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| 1.   | Common                                   |
| 1.1. | Stable matching                          |
| 1.2. | Vertex cover                             |
| 1.3. | Hamiltonian Path                         |
| 2.   | Graph                                    |
| 2.1. | Minimum spanning tree                    |
| 2.2. | Union-Find                               |
| 2.3. | Union-Find                               |
| 2.4. | Shortest path                            |
| 2.5. | Exhaustive traversal                     |
| 2.6. | Cycles finding                           |
| 2.7. | Flow                                     |
| 3.   | Strings                                  |
| 3.1. | Suffix array                             |
| 3.2. | Knutt-Morris-Pratt                       |
| 4.   | Geometry                                 |
| 4.1. | Closest pair                             |
| 4.2. | Convex hull                              |
| 4.3. | K/D tree                                 |
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| 5.2. | Fenwick, Segment tree                    |
| 6.   | Combinatorics                            |
| 6.1. | Probability sequences                    |
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| 8.1. | Subset enumeration                       |
| 9.   | Mathematics                              |
| 9.1. | Sequences                                |
| 9.2. | Geometry                                 |
| 9.3. | Combinatorics                            |
| 9.4. | Combinatorics                            |
| 10.  | Python standard library                  |

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| 1.   | COMMON                             |
| 1.1. | <b>Stable matching.</b>            |
|      | <code>print("Hello·World!")</code> |
| 1.2. | <b>Vertex cover.</b>               |
|      | <code>print("Hello·World!")</code> |
| 1.3. | <b>Hamiltonian Path.</b>           |
|      | <code>print("Hello·World!")</code> |
| 2.   | GRAPH                              |
| 2.1. | <b>Minimum spanning tree.</b>      |

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| 2.1.1. | <i>Kruskal's algorithm.</i>                                  |
|        | <code>print("Hello·World!")</code>                           |
| 2.1.2. | <i>Prim's algorithm.</i>                                     |
|        | <code>print("Hello·World!")</code>                           |
| 2.2.   | <b>Union-Find.</b>   |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.3.   | <b>Union-Find.</b>   |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.4.   | <b>Shortest path.</b>  |
| 1      |  |
| 2.4.1. | <i>Dijkstra's algorithm.</i>                                 |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.4.2. | <i>Bellman-Ford.</i>   |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.5.   | <b>Exhaustive traversal.</b>                                 |
| 1      |  |
| 2.5.1. | <i>Breadth-First Search.</i>                                 |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.5.2. | <i>Depth-First Search.</i>                                   |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.6.   | <b>Cycles finding.</b>                                       |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.7.   | <b>Flow.</b>   |
| 1      |  |
| 2.7.1. | <i>Ford-Fulkerson with capacity scaling.</i>                 |
| 1      | <code>print("Hello·World!")</code>                           |
| 2.7.2. | <i>Minimum Cost Maximum Flow using Dijkstra's algorithm.</i> |
| 1      | <code>print("Hello·World!")</code>                           |
| 3.     | STRINGS  |
| 3.1.   | <b>Suffix array.</b>   |
| 2      | <code>print("Hello·World!")</code>                           |
| 3.2.   | <b>Knutt-Morris-Pratt.</b>                                   |
| 3      | <code>print("Hello·World!")</code>                           |

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| 4.   | GEOMETRY                             |
| 4.1. | <b>Closest pair.</b>                 |
|      | <code>print("Hello·World!")</code>   |
| 4.2. | <b>Convex hull.</b>                  |
|      | <code>print("Hello·World!")</code>   |
| 4.3. | <b>K/D tree.</b>                     |
|      | <code>print("Hello·World!")</code>   |
| 5.   | SEARCH                               |
| 5.1. | <b>Red-Black Binary Search Tree.</b> |
|      | <code>print("Hello·World!")</code>   |

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| 5.2.   | <b>Fenwick, Segment tree.</b>   |
|        | <code>print("Hello·World!")</code>  |
| 6.     | COMBINATORICS   |
| 6.1.   | <b>Probability sequences.</b>   |
|        | <code>print("Hello·World!")</code>  |
| 7.     | NUMBER THEORY   |
| 7.1.   | <b>Sieve of Eratosthenes - prime generation.</b>  |
|        | <code>print("Hello·World!")</code>  |
| 8.     | BRUTE FORCE   |
| 8.1.   | <b>Subset enumeration.</b>  |
|        | <code>print("Hello·World!")</code>  |
| 9.     | MATHEMATICS   |
| 9.1.   | <b>Sequences.</b>   |
| 9.1.1. | <i>Arithmetic progression sum.</i> Def. $a_n = a + (n - 1)d$                                      |
|        | $a + ... + z = \frac{n(a + z)}{2}$  |
|        | where $a$ : first number, $z$ : last number, $n$ : amount of numbers                              |
| 9.1.2. | <i>Geometric progression.</i>   |
|        | $\sum_{n=0}^{n-1} ar^k = ar^0 + ar^1 + ... + ar^{n-1} = a \left( \frac{1 - r^n}{1 - r} \right)$   |
|        | for $r \neq 1$  |
| 9.1.3. | <i>Triangular numbers.</i>  |
|        | $\sum_{x=1}^n x = 1 + 2 + 3 + ... + n = \frac{n(n + 1)}{2} = \binom{n + 1}{2}$                    |
| 9.1.4. | <i>Square pyramidal numbers.</i>  |
|        | $\sum_{x=1}^n x^2 = 1^2 + 2^2 + 3^2 + ... + n^2 = \frac{n(n + 1)(2n + 1)}{6}$                     |
| 9.1.5. | <i>Harmonic numbers.</i>  |
|        | $\sum_{x=1}^n \frac{1}{x} = 1 + \frac{1}{2} + \frac{1}{3} + ... + \frac{1}{n} \leq \log_2(N) + 1$ |
| 9.1.6. | <i>Fibonacci (closed-form).</i>   |
|        | $\text{fib}(n) = \frac{(1 + \sqrt{5})^n - (1 - \sqrt{5})^n}{2^n \sqrt{5}}$                        |
| 9.2.   | <b>Geometry.</b> Geometric areas  |
|        | Trapezoid area $A = \frac{h}{2} \cdot (a + b)$ where $a$ and $b$ are parallel                     |
|        | Sphere surface area $S = 4\pi \cdot r^2$  |
|        | Sphere volume $V = \frac{4}{3} \cdot r^3$   |
|        | Cone surface $S = \pi r(l + r)$   |
|        | Cone volume $V = \frac{1}{3} \pi hr^2$  |

9.3. **Combinatorics.** Combinations and Permutations

$$\begin{aligned}P(n, r) &= \frac{n!}{(n-r)!} \\C(n, r) &= \binom{n}{r} = \frac{n!}{r!(n-r)!} \\C(n, r) &= C(n, n-r) \\P(X = r) &= C(n, r) \cdot p^r \cdot (1-p)^{n-r}\end{aligned}$$

9.4. **Combinatorics.** Bayes' Theorem

$$\begin{aligned}P(B|A) &= \frac{P(A|B)P(B)}{P(A)} \\P(B|A) &= \frac{P(A|B)P(B)}{P(A|B)P(B)+P(A|\bar{B})P(\bar{B})} \\P(B_k|A) &= \frac{P(A|B_k)P(B_k)}{P(A|B_1)P(B_1)+\dots+P(A|B_n)P(B_n)}\end{aligned}$$

