

DE Shaw

Problems

Discuss

Notice

We've improved our algorithm that calculates company tags and their frequencies to be more accurate and current.

This page updates weekly on Saturday.

You can filter the results by different time periods.

You have solved 0 / 46 problems.

Show problem tags

Select time period: All time

#	Title	Tags	Acceptance	Difficulty	Frequency
1915	Number of Wonderful Substri...	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Prefix Sum (/tag/prefix-sum)	46.4%	Medium	
968	Binary Tree Cameras (/proble...	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	46.5%	Hard	
2430	Maximum Deletions on a Strin...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Rolling Hash (/tag/rolling-hash) String Matching (/tag/string-matching) Hash Function (/tag/hash-function)	32.2%	Hard	
2171	Removing Minimum Number ...	Array (/tag/array) Sorting (/tag/sorting) Prefix Sum (/tag/prefix-sum)	42.4%	Medium	
1000	Minimum Cost to Merge Ston...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Prefix Sum (/tag/prefix-sum)	42.9%	Hard	
1010	Pairs of Songs With Total Dura...	Array (/tag/array) Hash Table (/tag/hash-table) Counting (/tag/counting)	52.7%	Medium	
1358	Number of Substrings Contain...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	64.8%	Medium	
17	Letter Combinations of a Phon...	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	58.9%	Medium	
1537	Get the Maximum Score (/pro...	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	39.1%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequency
2673	Make Costs of Paths Equal in a...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	58.4%	Medium	
2719	Count of Integers (/problems/...	<a href="/tag/math">Math (/tag/math)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a>	33.6%	Hard	
440	K-th Smallest in Lexicographic...	<a href="/tag/trie">Trie (/tag/trie)</a>	31.6%	Hard	
402	Remove K Digits (/problems/r...	<a href="/tag/string">String (/tag/string)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/monotonic-stack">Monotonic Stack (/tag/monotonic-stack)</a>	30.8%	Medium	
1004	Max Consecutive Ones III (/pr...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/sliding-window">Sliding Window (/tag/sliding-window)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a>	62.7%	Medium	
54	Spiral Matrix (/problems/spiral...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a> <a href="/tag/simulation">Simulation (/tag/simulation)</a>	47.9%	Medium	
329	Longest Increasing Path in a M...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/topological-sort">Topological Sort (/tag/topological-sort)</a> <a href="/tag/memoization">Memoization (/tag/memoization)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	53.0%	Hard	
41	First Missing Positive (/proble...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a>	37.3%	Hard	
695	Max Area of Island (/problems...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	71.9%	Medium	
380	Insert Delete GetRandom O(1)...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/math">Math (/tag/math)</a> <a href="/tag/design">Design (/tag/design)</a> <a href="/tag/randomized">Randomized (/tag/randomized)</a>	52.8%	Medium	
556	Next Greater Element III (/pro...	<a href="/tag/math">Math (/tag/math)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/string">String (/tag/string)</a>	33.9%	Medium	
2542	Maximum Subsequence Score ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	54.6%	Medium	
239	Sliding Window Maximum (/pr...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/queue">Queue (/tag/queue)</a> <a href="/tag/sliding-window">Sliding Window (/tag/sliding-window)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/monotonic-queue">Monotonic Queue (/tag/monotonic-queue)</a>	46.4%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequency
863	All Nodes Distance K in Binary ...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	64.1%	Medium	
31	Next Permutation (/problems/...	Array (/tag/array) Two Pointers (/tag/two-pointers)	38.8%	Medium	
122	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	65.3%	Medium	
121	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	
42	Trapping Rain Water (/proble...	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	60.1%	Hard	
120	Triangle (/problems/triangle)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	55.8%	Medium	
53	Maximum Subarray (/problem...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	50.4%	Medium	
48	Rotate Image (/problems/rotat...	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	72.9%	Medium	
238	Product of Array Except Self (/...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	65.1%	Medium	
11	Container With Most Water (/...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	54.3%	Medium	
75	Sort Colors (/problems/sort-co...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	60.7%	Medium	
1122	Relative Sort Array (/problems...	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	68.7%	Easy	
1262	Greatest Sum Divisible by Thre...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Sorting (/tag/sorting)	50.7%	Medium	
1679	Max Number of K-Sum Pairs (/...	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	55.5%	Medium	
1927	Sum Game (/problems/sum-g...	Math (/tag/math) Greedy (/tag/greedy) Game Theory (/tag/game-theory)	47.3%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
2343	Query Kth Smallest Trimmed N...	<a href="#">Array (/tag/array)</a> <a href="#">String (/tag/string)</a> <a href="#">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Radix Sort (/tag/radix-sort)</a> <a href="#">Quickselect (/tag/quickselect)</a>	41.9%	Medium	
2352	Equal Row and Column Pairs (/...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Matrix (/tag/matrix)</a> <a href="#">Simulation (/tag/simulation)</a>	72.5%	Medium	
2387	Median of a Row Wise Sorted ... 👤	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Matrix (/tag/matrix)</a>	69.9%	Medium	
2660	Determine the Winner of a Bo...	<a href="#">Array (/tag/array)</a> <a href="#">Simulation (/tag/simulation)</a>	33.9%	Easy	
2558	Take Gifts From the Richest Pil...	<a href="#">Array (/tag/array)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Simulation (/tag/simulation)</a>	65.9%	Easy	
2644	Find the Maximum Divisibility ...	<a href="#">Array (/tag/array)</a>	48.3%	Easy	
2800	Shortest String That Contains ...	<a href="#">String (/tag/string)</a> <a href="#">Greedy (/tag/greedy)</a> <a href="#">Enumeration (/tag/enumeration)</a>	29.8%	Medium	
2875	Minimum Size Subarray in Infi...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Sliding Window (/tag/sliding-window)</a> <a href="#">Prefix Sum (/tag/prefix-sum)</a>	30.2%	Medium	
2920	Maximum Points After Collecti...	<a href="#">Array (/tag/array)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Bit Manipulation (/tag/bit-manipulation)</a> <a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a>	36.2%	Hard	

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