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saikiranboga11 1•1•3 Log Ou



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What are the "must known" algorithms for online programming contests?

Hello all.

I've been practicing at Codechef for a while and now I'm gradually moving toward medium/hard problems. However many algorithms at these levels are very difficult to predict, and I was always stuck because I'm not aware of them. So I open this topic, my hope is to have a wish-list of most used algorithm for online programming contest that I can look up for reference. Here is my short-list up to now:

1. Segment tree/Interval Tree

- 2. Binary Indexed Tree
- 3. Fast Modulo Multiplication (Exponential Squaring)
- 4. Suffix Array/Suffix Tree
- KMP string searching
- 6. Manacher's Algorithm
- 7. Union Find/Disjoint Set
- 8. Trie
- 9. Prime Miller Rabin
- 10. Matrix Recurrence + Fast Modulo Multiplication for counting
- 11. Stable Marriage Problem
- 12. Extended Euclid's algorithm
- 13. Ternary Search
- 14. Fast Fourier Transform for fast polynomial multiplication
- 15. Djikstra's algorithm, Bellman-ford algorithm, Floyd-Warshall Algorithm
- 16. Prim's Algorithm, Kruskal's Algorithm
- 17. RMQ, LCA
- 18. Flow related algorithms, assignment problem, Hungarian algorithm
- 19. Bipartite matching algorithms
- 20. Heavy-light decomposition
- 21. Sweep line algorithm
- 22. Z algorithm
- 23. Convex Hull
- 24. Suffix Arrays
- 25. LCP
- 26. Heuristic Algorithms
- 27. Gaussian Elimination
- 28. Numerical Integration/Differentiation
- 29. Line Clipping
- 30. Advanced Maths Ad-Hoc problems
- 31. Aho-Corasick string matching algorithm:
- 32. Calculate nCr % M Lucas's Theorem
- 33. Heavy Light decomposition in trees
- 34. Inverse Modulo operations
- 35. Pollard Rho Integer Factorization
- 36. Catalan Numbers

Add some more...

algorithm

This question is marked "community wiki".

asked 24 Jul 13:02

edited 9 hours ago

821-10-16-22 accept rate: 25% 554-1-8-13

It will be great if we can build on this to give links of useful resources against each algorithm and also mention problems which require these algorithms to be solved.

admin ◆◆ (24 Jul, 19:48)

@admin nice thought...it will be very very helpful:)

donofgava (24 Jul. 20:16)

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Asked: 24 Jul, 13:02 Seen: 1,205 times

Last updated: 6 hours ago

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Number of Instructions that can be acceptable in 1 second

@admin: Great suggestion. Will do when I have time;) tyrant (24 Jul, 22:25) 3 Should we make this as a community wiki and people can keep adding and editing it there? The down side is that the votes that you have gathers will be lost. Or we can create another community wiki with the contents of this thread and the community can edit it there. What say? admin ◆◆ (25 Jul. 13:54) @admin: Please do, I don't mind those votes as long as it will help the community ;). tyrant (26 Jul, 22:42) showing 5 of 8 show all add new comment oldest newest most voted 8 Answers: • Euclid's GCD Algorithm • Extended Euclid's algorithm • Binary Search, Ternary Search • Sieve of Eratosthenes for finding primes • Fast Fourier Transformation for fast polynomial multiplication • Graph algorithms - BFS, DFS, finding connected components • Djikstra's algorithm, Bellman-ford algorithm, Floyd-Warshall Algorithm • Prim's Algorithm, Kruskal's Algorithm • RMQ, LCA • Flow related algorithms, assignment problem, Hungarian algorithm · Bipartite matching algorithms • Heavy-light decomposition • Sweep line algorithm • Z algorithm edited 24 Jul, 13:42 answered 24 Jul, 13:39 n2n 554-1-8-13 accept rate: 15% add new comment • Kruskal's or Prim's algorithm • Dijkstra's algorithm Convex Hull Edit: It would be a nice idea to group these algorithms. For example, KMP algorithm, Aho-Corasick algorithm, Rabin-Karp algorithm all fall under the category of String Match, and hence should be put under the category of string match algorithms; and so on for other algorithms as well. Grouping would help newbies like me to explore a particular group and learn all the algorithms in that. edited 24 Jul, 15:25 answered 24 Jul, 13:45 bugkiller 4.0k • 8 • 30 • 59 accept rate: 6% add new comment Hello, 8 I can add a few more topics: Suffix Arrays; LCP; · Heuristic Algorithms; · Gaussian Elimination; • Numerical Integration/Differentiation; Line Clipping; Advanced Maths Ad-Hoc problems; Aho-Corasick string matching algorithm; Knuth-Morris-Pratt algorithm; Sadly, this list is endless and the hardest part is to understand which of these topics need to be applied to solve a given problem. As a bonus, you can have variations of these standard topics which may require mixing some of these concepts. I will edit the above post with all these suggestions, except some of the suggestions given by $@n2n_{-}$, since putting on the same bag, FFT and Sieve of Eratosthenes for finding primes, seems a bit overkill to me, as the second one is a basic algorithm and not needed to advanced problems I would say:) Best regards, Bruno answered 24 Jul, 14:23

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A very useful link ,list in-dept analysis of basic to http://e-maxx.ru/algo/ though in russian but goo	-	are listed	above ,very helpful rea				
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Hello @all and especially @admin,							
Is the idea of linking all of the above topics to some resource with a tutorial and suggested problems still up?							
Because if it is, I can try to write about the topic 3. Fast Modulo Multiplication (Exponential Squaring), as it is a topic master relatively well, and, when I'm finished with my tutorial I can provide the link here:D							
What do you think?							
Best regards,							
Bruno							
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