

Algorithms Handbook

Vladimir Bolshakov

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Bubble sort

Bubble Sort: A Simple Sorting Algorithm

Bubble Sort is one of the simplest sorting algorithms that works by repeatedly stepping through the list to be sorted, comparing each pair of adjacent items, and swapping them if they are in the wrong order. The pass through the list is repeated until no swaps are needed, indicating that the list is sorted.

How Bubble Sort Works:

1. Comparing Adjacent Elements:

- Bubble Sort starts by comparing the first two elements of an array. If the first element is greater than the second, they are swapped. If not, they remain in their positions.

2. Iterative Process:

- This process is then repeated for every pair of adjacent elements throughout the entire array. After the first iteration, the largest element will have “bubbled up” to the last position.

3. Subsequent Passes:

- The algorithm then repeats the process for the remaining elements (excluding the already sorted ones at the end of the array). In each pass, the next largest element is placed in its correct position.

4. Termination:

- The algorithm terminates when a pass through the entire array is made without any swaps, indicating that the array is now sorted.

Time Complexity: - Bubble Sort has a time complexity of $O(n^2)$ in the worst and average cases, where ‘n’ is the number of elements in the array. This makes it inefficient for large datasets but is useful for educational purposes due to its simplicity.

```
function bubbleSort(array: number[] | string[]) {
  for (let i = 0; i < array.length; i++) {
    for (let j = 0; j < array.length - 1 - i; j++) {
      if (array[j] > array[j + 1]) {
        [array[j], array[j + 1]] = [array[j + 1], array[j]];
      }
    }
  }
  return array;
}

console.log(bubbleSort([2,5,2,6,7,2,22,5,7,9,0,2,3]))
```

```
public static void bubbleSort(int[] array) {
  for(int i = 0; i < array.length - 1; i++) {
    for(int j = 0; j < array.length - i - 1; j++) {
      if(array[j] > array[j + 1]) {
        int temp = array[j];
        array[j] = array[j + 1];
        array[j + 1] = temp;
      }
    }
  }
}
```

```
        array[j + 1] = temp;  
    }  
}  
}
```

Selection sort

Selection Sort is a straightforward sorting algorithm that works by dividing the input array into two parts: the sorted and the unsorted subarrays. The algorithm repeatedly selects the minimum (or maximum, depending on the sorting order) element from the unsorted subarray and swaps it with the first unsorted element. This process is iteratively applied until the entire array is sorted.

How Selection Sort Works:

1. Dividing the Array:

- The algorithm starts with the entire array considered as unsorted.

2. Finding the Minimum Element:

- In each iteration, Selection Sort finds the minimum element from the unsorted part of the array.

3. Swapping:

- Once the minimum element is identified, it is swapped with the first element in the unsorted part, effectively extending the sorted subarray.

4. Iterative Process:

- The above steps are repeated for the remaining unsorted part of the array until the entire array is sorted.

```
function selectionSort(array: any[]) {
  for (let i = 0; i < array.length - 1; i++) {
    let min = i;
    for (let j = i + 1; j < array.length; j++) {
      if (array[min] > array[j]) min = j;
    }
    [array[i], array[min]] = [array[min], array[i]]
  }
  return array;
}

console.log(selectionSort([1, 4, 2, 8, 345, 123, 43, 32, 5643, 63, 123, 43, 2, 55, 1, 234, 92]));
```

```
public static void selectionSort(int[] array) {
  for(int i = 0; i < array.length - 1; i++) {
    int min = i;
    for(int j = i + 1; j < array.length; j++) {
      if(array[min] > array[j]) {
        min = j;
      }
    }
    int temp = array[i];
    array[i] = array[min];
    array[min] = temp;
  }
}
```

Selection sort

Time complexity

Best case: $O(N^2)$

Worst case: $O(N^2)$

Average case $O(N^2)$

Space complexity

Best case: $O(1)$

Worst case: $O(N)$

Average case $O(N)$

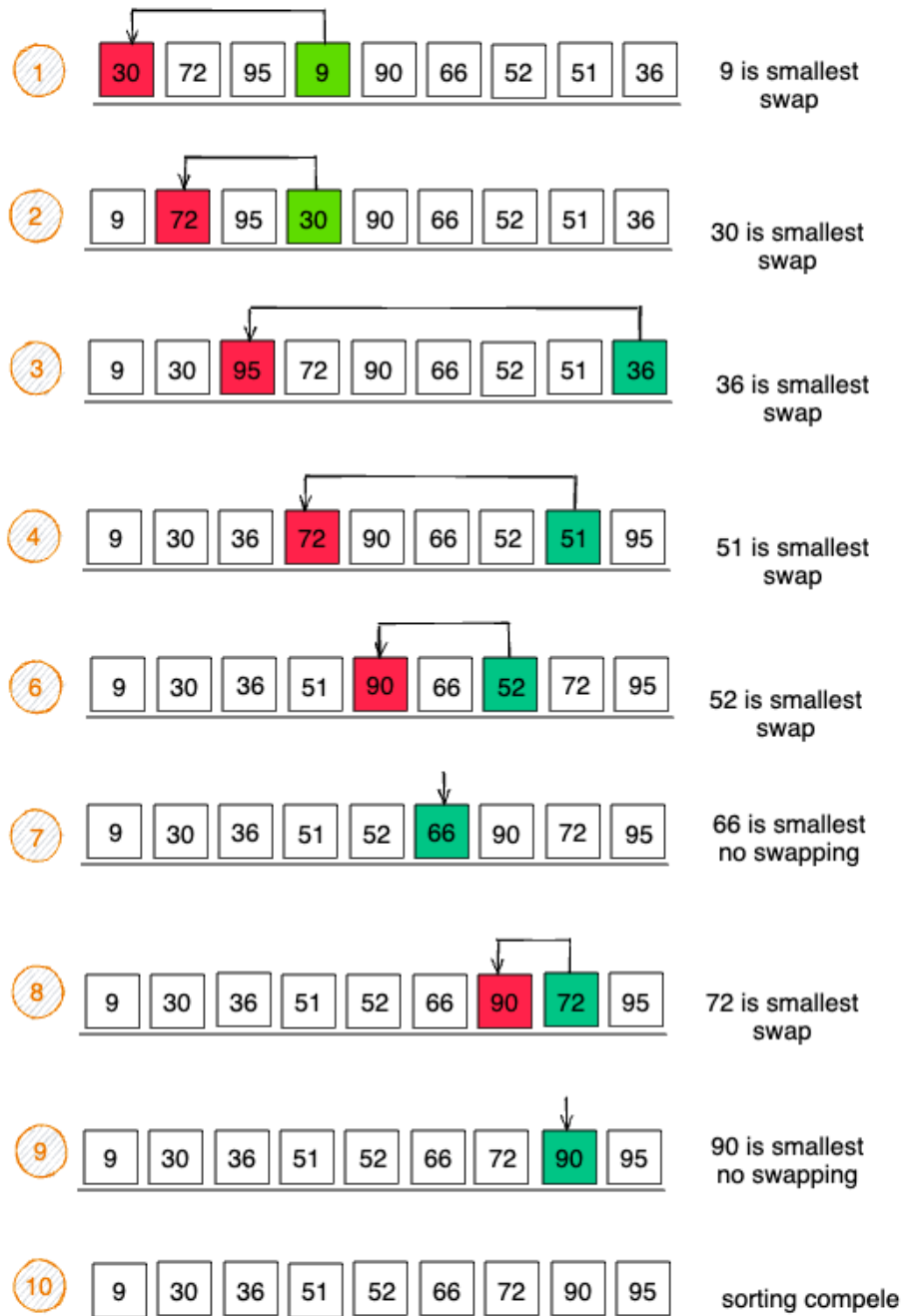


Figure 1: Selection sort

```
print('This is selection sort')

def find_smallest(arr):
    smallest = arr[0]
    smallest_index = 0
    for i in range(1, len(arr)):
        if arr[i] < smallest:
            smallest = arr[i]
            smallest_index = i
    return smallest_index

def selection_sort(arr):
    newArr = []
    for i in range(len(arr)):
        smallest = find_smallest(arr)
        newArr.append(arr.pop(smallest))
    return newArr

print(selection_sort([5,4,6,2,1,123, 2, 3,1,23 ,1,1,]))
```

Insertion sort

TypeScript

```
function insertionSort(array: number[] | string[]) {
    for (let i = 1; i < array.length; i++) {
        let curr = array[i];
        let j = i - 1;
        for (j; j >= 0 && array[j] > curr; j--) {
            array[j + 1] = array[j];
        }
        array[j + 1] = curr;
    }
    return array;
}

console.log(insertionSort([1, 4, 2, 8, 345, 123, 43, 32, 5643, 63, 123, 43, 2, 55, 1, 234, 92]));
```

Java

```
class Solution {
    void insertionSort (int[] arr) {
        int n = arr.length;
        for(int i = 1; i < n; i++) {
            int current = arr[i];
            int position = i - 1;
            while(position >= 0 && arr[position] > current) {
                arr[position + 1] = arr[position];
                position--;
            }
            arr[position + 1] = current;
        }
    }
}
```

Quick sort

```
class Solution {

    int makePartition(int [] arr, int low, int high) {
        int pivot = arr[high];
        int currentIndex = low - 1;
        for(int i = low; i < high; i++) {
            if(arr[i] < pivot) {
                currentIndex++;
                int temp = arr[i];
                arr[i] = arr[currentIndex];
                arr[currentIndex] = temp;
            }
        }
        int temp = arr[high];
        arr[high] = arr[currentIndex + 1];
        arr[currentIndex + 1] = temp;
        return currentIndex + 1;
    }

    void quicksort(int[] arr, int low, int high) {
        if(low < high) {
            int pivot = makePartition(arr, low, high);
            quicksort(arr, low, pivot - 1);
            quicksort(arr, pivot + 1, high);
        }
    }

    void quickSort (int[] arr) {
        int n = arr.length;
        quicksort(arr, 0, n - 1);
    }
}
```

```
def quicksort(arr):
    if len(arr) < 2:
        return arr
    else:
        pivot = arr[len(arr)/2]
        less = [i for i in arr[1:] if i <= pivot]
        greater = [i for i in arr[1:] if i > pivot]
        return quicksort(less) + [pivot] + quicksort(greater)

print(quicksort([10,2,3,1,5,4]))
```

```
class Solution {
    static void swap(int[] array, int i, int j) {
        int temp = array[i];
        array[i] = array[j];
        array[j] = temp;
    }
}
```



```

    }

    private static void quickSort(int[] array, int start, int end) {
        if(end <= start) return; // base case

        int pivot = partition(array, start, end);

        quickSort(array, start, pivot - 1);
        quickSort(array, pivot + 1, end);
    }

    private static int partition(int[] array, int start, int end) {
        int pivot = array[end];

        int i = start - 1;

        for(int j = start; j <= end - 1; j++) {
            if(array[j] < pivot) {
                i++;
                swap(array, i, j);
            }
        }
        i++;
        swap(array, i, end);

        return i;
    }
}

```

```

function quicksort(arr: number[]): number[] {
    if (arr.length < 2) {
        return arr;
    } else {
        const pivot = arr[Math.floor(arr.length / 2)];
        const less = arr.slice(1).filter((i) => i <= pivot);
        const greater = arr.slice(1).filter((i) => i > pivot);
        return [...quicksort(less), pivot, ...quicksort(greater)];
    }
}

```

- Go back

Merge sort

Java

```
class Solution {

    void merge(int[] arr, int low, int mid, int high) {
        int subArr1Size = mid - low + 1;
        int subArr2Size = high - mid;

        int [] subArr1 = new int[subArr1Size];
        int [] subArr2 = new int[subArr2Size];

        for (int i = 0; i < subArr1Size; i++) {
            subArr1[i] = arr[low + i];
        }
        for (int i = 0; i < subArr2Size; i++) {
            subArr2[i] = arr[mid + 1 + i];
        }
        int i = 0, j = 0, k = low;

        while(i < subArr1Size && j < subArr2Size) {
            if(subArr1[i] <= subArr2[j]) {
                arr[k] = subArr1[i];
                i++;
            } else {
                arr[k] = subArr2[j];
                j++;
            }
            k++;
        }
        while(i < subArr1Size) {
            arr[k++] = subArr1[i++];
        }
        while (j < subArr2Size) {
            arr[k++] = subArr2[j++];
        }
    }

    void mergesort(int[] arr, int low, int high){
        if(high > low) {
            int mid = (high + low) / 2;
            mergesort(arr, low, mid);
            mergesort(arr, mid + 1, high);
            merge(arr, low, mid, high);
        }
    }

    void mergeSort (int[] arr) {
        int n = arr.length;
        mergesort(arr, 0, n - 1);
    }
}
```

```

function mergeSort(arr: number[]): number[] {
  if (arr.length <= 1) {
    return arr;
  }

  const middle = Math.floor(arr.length / 2);
  const left = arr.slice(0, middle);
  const right = arr.slice(middle);

  return merge(mergeSort(left), mergeSort(right));
}

function merge(left: number[], right: number[]): number[] {
  let result: number[] = [];
  let leftIndex = 0;
  let rightIndex = 0;

  while (leftIndex < left.length && rightIndex < right.length) {
    if (left[leftIndex] < right[rightIndex]) {
      result.push(left[leftIndex]);
      leftIndex++;
    } else {
      result.push(right[rightIndex]);
      rightIndex++;
    }
  }

  return result.concat(left.slice(leftIndex)).concat(right.slice(rightIndex));
}

```

Linear search

```
function linearSearch(arr: number[], target: number): number {  
  for (let i = 0; i < arr.length; i++) {  
    if (arr[i] === target) {  
      return i;  
    }  
  }  
  
  return -1;  
}
```

Interval search

```
type Interval = [number, number];

function intervalSearch(intervals: Interval[], queryInterval: Interval): number[] {
  const result: number[] = [];

  for (let i = 0; i < intervals.length; i++) {
    const [start, end] = intervals[i];
    const [queryStart, queryEnd] = queryInterval;

    if (start <= queryEnd && end >= queryStart) {
      result.push(i);
    }
  }

  return result;
}
```

Binary search

Steps:

- Step 1 - Read the search element from the user.
 - Step 2 - Find the middle element in the sorted list.
 - Step 3 - Compare the search element with the middle element in the sorted list.
 - Step 4 - If both are matched, then display “Given element is found!!!” and terminate the function.
 - Step 5 - If both are not matched, then check whether the search element is smaller or larger than the middle element.
 - Step 6 - If the search element is smaller than middle element, repeat steps 2, 3, 4 and 5 for the left sublist of the middle element.
 - Step 7 - If the search element is larger than middle element, repeat steps 2, 3, 4 and 5 for the right sublist of the middle element.
 - Step 8 - Repeat the same process until we find the search element in the list or until sublist contains only one element.
 - Step 9 - If that element also doesn't match with the search element, then returns -1;
-

Time Complexity:

- Worst case: $O(\log n)$
- Average case: $O(\log n)$
- Best case: $O(1)$

```
function binarySearch(nums: number[], target: number): number {
  let left: number = 0;
  let right: number = nums.length - 1;

  while (left <= right) {
    const mid: number = Math.floor((left + right) / 2);

    if (nums[mid] === target) return mid;
    if (target < nums[mid]) right = mid - 1;
    else left = mid + 1;
  }

  return -1;
}
```

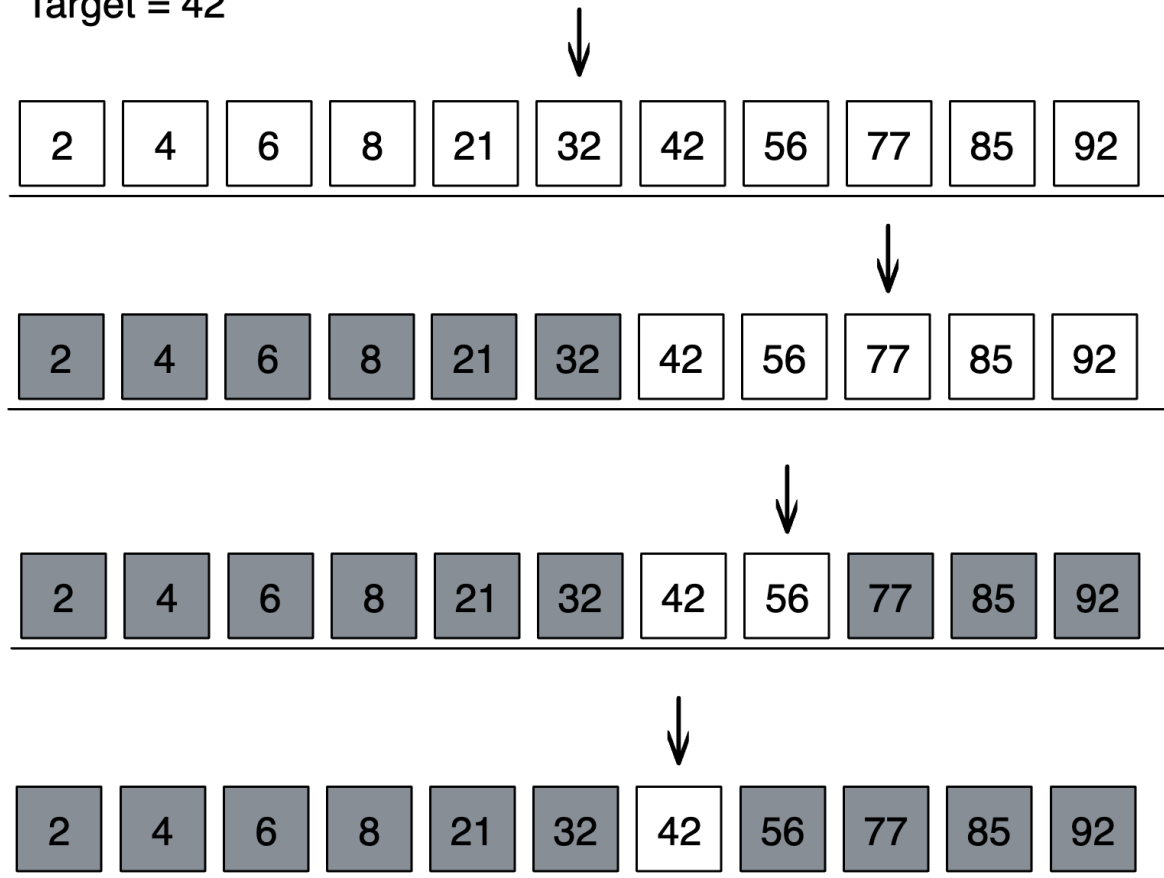
```
class Solution {
  private static int binarySearch(int[] array, int target) {

    int low = 0;
    int high = array.length - 1;

    while(low <= high) {
      int middle = low + (high - low) / 2;
      int value = array[middle];
    }
  }
}
```

Binary search

Target = 42



Time complexity

Best case: $O(1)$
Worst case: $O(\log(n))$
Average case $O(\log(n))$

Space complexity

Recursive approach: $O(\log(n))$
Iterative approach: $O(1)$

Figure 2: Binary search

```

        if(value < target) {
            low = middle + 1;
        } else if(value > target) {
            high = middle - 1;

        } else {
            return middle;
        }
    }
    return -1;
}

```

```

def binary_search(list, item):
    low = 0
    high = len(list) - 1
    while low <= high:
        mid = (low+high)/2
        guess = list[mid]
        if guess == item:
            return mid
        if guess > item:
            high = mid - 1
        else:
            low = mid + 1
    return None

my_list = [1, 3, 5, 7, 9]

res = binary_search(my_list, 3)

print(my_list[res])

```


Diffie hellman algorithm

```
function power(a: any, b: any, p: any) {
  if(b === 1) {
    return 1
  } else {
    return Math.pow(a,b) % p
  }
}

function DiffieHellman() {

  let P, G, x, a, y, b, ka, kb;

  P = 23

  console.log("The value of P :", P);

  G = 9;

  console.log("The value of G :", G);

  a = 4;

  console.log("The private key a for Alice : ", a);

  x = power(G,a,P);

  b = 3;

  console.log("The private key a for Bob : ", b);

  y = power(G,b,P);

  ka = power(y, a, P);
  kb = power(x, b, P);

  console.log("Secret key for the Alice is : ", ka);
  console.log("Secret key for the Bob is : ", kb);
}

DiffieHellman()
```

Ternary search

```
function ternarySearch(func: (x: number) => number, left: number, right: number, epsilon: number): number {
  while (right - left > epsilon) {
    const mid1 = left + (right - left) / 3;
    const mid2 = right - (right - left) / 3;

    const value1 = func(mid1);
    const value2 = func(mid2);

    if (value1 < value2) {
      left = mid1;
    } else {
      right = mid2;
    }
  }

  return (left + right) / 2;
}
```

Interpolation search

```
class Solution {  
  
    private static int interpolationSearch(int[] array, int value) {  
        int low = 0;  
        int high = array.length - 1;  
  
        while(value >= array[low] && value <= array[high] && low <= high) {  
            int probe = low + (high - low) * (value - array[low]) / (array[high] - array[low]);  
            if(array[probe] == value) {  
                return probe;  
            } else if(array[probe] > value) {  
                low = probe + 1;  
            } else {  
                high = probe - 1;  
            }  
        }  
  
        return -1;  
    }  
}
```

```
function interpolationSearch(array: number[], value: number): number {  
    let low = 0;  
    let high = array.length - 1;  
  
    while (value >= array[low] && value <= array[high] && low <= high) {  
        const probe = low + ((high - low) * (value - array[low])) / (array[high] - array[low]);  
        const roundedProbe = Math.floor(probe);  
  
        if (array[roundedProbe] === value) {  
            return roundedProbe;  
        } else if (array[roundedProbe] < value) {  
            low = roundedProbe + 1;  
        } else {  
            high = roundedProbe - 1;  
        }  
    }  
  
    return -1;  
}
```

Breadth-first search

```
class Graph {
  private adjacencyList: Map<string, string[]>;

  constructor() {
    this.adjacencyList = new Map();
  }

  addVertex(vertex: string) {
    if (!this.adjacencyList.has(vertex)) {
      this.adjacencyList.set(vertex, []);
    }
  }

  addEdge(vertex1: string, vertex2: string) {
    this.adjacencyList.get(vertex1)?.push(vertex2);
    this.adjacencyList.get(vertex2)?.push(vertex1);
  }

  bfs(startingVertex: string) {
    const visited: Set<string> = new Set();
    const queue: string[] = [];

    visited.add(startingVertex);
    queue.push(startingVertex);

    while (queue.length > 0) {
      const currentVertex = queue.shift()!;
      console.log(currentVertex);

      const neighbors = this.adjacencyList.get(currentVertex) || [];

      for (const neighbor of neighbors) {
        if (!visited.has(neighbor)) {
          visited.add(neighbor);
          queue.push(neighbor);
        }
      }
    }
  }
}

// Example usage:
const graph = new Graph();
graph.addVertex("A");
graph.addVertex("B");
graph.addVertex("C");
graph.addVertex("D");
graph.addEdge("A", "B");
graph.addEdge("A", "C");
graph.addEdge("B", "D");
```

```
graph.bfs("A");
```

Depth-first search

```
class Graph {
  private adjacencyList: Map<string, string[]>;

  constructor() {
    this.adjacencyList = new Map();
  }

  addVertex(vertex: string) {
    if (!this.adjacencyList.has(vertex)) {
      this.adjacencyList.set(vertex, []);
    }
  }

  addEdge(vertex1: string, vertex2: string) {
    this.adjacencyList.get(vertex1)?.push(vertex2);
    this.adjacencyList.get(vertex2)?.push(vertex1);
  }

  dfs(startingVertex: string) {
    const visited: Set<string> = new Set();

    const dfsHelper = (vertex: string) => {
      console.log(vertex);
      visited.add(vertex);

      const neighbors = this.adjacencyList.get(vertex) || [];

      for (const neighbor of neighbors) {
        if (!visited.has(neighbor)) {
          dfsHelper(neighbor);
        }
      }
    };

    dfsHelper(startingVertex);
  }
}

// Example usage:
const graph = new Graph();
graph.addVertex("A");
graph.addVertex("B");
graph.addVertex("C");
graph.addVertex("D");
graph.addEdge("A", "B");
graph.addEdge("A", "C");
graph.addEdge("B", "D");

graph.dfs("A");
```

Dijkstra's algorithm

```
class Graph {
  private adjacencyList: Map<string, Map<string, number>>;

  constructor() {
    this.adjacencyList = new Map();
  }

  addVertex(vertex: string) {
    if (!this.adjacencyList.has(vertex)) {
      this.adjacencyList.set(vertex, new Map());
    }
  }

  addEdge(vertex1: string, vertex2: string, weight: number) {
    this.adjacencyList.get(vertex1)?.set(vertex2, weight);
    this.adjacencyList.get(vertex2)?.set(vertex1, weight);
  }

  dijkstra(startingVertex: string) {
    const distances: Map<string, number> = new Map();
    const previous: Map<string, string | null> = new Map();
    const priorityQueue = new PriorityQueue();

    for (const vertex of this.adjacencyList.keys()) {
      distances.set(vertex, vertex === startingVertex ? 0 : Infinity);
      previous.set(vertex, null);
      priorityQueue.enqueue(vertex, distances.get(vertex)!);
    }

    while (!priorityQueue.isEmpty()) {
      const currentVertex = priorityQueue.dequeue();
      const neighbors = this.adjacencyList.get(currentVertex);

      if (neighbors) {
        for (const neighbor of neighbors.keys()) {
          const distance = distances.get(currentVertex)! + neighbors.get(neighbor)!;

          if (distance < distances.get(neighbor)!) {
            distances.set(neighbor, distance);
            previous.set(neighbor, currentVertex);
            priorityQueue.enqueue(neighbor, distance);
          }
        }
      }
    }

    return { distances, previous };
  }

  shortestPath(startingVertex: string, targetVertex: string) {
    const { distances, previous } = this.dijkstra(startingVertex);
```

```

    const path: string[] = [];
    let currentVertex = targetVertex;

    while (currentVertex !== null) {
        path.unshift(currentVertex);
        currentVertex = previous.get(currentVertex)!;
    }

    return { path, distance: distances.get(targetVertex) };
}
}

class PriorityQueue {
    private items: [string, number][] = [];

    enqueue(element: string, priority: number) {
        this.items.push([element, priority]);
        this.sort();
    }

    dequeue() {
        return this.items.shift();
    }

    isEmpty() {
        return this.items.length === 0;
    }

    private sort() {
        this.items.sort((a, b) => a[1] - b[1]);
    }
}

// Example usage:
const graph = new Graph();
graph.addVertex("A");
graph.addVertex("B");
graph.addVertex("C");
graph.addVertex("D");
graph.addEdge("A", "B", 1);
graph.addEdge("A", "C", 4);
graph.addEdge("B", "C", 2);
graph.addEdge("B", "D", 5);
graph.addEdge("C", "D", 1);

const { path, distance } = graph.shortestPath("A", "D");
console.log("Shortest Path:", path); // Output: Shortest Path: [ 'A', 'B', 'C', 'D' ]
console.log("Distance:", distance); // Output: Distance: 4

```


Floyd-Warshall algorithm

```
class Graph {
  private adjacencyMatrix: number[] [];

  constructor(numVertices: number) {
    this.adjacencyMatrix = Array.from({ length: numVertices }, () =>
      Array(numVertices).fill(Infinity)
    );

    // Set diagonal elements to 0
    for (let i = 0; i < numVertices; i++) {
      this.adjacencyMatrix[i][i] = 0;
    }
  }

  addEdge(source: number, destination: number, weight: number) {
    this.adjacencyMatrix[source][destination] = weight;
  }

  floydWarshall() {
    const numVertices = this.adjacencyMatrix.length;

    for (let k = 0; k < numVertices; k++) {
      for (let i = 0; i < numVertices; i++) {
        for (let j = 0; j < numVertices; j++) {
          if (
            this.adjacencyMatrix[i][k] + this.adjacencyMatrix[k][j] <
            this.adjacencyMatrix[i][j]
          ) {
            this.adjacencyMatrix[i][j] =
              this.adjacencyMatrix[i][k] + this.adjacencyMatrix[k][j];
          }
        }
      }
    }

    return this.adjacencyMatrix;
  }
}

// Example usage:
const graph = new Graph(4);

graph.addEdge(0, 1, 3);
graph.addEdge(0, 2, 6);
graph.addEdge(1, 2, 1);
graph.addEdge(1, 3, 4);
graph.addEdge(2, 3, 2);

const result = graph.floydWarshall();

console.log("Shortest Path Matrix:");
```

```
for (const row of result) {  
  console.log(row);  
}
```

Ford Fulkerson algorithm

```
class FordFulkerson {
  private graph: number[] [];
  private numVertices: number;

  constructor(graph: number[] []) {
    this.graph = graph;
    this.numVertices = graph.length;
  }

  fordFulkerson(source: number, sink: number): number {
    let maxFlow = 0;

    // Create a residual graph and initialize it with the original capacities.
    const residualGraph = this.graph.map((row) => [...row]);

    while (true) {
      const path = this.bfs(source, sink, residualGraph);
      if (!path) {
        break; // No augmenting path found, terminate the algorithm
      }

      // Find the minimum capacity along the augmenting path
      let minCapacity = Number.POSITIVE_INFINITY;
      for (let i = 0; i < path.length - 1; i++) {
        const u = path[i];
        const v = path[i + 1];
        minCapacity = Math.min(minCapacity, residualGraph[u][v]);
      }

      // Update residual capacities and reverse edges along the path
      for (let i = 0; i < path.length - 1; i++) {
        const u = path[i];
        const v = path[i + 1];
        residualGraph[u][v] -= minCapacity;
        residualGraph[v][u] += minCapacity;
      }

      // Add the flow of the augmenting path to the total flow
      maxFlow += minCapacity;
    }

    return maxFlow;
  }

  bfs(source: number, sink: number, graph: number[] []): number[] | null {
    const visited: boolean[] = new Array(this.numVertices).fill(false);
    const queue: number[] = [source];
    const parent: number[] = new Array(this.numVertices).fill(-1);

    while (queue.length > 0) {
      const u = queue.shift()!;
```

```

    for (let v = 0; v < this.numVertices; v++) {
      if (!visited[v] && graph[u][v] > 0) {
        queue.push(v);
        parent[v] = u;
        visited[v] = true;
      }
    }
  }

  if (!visited[sink]) {
    return null; // No augmenting path found
  }

  const path: number[] = [];
  for (let v = sink; v !== source; v = parent[v]) {
    path.unshift(v);
  }
  path.unshift(source);

  return path;
}
}

// Example usage:
const graph = [
  [0, 16, 13, 0, 0, 0],
  [0, 0, 10, 12, 0, 0],
  [0, 4, 0, 0, 14, 0],
  [0, 0, 9, 0, 0, 20],
  [0, 0, 0, 7, 0, 4],
  [0, 0, 0, 0, 0, 0],
];

const fordFulkerson = new FordFulkerson(graph);
const maxFlow = fordFulkerson.fordFulkerson(0, 5);
console.log("Maximum Flow:", maxFlow);

```