

# Competitive Programmer's Reference

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# Contents

## 1 Environment

### 1.1 Vimrc . . . . .

## 2 Data Structure

### 2.1 RMQ . . . . .

### 2.2 Link-Cut Tree . . . . .

### 2.3 KD Tree . . . . .

## 3 Geometry

### 3.1 2D-Geometry . . . . .

#### 3.1.1 Triangle Center . . . . .

#### 3.1.2 Fermat Point . . . . .

#### 3.1.3 Convex Hull . . . . .

#### 3.1.4 Half-Plane Intersection . . . . .

## 1 Environment

### 1.1 Vimrc

```
1 set ru nu ts=4 sts=4 sw=4 si sm hls is ar bs=2
  mouse=a
2 syntax on
3 nm <F3> :vsplit %<.in <CR>
4 nm <F4> :!gedit % <CR>
5 au BufEnter *.cpp set cin
6 au BufEnter *.cpp nm <F5> :!time ./%< <CR>|nm <F7>
  :!gdb ./%< <CR>|nm <F8> :!time ./%< <CR>|nm <F9> :!g++ % -o %< -g -std=gnu++14 -O2
  -DLOCAL -Wall -Wconversion && size %< <CR>
7 au BufEnter *.java nm <F5> :!time java %< <CR>|nm
  <F8> :!time java %< <CR>|nm <F9> :!javac
  % <CR>
```

## 2 Data Structure

### 2.1 RMQ

```
1 for (int st = 1; st < 20; ++st)
2   for (int i = 0; i < N; ++i)
3     if (i + (1 << st - 1) < N)
4       rmq[st][i] = std::min(rmq[st - 1][i],
5                             rmq[st - 1][i + (1 << st - 1)]);
6 int len = 31 - __builtin_clz(r - 1 + 1);
7 return std::min(
8   rmq[len][l], rmq[len][r - (1 << len) + 1]);
```

### 2.2 Link-Cut Tree

```
1 struct Node { int son[2], fa, num, pos, rev;
2 } node[maxn]; int n, m, ans, top, q[maxn];
3 inline bool root(int x) {
4   return node[node[x].fa].son[0] != x &&
5         node[node[x].fa].son[1] != x; }
6 void update(int x) {
7   int left = node[x].son[0], right = node[x].son[1];
8   node[x].pos = x; if (node[left].pos.num >
9     node[node[x].pos].num)
10     node[x].pos = node[left].pos;
11   if (node[right].pos.num >
12     node[node[x].pos].num)
13     node[x].pos = node[right].pos; }
14 void down(int x) {
15   int left = node[x].son[0], right = node[x].son[1];
16   if (node[x].rev) { node[x].rev ^= 1;
17     node[left].rev ^= 1; node[right].rev ^= 1;
18     std::swap(node[x].son[0], node[x].son[1]); } }
19 void rotate(int x) {
```

```
20   int y = node[x].fa, z = node[y].fa, left, right;
21   if (node[y].son[0] == x) left = 0; else left = 1;
22   right = left ^ 1; if (!root(y)) {
23     if (node[z].son[0] == y) node[z].son[0] = x;
24     else node[z].son[1] = x; }
25   node[x].fa = z; node[y].fa = x;
26   if (node[x].son[right] != 0)
27     node[node[x].son[right]].fa = y;
28   node[y].son[left] = node[x].son[right];
29   node[x].son[right] = y; update(y); update(x); }
30 void splay(int x) { top = 0; q[++top] = x;
31   for (int i = x; !root(i); i = node[i].fa)
32     q[++top] = node[i].fa;
33   for (int i = top; i; i--) down(q[i]);
34   while (!root(x)) {
35     int y = node[x].fa, z = node[y].fa;
36     if (!root(y)) {
37       if (node[y].son[0] == x ^ node[z].son[0] == y)
38         rotate(x); else rotate(y); } rotate(x); }
39   update(x); }
40 void access(int x) { int t = 0; while (x) {
41   splay(x); node[x].son[1] = t; t = x;
42   x = node[x].fa; } }
43 void makeroot(int x) { access(x); splay(x);
44   node[x].rev ^= 1; }
45 void link(int x, int y) { makeroot(x);
46   node[x].fa = y; }
47 void cut(int x, int y) { makeroot(x); access(y);
48   splay(y); node[node[y].son[0]].fa = 0;
49   node[y].son[0] = 0; update(y); }
```

### 2.3 KD Tree

Find the  $k$ -th closest/farthest point in  $O(kn^{1-\frac{1}{k}})$ .

Usage: 1. Store the data in `p[]`. 2. Execute `init`. 3. Execute `min_kth` or `max_kth` for queries ( $k$  is 1-based).

Note: Switch to the commented code for Manhattan distance.

```
1 template <int MAXN = 200000, int MAXK = 2>
2 struct kd_tree { int k, size; struct point {
3   int data[MAXK], id; } p[MAXN];
4   struct kd_node { int l, r; point p, dmin, dmax;
5     kd_node() {} kd_node(const point &rhs)
6       : l(-1), r(-1), p(rhs), dmin(rhs),
7         dmax(rhs) {}
8   void merge(const kd_node &rhs, int k) {
9     for (register int i = 0; i < k; ++i) {
10       dmin.data[i] =
11         std::min(dmin.data[i], rhs.dmin.data[i]);
12       dmax.data[i] =
13         std::max(dmax.data[i], rhs.dmax.data[i]);
14     } }
15   long long min_dist(
16     const point &rhs, int k) const {
17     register long long ret = 0;
18     for (register int i = 0; i < k; ++i) {
19       if (dmin.data[i] <= rhs.data[i] &&
20         rhs.data[i] <= dmax.data[i]) continue;
21       ret += std::min(1ll *
22         (dmin.data[i] - rhs.data[i]) *
23         (dmin.data[i] - rhs.data[i]),
24         1ll * (dmax.data[i] - rhs.data[i]) *
25         (dmax.data[i] - rhs.data[i]));
26       // ret += std::max(0, rhs.data[i]
27       // - dmax.data[i]) + std::max(0,
28       // dmin.data[i] - rhs.data[i]);
29     } return ret; }
30   long long max_dist(const point &rhs, int k) {
31     long long ret = 0;
32     for (int i = 0; i < k; ++i) {
33       int tmp = std::max(
34         std::abs(dmin.data[i] - rhs.data[i]),
35         std::abs(dmax.data[i] - rhs.data[i]));
36       ret += 1ll * tmp * tmp; }
```

```

37 // ret += std::max(std::abs
38 // (rhs.data[i] - dmax.data[i]) + std::abs
39 // (rhs.data[i] - dmin.data[i])); }
40 return ret; } } tree[MAXN * 4];
41 struct result { long long dist; point d;
42 result() {}
43 result(const long long &dist, const point &d)
44 : dist(dist), d(d) {}
45 bool operator>(const result &rhs) const {
46 return dist > rhs.dist ||
47 (dist == rhs.dist && d.id > rhs.d.id); }
48 bool operator<(const result &rhs) const {
49 return dist < rhs.dist ||
50 (dist == rhs.dist && d.id < rhs.d.id); } };
51 long long sqrdist(
52 const point &a, const point &b) {
53 long long ret = 0; for (int i = 0; i < k; ++i)
54 ret += 1ll * (a.data[i] - b.data[i]) *
55 (a.data[i] - b.data[i]);
56 // for (int i = 0; i < k; ++i) ret +=
57 // std::abs(a.data[i] - b.data[i]);
58 return ret; }
59 int alloc() { tree[size].l = tree[size].r = -1;
60 return size++; }
61 void build(const int &depth, int &rt,
62 const int &l, const int &r) { if (l > r) return;
63 register int middle = (l + r) >> 1;
64 std::nth_element(p + l, p + middle, p + r + 1,
65 [=](const point &a, const point &b) {
66 return a.data[depth] < b.data[depth]; });
67 tree[rt = alloc()] = kd_node(p[middle]);
68 if (l == r) return; build(
69 (depth + 1) % k, tree[rt].l, l, middle - 1);
70 build(
71 (depth + 1) % k, tree[rt].r, middle + 1, r);
72 if (~tree[rt].l)
73 tree[rt].merge(tree[tree[rt].l], k);
74 if (~tree[rt].r)
75 tree[rt].merge(tree[tree[rt].r], k); }
76 std::priority_queue<result, std::vector<result>,
77 std::less<result>> heap_l;
78 std::priority_queue<result, std::vector<result>,
79 std::greater<result>> heap_r;
80 void _min_kth(const int &depth, const int &rt,
81 const int &m, const point &d) { result tmp =
82 result(sqrdist(tree[rt].p, d), tree[rt].p);
83 if ((int)heap_l.size() < m) heap_l.push(tmp);
84 else if (tmp < heap_l.top()) { heap_l.pop();
85 heap_l.push(tmp); }
86 int x = tree[rt].l, y = tree[rt].r;
87 if (~x && ~y &&
88 sqrdist(d, tree[x].p) > sqrdist(d, tree[y].p))
89 std::swap(x, y);
90 if (~x && ((int)heap_l.size() < m ||
91 tree[x].min_dist(d, k) < heap_l.top().dist))
92 _min_kth((depth + 1) % k, x, m, d);
93 if (~y && ((int)heap_l.size() < m ||
94 tree[y].min_dist(d, k) < heap_l.top().dist))
95 _min_kth((depth + 1) % k, y, m, d); }
96 void _max_kth(const int &depth, const int &rt,
97 const int &m, const point &d) { result tmp =
98 result(sqrdist(tree[rt].p, d), tree[rt].p);
99 if ((int)heap_r.size() < m) heap_r.push(tmp);
100 else if (tmp > heap_r.top()) { heap_r.pop();
101 heap_r.push(tmp); }
102 int x = tree[rt].l, y = tree[rt].r;
103 if (~x && ~y &&
104 sqrdist(d, tree[x].p) < sqrdist(d, tree[y].p))
105 std::swap(x, y);
106 if (~x && ((int)heap_r.size() < m ||
107 tree[x].max_dist(d, k) >=
108 heap_r.top().dist))
109 _max_kth((depth + 1) % k, x, m, d);
110 if (~y && ((int)heap_r.size() < m ||
111 tree[y].max_dist(d, k) >=
112 heap_r.top().dist))

```

```

113 _max_kth((depth + 1) % k, y, m, d); }
114 void init(int n, int k) { this->k = k; size = 0;
115 int rt = 0; build(0, rt, 0, n - 1); }
116 result min_kth(const point &d, const int &m) {
117 heap_l = decltype(heap_l)();
118 _min_kth(0, 0, m, d); return heap_l.top(); }
119 result max_kth(const point &d, const int &m) {
120 heap_r = decltype(heap_r)();
121 _max_kth(0, 0, m, d); return heap_r.top(); } };

```

## 3 Geometry

```

1 #define cd const double &
2 const double EPS = 1E-8, PI = acos(-1);
3 int sgn(cd x) { return x < -EPS ? -1 : x > EPS; }
4 int cmp(cd x, cd y) { return sgn(x - y); }
5 double sqr(cd x) { return x * x; }
6 double msqrt(cd x) {
7 return sgn(x) <= 0 ? 0 : sqrt(x); }

```

### 3.1 2D-Geometry

1. point::rot90: Counter-clockwise rotation.
2. line\_circle\_intersect: Ordered w.r.t. the direction of a.
3. circle\_intersect: Counter-clockwise w.r.t.  $O_a$ .
4. tangent: Counter-clockwise w.r.t. a.
5. extangent: Counter-clockwise w.r.t.  $O_a$ .
6. intangent: Counter-clockwise w.r.t.  $O_a$ .

```

1 #define cp const point &
2 struct point { double x, y;
3 explicit point(cd x = 0, cd y = 0) : x(x), y(y) {}
4 int dim() const {
5 return sgn(y) == 0 ? sgn(x) > 0 : sgn(y) > 0; }
6 point unit() const {
7 double l = msqrt(x * x + y * y);
8 return point(x / l, y / l); }
9 point rot90() const { return point(-y, x); }
10 point _rot90() const { return point(y, -x); }
11 point rot(cd t) const {
12 double c = cos(t), s = sin(t);
13 return point(x * c - y * s, x * s + y * c); } };
14 bool operator==(cp a, cp b) {
15 return cmp(a.x, b.x) == 0 && cmp(a.y, b.y) == 0; }
16 bool operator!=(cp a, cp b) {
17 return cmp(a.x, b.x) != 0 || cmp(a.y, b.y) != 0; }
18 bool operator<(cp a, cp b) {
19 return cmp(a.x, b.x) == 0 ? cmp(a.y, b.y) < 0
20 : cmp(a.x, b.x) < 0; }
21 point operator-(cp a) { return point(-a.x, -a.y); }
22 point operator+(cp a, cp b) {
23 return point(a.x + b.x, a.y + b.y); }
24 point operator-(cp a, cp b) {
25 return point(a.x - b.x, a.y - b.y); }
26 point operator*(cp a, cd b) {
27 return point(a.x * b, a.y * b); }
28 point operator/(cp a, cd b) {
29 return point(a.x / b, a.y / b); }
30 double dot(cp a, cp b) {
31 return a.x * b.x + a.y * b.y; }
32 double det(cp a, cp b) {
33 return a.x * b.y - a.y * b.x; }
34 double dis2(cp a, cp b = point()) {
35 return sqr(a.x - b.x) + sqr(a.y - b.y); }
36 double dis(cp a, cp b = point()) {
37 return msqrt(dis2(a, b)); }
38 #define cl const line &
39 struct line { point s, t;
40 explicit line(cp s = point(), cp t = point())
41 : s(s), t(t) {} };

```

```

42 bool point_on_segment(cp a, cl b) {
43     return sgn(det(a - b.s, b.t - b.s)) == 0 &&
44         sgn(dot(b.s - a, b.t - a)) <= 0; }
45 bool two_side(cp a, cp b, cl c) {
46     return sgn(det(a - c.s, c.t - c.s)) *
47         sgn(det(b - c.s, c.t - c.s)) < 0; }
48 bool intersect_judgment(cl a, cl b) {
49     if (point_on_segment(b.s, a) ||
50         point_on_segment(b.t, a)) return true;
51     if (point_on_segment(a.s, b) ||
52         point_on_segment(a.t, b)) return true;
53     return two_side(a.s, a.t, b) &&
54         two_side(b.s, b.t, a); }
55 point line_intersect(cl a, cl b) {
56     double s1 = det(a.t - a.s, b.s - a.s),
57         s2 = det(a.t - a.s, b.t - a.s);
58     return (b.s * s2 - b.t * s1) / (s2 - s1); }
59 double point_to_line(cp a, cl b) {
60     return std::abs(det(b.t - b.s, a - b.s)) /
61         dis(b.s, b.t); }
62 point project_to_line(cp a, cl b) { return b.s +
63     (b.t - b.s) *
64     (dot(a - b.s, b.t - b.s) / dis2(b.t, b.s)); }
65 double point_to_segment(cp a, cl b) {
66     if (sgn(dot(b.s - a, b.t - b.s)) *
67         dot(b.t - a, b.t - b.s)) <= 0)
68         return std::abs(det(b.t - b.s, a - b.s)) /
69             dis(b.s, b.t);
70     return std::min(dis(a, b.s), dis(a, b.t)); }
71 bool in_polygon(
72     cp p, const std::vector<point> &po) {
73     int n = (int)po.size(), counter = 0;
74     for (int i = 0; i < n; ++i) {
75         point a = po[i], b = po[(i + 1) % n];
76         // Modify the next line if necessary.
77         if (point_on_segment(p, line(a, b)))
78             return true;
79         int x = sgn(det(p - a, b - a)),
80             y = sgn(a.y - p.y), z = sgn(b.y - p.y);
81         if (x > 0 && y <= 0 && z > 0) counter++;
82         if (x < 0 && z <= 0 && y > 0) counter--; }
83     return counter != 0; }
84 double polygon_area(const std::vector<point> &a) {
85     double ans = 0.0;
86     for (int i = 0; i < (int)a.size(); ++i)
87         ans += det(a[i], a[(i + 1) % a.size()]) / 2.0;
88     return ans; }
89 #define cc const circle &
90 struct circle { point c; double r;
91     explicit circle(point c = point(), double r = 0)
92         : c(c), r(r) {} };
93 bool operator==(cc a, cc b) {
94     return a.c == b.c && cmp(a.r, b.r) == 0; }
95 bool operator!=(cc a, cc b) { return !(a == b); }
96 bool in_circle(cp a, cc b) {
97     return cmp(dis(a, b.c), b.r) <= 0; }
98 circle make_circle(cp a, cp b) {
99     return circle((a + b) / 2, dis(a, b) / 2); }
100 circle make_circle(cp a, cp b, cp c) {
101     point p = circumcenter(a, b, c);
102     return circle(p, dis(p, a)); }
103 std::vector<point> line_circle_intersect(
104     cl a, cc b) {
105     if (cmp(point_to_line(b.c, a), b.r) > 0)
106         return std::vector<point>();
107     double x =
108         msqrt(sqr(b.r) - sqr(point_to_line(b.c, a)));
109     point s = project_to_line(b.c, a),
110         u = (a.t - a.s).unit();
111     if (sgn(x) == 0) return std::vector<point>({s});
112     return std::vector<point>({s - u * x, s + u * x}); }
113 } double circle_intersect_area(cc a, cc b) {
114     double d = dis(a.c, b.c);
115     if (sgn(d - (a.r + b.r)) >= 0) return 0;
116     if (sgn(d - std::abs(a.r - b.r)) <= 0) {
117         double r = std::min(a.r, b.r);

```

```

118         return r * r * PI; }
119 double x = (d * d + a.r * a.r - b.r * b.r) /
120     (2 * d), t1 = acos(
121         std::min(1., std::max(-1., x / a.r))),
122     t2 = acos(std::min(
123         1., std::max(-1., (d - x) / b.r)));
124     return a.r * a.r * t1 + b.r * b.r * t2 -
125         d * a.r * sin(t1); }
126 std::vector<point> circle_intersect(cc a, cc b) {
127     if (a.c == b.c ||
128         cmp(dis(a.c, b.c), a.r + b.r) > 0 ||
129         cmp(dis(a.c, b.c), std::abs(a.r - b.r)) < 0)
130         return std::vector<point>();
131     point r = (b.c - a.c).unit();
132     double d = dis(a.c, b.c);
133     double x = ((sqr(a.r) - sqr(b.r)) / d + d) / 2,
134         h = msqrt(sqr(a.r) - sqr(x));
135     if (sgn(h) == 0)
136         return std::vector<point>({a.c + r * x});
137     return std::vector<point>({
138         a.c + r * x - r.rot90() * h,
139         a.c + r * x + r.rot90() * h}); }
140 std::vector<point> tangent(cp a, cc b) {
141     circle p = make_circle(a, b.c);
142     return circle_intersect(p, b); }
143 std::vector<line> extangent(cc a, cc b) {
144     std::vector<line> ret;
145     if (cmp(dis(a.c, b.c), std::abs(a.r - b.r)) <= 0)
146         return ret;
147     if (sgn(a.r - b.r) == 0) { point dir = b.c - a.c;
148         dir = (dir * a.r / dis(dir)).rot90();
149         ret.push_back(line(a.c - dir, b.c - dir));
150         ret.push_back(line(a.c + dir, b.c + dir));
151     } else {
152         point p = (b.c * a.r - a.c * b.r) / (a.r - b.r);
153         std::vector<point> pp = tangent(p, a),
154             qq = tangent(p, b);
155         if (pp.size() == 2 && qq.size() == 2) {
156             if (cmp(a.r, b.r) < 0)
157                 std::swap(pp[0], pp[1]),
158                 std::swap(qq[0], qq[1]);
159             ret.push_back(line(pp[0], qq[0]));
160             ret.push_back(line(pp[1], qq[1])); } }
161     return ret; }
162 std::vector<line> intangent(cc a, cc b) {
163     std::vector<line> ret;
164     point p = (b.c * a.r + a.c * b.r) / (a.r + b.r);
165     std::vector<point> pp = tangent(p, a),
166         qq = tangent(p, b);
167     if (pp.size() == 2 && qq.size() == 2) {
168         ret.push_back(line(pp[0], qq[0]));
169         ret.push_back(line(pp[1], qq[1])); }
170     return ret; }

```

### 3.1.1 Triangle Center

```

1 point incenter(cp a, cp b, cp c) {
2     double p = dis(a, b) + dis(b, c) + dis(c, a);
3     return (a * dis(b, c) + b * dis(c, a) +
4         c * dis(a, b)) / p; }
5 point circumcenter(cp a, cp b, cp c) {
6     point p = b - a, q = c - a,
7         s(dot(p, p) / 2, dot(q, q) / 2);
8     return a + point(det(s, point(p.y, q.y)),
9         det(point(p.x, q.x), s)) / det(p, q); }
10 point orthocenter(cp a, cp b, cp c) {
11     return a + b + c - circumcenter(a, b, c) * 2; }

```

### 3.1.2 Fermat Point

Find a point  $P$  that minimizes  $|PA| + |PB| + |PC|$ .

```

1 point fermat_point(cp a, cp b, cp c) {
2     if (a == b) return a; if (b == c) return b;

```

```

3  if (c == a) return c;
4  double ab = dis(a, b), bc = dis(b, c),
5  ca = dis(c, a);
6  double cosa = dot(b - a, c - a) / ab / ca;
7  double cosb = dot(a - b, c - b) / ab / bc;
8  double cosc = dot(b - c, a - c) / ca / bc;
9  double sq3 = PI / 3.0; point mid;
10 if (sgn(cosa + 0.5) < 0) mid = a;
11 else if (sgn(cosb + 0.5) < 0) mid = b;
12 else if (sgn(cosc + 0.5) < 0) mid = c;
13 else if (sgn(det(b - a, c - a)) < 0) mid =
14     line_intersect(line(a, b + (c - b).rot(sq3)),
15     line(b, c + (a - c).rot(sq3)));
16 else mid =
17     line_intersect(line(a, c + (b - c).rot(sq3)),
18     line(c, b + (a - b).rot(sq3)));
19 return mid; }

```

### 3.1.3 Convex Hull

Counter-clockwise, starting with the smallest point and with the minimum number of points. Modify `!= -s` to `== s` in turn to preserve all points on the hull.

`convex_tan` finds the covering `[s..t]` of a certain point.

```

1 bool turn(cp a, cp b, cp c, int s) {
2     return sgn(det(b - a, c - a)) != -s; }
3 std::pair<std::vector<point>, int> convex_hull(
4     std::vector<point> a) { int cnt = 0;
5     std::sort(a.begin(), a.end());
6     static std::vector<point> ret;
7     ret.resize(a.size() << 1);
8     for (int i = 0; i < (int)a.size(); ++i) {
9         while (cnt > 1 &&
10             turn(ret[cnt - 2], a[i], ret[cnt - 1], 1))
11             --cnt; ret[cnt++] = a[i]; }
12     int fixed = cnt;
13     for (int i = (int)a.size() - 1; i >= 0; --i) {
14         while (cnt > fixed &&
15             turn(ret[cnt - 2], a[i], ret[cnt - 1], 1))
16             --cnt; ret[cnt++] = a[i]; }
17     return std::make_pair(std::vector<point>(
18         ret.begin(), ret.begin() + cnt - 1),
19         fixed - 1); }
20 int lb(cp x, const std::vector<point> &v, int l,
21     int r, int s) { if (l > r) l = r; while (l != r) {
22     int m = (l + r) / 2;
23     if (sgn(det(v[m % v.size()] - x,
24         v[(m + 1) % v.size()] - x)) == s)
25         r = m; else l = m + 1; }
26     return r % v.size(); }
27 std::pair<int, int> convex_tan(
28     cp x, const std::vector<point> &v, int rp) {
29     if (cmp(x.x, v[0].x) < 0) return std::make_pair(
30         lb(x, v, rp, v.size(), -1),
31         lb(x, v, 0, rp, 1));
32     else if (cmp(x.x, v[rp].x) > 0)
33         return std::make_pair(lb(x, v, 0, rp, -1),
34             lb(x, v, rp, v.size(), 1));
35     else { int id = std::lower_bound(
36         v.begin(), v.begin() + rp, x) -
37         v.begin();
38     if (id == 0 ||
39         sgn(det(v[id - 1] - x, v[id] - x)) < 0)
40         return std::make_pair(
41             lb(x, v, 0, id, -1), lb(x, v, id, rp, 1));
42     id = std::lower_bound(v.begin() + rp, v.end(),
43         x, std::greater<point>()) -

```

```

44     v.begin();
45     if (id == rp || sgn(det(
46         v[id - 1] - x, v[id % v.size()] - x)) < 0)
47         return std::make_pair(lb(x, v, rp, id, -1),
48             lb(x, v, id, v.size(), 1));
49     return std::make_pair(-1, -1); } }

```

### 3.1.4 Half-Plane Intersection

1. cut: Online in  $O(n^2)$ .
2. half\_plane\_intersect: Offline in  $O(m \log m)$ .

```

1 std::vector<point> cut(
2     const std::vector<point> &c, line p) {
3     std::vector<point> ret; if (c.empty()) return ret;
4     for (int i = 0; i < (int)c.size(); ++i) {
5         int j = (i + 1) % (int)c.size();
6         if (turn_left(p.s, p.t, c[i]))
7             ret.push_back(c[i]);
8         if (two_side(c[i], c[j], p)) ret.push_back(
9             line_intersect(p, line(c[i], c[j]))); }
10    return ret; }
11 bool turn_left(cl l, cp p) {
12     return sgn(det(l.t - l.s, p - l.s)) >= 0; }
13 int cmp(cp a, cp b) { return a.dim() != b.dim()
14     ? (a.dim() < b.dim() ? -1 : 1)
15     : -sgn(det(a, b)); }
16 std::vector<point> half_plane_intersect(
17     std::vector<line> h) {
18     typedef std::pair<point, line> polar;
19     std::vector<polar> g; g.resize(h.size());
20     for (int i = 0; i < (int)h.size(); ++i)
21         g[i] = std::make_pair(h[i].t - h[i].s, h[i]);
22     sort(g.begin(), g.end(),
23         [&](const polar &a, const polar &b) {
24             if (cmp(a.first, b.first) == 0)
25                 return sgn(det(a.second.t - a.second.s,
26                     b.second.t - a.second.s)) < 0;
27             else return cmp(a.first, b.first) < 0; });
28     h.resize(std::unique(g.begin(), g.end(),
29         [&](const polar &a, const polar &b) {
30             return cmp(a.first, b.first) == 0;
31         }) -
32         g.begin());
33     for (int i = 0; i < (int)h.size(); ++i)
34         h[i] = g[i].second;
35     int fore = 0, rear = -1;
36     std::vector<line> ret(h.size(), line());
37     for (int i = 0; i < (int)h.size(); ++i) {
38         while (fore < rear && !turn_left(h[i],
39             line_intersect(ret[rear - 1], ret[rear])))
40             --rear;
41         while (fore < rear && !turn_left(h[i],
42             line_intersect(ret[fore], ret[fore + 1])))
43             ++fore; ret[++rear] = h[i]; }
44     while (rear - fore > 1 && !turn_left(ret[fore],
45         line_intersect(ret[rear - 1], ret[rear])))
46         --rear;
47     while (rear - fore > 1 && !turn_left(ret[rear],
48         line_intersect(ret[fore], ret[fore + 1])))
49         ++fore;
50     if (rear - fore < 2) return std::vector<point>();
51     std::vector<point> ans; ans.resize(rear + 1);
52     for (int i = 0; i < rear + 1; ++i)
53         ans[i] = line_intersect(
54             ret[i], ret[(i + 1) % (rear + 1)]);
55     return ans; }

```