

# Mastering Algorithms Resources

## 1. Basic C++ STL and time complexity

- Resources
  - [cppreference.com](http://cppreference.com)
  - [STL Containers - C++ Reference](#)
  - [HackerEarth](#)
  - [STL for CP](#) 🧑
  - [Standard Template Library](#)
  - [Power up C++ with the Standard Template Library: Part 1](#)
  - [Power up C++ with the Standard Template Library: Part 2](#)
  - [C++ intro](#) 🧑
  - [Intro to codeforces](#)
  - [STL](#) 🧑
  - [Time complexity](#) 🧑
  - [Time complexity guide for contests](#)
  - [Intro to CP](#) 🧑

- Problems
  - <https://codeforces.com/problemset/problem/855/B>
  - <https://codeforces.com/contest/1140/problem/C>
  - <https://codeforces.com/problemset/problem/740/B>
  - <https://leetcode.com/problems/maximal-rectangle/description/>

### Stacks

- <https://www.geeksforgeeks.org/problems/implement-two-stacks-in-an-array/1 -> two stacks implementation>
- <https://leetcode.com/problems/valid-parentheses/description/>
- <https://leetcode.com/problems/largest-rectangle-in-histogram/description/>
- <https://codeforces.com/contest/548/problem/D>
- <https://leetcode.com/problems/sum-of-subarray-minimums/description/>
- <https://codeforces.com/contest/797/problem/C>

### QUEUES

- <https://leetcode.com/problems/implement-queue-using-stacks/description/>
- <https://www.geeksforgeeks.org/problems/queue-reversal/1>
- <https://leetcode.com/problems/sliding-window-maximum/description/>
- <https://leetcode.com/problems/shortest-subarray-with-sum-at-least-k/description/>
- <https://leetcode.com/problems/longest-continuous-subarray-with-absolute-diff-less-than-or-equal-to-limit/description/>

## 2. Mathematics for CP

**Lecture link** - <https://colab.research.google.com/drive/13dRKA2SYS89yRAQFMtzKICXvkYXgDANs?usp=sharing>

### Number Theory

- a. Modulus arithmetic - basic postulates
  - Suggested reading
    1. Chapter 1 from Number Theory for Computing by SY Yan [ Recommended ]
    2. 31.1, 31.3, and 31.4 from CLRS [optional]
    3. [www.topcoder.com/tc?module=Static&d1=tutorials&d2=primeNumbers](http://www.topcoder.com/tc?module=Static&d1=tutorials&d2=primeNumbers)
  - Problems
    1. <http://projecteuler.net/index.php?section=problems&id=64>
    2. <http://projecteuler.net/index.php?section=problems&id=65>
- b. Fermat's theorem, Euler's Totient theorem ( totient function, order, primitive roots )
  - Suggested Reading
    1. 1.6, 2.2 from Number Theory by SY Yan
    2. 31.6 , 31.7 from Cormen
  - Problems
    1. <http://projecteuler.net/index.php?section=problems&id=70>

2. <http://www.spoj.pl/problems/NDIVPHI/>
- c. Chinese remainder theorem
  - Suggested Reading
    1. 1.6 from Number Theory by SY Yan
  - Problems
    1. Project Euler 271
    2. [http://www.topcoder.com/stat?c=problem\\_statement&pm=10551&rd=13903](http://www.topcoder.com/stat?c=problem_statement&pm=10551&rd=13903)
- d. Primality tests -
  - Deterministic  $O(\sqrt{n})$  approach
- e. Prime generation techniques - Sieve of Eratosthenes
  - Suggested Problems - PRIME1 on SPOJ
- f. Integer Factorization
  - Naive  $O(\sqrt{n})$  method
  - Pollard Rho factorization
  - Problems -
    1. [http://www.topcoder.com/stat?c=problem\\_statement&pm=2986&rd=5862](http://www.topcoder.com/stat?c=problem_statement&pm=2986&rd=5862)
    2. <http://www.spoj.pl/problems/DIVSUM2/>
    3. [http://www.topcoder.com/stat?c=problem\\_statement&pm=4481&rd=6538](http://www.topcoder.com/stat?c=problem_statement&pm=4481&rd=6538)
- g. Stirling numbers
- h. Wilson theorem
  - $nCr \% p$  in  $O(p)$  preprocess and  $O(\log n)$  query
- i. Lucas Theorem
- j. Suggested Reading for Number Theory -
  - Number Theory for Computing by Song Y Yan
  - Concepts are also superficially covered in Chapter 31 of Introduction to Algorithms by Cormen
  - <http://www.codechef.com/wiki/tutorial-number-theory>
  - [http://www.algorithmist.com/index.php/Category:Number\\_Theory](http://www.algorithmist.com/index.php/Category:Number_Theory)
- k. Problems on Number Theory -
  - [http://www.algorithmist.com/index.php/Category:Number\\_Theory](http://www.algorithmist.com/index.php/Category:Number_Theory)

## **Bit manipulation, Combinatorics, and Game theory [optional]**

- Resources

- [Bit manipulation](#) 🎥
- [Bitwise fiddling hacks](#)
- [complete playlist for bit manipulation](#) 🎥
- [Combinatorics](#)
- [Problems discussion](#) 🎥
- [Intro to Game Theory](#) 🎥

- Problems

### **Bit manipulation**

- <https://codeforces.com/problemset/problem/1567/B>
- <https://codeforces.com/problemset/problem/1514/B>
- <https://codeforces.com/contest/1879/problem/D>

### **Combinatorics and Game Theory**

- Basic principles - Pigeon hole principle, addition, multiplication rules
  1. Suggested problems
    - a. <http://acm.timus.ru/problem.aspx?space=1&num=1690>
    - b. [http://www.topcoder.com/stat?c=problem\\_statement&pm=10805](http://www.topcoder.com/stat?c=problem_statement&pm=10805)
  3. Suggested readings
    - a. [http://en.wikipedia.org/wiki/Combinatorial\\_principles](http://en.wikipedia.org/wiki/Combinatorial_principles)
    - b. <http://www.topcoder.com/tc?module=Static&d1=tutorials&d2=combinatorics>
    - c. <http://www.maa.org/editorial/knot/pigeonhole.html>
- Inclusion-exclusion
  1. Suggested readings
    - a. [http://en.wikipedia.org/wiki/Inclusion-exclusion\\_principle](http://en.wikipedia.org/wiki/Inclusion-exclusion_principle)
  2. Suggested problems
    - a. [http://www.topcoder.com/stat?c=problem\\_statement&pm=4463&rd=6536](http://www.topcoder.com/stat?c=problem_statement&pm=4463&rd=6536)
    - b. [http://www.topcoder.com/stat?c=problem\\_statement&pm=10238](http://www.topcoder.com/stat?c=problem_statement&pm=10238)
- Basic Principles and Nim game[optional]
  1. Sprague grundy theorem, grundy numbers

2. Suggested readings
  - a. [http://en.wikipedia.org/wiki/Sprague%E2%80%93Grundy\\_theorem](http://en.wikipedia.org/wiki/Sprague%E2%80%93Grundy_theorem)
  - b. <http://www.topcoder.com/tc?module=Static&d1=tutorials&d2=algorithmGames>
  - c. <http://www.ams.org/samplings/feature-column/fcarc-games1>
  - d. <http://www.codechef.com/wiki/tutorial-game-theory>
3. Suggested problems
  - a. <https://codeforces.com/contest/1965/problem/A>
  - b. <https://cses.fi/problemset/task/2207>

### **3. Searching, Sorting, Divide and Conquer**

- Problems
  - <https://codeforces.com/contest/456/problem/A>
  - <https://codeforces.com/contest/492/problem/B>
  - <https://codeforces.com/contest/755/problem/B>
  - <https://codeforces.com/contest/1260/problem/B>

[Rotated Array | Interviewbit](#)

[Search for a Range | Interviewbit](#)

[Allocate Books | Interviewbit](#)

[The median of two Sorted Arrays of Different Sizes - GeeksforGeeks](#)

[Inversion count in an Array](#)

[Binary Search Blog](#)

### **4. Binary Heaps**

- References
  - <https://www.geeksforgeeks.org/priority-queue-in-cpp-stl/>
  - <https://www.geeksforgeeks.org/building-heap-from-array/>
  - <https://leetcode.com/discuss/general-discussion/1127238/master-heap-by-solving-23-questions-in-4-patterns-category>  
(optional)
- Problems
  - <https://leetcode.com/problems/kth-largest-element-in-an-array/description/>
  - <https://leetcode.com/problems/ugly-number-ii/description/> (can also be solved using dynamic programming once taught)
  - <https://leetcode.com/problems/design-twitter/description/>
  - <https://codeforces.com/contest/681/problem/C> (Hard to do without knowing the greedy approach which will be taught later)

Mid-term evaluation -- [Assignment 1](#)

### **5. Recursion, Backtracking, Greedy Algorithms**

Lecture link - <https://colab.research.google.com/drive/1kYtT7Ntej81KfGIx-P78ZxkJCQzG73zd?usp=sharing>

- Resources
  - [USACO Greedy](#)
  - [Top coder Greedy](#)
  - [Recursion GFG](#)
  - [Backtracking](#)
  - [Greedy](#) 🧑
- Problems
  - <https://codeforces.com/problemset/problem/1896/C>
  - <https://cses.fi/problemset/task/1073>
  - <https://cses.fi/problemset/task/1643>
  - <https://www.geeksforgeeks.org/activity-selection-problem-greedy-algo-1/>
  - <https://codeforces.com/group/MWSDmqGsZm/contest/223339/problem/Y>

## **6. Dynamic programming**

problems related to class today

[Nth staircase problem](#)

[Tiling problem](#)

[Flowers](#) (difficult problem)

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[Max Non-Adjacent sum](#)

difficult problem -> <https://codeforces.com/contest/456/problem/C>

difficult problem -> <https://codeforces.com/problemset/problem/698/A>

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[Rod cutting problem](#)

[Decode ways](#)

<https://leetcode.com/problems/coin-change/description/>

try to write both top bottom and bottom up code for all the questions

<https://www.geeksforgeeks.org/problems/coin-change2448/1>

<https://www.geeksforgeeks.org/problems/subset-sum-problem-1611555638/1>

<https://www.geeksforgeeks.org/problems/minimum-sum-partition3317/1>

<https://www.geeksforgeeks.org/problems/0-1-knapsack-problem0945/1>

<https://www.geeksforgeeks.org/problems/knapsack-with-duplicate-items4201/1>

<https://leetcode.com/problems/longest-increasing-subsequence/description/>

<https://leetcode.com/problems/longest-common-subsequence/>

<https://leetcode.com/problems/edit-distance/description/>

<https://leetcode.com/problems/wildcard-matching/>

## 7. Graphs

- Resources
  - Graph traversal - [BFS](#) [DFS](#)
  - [Cycle Detection](#)
  - [Dijkstras Algo](#) 🎥
  - [Minimum Spanning trees](#)
  - [Graphs complete playlist](#) 🎥
- Problems
  - [DFS](#)
  - [BFS](#)
  - [Cycles+connected components](#)
  - [Dijkstra](#)
  - <https://codeforces.com/problemset/problem/1000/E>
  - <https://cses.fi/problemset/task/1675>

End-term evaluation -- [Final Assignment](#)