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Data Structures and Algorithms

Hi all, I need your help to make a list of most used data structures and algorithms along with their tutorials, implementation and some problems on them. It will be helpful to everyone in many ways. I request everyone to contribute to this list by providing links to tutorials, problems, etc. I will keep updating this list regularly.

- 1. Binary Search: Tutorial, Problems, Tutorial, Implementation, Problem
- Quicksort: Tutorial, Implementation, Tutorial
 - 3. Merge Sort : Tutorial, Implementation, Tutorial
 - 4. Suffix Array: Tutorial, Tutorial, Implementation, Tutorial, Implementation, Problem
 - 5. Knuth-Morris-Pratt Algorithm (KMP): Tutorial, Tutorial, Implementation, Tutorial, Problem
 - 6. Rabin-Karp Algorithm: Tutorial, Implementation, Tutorial, Problem, Problem
 - 7. Tries: Tutorial, Problems, Tutorial: I, II, Tutorial, Problem, Problem, Problem
 - 8. Depth First Traversal of a graph: Tutorial, Impelementation, Tutorial, Problems, Problem, Problem
 - 9. Breadth First Traversal of a graph: Tutorial, Impelementation, Tutorial, Problems, Problem, Problem, Problem, Flood Fill
 - 10. Dijkstra's Algorithm: Tutorial, Problems, Problem, Tutorial(greedy), Tutorial (with heap), Implementation, Problem, Problem
 - 11. Binary Indexed Tree: Tutorial, Problems, Tutorial, Original Paper, Tutorial, Tutorial, Problem, Problem, Problem, Problem, Problem
 - 12. Segment Tree (with lazy propagation): Tutorial, Implementation, Tutorial, Tutorial, Problems, Implementation, Tutorial, Implementation and Various Uses, Persistent Segment Tree, problems same as BIT, Problem, Problem/HLD is used as well/
 - 13. Z algorithm: Tutorial, Problem, Tutorial, problems same as KMP.
 - 14. Floyd Warshall Algorithm : Tutorial, Implementation, Problem, Problem
 - 15. Sparse Table(RMQ): Tutorial, Problems, Tutorial, Implementation(C++), Java implementation
 - 16. Heap / Priority Queue / Heapsort : Implementation, Explanation, Tutorial, Implementation, Problem, Chapter from CLRS
 - 17. Modular Multiplicative Inverse
 - 18. nCr % M
 - 19. Suffix Automaton: Detailed Paper, Tutorial, Implementation (I), Tutorial, Implementation (II), Problem, Problem, Problem, Problem, Tutorial, Implementation
 - 20. Lowest Common Ancestor: Tutorial, Problems, Paper, Paper, Problem, Problem, Problem
 - 21. Counting Inversions: Divide and Conquer, Segment Tree, Fenwick Tree, Problem
 - 22. Euclid's Extended Algorithm
 - 23. Suffix Tree: Tutorial, Tutorial, Intro, Construction: I, II, Implementation, Implementation, Problem, Problem
 - 24. Dynamic Programming: Chapter from CLRS(essential), Tutorial, Problems, Problem, Proble
 - 25. Basic Data Structures: Tutorial, Stack Implementation, Queue Implementation, Tutorial, Linked List Implementation
 - 26. Logarithmic Exponentiation
 - 27. Graphs: Definition, Representation, Definition, Representation, Problem
 - 28. Minimum Spanning Tree: Tutorial, Tutorial, Kruskal's Implementation, Prim's Implementation, Problem, Problem, Problem, Problem
 - 29. Efficient Prime Factorization
 - 30. Combinatorics: Tutorial, Problems, Problem, Tutorial
 - 31. Union Find/Disjoint Set: Tutorial, Tutorial, Problems, Problem, Problem, Problem
 - 32. Knapsack problem : Solution, Implementation

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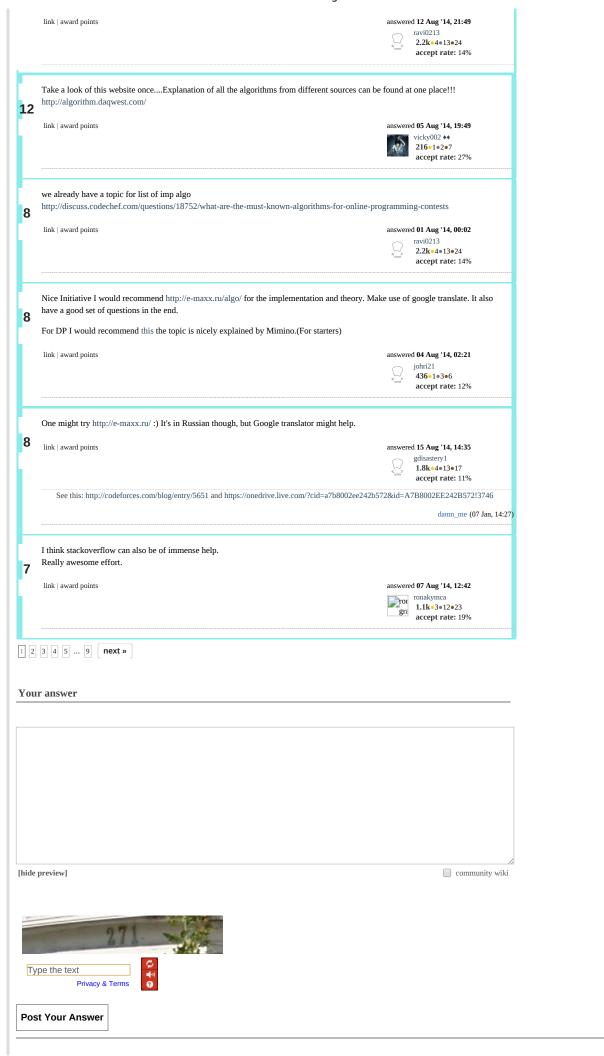
Help with the algorithm please!

Data Structures and Algorithms - CodeChef Discuss

- 33. Aho-Corasick String Matching Algorithm: Tutorial, Implementation, Problem, Problem, Problem, Problem
- 34. Strongly Connected Components: Tutorial, Implementation, Tutorial, Problem, Problem, Problem
- 35. Bellman Ford algorithm: Tutorial, Implementation, Tutorial, Implementation, Problem
- 36. Heavy-light Decomposition: Tutorial, Problems, Tutorial, Implementation, Tutorial, Implementation, Implementation, Problem, Problem, Problem
- 37. Convex Hull: Tutorial, Jarvis Algorithm Implementation, Tutorial with Graham scan, Tutorial, Implementation, Problem, Problem, Problem, Problem, Problem
- 38. Line Intersection: Tutorial, Implementation, Tutorial, Problems
- 39. Sieve of Erastothenes
- 40. Interval Tree: Tutorial, Implementation, Problem, Problem, Problem, Problem, Problem, Problem, Tutorial
- 41. Counting Sort
- 42. Probabilities
- 43. Matrix Exponentiation: Tutorial, Tutorial
- 44. Network flow: (Max Flow)Tutorial: I, II, Max Flow(Ford-Fulkerson) Tutorial, Implementation, (Min Cut) Tutorial, Implementation, (Min Cost Flow)Tutorial: I, II, III, Dinic's Algorithm with Implementation, Max flow by Edmonds Karp with Implementation, Problem, P
- 45. K-d tree: Tutorial, Tutorial, Implementation, Problem
- 46. Deque
- 47. Binary Search Tree: Tutorial, Implementation, Searching and Insertion, Deletion
- 48. Quick Select: Implementation, Implementation
- 49. Treap/Cartesian Tree: Tutorial(detailed), Tutorial, Implementation, Uses and Problems, Problem
- Game Theory: Detailed Paper, Tutorial, Problems, Grundy Numbers, Tutorial with example problems I, II, III, IV, Tutorial, Problems, Problem, Problem,
- 51. STL (C++): I, II, Crash Course
- 52. Maximum Bipartite Matching
- 53. Manacher's Algorithm: Implementation, Tutorial, Tutorial, Implementation, Tutorial, Implementation, Problem, Problem
- 54. Miller-Rabin Primality Test : Code
- 55. Stable Marriage Problem
- 56. Hungarian Algorithm, Tutorial
- 57. Sweep line Algorithm : I, II
- ${\bf 58.\ \ LCP:} \ Tutorial, \ Implementation, \ Tutorial, \ Implementation$
- 59. Gaussian Elimination
- 60. Pollard Rho Integer Factorization, problem
- 61. Topological Sorting
- 62. Detecting Cycles in a Graph: Directed I, II Undirected: I
- 63. Geometry: Basics, Tutorial
- 64. Backtracking: N queens problem, Tug of War, Sudoku
- 65. Eulerian and Hamiltonian Paths: Tutorial, Tutorial, (Eulerian Path and Cycle)Implementation, (Hamiltonian Cycle)Implementation
- 66. Graph Coloring: Tutorial, Implementation
- 67. Meet in the Middle: Tutorial, Implementation
- 68. Arbitrary Precision Integer(BigInt), II
- 69. Radix Sort, Bucket Sort
- 70. Johnson's Algorithm : Tutorial, Tutorial, Implementation
- 71. Maximal Matching in a General Graph: Blossom/Edmond's Algorithm, Implementation, Tutte Matrix, Problem
- 72. Recursion : I, II, Towers of Hanoi with explanation
- 73. Inclusion and Exclusion Principle : I, II $\,$
- 74. Co-ordinate Compression
- 75. Sqrt-Decomposition: Tutorial, Tutorial, Problem, Problem

Data Structures and Algorithms - CodeChef Discuss

	78. Burnside Lemma : Tutorial, Tutorial, Problem				
	79. Edit/Levenshtein Distance : Tutorial, Introduction	n, Tutorial, Problem, Problem			
	80. Branch and Bound				
	81. Math for Competitive Programming				
	82. Mo's Algorithm : Tutorial and Problems				
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	2 For BIT use this tutorial: http://stackoverflow.com/que	stions/15439233/bitusing-a-binary-indexed-	tree - way	thespacedude (01 Au better than all othe	
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