Algorithms Checklist

Progress: 31/314 (9.9%)

A comprehensive collection of algorithm implementations

Backtracking (20%)	□ tea □ theoretical rot13
□ all combination of size k	transposition
☑ graph coloring	□ vigenere
□ hamiltonian cycle	☑ xor
□ knight tour	
□ n queens	Compression (FOV)
□ parentheses generator	Compression (50%)
<pre>permutations</pre>	move to front
□ rat in a maze	□ run length encoding
□ subset sum	
□ sudoku	Conversions (20%)
Big Integer (33.3%)	☑ binary to decimal
☑ fast factorial	□ binary to hexadecimal
multiply	decimal to binary
poly1305	decimal to hexadecimal
_ 501,1000	hexadecimal to binaryhexadecimal to decimal
Dit Maninulation (man)	
Bit Manipulation (50%)	length conversionoctal to binary
	octal to decimal
☑ highest set bit	□ rgb cmyk conversion
□ n bits gray code	- Igb Cillyk Collve151011
□ sum of two integers	Data Structures (5%)
Ciphers (23.8%)	□ avl tree
□ aes	□ binary search tree
□ baconian cipher	□ b tree
base64	□ fenwick tree
□ blake2b	□ floyds algorithm
☑ caesar	□ graph
□ chacha	□ hash table □ heap
□ diffie hellman	□ heap □ lazy segment tree
□ hashing traits	□ linked list
□ kerninghan	□ queue
☑ morse code	□ range minimum query
□ polybius	□ rb tree
□ RAIL fence	□ segment tree recursive
☑ rot13	□ segment tree
□ salsa	stack using singly linked lis stack using singly linked lis
□ sha256	treap
□ sha3	□ trie

	union find veb tree	G	eometry (0%)
			closest points
Pr	obabilistic		graham scan
	bloom filter		jarvis scan
	count min sketch		point
			polygon points
Dy	ynamic Programming (5%)		ramer douglas peucker segment
	coin change		
	egg dropping	G.	raph (<mark>0%)</mark>
	fibonacci	G 1.	
	fractional knapsack		astar
	is subsequence		bellman ford
	knapsack		bipartite matching
	longest common subsequence		breadth first search
	longest common substring		centroid decomposition
	longest continuous increasing subsequence		decremental connectivity
	longest increasing subsequence		depth first search
	matrix chain multiply		depth first search tic tac toe
	maximal square		detect cycle
	maximum subarray		dijkstra
	minimum cost path		
	optimal bst		
	rod cutting		The state of the s
	snail		floyd warshall
	subset generation		ford fulkerson
	trapped rainwater		8 1 2 2 2 2
	word break		heavy light decomposition
			kosaraju
F:	inancial (100%)		lee breadth first search
	manage value		lowest common ancestor
7	present value		minimum spanning tree
			prim
Ge	eneral (11.1%)		3 , 11 11 11 11 11
	convex hull		
	fisher yates shuffle		11. 10. 11.
	genetic		two satisfiability
	hanoi		
	huffman encoding	G:	reedy (0%)
	kadane algorithm		
	kmeans		3
			stable matching
	mex two sum		
		Ma	achine Learning (25%)
Permutation		cholesky	
	heap		k means
	naive		
	steinhaus johnson trotter		logistic regression

Loss Function

- □ average margin ranking loss
- □ hinge loss
- huber loss
- □ kl divergence loss

- □ negative log likelihood

Optimization

- □ adam
- □ gradient descent

Math (8.4%)

- abs
- aliquot sum
- □ amicable numbers
- □ area of polygon
- area under curve
- □ armstrong number
- average
- □ baby step giant step
- □ bell numbers
- □ binary exponentiation
- □ binomial coefficient
- □ catalan numbers
- □ ceil
- □ chinese remainder theorem
- □ collatz sequence
- □ combinations
- □ cross entropy loss
- □ decimal to fraction
- ☑ doomsday
- □ elliptic curve
- □ euclidean distance
- □ exponential linear unit
- $\ \square$ extended euclidean algorithm
- factorial
- factors
- faster perfect numbers
- □ fast fourier transform
- □ fast power
- □ field
- □ frizzy number
- □ gaussian elimination
- gaussian error linear unit
- □ gcd of n numbers
- □ geometric series
- □ greatest common divisor
- □ huber loss
- □ infix to postfix
- $\ \square$ interest
- □ interpolation
- □ interquartile range
- □ karatsuba multiplication
- □ lcm of n numbers
- □ leaky relu
- □ least square approx
- □ linear sieve
- □ logarithm
- □ lucas series
- □ matrix ops
- □ mersenne primes
- □ miller rabin

modular exponential jump search newton raphson □ kth smallest heap □ linear search nthprime pascal triangle □ moore voting perfect cube □ quick select perfect numbers □ saddleback search perfect square □ ternary search min max recursive pollard rho □ ternary search min max postfix evaluation ternary search recursive prime check ternary search prime factors prime numbers Sorting (5.9%) quadratic residue □ bead sort random binary insertion sort relu □ bingo sort sieve of eratosthenes □ bitonic sort sigmoid □ signum □ bubble sort simpsons integration □ bucket sort softmax □ cocktail shaker sort sprague grundy theorem square pyramidal numbers □ comb sort counting sort square root cycle sort sum of digits sum of geometric progression □ dutch national flag sort □ sum of harmonic series exchange sort sylvester sequence □ gnome sort □ heap sort tanh trapezoidal integration insertion sort □ trial division □ intro sort □ trig functions □ merge sort □ odd even sort vector cross product pancake sort zellers congruence algorithm patience sort pigeonhole sort Navigation (0%) □ quick sort 3 ways □ quick sort bearing □ haversine □ radix sort □ selection sort □ shell sort **Number Theory** □ sleep sort compute totient □ sort utils euler totient □ stooge sort □ kth factor □ tim sort □ tree sort □ wave sort Searching (13.3%) □ wiggle sort binary search recursive □ binary search String (0%)exponential search fibonacci search □ aho corasick interpolation search □ anagram

□ autocomplete using trie □ boyer moore search □ burrows wheeler transform □ duval algorithm □ hamming distance □ isogram □ isomorphism □ jaro winkler distance □ knuth morris pratt □ levenshtein distance □ lipogram manacher palindrome □ pangram □ rabin karp □ reverse □ run length encoding □ shortest palindrome

□ suffix array manber myers

□ suffix array□ suffix tree□ z algorithm

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