

Keywords and algorithms

| Keywords | Algorithms | Complexity |
|--|---------------|-------------------------------|
| Sorted array; | Binary search | $O(\log(n))$ |
| Search in Binary Search Trees | Two pointers | $O(n)$ |
| Contain duplicates | Sorting | |
| Contains anagrams | | |
| Intervals merge/insert | | |
| (Longest, largest sum) sub-strings, | Two pointers | $O(n) \leftrightarrow O(n^2)$ |
| Continuous subsequence/ subarray | | |
| Interval within an array | | |
| Linked list for delete, copy, swap, find loops, merge, | | |
| Palindromes | | |
| Two linked lists / Two arrays | | |
| Sorted array (including remove duplicates) | | |
| Binary search | | |
| Rotation. Swap i.e. | | |

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| Area computation | | |
| Longest/largest/optimal non-continuous sub-array | Dynamic programming | $O(n)$ |
| Linear time complexity | | |
| Recursive structure with overlapping | | |
| Recursive structure with no overlapping | Divide-and-conquer | $O(n \log(n))$ |
| binary trees | | |
| Quick sort/ Quick rank | | |
| K-th smallest / largest | | |
| Find target | | |
| (K-th) most frequent | Heap (min heap or max heap) | $O(n \log(K))$ or $O(n \log(n))$ |
| Merge with ordering | | |
| Median | | |
| Order of Data streams | | |
| least recent | Dynamic queue (list, queue etc) | |
| Retrieval | Stack | |
| Back-tracking | | |

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| Non-recursive implémentation | | |
| Match parentheses | | |
| Binary search tree | <p>Divide-and-conquer, Min and Max of subtrees</p> <p>recursion,</p> <p>In-order traversal,</p> <p>pre-order traversal</p> <p>DFS</p> <p>Min of LST <</p> <p>Max of LST < root < Min of RST</p> <p>< Max of RST</p> | <p>$O(n \log(n))$</p> <p>Master algorithm</p> <p>$T(n) = aT(n/b) + O(f(n))$</p> <p>If $f(n) > n^{\log_b(a)} \Rightarrow O(f(n))$</p> <p>If $n^{\log_b(a)} > f(n) \Rightarrow O(n^{\log_b(a)})$</p> <p>If $n^{\log_b(a)} == f(n) \Rightarrow O(n^{\log_b(a)} \log(n))$</p> |
| Binary tree | <p>Divide-and-conquer</p> <p>Recursion</p> <p>Path Sum</p> <p>DFS/BFS</p> <p>Hash table</p> | |
| Depth of trees; count subtrees; | DFS | $O(m*n)$ where $m :=$ edges, $n :=$ nodes |
| Path (Sum) of trees /graphs with some properties | | |
| Root-to-leaf | | |

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| Find loop in graph; topological ordering | | |
| Nested structure ([a [b ..]]) | | |
| Parenthese | | |
| Count spanning trees | Union find | |
| Count connected sub-regions | | |
| Shortest path/distance btw pos/ to all building .. | BFS | |
| Maze | | |
| Graph with obstacles | | |
| Minimal distance / Minimal height | | |
| Level order in Binary tree | | |
| Permutation | Backtracking | Usually in exponential |
| Combinations | | |
| Subsets | | |
| All possible solutions | | |
| Longest/most/optimal + sub-string | Dynamic programming | |
| Distance/Match regarding two strings involving sub-strings | | |

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| <p>Array not sorted and do not want to sort it</p> <p>Return number of unique paths /ways</p> <p>Return if possible</p> <p>Return longest/largest/ subarray</p> <p>Interval but Cannot decide where to stop/leaves,</p> <p>Interval but Cannot decide where to begin/roots/</p> <p>Recursive structure with overlapping</p> | <p>Dynamic programming</p> | <p>$O(n)$ in time</p> <p>$O(n)$ in space</p> |
| <p>Duplicates, not-sorted</p> <p>Anagrams/ invariant to permutations</p> <p>Inverse mapping</p> <p>Track data/ address</p> <p>$O(1)$ implementation</p> <p>Numbers are bounded from $[1, 2, \dots, n]$, n=size of array, to find duplicates, or missing</p> | <p>Hash table</p> <p>Array as hash table</p> | <p>$O(n)$ in time</p> <p>$O(n)$ in space</p> |
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