

Contents

1 Basic	1	5.11 Minimum Steiner Tree	14
1.1 .vimrc	1	5.12 Count Cycles	15
1.2 Fast IO	1		
1.3 Random	1		
1.4 PBDS Tree	1		
1.5 Pragma	1		
1.6 SVG Writer	1		
2 Data Structure	2		
2.1 Heavy-Light Decomposition	2	6 Math	15
2.2 Link Cut Tree	2	6.1 Extended Euclidean Algorithm	15
2.3 Treap	2	6.2 Floor & Ceil	15
2.4 KD Tree	3	6.3 Legendre	15
2.5 Leftist Tree	3	6.4 Simplex	15
2.6 Convex 1D/1D	3	6.5 Simplex Construction	16
2.7 Dynamic Convex Hull	4	6.6 DiscreteLog	16
3 Flow & Matching	4	6.7 Miller Rabin & Pollard Rho	16
3.1 Dinic	4	6.8 XOR Basis	16
3.2 Bounded Flow	4	6.9 Linear Equation	16
3.3 MCMF	4	6.10 Chinese Remainder Theorem	17
3.4 Min Cost Circulation	5	6.11 Sqrt Decomposition	17
3.5 Gomory Hu	5	6.12 Floor Sum	17
3.6 Stoer Wagner Algorithm	5		
3.7 Bipartite Matching	5		
3.8 Kuhn Munkres Algorithm	6		
3.9 Max Simple Graph Matching	6		
3.10 Flow Model	6		
4 Geometry	7		
4.1 Geometry Template	7	7 Polynomial	17
4.2 Convex Hull	7	7.1 FWHT	17
4.3 Polar Angle Comparator	7	7.2 FFT	17
4.4 Minkowski Sum	8	7.3 NTT	18
4.5 Intersection of Circle and Convex Polygon	8	7.4 Polynomial Operation	18
4.6 Intersection of Circles	8	7.5 Generating Function	20
4.7 Tangent Line of Circles	8	Ordinary Generating Function	20
4.8 Intersection of Line and Convex Polygon	8	Exponential Generating Function	20
4.9 Intersection of Line and Circle	8	7.6 Boston Mori	20
4.10 Point in Circle	8		
4.11 Point in Convex	9	8 String	21
4.12 Half Plane Intersection	9	8.1 KMP Algorithm	21
4.13 HPI General Line	9	8.2 Manacher Algorithm	21
4.14 Minimum Enclosing Circle	9	8.3 Lyndon Factorization	21
4.15 3D Point	9	8.4 Suffix Array	21
4.16 ConvexHull3D	10	8.5 Suffix Automaton	21
4.17 Delaunay Triangulation	10	8.6 Z-value Algorithm	22
4.18 Voronoi Diagram	10	8.7 Main Lorentz	22
4.19 Polygon Union	11	8.8 AC Automaton	22
4.20 Tangent Point to Convex Hull	11	8.9 Palindrome Automaton	23
4.21 Heart	11	8.10 Palindrome Partition	23
4.22 Rotating Sweep Line	11		
4.23 Vector In Poly	11		
4.24 Convex Hull DP	11		
4.25 Calculate Points in Triangle	12		
5 Graph	12		
5.1 BCC	12	9 Misc	23
5.2 SCC	12	9.1 Cyclic Ternary Search	23
5.3 2-SAT	12	9.2 Matroid	23
5.4 Dominator Tree	12	9.3 Simulate Annealing	23
5.5 Virtual Tree	13	9.4 Binary Search On Fraction	23
5.6 Fast DMST	13	9.5 Min Plus Convolution	23
5.7 Vizing	13	9.6 SMAWK	24
5.8 Maximum Clique	14	9.7 Golden Ratio Search	24
5.9 Number of Maximal Clique	14		
5.10 Minimum Mean Cycle	14		

1 Basic

Default code: Basic 9c8f02, Debug 28c438

Square: i+25A---+o|25A |ggVgY635pGdd

1.1 .vimrc [9b4074]

```
sy on
se nu rnu bs=2 sw=4 ts=4 hls ls=2 si acd bo=all mouse=a
      et
map <F9> :w<bar>!g++ "%"
      -o %:r -std=c++20 -Wall -
      -Wextra -Wshadow -O2 -Dzisk -g -fsanitize=address,
      undefined<CR>
map <F8> !:./%:r<CR>
inoremap {<CR> {<CR>}<ESC>ko
ca Hash w !cpp -dD -P -fpreprocessed \| tr -d '[':space
      :J' \| md5sum \| cut -c-6
inoremap fj <ESC>
vnoremap fj <ESC>
" -D_GLIBCXX_ASSERTIONS, -D_GLIBCXX_DEBUG
```

1.2 Fast IO [4f6f0e]

```
char readchar() {
  const int N = 1<<20;
  static char buf[N];
  static char *p = buf , *end = buf;
  if(p == end) {
    if((end = buf + fread(buf , 1 , N , stdin)) == buf)
      return EOF;
    p = buf;
  }
  return *p++;
}

const int buf_size = 524288;
struct Writer {
  char buf[buf_size]; int size = 0, ret;
  void flush() { ret = write(1, buf, size); size = 0; }
  void _flush(int sz) { if (sz + size > buf_size) flush();
    (); }
  void write_char(char c) { _flush(1); buf[size++] = c;
    }
  void write_int(int x) {
    const int len = 20;
    _flush(len); int ptr = 0;
    if (x < 0) buf[size++] = '-' , x = -x;
    if (x == 0) buf[size + (ptr++)] = '0';
    else for ( ; x; x /= 10) buf[size + (ptr++)] = '0' +
      x % 10;
    reverse(buf + size, buf + size + ptr);
    size += ptr;
  }
}; // remember to call flush
```

1.3 Random [4cf9ed]

```
mt19937 rng(chrono::system_clock::now().
  time_since_epoch().count());
```

1.4 PBDS Tree [9e57e3]

```
#include <bits/extc++.h>
using namespace __gnu_pbds;
using Tree = tree<int, null_type, less<>, rb_tree_tag,
  tree_order_statistics_node_update>;
// .find_by_order(x)
// .order_of_key(x)
```

1.5 Pragma [6006f6]

```
#pragma GCC optimize("Ofast,no-stack-protector")
#pragma GCC optimize("no-math-errno,unroll-loops")
#pragma GCC target("sse,sse2,sse3,ssse3,sse4")
#pragma GCC target("popcnt,abm,mmx,avx,arch=skylake")
__builtin_ia32_ldmxcsr(__builtin_ia32_stmxcsr())|0x8040)
```

1.6 SVG Writer [7adcc8]

```
class SVG {
  void p(string_view s) { o << s; }
  void p(string_view s, auto v, auto... vs) {
    auto i = s.find('$');
    o << s.substr(0, i) << v, p(s.substr(i + 1), vs...)
    ;
  }
  ofstream o; string c = "red";
public: // SVG svg("test.svg", 0, 0, 100, 100)
  SVG(auto f, auto x1, auto y1, auto x2, auto y2) : o(f)
  {
    p("<svg xmlns='http://www.w3.org/2000/svg' "
      "viewBox='$ $ $ $'>\n"
      "<style>{stroke-width:0.5%;}</style>\n",
      x1, -y2, x2 - x1, y2 - y1); }
  ~SVG() { p("</svg>\n"); }
  void color(string nc) { c = nc; }
  void line(auto x1, auto y1, auto x2, auto y2) {
    p("<line x1='$' y1='$' x2='$' y2='$' stroke='$'>\n",
      x1, -y1, x2, -y2, c); }
  void circle(auto x, auto y, auto r) {
    p("<circle cx='$' cy='$' r='$' stroke='$' "
      "fill='none'>\n", x, -y, r, c); }
  void text(auto x, auto y, string s, int w = 12) {
    p("<text x='$' y='$' font-size='$px'$>\n",
      x, -y, w, s); }
};
```

2 Data Structure

2.1 Heavy-Light Decomposition [f2dbca]

```

struct HLD{ // 1-based
    int n, ts = 0; // ord is 1-based
    vector<vector<int>> g;
    vector<int> par, top, down, ord, dpt, sub;
    explicit HLD(int _n): n(_n), g(n + 1),
        par(n + 1), top(n + 1), down(n + 1),
        ord(n + 1), dpt(n + 1), sub(n + 1) {}
    void add_edge(int u, int v){ g[u].pb(v); g[v].pb(u);
    }
    void dfs(int now, int p){
        par[now] = p; sub[now] = 1;
        for(int i : g[now]){
            if(i == p) continue;
            dpt[i] = dpt[now] + 1;
            dfs(i, now);
            sub[now] += sub[i];
            if(sub[i] > sub[down[now]]) down[now] = i;
        }
    }
    void cut(int now, int t){
        top[now] = t; ord[now] = ++ts;
        if(!down[now]) return;
        cut(down[now], t);
        for(int i : g[now]){
            if(i != par[now] && i != down[now])
                cut(i, i);
        }
    }
    void build(){ dfs(1, 1), cut(1, 1); }
    int query(int a, int b){
        int ta = top[a], tb = top[b];
        while(ta != tb){
            if(dpt[ta] > dpt[tb]) swap(ta, tb), swap(a, b);
            // ord[tb], ord[b]
            tb = top[b = par[tb]]];
        }
        if(ord[a] > ord[b]) swap(a, b);
        // ord[a], ord[b]
        return a; // lca
    }
};

```

2.2 Link Cut Tree [502ab1]

```

// 1-based
// == 43515a ==
template <typename Val, typename SVal> struct LCT {
    struct node {
        int pa, ch[2]; bool rev; int size;
        Val v, sum, rsum; SVal sv, sub, vir;
        node(): pa{0}, ch{0, 0}, rev{false}, size{1}, v{}, sum{}, rsum{}, sv{}, sub{}, vir{} {}
    };
    #define cur o[u]
    #define lc cur.ch[0]
    #define rc cur.ch[1]
    vector<node> o;
    bool is_root(int u) const {
        return o[cur.pa].ch[0]!=u && o[cur.pa].ch[1]!=u; }
    bool is_rch(int u) const {
        return o[cur.pa].ch[1] == u && !is_root(u); }
    void down(int u) {
        for (int c : {lc, rc}) if (c) {
            if (cur.rev) set_rev(c);
        }
        cur.rev = false;
    }
    void up(int u) {
        cur.sum = o[lc].sum + cur.v + o[rc].sum;
        cur.rsum = o[rc].rsum + cur.v + o[lc].rsum;
        cur.sub = cur.vir + o[lc].sub + o[rc].sub + cur.sv;
        cur.size = o[lc].size + o[rc].size + 1;
    }
    void set_rev(int u) {
        swap(lc, rc), swap(cur.sum, cur.rsum);
        cur.rev ^= 1;
    }
// == 3a186b ==
    void rotate(int u) {

```

```

        int f = cur.pa, g = o[f].pa, l = is_rch(u);
        if (cur.ch[1 ^ 1]) o[cur.ch[1 ^ 1]].pa = f;
        if (not is_root(f)) o[g].ch[is_rch(f)] = u;
        o[f].ch[l] = cur.ch[1 ^ 1], cur.ch[1 ^ 1] = f;
        cur.pa = g, o[f].pa = u; up(f);
    }
    vector<int> stk;
    void splay(int u) {
        stk.clear(); stk.pb(u);
        while (not is_root(stk.back()))
            stk.push_back(o[stk.back()].pa);
        while (not stk.empty())
            down(stk.back()), stk.pop_back();
        for (int f = cur.pa; not is_root(u); f = cur.pa) {
            if (!is_root(f))
                rotate(is_rch(u) == is_rch(f) ? f : u);
            rotate(u);
        }
        up(u);
    }
    void access(int x) {
        for (int u = x, last = 0; u; u = cur.pa) {
            splay(u);
            cur.vir = cur.vir + o[rc].sub - o[last].sub;
            rc = last; up(last = u);
        }
        splay(x);
    }
    int find_root(int u) {
        int la = 0;
        for (access(u); u; u = lc) down(la = u);
        return la;
    }
    void split(int x, int y) { chroot(x); access(y); }
    void chroot(int u) { access(u); set_rev(u); }
// == a238c2 ==
LCT(int n = 0) : o(n + 1) { o[0].size = 0; }
void set_val(int u, const Val &v) {
    splay(u); cur.v = v; up(u); }
void set_sval(int u, const SVal &v) {
    access(u); cur.sv = v; up(u); }
Val query(int x, int y) {
    split(x, y); return o[y].sum; }
SVal subtree(int p, int u) {
    chroot(p); access(u); return cur.vir + cur.sv; }
bool connected(int u, int v) {
    return find_root(u) == find_root(v); }
void link(int x, int y) {
    chroot(x); access(y);
    o[y].vir = o[y].vir + o[x].sub;
    up(o[x].pa = y);
}
void cut(int x, int y) {
    split(x, y); o[y].ch[0] = o[x].pa = 0; up(y); }
#undef cur
#undef lc
#undef rc
};

2.3 Treap [2ac37e]
mt19937 rng(880301);
// == fb4359 ==
struct node {
    ll data; int sz;
    node *l, *r;
    node(ll k = 0) : data(k), sz(1), l(0), r(0) {}
    void up() {
        sz = 1;
        if (l) sz += l->sz;
        if (r) sz += r->sz;
    }
    void down() {}
};
node pool[1000010]; int pool_cnt = 0;
node *newnode(ll k){ return &(pool[pool_cnt++] = node(k)) };
int sz(node *a) { return a ? a->sz : 0; }
node *merge(node *a, node *b) {
    if (!a || !b) return a ? a : b;
    if (int(rng()) % (sz(a) + sz(b))) < sz(a)
        return a->down(), a->r = merge(a->r, b), a->up(),
        a;
}

```

```

    return b->down(), b->l = merge(a, b->l), b->up(), b;
}
// a: key <= k, b: key > k
void split(node *o, node *&a, node *&b, ll k) {
    if (!o) return a = b = 0, void();
    o->down();
    if (o->data <= k)
        a = o, split(o->r, a->r, b, k), a->up();
    else b = o, split(o->l, a, b->l, k), b->up();
}
// a: size k, b: size n - k
void split2(node *o, node *&a, node *&b, int k) {
    if (sz(o) <= k) return a = o, b = 0, void();
    o->down();
    if (sz(o->l) + 1 <= k)
        a = o, split2(o->r, a->r, b, k - sz(o->l) - 1);
    else b = o, split2(o->l, a, b->l, k);
    o->up();
}
// == e9f4d8 ==
node *kth(node *o, ll k) { // 1-based
    if (k <= sz(o->l)) return kth(o->l, k);
    if (k == sz(o->l) + 1) return o;
    return kth(o->r, k - sz(o->l) - 1);
}
int Rank(node *o, ll key) { // num of key < key
    if (!o) return 0;
    if (o->data < key)
        return sz(o->l) + 1 + Rank(o->r, key);
    else return Rank(o->l, key);
}
bool erase(node *&o, ll k) {
    if (!o) return 0;
    if (o->data == k) {
        node *t = o;
        o->down(), o = merge(o->l, o->r);
        return 1;
    }
    node *&t = k < o->data ? o->l : o->r;
    return erase(t, k) ? o->up(), 1 : 0;
}
void insert(node *&o, ll k) {
    node *a, *b;
    split(o, a, b, k),
    o = merge(a, merge(new node(k), b));
}
tuple<node*, node*, node*> interval(node *&o, int l,
    int r) { // 1-based
    node *a, *b, *c; // b: [l, r]
    split2(o, a, b, l - 1), split2(b, b, c, r - l + 1);
    return make_tuple(a, b, c);
}

```

2.4 KD Tree [375ca2]

```

namespace kdt {
    int root, lc[maxn], rc[maxn], xl[maxn], xr[maxn],
    yl[maxn], yr[maxn];
    point p[maxn];
    int build(int l, int r, int dep = 0) {
        if (l == r) return -1;
        function<bool(const point &, const point &)> f =
            [dep](const point &a, const point &b) {
                if (dep & 1) return a.x < b.x;
                else return a.y < b.y;
            };
        int m = (l + r) >> 1;
        nth_element(p + l, p + m, p + r, f);
        xl[m] = xr[m] = p[m].x;
        yl[m] = yr[m] = p[m].y;
        lc[m] = build(l, m, dep + 1);
        if (~lc[m]) {
            xl[m] = min(xl[m], xl[lc[m]]);
            xr[m] = max(xr[m], xr[lc[m]]);
            yl[m] = min(yl[m], yl[lc[m]]);
            yr[m] = max(yr[m], yr[lc[m]]);
        }
        rc[m] = build(m + 1, r, dep + 1);
        if (~rc[m]) {
            xl[m] = min(xl[m], xl[rc[m]]);
            xr[m] = max(xr[m], xr[rc[m]]);
            yl[m] = min(yl[m], yl[rc[m]]);
            yr[m] = max(yr[m], yr[rc[m]]);
        }
    }
}

```

```

    }
    return m;
}
bool bound(const point &q, int o, long long d) {
    double ds = sqrt(d + 1.0);
    if (q.x < xl[o] - ds || q.x > xr[o] + ds ||
        q.y < yl[o] - ds || q.y > yr[o] + ds)
        return false;
    return true;
}
long long dist(const point &a, const point &b) {
    return (a.x - b.x) * 1ll * (a.x - b.x) +
        (a.y - b.y) * 1ll * (a.y - b.y);
}
void dfs(
    const point &q, long long &d, int o, int dep = 0)
{
    if (!bound(q, o, d)) return;
    long long cd = dist(p[o], q);
    if (cd != 0) d = min(d, cd);
    if ((dep & 1) && q.x < p[o].x ||
        !(dep & 1) && q.y < p[o].y) {
        if (~lc[o]) dfs(q, d, lc[o], dep + 1);
        if (~rc[o]) dfs(q, d, rc[o], dep + 1);
    } else {
        if (~rc[o]) dfs(q, d, rc[o], dep + 1);
        if (~lc[o]) dfs(q, d, lc[o], dep + 1);
    }
}
void init(const vector<point> &v) {
    for (int i = 0; i < v.size(); ++i) p[i] = v[i];
    root = build(0, v.size());
}
long long nearest(const point &q) {
    long long res = 1e18;
    dfs(q, res, root);
    return res;
}
} // namespace kdt

```

2.5 Leftist Tree [e91538]

```

struct node {
    ll v, data, sz, sum;
    node *l, *r;
    node(ll k)
        : v(0), data(k), sz(1), l(0), r(0), sum(k) {}
};
ll sz(node *p) { return p ? p->sz : 0; }
ll V(node *p) { return p ? p->v : -1; }
ll sum(node *p) { return p ? p->sum : 0; }
node *merge(node *a, node *b) {
    if (!a || !b) return a ? a : b;
    if (a->data < b->data) swap(a, b);
    a->r = merge(a->r, b);
    if (V(a->r) > V(a->l)) swap(a->r, a->l);
    a->v = V(a->r) + 1, a->sz = sz(a->l) + sz(a->r) + 1;
    a->sum = sum(a->l) + sum(a->r) + a->data;
    return a;
}
void pop(node *&o) {
    node *tmp = o;
    o = merge(o->l, o->r);
    delete tmp;
}

```

2.6 Convex 1D/1D [a449dd]

```

template<class T>
struct DynamicHull {
    struct seg { int x, l, r; };
    T f; int C; deque<seg> dq; // range: 1~C
    explicit DynamicHull(T _f, int _C): f(_f), C(_C) {}
    // max t s.t. f(x, t) >= f(y, t), x < y, maintain max
    int intersect(int x, int y) {
        int l = 0, r = C + 1;
        while (l + 1 < r) {
            int mid = (l + r) / 2;
            if (f(x, mid) >= f(y, mid)) l = mid;
            else r = mid;
        }
        return l;
    }
}

```

```

void push_back(int x) {
    for (int i; !dq.empty() &&
        (i = dq.back().l, f(dq.back().x, i) < f(x, i));
    )
    dq.pop_back();
    if (dq.empty()) return dq.pb(seg({x, 1, C})), void();
    dq.back().r = intersect(dq.back().x, x);
    if (dq.back().r + 1 <= C) dq.pb(seg({x, dq.back().r + 1, C}));
}
int query(int x) {
    while (dq.front().r < x) dq.pop_front();
    return dq.front().x;
}

```

2.7 Dynamic Convex Hull [7fcc55]

```

// only works for integer coordinates!! maintain max
struct Line {
    mutable ll a, b, p;
    bool operator<(const Line &rhs) const { return a < rhs.a; }
    bool operator<(ll x) const { return p < x; }
};
struct DynamicHull : multiset<Line, less<> {
    static const ll kInf = 1e18;
    bool isect(iterator x, iterator y) {
        if (y == end()) { x->p = kInf; return 0; }
        if (x->a == y->a) x->p = x->b > y->b ? kInf : -kInf;
        else x->p = ifloor(y->b - x->b, x->a - y->a);
        return x->p >= y->p;
    }
    void addline(ll a, ll b) {
        auto z = insert({a, b, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)
            isect(x, erase(y));
    }
    ll query(ll x) {
        auto l = *lower_bound(x);
        return l.a * x + l.b;
    }
};

```

3 Flow & Matching

3.1 Dinic [801a71]

```

struct Dinic { // 0-based, O(V^2E), unit flow: O(min(V ^{2/3}E, E^{3/2})), bipartite matching: O(sqrt(V)E)
    struct edge {
        ll to, cap, flow, rev;
    };
    int n, s, t;
    vector<vector<edge>> g;
    vector<int> dis, ind;
    void init(int _n) {
        n = _n;
        g.assign(n, vector<edge>());
    }
    void reset() {
        for (int i = 0; i < n; ++i)
            for (auto &j : g[i]) j.flow = 0;
    }
    void add_edge(int u, int v, ll cap) {
        g[u].pb(edge{v, cap, 0, SZ(g[v])});
        g[v].pb(edge{u, 0, 0, SZ(g[u]) - 1});
        //change g[v] to cap for undirected graphs
    }
    bool bfs() {
        dis.assign(n, -1);
        queue<int> q;
        q.push(s), dis[s] = 0;
        while (!q.empty()) {
            int cur = q.front(); q.pop();
            for (auto &e : g[cur]) {

```

```

                if (dis[e.to] == -1 && e.flow != e.cap) {
                    q.push(e.to);
                    dis[e.to] = dis[cur] + 1;
                }
            }
            return dis[t] != -1;
        }
        ll dfs(int u, ll cap) {
            if (u == t || !cap) return cap;
            for (int &i = ind[u]; i < SZ(g[u]); ++i) {
                edge &e = g[u][i];
                if (dis[e.to] == dis[u] + 1 && e.flow != e.cap) {
                    ll df = dfs(e.to, min(e.cap - e.flow, cap));
                    if (df) {
                        e.flow += df;
                        g[e.to][e.rev].flow -= df;
                    }
                }
            }
            dis[u] = -1;
            return 0;
        }
        ll maxflow(int _s, int _t) {
            s = _s; t = _t;
            ll flow = 0, df;
            while (bfs()) {
                ind.assign(n, 0);
                while ((df = dfs(s, INF))) flow += df;
            }
            return flow;
        }
    };

```

3.2 Bounded Flow [758826]

```

struct BoundedFlow : Dinic {
    vector<ll> tot;
    void init(int _n) {
        Dinic::init(_n + 2);
        tot.assign(n, 0);
    }
    void add_edge(int u, int v, ll lcap, ll rcap) {
        tot[u] -= lcap, tot[v] += lcap;
        g[u].pb(edge{v, rcap, lcap, SZ(g[v])});
        g[v].pb(edge{u, 0, 0, SZ(g[u]) - 1});
    }
    bool feasible() {
        ll sum = 0;
        int vs = n - 2, vt = n - 1;
        for (int i = 0; i < n - 2; ++i)
            if (tot[i] > 0)
                add_edge(vs, i, 0, tot[i]), sum += tot[i];
            else if (tot[i] < 0) add_edge(i, vt, 0, -tot[i]);
        if (sum != maxflow(vs, vt)) sum = -1;
        for (int i = 0; i < n - 2; ++i)
            if (tot[i] > 0)
                g[vs].pop_back(), g[i].pop_back();
            else if (tot[i] < 0)
                g[i].pop_back(), g[vt].pop_back();
        return sum != -1;
    }
    ll boundedflow(int _s, int _t) {
        add_edge(_t, _s, 0, INF);
        if (!feasible()) return -1;
        ll x = g[_t].back().flow;
        g[_t].pop_back(), g[_s].pop_back();
        return x - maxflow(_t, _s); // min
        //return x + maxFlow(_s, _t); // max
    }
};

```

3.3 MCMF [671e14]

```

struct MCMF { // 0-base
    struct Edge {
        ll from, to, cap, flow, cost, rev;
    };
    int n, s, t;
    vector<vector<Edge>> g;
    vector<Edge*> past;
    vector<ll> dis, up, pot;

```

```

explicit MCMF(int _n): n(_n), g(n), past(n), dis(n),
    up(n), pot(n) {}
void add_edge(ll a, ll b, ll cap, ll cost) {
    g[a].pb(Edge{a, b, cap, 0, cost, SZ(g[b])});
    g[b].pb(Edge{b, a, 0, 0, -cost, SZ(g[a]) - 1});
}
bool BellmanFord() {
    vector<bool> inq(n);
    fill(iter(dis), INF);
    queue<int> q;
    auto relax = [&](int u, ll d, ll cap, Edge *e) {
        if (cap > 0 && dis[u] > d) {
            dis[u] = d, up[u] = cap, past[u] = e;
            if (!inq[u]) inq[u] = 1, q.push(u);
        }
    };
    relax(s, 0, INF, 0);
    while (!q.empty()) {
        int u = q.front();
        q.pop(), inq[u] = 0;
        for (auto &e : g[u]) {
            ll d2 = dis[u] + e.cost + pot[u] - pot[e.to];
            relax(e.to, d2, min(up[u], e.cap - e.flow), &e);
        }
    }
    return dis[t] != INF;
}
pair<ll, ll> solve(int _s, int _t, bool neg = true) {
    s = _s, t = _t; ll flow = 0, cost = 0;
    if (neg) BellmanFord(), pot = dis;
    for (; BellmanFord(); pot = dis) {
        for (int i = 0; i < n; ++i)
            if (dis[i] != INF) dis[i] += pot[i] - pot[s];
        flow += up[t], cost += up[t] * dis[t];
        for (int i = t; past[i]; i = past[i]->from) {
            auto &e = *past[i];
            e.flow += up[t], g[e.to][e.rev].flow -= up[t];
        }
    }
    return {flow, cost};
}

```

3.4 Min Cost Circulation [47cf18]

```

struct MinCostCirculation { // 0-based, O(VE * ELogC)
    struct edge {
        ll from, to, cap, fcap, flow, cost, rev;
    };
    int n;
    vector<edge*> past;
    vector<vector<edge>> g;
    vector<ll> dis;
    void BellmanFord(int s) {
        vector<int> inq(n);
        dis.assign(n, INF);
        queue<int> q;
        auto relax = [&](int u, ll d, edge *e) {
            if (dis[u] > d) {
                dis[u] = d, past[u] = e;
                if (!inq[u]) inq[u] = 1, q.push(u);
            }
        };
        relax(s, 0, 0);
        while (!q.empty()) {
            int u = q.front();
            q.pop(), inq[u] = 0;
            for (auto &e : g[u])
                if (e.cap > e.flow)
                    relax(e.to, dis[u] + e.cost, &e);
        }
    }
    void try_edge(edge &cur) {
        if (cur.cap > cur.flow) return ++cur.cap, void();
        BellmanFord(cur.to);
        if (dis[cur.from] + cur.cost < 0) {
            ++cur.flow, --g[cur.to][cur.rev].flow;
            for (int i = cur.from; past[i]; i = past[i]->from)
                {
                    auto &e = *past[i];
                    ++e.flow, --g[e.to][e.rev].flow;
                }
        }
    }
}

```

```

        }
        ++cur.cap;
    }
    void solve(int mxlg) { // mxlg >= Log(max cap)
        for (int b = mxlg; b >= 0; --b) {
            for (int i = 0; i < n; ++i)
                for (auto &e : g[i])
                    e.cap *= 2, e.flow *= 2;
            for (int i = 0; i < n; ++i)
                for (auto &e : g[i])
                    if (e.fcap >> b & 1)
                        try_edge(e);
        }
    }
    void init(int _n) {
        n = _n;
        past.assign(n, nullptr);
        g.assign(n, vector<edge>());
    }
    void add_edge(ll a, ll b, ll cap, ll cost) {
        g[a].pb(Edge{a, b, 0, cap, 0, cost, SZ(g[b])} + (a == b));
        g[b].pb(Edge{b, a, 0, 0, 0, -cost, SZ(g[a]) - 1});
    }
}

```

3.5 Gomory Hu [82d968]

```

void GomoryHu(Dinic &flow) { // 0-based
    int n = flow.n;
    vector<int> par(n);
    for (int i = 1; i < n; ++i) {
        flow.reset();
        add_edge(i, par[i], flow.maxflow(i, par[i]));
        for (int j = i + 1; j < n; ++j)
            if (par[j] == par[i] && ~flow.dis[j])
                par[j] = i;
    }
}

```

3.6 Stoer Wagner Algorithm [a9917b]

```

struct StoerWagner { // 0-based, O(V^3)
    int n;
    vector<int> vis, del;
    vector<ll> wei;
    vector<vector<ll>> edge;
    void init(int _n) {
        n = _n;
        del.assign(n, 0);
        edge.assign(n, vector<ll>(n));
    }
    void add_edge(int u, int v, ll w) {
        edge[u][v] += w, edge[v][u] += w;
    }
    void search(int &s, int &t) {
        vis.assign(n, 0); wei.assign(n, 0);
        s = t = -1;
        while (1) {
            ll mx = -1, cur = 0;
            for (int i = 0; i < n; ++i)
                if (!del[i] && !vis[i] && mx < wei[i])
                    cur = i, mx = wei[i];
            if (mx == -1) break;
            vis[cur] = 1, s = t, t = cur;
            for (int i = 0; i < n; ++i)
                if (!vis[i] && !del[i]) wei[i] += edge[cur][i];
        }
        ll solve() {
            ll ret = INF;
            for (int i = 0, x=0, y=0; i < n-1; ++i) {
                search(x, y), ret = min(ret, wei[y]), del[y] = 1;
                for (int j = 0; j < n; ++j)
                    edge[x][j] = (edge[j][x] += edge[y][j]);
            }
            return ret;
        }
}

```

3.7 Bipartite Matching [5bb9be]

// O(E sqrt(V)), O(E Log V) for random sparse graphs

```

struct BipartiteMatching { // 0-based
    int nl, nr;
    vector<int> mx, my, dis, cur;
    vector<vector<int>> g;
    bool dfs(int u) {
        for (int &i = cur[u]; i < SZ(g[u]); ++i) {
            int e = g[u][i];
            if (!~my[e] || (dis[my[e]] == dis[u] + 1 && dfs(
                my[e])))
                return mx[my[e]] = u = e, 1;
        }
        dis[u] = -1;
        return 0;
    }
    bool bfs() {
        int ret = 0;
        queue<int> q;
        dis.assign(nl, -1);
        for (int i = 0; i < nl; ++i)
            if (!~mx[i]) q.push(i), dis[i] = 0;
        while (!q.empty()) {
            int u = q.front();
            q.pop();
            for (int e : g[u])
                if (!~my[e]) ret = 1;
                else if (!~dis[my[e]]) {
                    q.push(my[e]);
                    dis[my[e]] = dis[u] + 1;
                }
        }
        return ret;
    }
    int matching() {
        int ret = 0;
        mx.assign(nl, -1); my.assign(nr, -1);
        while (bfs()) {
            cur.assign(nl, 0);
            for (int i = 0; i < nl; ++i)
                if (!~mx[i] && dfs(i)) ++ret;
        }
        return ret;
    }
    void add_edge(int s, int t) { g[s].pb(t); }
    void init(int _nl, int _nr) {
        nl = _nl, nr = _nr;
        g.assign(nl, vector<int>());
    }
};

```

3.8 Kuhn Munkres Algorithm [683e0a]

```

struct KM { // 0-based, maximum matching, O(V^3)
    int n, ql, qr;
    vector<vector<ll>> w;
    vector<ll> hl, hr, slk;
    vector<int> fl, fr, pre, qu, vl, vr;
    void init(int _n) {
        n = _n;
        // -INF for perfect matching
        w.assign(n, vector<ll>(n, -INF));
        pre.assign(n, 0);
        qu.assign(n, 0);
    }
    void add_edge(int a, int b, ll wei) {
        w[a][b] = wei;
    }
    bool check(int x) {
        if (vl[x] = 1, ~fl[x])
            return (vr[qu[qr++]] = fl[x] = 1);
        while (~x) swap(x, fr[fl[x] = pre[x]]);
        return 0;
    }
    void bfs(int s) {
        slk.assign(n, INF); vl.assign(n, 0); vr.assign(n,
            0);
        ql = qr = 0, qu[qr++] = s, vr[s] = 1;
        for (ll d;;) {
            while (ql < qr)
                for (int x = 0, y = qu[ql++]; x < n; ++x)
                    if (!vl[x] && slk[x] >= (d = hl[x] + hr[y] -
                        w[x][y])) {
                        if (pre[x] = y, d) slk[x] = d;
                        else if (!check(x)) return;

```

```

                    }
                    d = INF;
                    for (int x = 0; x < n; ++x)
                        if (!vl[x] && 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] && !slk[x] && !check(x)) return;
                }
            }
        ll solve() {
            fl.assign(n, -1); fr.assign(n, -1); hl.assign(n, 0)
                ; hr.assign(n, 0);
            for (int i = 0; i < n; ++i)
                hl[i] = *max_element(iter(w[i]));
            for (int i = 0; i < n; ++i) bfs(i);
            ll res = 0;
            for (int i = 0; i < n; ++i) res += w[i][fl[i]];
            return res;
        }
    };

```

3.9 Max Simple Graph Matching [907d7c]

```

struct Matching { // 0-based, O(V^3)
    queue<int> q; int n;
    vector<int> fa, s, vis, pre, match;
    vector<vector<int>> g;
    int Find(int u)
    { return u == fa[u] ? u : fa[u] = Find(fa[u]); }
    int LCA(int x, int y) {
        static int tk = 0; tk++; x = Find(x); y = Find(y);
        for (; swap(x, y)) if (x != n) {
            if (vis[x] == tk) return x;
            vis[x] = tk;
            x = Find(pre[match[x]]);
        }
    }
    void Blossom(int x, int y, int l) {
        for (; Find(x) != l; x = pre[y]) {
            pre[x] = y, y = match[x];
            if (s[y] == 1) q.push(y), s[y] = 0;
            for (int z: {x, y}) if (fa[z] == z) fa[z] = 1;
        }
    }
    bool Bfs(int r) {
        iota(iter(fa), 0); fill(iter(s), -1);
        q = queue<int>(); q.push(r); s[r] = 0;
        for (; !q.empty(); q.pop()) {
            for (int x = q.front(); int u : g[x])
                if (s[u] == -1) {
                    if (pre[u] = x, s[u] = 1, match[u] == n) {
                        for (int a = u, b = x, last;
                            b != n; a = last, b = pre[a])
                            last = match[b], match[b] = a, match[a] =
                                b;
                        return true;
                    }
                    q.push(match[u]); s[match[u]] = 0;
                } else if (!s[u] && Find(u) != Find(x)) {
                    int l = LCA(u, x);
                    Blossom(x, u, l); Blossom(u, x, l);
                }
        }
        return false;
    }
    Matching(int _n) : n(_n), fa(n + 1), s(n + 1), vis(n +
        1), pre(n + 1, n), match(n + 1, n), g(n) {}
    void add_edge(int u, int v)
    { g[u].pb(v), g[v].pb(u); }
    int solve() {
        int ans = 0;
        for (int x = 0; x < n; ++x)
            if (match[x] == n) ans += Bfs(x);
        return ans;
    } // match[x] == n means not matched
};

```

3.10 Flow Model

- Maximum/Minimum flow with lower bound / Circulation problem

1. Construct super source S and sink T .
 2. For each edge (x, y, l, u) , connect $x \rightarrow y$ with capacity $u - l$.
 3. For each vertex v , denote by $in(v)$ the difference between the sum of incoming lower bounds and the sum of outgoing lower bounds.
 4. If $in(v) > 0$, connect $S \rightarrow v$ with capacity $in(v)$, otherwise, connect $v \rightarrow T$ with capacity $-in(v)$.
 - To maximize, connect $t \rightarrow s$ with capacity ∞ (skip this in circulation problem), and let f be the maximum flow from S to T . If $f \neq \sum_{v \in V, in(v) > 0} in(v)$, there's no solution. Otherwise, the maximum flow from s to t is the answer.
 - To minimize, let f be the maximum flow from S to T . Connect $t \rightarrow s$ with capacity ∞ and let the flow from S to T be f' . If $f + f' \neq \sum_{v \in V, in(v) > 0} in(v)$, there's no solution. Otherwise, f' is the answer.
 5. The solution of each edge e is $l_e + f_e$, where f_e corresponds to the flow of edge e on the graph.
- Construct minimum vertex cover from maximum matching M on bipartite graph (X, Y)
 1. Redirect every edge: $y \rightarrow x$ if $(x, y) \in M$, $x \rightarrow y$ otherwise.
 2. DFS from unmatched vertices in X .
 3. $x \in X$ is chosen iff x is unvisited.
 4. $y \in Y$ is chosen iff y is visited.
 - Minimum cost cyclic flow
 1. Construct super source S and sink T
 2. For each edge (x, y, c) , connect $x \rightarrow y$ with $(cost, cap) = (c, 1)$ if $c > 0$, otherwise connect $y \rightarrow x$ with $(cost, cap) = (-c, 1)$
 3. For each edge with $c < 0$, sum these cost as K , then increase $d(y)$ by 1, decrease $d(x)$ by 1
 4. For each vertex v with $d(v) > 0$, connect $S \rightarrow v$ with $(cost, cap) = (0, d(v))$
 5. For each vertex v with $d(v) < 0$, connect $v \rightarrow T$ with $(cost, cap) = (0, -d(v))$
 6. Flow from S to T , the answer is the cost of the flow $C + K$
 - Maximum density induced subgraph
 1. Binary search on answer, suppose we're checking answer T
 2. Construct a max flow model, let K be the sum of all weights
 3. Connect source $s \rightarrow v, v \in G$ with capacity K
 4. For each edge (u, v, w) in G , connect $u \rightarrow v$ and $v \rightarrow u$ with capacity w
 5. For $v \in G$, connect it with sink $v \rightarrow t$ with capacity $K + 2T - (\sum_{e \in E(v)} w(e) - 2w(v))$
 6. T is a valid answer if the maximum flow $f < K|V|$
 - Minimum weight edge cover
 1. Let $w'(u, v) = w(u, v) - \mu(u) - \mu(v)$, where $\mu(v)$ is the cost of the cheapest edge incident to v .
 2. Find the minimum weight matching M with w' . The answer is $\sum \mu(v) + w'(M)$.
 - Project selection problem
 1. If $p_v > 0$, create edge (s, v) with capacity p_v ; otherwise, create edge (v, t) with capacity $-p_v$.
 2. Create edge (u, v) with capacity w with w being the cost of choosing u without choosing v .
 3. The mincut is equivalent to the maximum profit of a subset of projects.
 - Dual of minimum cost maximum flow
 1. Capacity c_{uv} , Flow f_{uv} , Cost w_{uv} , Required Flow difference for vertex b_u .
 2. If all w_{uv} are integers, then optimal solution can happen when all p_u are integers.
- $$\min \sum_{uv} w_{uv} f_{uv}$$
- $$-f_{uv} \geq -c_{uv} \Leftrightarrow \min \sum_u b_u p_u + \sum_{uv} c_{uv} \max(0, p_v - p_u - w_{uv})$$
- $$\sum_v f_{vu} - \sum_v f_{uv} = -b_u$$
- $$p_u \geq 0$$

4 Geometry

4.1 Geometry Template [86f0f1]

```
using ld = 11;
using pdd = pair<ld, ld>;
#define X first
#define Y second
// Ld eps = 1e-7;

pdd operator+(pdd a, pdd b)
{ return {a.X + b.X, a.Y + b.Y}; }
pdd operator-(pdd a, pdd b)
{ return {a.X - b.X, a.Y - b.Y}; }
pdd operator*(ld i, pdd v)
{ return {i * v.X, i * v.Y}; }
pdd operator*(pdd v, ld i)
{ return {i * v.X, i * v.Y}; }
```

```
pdd operator/(pdd v, ld i)
{ return {v.X / i, v.Y / i}; }
ld dot(pdd a, pdd b)
{ return a.X * b.X + a.Y * b.Y; }
ld cross(pdd a, pdd b)
{ return a.X * b.Y - a.Y * b.X; }
ld abs2(pdd v)
{ return v.X * v.X + v.Y * v.Y; }
ld abs(pdd v)
{ return sqrt(abs2(v)); }
int sgn(ld v)
{ return v > 0 ? 1 : (v < 0 ? -1 : 0); }
// int sgn(ld v){ return v > eps ? 1 : (v < -eps ? -1 : 0); }

int ori(pdd a, pdd b, pdd c)
{ return sgn(cross(b - a, c - a)); }
bool collinearity(pdd a, pdd b, pdd c)
{ return ori(a, b, c) == 0; }
bool btw(pdd p, pdd a, pdd b)
{ return collinearity(p, a, b) && sgn(dot(a - p, b - p)) <= 0; }

bool seg_intersect(pdd p1, pdd p2, pdd p3, pdd p4){
  if(btw(p1, p3, p4) || btw(p2, p3, p4) || btw(p3, p1, p2) || btw(p4, p1, p2))
    return true;
  return ori(p1, p2, p3) * ori(p1, p2, p4) < 0 && ori(p3, p4, p1) * ori(p3, p4, p2) < 0;
}

pdd intersect(pdd p1, pdd p2, pdd p3, pdd p4){
  ld a123 = cross(p2 - p1, p3 - p1);
  ld a124 = cross(p2 - p1, p4 - p1);
  return (p4 * a123 - p3 * a124) / (a123 - a124);
}

pdd perp(pdd p1)
{ return pdd(-p1.Y, p1.X); }
pdd projection(pdd p1, pdd p2, pdd p3)
{ return p1 + (p2 - p1) * dot(p3 - p1, p2 - p1) / abs2(p2 - p1); }
pdd reflection(pdd p1, pdd p2, pdd p3)
{ return p3 + perp(p2 - p1) * cross(p3 - p1, p2 - p1) / abs2(p2 - p1) * 2; }
pdd linearTransformation(pdd p0, pdd p1, pdd p2, pdd q0, pdd q1, pdd r) {
  pdd dp = p1 - p0, dq = q1 - q0, num(cross(dp, dq), dot(dp, dq));
  return q0 + pdd(cross(r - p0, num), dot(r - p0, num)) / abs2(dp);
} // from Line p0--p1 to q0--q1, apply to r
```

4.2 Convex Hull [5a1ce0]

```
vector<int> getConvexHull(vector<pdd>& pts){
  vector<int> id(SZ(pts));
  iota(iter(id), 0);
  sort(iter(id), [&](int x, int y){ return pts[x] < pts[y]; });
  vector<int> hull;
  for(int tt = 0; tt < 2; tt++){
    int sz = SZ(hull);
    for(int j : id){
      pdd p = pts[j];
      while(SZ(hull) - sz >= 2 && ori(pts[hull.end()[-2]], pts[hull.back()], p) <= 0)
        hull.pop_back();
      hull.pb(j);
    }
    hull.pop_back();
    reverse(iter(id));
  }
  return hull;
}
```

4.3 Polar Angle Comparator [808e89]

```
// -1: a // b (if same), 0/1: a < b
int cmp(pll a, pll b, bool same = true){
#define is_neg(k) (sgn(k.Y) < 0 || (sgn(k.Y) == 0 && sgn(k.X) < 0))
  int A = is_neg(a), B = is_neg(b);
  if(A != B)
    return A < B;
  if(sgn(cross(a, b)) == 0)
```

```

    return same ? abs2(a) < abs2(b) : -1;
    return sgn(cross(a, b)) > 0;
}

```

4.4 Minkowski Sum [b3028c]

```

void reorder_poly(vector<pdd>& pnts){
    int mn = 0;
    for(int i = 1; i < (int)pnts.size(); i++)
        if(pnts[i].Y < pnts[mn].Y || (pnts[i].Y == pnts[mn]
            ].Y && pnts[i].X < pnts[mn].X)) mn = i;
    rotate(pnts.begin(), pnts.begin() + mn, pnts.end());
}
vector<pdd> minkowski(vector<pdd> P, vector<pdd> Q){
    reorder_poly(P); reorder_poly(Q);
    int psz = P.size(), qsz = Q.size();
    P.pb(P[0]); P.pb(P[1]); Q.pb(Q[0]); Q.pb(Q[1]);
    vector<pdd> ans; int i = 0, j = 0;
    while(i < psz || j < qsz){
        ans.pb(P[i] + Q[j]);
        int t = sgn(cross(P[i + 1]-P[i], Q[j + 1]-Q[j]));
        if(t >= 0) i++; if(t <= 0) j++;
    }
    return ans;
}

```

4.5 Intersection of Circle and Convex Polygon [63653d]

```

double _area(pdd pa, pdd pb, double r){
    if(abs(pa)<abs(pb)) swap(pa, pb);
    if(abs(pb)<eps) return 0;
    double S, h, theta;
    double a=abs(pb),b=abs(pa),c=abs(pb-pa);
    double cosB = dot(pb,pb-pa) / a / c, B = acos(cosB);
    double cosC = dot(pa,pb) / a / b, C = acos(cosC);
    if(a > r){
        S = (C/2)*r*r;
        h = a*b*sin(C)/c;
        if (h < r && B < PI/2) S -= (acos(h/r)*r*r - h*sqrt
            (r*r-h*h));
    }
    else if(b > r){
        theta = PI - B - asin(sin(B)/r*a);
        S = .5*a*r*sin(theta) + (C-theta)/2*r*r;
    }
    else S = .5*sin(C)*a*b;
    return S;
}
double areaPolyCircle(const vector<pdd> poly, const pdd
    &O, const double r){
    double S=0;
    for(int i=0;i<SZ(poly);++i)
        S+=_area(poly[i]-O,poly[(i+1)%SZ(poly)]-O,r)*ori(0,
            poly[i],poly[(i+1)%SZ(poly)]);
    return fabs(S);
}

```

4.6 Intersection of Circles [f7a2fe]

```

bool CCinter(Cir &a, Cir &b, pdd &p1, pdd &p2) {
    pdd o1 = a.O, o2 = b.O;
    double r1 = a.R, r2 = b.R, d2 = abs2(o1 - o2), d =
        sqrt(d2);
    if(d < max(r1, r2) - min(r1, r2) || d > r1 + r2)
        return 0;
    pdd u = (o1 + o2) * 0.5 + (o1 - o2) * ((r2 * r2 - r1
        * r1) / (2 * d2));
    double A = sqrt((r1 + r2 + d) * (r1 - r2 + d) * (r1 +
        r2 - d) * (-r1 + r2 + d));
    pdd v = pdd(o1.Y - o2.Y, -o1.X + o2.X) * A / (2 * d2)
        ;
    p1 = u + v, p2 = u - v;
    return 1;
}

```

4.7 Tangent Line of Circles [c51d90]

```

vector<Line> CCTang( const Cir& c1 , const Cir& c2 ,
    int sign1 ){
    vector<Line> ret;
    double d_sq = abs2( c1.O - c2.O );
    if (sgn(d_sq) == 0) return ret;
    double d = sqrt(d_sq);

```

```

    pdd v = (c2.O - c1.O) / d;
    double c = (c1.R - sign1 * c2.R) / d; // cos t
    if (c * c > 1) return ret;
    double h = sqrt(max( 0.0, 1.0 - c * c)); // sin t
    for (int sign2 = 1; sign2 >= -1; sign2 -= 2) {
        pdd n = pdd(v.X * c - sign2 * h * v.Y,
            v.Y * c + sign2 * h * v.X);
        pdd p1 = c1.O + n * c1.R;
        pdd p2 = c2.O + n * (c2.R * sign1);
        if (sgn(p1.X - p2.X) == 0 and
            sgn(p1.Y - p2.Y) == 0)
            p2 = p1 + perp(c2.O - c1.O);
        ret.pb(Line(p1, p2));
    }
    return ret;
}

```

4.8 Intersection of Line and Convex Polygon [157258]

```

int TangentDir(vector<pll> &C, pll dir) {
    return cyc_tsearch(SZ(C), [&](int a, int b) {
        return cross(dir, C[a]) > cross(dir, C[b]);
    });
}
#define cmpL(i) sign(cross(C[i] - a, b - a))
pii lineHull(pll a, pll b, vector<pll> &C) {
    int A = TangentDir(C, a - b);
    int B = TangentDir(C, b - a);
    int n = SZ(C);
    if (cmpL(A) < 0 || cmpL(B) > 0)
        return pii(-1, -1); // no collision
    auto gao = [&](int l, int r) {
        for (int t = l; (l + 1) % n != r; ) {
            int m = ((l + r + (l < r ? 0 : n)) / 2) % n;
            (cmpL(m) == cmpL(t) ? l : r) = m;
        }
        return (l + !cmpL(r)) % n;
    };
    pii res = pii(gao(B, A), gao(A, B)); // (i, j)
    if (res.X == res.Y) // touching the corner i
        return pii(res.X, -1);
    if (!cmpL(res.X) && !cmpL(res.Y)) // along side i, i
        +1
        switch ((res.X - res.Y + n + 1) % n) {
            case 0: return pii(res.X, res.X);
            case 2: return pii(res.Y, res.Y);
        }
    /* crossing sides (i, i+1) and (j, j+1)
    crossing corner i is treated as side (i, i+1)
    returned in the same order as the Line hits the
    convex */
    return res;
} // convex cut: (r, l)

```

4.9 Intersection of Line and Circle [9183db]

```

vector<pdd> circleLineIntersection(pdd c, double r, pdd
    a, pdd b) {
    pdd p = a + (b - a) * dot(c - a, b - a) / abs2(b - a)
        ;
    double s = cross(b - a, c - a), h2 = r * r - s * s /
        abs2(b - a);
    if (sgn(h2) < 0) return {};
    if (sgn(h2) == 0) return {p};
    pdd h = (b - a) / abs(b - a) * sqrt(h2);
    return {p - h, p + h};
}

```

4.10 Point in Circle [ecf954]

```

// return q's relation with circumcircle of tri(p[0],p
    [1],p[2])
bool in_cc(const array<pll, 3> &p, pll q) {
    __int128 det = 0;
    for (int i = 0; i < 3; ++i)
        det += __int128(abs2(p[i]) - abs2(q)) * cross(p[(i
            + 1) % 3] - q, p[(i + 2) % 3] - q);
    return det > 0; // in: >0, on: =0, out: <0
}

```

4.11 Point in Convex [82b81e]

```
bool PointInConvex(const vector<pll> &C, pll p, bool strict = true) {
    int a = 1, b = SZ(C) - 1, r = !strict;
    if (SZ(C) == 0) return false;
    if (SZ(C) < 3) return r && btw(p, C[0], C.back());
    if (ori(C[0], C[a], C[b]) > 0) swap(a, b);
    if (ori(C[0], C[a], p) >= r || ori(C[0], C[b], p) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (ori(C[0], C[c], p) > 0 ? b : a) = c;
    }
    return ori(C[a], C[b], p) < r;
}
```

4.12 Half Plane Intersection [d34e39]

```
pll area_pair(Line a, Line b)
{ return pll(cross(a.Y - a.X, b.X - a.X), cross(a.Y - a.X, b.Y - a.X)); }

bool isin(Line l0, Line l1, Line l2) {
    // Check inter(l1, l2) strictly in l0
    auto [a02X, a02Y] = area_pair(l0, l2);
    auto [a12X, a12Y] = area_pair(l1, l2);
    if (a12X - a12Y < 0) a12X *= -1, a12Y *= -1;
    return (_int128) a02Y * a12X - (_int128) a02X * a12Y > 0;
}

/* Having solution, check size > 2 */
/* --^-- Line.X --^--- Line.Y --^--- */
vector<Line> halfPlaneInter(vector<Line> arr) {
    sort(iter(arr), [&](Line a, Line b) -> int {
        if (cmp(a.Y - a.X, b.Y - b.X, 0) != -1)
            return cmp(a.Y - a.X, b.Y - b.X, 0);
        return ori(a.X, a.Y, b.Y) < 0;
    });
    deque<Line> dq(1, arr[0]);
    auto pop_back = [&](int t, Line p) {
        while (SZ(dq) >= t && !isin(p, dq[SZ(dq) - 2], dq.back()))
            dq.pop_back();
    };
    auto pop_front = [&](int t, Line p) {
        while (SZ(dq) >= t && !isin(p, dq[0], dq[1]))
            dq.pop_front();
    };
    for (auto p : arr)
        if (cmp(dq.back().Y - dq.back().X, p.Y - p.X, 0) != -1)
            pop_back(2, p), pop_front(2, p), dq.pb(p);
    pop_back(3, dq[0]), pop_front(3, dq.back());
    return vector<Line>(iter(dq));
}
```

4.13 HPI General Line [043534]

```
using i128 = __int128;
struct LN {
    ll a, b, c; // ax + by + c <= 0
    pll dir() const { return pll(a, b); }
    LN(ll ta, ll tb, ll tc) : a(ta), b(tb), c(tc) {}
    LN(pll S, pll T) : a((T-S).Y), b(-(T-S).X), c(cross(T, S)) {}
};

pdd intersect(LN A, LN B) {
    double c = cross(A.dir(), B.dir());
    i128 a = i128(A.c) * B.a - i128(B.c) * A.a;
    i128 b = i128(A.c) * B.b - i128(B.c) * A.b;
    return pdd(-b / c, a / c);
}

bool cov(LN l, LN A, LN B) {
    i128 c = cross(A.dir(), B.dir());
    i128 a = i128(A.c) * B.a - i128(B.c) * A.a;
    i128 b = i128(A.c) * B.b - i128(B.c) * A.b;
    return sign(a * l.b - b * l.a + c * l.c) * sign(c) >= 0;
}

bool operator<(LN a, LN b) {
    if (int c = cmp(a.dir(), b.dir(), false); c != -1)
        return c;
}
```

```
return i128(abs(b.a) + abs(b.b)) * a.c > i128(abs(a.a) + abs(a.b)) * b.c;
}
```

4.14 Minimum Enclosing Circle [5af6d5]

```
using ld = long double;
pair<pdd, ld> circumcenter(pdd a, pdd b, pdd c);
pair<pdd, ld> MinimumEnclosingCircle(vector<pdd> &pts) {
    random_shuffle(iter(pts));
    pdd c = pts[0];
    ld r = 0;
    for(int i = 1; i < SZ(pts); i++){
        if(abs(pts[i] - c) <= r) continue;
        c = pts[i]; r = 0;
        for(int j = 0; j < i; j++){
            if(abs(pts[j] - c) <= r) continue;
            c = (pts[i] + pts[j]) / 2;
            r = abs(pts[i] - c);
            for(int k = 0; k < j; k++){
                if(abs(pts[k] - c) > r)
                    tie(c, r) = circumcenter(pts[i], pts[j], pts[k]);
            }
        }
    }
    return {c, r};
}
```

4.15 3D Point [badbbd]

```
struct Point {
    double x, y, z;
    Point(double _x = 0, double _y = 0, double _z = 0): x(_x), y(_y), z(_z){}
    Point(pdd p) { x = p.X, y = p.Y, z = abs2(p); }
};

Point operator-(Point p1, Point p2)
{ return Point(p1.x - p2.x, p1.y - p2.y, p1.z - p2.z); }

Point operator+(Point p1, Point p2)
{ return Point(p1.x + p2.x, p1.y + p2.y, p1.z + p2.z); }

Point operator*(Point p1, double v)
{ return Point(p1.x * v, p1.y * v, p1.z * v); }

Point operator/(Point p1, double v)
{ return Point(p1.x / v, p1.y / v, p1.z / v); }

Point cross(Point p1, Point p2)
{ return Point(p1.y * p2.z - p1.z * p2.y, p1.z * p2.x - p1.x * p2.z, p1.x * p2.y - p1.y * p2.x); }

double dot(Point p1, Point p2)
{ return p1.x * p2.x + p1.y * p2.y + p1.z * p2.z; }

double abs(Point a)
{ return sqrt(dot(a, a)); }

Point cross3(Point a, Point b, Point c)
{ return cross(b - a, c - a); }

double area(Point a, Point b, Point c)
{ return abs(cross3(a, b, c)); }

double volume(Point a, Point b, Point c, Point d)
{ return dot(cross3(a, b, c), d - a); }

//Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
double phi(Point p) { return atan2(p.y, p.x); }

//Zenith angle (latitude) to the z-axis in interval [0, pi]
double theta(Point p) { return atan2(sqrt(p.x * p.x + p.y * p.y), p.z); }

Point masscenter(Point a, Point b, Point c, Point d)
{ return (a + b + c + d) / 4; }

pdd proj(Point a, Point b, Point c, Point u) {
    // proj. u to the plane of a, b, and c
    Point e1 = b - a;
    Point e2 = c - a;
    e1 = e1 / abs(e1);
    e2 = e2 - e1 * dot(e2, e1);
    e2 = e2 / abs(e2);
    Point p = u - a;
    return pdd(dot(p, e1), dot(p, e2));
}

Point rotate_around(Point p, double angle, Point axis)
{
    double s = sin(angle), c = cos(angle);
    Point u = axis / abs(axis);
}
```

```

    return u * dot(u, p) * (1 - c) + p * c + cross(u, p)
    * s;
}

4.16 ConvexHull3D [156311]
struct convex_hull_3D {
struct Face {
    int a, b, c;
    Face(int ta, int tb, int tc): a(ta), b(tb), c(tc) {}
}; // return the faces with pt indexes
vector<Face> res;
vector<Point> P;
convex_hull_3D(const vector<Point> &_P): res(), P(_P) {
// all points coplanar case will WA, O(n^2)
    int n = SZ(P);
    if (n <= 2) return; // be careful about edge case
    // ensure first 4 points are not coplanar
    swap(P[1], *find_if(iter(P), [&](auto p) { return sgn
        (abs2(P[0] - p)) != 0; }));
    swap(P[2], *find_if(iter(P), [&](auto p) { return sgn
        (abs2(cross3(p, P[0], P[1]))) != 0; }));
    swap(P[3], *find_if(iter(P), [&](auto p) { return sgn
        (volume(P[0], P[1], P[2], p)) != 0; }));
    vector<vector<int>> flag(n, vector<int>(n));
    res.emplace_back(0, 1, 2); res.emplace_back(2, 1, 0);
    for (int i = 3; i < n; ++i) {
        vector<Face> next;
        for (auto f : res) {
            int d = sgn(volume(P[f.a], P[f.b], P[f.c], P[i]));
            ;
            if (d <= 0) next.pb(f);
            int ff = (d > 0) - (d < 0);
            flag[f.a][f.b] = flag[f.b][f.c] = flag[f.c][f.a]
                = ff;
        }
        for (auto f : res) {
            auto F = [&](int x, int y) {
                if (flag[x][y] > 0 && flag[y][x] <= 0)
                    next.emplace_back(x, y, i);
            };
            F(f.a, f.b); F(f.b, f.c); F(f.c, f.a);
        }
        res = next;
    }
    bool same(Face s, Face t) {
        if (sgn(volume(P[s.a], P[s.b], P[s.c], P[t.a])) != 0)
            return 0;
        if (sgn(volume(P[s.a], P[s.b], P[s.c], P[t.b])) != 0)
            return 0;
        if (sgn(volume(P[s.a], P[s.b], P[s.c], P[t.c])) != 0)
            return 0;
        return 1;
    }
    int polygon_face_num() {
        int ans = 0;
        for (int i = 0; i < SZ(res); ++i)
            ans += none_of(res.begin(), res.begin() + i, [&](
                Face g) { return same(res[i], g); });
        return ans;
    }
    double get_volume() {
        double ans = 0;
        for (auto f : res)
            ans += volume(Point(0, 0, 0), P[f.a], P[f.b], P[f.c]);
        return fabs(ans / 6);
    }
    double get_dis(Point p, Face f) {
        Point p1 = P[f.a], p2 = P[f.b], p3 = P[f.c];
        double a = (p2.y - p1.y) * (p3.z - p1.z) - (p2.z - p1.z) * (p3.y - p1.y);
        double b = (p2.z - p1.z) * (p3.x - p1.x) - (p2.x - p1.x) * (p3.z - p1.z);
        double c = (p2.x - p1.x) * (p3.y - p1.y) - (p2.y - p1.y) * (p3.x - p1.x);
        double d = 0 - (a * p1.x + b * p1.y + c * p1.z);
        return fabs(a * p.x + b * p.y + c * p.z + d) / sqrt(a
            * a + b * b + c * c);
    }
};

// n^2 delaunay: facets with negative z normal of

```

```

// convexhull of (x, y, x^2 + y^2), use a pseudo-point
// (0, 0, inf) to avoid degenerate case
4.17 Delaunay Triangulation [6a9916]
/* Delaunay Triangulation:
   Given a sets of points on 2D plane, find a
   triangulation such that no points will strictly
   inside circumcircle of any triangle. */
struct Edge {
    int id; // oidx[id]
    list<Edge>::iterator twin;
    Edge(int _id = 0): id(_id) {}
};
struct Delaunay { // 0-base
    int n;
    vector<int> oidx;
    vector<list<Edge>> head; // result udir. graph
    vector<pll> p;
    Delaunay(int _n, vector<pll> _p): n(_n), oidx(_n),
        head(_n), p(_p) {
        iota(iter(oidx), 0);
        for (int i = 0; i < n; ++i) head[i].clear();
        sort(iter(oidx), [&](int a, int b)
            { return _p[a] < _p[b]; });
        for (int i = 0; i < n; ++i) p[i] = _p[oidx[i]];
        divide(0, n - 1);
    }
    void addEdge(int u, int v) {
        head[u].push_front(Edge(v));
        head[v].push_front(Edge(u));
        head[u].begin()->twin = head[v].begin();
        head[v].begin()->twin = head[u].begin();
    }
    void divide(int l, int r) {
        if (l == r) return;
        if (l + 1 == r) return addEdge(l, l + 1);
        int mid = (l + r) >> 1, nw[2] = {l, r};
        divide(l, mid), divide(mid + 1, r);
        auto gao = [&](int t) {
            pll pt[2] = {p[nw[0]], p[nw[1]]};
            for (auto it : head[nw[t]]) {
                int v = ori(pt[1], pt[0], p[it.id]);
                if (v > 0 || (v == 0 && abs2(pt[t ^ 1] - p[it.
                    id]) < abs2(pt[1] - pt[0])))
                    nw[t] = it.id, true;
            }
            return false;
        };
        while (gao(0) || gao(1));
        addEdge(nw[0], nw[1]); // add tangent
        while (true) {
            pll pt[2] = {p[nw[0]], p[nw[1]]};
            int ch = -1, sd = 0;
            for (int t = 0; t < 2; ++t)
                for (auto it : head[nw[t]])
                    if (ori(pt[0], pt[1], p[it.id]) > 0 && (ch ==
                        -1 || in_cc({pt[0], pt[1], p[ch]}, p[it.
                            id])))
                        ch = it.id, sd = t;
            if (ch == -1) break; // upper common tangent
            for (auto it = head[nw[sd]].begin(); it != head[nw[sd]].end(); )
                if (seg_strict_intersect(pt[sd], p[it->id], pt[
                    sd ^ 1], p[ch]))
                    head[it->id].erase(it->twin), head[nw[sd]].
                        erase(it++);
                else ++it;
            nw[sd] = ch, addEdge(nw[0], nw[1]);
        }
    };
}

```

4.18 Voronoi Diagram [e4f408]

```

// all coord. is even, you may want to call
// halfPlaneInter after then
vector<vector<Line>> vec;
void build_voronoi_line(int n, vector<pll> &pts) {
    Delaunay tool(n, pts); // Delaunay
    vec.clear(), vec.resize(n);
    for (int i = 0; i < n; ++i)
        for (auto e : tool.head[i]) {

```

```

    int u = tool.oidx[i], v = tool.oidx[e.id];
    pll m = (pts[v] + pts[u]) / 2LL, d = perp(pts[v]
        - pts[u]);
    vec[u].pb(Line(m, m + d));
}
}

```

4.19 Polygon Union [9fbf66]

```

ld rat(pll a, pll b) {
    return sgn(b.X) ? (ld)a.X / b.X : (ld)a.Y / b.Y;
} // all poly. should be ccw
ld polyUnion(vector<vector<pll>> &poly) {
    ld res = 0;
    for (auto &p : poly)
        for (int a = 0; a < SZ(p); ++a) {
            pll A = p[a], B = p[(a + 1) % SZ(p)];
            vector<pair<ld, int>> segs = {{0, 0}, {1, 0}};
            for (auto &q : poly) {
                if (&p == &q) continue;
                for (int b = 0; b < SZ(q); ++b) {
                    pll C = q[b], D = q[(b + 1) % SZ(q)];
                    int sc = ori(A, B, C), sd = ori(A, B, D);
                    if (sc != sd && min(sc, sd) < 0) {
                        ld sa = cross(D - C, A - C), sb = cross(D -
                            C, B - C);
                        segs.pb(sa / (sa - sb), sgn(sc - sd));
                    }
                    if (!sc && !sd && &q < &p && sgn(dot(B - A, D -
                        C)) > 0) {
                        segs.pb(rat(C - A, B - A), 1);
                        segs.pb(rat(D - A, B - A), -1);
                    }
                }
            }
            sort(iter(segs));
            for (auto &s : segs) s.X = clamp(s.X, 0.0, 1.0);
            ld sum = 0;
            int cnt = segs[0].second;
            for (int j = 1; j < SZ(segs); ++j) {
                if (!cnt) sum += segs[j].X - segs[j - 1].X;
                cnt += segs[j].Y;
            }
            res += cross(A, B) * sum;
        }
    return res / 2;
}

```

4.20 Tangent Point to Convex Hull [523bc1]

```

/* The point should be strictly out of hull
   return arbitrary point on the tangent line */
pii get_tangent(vector<pll> &C, pll p) {
    auto gao = [&](int s) {
        return cyc_tsearch(SZ(C), [&](int x, int y)
        { return ori(p, C[x], C[y]) == s; });
    };
    return pii(gao(1), gao(-1));
} // return (a, b), ori(p, C[a], C[b]) >= 0

```

4.21 Heart [082d19]

```

pdd circenter(pdd p0, pdd p1, pdd p2) { // 156d1f
    p1 = p1 - p0, p2 = p2 - p0; // radius = abs(center)
    double x1 = p1.X, y1 = p1.Y, x2 = p2.X, y2 = p2.Y;
    double m = 2. * (x1 * y2 - y1 * x2);
    pdd center;
    center.X = (x1 * x1 * y2 - x2 * x2 * y1 + y1 * y2 * (
        y1 - y2)) / m;
    center.Y = (x1 * x2 * (x2 - x1) - y1 * y1 * x2 + x1 *
        y2 * y2) / m;
    return center + p0;
}
pdd incenter(pdd p1, pdd p2, pdd p3) { // radius = area
    / s * 2
    double a = abs(p2 - p3), b = abs(p1 - p3), c = abs(p1 -
        p2);
    double s = a + b + c;
    return (a * p1 + b * p2 + c * p3) / s;
}
pdd masscenter(pdd p1, pdd p2, pdd p3)
{ return (p1 + p2 + p3) / 3; }
pdd orthcenter(pdd p1, pdd p2, pdd p3)
{ return masscenter(p1, p2, p3) * 3 - circenter(p1, p2,
    p3) * 2; }

```

4.22 Rotating Sweep Line [f5f689]

```

struct Event {
    pll d; int u, v;
    bool operator<(const Event &b) const {
        int ret = cmp(d, b.d, false);
        return ret == -1 ? false : ret; } // no tie-break
};
void rotatingSweepLine(const vector<pll> &p) {
    const int n = SZ(p);
    vector<Event> e; e.reserve(n * (n - 1));
    for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++) // pos[i] < pos[j] when
            the event occurs
            if (i != j) e.pb(p[j] - p[i], i, j);
    sort(iter(e));
    vector<int> ord(n), pos(n);
    iota(iter(ord), 0);
    sort(iter(ord), [&](int i, int j) { // initial order
        return p[i].Y != p[j].Y ? p[i].Y < p[j].Y : p[i].
            X < p[j].X; });
    for (int i = 0; i < n; i++) pos[ord[i]] = i;
    // initialize
    for (int i = 0, j = 0; i < SZ(e); i = j) {
        // do something
        vector<pii> tmp;
        for (; j < SZ(e) && !(e[i] < e[j]); j++)
            tmp.pb(pii(e[j].u, e[j].v));
        sort(iter(tmp), [&](pii x, pii y){
            return pii(pos[x.ff], pos[x.ss]) < pii(pos[y.ff],
                pos[y.ss]); });
        for (auto [x, y] : tmp) // pos[x] + 1 == pos[y]
            tie(ord[pos[x]], ord[pos[y]], pos[x], pos[y]) =
                make_tuple(ord[pos[y]], ord[pos[x]], pos[y],
                    pos[x]);
    }
}

```

4.23 Vector In Poly [c6d0fa]

```

// ori(a, b, c) >= 0, valid: "strict" angle from a-b to
// a-c
bool btwangle(pll a, pll b, pll c, pll p, int strict) {
    return ori(a, b, p) >= strict && ori(a, p, c) >=
        strict;
}
// whether vector{cur, p} in counter-clockwise order
// prv, cur, nxt
bool inside(pll prv, pll cur, pll nxt, pll p, int
    strict) {
    if (ori(cur, nxt, prv) >= 0)
        return btwangle(cur, nxt, prv, p, strict);
    return !btwangle(cur, prv, nxt, p, !strict);
}

```

4.24 Convex Hull DP [6dc001]

```

sort(iter(pts), [&](pll x, pll y) {
    return x.Y != y.Y ? x.Y < y.Y : x.X < y.X;
});
auto getvec = [&](pii x) { return pts[x.ss] - pts[x.ff]
    ]; };
vector<pii> trans;
for (int j = 0; j < n; j++)
    for (int k = 0; k < n; k++)
        if (j != k) trans.pb(pii(j, k));
sort(iter(trans), [&](pii x, pii y) -> bool{
    int tmp = cmp(getvec(x), getvec(y), false);
    if (tmp != -1) return tmp;
    pll v = getvec(x);
    return dot(v, pts[x.ff]) > dot(v, pts[y.ff]);
});
// DP for convex hull vertices (no points on edges)
auto solve = [&](int bottom) { // O(n^3)
    // vector<LL> dp(n);
    for (int j = bottom + 1; j < n; j++) {
        // check whether bottom -> j is legal
        // init trans -> j
    }
    for (auto [i, j] : trans) {
        if (i <= bottom || j <= bottom ||
            ori(pts[bottom], pts[i], pts[j]) <= 0) continue
            ;
    }
}

```

```

    // check whether i -> j is legal
    // normal trans i -> j
}
for (int j = bottom + 1; j < n; j++) {
    // check whether j -> bottom is legal
    // end trans j ->
}
};

for(int i = 0; i < n; i++) solve(i);

```

4.25 Calculate Points in Triangle [bf746f]

```

// all points are distinct
// cnt[i][j] = # of point k s.t. strictly above ij, and
// i < k < j
// cnt2[i][j] = # of points k s.t. strictly in ij
// preprocess space: O(n^2), time: O(n^3), query time:
// O(1)
vector<cnt>(n, vector<int>(n)), cnt2(n, vector<int>(n));
for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++){
        if (pts[i] >= pts[j]) continue;
        for (int k = 0; k < n; k++) {
            if (pts[i] < pts[k] && pts[k] < pts[j]) {
                int tmp = ori(pts[i], pts[j], pts[k]);
                if (tmp > 0) cnt[i][j]++;
                else if (tmp == 0) cnt2[i][j]++;
                else cnt2[i][j]++, cnt2[j][i]++;
            }
        }
    }
auto calc_tri = [&](array<int, 3> arr) { // strictly
    inside
    sort(iter(arr), [&](int x, int y){ return pts[x] <
        pts[y]; });
    auto [x, y, z] = arr;
    int tmp = ori(pts[x], pts[y], pts[z]);
    if (tmp == 0) return 0;
    else if (tmp < 0)
        return cnt[x][z] - cnt[x][y] - cnt[y][z] - cnt2[x][
            y] - cnt2[y][z] - 1;
    else return cnt[x][y] + cnt[y][z] - cnt[x][z] - cnt2[[
            x][z];
};

```

5 Graph

5.1 BCC [d04ebe]

```

struct BCC{ // 0-based, allow multi edges but not allow
Loops
    int n, m, cnt = 0;
    // n:/V/, m:/E/, cnt:#bcc
    // bcc i : vertices bcc_v[i] and edges bcc_e[i]
    vector<vector<int>> bcc_v, bcc_e;
    vector<vector<pii>> g; // original graph
    vector<pii> edges; // 0-based
    BCC(int _n, vector<pii> _edges):
        n(_n), m(SZ(_edges)), g(_n), edges(_edges){
            for(int i = 0; i < m; i++){
                auto [u, v] = edges[i];
                g[u].pb(pii(v, i)); g[v].pb(pii(u, i));
            }
        }
    void make_bcc(){ bcc_v.pb(); bcc_e.pb(); cnt++; }
    // modify these if you need more information
    void add_v(int v){ bcc_v.back().pb(v); }
    void add_e(int e){ bcc_e.back().pb(e); }
    void build(){
        vector<int> in(n, -1), low(n, -1), stk;
        vector<vector<int>> up(n);
        int ts = 0;
        auto _dfs = [&](auto dfs, int now, int par, int pe)
            -> void{
            if(pe != -1) up[now].pb(pe);
            in[now] = low[now] = ts++;
            stk.pb(now);
            for(auto [v, e] : g[now]){
                if(e == pe) continue;
                if(in[v] != -1){
                    if(in[v] < in[now]) up[now].pb(e);
                    low[now] = min(low[now], in[v]);
                    continue;
                }
            }
        };
    }

```

```

        dfs(dfs, v, now, e);
        low[now] = min(low[now], low[v]);
    }
    if((now != par && low[now] >= in[par]) || (now ==
        par && SZ(g[now]) == 0)){
        make_bcc();
        for(int v = stk.back(); v = stk.back()){
            stk.pop_back(), add_v(v);
            for(int e : up[v]) add_e(e);
            if(v == now) break;
        }
        if(now != par) add_v(par);
    }
};

for(int i = 0; i < n; i++)
    if(in[i] == -1) _dfs(_dfs, i, i, -1);
}

```

5.2 SCC [2c9a01]

```

struct SCC{ // 0-based, output reversed topo order
    int n, cnt = 0;
    vector<vector<int>> g;
    vector<int> sccid;
    explicit SCC(int _n): n(_n), g(n), sccid(n, -1) {}
    void add_edge(int u, int v){
        g[u].pb(v);
    }
    void build(){
        vector<int> in(n, -1), low(n), stk;
        vector<bool> instk(n);
        int ts = 0;
        auto dfs1 = [&](auto dfs, int now) -> void{
            stk.pb(now); instk[now] = true;
            in[now] = low[now] = ts++;
            for(int i : g[now]){
                if(in[i] == -1)
                    dfs(dfs, i), low[now] = min(low[now], low[i]);
                else if(instk[i] && in[i] < in[now])
                    low[now] = min(low[now], in[i]);
            }
        };
        if(low[now] == in[now]){
            for(; stk.back() != now; stk.pop_back())
                sccid[stk.back()] = cnt, instk[stk.back()] =
                    false;
            sccid[now] = cnt++, instk[now] = false, stk.
                pop_back();
        }
    };
    for(int i = 0; i < n; i++)
        if(in[i] == -1) dfs1(dfs1, i);
}

```

5.3 2-SAT [0686a5]

```

struct SAT { // 0-based
    int n;
    vector<bool> istrue;
    SCC scc;
    SAT(int _n): n(_n), istrue(n + n), scc(n + n) {}
    int neg(int a) {
        return a >= n ? a - n : a + n;
    }
    void add_clause(int a, int b) {
        scc.add_edge(neg(a), b), scc.add_edge(neg(b), a);
    }
    bool solve() {
        scc.build();
        for (int i = 0; i < n; ++i) {
            if (scc.sccid[i] == scc.sccid[i + n]) return
                false;
            istrue[i] = scc.sccid[i] < scc.sccid[i + n];
            istrue[i + n] = !istrue[i];
        }
        return true;
    }
}

```

5.4 Dominator Tree [2da9bb]

```

struct Dominator {
    int n;
    vector<vector<int>> g, r, rdom; int tk;
    vector<int> dfn, rev, fa, sdom, dom, val, rp;
    Dominator(int _n) : n(_n), g(n), r(n), rdom(n), tk(0)
    {
        dfn = rev = fa = sdom = dom =
            val = rp = vector<int>(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[u];
            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];
        } else return c ? fa[x] : val[x];
    }
    vector<int> build(int s) {
        // return the father of each node in dominator tree
        dfs(s); // p[i] = -2 if i is unreachable, par[s] = -1
        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;
    }
};

```

5.5 Virtual Tree [6abeb5]

```

vector<int> vG[N];
int top, st[N];
int vrt = -1;
void insert(int u) {
    if (top == -1) return st[++top] = vrt = u, void();
    int p = LCA(st[top], u);
    if (dep[vrt] > dep[p]) vrt = p;
    if (p == st[top]) return st[++top] = u, void();
    while (top >= 1 && dep[st[top - 1]] >= dep[p])
        vG[st[top - 1]].pb(st[top]), --top;
    if (st[top] != p)
        vG[p].pb(st[top]), --top, st[++top] = p;
    st[++top] = u;
}
void reset(int u) {
    for (int i : vG[u]) reset(i);
    vG[u].clear();
}
void solve(vector<int> &v) {
    top = -1;
    sort(iter(v),
        [&](int a, int b) { return dfn[a] < dfn[b]; });
    for (int i : v) insert(i);
    while (top > 0) vG[st[top - 1]].pb(st[top]), --top;
    // do something
    reset(vrt);
}

```

5.6 Fast DMST [7b274d]

```

struct E { int s, t; ll w; }; // 0-base

```

```

struct PQ {
    struct P {
        ll v; int i;
        bool operator>(const P &b) const { return v > b.v; }
    };
    priority_queue<P, vector<P>, greater<>> pq; ll tag;
    // min heap
    void push(P p) { p.v -= tag; pq.emplace(p); }
    P top() { P p = pq.top(); p.v += tag; return p; }
    void join(PQ &b) {
        if (pq.size() < b.pq.size())
            swap(pq, b.pq), swap(tag, b.tag);
        while (!b.pq.empty()) push(b.top()), b.pq.pop();
    }
}; // O(E Log^2 V), use leftist tree for O(E Log V)
vector<int> dmst(const vector<E> &e, int n, int root) {
    vector<PQ> h(n * 2);
    for (int i = 0; i < int(e.size()); ++i)
        h[e[i].t].push({e[i].w, i});
    vector<int> a(n * 2); iota(iter(a), 0);
    vector<int> v(n * 2, -1), pa(n * 2, -1), r(n * 2);
    auto o = [&](auto Y, int x) -> int {
        return x == a[x] ? x : a[x] = Y(Y, a[x]); };
    auto S = [&](int i) { return o(o, e[i].s); };
    int pc = v[root] = n;
    for (int i = 0; i < n; ++i) if (v[i] == -1)
        for (int p = i; v[p] < 0 || v[p] == i; p = S(r[p])) {
            if (v[p] == i)
                for (int q = pc++; p != q; p = S(r[p]))
                    h[p].tag -= h[p].top().v; h[q].join(h[p]);
                    pa[p] = a[p] = q;
            }
            while (S(h[p].top().i) == p) h[p].pq.pop();
            v[p] = i; r[p] = h[p].top().i;
        }
    vector<int> ans;
    for (int i = pc - 1; i >= 0; i--) if (v[i] != n) {
        for (int f = e[r[i]].t; f != -1 && v[f] != n; f = pa[f])
            v[f] = n;
        ans.push_back(r[i]);
    }
    return ans; // default minimize, returns edgeid array
}

```

5.7 Vizing [58a6ca]

```

// find D+1 edge coloring of a graph with max deg D, O(nm)
struct Vizing { // returns maxdeg+1 edge coloring in adjacent matrix G
    int n; // 1-based for vertices and colors, simple graph
    vector<vector<int>> C, G;
    vector<int> X, vst;
    Vizing(int _n) : n(_n),
        C(n + 1, vector<int>(n + 2)), G(n + 1, vector<int>(n + 1)),
        X(n + 1, 1), vst(n + 1) {}
    void solve(vector<pii> &E) {
        auto update = [&](int u)
        { for (X[u] = 1; C[u][X[u]]; ++X[u]); };
        auto color = [&](int u, int v, int c) {
            int p = G[u][v];
            G[u][v] = G[v][u] = c;
            C[u][c] = v, C[v][c] = u;
            C[u][p] = C[v][p] = 0;
            if (p) X[u] = X[v] = p;
            else update(u), update(v);
            return p;
        };
        auto flip = [&](int u, int c1, int c2) {
            int p = C[u][c1];
            swap(C[u][c1], C[u][c2]);
            if (p) G[u][p] = G[p][u] = c2;
            if (!C[u][c1]) X[u] = c1;
            if (!C[u][c2]) X[u] = c2;
            return p;
        };
        for (int t = 0; t < SZ(E); ++t) {
            int u = E[t].ff, v0 = E[t].ss, v = v0, c0 = X[u],
            c = c0, d;

```

```

vector<pii> L;
fill(iter(vst), 0);
while (!G[u][v0]) {
    L.emplace_back(v, d = X[v]);
    if (!C[v][c]) for (int a = SZ(L) - 1; a >= 0; --a) c = color(u, L[a].ff, c);
    else if (!C[u][d]) for (int a = SZ(L) - 1; a >= 0; --a) color(u, L[a].ff, L[a].ss);
    else if (vst[d]) break;
    else vst[d] = 1, v = C[u][d];
}
if (!G[u][v0]) {
    for (; v; v = flip(v, c, d), swap(c, d));
    if (int a; C[u][c0]) {
        for (a = SZ(L) - 2; a >= 0 && L[a].ss != c; --a);
        for (; a >= 0; --a) color(u, L[a].ff, L[a].ss);
    }
    else --t;
}
}
};


```

5.8 Maximum Clique [1ad4b2]

```

struct MaxClique { // fast when N <= 100
    bitset<N> G[N], cs[N];
    int ans, sol[N], q, cur[N], d[N], n;
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; ++i) G[i].reset();
    }
    void add_edge(int u, int v) {
        G[u][v] = G[v][u] = 1;
    }
    void pre_dfs(vector<int> &r, int l, bitset<N> mask) {
        if (l < 4) {
            for (int i : r) d[i] = (G[i] & mask).count();
            sort(iter(r), [&](int x, int y) { return d[x] > d[y]; });
        }
        vector<int> c(SZ(r));
        int lft = max(ans - q + 1, 1), rgt = 1, tp = 0;
        cs[1].reset(), cs[2].reset();
        for (int p : r) {
            int k = 1;
            while ((cs[k] & G[p]).any()) ++k;
            if (k > rgt) cs[++rgt + 1].reset();
            cs[k][p] = 1;
            if (k < lft) r[tp++] = p;
        }
        for (int k = lft; k <= rgt; ++k)
            for (int p = cs[k]._Find_first(); p < N; p = cs[k]._Find_next(p))
                r[tp] = p, c[tp] = k, ++tp;
        dfs(r, c, l + 1, mask);
    }
    void dfs(vector<int> &r, vector<int> &c, int l,
             bitset<N> mask) {
        while (!r.empty()) {
            int p = r.back();
            r.pop_back(), mask[p] = 0;
            if (q + c.back() <= ans) return;
            cur[q++] = p;
            vector<int> nr;
            for (int i : r) if (G[p][i]) nr.pb(i);
            if (!nr.empty()) pre_dfs(nr, l, mask & G[p]);
            else if (q > ans) ans = q, copy_n(cur, q, sol);
            c.pop_back(), --q;
        }
    }
    int solve() {
        vector<int> r(n);
        ans = q = 0, iota(iter(r), 0);
        pre_dfs(r, 0, bitset<N>(string(n, '1')));
        return ans;
    }
};


```

5.9 Number of Maximal Clique [11fa26]

```

struct BronKerbosch { // 1-base
    int n, a[N], g[N][N];
    int S, all[N][N], some[N][N], none[N][N];
    void init(int _n) {
        n = _n;
        for (int i = 1; i <= n; ++i)
            for (int j = 1; j <= n; ++j) g[i][j] = 0;
    }
    void add_edge(int u, int v) {
        g[u][v] = g[v][u] = 1;
    }
    void dfs(int d, int an, int sn, int nn) {
        if (S > 1000) return; // pruning
        if (sn == 0 && nn == 0) ++S;
        int u = some[d][0];
        for (int i = 0; i < sn; ++i) {
            int v = some[d][i];
            if (g[u][v]) continue;
            int tsn = 0, tnn = 0;
            copy_n(all[d], an, all[d + 1]);
            all[d + 1][an] = v;
            for (int j = 0; j < sn; ++j)
                if (g[v][some[d][j]]) some[d + 1][tsn++] = some[d][j];
            for (int j = 0; j < nn; ++j)
                if (g[v][none[d][j]]) none[d + 1][tnn++] = none[d][j];
            dfs(d + 1, an + 1, tsn, tnn);
            some[d][i] = 0, none[d][nn++] = v;
        }
    }
    int solve() {
        iota(some[0], some[0] + n, 1);
        S = 0, dfs(0, 0, n, 0);
        return S;
    }
};


```

5.10 Minimum Mean Cycle [3e5d2b]

```

ll road[N][N]; // input here
struct MinimumMeanCycle {
    ll dp[N + 5][N], n;
    pll solve() {
        ll a = -1, b = -1, L = n + 1;
        for (int i = 2; i <= L; ++i)
            for (int k = 0; k < n; ++k)
                for (int j = 0; j < n; ++j)
                    dp[i][j] =
                        min(dp[i - 1][k] + road[k][j], dp[i][j]);
        for (int i = 0; i < n; ++i)
            if (dp[L][i] >= INF) continue;
        ll ta = 0, tb = 1;
        for (int j = 1; j < n; ++j)
            if (dp[j][i] < INF &&
                ta * (L - j) < (dp[L][i] - dp[j][i]) * tb)
                ta = dp[L][i] - dp[j][i], tb = L - j;
            if (ta == 0) continue;
            if (a == -1 || a * tb > ta * b) a = ta, b = tb;
        if (a != -1) {
            ll g = __gcd(a, b);
            return pll(a / g, b / g);
        }
        return pll(-1LL, -1LL);
    }
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; ++i)
            for (int j = 0; j < n; ++j) dp[i + 2][j] = INF;
    }
};


```

5.11 Minimum Steiner Tree [21acea]

```

// O(V 3^T + V^2 2^T)
struct SteinerTree { // 0-base
    static const int T = 10, N = 105, INF = 1e9;
    int n, dst[N][N], dp[1 << T][N], tdst[N];
    int vcost[N]; // the cost of vertexs
    void init(int _n) {
        n = _n;
        for (int i = 0; i < n; ++i) {

```

```

    for (int j = 0; j < n; ++j) dst[i][j] = INF;
    dst[i][i] = vcost[i] = 0;
}
void add_edge(int ui, int vi, int wi) {
    dst[ui][vi] = min(dst[ui][vi], wi);
}
void shortest_path() {
    for (int k = 0; k < n; ++k)
        for (int i = 0; i < n; ++i)
            for (int j = 0; j < n; ++j)
                dst[i][j] =
                    min(dst[i][j], dst[i][k] + dst[k][j]);
}
int solve(const vector<int> &ter) {
    shortest_path();
    int t = SZ(ter);
    for (int i = 0; i < (1 << t); ++i)
        for (int j = 0; j < n; ++j) dp[i][j] = INF;
    for (int i = 0; i < n; ++i) dp[0][i] = vcost[i];
    for (int msk = 1; msk < (1 << t); ++msk) {
        if (!(msk & (msk - 1))) {
            int who = __lg(msk);
            for (int i = 0; i < n; ++i)
                dp[msk][i] =
                    vcost[ter[who]] + dst[ter[who]][i];
        }
        for (int i = 0; i < n; ++i)
            for (int submsk = (msk - 1) & msk; submsk;
                 submsk = (submsk - 1) & msk)
                dp[msk][i] = min(dp[msk][i],
                                  dp[submsk][i] + dp[msk ^ submsk][i] -
                                  vcost[i]);
        for (int i = 0; i < n; ++i) {
            tdst[i] = INF;
            for (int j = 0; j < n; ++j)
                tdst[i] =
                    min(tdst[i], dp[msk][j] + dst[j][i]);
        }
        for (int i = 0; i < n; ++i) dp[msk][i] = tdst[i];
    }
    int ans = INF;
    for (int i = 0; i < n; ++i)
        ans = min(ans, dp[(1 << t) - 1][i]);
    return ans;
}

```

5.12 Count Cycles [c7e8f2]

```

// ord = sort by deg decreasing, rk[ord[i]] = i
// D[i] = edge point from rk small to rk big
for (int x : ord) { // c3
    for (int y : D[x]) vis[y] = 1;
    for (int y : D[x]) for (int z : D[y]) c3 += vis[z];
    for (int y : D[x]) vis[y] = 0;
}
for (int x : ord) { // c4
    for (int y : D[x]) for (int z : adj[y])
        if (rk[z] > rk[x]) c4 += vis[z]++;
    for (int y : D[x]) for (int z : adj[y])
        if (rk[z] > rk[x]) --vis[z];
} // both are O(M*sqrt(M))

```

6 Math

6.1 Extended Euclidean Algorithm [c51ae9]

```

// ax+ny = 1, ax+ny == ax == 1 (mod n)
void extgcd(ll x, ll y, ll &g, ll &a, ll &b) {
    if (y == 0) g = x, a = 1, b = 0;
    else extgcd(y, x % y, g, b, a), b -= (x / y) * a;
}

```

6.2 Floor & Ceil [134881]

```

ll ifloor(ll a, ll b){
    return a / b - (a % b && (a < 0) ^ (b < 0));
}
ll iceil(ll a, ll b){
    return a / b + (a % b && (a < 0) ^ (b > 0));
}

```

6.3 Legendre [4e4b23]

```

// the Jacobi symbol is a generalization of the
// Legendre symbol,
// such that the bottom doesn't need to be prime.
// (n/p) -> same as Legendre
// (n/ab) = (n/a)(n/b)
// work with Long Long
int Jacobi(int a, int m) {
    int s = 1;
    for (; m > 1; ) {
        a %= m;
        if (a == 0) return 0;
        const int r = __builtin_ctz(a);
        if ((r & 1) && ((m + 2) & 4)) s = -s;
        a >>= r;
        if (a & m & 2) s = -s;
        swap(a, m);
    }
    return s;
}

// 0: a == 0
// -1: a isn't a quad res of p
// else: return X with X^2 % p == a
// doesn't work with Long Long
int QuadraticResidue(int a, int p) {
    if (p == 2) return a & 1;
    if (int jc = Jacobi(a, p); jc <= 0) return jc;
    int b, d;
    for (; ; ) {
        b = rand() % p;
        d = (1LL * b * b + p - a) % p;
        if (Jacobi(d, p) == -1) break;
    }
    int f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
    for (int e = (1LL + p) >> 1; e; e >>= 1) {
        if (e & 1) {
            tmp = (1LL * g0 * f0 + 1LL * d * (1LL * g1 * f1 %
                p)) % p;
            g1 = (1LL * g0 * f1 + 1LL * g1 * f0) % p;
            g0 = tmp;
        }
        tmp = (1LL * f0 * f0 + 1LL * d * (1LL * f1 * f1 % p)) %
            p;
        f1 = (2LL * f0 * f1) % p;
        f0 = tmp;
    }
    return g0;
}

```

6.4 Simplex [aa7741]

```

// maximize c^T x
// subject to Ax <= b, x >= 0
// and stores the solution;
typedef long double T; // Long double, Rational, double
+ mod<P>...
typedef vector<T> vd;
typedef vector<vd> vvd;

const T eps = 1e-9, inf = 1./0;
#define ltj(X) if(s == -1 || mp(X[j],N[j]) < mp(X[s],N[s])) s=j
#define rep(i, l, n) for(int i = l; i < n; i++)
struct LPSolver {
    int m, n;
    vector<int> N, B;
    vvd D;

    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(SZ(b)), n(SZ(c)), N(N+1), B(m), D(m+2, vd(n+2)) {
        rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
        rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] =
            b[i]; }
        rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }

    void pivot(int r, int s) {
        T *a = D[r].data(), inv = 1 / a[s];
        rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {

```

```

T *b = D[i].data(), inv2 = b[s] * inv;
rep(j,0,n+2) b[j] -= a[j] * inv2;
b[s] = a[s] * inv2;
}
rep(j,0,n+2) if (j != s) D[r][j] *= inv;
rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
D[r][s] = inv;
swap(B[r], N[s]);
}

bool simplex(int phase) {
    int x = m + phase - 1;
    for (;;) {
        int s = -1;
        rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
        if (D[x][s] >= -eps) return true;
        int r = -1;
        rep(i,0,m) {
            if (D[i][s] <= eps) continue;
            if (r == -1 || mp(D[i][n+1] / D[i][s], B[i])
                < mp(D[r][n+1] / D[r][s], B[r])) r = i;
        }
        if (r == -1) return false;
        pivot(r, s);
    }
}

T solve(vd &x) {
    int r = 0;
    rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
    if (D[r][n+1] < -eps) {
        pivot(r, n);
        if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
        rep(i,0,m) if (B[i] == -1) {
            int s = 0;
            rep(j,1,n+1) ltj(D[i]);
            pivot(i, s);
        }
    }
    bool ok = simplex(1); x = vd(n);
    rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
    return ok ? D[m][n+1] : inf;
}
};

```

6.5 Simplex Construction

Standard form: maximize $\sum_{1 \leq i \leq n} c_i x_i$ such that $\sum_{1 \leq i \leq n} A_{ji} x_i \leq b_j$ for all $1 \leq j \leq m$ and $x_i \geq 0$ for all $1 \leq i \leq n$.

1. In case of minimization, let $c'_i = -c_i$
2. $\sum_{1 \leq i \leq n} A_{ji} x_i \geq b_j \rightarrow \sum_{1 \leq i \leq n} -A_{ji} x_i \leq -b_j$
3. $\sum_{1 \leq i \leq n} A_{ji} x_i = b_j \rightarrow \text{add} \leq \text{and} \geq$
4. If x_i has no lower bound, replace x_i with $x_i - x'_i$

6.6 DiscreteLog [da27bf]

```

int DiscreteLog(int s, int x, int y, int m) {
    constexpr int kStep = 32000;
    unordered_map<int, int> p;
    int b = 1;
    for (int i = 0; i < kStep; ++i) {
        p[y] = i;
        y = 1LL * y * x % m;
        b = 1LL * b * x % m;
    }
    for (int i = 0; i < m + 10; i += kStep) {
        s = 1LL * s * b % m;
        if (p.find(s) != p.end()) return i + kStep - p[s];
    }
    return -1;
}
int DiscreteLog(int x, int y, int m) {
    if (m == 1) return 0;
    int s = 1;
    for (int i = 0; i < 100; ++i) {
        if (s == y) return i;
        s = 1LL * s * x % m;
    }
    if (s == y) return 100;
    int p = 100 + DiscreteLog(s, x, y, m);
    if (fpow(x, p, m) != y) return -1;
    return p; // returns:  $x^p \equiv y \pmod{m}$ 
}

```

6.7 Miller Rabin & Pollard Rho [d3ecd2]

```

// n < 4,759,123,141      3 : 2, 7, 61
// n < 1,122,004,669,633  4 : 2, 13, 23, 1662803
// n < 3,474,749,660,383 6 : primes <= 13
// n < 2^64                 7 :
// 2, 325, 9375, 28178, 450775, 9780504, 1795265022
ll mul(ll a, ll b, ll n){
    return (__int128)a * b % n;
}
bool Miller_Rabin(ll a, ll n) { // 06308c
    if ((a = a % n) == 0) return 1;
    if (n % 2 == 0) return n == 2;
    ll tmp = (n - 1) / ((n - 1) & (1 - n));
    ll t = __lg(((n - 1) & (1 - n))), x = 1;
    for (; tmp; tmp >>= 1, a = mul(a, a, n))
        if (tmp & 1) x = mul(x, a, n);
    if (x == 1 || x == n - 1) return 1;
    while (--t)
        if ((x = mul(x, x, n)) == n - 1) return 1;
    return 0;
}
bool prime(ll n){ // 8859aa
    vector<ll> tmp = {2, 325, 9375, 28178, 450775,
                      9780504, 1795265022};
    for(ll i : tmp)
        if (!Miller_Rabin(i, n)) return false;
    return true;
}
map<ll, int> cnt;
void PollardRho(ll n) { // 173531
    if (n == 1) return;
    if (prime(n)) return ++cnt[n], void();
    if (n % 2 == 0) return PollardRho(n / 2), ++cnt[2],
                       void();
    ll x = 2, y = 2, d = 1, p = 1;
#define f(x, n, p) ((mul(x, x, n) + p) % n)
    while (true) {
        if (d != n && d != 1) {
            PollardRho(n / d);
            PollardRho(d);
            return;
        }
        if (d == n) ++p;
        x = f(x, n, p), y = f(f(y, n, p), n, p);
        d = gcd(abs(x - y), n);
    }
}

```

6.8 XOR Basis [cc5e62]

```

const int digit = 60; // [0, 2^digit)
struct Basis{
    int total = 0, rank = 0;
    vector<ll> b;
    Basis(): b(digit) {}
    bool add(ll v){ // Gauss Jordan Elimination
        total++;
        for(int i = digit - 1; i >= 0; i--){
            if (!(1LL << i & v)) continue;
            if(b[i] != 0){
                v ^= b[i];
                continue;
            }
            for(int j = 0; j < i; j++)
                if(1LL << j & v) v ^= b[j];
            for(int j = i + 1; j < digit; j++)
                if(1LL << i & b[j]) b[j] ^= v;
            b[i] = v;
            rank++;
            return true;
        }
        return false;
    }
};

```

6.9 Linear Equation [056191]

```

vector<int> RREF(vector<vector<ll>> &mat) { // 9cd26b
    int N = SZ(mat), M = SZ(mat[0]);
    int rk = 0;
    vector<int> cols;
    for (int i = 0; i < M; i++) {

```

```

int cnt = -1;
for (int j = N - 1; j >= rk; j--)
    if(mat[j][i] != 0) cnt = j;
if (cnt == -1) continue;
swap(mat[rk], mat[cnt]);
ll lead = mat[rk][i];
for (int j = 0; j < M; j++) mat[rk][j] = mat[rk][j]
    * inv(lead) % MOD;
for (int j = 0; j < N; j++) {
    if (j == rk) continue;
    ll tmp = mat[j][i];
    for (int k = 0; k < M; k++)
        mat[j][k] = (mat[j][k] - mat[rk][k] * tmp % MOD
            + MOD) % MOD;
}
cols.pb(i);
rk++;
}
return cols;
}
// sol = particular + linear combination of homogenous
struct LinearEquation { // 2702e2
    bool ok;
    vector<ll> par; //particular solution (Ax = b)
    vector<vector<ll>> homo; //homogenous (Ax = 0)
    vector<vector<ll>> rref;
    //first M columns are matrix A
    //last column of eq is vector b
    void solve(const vector<vector<ll>> &eq) {
        int M = SZ(eq[0]) - 1;
        rref = eq;
        auto piv = RREF(rref);
        int rk = piv.size();
        if(piv.size() && piv.back() == M)
            return ok = 0, void();
        ok = 1;
        par.resize(M);
        vector<bool> ispiv(M);
        for (int i = 0; i < rk; i++) {
            par[piv[i]] = rref[i][M];
            ispiv[piv[i]] = 1;
        }
        for (int i = 0; i < M; i++) {
            if (ispiv[i]) continue;
            vector<ll> h(M);
            h[i] = 1;
            for (int j = 0; j < rk; j++)
                h[piv[j]] = rref[j][i] ? MOD - rref[j][i] : 0;
            homo.pb(h);
        }
    }
};

```

6.10 Chinese Remainder Theorem [6ef4a3]

```

pll solve_crt(ll x1, ll m1, ll x2, ll m2){
    ll g = gcd(m1, m2);
    if ((x2 - x1) % g) return {0, 0}; // no sol
    m1 /= g; m2 /= g;
    ll _, p, q;
    extgcd(m1, m2, _, p, q); // p <= c
    ll lcm = m1 * m2 * g;
    ll res = ((__int128)p * (x2 - x1) % lcm * m1 % lcm +
        x1) % lcm;
    // be careful with overflow, C^3
    return {(res + lcm) % lcm, lcm}; // (x, m)
}

```

6.11 Sqrt Decomposition [8d7bc0]

```

// for all i in [l, r], floor(n / i) = x
for(int l = 1, r; l <= n; l = r + 1){
    int x = ifloor(n, l);
    r = ifloor(n, x);
}
// for all i in [l, r], ceil(n / i) = x
for(int l, r = n; r >= 1; r = l - 1){
    int x = iceil(n, r);
    l = iceil(n, x);
}

```

6.12 Floor Sum

$$\cdot m = \lfloor \frac{an+b}{c} \rfloor$$

- Time complexity: $O(\log n)$

$$\begin{aligned}
f(a, b, c, n) &= \sum_{i=0}^n \lfloor \frac{ai+b}{c} \rfloor \\
&= \begin{cases} \lfloor \frac{a}{c} \rfloor \cdot \frac{n(n+1)}{2} + \lfloor \frac{b}{c} \rfloor \cdot (n+1) & a \geq c \vee b \geq c \\ + f(a \bmod c, b \bmod c, c, n), & n < 0 \vee a = 0 \\ 0, & n m - f(c, c - b - 1, a, m - 1), & \text{otherwise} \end{cases} \\
g(a, b, c, n) &= \sum_{i=0}^n i \lfloor \frac{ai+b}{c} \rfloor \\
&= \begin{cases} \lfloor \frac{a}{c} \rfloor \cdot \frac{n(n+1)(2n+1)}{6} + \lfloor \frac{b}{c} \rfloor \cdot \frac{n(n+1)}{2} & a \geq c \vee b \geq c \\ + g(a \bmod c, b \bmod c, c, n), & n < 0 \vee a = 0 \\ 0, & \frac{1}{2} \cdot (n(n+1)m - f(c, c - b - 1, a, m - 1) \\ - h(c, c - b - 1, a, m - 1)), & \text{otherwise} \end{cases} \\
h(a, b, c, n) &= \sum_{i=0}^n \lfloor \frac{ai+b}{c} \rfloor^2 \\
&= \begin{cases} \lfloor \frac{a}{c} \rfloor^2 \cdot \frac{n(n+1)(2n+1)}{6} + \lfloor \frac{b}{c} \rfloor^2 \cdot (n+1) & a \geq c \vee b \geq c \\ + \lfloor \frac{a}{c} \rfloor \cdot \lfloor \frac{b}{c} \rfloor \cdot n(n+1) & n < 0 \vee a = 0 \\ + h(a \bmod c, b \bmod c, c, n) & \\ + 2 \lfloor \frac{a}{c} \rfloor \cdot g(a \bmod c, b \bmod c, c, n) & \\ + 2 \lfloor \frac{b}{c} \rfloor \cdot f(a \bmod c, b \bmod c, c, n), & a \geq c \vee b \geq c \\ 0, & n m (m+1) - 2g(c, c - b - 1, a, m - 1) \\ - 2f(c, c - b - 1, a, m - 1) - f(a, b, c, n), & n < 0 \vee a = 0 \\ & \text{otherwise} \end{cases}
\end{aligned}$$

7 Polynomial

7.1 FWHT [c9cdb6]

```

/* x: a[j], y: a[j + (L >> 1)]
or: (y += x * op), and: (x += y * op)
xor: (x, y = (x + y) * op, (x - y) * op)
invop: or, and, xor = -1, -1, 1/2 */
void fwt(int *a, int n, int op) { //or
    for (int L = 2; L <= n; L <<= 1)
        for (int i = 0; i < n; i += L)
            for (int j = i; j < i + (L >> 1); ++j)
                a[j + (L >> 1)] += a[j] * op;
}
const int N = 21;
int f[N][1 << N], g[N][1 << N], h[N][1 << N], ct[1 << N];
void subset_convolution(int *a, int *b, int *c, int L) {
    // c_k = \sum_{i | j = k, i & j = 0} a_i * b_j
    int n = 1 << L;
    for (int i = 1; i < n; ++i)
        ct[i] = ct[i & (i - 1)] + 1;
    for (int i = 0; i < n; ++i)
        f[ct[i]][i] = a[i], g[ct[i]][i] = b[i];
    for (int i = 0; i <= L; ++i)
        fwt(f[i], n, 1), fwt(g[i], n, 1);
    for (int i = 0; i <= L; ++i)
        for (int j = 0; j <= i; ++j)
            for (int x = 0; x < n; ++x)
                h[i][x] += f[j][x] * g[i - j][x];
    for (int i = 0; i <= L; ++i) fwt(h[i], n, -1);
    for (int i = 0; i < n; ++i) c[i] = h[ct[i]][i];
}

```

7.2 FFT [13ec2f]

```

// Errichto: FFT for double works when the result < 1e15, and < 1e18 with Long double

using val_t = complex<double>;
template<int MAXN>
struct FFT {
    const double PI = acos(-1);
    val_t w[MAXN];
    FFT() {
        for (int i = 0; i < MAXN; ++i) {
            double arg = 2 * PI * i / MAXN;
            w[i] = val_t(cos(arg), sin(arg));
        }
    }
}

```

```

    }
}

void bitrev(vector<val_t> &a, int n) //same as NTT
void trans(vector<val_t> &a, int n, bool inv = false)
{
    bitrev(a, n);
    for (int L = 2; L <= n; L <= 1) {
        int dx = MAXN / L, dl = L >> 1;
        for (int i = 0; i < n; i += L) {
            for (int j = i, x = 0; j < i + dl; ++j, x += dx)
                {
                    val_t tmp = a[j + dl] * (inv ? conj(w[x]) : w
[x]);
                    a[j + dl] = a[j] - tmp;
                    a[j] += tmp;
                }
        }
    }
    if (inv) {
        for (int i = 0; i < n; ++i) a[i] /= n;
    }
}

//multiplying two polynomials A * B:
//fft.trans(A, siz, 0), fft.trans(B, siz, 0):
//A[i] *= B[i], fft.trans(A, siz, 1);
};

```

7.3 NTT [39f8b1]

```

//(2^16)+1, 65537, 3
//7*17*(2^23)+1, 998244353, 3
//1255*(2^20)+1, 1315962881, 3
//51*(2^25)+1, 1711276033, 29
// only works when sz(A) + sz(B) - 1 <= MAXN
// implement add, po, mul, inv first
template<int N, int RT>
struct NTT{
    int w[N];
    NTT() {
        int dw = po(RT, (mod-1) / N);
        w[0] = 1;
        for(int i=1;i<N;i++) w[i] = mul(w[i-1], dw);
    }
    void bitrev(vector<int> &a, int n){
        int i=0;
        for(int j=1; j<n-1; j++) {
            for(int k=n>>1; (i^=k) < k; k>>=1);
            if(j<i) swap(a[i], a[j]);
        }
    }
    void operator()(vector<int> &a,int n, bool ix = false
    ){
        bitrev(a,n);
        for(int L=2;L<=n;L<<=1){
            int dx = N/L, dl = L>>1;
            for(int i=0;i<n;i+=L){
                for(int j=i, x=0; j<i+dl; j++, x+=dx){
                    int tmp = mul(a[j+dl], w[x]);
                    a[j+dl] = a[j];
                    add(a[j+dl], -tmp);
                    add(a[j], tmp);
                }
            }
        }
        if(ix){
            reverse(a.begin()+1, a.begin()+n);
            int invn = inv(n);
            for(int i=0;i<n;i++) a[i] = mul(a[i], invn);
        }
    }
};

```

7.4 Polynomial Operation [65cb65]

```

// maybe need fac ivf
// == ab8066 ==
#define fi(s, n) for (int i = (int)(s); i < (int)(n); i
++)
#define neg(x) (x ? mod - x : 0)
#define V (*this)
template <int MAXN, int RT> // MAXN = 2^k
struct Poly : vector<int> { // coefficients in [0, P)
    using vector<int>::vector;

```

```

static inline NTT<MAXN, RT> ntt;
int n() const { return (int)size(); } // n() >= 1
Poly(const Poly &p, int m) : vector<int>(m) { copy_n(
    p.data(), min(p.n(), m), data()); }
Poly &irev() { return reverse(data(), data() + n()),
    V; }
Poly &isz(int m) { return resize(m), V; }
// == cd185f ==
Poly &iadd(const Poly &rhs) { // 1c6277
    fi(0, n()) add(V[i], rhs[i]);
    return V; // need n() == rhs.n()
}
Poly &imul(int k) { // 7e5b36
    fi(0, n()) V[i] = mul(V[i], k);
    return V;
}
Poly mul_xk(int m){ // 13a612
if(m<0){
    m = -m;
    fi(0, n() - m) V[i] = V[i+m];
    isz(n() - m);
}
else if(m>0){
    isz(n() + m);
    for(int i=n()-1;i>=0;i--){
        if(i>=m) V[i] = V[i-m];
        else V[i]=0;
    }
}
return V;
}
Poly Mul(const Poly &rhs) const { // ecd03e
    int m = 1;
    while (m < n() + rhs.n() - 1) m <<= 1;
    assert(m <= MAXN);
    Poly X(V, m), Y(rhs, m);
    ntt(X, m);
    ntt(Y, m);
    fi(0, m) X[i] = mul(X[i], Y[i]);
    ntt(X, m, true);
    return X.isz(n() + rhs.n() - 1);
}
Poly Inv() const { // 77f977
    if (n() == 1) return {inv(V[0])};
    int m = 1; // need V[0] != 0, 2*sz<=MAXN
    while (m < n() * 2) m <<= 1;
    assert(m <= MAXN);
    Poly Xi = Poly(V, (n() + 1) / 2).Inv().isz(m);
    Poly Y(V, m);
    ntt(Xi, m);
    ntt(Y, m);
    fi(0, m) {
        Xi[i] = mul(Xi[i], (2 - mul(Xi[i], Y[i])));
        add(Xi[i], mod);
    }
    ntt(Xi, m, true);
    return Xi.isz(n());
}
// == 095701 ==
Poly &shift_inplace(const int &c) { // need fac[],
    ivf[]
    int n = V.n(); // 2 * sz <= MAXN
    for (int i = 0; i < n; i++) V[i] = mul(V[i], fac[i
]);
    Poly g(n);
    int cp = 1;
    for (int i = 0; i < n; i++){
        g[i] = mul(cp, ivf[i]);
        cp = mul(cp, c);
    }
    V = V.irev().Mul(g).isz(n).irev();
    for (int i = 0; i < n; i++) V[i] = mul(V[i], ivf[i
]);
    return V;
}
Poly Shift(const int &c) const { return Poly(V).
    shift_inplace(c); }
// == 0bd61d ==
Poly Dx() const {
    Poly ret(n() - 1);
    fi(0, ret.n()) ret[i] = mul(i+1, V[i+1]);
    return ret.isz(max(1, ret.n())));
}

```

```

}

Poly Sx() const {
    Poly ret(n() + 1);
    fi(0, n()) ret[i + 1] = mul(inv(i+1), V[i]);
    return ret;
}
// == 10e23d ==
Poly Ln() const { // V[0] == 1, 2*sz<=MAXN
    return Dx().Mul(Inv()).Sx().isz(n());
}
Poly Exp() const { // V[0] == 0, 2*sz<=MAXN
    if (n() == 1) return {1};
    Poly X = Poly(V, (n() + 1) / 2).Exp().isz(n());
    Poly Y = X.Ln();
    Y[0] = mod - 1;
    fi(0, n()){
        Y[i] = V[i] - Y[i];
        add(Y[i], mod);
    }
    //fi(0, n()) if ((Y[i] = V[i] - Y[i]) < 0) Y[i] +=
    P;
    return X.Mul(Y).isz(n());
}
// == eaf14c ==
// M := P(P - 1). If k >= M, k := k % M + M.
Poly Pow(ll k) const { // 2*sz<=MAXN
    int nz = 0;
    while (nz < n() && !V[nz]) nz++;
    if (nz * min(k, (ll)n()) >= n()) return Poly(n());
    if (!k) return Poly(Poly{1}, n());
    Poly X(data() + nz, data() + nz + n() - nz * k);
    const int c = po(X[0], k % (mod - 1));
    return X.Ln().imul(k % mod).Exp().imul(c).irev().
        isz(n()).irev();
}
// == cdf741 ==
Poly _tmul(int nn, const Poly &rhs) const {
    Poly Y = Mul(rhs).isz(n() + nn - 1);
    return Poly(Y.data() + n() - 1, Y.data() + Y.n());
}
vector<int> _eval(const vector<int> &x, const vector<
    Poly> &up) const { // 82d6be
    const int m = (int)x.size();
    if (!m) return {};
    vector<Poly> down(m * 2);
    // down[1] = DivMod(up[1]).second;
    // fi(2, m * 2) down[i] = down[i / 2].DivMod(up[i])
    .second;
    down[1] = Poly(up[1]).irev().isz(n()).Inv().irev().
        _tmul(m, V);
    fi(2, m * 2) down[i] = up[i ^ 1]._tmul(up[i].n() -
        1, down[i / 2]);
    vector<int> y(m);
    fi(0, m) y[i] = down[m + i][0];
    return y;
}
static vector<Poly> _tree1(const vector<int> &x) { // 2a0b6b
    const int m = (int)x.size();
    vector<Poly> up(m * 2);
    fi(0, m) up[m + i] = {neg(x[i]), 1};
    for (int i = m - 1; i > 0; --i) up[i] = up[i * 2].
        Mul(up[i * 2 + 1]);
    return up;
}
vector<int> Eval(const vector<int> &x) const {
    auto up = _tree1(x); // 2^17, 1.8s
    return _eval(x, up);
}
// == f9ecdc ==
static Poly Interpolate(const vector<int> &x, const
    vector<int> &y) { // 8f2a08
    const int m = (int)x.size(); // 2^17, 2.3s
    vector<Poly> up = _tree1(x), down(m * 2);
    vector<int> z = up[1].Dx()._eval(x, up);
    fi(0, m) z[i] = mul(y[i], inv(z[i]));
    fi(0, m) down[m + i] = {z[i]};
    for (int i = m - 1; i > 0; --i)
        down[i] = down[i * 2].Mul(up[i * 2 + 1]).iadd(
            down[i * 2 + 1].Mul(up[i * 2]));
    return down[1];
}

```

```

pair<Poly, Poly> DivMod(const Poly &rhs) const { //
    a75170
// 5e5, 0.9s
    if (n() < rhs.n()) return {{0}, V};
    const int m = n() - rhs.n() + 1;
    Poly X(rhs); // (rhs.)back() != 0
    X.irev().isz(m);
    Poly Y(V);
    Y.irev().isz(m);
    Poly Q = Y.Mul(X.Inv()).isz(m).irev();
    X = rhs.Mul(Q), Y = V;
    fi(0, n()) add(Y[i], -X[i]);
    return {Q, Y.isz(max(1, rhs.n() - 1))};
}
// == 7cd4c4 ==
Poly _Sqrt() const { // Jacobi(V[0], P) = 1
    if (n() == 1) return {QuadraticResidue(V[0], mod)};
    Poly X = Poly(V, (n() + 1) / 2)._Sqrt().isz(n());
    return X.iadd(Mul(X.Inv()).isz(n())).imul(mod / 2 +
        1);
}
Poly Sqrt() const { // 288427
    Poly a; // 2 * sz <= MAXN
    bool has = 0;
    for (int i = 0; i < n(); i++) {
        if (V[i]) has = 1;
        if (has) a.push_back(V[i]);
    }
    if (!has) return V;
    if ((n() + a.n()) % 2 || Jacobi(a[0], mod) != 1) {
        return Poly();
    }
    a = a.isz((n() + a.n()) / 2)._Sqrt();
    int sz = a.n();
    a.isz(n());
    rotate(a.begin(), a.begin() + sz, a.end());
    return a;
}
// == 0a54cf ==
Poly Shift_samples(int c, int m){
// V = \sum f(n) x^n, return f(c), ..., f(c+m-1);
    2^19, 2s
Poly A=V;
Poly Q(n()+1), S(n());
int nw=1;
fi(0, n()+1) { Q[i] = mul(1-2*(i&1), nw); nw = mul(nw,
    , n()-i, inv(i+1));}
nw=1;
fi(0, n()) { S[i] = mul(1-2*(i&1), nw); nw = mul(nw,
    c-i, inv(i+1));}
S=S.Shift(1);
fi(0,n()) if(i&1) {S[i] = mul(S[i],-1); add(S[i], mod
);}
Poly C=mul(Q).mul_xk(-n());
auto tmp=Q.isz(m).Inv();
C=C.imul(-1).Mul(tmp).isz(m).mul_xk(n());
A=A.isz(n()+m).iadd(C).irev().isz(n()+m);
return A.Mul(S).mul_xk(-n()+1).isz(m+1).irev();
}
// == 224b20 ==
Poly power_projection(Poly wt, int m) { // 857237
    assert(n() == wt.n()); // 4*sz <= MAXN
    if (!n()) return Poly(m + 1, 0);
    if (V[0] != 0) {
        int c = V[0];
        V[0] = 0;
        Poly A = V.power_projection(wt, m);
        fi(0, m + 1) A[i] = mul(A[i], fac[i]);
        Poly B(m + 1);
        int pow = 1;
        fi(0, m + 1) {B[i] = mul(pow, ivf[i]); pow = mul(
            pow, c);} // inv. of fac
        A = A.Mul(B).isz(m + 1);
        fi(0, m + 1) A[i] = mul(A[i], fac[i]);
        return A;
    }
    int n = 1;
    while (n < V.n()) n *= 2;
    isz(n), wt.isz(n).irev();
    int k = 1;
    Poly p(wt, 2 * n), q(V, 2 * n);
    q.imul(mod - 1);
}

```

```

while (n > 1) {
    Poly r(2 * n * k);
    fi(0, 2 * n * k) r[i] = (i % 2 == 0 ? q[i] : neg(q[i]));
    Poly pq = p.Mul(r).isz(4 * n * k);
    Poly qq = q.Mul(r).isz(4 * n * k);
    fi(0, 2 * n * k) {
        add(pq[2 * n * k + i], p[i]);
        add(qq[2 * n * k + i], (q[i] + r[i]) % mod);
    }
    fill(p.begin(), p.end(), 0);
    fill(q.begin(), q.end(), 0);
    for(int j = 0; j < 2 * k; j++) fi(0, n / 2) {
        p[n * j + i] = pq[(2 * n) * j + (2 * i + 1)];
        q[n * j + i] = qq[(2 * n) * j + (2 * i + 0)];
    }
    n /= 2;
}
k *= 2;
}
Poly ans(k);
fi(0, k) ans[i] = p[2 * i];
return ans.irev().isz(m + 1);
}

Poly FPSinv() { // 49e5ad
const int n = V.n() - 1; // 2^17, 4s
if (n == -1) return {};
assert(V[0] == 0);
if (n == 0) return V;
assert(V[1] != 0);
int c = V[1], ic = inv(c);
imul(ic);
Poly wt(n + 1);
wt[n] = 1;
Poly A = V.power_projection(wt, n);
Poly g(n);
fi(1, n + 1) g[n - i] = mul(n, A[i], inv(i));
g = g.Pow(neg(inv(n)));
g.insert(g.begin(), 0);
int pow = 1;
fi(0, g.n()) {g[i] = mul(g[i], pow); pow = mul(pow,
ic);}
return g;
}

// == 01eb97 ==
Poly TMul(const Poly &rhs) const { // this[i] - rhs[j]
    j = k;
    return Poly(V).irev().Mul(rhs).isz(n()).irev();
}
Poly comp_rec(int n, int k, Poly Q){ // 6d78b5
if (n == 1) {
    Poly p(2 * k);
    irev();
    fi(0, k) p[2 * i] = V[i];
    return p;
}
Poly R(2 * n * k);
fi(0, 2 * n * k) R[i] = (i % 2 == 0 ? Q[i] : neg(Q[i]));
Poly QQ = Q.Mul(R).isz(4 * n * k);
fi(0, 2 * n * k) {
    add(QQ[2 * n * k + i], (Q[i] + R[i]) % mod);
}
Poly nxt_Q(2 * n * k);
for(int j = 0; j < 2 * k; j++) fi(0, n / 2) {
    nxt_Q[n * j + i] = QQ[(2 * n) * j + (2 * i + 0)];
}
Poly nxt_p = comp_rec(n / 2, k * 2, nxt_Q);
Poly pq(4 * n * k);
for(int j = 0; j < 2 * k; j++) fi(0, n / 2) {
    add(pq[(2 * n) * j + (2 * i + 1)], nxt_p[n * j + i]);
}
Poly p(2 * n * k);
fi(0, 2 * n * k) add(p[i], pq[2 * n * k + i]);
pq.pop_back();
Poly x = pq.TMul(R);
fi(0, 2 * n * k) add(p[i], x[i]);
return p;
}

Poly FPScomp(Poly g) { // solves V(g(x))
// 2^17, 5s
int sz = 1;
}

```

```

while(sz < n() || sz < g.n()) sz <= 1;
return isz(sz), comp_rec(sz, 1, g.imul(mod-1).isz(2
    * sz)).isz(sz).irev();
}
// == 1d60ad ==
};
#endif
#endif
#endif
using Poly_t = Poly<1 << 21, 3>;

```

7.5 Generating Function

Ordinary Generating Function

- $C(x) = A(rx)$: $c_n = r^n a_n$ 的一般生成函數。
- $C(x) = A(x) + B(x)$: $c_n = a_n + b_n$ 的一般生成函數。
- $C(x) = A(x)B(x)$: $c_n = \sum_{i=0}^n a_i b_{n-i}$ 的一般生成函數。
- $C(x) = A(x)^k$: $c_n = \sum_{i_1+i_2+\dots+i_k=n} a_{i_1} a_{i_2} \dots a_{i_k}$ 的一般生成函數。
- $C(x) = xA(x)'$: $c_n = na_n$ 的一般生成函數。
- $C(x) = \frac{A(x)}{1-x}$: $c_n = \sum_{i=0}^n a_i$ 的一般生成函數。
- $C(x) = A(1) + x \frac{A'(1)-A(x)}{1-x}$: $c_n = \sum_{i=n}^{\infty} a_i$ 的一般生成函數。

常用展開式

- $\frac{1}{1-x} = 1 + x + x^2 + \dots + x^n + \dots$
- $(1+x)^a = \sum_{n=0}^{\infty} \binom{a}{n} x^n, \binom{a}{n} = \frac{a(a-1)(a-2)\dots(a-n+1)}{n!}$.

常見生函

$$\text{• 卡特蘭數: } f(x) = \frac{1-\sqrt{1-4x}}{2x}$$

Exponential Generating Function

a_0, a_1, \dots 的指數生成函數：

$$\hat{A}(x) = \sum_{i=0}^{\infty} \frac{a_i}{i!} = a_0 + a_1 x + \frac{a_2}{2!} x^2 + \frac{a_3}{3!} x^3 + \dots$$

- $\hat{C}(x) = \hat{A}(x) + \hat{B}(x)$: $c_n = a_n + b_n$ 的指數生成函數
- $\hat{C}(x) = \hat{A}^{(k)}(x)$: $c_n = a_{n+k}$ 的指數生成函數
- $\hat{C}(x) = x\hat{A}(x)$: $c_n = na_n$ 的指數生成函數
- $\hat{C}(x) = \hat{A}(x)\hat{B}(x)$: $c_n = \sum_{k=0}^n \binom{n}{k} a_k b_{n-k}$ 的指數生成函數
- $\hat{C}(x) = \hat{A}(x)^k$: $\sum_{i_1+i_2+\dots+i_k=n} \binom{n}{i_1, i_2, \dots, i_k} a_{i_1} a_{i_2} \dots a_{i_k}$ 的指數生成函數
- $\hat{C}(x) = \exp(A(x))$: 假設 $A(x)$ 是一個分量 (component) 的生成函數，那 $\hat{C}(x)$ 是將 n 個有編號的東西分成若干個分量的指數生成函數

Lagrange's Inversion Formula

如果 F 跟 G 互反，則有 $F(0), G(0) = 0, F'(0), G'(0) \neq 0$ 。若 H 為任意 FPS，則

$$n[x^n]G(x) = [x^{n-1}] \frac{1}{(F(x)/x)^n}$$

$$n[x^n]H(G(x)) = [x^{n-1}] H'(x) \frac{1}{(F(x)/x)^n}$$

Newton's iteration

如果有 $F(G(x)) = 0$ 已知 F 則可以用 $G_2 N(x) = G_N(x) - F(G_N(x)) / \frac{\partial F}{\partial P}(G_N(x))$ 求出 G 的前 N 項，其中 P 代表多項式。

7.6 Bostan Mori [41c3bc]

```

const ll mod = 998244353;
NTT<262144, mod, 3> ntt;
// Finds the k-th coefficient of P / Q in O(d Log d Log k)
// size of NTT has to > 2 * d
ll BostanMori(vector<ll> P, vector<ll> Q, long long k)
{
    int d = max((int)P.size(), (int)Q.size() - 1);
    vector M = {P, Q};
    M[0].resize(d, 0);
    M[1].resize(d + 1, 0);
    int sz = (2 * d + 1 == 1 ? 2 : (1 << (__lg(2 * d) +
        1)));
    vector<ll> Qn(sz);
    vector N(2, vector<ll>(sz));
    while(k) {
        fill(iter(Qn), 0);
        for(int i = 0; i < d + 1; i++) {
            Qn[i] = M[1][i] * ((i & 1) ? -1 : 1);
            if(Qn[i] < 0) Qn[i] += mod;
        }
        ntt(Qn, sz, false);
    }
}

```

```

ll t[2] = {k & 1, 0};
for(int i = 0; i < 2; i++) {
    fill(iterator(N[i]), 0);
    copy(iterator(M[i]), N[i].begin());
    ntt(N[i], sz, false);
    for(int j = 0; j < sz; j++)
        N[i][j] = N[i][j] * Qn[j] % mod;
    ntt(N[i], sz, true);
    for(int j = t[i]; j < 2 * siz(M[i]); j += 2) {
        M[i][j >> 1] = N[i][j];
    }
}
k >>= 1;
}
return M[0][0] * ntt.minv(M[1][0]) % mod;
}
ll LinearRecursion(vector<ll> a, vector<ll> c, ll k) {
    // a_n = \sum_{j=1}^d c_j a_(n-j)
    int d = siz(a);
    int sz = (2 * d + 1 == 1 ? 2 : (1 << (__lg(2 * d) +
        1)));
    c[0] = mod - 1;
    for(ll &i : c) i = i ? mod - i : 0;

    auto A = a; A.resize(sz);
    auto C = c; C.resize(sz);
    ntt(A, sz, false), ntt(C, sz, false);
    for(int i = 0; i < sz; i++) A[i] = A[i] * C[i] % mod;
    ntt(A, sz, true);
    A.resize(d);

    return BostonMori(A, c, k);
}

```

8 String

8.1 KMP Algorithm [c8b75f]

```

// 0-based
// fail[i] = max k < i s.t. s[0..k] = s[i-k..i]
vector<int> kmp_build_fail(const string &s){
    int n = SZ(s);
    vector<int> fail(n, -1);
    int cur = -1;
    for(int i = 1; i < n; i++){
        while(cur != -1 && s[cur + 1] != s[i])
            cur = fail[cur];
        if(s[cur + 1] == s[i])
            cur++;
        fail[i] = cur;
    }
    return fail;
}

void kmp_match(const string &s, const vector<int> &fail,
    const string &t){
    int cur = -1;
    int n = SZ(s), m = SZ(t);
    for(int i = 0; i < m; i++){
        while(cur != -1 && (cur + 1 == n || s[cur + 1] != t[i]))
            cur = fail[cur];
        if(cur + 1 < n && s[cur + 1] == t[i])
            cur++;
        // cur = max k s.t. s[0..k] = t[i-k..i]
    }
}

```

8.2 Manacher Algorithm [caf0f4]

```

/* center i: radius z[i * 2 + 1] / 2
   center i, i + 1: radius z[i * 2 + 2] / 2
   both aba, abba have radius 2 */
vector<int> manacher(const string &tmp){ // 0-based
    string s = "%";
    int l = 0, r = 0;
    for(char c : tmp) s += c, s += '%';
    vector<int> z(SZ(s));
    for(int i = 0; i < SZ(s); i++) {
        z[i] = r > i ? min(z[2 * l - i], r - i) : 1;
        while(i - z[i] >= 0 && i + z[i] < SZ(s)

```

```

        && s[i + z[i]] == s[i - z[i]]) ++
z[i];
        if(z[i] + i > r) r = z[i] + i, l = i;
    }
    return z;
}

```

8.3 Lyndon Factorization [7c612b]

```

// partition s = w[0] + w[1] + ... + w[k-1],
// w[0] >= w[1] >= ... >= w[k-1]
// each w[i] strictly smaller than all its suffix
void duval(const string &s, vector<pii> &w) {
    for (int n = (int)s.size(), i = 0, j, k; i < n; ) {
        for (j = i + 1, k = i; j < n && s[k] <= s[j]; j++)
            k = (s[k] < s[j] ? i : k + 1);
        // if (i < n / 2 && j >= n / 2) {
        // for min cyclic shift, call duval(s + s)
        // then here s.substr(i, n / 2) is min cyclic shift
        // }
        for ( ; i <= k; i += j - k)
            w.pb(pii(i, j - k)); // s.substr(l, len)
    }
}

```

8.4 Suffix Array [cd67ea]

```

struct SuffixArray {
    vector<int> sa, lcp, rank; // Lcp[i]: sa[i], sa[i-1]
    // sa[0] = s.size(), character should be 1-based
    SuffixArray(string &s, int lim=256) { // or
        basic_string<int>
        int n = s.size() + 1, k = 0, a, b;
        vector<int> x(n, 0), y(n), ws(max(n, lim));
        rank.assign(n, 0);
        for (int i = 0; i < n - 1; i++) x[i] = s[i];
        sa = lcp = y, iota(sa.begin(), sa.end(), 0);
        for (int j = 0, p = 0; p < n; j = max(1, j * 2),
            lim = p) {
            p = j, iota(y.begin(), y.end(), n - j);
            for (int i = 0; i < n; i++)
                if (sa[i] >= j) y[p++] = sa[i] - j;
            for (int &i : ws) i = 0;
            for (int i = 0; i < n; i++)
                ws[x[i]]++;
            for (int i = 1; i < lim; i++) ws[i] += ws[i - 1];
            for (int i = n; i-- > j; sa[-ws[x[y[i]]]] = y[i]);
            swap(x, y), p = 1, x[sa[0]] = 0;
            for (int i = 1; i < n; i++) {
                a = sa[i - 1], b = sa[i];
                x[b] = (y[a] == y[b] && y[a + j] == y[b + j]) ?
                    p - 1 : p++;
            }
        }
        for (int i = 1; i < n; i++) rank[sa[i]] = i;
        for (int i = 0, j; i < n - 1; lcp[rank[i++]] = k)
            for (k && k--, j = sa[rank[i] - 1];
                s[i + k] == s[j + k]; k++);
        }
    };
}

```

8.5 Suffix Automaton [016373]

```

// == a14210 ==
struct exSAM {
    const int CNUM = 26;
    // Len: maxLength, Link: fail Link
    // LenSorted: topo order, cnt: occur
    vector<int> len, link, lenSorted, cnt;
    vector<vector<int>> next;
    int total = 0;
    int newnode() {
        return total++;
    }
    void init(int n) { // total number of characters
        len.assign(2 * n, 0); link.assign(2 * n, 0);
        lenSorted.assign(2 * n, 0); cnt.assign(2 * n, 0);
        next.assign(2 * n, vector<int>(CNUM));
        newnode(), link[0] = -1;
    }
    // == c83c9c ==
    int insertSAM(int last, int c) { // 081739
        // not exSAM: cur = newnode(), p = last
        int cur = next[last][c];

```

```

len[cur] = len[last] + 1;
int p = link[last];
while (p != -1 && !next[p][c])
    next[p][c] = cur, p = link[p];
if (p == -1) return link[cur] = 0, cur;
int q = next[p][c];
if (len[p] + 1 == len[q]) return link[cur] = q, cur;
int clone = newnode();
for (int i = 0; i < CNUM; ++i)
    next[clone][i] = len[next[q][i]] ? next[q][i] :
        0;
len[clone] = len[p] + 1;
while (p != -1 && next[p][c] == q)
    next[p][c] = clone, p = link[p];
link[link[cur] = clone] = link[q];
link[q] = clone;
return cur;
}
void insert(const string &s) { // e47d43
    int cur = 0;
    for (auto ch : s)
        int &nxt = next[cur][int(ch - 'a')];
        if (!nxt) nxt = newnode();
        cnt[cur] += 1;
    }
// == 0a715a ==
void build() {
    queue<int> q;
    q.push(0);
    while (!q.empty()) {
        int cur = q.front();
        q.pop();
        for (int i = 0; i < CNUM; ++i)
            if (next[cur][i])
                q.push(insertSAM(cur, i));
    }
    vector<int> lc(total);
    for (int i = 1; i < total; ++i) ++lc[len[i]];
    partial_sum(iter(lc), lc.begin());
    for (int i = 1; i < total; ++i) lenSorted[--lc[len[i]]] = i;
}
void solve() {
    for (int i = total - 2; i >= 0; --i)
        cnt[link[lenSorted[i]]] += cnt[lenSorted[i]];
}
};


```

8.6 Z-value Algorithm [488d87]

```

// z[i] = max k s.t. s[0..k-1] = s[i..i+k-1]
// i.e. Length of longest common prefix
// z[0] = 0
vector<int> z_function(const string &s){
    int n = s.size();
    vector<int> z(n);
    for(int i = 1, l = 0, r = 0; i < n; i++){
        if(i <= r) z[i] = min(r - i + 1, z[i - 1]);
        while(i + z[i] < n && s[z[i]] == s[i + z[i]])
            z[i]++;
        if(i + z[i] - 1 > r)
            l = i, r = i + z[i] - 1;
    }
    return z;
}

```

8.7 Main Lorentz [fcfb8f]

```

struct Rep{ int minl, maxl, len; };
vector<Rep> rep; // 0-base
// p \in [minl, maxl] => s[p, p + i) = s[p + i, p + 2i)
void main_lorentz(const string &s, int sft = 0) {
    const int n = s.size();
    if (n == 1) return;
    const int nu = n / 2, nv = n - nu;
    const string u = s.substr(0, nu), v = s.substr(nu),
        ru(u.rbegin(), u.rend()), rv(v.rbegin(), v.rend());
    main_lorentz(u, sft), main_lorentz(v, sft + nu);
    const auto z1 = z_function(ru), z2 = z_function(v +
        '#' + u),

```

```

        z3 = z_function(ru + '#' + rv), z4 =
            z_function(v);
        auto get_z = [](<const vector<int>> &z, int i) {
            return (0 <= i and i < (int)z.size()) ? z[i] : 0;
        };
        auto add_rep = [&](bool left, int c, int l, int k1,
            int k2) {
            const int L = max(1, l - k2), R = min(l - left, k1)
                ;
            if (L > R) return;
            if (left) rep.emplace_back(Rep({sft + c - R, sft +
                c - L, 1}));
            else rep.emplace_back(Rep({sft + c - R - 1 + 1, sft +
                c - L - 1 + 1, 1}));
        };
        for (int cntr = 0; cntr < n; cntr++) {
            int l, k1, k2;
            if (cntr < nu) {
                l = nu - cntr;
                k1 = get_z(z1, nu - cntr);
                k2 = get_z(z2, nv + 1 + cntr);
            } else {
                l = cntr - nu + 1;
                k1 = get_z(z3, nu + 1 + nv - 1 - (cntr - nu));
                k2 = get_z(z4, (cntr - nu) + 1);
            }
            if (k1 + k2 >= 1)
                add_rep(cntr < nu, cntr, l, k1, k2);
        }
    }


```

8.8 AC Automaton [f529e6]

```

const int SIGMA = 26;
struct AC_Automaton {
    // child: trie, next: automaton
    vector<vector<int>> child, next;
    vector<int> fail, cnt, ord;
    int total = 0;
    int newnode() {
        return total++;
    }
    void init(int len) { // Len >= 1 + total len
        child.assign(len, vector<int>(26, -1));
        next.assign(len, vector<int>(26, -1));
        fail.assign(len, -1); cnt.assign(len, 0);
        ord.clear();
        newnode();
    }
    int input(string &s) {
        int cur = 0;
        for (char c : s) {
            if (child[cur][c - 'A'] == -1)
                child[cur][c - 'A'] = newnode();
            cur = child[cur][c - 'A'];
        }
        return cur; // return the end node of string
    }
    void make_f1() {
        queue<int> q;
        q.push(0), fail[0] = -1;
        while(!q.empty()) {
            int R = q.front();
            q.pop(); ord.pb(R);
            for (int i = 0; i < SIGMA; i++)
                if (child[R][i] != -1) {
                    int X = next[R][i] = child[R][i], Z = fail[R]
                        ;
                    while (Z != -1 && child[Z][i] == -1)
                        Z = fail[Z];
                    fail[X] = Z != -1 ? child[Z][i] : 0;
                    q.push(X);
                }
            else next[R][i] = R ? next[fail[R]][i] : 0;
        }
    }
    void solve() {
        for (int i : ord | views::reverse)
            if (i) cnt[fail[i]] += cnt[i];
    }
};

```

8.9 Palindrome Automaton [8a071b]

```

struct PalindromicTree {
    struct node {
        int nxt[26], fail, len; // num = depth of fail Link
        int cnt, num; // cnt = occur, num = #pal_suffix of
                        // this node
        node(int l = 0) : nxt{}, fail(0), len(l), cnt(0), num
                        (0) {}
    };
    vector<node> st; vector<int> s; int last, n;
    void init() {
        st.clear(); s.clear(); last = 1; n = 0;
        st.pb(0); st.pb(-1);
        st[0].fail = 1; s.pb(-1);
    }
    int getFail(int x) {
        while (s[n - st[x].len - 1] != s[n]) x = st[x].fail
        ;
        return x;
    }
    void add(int c) {
        s.pb(c -= 'a'); ++n;
        int cur = getFail(last);
        if (!st[cur].nxt[c]) {
            int now = SZ(st);
            st.pb(st[cur].len + 2);
            st[now].fail = st[getFail(st[cur].fail)].nxt[c];
            st[cur].nxt[c] = now;
            st[now].num = st[st[now].fail].num + 1;
        }
        last = st[cur].nxt[c]; ++st[last].cnt;
    }
    void dpcnt() {
        for(int i = SZ(st) - 1; i >= 0; i--) {
            auto nd = st[i];
            st[nd.fail].cnt += nd.cnt;
        }
    }
    int size() { return (int)st.size() - 2; }
};

```

8.10 Palindrome Partition [c85c05]

```

// in PAM
/* node */ int dif = 0, slink = 0, g = 0;
vector<int> dp = {0};
// add
if (!st[cur].nxt[c]) {
    ...
    st[now].dif = st[now].len - st[st[now].fail].len;
    if (st[now].dif == st[st[now].fail].dif)
        st[now].slink = st[st[now].fail].slink;
    else st[now].slink = st[now].fail;
}
dp.pb(0);
for (int x = last; x > 1; x = st[x].slink) {
    st[x].g = dp[n - st[st[x].slink].len - st[x].dif];
    if (st[x].dif == st[st[x].fail].dif)
        st[x].g = min(st[x].g, st[st[x].fail].g);
    dp[n] = min(dp[n], st[x].g + 1);
}

```

9 Misc

9.1 Cyclic Ternary Search [9017cc]

```

/* bool pred(int a, int b);
f(0) ~ f(n - 1) is a cyclic-shift U-function
return idx s.t. pred(x, idx) is false for all x*/
int cyc_tsearch(int n, auto pred) {
    if (n == 1) return 0;
    int l = 0, r = n; bool rv = pred(1, 0);
    while (r - l > 1) {
        int m = (l + r) / 2;
        if (pred(0, m) ? rv: pred(m, (m + 1) % n)) r = m;
        else l = m;
    }
    return pred(l, r % n) ? l : r % n;
}

```

9.2 Matroid

$M = (E, \mathcal{I})$, where $\mathcal{I} \subseteq 2^E$ is nonempty, is a matroid if:

- If $S \in \mathcal{I}$ and $S' \subseteq S$, then $S' \in \mathcal{I}$.

- For $S_1, S_2 \in \mathcal{I}$ s.t. $|S_1| < |S_2|$, there exists $e \in S_2 \setminus S_1$ s.t. $S_1 \cup \{e\} \in \mathcal{I}$.

Matroid intersection:

Start from $S = \emptyset$. In each iteration, let

- $Y_1 = \{x \notin S \mid S \cup \{x\} \in \mathcal{I}_1\}$

- $Y_2 = \{x \notin S \mid S \cup \{x\} \in \mathcal{I}_2\}$

If there exists $x \in Y_1 \cap Y_2$, insert x into S . Otherwise for each $x \in S, y \notin S$, create edges

- $x \rightarrow y$ if $S - \{x\} \cup \{y\} \in \mathcal{I}_1$.

- $y \rightarrow x$ if $S - \{x\} \cup \{y\} \in \mathcal{I}_2$.

Find a shortest path (with BFS) starting from a vertex in Y_1 and ending at a vertex in Y_2 which doesn't pass through any other vertices in Y_2 , and alternate the path. The size of S will be incremented by 1 in each iteration. For the weighted case, assign weight $w(x)$ to vertex x if $x \in S$ and $-w(x)$ if $x \notin S$. Find the path with the minimum number of edges among all minimum length paths and alternate it.

9.3 Simulate Annealing [ff826c]

```

ld anneal() {
    mt19937 rnd_engine(seed);
    uniform_real_distribution<ld> rnd(0, 1);
    const ld dT = 0.001;
    // Argument p
    ld S_cur = calc(p), S_best = S_cur;
    for (ld T = 2000; T > eps; T -= dT) {
        // Modify p to p_prime
        const ld S_prime = calc(p_prime);
        const ld delta_c = S_prime - S_cur;
        ld prob = min((ld)1, exp(-delta_c / T));
        if (rnd(rnd_engine) <= prob)
            S_cur = S_prime, p = p_prime;
        if (S_prime < S_best) // find min
            S_best = S_prime, p_best = p_prime;
    }
    return S_best;
}

```

9.4 Binary Search On Fraction [f6b9ec]

```

struct Q {
    ll p, q;
    Q go(Q b, ll d) { return {p + b.p * d, q + b.q * d}; }
};

// returns smallest p/q in [lo, hi] such that
// pred(p/q) is true, and 0 <= p, q <= N
Q frac_bs(ll N, auto &&pred) {
    Q lo{0, 1}, hi{1, 0};
    if (pred(lo)) return lo;
    assert(pred(hi));
    bool dir = 1, L = 1, H = 1;
    for (; L || H; dir = !dir) {
        ll len = 0, step = 1;
        for (int t = 0; t < 2 && (t ? step /= 2 : step *= 2));
            if (Q mid = hi.go(lo, len + step));
                mid.p > N || mid.q > N || dir ^ pred(mid))
                    t++;
            else len += step;
        swap(lo, hi = hi.go(lo, len));
        (dir ? L : H) = !!len;
    }
    return dir ? hi : lo;
}

```

9.5 Min Plus Convolution [09b5c3]

```

// a is convex a[i+1]-a[i] <= a[i+2]-a[i+1]
vector<int> min_plus_convolution(vector<int> &a, vector<int> &b) {
    int n = SZ(a), m = SZ(b);
    vector<int> c(n + m - 1, INF);
    auto dc = [&](auto Y, int l, int r, int jl, int jr) {
        if (l > r) return;
        int mid = (l + r) / 2, from = -1, &best = c[mid];
        for (int j = jl; j <= jr; ++j)
            if (int i = mid - j; i >= 0 && i < n)
                if (best > a[i] + b[j])
                    best = a[i] + b[j], from = j;
        Y(Y, l, mid - 1, jl, from), Y(Y, mid + 1, r, from, jr);
    }
}

```

```

    };
    return dc(dc, 0, n - 1 + m - 1, 0, m - 1), c;
}

```

9.6 SMAWK [a2a4ce]

```

// For all 2x2 submatrix:
// If M[1][0] < M[1][1], M[0][0] < M[0][1]
// If M[1][0] == M[1][1], M[0][0] <= M[0][1]
// M[i][ans_i] is the best value in the i-th row
// select(int r, int u, int v) return true if f(r, v)
// is better than f(r, u)
vector<int> smawk(int N, int M, auto &&select) {
    auto dc = [&](auto self, const vector<int> &r, const
        vector<int> &c) {
        if (r.empty()) return vector<int>{};
        const int n = SZ(r); vector<int> ans(n), nr, nc;
        for (int i : c) {
            while (!nc.empty() &&
                select(r[nc.size() - 1], nc.back(), i))
                nc.pop_back();
            if (int(nc.size()) < n) nc.push_back(i);
        }
        for (int i = 1; i < n; i += 2) nr.push_back(r[i]);
        const auto na = self(self, nr, nc);
        for (int i = 1; i < n; i += 2) ans[i] = na[i >> 1];
        for (int i = 0, j = 0; i < n; i += 2) {
            ans[i] = nc[j];
            const int end = i + 1 == n ? nc.back() : ans[i + 1];
            while (nc[j] != end)
                if (select(r[i], ans[i], nc[++j])) ans[i] = nc[j];
        }
        return ans;
    };
    vector<int> R(N), C(M); iota(iter(R), 0), iota(iter(C),
        ), 0);
    return dc(dc, R, C);
}

```

9.7 Golden Ratio Search [ce06a8]

```

ld goldenRatioSearch(ld a, ld b, auto &&f) {
    ld r = (sqrt(5)-1)/2, eps = 1e-7;
    ld x1 = b - r*(b-a), x2 = a + r*(b-a);
    ld f1 = f(x1), f2 = f(x2);
    while (b-a > eps)
        if (f1 < f2) { //change to > to find maximum
            b = x2; x2 = x1; f2 = f1;
            x1 = b - r*(b-a); f1 = f(x1);
        } else {
            a = x1; x1 = x2; f1 = f2;
            x2 = a + r*(b-a); f2 = f(x2);
        }
    return a;
}

```

10 Notes

10.1 Geometry

Rotation Matrix

$$\begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

- rotate 90° : $(x, y) \rightarrow (-y, x)$
- rotate -90° : $(x, y) \rightarrow (y, -x)$

Triangles

Side lengths: a, b, c

Semiperimeter: $p = \frac{a+b+c}{2}$

Area: $A = \sqrt{p(p-a)(p-b)(p-c)}$

Circumradius: $R = \frac{abc}{4A}$

Inradius: $r = \frac{A}{p}$

Length of median (divides triangle into two equal-area triangles): $m_a = \frac{1}{2}\sqrt{2b^2 + 2c^2 - a^2}$

Length of bisector (divides angles in two): $s_a = \sqrt{bc \left(1 - \left(\frac{a}{b+c}\right)^2\right)}$

Law of sines: $\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c} = \frac{1}{2R}$

Law of cosines: $a^2 = b^2 + c^2 - 2bc \cos \alpha$

$$\text{Law of tangents: } \frac{a+b}{a-b} = \frac{\tan \frac{\alpha+\beta}{2}}{\tan \frac{\alpha-\beta}{2}}$$

Quadrilaterals

With side lengths a, b, c, d , diagonals e, f , diagonals angle θ , area A and magic flux $F = b^2 + d^2 - a^2 - c^2$:

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2 f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is 180° , $ef = ac + bd$, and $A = \sqrt{(p-a)(p-b)(p-c)(p-d)}$.

Spherical coordinates

$$\begin{aligned} x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\ y &= r \sin \theta \sin \phi & \theta &= \arccos(z/\sqrt{x^2 + y^2 + z^2}) \\ z &= r \cos \theta & \phi &= \arctan(y/x) \end{aligned}$$

Green's Theorem

$$\iint_D \left(\frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y} \right) dx dy = \oint_{L+} (P dx + Q dy)$$

$$\text{Area} = \frac{1}{2} \oint_L x dy - y dx$$

- Circular sector:

$$x = x_0 + r \cos \theta$$

$$y = y_0 + r \sin \theta$$

$$\begin{aligned} A &= r \int_{\alpha}^{\beta} (x_0 + r \cos \theta) \cos \theta + (y_0 + r \sin \theta) \sin \theta d\theta \\ &= r(r\theta + x_0 \sin \theta - y_0 \cos \theta)|_{\alpha}^{\beta} \end{aligned}$$

- Centroid:

$$\bar{x} = \frac{1}{2A} \int_C x^2 dy \quad \bar{y} = -\frac{1}{2A} \int_C y^2 dx$$

Point-Line Duality

$$p = (a, b) \leftrightarrow p^* : y = ax - b$$

- $p \in l \iff l^* \in p^*$
- p_1, p_2, p_3 are collinear $\iff p_1^*, p_2^*, p_3^*$ intersect at a point
- p lies above $l \iff l^*$ lies above p^*
- lower convex hull \leftrightarrow upper envelope

10.2 Trigonometry

$$\begin{aligned} \sinh x &= \frac{1}{2}(e^x - e^{-x}) & \cosh x &= \frac{1}{2}(e^x + e^{-x}) \\ \sin n\pi &= 0 & \cos n\pi &= (-1)^n \end{aligned}$$

$$\sin(\alpha + \beta) = \sin \alpha \cos \beta + \cos \alpha \sin \beta$$

$$\cos(\alpha + \beta) = \cos \alpha \cos \beta - \sin \alpha \sin \beta$$

$$\sin(2\alpha) = 2 \cos \alpha \sin \alpha$$

$$\cos(2\alpha) = \cos^2 \alpha - \sin^2 \alpha = 2 \cos^2 \alpha - 1 = 1 - 2 \sin^2 \alpha$$

$$\tan(\alpha + \beta) = \frac{\tan \alpha + \tan \beta}{1 - \tan \alpha \tan \beta}$$

$$\sin \alpha + \sin \beta = 2 \sin \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$$

$$\cos \alpha + \cos \beta = 2 \cos \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$$

$$\sin \alpha \sin \beta = \frac{1}{2}(\cos(\alpha - \beta) - \cos(\alpha + \beta))$$

$$\sin \alpha \cos \beta = \frac{1}{2}(\sin(\alpha + \beta) + \sin(\alpha - \beta))$$

$$\cos \alpha \sin \beta = \frac{1}{2}(\sin(\alpha + \beta) - \sin(\alpha - \beta))$$

$$\cos \alpha \cos \beta = \frac{1}{2}(\cos(\alpha - \beta) + \cos(\alpha + \beta))$$

$$(V + W) \tan(\alpha - \beta)/2 = (V - W) \tan(\alpha + \beta)/2$$

where V, W are lengths of sides opposite angles α, β .

$$a \cos x + b \sin x = r \cos(x - \phi)$$

$$a \sin x + b \cos x = r \sin(x + \phi)$$

where $r = \sqrt{a^2 + b^2}, \phi = \arctan(b/a)$.

10.3 Calculus

Integration by parts:

$$\begin{aligned}
 \int_a^b f(x)g(x)dx &= [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx \\
 \frac{d}{dx} \arcsin x &= \frac{1}{\sqrt{1-x^2}} & \frac{d}{dx} \arccos x &= -\frac{1}{\sqrt{1-x^2}} \\
 \frac{d}{dx} \tan x &= 1 + \tan^2 x & \frac{d}{dx} \arctan x &= \frac{1}{1+x^2} \\
 \int \tan ax dx &= -\frac{\ln|\cos ax|}{a} & \int x \sin ax dx &= \frac{\sin ax - ax \cos ax}{a^2} \\
 \int e^{-x^2} dx &= \frac{\sqrt{\pi}}{2} \operatorname{erf}(x) & \int xe^{ax} dx &= \frac{e^{ax}}{a^2}(ax-1) \\
 \int \sin^2(x) dx &= \frac{x}{2} - \frac{1}{4} \sin 2x & \int \sin^3 x dx &= \frac{1}{12} \cos 3x - \frac{3}{4} \cos x \\
 \int \cos^2(x) dx &= \frac{x}{2} + \frac{1}{4} \sin 2x & \int \cos^3 x dx &= \frac{1}{12} \sin 3x + \frac{3}{4} \sin x \\
 \int x \sin x dx &= \sin x - x \cos x & \int x \cos x dx &= \cos x + x \sin x \\
 \int xe^x dx &= e^x(x-1) & \int x^2 e^x dx &= e^x(x^2-2x+2) \\
 \int x^2 \sin x dx &= 2x \sin x - (x^2-2) \cos x & & \\
 \int x^2 \cos x dx &= 2x \cos x + (x^2-2) \sin x & & \\
 \int e^x \sin x dx &= \frac{1}{2} e^x (\sin x - \cos x) & & \\
 \int e^x \cos x dx &= \frac{1}{2} e^x (\sin x + \cos x) & & \\
 \int xe^x \sin x dx &= \frac{1}{2} e^x (x \sin x - x \cos x + \cos x) & & \\
 \int xe^x \cos x dx &= \frac{1}{2} e^x (x \sin x + x \cos x - \sin x) & &
 \end{aligned}$$

10.4 Sum & Series

$$\begin{aligned}
 c^a + c^{a+1} + \cdots + c^b &= \frac{c^{b+1} - c^a}{c-1}, c \neq 1 \\
 1 + 2 + 3 + \cdots + n &= \frac{n(n+1)}{2} \\
 1^2 + 2^2 + 3^2 + \cdots + n^2 &= \frac{n(2n+1)(n+1)}{6} \\
 1^3 + 2^3 + 3^3 + \cdots + n^3 &= \frac{n^2(n+1)^2}{4} \\
 1^4 + 2^4 + 3^4 + \cdots + n^4 &= \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30} \\
 e^x &= 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty) \\
 \ln(1+x) &= x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1) \\
 \sqrt{1+x} &= 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1) \\
 \sin x &= x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty) \\
 \cos x &= 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)
 \end{aligned}$$

10.5 Misc

- Cramer's rule

$$\begin{aligned}
 ax + by = e &\Rightarrow x = \frac{ed - bf}{ad - bc} \\
 cx + dy = f &\Rightarrow y = \frac{af - ec}{ad - bc}
 \end{aligned}$$

- Vandermonde's Identity

$$C(n+m, k) = \sum_{i=0}^k C(n, i)C(m, k-i)$$

- Kirchhoff's Theorem

Denote L be a $n \times n$ matrix as the Laplacian matrix of graph G , where $L_{ii} = d(i)$, $L_{ij} = -c$ where c is the number of edge (i, j) in G .

- The number of undirected spanning in G is $|\det(\tilde{L}_{11})|$.
- The number of directed spanning tree rooted at r in G is $|\det(\tilde{L}_{rr})|$.

- BEST theorem: the number of eulerian circuits in a directed graph is $|\det(\tilde{L}_{ww})| \cdot \prod_{v \in V} (\deg(v) - 1)!$.

- Tutte's Matrix

Let D be a $n \times n$ matrix, where $d_{ij} = x_{ij}$ (x_{ij} is chosen uniformly at random) if $i < j$ and $(i, j) \in E$, otherwise $d_{ij} = -d_{ji}$. $\frac{\text{rank}(D)}{2}$ is the maximum matching on G .

- Cayley's Formula

Given a degree sequence d_1, d_2, \dots, d_n for each labeled vertices, there are $\frac{(n-2)!}{(d_1-1)!(d_2-1)!\cdots(d_n-1)!}$ spanning trees.

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

- Erdős–Gallai theorem

A sequence of nonnegative integers $d_1 \geq \cdots \geq d_n$ can be represented as the degree sequence of a finite simple graph on n vertices if and only if $d_1 + \cdots + d_n$ is even and $\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k)$ holds for every $1 \leq k \leq n$.

- Gale–Ryser theorem

A pair of sequences of nonnegative integers $a_1 \geq \cdots \geq a_n$ and b_1, \dots, b_n is bigraphic if and only if $\sum_{i=1}^n a_i = \sum_{i=1}^n b_i$ and $\sum_{i=1}^n a_i \leq \sum_{i=1}^n \min(b_i, k)$ holds for every $1 \leq k \leq n$.

- Fulkerson–Chen–Anstee theorem

A sequence $(a_1, b_1), \dots, (a_n, b_n)$ of nonnegative integer pairs with $a_1 \geq \cdots \geq a_n$ is digraphic if and only if $\sum_{i=1}^n a_i = \sum_{i=1}^n b_i$ and $\sum_{i=1}^k a_i \leq \sum_{i=1}^k \min(b_i, k-1) + \sum_{i=k+1}^n \min(b_i, k)$ holds for every $1 \leq k \leq n$.

- Pick's theorem

For simple polygon, when points are all integer, we have

$$A = \#\{\text{lattice points in the interior}\} + \frac{\#\{\text{lattice points on the boundary}\}}{2} - 1.$$

- Möbius inversion formula

- $\mu(d) = (-1)^k$ if n is the product of k distinct primes, 0 if $p^2 \mid n$
- $f(n) = \sum_{d \mid n} g(d) \Leftrightarrow g(n) = \sum_{d \mid n} \mu(d)f\left(\frac{n}{d}\right)$
- $f(n) = \sum_{n \mid d} g(d) \Leftrightarrow g(n) = \sum_{n \mid d} \mu\left(\frac{d}{n}\right)f(d)$

- Spherical cap

- A portion of a sphere cut off by a plane.
- r : sphere radius, a : radius of the base of the cap, h : height of the cap, $\theta = \arcsin(a/r)$.
- Volume = $\pi h^2(3r-h)/3 = \pi h(3a^2+h^2)/6 = \pi r^3(2+\cos\theta)(1-\cos\theta)^2/3$.
- Area = $2\pi rh = \pi(a^2+h^2) = 2\pi r^2(1-\cos\theta)$.

- Lagrange multiplier

- Optimize $f(x_1, \dots, x_n)$ when k constraints $g_i(x_1, \dots, x_n) = 0$.
- Lagrangian function

$$\mathcal{L}(x_1, \dots, x_n, \lambda_1, \dots, \lambda_k) = f(x_1, \dots, x_n) - \sum_{i=1}^k \lambda_i g_i(x_1, \dots, x_n).$$

- The solution corresponding to the original constrained optimization is always a saddle point of the Lagrangian function.

- Nearest points of two skew lines

- Line 1 : $v_1 = p_1 + t_1 d_1$
- Line 2 : $v_2 = p_2 + t_2 d_2$
- $n = d_1 \times d_2$
- $n_1 = d_1 \times n$
- $n_2 = d_2 \times n$
- $c_1 = p_1 + \frac{(p_2-p_1) \cdot n_2}{d_1 \cdot n_2} d_1$
- $c_2 = p_2 + \frac{(p_1-p_2) \cdot n_1}{d_2 \cdot n_1} d_2$

- Bernoulli numbers

$B_0 = 1, B_1^\pm = \pm \frac{1}{2}, B_2 = \frac{1}{6}, B_3 = 0$

$\sum_{j=0}^m \binom{m+1}{j} B_j = 0$, EGF is $B(x) = \frac{x}{e^x - 1} = \sum_{n=0}^{\infty} B_n \frac{x^n}{n!}$.

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

- Stirling numbers of the second kind Partitions of n distinct elements into exactly k groups.

$S(n, k) = S(n-1, k-1) + kS(n-1, k)$, $S(n, 1) = S(n, n) = 1$

$S(n, k) = \frac{1}{k!} \sum_{i=0}^k (-1)^{k-i} \binom{k}{i} i^n$

$x^n = \sum_{i=0}^n S(n, i) (x)_i$

- Pentagonal number theorem

$\prod_{n=1}^{\infty} (1 - x^n) = 1 + \sum_{k=1}^{\infty} (-1)^k \left(x^{k(3k+1)/2} + x^{k(3k-1)/2} \right)$

- Catalan numbers

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

- ### • Eulerian numbers

Number of permutations $\pi \in S_n$ in which exactly k elements are greater than the previous element. k j :s s.t. $\pi(j) > \pi(j+1)$, $k+1$ j :s s.t. $\pi(j) \geq j$, k j :s s.t. $\pi(j) > j$.

$$E(n, k) = (n - k)E(n - 1, k - 1) + (k + 1)E(n - 1, k)$$

$$E(n,0) = E(n,n-1) = 1$$

$$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

10.6 Number

- Some prime numbers:

12721, 13331, 14341, 75577, 123457, 222557, 556679, 999983,
1097774749, 1076767633, 100102021, 999997771, 1001010013,
1000512343, 987654361, 999991231, 999888733, 98789101,
987777733, 999991921, 1010101333, 1010102101, 1000000000039,
100000000000037, 2305843009213693951, 4611686018427387847,
9223372036854775783, 18446744073709551557

- Number of partitions of n :

<u>Number of partitions of ...</u>	1	2	3	4	5	6	7	8	9	20	30	40	50	100
$p(n)$	1	2	3	5	7	11	15	22	30	627	5604	4e4	2e5	2e8

- Maximum number of divisors:

n	100	$1e3$	$1e6$	$1e9$	$1e12$	$1e15$	$1e18$
$d(i)$	12	32	240	1344	6720	26880	103680

- n | 1 2 3 4 5 6

$\binom{2^n}{n}$	2 6 20 70 252 924 3432 12870 48620 184756 7e5 2e6 1e7 4e7 1.5e8
------------------	-----------------------------------------------------------------

- Number of ways to partition a set of n labeled elements:

n	2	3	4	5	6	7	8	9	10	11	12	13
B_n	2	5	15	52	203	877	4140	21147	115975	7e5	4e6	3e7

- Fibonacci numbers: $\frac{n}{\text{Fibonacci number}}$ | 1 2 3 4 5 31 45 88

Fibonacci numbers: F_n | 1 1 3 5 8 13 46 269 1e9 1e18

