TypeScript ALGORITHMS

Version 0.0.1

Contents

Chapter 1

Introduction

In-progress book about algorithms and data structures in TypeScript.

Chapter 2

Algorithm Analysis

2.1 Amortized Analysis

The motivation for amortized analysis is that looking at the worst-case run time can be too pessimistic. Instead, amortized analysis averages the running times of operations in a sequence over that sequence. Amortized analysis is a useful tool that complements other techniques such as worst-case and average-case analysis.

— https://en.wikipedia.org/wiki/Amortized_analysis

Imagine a dynamic list backed by a fixed size array that doubles once capacity is reached and require n inserts into the new fixed size array.

n	# of inserts
1	1
2	1
3	1
...	1
n	n
...	n + 1

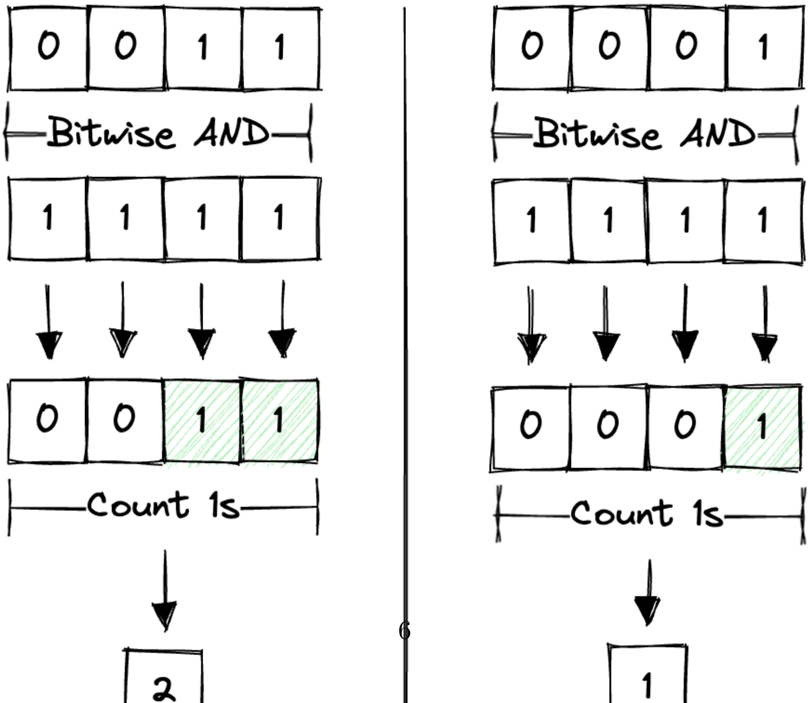
$\frac{\text{\# of inserts}}{n} \rightarrow \frac{n+n+1}{n} \rightarrow \frac{2n+1}{n} \rightarrow \frac{2n}{n} \rightarrow 2$

Chapter 3

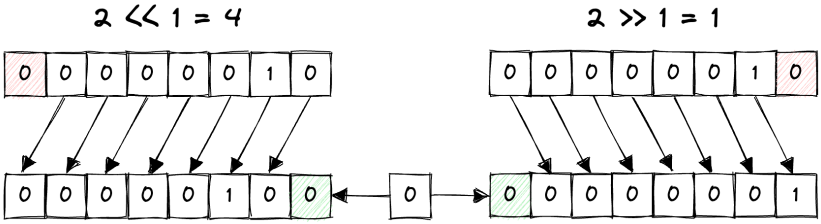
Data Structures and Algorithms

3.1 Bits

3.1.1 Bit Parity



3.1.2 Bit Shift Operator



3.2 Stacks and Queues

3.2.1 Fixed Stack

3.3 Graphs

Chapter 4

Problem Solving Methods

4.1 Greedy Algorithms

4.1.1 Overview

A greedy algorithm is any algorithm that follows the problem-solving heuristic of making the locally optimal choice at each stage. In many problems, a greedy strategy does not produce an optimal solution, but a greedy heuristic can yield locally optimal solutions that approximate a globally optimal solution in a reasonable amount of time.

— https://en.wikipedia.org/wiki/Greedy_algorithm

4.1.2 Dijkstra's Shortest Path Algorithm

Dijkstra's shortest path algorithm is a search algorithm that finds the shortest path between a vertex and other vertices in a weighted graph.

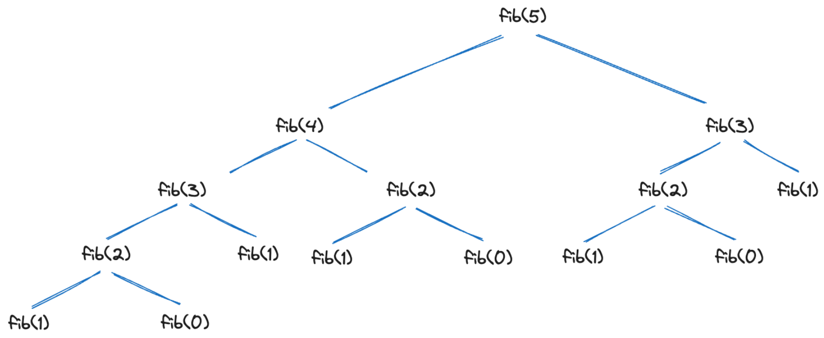
4.2 Recursion

The power of recursion evidently lies in the possibility of defining an infinite set of objects by a finite statement. In the same manner, an infinite number of computations can be described by a finite recursive program, even if this program contains no explicit repetitions.

— Niklaus Wirth, Algorithms + Data Structures = Programs, 1976[1]

4.2.1 Fibonacci Sequence

$F_0 = 0$
$F_1 = 1$
$F_n = F_{n-1} + F_{n-2} \qquad for\ n > 1$



$F_n = F_{n-1} + F_{n-2}$
$F_5 = F_4 + F_3$
$F_5 = (F_3 + F_2) + (F_2 + F_1)$
$F_5 = ((F_2 + F_1) + (F_1 + F_0)) + ((F_1 + F_0) + F_1)$
$F_5 = (((F_1 + F_0) + F_1) + (F_1 + F_0)) + ((F_1 + F_0) + F_1)$
$F_5 = (((1 + 0) + 1) + (1 + 0)) + ((1 + 0) + 1)$
$F_5 = 5$

```
export function fib(n: number): number {
    if (n == 0 || n == 1) {
        return n
    }
    return fib(n - 1) + fib(n - 2)
}
```

4.3 Probability

[1]https://archive.org/details/algorithmsdatast00wirt/page/126]

Chapter 5

Domain Specific

5.1 Language

5.1.1 This

5.1.2 Event Loop

5.1.3 Asynchronous Programming

5.1.3.1 Promises

5.1.3.2 Async/Await

5.1.4 Runtime Environments

5.1.4.1 Browser

5.1.4.2 Server

5.1.5 Reactivity

Chapter 6

Appendix

6.1 Resources

- LeetCode
- Project Euler
- The Algorithm Design Manual
- Elements of Programming Interviews