int j = 0; j < (int)ls.size(); ++j)
            c.push_back(1LL * k * (P - ls[j]) % P);
        if (c.size() < cur.size()) c.resize(cur.size());
        for (int j = 0; j < (int)cur.size(); ++j)
            c[j] = (c[j] + cur[j]) % P;
        if (i - lf + (int)ls.size() >= (int)cur.size()) {
            ls = cur, lf = i;
            ld = (t + P - x[i]) % P;
        }
        cur = c;
    }
}

```

```
return cur;
}
```

6.11 Gauss Elimination

```
double Gauss(vector<vector<double>> &d) {
    int n = d.size(), m = d[0].size();
    double det = 1;
    for (int i = 0; i < m; ++i) {
        int p = -1;
        for (int j = i; j < n; ++j) {
            if (fabs(d[j][i]) < kEps) continue;
            if (p == -1 || fabs(d[j][i]) > fabs(d[p][i])) p = j;
        }
        if (p == -1) continue;
        if (p != i) det *= -1;
        for (int j = 0; j < m; ++j) swap(d[p][j], d[i][j]);
        for (int j = 0; j < n; ++j) {
            if (i == j) continue;
            double z = d[j][i] / d[i][i];
            for (int k = 0; k < m; ++k) d[j][k] -= z * d[i][k];
        }
    }
    for (int i = 0; i < n; ++i) det *= d[i][i];
    return det;
}
```

6.12 Linear Equation

```
void linear_equation(vector<vector<double>> &d, vector<
    double> &aug, vector<double> &sol) {
    int n = d.size(), m = d[0].size();
    vector<int> r(n), c(m);
    iota(r.begin(), r.end(), 0);
    iota(c.begin(), c.end(), 0);
    for (int i = 0; i < m; ++i) {
        int p = -1, z = -1;
        for (int j = i; j < n; ++j) {
            for (int k = i; k < m; ++k) {
                if (fabs(d[r[j]][c[k]]) < eps) continue;
                if (p == -1 || fabs(d[r[j]][c[k]]) > fabs(d[r[p]
                    ][c[z]])) p = j, z = k;
            }
        }
        if (p == -1) continue;
        swap(r[p], r[i]), swap(c[z], c[i]);
        for (int j = 0; j < n; ++j) {
            if (i == j) continue;
            double z = d[r[j]][c[i]] / d[r[i]][c[i]];
            for (int k = 0; k < m; ++k) d[r[j]][c[k]] -= z *
                d[r[i]][c[k]];
            aug[r[j]] -= z * aug[r[i]];
        }
    }
    vector<vector<double>> fd(n, vector<double>(m));
    vector<double> faug(n), x(n);
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < m; ++j) fd[i][j] = d[r[i]][c[j]
            ];
        faug[i] = aug[r[i]];
    }
    d = fd, aug = faug;
    for (int i = n - 1; i >= 0; --i) {
        double p = 0.0;
        for (int j = i + 1; j < n; ++j) p += d[i][j] * x[j]
            ;
        x[i] = (aug[i] - p) / d[i][i];
    }
    for (int i = 0; i < n; ++i) sol[c[i]] = x[i];
}
```

6.13 LinearRec

```
template <int P>
int LinearRec(const vector<int> &s, const vector<int> &
    coeff, int k) {
    int n = s.size();
    auto Combine = [&](const auto &a, const auto &b) {
        vector<int> res(n * 2 + 1);
        for (int i = 0; i <= n; ++i) {
            for (int j = 0; j <= n; ++j)
                res[i + j] += 1LL * a[i] * b[j] % P) %= P;
        }
        for (int i = 2 * n; i > n; --i) {

```

```
            for (int j = 0; j < n; ++j)
                (res[i - 1 - j] += 1LL * res[i] * coeff[j] % P)
                    %= P;
        }
        res.resize(n + 1);
        return res;
    };
    vector<int> p(n + 1), e(n + 1);
    p[0] = e[1] = 1;
    for (; k > 0; k >= 1) {
        if (k & 1) p = Combine(p, e);
        e = Combine(e, e);
    }
    int res = 0;
    for (int i = 0; i < n; ++i) (res += 1LL * p[i + 1] *
        s[i] % P) %= P;
    return res;
}
```

6.14 SubsetConv

```
vector<int> SubsetConv(int n, const vector<int> &f,
    const vector<int> &g) {
    const int m = 1 << n;
    vector<vector<int>> a(n + 1, vector<int>(m)), b(n + 1,
        vector<int>(m));
    for (int i = 0; i < m; ++i) {
        a[__builtin_popcount(i)][i] = f[i];
        b[__builtin_popcount(i)][i] = g[i];
    }
    for (int i = 0; i <= n; ++i) {
        for (int j = 0; j < n; ++j) {
            for (int s = 0; s < m; ++s) {
                if (s >> j & 1) {
                    a[i][s] += a[i][s ^ (1 << j)];
                    b[i][s] += b[i][s ^ (1 << j)];
                }
            }
        }
    }
    vector<vector<int>> c(n + 1, vector<int>(m));
    for (int s = 0; s < m; ++s) {
        for (int i = 0; i <= n; ++i) {
            for (int j = 0; j <= i; ++j) c[i][s] += a[j][s] * b[
                i - j][s];
        }
    }
    for (int i = 0; i <= n; ++i) {
        for (int j = 0; j < n; ++j) {
            for (int s = 0; s < m; ++s) {
                if (s >> j & 1) c[i][s] -= c[i][s ^ (1 << j)];
            }
        }
    }
    vector<int> res(m);
    for (int i = 0; i < m; ++i) res[i] = c[
        __builtin_popcount(i)][i];
    return res;
}
```

6.15 SqrtMod

```
int SqrtMod(int n, int P) { // 0 <= x < P
    if (P == 2 || n == 0) return n;
    if (pow(n, (P - 1) / 2, P) != 1) return -1;
    mt19937 rng(12312);
    i64 z = 0, w;
    while (pow(w = (z * z - n + P) % P, (P - 1) / 2, P)
        != P - 1)
        z = rng() % P;
    const auto M = [P, w](auto &u, auto &v) {
        return make_pair(
            (u.ff * v.ff + u.ss * v.ss % P * w) % P,
            (u.ff * v.ss + u.ss * v.ff) % P
        );
    };
    pair<i64, i64> r(1, 0), e(z, 1);
    for (int w = (P + 1) / 2; w >= 1, e = M(e, e))
        if (w & 1) r = M(r, e);
    return r.ff; // sqrt(n) mod P where P is prime
}
```

6.16 FloorSum

```
// sigma 0 ~ n-1: (a * i + b) / m
i64 floor_sum(i64 n, i64 m, i64 a, i64 b) {
    u64 ans = 0;
    if (a < 0) {
        u64 a2 = (a % m + m) % m;
        ans -= 1ULL * n * (n - 1) / 2 * ((a2 - a) / m);
        a = a2;
    }
    if (b < 0) {
        u64 b2 = (b % m + m) % m;
        ans -= 1ULL * n * ((b2 - b) / m);
        b = b2;
    }
    while (true) {
        if (a >= m) {
            ans += n * (n - 1) / 2 * (a / m);
            a %= m;
        }
        if (b >= m) {
            ans += n * (b / m);
            b %= m;
        }
        u64 y_max = a * n + b;
        if (y_max < m) break;
        n = y_max / m;
        b = y_max % m;
        swap(m, a);
    }
    return ans;
}
```

7 Geometry

7.1 2D Point

```
using Pt = pair<double, double>;
using numbers::pi;
constexpr double eps = 1e-9;
Pt operator+(Pt a, Pt b) { return {a.ff + b.ff, a.ss + b.ss}; }
Pt operator-(Pt a, Pt b) { return {a.ff - b.ff, a.ss - b.ss}; }
Pt operator*(Pt a, double b) { return {a.ff * b, a.ss * b}; }
Pt operator/(Pt a, double b) { return {a.ff / b, a.ss / b}; }
double operator*(Pt a, Pt b) { return a.ff * b.ff + a.ss * b.ss; }
double operator^(Pt a, Pt b) { return a.ff * b.ss - a.ss * b.ff; }
double abs(Pt a) { return sqrt(a * a); }
double cro(Pt a, Pt b, Pt c) { return (b - a) ^ (c - a); }
int sig(double x) { return (x > -eps) - (x < eps); }
Pt rot(Pt u, double a) {
    Pt v{sin(a), cos(a)};
    return {u ^ v, u * v};
}
Pt Inter(Pt a, Pt b, Pt c, Pt d) {
    double s = cro(c, d, a), t = -cro(c, d, b);
    return (a * t + b * s) / (s + t);
}
struct Line {
    Pt a, b;
    Line() {}
    Line(Pt _a, Pt _b) : a{_a}, b{_b} {}
};
Pt Inter(Line L, Line R) {
    return Inter(L.a, L.b, R.a, R.b);
}
```

7.2 Convex Hull

```
vector<Pt> Hull(vector<Pt> P) {
    sort(all(P));
    P.erase(unique(all(P)), P.end());
    P.insert(P.end(), rall(P));
    vector<Pt> stk;
    for (auto p : P) {
        while (stk.size() >= 2 and \
            cro(*++stk.rbegin(), stk.back(), p) <= 0 and \
```

```
            (*++stk.rbegin() < stk.back()) == (stk.back() < p)) {
                stk.pop_back();
            }
            stk.push_back(p);
        }
        stk.pop_back();
    }
    return stk;
}
```

7.3 Convex Hull trick

```
template<class T>
struct Convex {
    int n;
    vector<T> A, V, L, U;
    Convex(const vector<T> &_A) : A(_A), n(_A.size()) {
        // n >= 3
        auto it = max_element(all(A));
        L.assign(A.begin(), it + 1);
        U.assign(it, A.end()), U.push_back(A[0]);
        for (int i = 0; i < n; i++) {
            V.push_back(A[(i + 1) % n] - A[i]);
        }
    }
    int inside(T p, const vector<T> &h, auto f) { // 0: out, 1: on, 2: in
        auto it = lower_bound(all(h), p, f);
        if (it == h.end()) return 0;
        if (it == h.begin()) return p == *it;
        return 1 - sig(cro(*prev(it), p, *it));
    }
    int inside(T p) {
        return min(inside(p, L, less{}), inside(p, U, greater{}));
    }
    static bool cmp(T a, T b) { return sig(a ^ b) > 0; }
    int tangent(T v) {
        auto l = V.begin(), r = V.end() - 1;
        if (v < T()) l = r, r = V.end();
        return (lower_bound(l, r, v, cmp) - V.begin()) % n;
    }
    array<int, 2> tangent2(T p) {
        array<int, 2> t{-1, -1};
        if (inside(p)) return t;
        for (int i = 0; i != t[0]; i = tangent((A[t[0] = i] - p)));
        for (int i = 0; i != t[1]; i = tangent((p - A[t[1] = i])));
        return t;
    }
    T Find(int l, int r, T a, T b) {
        if (r < l) r += n;
        int s = sig(cro(a, b, A[l % n]));
        while (r - l > 1) {
            (sig(cro(a, b, A[(l + r) / 2 % n])) == s ? l : r) = (l + r) / 2;
        }
        return Inter(a, b, A[l % n], A[r % n]);
    }
    vector<T> LineIntersect(T a, T b) { // long double
        int l = tangent(a - b), r = tangent(b - a);
        if (sig(cro(a, b, A[l])) * sig(cro(a, b, A[r])) >= 0) return {};
        return {Find(l, r, a, b), Find(r, l, a, b)};
    }
};
```

7.4 Dynamic Convex Hull

```
template<class T, class Comp = less<T>>
struct DynamicHull {
    set<T, Comp> H;
    DynamicHull() {}
    void insert(T p) {
        if (inside(p)) return;
        auto it = H.insert(p).ff;
        while (it != H.begin() and prev(it) != H.begin() \
            and cross(*prev(it), 2, *prev(it), *it) <= 0) {
            it = H.erase(--it);
        }
        while (it != --H.end() and next(it) != --H.end() \
            and cross(*it, *next(it), *next(it), 2) <= 0) {
            it = --H.erase(++it);
        }
    }
};
```

```

    }
}
bool inside(T p) {
    auto it = H.lower_bound(p);
    if (it == H.end()) return false;
    if (it == H.begin()) return p == *it;
    return cross(*prev(it), p, *it) <= 0;
}
};

```

7.5 Half Plane Intersection

```

vector<Pt> HPI(vector<Line> P) {
    const int n = P.size();
    sort(all(P), [&](Line L, Line R) -> bool {
        Pt u = L.b - L.a, v = R.b - R.a;
        bool f = Pt(sig(u.ff), sig(u.ss)) < Pt{};
        bool g = Pt(sig(v.ff), sig(v.ss)) < Pt{};
        if (f != g) return f < g;
        return (sig(u ^ v) ? sig(u ^ v) : sig(cro(L.a, R.a,
            R.b))) > 0;
    });
    auto Same = [&](Line L, Line R) {
        Pt u = L.b - L.a, v = R.b - R.a;
        return sig(u ^ v) == 0 and sig(u * v) == 1;
    };
    deque<Pt> inter;
    deque<Line> seg;
    for (int i = 0; i < n; i++) if (i == 0 or !Same(P[i - 1], P[i])) {
        while (seg.size() >= 2 and sig(cro(inter.back(), P[i].b, P[i].a)) == 1) {
            seg.pop_back(), inter.pop_back();
        }
        while (seg.size() >= 2 and sig(cro(inter[0], P[i].b, P[i].a)) == 1) {
            seg.pop_front(), inter.pop_front();
        }
        if (!seg.empty()) inter.push_back(Inter(seg.back(), P[i]));
        seg.push_back(P[i]);
    }
    while (seg.size() >= 2 and sig(cro(inter.back(), seg[0].b, seg[0].a)) == 1) {
        seg.pop_back(), inter.pop_back();
    }
    inter.push_back(Inter(seg[0], seg.back()));
    return vector<Pt>(all(inter));
}

```

7.6 Minimal Enclosing Circle

```

using circle = pair<Pt, double>;
struct MES {
    MES() {}
    bool inside(const circle &c, Pt p) {
        return abs(p - c.ff) <= c.ss + eps;
    };
    circle get_cir(Pt a, Pt b) {
        return circle((a + b) / 2., abs(a - b) / 2.);
    }
    circle get_cir(Pt a, Pt b, Pt c) {
        Pt p = (b - a) / 2.;
        p = Pt(-p.ss, p.ff);
        double t = ((c - a) * (c - b)) / (2 * (p * (c - a)));
        p = ((a + b) / 2.) + (p * t);
        return circle(p, abs(p - a));
    }
}
circle get_mes(vector<Pt> P) {
    if (P.empty()) return circle{Pt(0, 0), 0};
    mt19937 rng(random_device{}());
    shuffle(all(P), rng);
    circle C{P[0], 0};
    for (int i = 1; i < P.size(); i++) {
        if (inside(C, P[i])) continue;
        C = get_cir(P[i], P[0]);
        for (int j = 1; j < i; j++) {
            if (inside(C, P[j])) continue;
            C = get_cir(P[i], P[j]);
            for (int k = 0; k < j; k++) {
                if (inside(C, P[k])) continue;
                C = get_cir(P[i], P[j], P[k]);
            }
        }
    }
}

```

```

    }
}
return C;
};

```

7.7 Minkowski

```

vector<Pt> Minkowski(vector<Pt> P, vector<Pt> Q) {
    auto reorder = [&](auto &R) -> void {
        auto cmp = [&](Pt a, Pt b) -> bool {
            return Pt(a.ss, a.ff) < Pt(b.ss, b.ff);
        };
        rotate(R.begin(), min_element(all(R), cmp), R.end());
        R.push_back(R[0]), R.push_back(R[1]);
    };
    const int n = P.size(), m = Q.size();
    reorder(P), reorder(Q);
    vector<Pt> R;
    for (int i = 0, j = 0, s; i < n or j < m; ) {
        R.push_back(P[i] + Q[j]);
        s = sig((P[i + 1] - P[i]) ^ (Q[j + 1] - Q[j]));
        i += (s >= 0), j += (s <= 0);
    }
    return R;
}

```

7.8 TriangleCenter

```

Pt TriangleCircumCenter(Pt a, Pt b, Pt c) {
    Pt res;
    double a1 = atan2(b.y - a.y, b.x - a.x) + pi / 2;
    double a2 = atan2(c.y - b.y, c.x - b.x) + pi / 2;
    double ax = (a.x + b.x) / 2;
    double ay = (a.y + b.y) / 2;
    double bx = (c.x + b.x) / 2;
    double by = (c.y + b.y) / 2;
    double r1 = (sin(a2) * (ax - bx) + cos(a2) * (by - ay)) / (sin(a1) * cos(a2) - sin(a2) * cos(a1));
    return Pt(ax + r1 * cos(a1), ay + r1 * sin(a1));
}

Pt TriangleMassCenter(Pt a, Pt b, Pt c) {
    return (a + b + c) / 3.0;
}

Pt TriangleOrthoCenter(Pt a, Pt b, Pt c) {
    return TriangleMassCenter(a, b, c) * 3.0 - TriangleCircumCenter(a, b, c) * 2.0;
}

Pt TriangleInnerCenter(Pt a, Pt b, Pt c) {
    Pt res;
    double la = abs(b - c);
    double lb = abs(a - c);
    double lc = abs(a - b);
    res.x = (la * a.x + lb * b.x + lc * c.x) / (la + lb + lc);
    res.y = (la * a.y + lb * b.y + lc * c.y) / (la + lb + lc);
    return res;
}

```

8 Stringology

8.1 KMP

```

vector<int> build_fail(string s) {
    const int len = s.size();
    vector<int> f(len, -1);
    for (int i = 1, p = -1; i < len; i++) {
        while (~p and s[p + 1] != s[i]) p = f[p];
        if (s[p + 1] == s[i]) p++;
        f[i] = p;
    }
    return f;
}

```

8.2 Z-algorithm

```

vector<int> zalgo(string s) {
    if (s.empty()) return {};
    int len = s.size();
    vector<int> z(len);
}

```



```

z[0] = len;
for (int i = 1, l = 1, r = 1; i < len; i++) {
    z[i] = i < r ? min(z[i - l], r - i) : 0;
    while (i + z[i] < len and s[i + z[i]] == s[z[i]]) z[i]++;
    if (i + z[i] > r) l = i, r = i + z[i];
}
return z;
}

```

8.3 Manacher

```

vector<int> manacher(const string &s) {
    string p = "@#";
    for (char c : s) p += c + '#';
    p += '$';
    vector<int> dp(p.size());
    int mid = 0, r = 1;
    for (int i = 1; i < p.size() - 1; i++) {
        auto &k = dp[i];
        k = i < mid + r ? min(dp[mid * 2 - i], mid + r - i) : 0;
        while (p[i + k + 1] == p[i - k - 1]) k++;
        if (i + k > mid + r) mid = i, r = k;
    }
    return vector<int>(dp.begin() + 2, dp.end() - 2);
}

```

8.4 SuffixArray

```

namespace sfx {
#define fup(a, b) for (int i = a; i < b; i++)
#define fdn(a, b) for (int i = b - 1; i >= a; i--)
constexpr int N = 5e5 + 5;
bool _t[N * 2];
int H[N], RA[N], x[N], _p[N];
int SA[N * 2], _s[N * 2], _c[N * 2], _q[N * 2];
void pre(int *sa, int *c, int n, int z) {
    fill_n(sa, n, 0), copy_n(c, z, x);
}
void induce(int *sa, int *c, int *s, bool *t, int n, int z) {
    copy_n(c, z - 1, x + 1);
    fup(0, n) if (sa[i] and !t[sa[i] - 1])
        sa[x[s[sa[i] - 1]]++] = sa[i] - 1;
    copy_n(c, z, x);
    fdn(0, n) if (sa[i] and t[sa[i] - 1])
        sa[--x[s[sa[i] - 1]]] = sa[i] - 1;
}
void sais(int *s, int *sa, int *p, int *q, bool *t, int *c, int n, int z) {
    bool uniq = t[n - 1] = true;
    int nn = 0, nmzx = -1, *nsa = sa + n, *ns = s + n, last = -1;
    fill_n(c, z, 0);
    fup(0, n) uniq &= ++c[s[i]] < 2;
    partial_sum(c, c + z, c);
    if (uniq) { fup(0, n) sa[--c[s[i]]] = i; return; }
    fdn(0, n - 1)
        t[i] = (s[i] == s[i + 1] ? t[i + 1] : s[i] < s[i + 1]);
    pre(sa, c, n, z);
    fup(1, n) if (t[i] and !t[i - 1])
        sa[--x[s[i]]] = p[q[i] = nn++] = i;
    induce(sa, c, s, t, n, z);
    fup(0, n) if (sa[i] and t[sa[i]] and !t[sa[i] - 1]) {
        bool neq = last < 0 or !equal(s + sa[i], s + p[q[sa[i]] + 1], s + last);
        ns[q[last = sa[i]]] = nmzx += neq;
    }
    sais(ns, nsa, p + nn, q + n, t + n, c + z, nn, nmzx + 1);
    pre(sa, c, n, z);
    fdn(0, nn) sa[--x[s[p[nsa[i]]]]] = p[nsa[i]];
    induce(sa, c, s, t, n, z);
}
vector<int> build(vector<int> s, int n) {
    copy_n(begin(s), n, _s), _s[n] = 0;
    sais(_s, SA, _p, _q, _t, _c, n + 1, 256);
    vector<int> sa(n);
    fup(0, n) sa[i] = SA[i + 1];
    return sa;
}

```

```

}
vector<int> lcp_array(vector<int> &s, vector<int> &sa) {
    int n = s.size();
    vector<int> rnk(n);
    fup(0, n) rnk[sa[i]] = i;
    vector<int> lcp(n - 1);
    int h = 0;
    fup(0, n) {
        if (h > 0) h--;
        if (rnk[i] == 0) continue;
        int j = sa[rnk[i] - 1];
        for (; j + h < n and i + h < n; h++)
            if (s[j + h] != s[i + h]) break;
        lcp[rnk[i] - 1] = h;
    }
    return lcp;
}
}

```

8.5 SimpleSuffixArray

```

struct SuffixArray {
    int n;
    vector<int> suf, rk, S;
    SuffixArray(vector<int> _S) : S(_S) {
        n = S.size();
        suf.assign(n, 0);
        rk.assign(n * 2, -1);
        iota(all(suf), 0);
        for (int i = 0; i < n; i++) rk[i] = S[i];
        for (int k = 2; k < n + n; k *= 2) {
            auto cmp = [&](int a, int b) -> bool {
                return rk[a] == rk[b] ? (rk[a + k / 2] < rk[b + k / 2]) : (rk[a] < rk[b]);
            };
            sort(all(suf), cmp);
            auto tmp = rk;
            tmp[suf[0]] = 0;
            for (int i = 1; i < n; i++) {
                tmp[suf[i]] = tmp[suf[i - 1]] + cmp(suf[i - 1], suf[i]);
            }
            rk.swap(tmp);
        }
    }
};

```

8.6 PalindromicTree

```

struct PAM {
    struct Node {
        int fail, len, dep;
        array<int, 26> ch;
        Node(int _len) : len{_len}, fail{}, ch{}, dep{} {}
    };
    vector<Node> g;
    vector<int> id;
    int odd, even, lst;
    string S;
    int new_node(int len) {
        g.emplace_back(len);
        return g.size() - 1;
    }
    PAM() : odd(new_node(-1)), even(new_node(0)) {
        lst = g[even].fail = odd;
    }
    int up(int p) {
        while (S.rbegin()[g[p].len + 1] != S.back())
            p = g[p].fail;
        return p;
    }
    int add(char c) {
        S += c;
        lst = up(lst);
        c -= 'a';
        if (!g[lst].ch[c]) g[lst].ch[c] = new_node(g[lst].len + 2);
        int p = g[lst].ch[c];
        g[p].fail = (lst == odd ? even : g[up(g[lst].fail)].ch[c]);
        lst = p;
        g[lst].dep = g[g[lst].fail].dep + 1;
        id.push_back(lst);
    }
};

```



```

    return lst;
}
void del() {
    S.pop_back();
    id.pop_back();
    lst = id.empty() ? odd : id.back();
}
};

```

8.7 SmallestRotation

```

string Rotate(const string &s) {
    int n = s.length();
    string t = s + s;
    int i = 0, j = 1;
    while (i < n && j < n) {
        int k = 0;
        while (k < n && t[i + k] == t[j + k]) ++k;
        if (t[i + k] <= t[j + k]) j += k + 1;
        else i += k + 1;
        if (i == j) ++j;
    }
    int pos = (i < n ? i : j);
    return t.substr(pos, n);
}

```

8.8 Aho-Corasick

```

struct ACauto {
    static const int sigma = 26;
    struct Node {
        array<Node*, sigma> ch{};
        Node *fail = nullptr;
        int cnt = 0;
        vector<int> id;
    } *root;
    ACauto() : root(new Node()) {}
    void insert(const string &s, int id) {
        auto p = root;
        for (char c : s) {
            int d = c - 'a';
            if (!p->ch[d]) p->ch[d] = new Node();
            p = p->ch[d];
        }
        p->id.emplace_back(id);
    }
    vector<Node*> ord;
    void build() {
        root->fail = root;
        queue<Node*> que;
        for (int i = 0; i < sigma; ++i) {
            if (root->ch[i]) {
                root->ch[i]->fail = root;
                que.emplace(root->ch[i]);
            }
            else {
                root->ch[i] = root;
            }
        }
        while (!que.empty()) {
            auto p = que.front(); que.pop();
            ord.emplace_back(p);
            for (int i = 0; i < sigma; ++i) {
                if (p->ch[i]) {
                    p->ch[i]->fail = p->fail->ch[i];
                    que.emplace(p->ch[i]);
                }
                else {
                    p->ch[i] = p->fail->ch[i];
                }
            }
        }
    }
    void walk(const string &s) {
        auto p = root;
        for (const char &c : s) {
            int d = c - 'a';
            (p = p->ch[d])->cnt++;
        }
    }
    void count(vector<int> &cnt) {
        reverse(all(ord));
        for (auto p : ord) {
            p->fail->cnt += p->cnt;
        }
    }
}

```

```

        for (int id : p->id)
            cnt[id] = p->cnt;
    }
};

```

9 Misc

9.1 de Bruijn sequence

```

constexpr int MAXC = 10, MAXN = 1e5 + 10;
struct DBSeq {
    int C, N, K, L;
    int buf[MAXC * MAXN];
    void dfs(int *out, int t, int p, int &ptr) {
        if (ptr >= L) return;
        if (t > N) {
            if (N % p) return;
            for (int i = 1; i <= p && ptr < L; ++i)
                out[ptr++] = buf[i];
        }
        else {
            buf[t] = buf[t - p], dfs(out, t + 1, p, ptr);
            for (int j = buf[t - p] + 1; j < C; ++j)
                buf[t] = j, dfs(out, t + 1, t, ptr);
        }
    }
    void solve(int _c, int _n, int _k, int *out) { //
        alphabet, len, k
        int p = 0;
        C = _c, N = _n, K = _k, L = N + K - 1;
        dfs(out, 1, 1, p);
        if (p < L) fill(out + p, out + L, 0);
    }
} dbs;

```

9.2 HilbertCurve

```

long long hilbert(int n, int x, int y) {
    long long res = 0;
    for (int s = n / 2; s; s >>= 1) {
        int rx = (x & s) > 0;
        int ry = (y & s) > 0;
        res += s * 111 * s * ((3 * rx) ^ ry);
        if (ry == 0) {
            if (rx == 1) x = s - 1 - x, y = s - 1 - y;
            swap(x, y);
        }
    }
    return res;
}

```

9.3 DLX

```

namespace dlx {
    int lt[maxn], rg[maxn], up[maxn], dn[maxn], cl[maxn],
        rw[maxn], bt[maxn], s[maxn], head, sz, ans;
    void init(int c) {
        for (int i = 0; i < c; ++i) {
            up[i] = dn[i] = bt[i] = i;
            lt[i] = i == 0 ? c : i - 1;
            rg[i] = i == c - 1 ? c : i + 1;
            s[i] = 0;
        }
        rg[c] = 0, lt[c] = c - 1;
        up[c] = dn[c] = -1;
        head = c, sz = c + 1;
    }
    void insert(int r, const vector<int> &col) {
        if (col.empty()) return;
        int f = sz;
        for (int i = 0; i < (int)col.size(); ++i) {
            int c = col[i], v = sz++;
            dn[bt[c]] = v;
            up[v] = bt[c], bt[c] = v;
            rg[v] = (i + 1 == (int)col.size() ? f : v + 1);
            rw[v] = r, cl[v] = c;
            ++s[c];
            if (i > 0) lt[v] = v - 1;
        }
        lt[f] = sz - 1;
    }
    void remove(int c) {
        lt[rg[c]] = lt[c], rg[lt[c]] = rg[c];
        for (int i = dn[c]; i != c; i = dn[i]) {

```

```

    for (int j = rg[i]; j != i; j = rg[j])
        up[dn[j]] = up[j], dn[up[j]] = dn[j], --s[cl[j]];
}
void restore(int c) {
    for (int i = up[c]; i != c; i = up[i]) {
        for (int j = lt[i]; j != i; j = lt[j])
            ++s[cl[j]], up[dn[j]] = j, dn[up[j]] = j;
    }
    lt[rg[c]] = c, rg[lt[c]] = c;
}
// Call dlx::make after inserting all rows.
void make(int c) {
    for (int i = 0; i < c; ++i)
        dn[bt[i]] = i, up[i] = bt[i];
}
void dfs(int dep) {
    if (dep >= ans) return;
    if (rg[head] == head) return ans = dep, void();
    if (dn[rg[head]] == rg[head]) return;
    int c = rg[head];
    int w = c;
    for (int x = c; x != head; x = rg[x]) if (s[x] < s[w])
        w = x;
    remove(w);
    for (int i = dn[w]; i != w; i = dn[i]) {
        for (int j = rg[i]; j != i; j = rg[j]) remove(cl[j]);
        dfs(dep + 1);
        for (int j = lt[i]; j != i; j = lt[j]) restore(cl[j]);
    }
    restore(w);
}
int solve() {
    ans = 1e9, dfs(0);
    return ans;
}
}

```

9.4 NextPerm

```

i64 next_perm(i64 x) {
    i64 y = x | (x - 1);
    return (y + 1) | (((~y & ~y) - 1) >> (__builtin_ctz(
        x) + 1));
}

```

9.5 FastIO

```

struct FastIO {
    const static int ibufsz = 4<<20, obufsz = 18<<20;
    char ibuf[ibufsz], *ipos = ibuf, obuf[obufsz], *
        opos = obuf;
    FastIO() { fread(ibuf, 1, ibufsz, stdin); }
    ~FastIO() { fwrite(obuf, 1, opos - obuf, stdout); }
    template<class T> FastIO& operator>>(T &x) {
        bool sign = 0; while (!isdigit(*ipos)) { if (*ipos
            == '-') sign = 1; ++ipos; }
        x = *ipos++ & 15;
        while (isdigit(*ipos)) x = x * 10 + (*ipos++ & 15);
        if (sign) x = -x;
        return *this;
    }
    template<class T> FastIO& operator<<(T n) {
        static char _buf[18];
        char* _pos = _buf;
        if (n < 0) *opos++ = '-', n = -n;
        do *pos++ = '0' + n % 10; while (n /= 10);
        while (_pos != _buf) *opos++ = *--_pos;
        return *this;
    }
    FastIO& operator<<(char ch) { *opos++ = ch; return *
        this; }
} FIO;
#define cin FIO
#define cout FIO

```

9.6 Python FastIO

```

import sys
sys.stdin.readline()
sys.stdout.write()

```

9.7 Trick

```

dp[61][0][0][0][7] = 1;
for (int h = 60; h >= 0; h--) {
    int s = (n >> h & 1) * 7;
    for (int x = 0; x < 8; x++) if (__builtin_parity(x)
        == 0) {
        for (int y = 0; y < 8; y++)
            if (((y & ~s) & x) == 0) {
                for (int a = 0; a < A[0]; a++)
                    for (int b = 0; b < A[1]; b++)
                        for (int c = 0; c < A[2]; c++) {
                            if (dp[h + 1][a][b][c][y] == 0) continue;
                            i64 i = ((x >> 2 & 1LL) << h) % A[0];
                            i64 j = ((x >> 1 & 1LL) << h) % A[1];
                            i64 k = ((x >> 0 & 1LL) << h) % A[2];
                            auto &val =
                                dp[h][i + a] % A[0]][j + b] % A[1]][k
                                + c] % A[2]][y & ~(s ^ x)];
                            val = add(val, dp[h + 1][a][b][c][y]);
                        }
                    }
                }
            }
        }
    pair<i64, i64> Split(i64 x) {
        if (x == 1) return {0, 0};
        i64 h = __lg(x);
        i64 fill = (1LL << (h + 1)) - 1;
        i64 l = (1LL << h) - 1 - max(0LL, fill - x - (1LL <<
            (h - 1)));
        i64 r = x - 1 - l;
        return {l, r};
    };
    {
        auto [ls, l] = DP(lo);
        auto [rs, r] = DP(hi);
        if (r < K) {
            cout << "Impossible\n";
            return;
        }
        if (l == K) cout << ls << '\n';
        else if (r == K) cout << rs << '\n';
        else {
            cout << (ls * (r - K) + rs * (K - l)) / (r - l) <<
                '\n';
        }
    }
}

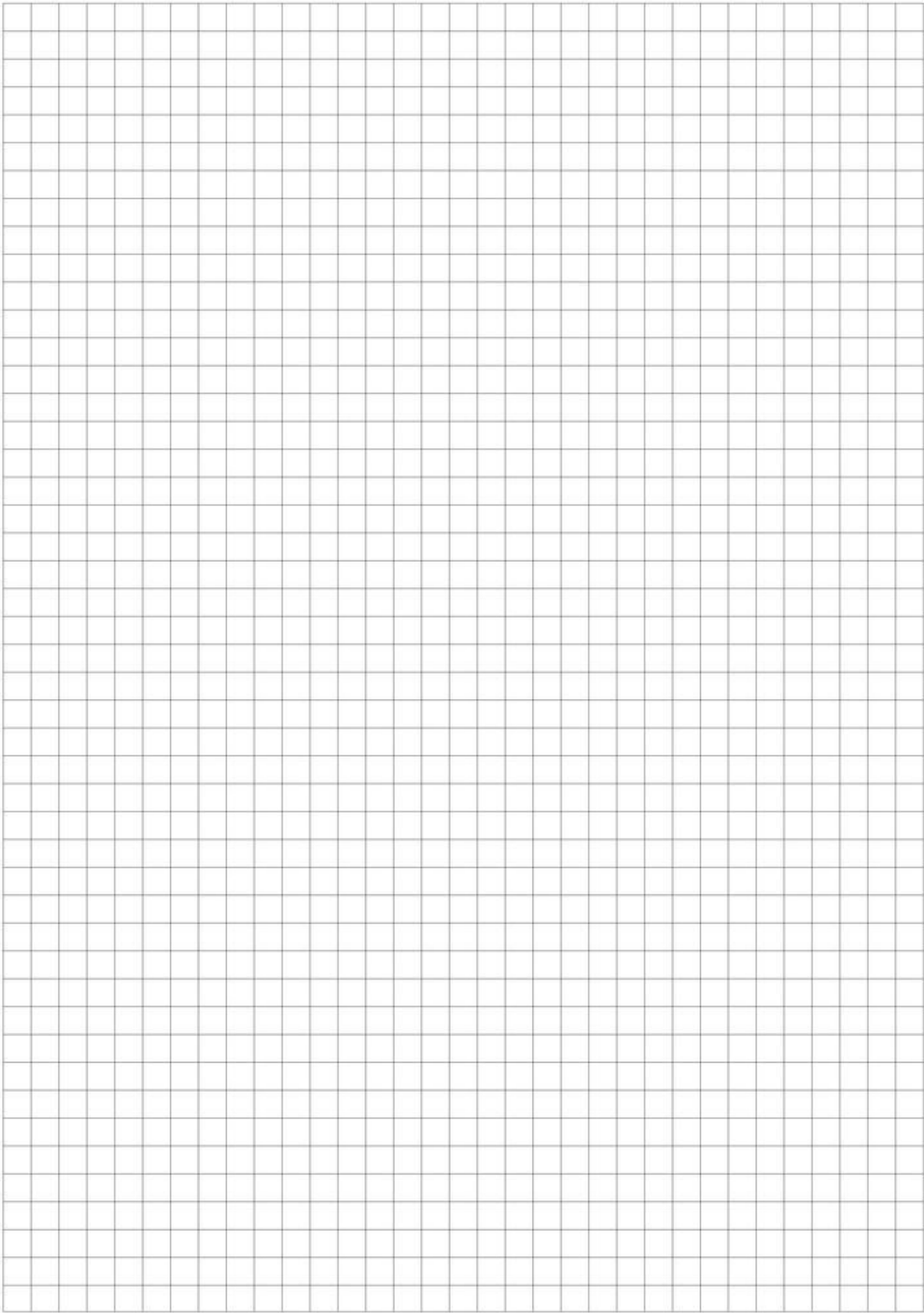
```

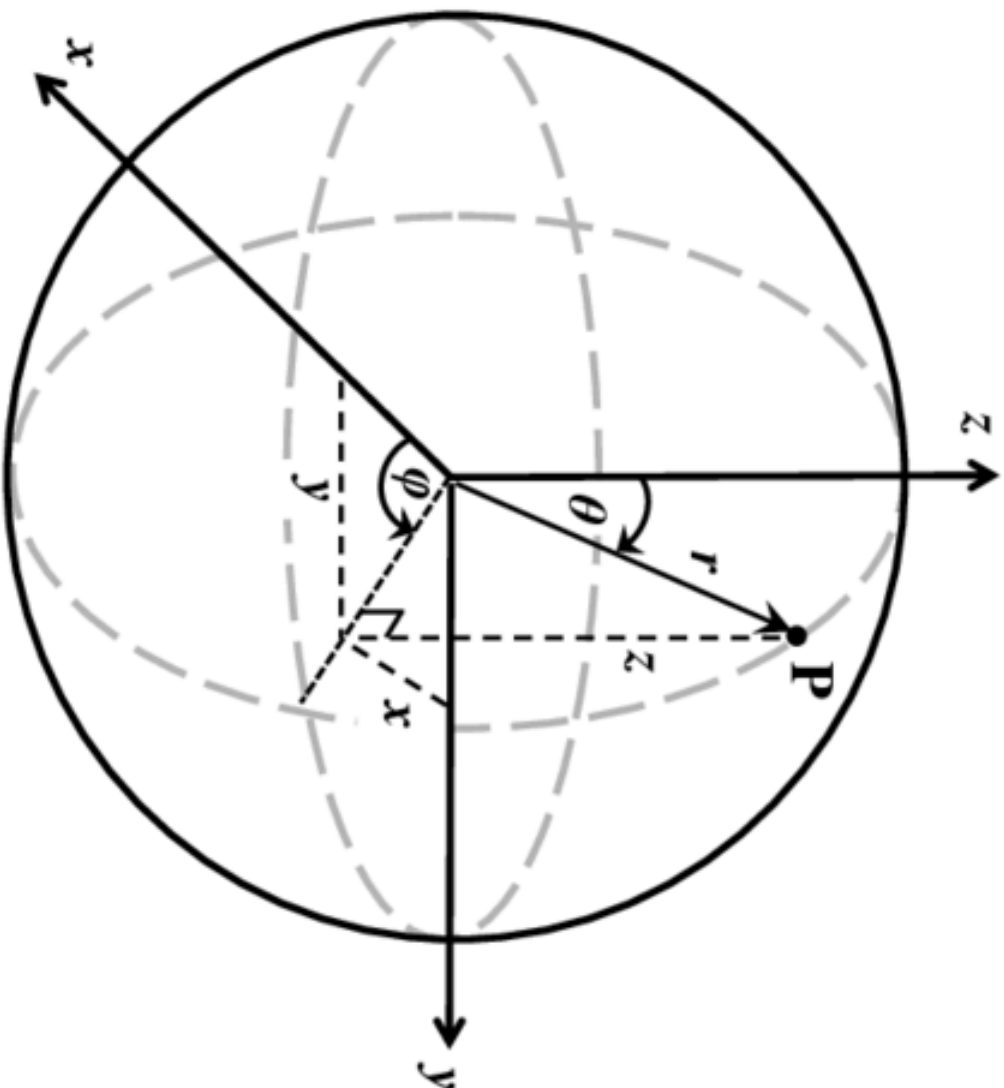
9.8 PyTrick

```

from itertools import permutations
op = ['+', '-', '*', '/']
a, b, c, d = input().split()
ans = set()
for (x,y,z,w) in permutations([a, b, c, d]):
    for op1 in op:
        for op2 in op:
            for op3 in op:
                val = eval(f"{x}{op1}{y}{op2}{z}{op3}{w}")
                if (op1 == '/' and op2 == '/' and op3 == '/') or
                    val < 0:
                    continue
                ans.add(val)
print(len(ans))

```





$$x = r \sin \theta \cos \varphi$$

$$y = r \sin \theta \sin \varphi$$

$$z = r \cos \theta$$

$$r = \sqrt{x^2 + y^2 + z^2}$$

$$\theta = \cos^{-1}(z/r)$$

$$\varphi = \tan^{-1}(y/x)$$