

Master LeetCode Templates

Comprehensive Playbook for Classic Patterns

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1 Trees

These templates cover essential tree traversals and constructions. Mix and match traversal patterns with memoization or BFS when shapes change.

1.1 DFS Traversals (Recursive & Iterative)

Recursion keeps the intent clear; fall back to iterative helpers when call stacks are shallow or you need explicit control. **Complexity:** Time $O(n)$, Space $O(h)$ for recursion and $O(n)$ worst-case for the explicit stack.

```
def preorder_recursive(node):
    order = []

    def dfs(cur):
        if not cur:
            return
        order.append(cur.val)
        dfs(cur.left)
        dfs(cur.right)

    dfs(node)
    return order


def inorder_recursive(node):
    order = []

    def dfs(cur):
        if not cur:
            return
        dfs(cur.left)
        order.append(cur.val)
        dfs(cur.right)

    dfs(node)
    return order


def postorder_recursive(node):
    order = []

    def dfs(cur):
        if not cur:
            return
        dfs(cur.left)
        dfs(cur.right)
        order.append(cur.val)

    dfs(node)
    return order
```

```
def preorder_iterative(root):
    if not root:
        return []
    stack, output = [root], []
    while stack:
        node = stack.pop()
        output.append(node.val)
        if node.right:
            stack.append(node.right)
        if node.left:
            stack.append(node.left)
    return output

def inorder_iterative(root):
    stack, output = [], []
    node = root
    while stack or node:
        while node:
            stack.append(node)
            node = node.left
        node = stack.pop()
        output.append(node.val)
        node = node.right
    return output

def postorder_iterative(root):
    if not root:
        return []
    stack, output = [root], []
    while stack:
        node = stack.pop()
        output.append(node.val)
        if node.left:
            stack.append(node.left)
        if node.right:
            stack.append(node.right)
    return output[::-1]
```

Morris traversal temporarily threads the tree to achieve inorder traversal in O(1) extra space.

```

def inorder_morris(root):
    order = []
    cur = root
    while cur:
        if not cur.left:
            order.append(cur.val)
            cur = cur.right
        else:
            pred = cur.left
            while pred.right and pred.right is not cur:
                pred = pred.right
            if not pred.right:
                pred.right = cur
                cur = cur.left
            else:
                pred.right = None
                order.append(cur.val)
                cur = cur.right
    return order

```

1.2 Path Sum with Backtracking

Use DFS with cumulative sums and path tracking. Backtrack siblings cleanly. **Complexity:** Time $O(n)$ visiting each node once, Space $O(h)$ for the recursion stack.

```

def path_sum(root, target):
    paths, cur = [], []

    def dfs(node, running):
        if not node:
            return
        cur.append(node.val)
        running += node.val
        if not node.left and not node.right and running == target:
            paths.append(cur[:])
        dfs(node.left, running)
        dfs(node.right, running)
        cur.pop()

    dfs(root, 0)
    return paths

```

1.3 Collect All Root-to-Leaf Paths

Capture every path and return as lists or strings. **Complexity:** Time $O(n)$ across nodes, Space $O(h)$ recursion plus output size.

```
def binary_tree_paths(root):
    if not root:
        return []
    paths = []

    def dfs(node, trail):
        trail.append(str(node.val))
        if not node.left and not node.right:
            paths.append("->".join(trail))
        else:
            if node.left:
                dfs(node.left, trail)
            if node.right:
                dfs(node.right, trail)
        trail.pop()

    dfs(root, [])
    return paths
```

1.4 Lowest Common Ancestor (Binary Tree)

Return the first node that contains both targets in separate subtrees. **Complexity:** Time $O(n)$ scanning each node, Space $O(h)$ recursion depth.

```
def lowest_common_ancestor(root, p, q):
    if not root or root in (p, q):
        return root
    left = lowest_common_ancestor(root.left, p, q)
    right = lowest_common_ancestor(root.right, p, q)
    if left and right:
        return root
    return left or right
```

1.5 Serialize and Deserialize (Binary Tree)

Use preorder traversal with null markers for compact storage. **Complexity:** Time $O(n)$ and Space $O(n)$ for recording null markers.

```
class Codec:
    def serialize(self, root):
        values = []

        def dfs(node):
            if not node:
                values.append("#")
                return
            values.append(str(node.val))
            dfs(node.left)
            dfs(node.right)

        dfs(root)
        return " ".join(values)

    def deserialize(self, data):
        values = iter(data.split())

        def dfs():
            val = next(values)
            if val == "#":
                return None
            node = TreeNode(int(val))
            node.left = dfs()
            node.right = dfs()
            return node

        return dfs()
```

1.6 Level Order Traversal (BFS)

Level-order reveals breadth snapshots for BFS-based tree problems. **Complexity:** Time $O(n)$ and Space $O(n)$ for the queue in the widest level.

```
from collections import deque

def level_order(root):
    if not root:
        return []
    queue = deque([root])
    levels = []
    while queue:
        level = []
        for _ in range(len(queue)):
            node = queue.popleft()
            level.append(node.val)
            if node.left:
                queue.append(node.left)
            if node.right:
                queue.append(node.right)
        levels.append(level)
    return levels
```

2 Graphs

Blend DFS, BFS, and Union-Find patterns to answer reachability, component counts, and shortest paths in graph problems.

2.1 Graph DFS (Recursive and Iterative)

Flexible template accepts either traversal style. **Complexity:** Time $O(V + E)$, Space $O(V)$ for the recursion stack or explicit stack.

```
def dfs_recursive(graph, start):
    seen = set()

    def dfs(node):
        if node in seen:
            return
        seen.add(node)
        for nei in graph[node]:
            dfs(nei)

    dfs(start)
    return seen

def dfs_iterative(graph, start):
    stack, seen = [start], set()
    while stack:
        node = stack.pop()
        if node in seen:
            continue
        seen.add(node)
        for nei in graph[node]:
            if nei not in seen:
                stack.append(nei)
    return seen
```

2.2 BFS Shortest Path

Classic breadth-first template for unweighted graphs. **Complexity:** Time $O(V + E)$, Space $O(V)$ for the queue and seen set.

```
from collections import deque

def bfs_shortest_path(graph, start, target):
    queue = deque([(start, 0)])
    seen = {start}
    while queue:
        node, dist = queue.popleft()
        if node == target:
            return dist
        for nei in graph[node]:
            if nei not in seen:
                seen.add(nei)
                queue.append((nei, dist + 1))
    return -1
```

2.3 Connected Components

Traverse all nodes, counting component sizes. **Complexity:** Time $O(V + E)$, Space $O(V)$ for visited bookkeeping.

```

def count_components(n, edges):
    graph = [[] for _ in range(n)]
    for u, v in edges:
        graph[u].append(v)
        graph[v].append(u)
    seen, components = set(), 0

    def dfs(node):
        stack = [node]
        while stack:
            cur = stack.pop()
            if cur in seen:
                continue
            seen.add(cur)
            for nei in graph[cur]:
                if nei not in seen:
                    stack.append(nei)

        for node in range(n):
            if node not in seen:
                components += 1
                dfs(node)
    return components

```

2.4 Path Existence (DFS/BFS)

Return a boolean by cutting search early once target appears. **Complexity:** Time $O(V+E)$, Space $O(V)$ at worst for the stack/set.

```

def exists_path(graph, start, target):
    stack, seen = [start], {start}
    while stack:
        node = stack.pop()
        if node == target:
            return True
        for nei in graph[node]:
            if nei not in seen:
                seen.add(nei)
                stack.append(nei)
    return False

```

2.5 Cycle Detection (Directed)

Track recursion stack to catch back edges. **Complexity:** Time $O(V+E)$, Space $O(V)$ for recursion and the path set.

```
def has_cycle_directed(graph):
    seen, path = set(), set()

    def dfs(node):
        if node in path:
            return True
        if node in seen:
            return False
        seen.add(node)
        path.add(node)
        for nei in graph[node]:
            if dfs(nei):
                return True
        path.remove(node)
    return False

return any(dfs(node) for node in graph)
```

2.6 Topological Sort (Kahn's Algorithm)

BFS with indegree tracking orders DAG vertices. **Complexity:** Time $O(V + E)$, Space $O(V + E)$ for indegree bookkeeping.

```
from collections import deque, defaultdict

def topo_sort(n, edges):
    indegree = [0] * n
    graph = defaultdict(list)
    for u, v in edges:
        graph[u].append(v)
        indegree[v] += 1

    queue = deque([node for node in range(n) if indegree[node] == 0])
    order = []
    while queue:
        node = queue.popleft()
        order.append(node)
        for nei in graph[node]:
            indegree[nei] -= 1
            if indegree[nei] == 0:
                queue.append(nei)
    return order if len(order) == n else []
```

2.7 Union-Find (Disjoint Set Union)

Union-Find with path compression and union-by-size keeps connectivity checks nearly constant.
Complexity: Each `find/union` is amortized $\alpha(n)$ time, Space $O(n)$.

```
class UnionFind:
    def __init__(self, n):
        self.parent = list(range(n))
        self.size = [1] * n
        self.count = n

    def find(self, x):
        while self.parent[x] != x:
            self.parent[x] = self.parent[self.parent[x]]
            x = self.parent[x]
        return x

    def union(self, x, y):
        root_x, root_y = self.find(x), self.find(y)
        if root_x == root_y:
            return False
        if self.size[root_x] < self.size[root_y]:
            root_x, root_y = root_y, root_x
        self.parent[root_y] = root_x
        self.size[root_x] += self.size[root_y]
        self.count -= 1
        return True

    def connected(self, x, y):
        return self.find(x) == self.find(y)

    def component_size(self, x):
        return self.size[self.find(x)]

    def components(self):
        return self.count
```

2.8 Union-Find with Rollback

Keeps history on a stack so unions can be undone during divide-and-conquer offline queries. **Complexity:** Union/Find $O(\log^* n)$, Rollback $O(1)$, Space $O(n)$ plus stack.

```
class UnionFindRollback:
    def __init__(self, n):
        self.parent = list(range(n))
        self.size = [1] * n
        self.changes = []

    def find(self, x):
        while self.parent[x] != x:
            x = self.parent[x]
        return x

    def union(self, x, y):
        x, y = self.find(x), self.find(y)
        if x == y:
            self.changes.append((-1, -1, -1))
            return False
        if self.size[x] < self.size[y]:
            x, y = y, x
        self.changes.append((y, self.parent[y], self.size[x]))
        self.parent[y] = x
        self.size[x] += self.size[y]
        return True

    def snapshot(self):
        return len(self.changes)

    def rollback(self, snap):
        while len(self.changes) > snap:
            node, parent, size_before = self.changes.pop()
            if node == -1:
                continue
            root = self.parent[node]
            self.parent[node] = parent
            self.size[root] = size_before
```

2.9 Dijkstra's Shortest Path

Greedy expansion with priority queue handles weighted graphs. **Complexity:** Time $O((V + E) \log V)$ with a binary heap, Space $O(V + E)$ for the graph and distance arrays.

```
import heapq
from collections import defaultdict

def dijkstra(n, edges, start):
    graph = defaultdict(list)
    for u, v, w in edges:
        graph[u].append((v, w))

    dist = [float('inf')] * n
    dist[start] = 0
    heap = [(0, start)]
    while heap:
        cur_dist, node = heapq.heappop(heap)
        if cur_dist > dist[node]:
            continue
        for nei, weight in graph[node]:
            new_dist = cur_dist + weight
            if new_dist < dist[nei]:
                dist[nei] = new_dist
                heapq.heappush(heap, (new_dist, nei))
    return dist
```

3 Grids

Grid problems transform rows and columns into graph traversal with extra structure such as bounds checks.

3.1 DFS for Islands

Mark visited land to avoid recounting. **Complexity:** Time $O(RC)$ touching each cell once, Space $O(RC)$ in worst case for the stack or visited set.

```
def num_islands(grid):
    if not grid:
        return 0
    rows, cols = len(grid), len(grid[0])
    seen = set()

    def dfs(r, c):
        stack = [(r, c)]
        while stack:
            x, y = stack.pop()
            if (
                x < 0 or x >= rows or
                y < 0 or y >= cols or
                grid[x][y] == '0' or
                (x, y) in seen
            ):
                continue
            seen.add((x, y))
            for dx, dy in ((1, 0), (-1, 0), (0, 1), (0, -1)):
                stack.append((x + dx, y + dy))

    count = 0
    for r in range(rows):
        for c in range(cols):
            if grid[r][c] == '1' and (r, c) not in seen:
                count += 1
                dfs(r, c)
    return count
```

3.2 BFS Flood Fill

Replace region colors using BFS/DFS flood. **Complexity:** Time $O(RC)$ and Space $O(RC)$ for the queue in the worst region.

```
from collections import deque

def flood_fill(image, sr, sc, color):
    rows, cols = len(image), len(image[0])
    target = image[sr][sc]
    if target == color:
        return image

    queue = deque([(sr, sc)])
    image[sr][sc] = color
    while queue:
        r, c = queue.popleft()
        for dr, dc in ((1, 0), (-1, 0), (0, 1), (0, -1)):
            nr, nc = r + dr, c + dc
            if 0 <= nr < rows and 0 <= nc < cols and image[nr][nc] == target:
                image[nr][nc] = color
                queue.append((nr, nc))
    return image
```

3.3 Word Search DFS

Perform backtracking with visited set or board mutation. **Complexity:** Time $O(RC \cdot 4^L)$ in worst case, Space $O(L)$ for recursion depth.

```

def exist(board, word):
    rows, cols = len(board), len(board[0])

    def dfs(r, c, idx):
        if idx == len(word):
            return True
        if (
            r < 0 or r >= rows or
            c < 0 or c >= cols or
            board[r][c] != word[idx]
        ):
            return False
        tmp, board[r][c] = board[r][c], '#'
        found = any(
            dfs(r + dr, c + dc, idx + 1)
            for dr, dc in ((1, 0), (-1, 0), (0, 1), (0, -1))
        )
        board[r][c] = tmp
        return found

    for r in range(rows):
        for c in range(cols):
            if dfs(r, c, 0):
                return True
    return False

```

3.4 Shortest Path in Grid

Use BFS with state storing distance. **Complexity:** Time $O(n^2)$ and Space $O(n^2)$ for the queue/visited set.

```

def shortest_path_binary_matrix(grid):
    n = len(grid)
    if grid[0][0] or grid[n - 1][n - 1]:
        return -1
    directions = [
        (1, 0), (-1, 0), (0, 1), (0, -1),
        (1, 1), (1, -1), (-1, 1), (-1, -1)
    ]
    queue = deque([(0, 0, 1)])
    seen = {(0, 0)}
    while queue:
        r, c, dist = queue.popleft()
        if (r, c) == (n - 1, n - 1):
            return dist
        for dr, dc in directions:
            nr, nc = r + dr, c + dc
            if 0 <= nr < n and 0 <= nc < n and not grid[nr][nc] and (nr, nc) not in seen:
                seen.add((nr, nc))
                queue.append((nr, nc, dist + 1))
    return -1

```

3.5 Multi-Source BFS

Push all starting sources initially to expand simultaneously. **Complexity:** Time $O(RC)$, Space $O(RC)$ for the queue.

```

def oranges_rotting(grid):
    rows, cols = len(grid), len(grid[0])
    queue = deque()
    fresh = 0
    for r in range(rows):
        for c in range(cols):
            if grid[r][c] == 2:
                queue.append((r, c, 0))
            elif grid[r][c] == 1:
                fresh += 1
    minutes = 0
    while queue:
        r, c, minutes = queue.popleft()
        for dr, dc in ((1, 0), (-1, 0), (0, 1), (0, -1)):
            nr, nc = r + dr, c + dc
            if 0 <= nr < rows and 0 <= nc < cols and grid[nr][nc] == 1:
                grid[nr][nc] = 2
                fresh -= 1
                queue.append((nr, nc, minutes + 1))
    return minutes if fresh == 0 else -1

```

3.6 Surrounded Regions

Flip interior regions by capturing escape nodes first. **Complexity:** Time $O(RC)$, Space up to $O(RC)$ from the stack/queue.

```
def solve(board):
    if not board:
        return
    rows, cols = len(board), len(board[0])

    def dfs(r, c):
        stack = [(r, c)]
        while stack:
            x, y = stack.pop()
            if 0 <= x < rows and 0 <= y < cols and board[x][y] == '0':
                board[x][y] = 'A'
                for dx, dy in ((1, 0), (-1, 0), (0, 1), (0, -1)):
                    stack.append((x + dx, y + dy))

        for r in range(rows):
            if board[r][0] == '0':
                dfs(r, 0)
            if board[r][cols - 1] == '0':
                dfs(r, cols - 1)
        for c in range(cols):
            if board[0][c] == '0':
                dfs(0, c)
            if board[rows - 1][c] == '0':
                dfs(rows - 1, c)

        for r in range(rows):
            for c in range(cols):
                if board[r][c] == '0':
                    board[r][c] = 'X'
                elif board[r][c] == 'A':
                    board[r][c] = '0'
```

4 Backtracking

Backtracking explores decision trees while pruning invalid branches for exponential searches.

4.1 Subsets (Power Set)

Use DFS to include or exclude each element. **Complexity:** Time $O(2^n)$ generating all subsets, Space $O(n)$ recursion plus output size.

```
def subsets(nums):
    result, cur = [], []
    def dfs(idx):
        if idx == len(nums):
            result.append(cur[:])
            return
        cur.append(nums[idx])
        dfs(idx + 1)
        cur.pop()
        dfs(idx + 1)
    dfs(0)
    return result
```

4.2 Permutations

Swap in-place to generate permutations with $O(n)$ extra space. **Complexity:** Time $O(n \cdot n!)$, Space $O(n)$ for recursion frames plus output.

```
def permute(nums):
    result = []
    def backtrack(first):
        if first == len(nums):
            result.append(nums[:])
            return
        for i in range(first, len(nums)):
            nums[first], nums[i] = nums[i], nums[first]
            backtrack(first + 1)
            nums[first], nums[i] = nums[i], nums[first]
    backtrack(0)
    return result
```

4.3 Combination Sum

Choose numbers allowing reuse by skipping backwards. **Complexity:** Time up to $O(2^n)$ in the branching search, Space $O(n)$ for recursion depth.

```
def combination_sum(candidates, target):
    candidates.sort()
    combos, path = [], []

    def dfs(idx, remaining):
        if remaining == 0:
            combos.append(path[:])
            return
        for i in range(idx, len(candidates)):
            val = candidates[i]
            if val > remaining:
                break
            path.append(val)
            dfs(i, remaining - val)
            path.pop()

    dfs(0, target)
    return combos
```

4.4 N-Queens

Track threatened columns and diagonals with sets. **Complexity:** Time $O(n!)$ in the worst case, Space $O(n)$ for recursion and board state.

```

def solve_n_queens(n):
    cols, diag1, diag2 = set(), set(), set()
    board = ["."] * n for _ in range(n)]
    result = []

    def place(row, layout):
        if row == n:
            result.append(layout[:])
            return
        for col in range(n):
            if col in cols or (row + col) in diag1 or (row - col) in diag2:
                continue
            cols.add(col)
            diag1.add(row + col)
            diag2.add(row - col)
            new_row = board[row][:col] + "Q" + board[row][col + 1:]
            place(row + 1, layout + [new_row])
            cols.remove(col)
            diag1.remove(row + col)
            diag2.remove(row - col)

    place(0, [])
    return result

```

4.5 Sudoku Solver

Fill blanks by choosing the lowest option cell first for pruning. **Complexity:** Time is exponential in the number of blanks (worst-case near $O(9^m)$), Space $O(m)$ for recursion plus board state.

```
def solve_sudoku(board):
    rows = [set() for _ in range(9)]
    cols = [set() for _ in range(9)]
    boxes = [set() for _ in range(9)]
    empties = []

    for r in range(9):
        for c in range(9):
            val = board[r][c]
            if val == '.':
                empties.append((r, c))
            else:
                rows[r].add(val)
                cols[c].add(val)
                boxes[(r // 3) * 3 + c // 3].add(val)

    digits = set(map(str, range(1, 10)))

    def backtrack(idx):
        if idx == len(empties):
            return True
        r, c = sorted(
            empties[idx:],
            key=lambda cell: len(digits - rows[cell[0]] - cols[cell[1]] -
                                boxes[(cell[0] // 3) * 3 + cell[1] // 3]))
        [0]
        empties[idx], empties[empties.index((r, c))] =
            empties[empties.index((r, c))], empties[idx]
        candidates = digits - rows[r] - cols[c] - boxes[(r // 3) * 3 + c // 3]
        for val in candidates:
            board[r][c] = val
            rows[r].add(val)
            cols[c].add(val)
            boxes[(r // 3) * 3 + c // 3].add(val)
            if backtrack(idx + 1):
                return True
            board[r][c] = '.'
            rows[r].remove(val)
            cols[c].remove(val)
            boxes[(r // 3) * 3 + c // 3].remove(val)
        return False

    backtrack(0)
```

5 Dynamic Programming

DP converts exponential recursion into polynomial time by caching overlapping subproblems.

5.1 DFS with Memoization

Decorator caches states to avoid recomputation. **Complexity:** Time proportional to the number of reachable states times their outgoing transitions, Space $O(|S|)$ for memo storage.

```
from functools import lru_cache

def dfs_with_memo(state, transitions):
    @lru_cache(maxsize=None)
    def dfs(node):
        if node.is_terminal():
            return node.value
        return max(dfs(next_state) for next_state in transitions(node))

    return dfs(state)
```

5.2 Unique Paths in Grid

Bottom-up DP for movement constrained to right and down. **Complexity:** Time $O(mn)$, Space $O(mn)$ (or $O(n)$ with a single rolling row).

```
def unique_paths(m, n):
    dp = [[1] * n for _ in range(m)]
    for r in range(1, m):
        for c in range(1, n):
            dp[r][c] = dp[r - 1][c] + dp[r][c - 1]
    return dp[-1][-1]
```

5.3 0/1 Knapsack

Pick items maximizing value under capacity limit. **Complexity:** Time $O(nC)$ with n items and capacity C , Space $O(C)$ for the 1-D DP.

```
def knapsack(weights, values, capacity):
    dp = [0] * (capacity + 1)
    for weight, value in zip(weights, values):
        for cap in range(capacity, weight - 1, -1):
            dp[cap] = max(dp[cap], dp[cap - weight] + value)
    return dp[capacity]
```

5.4 Word Break

DP with prefix scanning reduces to substring membership checks. **Complexity:** Time $O(n^2)$ over substring endpoints, Space $O(n)$ for the DP array.

```
def word_break(s, word_dict):
    words = set(word_dict)
    dp = [False] * (len(s) + 1)
    dp[0] = True
    for i in range(1, len(s) + 1):
        for j in range(i):
            if dp[j] and s[j:i] in words:
                dp[i] = True
                break
    return dp[-1]
```

5.5 Longest Increasing Subsequence

Binary search compresses DP to $O(n \log n)$. **Complexity:** Time $O(n \log n)$ using binary search, Space $O(n)$ for the tails array.

```
import bisect

def length_of_lis(nums):
    tails = []
    for num in nums:
        idx = bisect.bisect_left(tails, num)
        if idx == len(tails):
            tails.append(num)
        else:
            tails[idx] = num
    return len(tails)
```

5.6 Edit Distance (Levenshtein)

Iterative DP with substitution, insertion, deletion choices. **Complexity:** Time $O(mn)$ and Space $O(mn)$ for the DP table (reducible to $O(n)$ with rolling rows).

5.7 Partition DP (Palindrome Partitioning)

Memoize minimal cuts or partitions. **Complexity:** Time $O(n^2)$ and Space $O(n^2)$ for palindrome caching.

```
def min_cut(s):
    n = len(s)
    dp = [0] * n
    pal = [[False] * n for _ in range(n)]
    for end in range(n):
        min_cuts = end
        for start in range(end + 1):
            if s[start] == s[end] and (end - start <= 2 or pal[start + 1][end - 1]):
                pal[start][end] = True
                min_cuts = 0 if start == 0 else min(min_cuts, dp[start - 1] + 1)
        dp[end] = min_cuts
    return dp[-1]
```

5.8 Traveling Salesman Bitmask DP

Memoize '(mask, last)' state for minimal Hamiltonian tour cost. **Complexity:** Time $O(n^2 2^n)$, Space $O(n 2^n)$.

```
from functools import lru_cache

def tsp(dist):
    n = len(dist)

    @lru_cache(maxsize=None)
    def dp(mask, last):
        if mask == (1 << n) - 1:
            return dist[last][0]
        best = float('inf')
        for nxt in range(n):
            if not mask & (1 << nxt):
                cand = dist[last][nxt] + dp(mask | (1 << nxt), nxt)
                best = min(best, cand)
        return best

    return dp(1, 0)
```

5.9 DP on Subsets (Mask Enumeration)

Iterate masks and submasks to build answers over all subsets. **Complexity:** Typically $O(3^n)$ for all mask/submask loops.

```
def max_team_score.skills):
    n = len.skills)
    scores = [0] * (1 << n)
    for mask in range(1, 1 << n):
        lsb = mask & -mask
        idx = (lsb.bit_length() - 1)
        prev = mask ^ lsb
        scores[mask] = scores[prev] + skills[idx]

    dp = [0] * (1 << n)
    for mask in range(1, 1 << n):
        sub = mask
        while sub:
            dp[mask] = max(dp[mask], dp[mask ^ sub] + scores[sub] ** 2)
            sub = (sub - 1) & mask
    return dp[(1 << n) - 1]
```

6 ⚙ BFS Variants

Specialized BFS setups reduce runtime for layered expansions and symmetric searches.

6.1 Multi-Source BFS Template

Reuse for contagion or simultaneous diffusion problems. **Complexity:** Time $O(V + E)$, Space $O(V)$ for queue and visited set.

```
def multi_source_bfs(starts, neighbors):
    queue = deque([(start, 0) for start in starts])
    seen = set(starts)
    depth = 0
    while queue:
        node, depth = queue.popleft()
        for nei in neighbors(node):
            if nei not in seen:
                seen.add(nei)
                queue.append((nei, depth + 1))
    return depth
```

6.2 Bidirectional BFS

Search from both ends to shrink branching factor. **Complexity:** Time $O(V + E)$ in worst case but typically faster due to halved depth; Space $O(V)$ for frontier sets.

```
def bidirectional_bfs(start, target, neighbors):
    if start == target:
        return 0
    front, back = {start}, {target}
    seen = {start: 0, target: 0}
    steps = 0
    while front and back:
        steps += 1
        if len(front) > len(back):
            front, back = back, front
        next_front = set()
        for node in front:
            for nei in neighbors(node):
                if nei in back:
                    return steps
                if nei not in seen:
                    seen[nei] = steps
                    next_front.add(nei)
        front = next_front
    return -1
```

6.3 Level Order Traversal Skeleton

Give each level custom processing. **Complexity:** Time $O(V + E)$, Space $O(V)$ for queue and seen set.

```
def level_order_bfs(starts, neighbors):
    queue = deque(starts)
    levels = []
    seen = set(starts)
    while queue:
        level_size = len(queue)
        level_nodes = []
        for _ in range(level_size):
            node = queue.popleft()
            level_nodes.append(node)
            for nei in neighbors(node):
                if nei not in seen:
                    seen.add(nei)
                    queue.append(nei)
        levels.append(level_nodes)
    return levels
```

6.4 Unweighted Graph Shortest Path

Track parent pointers to reconstruct path. **Complexity:** Time $O(V+E)$, Space $O(V)$ for the queue and predecessor map.

```
def shortest_path_unweighted(graph, start, target):
    queue = deque([start])
    prev = {start: None}
    while queue:
        node = queue.popleft()
        if node == target:
            break
        for nei in graph[node]:
            if nei not in prev:
                prev[nei] = node
                queue.append(nei)
    else:
        return []
    path = []
    cur = target
    while cur is not None:
        path.append(cur)
        cur = prev[cur]
    return path[::-1]
```

7 Two Pointers

Two pointers shrink ranges or sweep arrays in linear time without extra space.

7.1 Two Sum II (Sorted)

Move pointers towards target sum. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def two_sum_sorted(nums, target):
    left, right = 0, len(nums) - 1
    while left < right:
        s = nums[left] + nums[right]
        if s == target:
            return left + 1, right + 1
        if s < target:
            left += 1
        else:
            right -= 1
    return -1, -1
```

7.2 Remove Duplicates In-Place

Keep slow pointer for placement of unique values. **Complexity:** Time $O(n)$, Space $O(1)$ modifying in place.

```
def remove_duplicates(nums):
    if not nums:
        return 0
    slow = 1
    for fast in range(1, len(nums)):
        if nums[fast] != nums[fast - 1]:
            nums[slow] = nums[fast]
            slow += 1
    return slow
```

7.3 Partition Array by Pivot

Lomuto or Hoare style partitioning organizes elements. **Complexity:** Time $O(n)$ to scan the array once, Space $O(1)$ in-place.

```
def partition(nums, pivot):
    left, right = 0, len(nums) - 1
    while left <= right:
        while left <= right and nums[left] < pivot:
            left += 1
        while left <= right and nums[right] >= pivot:
            right -= 1
        if left < right:
            nums[left], nums[right] = nums[right], nums[left]
            left += 1
            right -= 1
    return left
```

7.4 Trapping Rain Water

Two pointers monitor max height from both sides. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def trap(height):
    left, right = 0, len(height) - 1
    left_max = right_max = 0
    water = 0
    while left < right:
        if height[left] < height[right]:
            if height[left] >= left_max:
                left_max = height[left]
            else:
                water += left_max - height[left]
            left += 1
        else:
            if height[right] >= right_max:
                right_max = height[right]
            else:
                water += right_max - height[right]
            right -= 1
    return water
```

8 Sliding Window

Sliding window techniques maintain dynamic ranges with $O(1)$ updates per step.

8.1 Fixed Window Average

Update running sum as window slides. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def max_average_subarray(nums, k):
    window_sum = sum(nums[:k])
    max_sum = window_sum
    for i in range(k, len(nums)):
        window_sum += nums[i] - nums[i - k]
        max_sum = max(max_sum, window_sum)
    return max_sum / k
```

8.2 Variable Window (At Most K)

Expand right, contract left while condition violated. **Complexity:** Time $O(n)$, Space $O(k)$ for the frequency map.

```
def longest_subarray_at_most_k(nums, k):
    freq = {}
    left = best = 0
    for right, num in enumerate(nums):
        freq[num] = freq.get(num, 0) + 1
        while len(freq) > k:
            freq[nums[left]] -= 1
            if freq[nums[left]] == 0:
                freq.pop(nums[left])
            left += 1
        best = max(best, right - left + 1)
    return best
```

8.3 Longest Substring Without Repeating Characters

Map characters to indices, shift left pointer ahead of duplicates. **Complexity:** Time $O(n)$, Space $O(\min(n, |\Sigma|))$ for the index map.

```
def length_of_longest_substring(s):
    seen = {}
    left = best = 0
    for right, ch in enumerate(s):
        if ch in seen and seen[ch] >= left:
            left = seen[ch] + 1
        seen[ch] = right
        best = max(best, right - left + 1)
    return best
```

8.4 Minimum Window Substring

Maintain counts until window covers need, then shrink. **Complexity:** Time $O(n)$, Space $O(|\Sigma|)$ for frequency maps.

```
from collections import Counter

def min_window(s, t):
    need = Counter(t)
    missing = len(t)
    left = start = end = 0
    for right, ch in enumerate(s, 1):
        if need[ch] > 0:
            missing -= 1
        need[ch] -= 1
        if missing == 0:
            while left < right and need[s[left]] < 0:
                need[s[left]] += 1
                left += 1
            if end == 0 or right - left < end - start:
                start, end = left, right
            need[s[left]] += 1
            missing += 1
            left += 1
    return s[start:end]
```

8.5 Sliding Window Maximum (Deque)

Keep deque decreasing to track max quickly. **Complexity:** Time $O(n)$, Space $O(k)$ for the deque.

```
from collections import deque

def max_sliding_window(nums, k):
    dq, result = deque(), []
    for i, num in enumerate(nums):
        while dq and dq[0] <= i - k:
            dq.popleft()
        while dq and nums[dq[-1]] <= num:
            dq.pop()
        dq.append(i)
        if i >= k - 1:
            result.append(nums[dq[0]])
    return result
```

9 Arrays

Array patterns rely on prefix sums, interval merges, and rotation tricks.

9.1 Prefix Sum

Prefix sums answer range queries quickly for arrays and grids once the cumulative table is built.

Complexity: Build in $O(n)$ (1D) or $O(mn)$ (2D); each query is $O(1)$.

```
class PrefixSum:
    def __init__(self, nums):
        self.prefix = [0]
        for num in nums:
            self.prefix.append(self.prefix[-1] + num)

    def range_sum(self, left, right):
        return self.prefix[right + 1] - self.prefix[left]

    def append(self, val):
        self.prefix.append(self.prefix[-1] + val)

class PrefixSum2D:
    def __init__(self, grid):
        if not grid or not grid[0]:
            raise ValueError("grid must be non-empty")
        rows, cols = len(grid), len(grid[0])
        self.prefix = [[0] * (cols + 1) for _ in range(rows + 1)]
        for r in range(rows):
            for c in range(cols):
                self.prefix[r + 1][c + 1] = (
                    grid[r][c]
                    + self.prefix[r][c + 1]
                    + self.prefix[r + 1][c]
                    - self.prefix[r][c]
                )

    def query(self, r1, c1, r2, c2):
        r1, c1, r2, c2 = r1 + 1, c1 + 1, r2 + 1, c2 + 1
        return (
            self.prefix[r2][c2]
            - self.prefix[r1 - 1][c2]
            - self.prefix[r2][c1 - 1]
            + self.prefix[r1 - 1][c1 - 1]
        )
```

9.2 Kadane's Maximum Subarray

Track best subarray ending at each position. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def max_sub_array(nums):
    best = cur = nums[0]
    for num in nums[1:]:
        cur = max(num, cur + num)
        best = max(best, cur)
    return best
```

9.3 Merge Intervals

Sort, then sweep merging overlapping ranges. **Complexity:** Time $O(n \log n)$ from sorting, Space $O(1)$ additional (excluding output).

```
def merge_intervals(intervals):
    intervals.sort(key=lambda x: x[0])
    merged = []
    for start, end in intervals:
        if not merged or merged[-1][1] < start:
            merged.append([start, end])
        else:
            merged[-1][1] = max(merged[-1][1], end)
    return merged
```

9.4 Rotate Array

Rotate via reverse trick, juggling, or extra array. **Complexity:** Time $O(n)$, Space $O(1)$ in-place.

```
def rotate(nums, k):
    k %= len(nums)
    if k == 0:
        return

    def reverse(left, right):
        while left < right:
            nums[left], nums[right] = nums[right], nums[left]
            left += 1
            right -= 1

    reverse(0, len(nums) - 1)
    reverse(0, k - 1)
    reverse(k, len(nums) - 1)
```

9.5 Quickselect

Select the k-th element in expected linear time via randomized partition. **Complexity:** Average Time $O(n)$, worst-case $O(n^2)$; Space $O(1)$.

```
import random

def quickselect(nums, k):
    k_index = k

    def partition(left, right, pivot_index):
        pivot_value = nums[pivot_index]
        nums[pivot_index], nums[right] = nums[right], nums[pivot_index]
        store = left
        for i in range(left, right):
            if nums[i] < pivot_value:
                nums[store], nums[i] = nums[i], nums[store]
                store += 1
        nums[right], nums[store] = nums[store], nums[right]
        return store

    left, right = 0, len(nums) - 1
    while True:
        pivot_index = random.randint(left, right)
        pivot_index = partition(left, right, pivot_index)
        if pivot_index == k_index:
            return nums[pivot_index]
        if k_index < pivot_index:
            right = pivot_index - 1
        else:
            left = pivot_index + 1
```

10 Intervals & Scheduling

Intervals combine greedy sweeps, heaps, and merge patterns for calendar-style problems.

10.1 Meeting Rooms (Overlap Check)

Sort by start times and ensure no interval starts before the previous one ends. **Complexity:** Time $O(n \log n)$ for sorting, Space $O(1)$ beyond input.

```
def can_attend_meetings(intervals):
    if not intervals:
        return True
    intervals.sort(key=lambda x: x[0])
    for i in range(1, len(intervals)):
        if intervals[i][0] < intervals[i - 1][1]:
            return False
    return True
```

10.2 Meeting Rooms II (Minimum Rooms)

Two-pointer sweep counts overlap depth to find the maximum concurrent meetings. **Complexity:** Time $O(n \log n)$ for sorting, Space $O(n)$ for start/end arrays.

```
def min_meeting_rooms(intervals):
    if not intervals:
        return 0
    starts = sorted(start for start, _ in intervals)
    ends = sorted(end for _, end in intervals)
    rooms = end_ptr = 0
    for start in starts:
        if start < ends[end_ptr]:
            rooms += 1
        else:
            end_ptr += 1
    return rooms
```

10.3 Insert Interval

Merge overlapping segments while splicing the new interval into place. **Complexity:** Time $O(n)$, Space $O(n)$ for the result list.

```
def insert_interval(intervals, new_interval):
    merged = []
    start, end = new_interval
    i = 0
    n = len(intervals)
    while i < n and intervals[i][1] < start:
        merged.append(intervals[i])
        i += 1
    while i < n and intervals[i][0] <= end:
        start = min(start, intervals[i][0])
        end = max(end, intervals[i][1])
        i += 1
    merged.append([start, end])
    merged.extend(intervals[i:])
    return merged
```

10.4 Interval Intersection

Advance the pointer with the earlier finishing interval to gather overlaps. **Complexity:** Time $O(m + n)$, Space $O(1)$ aside from output.

```
def interval_intersection(a, b):
    i = j = 0
    result = []
    while i < len(a) and j < len(b):
        start = max(a[i][0], b[j][0])
        end = min(a[i][1], b[j][1])
        if start <= end:
            result.append([start, end])
        if a[i][1] < b[j][1]:
            i += 1
        else:
            j += 1
    return result
```

10.5 Sweep Line Maximum Overlap

Process event endpoints to track concurrent intervals or resource usage. **Complexity:** Time $O(n \log n)$ for sorting events, Space $O(n)$ for event list.

```
def max_overlap(intervals):
    events = []
    for start, end in intervals:
        events.append((start, 1))
        events.append((end, -1))
    events.sort(key=lambda x: (x[0], x[1]))
    active = best = 0
    for _, delta in events:
        active += delta
        best = max(best, active)
    return best
```

11 Tries & Prefix Structures

Prefix trees store shared prefixes efficiently for dictionary and autocomplete problems.

11.1 Trie Insert and Search

Store lowercase words and support prefix queries. **Complexity:** Insert/Search Time $O(L)$, Space $O(26 \cdot N)$ where L is word length.

```
class TrieNode:
    __slots__ = ("children", "word")

    def __init__(self):
        self.children = {}
        self.word = False

class Trie:
    def __init__(self):
        self.root = TrieNode()

    def insert(self, word):
        node = self.root
        for ch in word:
            node = node.children.setdefault(ch, TrieNode())
        node.word = True

    def search(self, word):
        node = self.root
        for ch in word:
            if ch not in node.children:
                return False
            node = node.children[ch]
        return node.word

    def starts_with(self, prefix):
        node = self.root
        for ch in prefix:
            if ch not in node.children:
                return False
            node = node.children[ch]
        return True
```

11.2 Word Dictionary with Wildcard

DFS on trie nodes handles ‘.’ wildcard matches. **Complexity:** Average Time $O(L)$, worst-case $O(26^L)$ for many wildcards; Space $O(26 \cdot N)$.

```
class WordDictionary:
    def __init__(self):
        self.root = TrieNode()

    def add_word(self, word):
        node = self.root
        for ch in word:
            node = node.children.setdefault(ch, TrieNode())
        node.word = True

    def search(self, word):
        def dfs(node, idx):
            if idx == len(word):
                return node.word
            ch = word[idx]
            if ch == '.':
                return any(dfs(child, idx + 1) for child in
                           node.children.values())
            if ch not in node.children:
                return False
            return dfs(node.children[ch], idx + 1)

        return dfs(self.root, 0)
```

11.3 Replace Words

Traverse the trie to substitute words with their shortest root prefix. **Complexity:** Building trie $O(N \cdot L)$, sentence replacement $O(M \cdot L)$.

```
def replace_words(dictionary, sentence):
    trie = Trie()
    for root in dictionary:
        trie.insert(root)

    def replace(word):
        node = trie.root
        path = []
        for ch in word:
            if ch not in node.children:
                return word
            node = node.children[ch]
            path.append(ch)
            if node.word:
                return ''.join(path)
        return word

    return ' '.join(replace(word) for word in sentence.split())
```

12 Range Query Trees

Fenwick and segment trees enable fast range updates and queries beyond prefix sums.

12.1 Fenwick Tree (Binary Indexed Tree)

Supports prefix sums and point updates in logarithmic time. **Complexity:** Update/Query $O(\log n)$, Space $O(n)$.

```
class FenwickTree:
    def __init__(self, nums):
        self.n = len(nums)
        self.bit = [0] * (self.n + 1)
        for idx, val in enumerate(nums, 1):
            self._add(idx, val)

    def _add(self, index, delta):
        while index <= self.n:
            self.bit[index] += delta
            index += index & -index

    def update(self, index, delta):
        self._add(index + 1, delta)

    def prefix_sum(self, index):
        index += 1
        total = 0
        while index > 0:
            total += self.bit[index]
            index -= index & -index
        return total

    def range_sum(self, left, right):
        return self.prefix_sum(right) - (self.prefix_sum(left - 1) if left
                                         else 0)
```

12.2 Segment Tree (Range Sum)

Iterative tree handles range queries and point updates generically. **Complexity:** Update/Query $O(\log n)$, Space $O(n)$.

```
class SegmentTree:
    def __init__(self, nums):
        self.n = len(nums)
        self.size = 1
        while self.size < self.n:
            self.size *= 2
        self.tree = [0] * (2 * self.size)
        for i, val in enumerate(nums):
            self.tree[self.size + i] = val
        for i in range(self.size - 1, 0, -1):
            self.tree[i] = self.tree[2 * i] + self.tree[2 * i + 1]

    def update(self, index, value):
        pos = self.size + index
        self.tree[pos] = value
        pos //= 2
        while pos:
            self.tree[pos] = self.tree[2 * pos] + self.tree[2 * pos + 1]
            pos //= 2

    def query(self, left, right):
        left += self.size
        right += self.size
        res = 0
        while left <= right:
            if left % 2 == 1:
                res += self.tree[left]
                left += 1
            if right % 2 == 0:
                res += self.tree[right]
                right -= 1
            left //= 2
            right //= 2
        return res
```

12.3 Difference Array

Range increment updates convert to prefix sums when materializing results. **Complexity:** Update $O(1)$, Build output $O(n)$.

```
class DifferenceArray:
    def __init__(self, nums):
        self.diff = [0] * (len(nums) + 1)
        prev = 0
        for i, num in enumerate(nums):
            self.diff[i] = num - prev
            prev = num

    def range_add(self, left, right, delta):
        self.diff[left] += delta
        if right + 1 < len(self.diff):
            self.diff[right + 1] -= delta

    def materialize(self):
        result = []
        running = 0
        for delta in self.diff[:-1]:
            running += delta
            result.append(running)
        return result
```

13 String Algorithms

Classic linear-time string algorithms speed up pattern search and palindrome problems.

13.1 KMP Prefix Function

Build longest proper prefix/suffix table to skip mismatches. **Complexity:** Time $O(n + m)$, Space $O(m)$ for the failure table.

```
def kmp_search(text, pattern):
    if not pattern:
        return 0
    lps = [0] * len(pattern)
    length = 0
    for i in range(1, len(pattern)):
        while length and pattern[i] != pattern[length]:
            length = lps[length - 1]
        if pattern[i] == pattern[length]:
            length += 1
            lps[i] = length

    j = 0
    for i, ch in enumerate(text):
        while j and ch != pattern[j]:
            j = lps[j - 1]
        if ch == pattern[j]:
            j += 1
            if j == len(pattern):
                return i - j + 1
    return -1
```

13.2 Z Algorithm

Compute longest prefix match at each position for multiple pattern uses. **Complexity:** Time $O(n)$, Space $O(n)$ for the Z array.

```
def z_function(s):
    n = len(s)
    z = [0] * n
    l = r = 0
    for i in range(1, n):
        if i <= r:
            z[i] = min(r - i + 1, z[i - l])
        while i + z[i] < n and s[z[i]] == s[i + z[i]]:
            z[i] += 1
        if i + z[i] - 1 > r:
            l, r = i, i + z[i] - 1
    return z
```

13.3 Rabin-Karp Rolling Hash

Polynomial rolling hash finds substring matches with expected linear time. **Complexity:** Average Time $O(n + m)$, Space $O(1)$.

```
def rabin_karp(text, pattern, base=257, mod=10**9 + 7):
    m = len(pattern)
    if m == 0:
        return 0
    high = pow(base, m - 1, mod)
    hash_pat = 0
    hash_win = 0
    for ch_p, ch_t in zip(pattern, text):
        hash_pat = (hash_pat * base + ord(ch_p)) % mod
        hash_win = (hash_win * base + ord(ch_t)) % mod
    for i in range(len(text) - m + 1):
        if hash_pat == hash_win and text[i:i + m] == pattern:
            return i
        if i + m < len(text):
            hash_win = (
                (hash_win - ord(text[i]) * high) * base + ord(text[i + m]))
            ) % mod
    return -1
```

13.4 Manacher's Algorithm

Transforms string to compute all odd/even palindromic radii in linear time. **Complexity:** Time $O(n)$, Space $O(n)$.

```
def longest_palindrome(s):
    transformed = "#" + "#" * join(s) + "#"
    n = len(transformed)
    radius = [0] * n
    center = right = best_len = best_center = 0
    for i in range(n):
        mirror = 2 * center - i
        if i < right:
            radius[i] = min(right - i, radius[mirror])
        while (
            i + radius[i] + 1 < n
            and i - radius[i] - 1 >= 0
            and transformed[i + radius[i] + 1] == transformed[i - radius[i] - 1]
        ):
            radius[i] += 1
        if i + radius[i] > right:
            center, right = i, i + radius[i]
        if radius[i] > best_len:
            best_len, best_center = radius[i], i
    start = (best_center - best_len) // 2
    return s[start:start + best_len]
```

14 & Linked List

Linked list templates revolve around pointer juggling while keeping dummy heads handy.

14.1 Reverse Linked List (Iterative)

Reverse pointers in-place. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def reverse_list(head):
    prev = None
    cur = head
    while cur:
        nxt = cur.next
        cur.next = prev
        prev = cur
        cur = nxt
    return prev
```

14.2 Reverse Linked List (Recursive)

Unwind recursion to rewire nodes. **Complexity:** Time $O(n)$, Space $O(n)$ from recursion depth.

```
def reverse_list_recursive(head):
    if not head or not head.next:
        return head
    new_head = reverse_list_recursive(head.next)
    head.next.next = head
    head.next = None
    return new_head
```

14.3 Merge Two Sorted Lists

Use dummy node and tail pointer. **Complexity:** Time $O(m + n)$, Space $O(1)$ beyond reusing list nodes.

```
def merge_two_lists(l1, l2):
    dummy = tail = ListNode()
    while l1 and l2:
        if l1.val < l2.val:
            tail.next, l1 = l1, l1.next
        else:
            tail.next, l2 = l2, l2.next
        tail = tail.next
    tail.next = l1 or l2
    return dummy.next
```

14.4 Detect Cycle (Floyd)

Fast and slow pointers detect loop and meeting point. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def has_cycle(head):
    slow = fast = head
    while fast and fast.next:
        slow = slow.next
        fast = fast.next.next
        if slow is fast:
            return True
    return False
```

14.5 Find Middle Node

Advance fast twice speed of slow. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def middle_node(head):
    slow = fast = head
    while fast and fast.next:
        slow = slow.next
        fast = fast.next.next
    return slow
```

14.6 Remove Nth from End

Use two-pointer gap to delete target. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def remove_nth_from_end(head, n):
    dummy = ListNode(0, head)
    slow = fast = dummy
    for _ in range(n):
        fast = fast.next
    while fast.next:
        slow = slow.next
        fast = fast.next
    slow.next = slow.next.next
    return dummy.next
```

14.7 Add Two Numbers

Simulate long addition while traversing. **Complexity:** Time $O(m + n)$, Space $O(1)$ beyond the output list.

```
def add_two_numbers(l1, l2):
    dummy = tail = ListNode()
    carry = 0
    while l1 or l2 or carry:
        val = carry
        if l1:
            val += l1.val
            l1 = l1.next
        if l2:
            val += l2.val
            l2 = l2.next
        carry, digit = divmod(val, 10)
        tail.next = ListNode(digit)
        tail = tail.next
    return dummy.next
```

15 Stacks & Queues

Stack and queue templates cover monotonic structures and bracket validation.

15.1 Monotonic Stack

Maintain decreasing stack for next greater element. **Complexity:** Time $O(n)$, Space $O(n)$ for the stack.

```
def next_greater(nums):
    stack, result = [], [-1] * len(nums)
    for i, num in enumerate(nums):
        while stack and nums[stack[-1]] < num:
            idx = stack.pop()
            result[idx] = num
        stack.append(i)
    return result
```

15.2 Min Stack

Track running minimum alongside values. **Complexity:** Each operation is $O(1)$ time and space.

```
class MinStack:
    def __init__(self):
        self.stack = []

    def push(self, x):
        cur_min = x if not self.stack else min(x, self.stack[-1][1])
        self.stack.append((x, cur_min))

    def pop(self):
        self.stack.pop()

    def top(self):
        return self.stack[-1][0]

    def get_min(self):
        return self.stack[-1][1]
```

15.3 Valid Parentheses

Push matching braces and check final stack. **Complexity:** Time $O(n)$, Space $O(n)$ in worst case.

```
def is_valid(s):
    pairs = {')': '(', ']': '[', '}': '{'}
    stack = []
    for ch in s:
        if ch in pairs:
            if not stack or stack.pop() != pairs[ch]:
                return False
        else:
            stack.append(ch)
    return not stack
```

15.4 Deque Tricks

Use deque for push-pop from both ends. **Complexity:** Time $O(n)$, Space $O(k)$ for the sliding window.

```
from collections import deque

def moving_average(nums, k):
    dq = deque()
    window_sum, result = 0, []
    for i, num in enumerate(nums):
        dq.append(num)
        window_sum += num
        if len(dq) > k:
            window_sum -= dq.popleft()
        if len(dq) == k:
            result.append(window_sum / k)
    return result
```

16 Heaps

Heaps surface extreme values efficiently for priority scheduling problems.

16.1 Kth Largest Element

Maintain min-heap of size k . **Complexity:** Time $O(n \log k)$, Space $O(k)$.

```
def kth_largest(nums, k):
    heap = nums[:k]
    heapq.heapify(heap)
    for num in nums[k:]:
        if num > heap[0]:
            heapq.heapreplace(heap, num)
    return heap[0]
```

16.2 Merge K Sorted Lists

Push heads of lists into min-heap by value. **Complexity:** Time $O(N \log k)$ for N total nodes, Space $O(k)$ for the heap plus output list.

```
def merge_k_lists(lists):
    heap = []
    for idx, node in enumerate(lists):
        if node:
            heapq.heappush(heap, (node.val, idx, node))
    dummy = tail = ListNode()
    while heap:
        val, idx, node = heapq.heappop(heap)
        tail.next = node
        tail = node
        if node.next:
            heapq.heappush(heap, (node.next.val, idx, node.next))
    return dummy.next
```

16.3 Top-K Frequent Elements

Count with hash map then heapify. **Complexity:** Time $O(n + k \log n)$ with n unique items, Space $O(n)$ for the frequency map and heap.

```
from collections import Counter

def top_k_frequent(nums, k):
    freq = Counter(nums)
    heap = [(-count, num) for num, count in freq.items()]
    heapq.heapify(heap)
    return [heapq.heappop(heap)[1] for _ in range(k)]
```

16.4 Median of Data Stream

Use two heaps to maintain balance. **Complexity:** Each insertion runs in $O(\log n)$, retrieving the median is $O(1)$; Space $O(n)$.

```
class MedianFinder:
    def __init__(self):
        self.small = [] # max-heap via negatives
        self.large = [] # min-heap

    def add_num(self, num):
        if not self.small or num <= -self.small[0]:
            heapq.heappush(self.small, -num)
        else:
            heapq.heappush(self.large, num)
        if len(self.small) > len(self.large) + 1:
            heapq.heappush(self.large, -heapq.heappop(self.small))
        elif len(self.large) > len(self.small):
            heapq.heappush(self.small, -heapq.heappop(self.large))

    def find_median(self):
        if len(self.small) > len(self.large):
            return float(-self.small[0])
        return (-self.small[0] + self.large[0]) / 2
```

17 🔎 Binary Search

Binary search splits space decisively across sorted arrays or monotonic answers.

17.1 Standard Binary Search

Return index or -1 when target missing. **Complexity:** Time $O(\log n)$, Space $O(1)$.

```
def binary_search(nums, target):
    left, right = 0, len(nums) - 1
    while left <= right:
        mid = left + (right - left) // 2
        if nums[mid] == target:
            return mid
        if nums[mid] < target:
            left = mid + 1
        else:
            right = mid - 1
    return -1
```

17.2 Lower and Upper Bound

Find first \geq target and first $>$ target. **Complexity:** Time $O(\log n)$, Space $O(1)$.

```
def lower_bound(nums, target):
    left, right = 0, len(nums)
    while left < right:
        mid = (left + right) // 2
        if nums[mid] < target:
            left = mid + 1
        else:
            right = mid
    return left

def upper_bound(nums, target):
    left, right = 0, len(nums)
    while left < right:
        mid = (left + right) // 2
        if nums[mid] <= target:
            left = mid + 1
        else:
            right = mid
    return left
```

17.3 Search Insert Position

Return insertion index for target. **Complexity:** Time $O(\log n)$, Space $O(1)$.

```
def search_insert(nums, target):
    left, right = 0, len(nums)
    while left < right:
        mid = (left + right) // 2
        if nums[mid] < target:
            left = mid + 1
        else:
            right = mid
    return left
```

17.4 Search Rotated Sorted Array

Determine which side is sorted before recursing. **Complexity:** Time $O(\log n)$, Space $O(1)$.

```
def search_rotated(nums, target):
    left, right = 0, len(nums) - 1
    while left <= right:
        mid = (left + right) // 2
        if nums[mid] == target:
            return mid
        if nums[left] <= nums[mid]:
            if nums[left] <= target < nums[mid]:
                right = mid - 1
            else:
                left = mid + 1
        else:
            if nums[mid] < target <= nums[right]:
                left = mid + 1
            else:
                right = mid - 1
    return -1
```

17.5 Peak Element

Binary search on gradients. **Complexity:** Time $O(\log n)$, Space $O(1)$.

```
def find_peak(nums):
    left, right = 0, len(nums) - 1
    while left < right:
        mid = (left + right) // 2
        if nums[mid] < nums[mid + 1]:
            left = mid + 1
        else:
            right = mid
    return left
```

17.6 Binary Search on Answer

Search minimal feasible value via feasibility checker. **Complexity:** Time $O(n \log R)$ where R is the search range, Space $O(1)$.

```
def min_capacity(weights, days):
    left, right = max(weights), sum(weights)

    def can_ship(capacity):
        used_days = 1
        cur = 0
        for weight in weights:
            if cur + weight > capacity:
                used_days += 1
                cur = 0
            cur += weight
        return used_days <= days

    while left < right:
        mid = (left + right) // 2
        if can_ship(mid):
            right = mid
        else:
            left = mid + 1
    return left
```

17.7 Matrix Search

Treat matrix as flattened sorted array. **Complexity:** Time $O(\log(mn))$, Space $O(1)$.

```
def search_matrix(matrix, target):
    rows, cols = len(matrix), len(matrix[0])
    left, right = 0, rows * cols - 1
    while left <= right:
        mid = (left + right) // 2
        r, c = divmod(mid, cols)
        if matrix[r][c] == target:
            return True
        if matrix[r][c] < target:
            left = mid + 1
        else:
            right = mid - 1
    return False
```

18 Bit Tricks & Prefix XOR

Bitwise helpers optimize parity checks, prefix XOR queries, and bit DP transitions.

18.1 Prefix XOR

Maintain running XOR to answer range XOR queries in $O(1)$. **Complexity:** Preprocess $O(n)$, Query $O(1)$.

```
class PrefixXOR:
    def __init__(self, nums):
        self.prefix = [0]
        for num in nums:
            self.prefix.append(self.prefix[-1] ^ num)

    def range_xor(self, left, right):
        return self.prefix[right + 1] ^ self.prefix[left]
```

18.2 Count Bits DP

Use last set bit and offset to compute population counts. **Complexity:** Time $O(n)$, Space $O(n)$.

```
def count_bits(n):
    bits = [0] * (n + 1)
    for i in range(1, n + 1):
        bits[i] = bits[i >> 1] + (i & 1)
    return bits
```

18.3 Single Number Pair

Bit partition finds two unique numbers among duplicates. **Complexity:** Time $O(n)$, Space $O(1)$.

```
def single_number_pair(nums):
    xor_all = 0
    for num in nums:
        xor_all ^= num
    diff = xor_all & -xor_all
    a = b = 0
    for num in nums:
        if num & diff:
            a ^= num
        else:
            b ^= num
    return a, b
```

19 Miscellaneous

Grab bag of handy utilities for hash maps, greedy, and randomized tasks.

19.1 HashMap / Counter Patterns

Use Counter to frequency map quickly. **Complexity:** Typical counting runs in $O(n)$ time with $O(n)$ space for the map (plus per-item key work).

```
from collections import Counter, defaultdict

def group_anagrams(words):
    buckets = defaultdict(list)
    for word in words:
        signature = tuple(sorted(word))
        buckets[signature].append(word)
    return list(buckets.values())

def find_duplicates(nums):
    counts = Counter(nums)
    return [num for num, freq in counts.items() if freq > 1]
```

19.2 Custom Sort

Sort with comparator by key tuple or decorated values. **Complexity:** Time $O(n \log n)$ comparisons (each comparator may cost key-length work), Space $O(1)$ beyond output.

```
def smallest_number(nums):
    from functools import cmp_to_key

    def compare(a, b):
        if a + b < b + a:
            return -1
        if a + b > b + a:
            return 1
        return 0

    arr = sorted(map(str, nums), key=cmp_to_key(compare))
    return str(int(''.join(arr)))
```

19.3 Greedy Interval Scheduling

Select tasks by earliest finishing time. **Complexity:** Time $O(n \log n)$ for sorting, Space $O(1)$ additional.

```
def erase_overlap(intervals):
    intervals.sort(key=lambda x: x[1])
    count = 0
    end = float('-inf')
    for start, finish in intervals:
        if start >= end:
            end = finish
        else:
            count += 1
    return count
```

19.4 Union-Find for Kruskal

Collect minimum spanning tree edges by sorting weights. **Complexity:** Time $O(E \log E)$ from sorting plus near-constant Union-Find operations, Space $O(V)$.

```
def kruskal(n, edges):
    uf = UnionFind(n)
    mst = []
    cost = 0
    for weight, u, v in sorted(edges):
        if uf.union(u, v):
            mst.append((u, v, weight))
            cost += weight
    return cost, mst
```

19.5 Reservoir Sampling

Uniform random selection from stream. **Complexity:** Time $O(n)$ for n stream elements, Space $O(1)$.

```
import random

def reservoir_sample(stream):
    sample = None
    for i, value in enumerate(stream, 1):
        if random.randrange(i) == 0:
            sample = value
    return sample
```