Thinking & Coding Algorithms

Kyle Simpson

Recommended Reading

Disclaimer #1

Lab, Not Lecture

Disclaimer #2

Using JS

TL;DW

1. Ask better clarifying questions
2. Balance CPU vs Memory
3. Shape data structure(s) to the problem, not the other way
4. “premature optimization” vs. “immature optimization”

Quick DSA Primer

Common Data Structures

Array, Stack, Queue

Set, Object, Map

Tree, Graph

Common Algorithms

BubbleSort, QuickSort

Tree Traversal, Path Finding

Binary Search

Common Techniques

Iteration

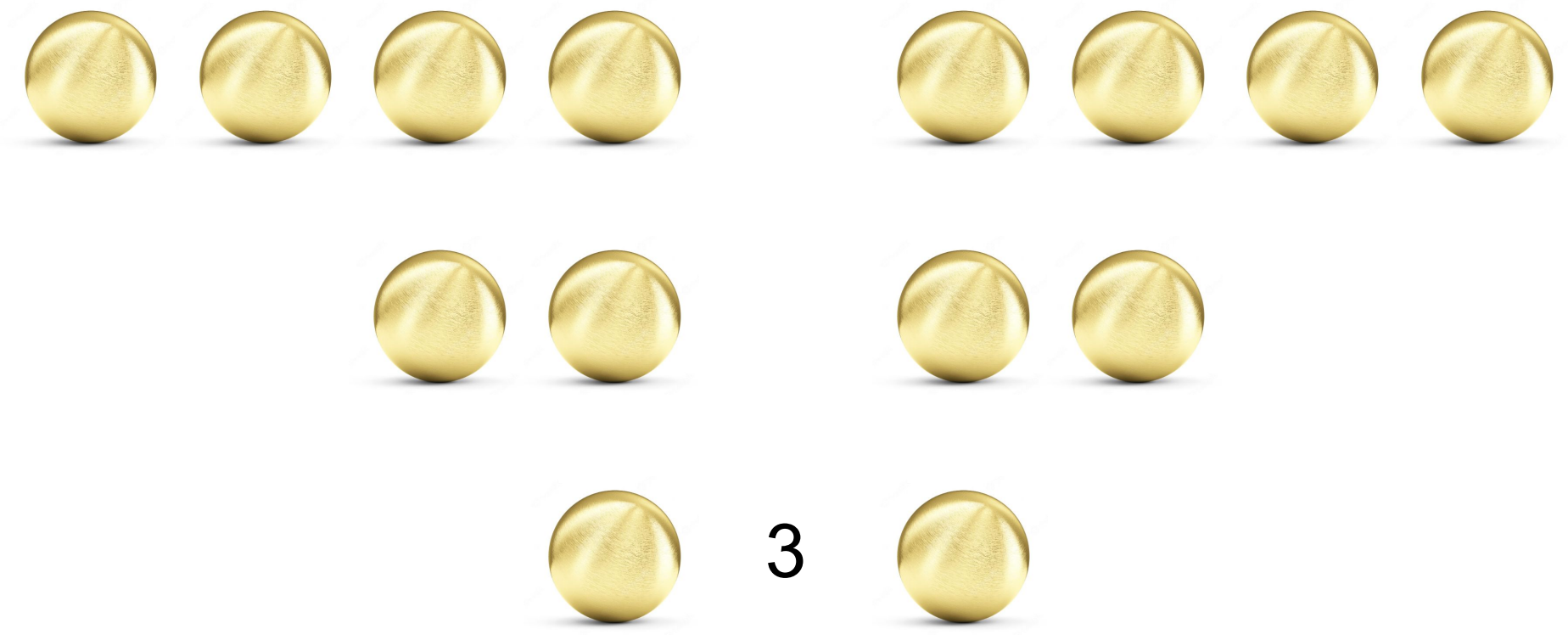
Recursion

Indexes, References

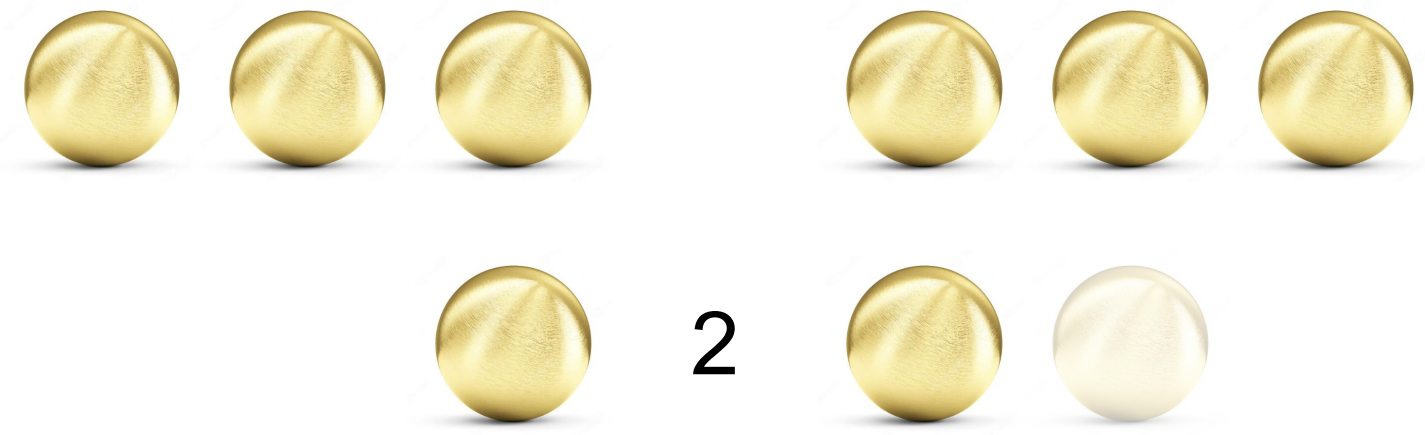
Iteration

4

Recursion



Fuzzy?



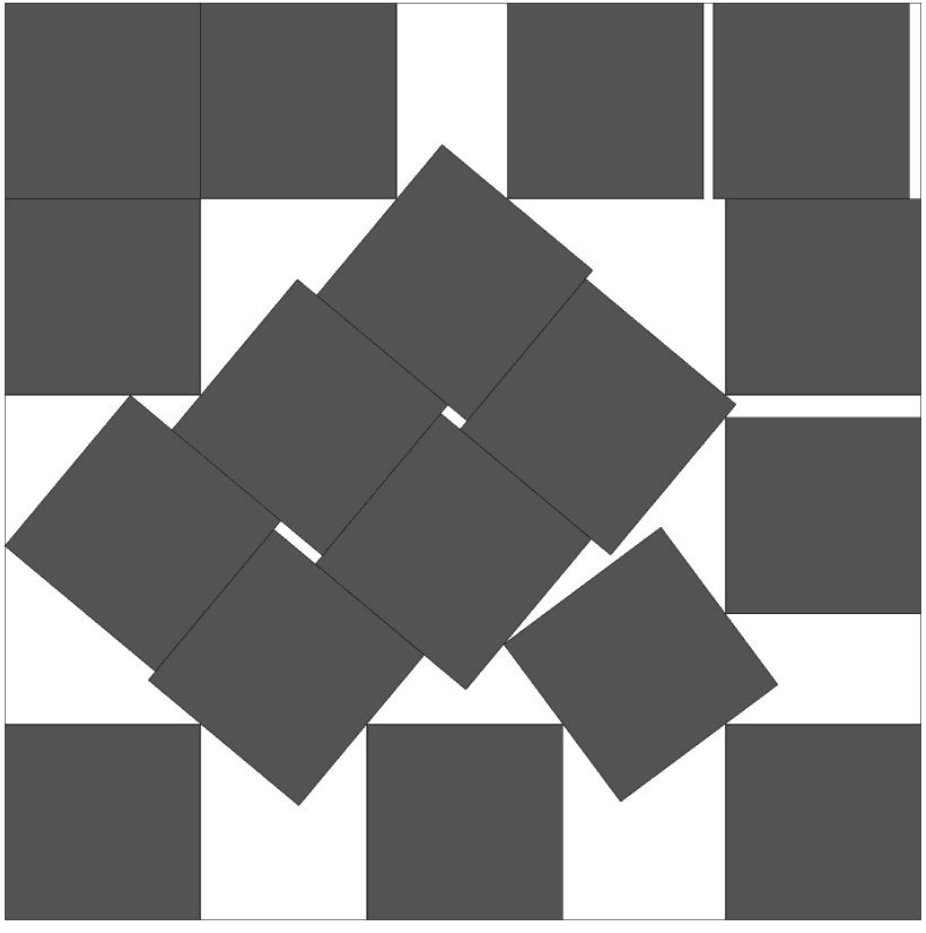
Warm-ups

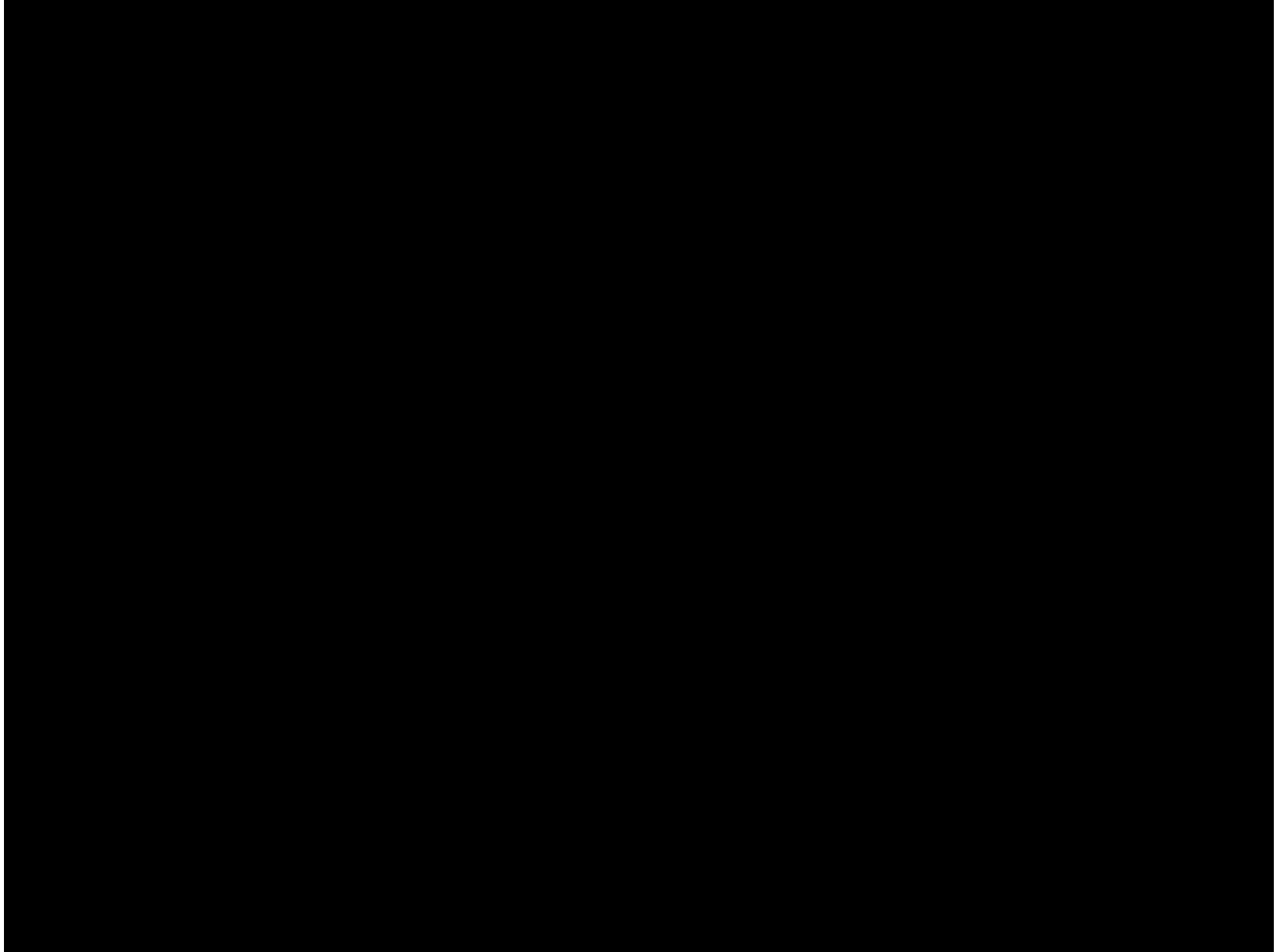
binary-to-decimal.js

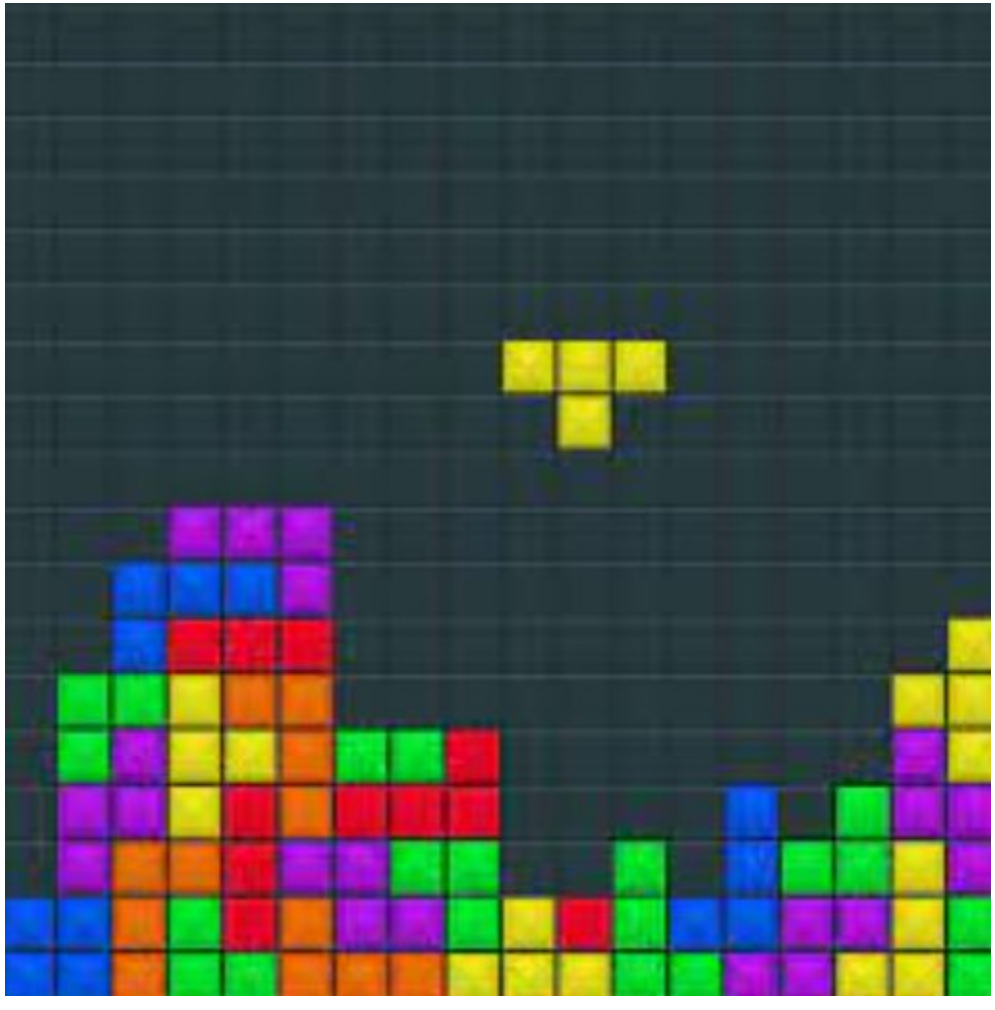
```
function binaryToDecimalConverter(binaryNumber) {
  var decimal = 0n;
  for (let [idx,digit] of Object.entries(binaryNumber)) {
    let power = binaryNumber.length - idx - 1;
    decimal += BigInt(digit) * (2n ** BigInt(power));
  }
  return decimal;
}

binaryToDecimalConverter("111110011101100");  // 31980n
```

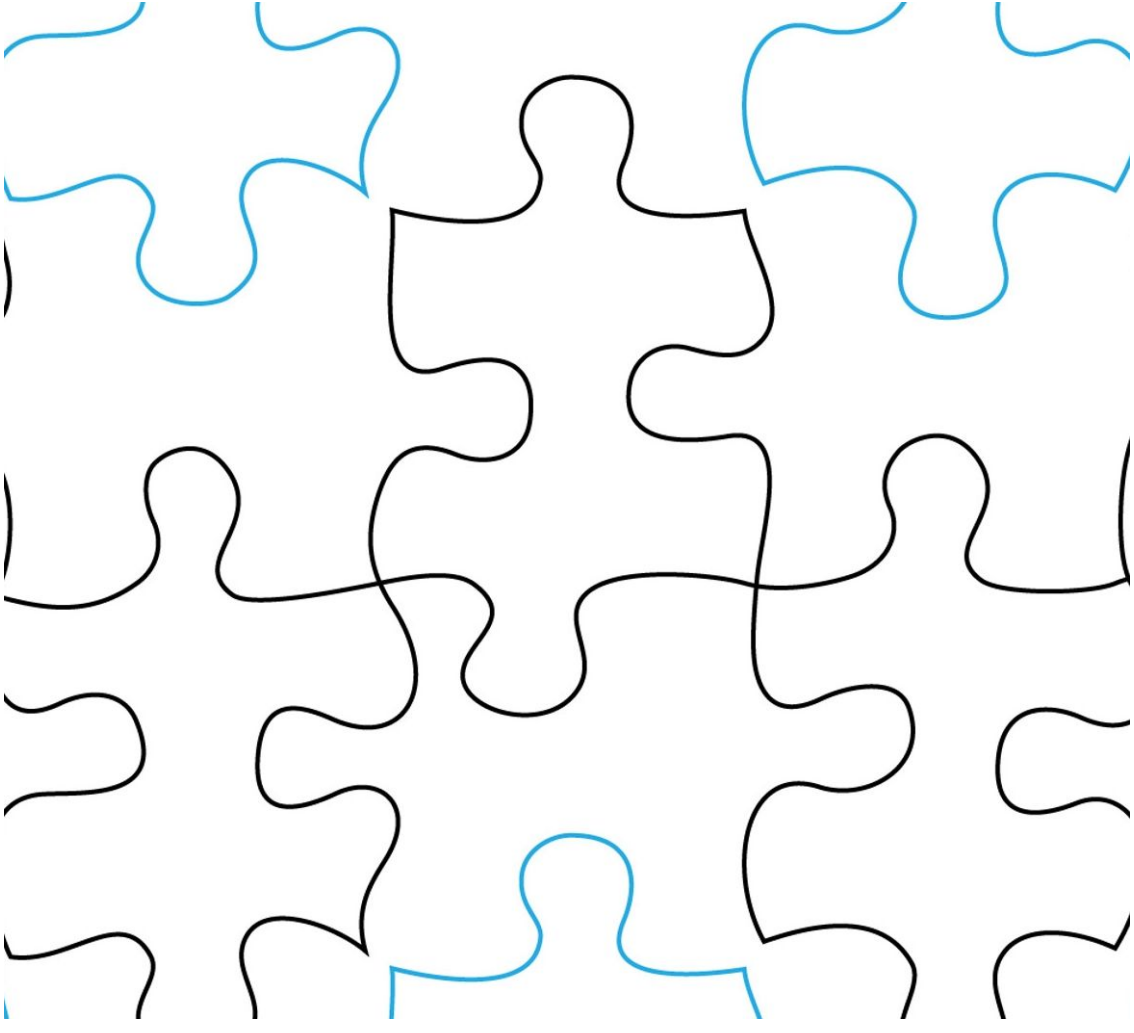
decimal-to-binary.js

```
function decimalToBinaryConverter(base10number) {
  var binary = "";
  var next = base10number;
  while (next > 0n) {
    let remainder = next % 2n;
    binary = remainder + binary;
    next = next / 2n;
  }
  return binary;
}

decimalToBinaryConverter(31980n); // 111110011101100
```










DARWIN AND WOLF ISLANDS
PINTA ISLAND
MARCHENA ISLAND
GENOVESA ISLAND
SANTIAGO ISLAND
BARTOLOME ISLAND
FERNANDINA ISLAND
THE DAPHNES
NORTH SEYMOUR ISLAND
RÁBIDA ISLAND
BALTRA ISLAND
PLAZA ISLANDS
PINZÓN ISLAND
SAN CRISTÓBAL ISLAND
SANTA CRUZ ISLAND
SANTA FE ISLAND
ISABELA ISLAND
FLOREANA ISLAND
ESPAÑOLA ISLAND

2-BFS.js

```
// iterative breadth-first solution

function findMaxRegionArea(matr) {
    const ROW_LEN = matr[0].length;
    var area = 0;
    var maxArea = 0;
    var visited = new Set();

    for (let [ rowIdx, row ] of matr.entries()) {
        for (let [ colIdx, cell ] of row.entries()) {
            if (
                !visited.has((rowIdx * ROW_LEN) + colIdx) &&
                cell == 1
            ) {
                // initialize a breadth-first queue
                let toVisit = [ [rowIdx, colIdx] ];

                while (toVisit.length > 0) {
                    // pull to-visit cell coordinates off the queue
                    let [ visitedRowIdx, visitedColIdx ] = toVisit.shift();

                    // compute the cell-index
                    let visitedCellIdx = (visitedRowIdx * ROW_LEN) + visitedColIdx;

                    // have we not visited this cell yet?
                    if (!visited.has(visitedCellIdx)) {
                        visited.add(visitedCellIdx);
                        area++;

                        // inspect current row and two (possibly) adjacent rows
                        for (let rowDelta of [ -1, 0, 1 ]) {
                            // inspect current column and two (possibly) adjacent columns
                            for (let colDelta of [ -1, 0, 1 ]) {
                                // avoid re-considering the current cell
                                if (!(rowDelta == 0 && colDelta == 0)) {
                                    let toVisitRowIdx = (visitedRowIdx + rowDelta);
                                    let toVisitColIdx = (visitedColIdx + colDelta);

                                    // is the cell actually in bounds of the matrix,
                                    // and is has a `1` in it, and is not already
                                    // a cell we've visited/counted?
```

https://gist.github.com/getify/59ab7443723564eb40d20ab7c45d5f0a

Exercise:
Periodic Table Speller

https://github.com/getify/workshop-periodic-table

Foxx Life Sciences
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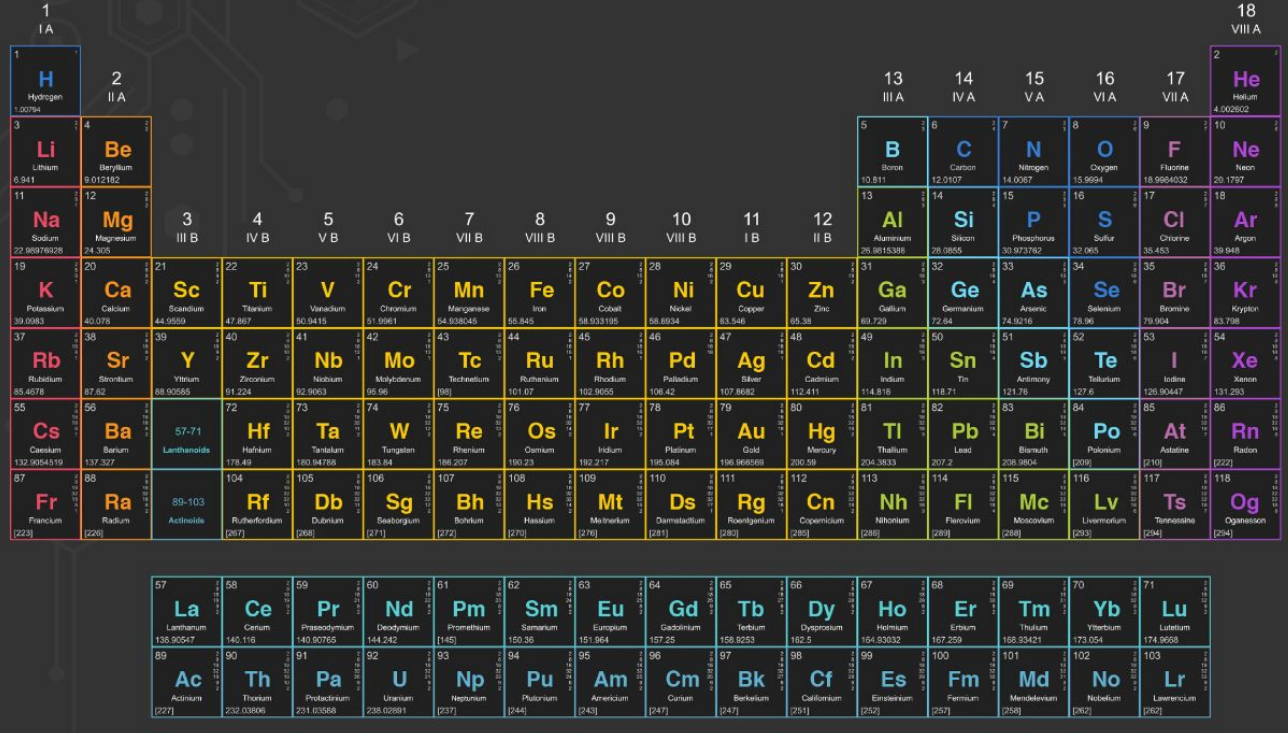
PERIODIC TABLE OF ELEMENTS



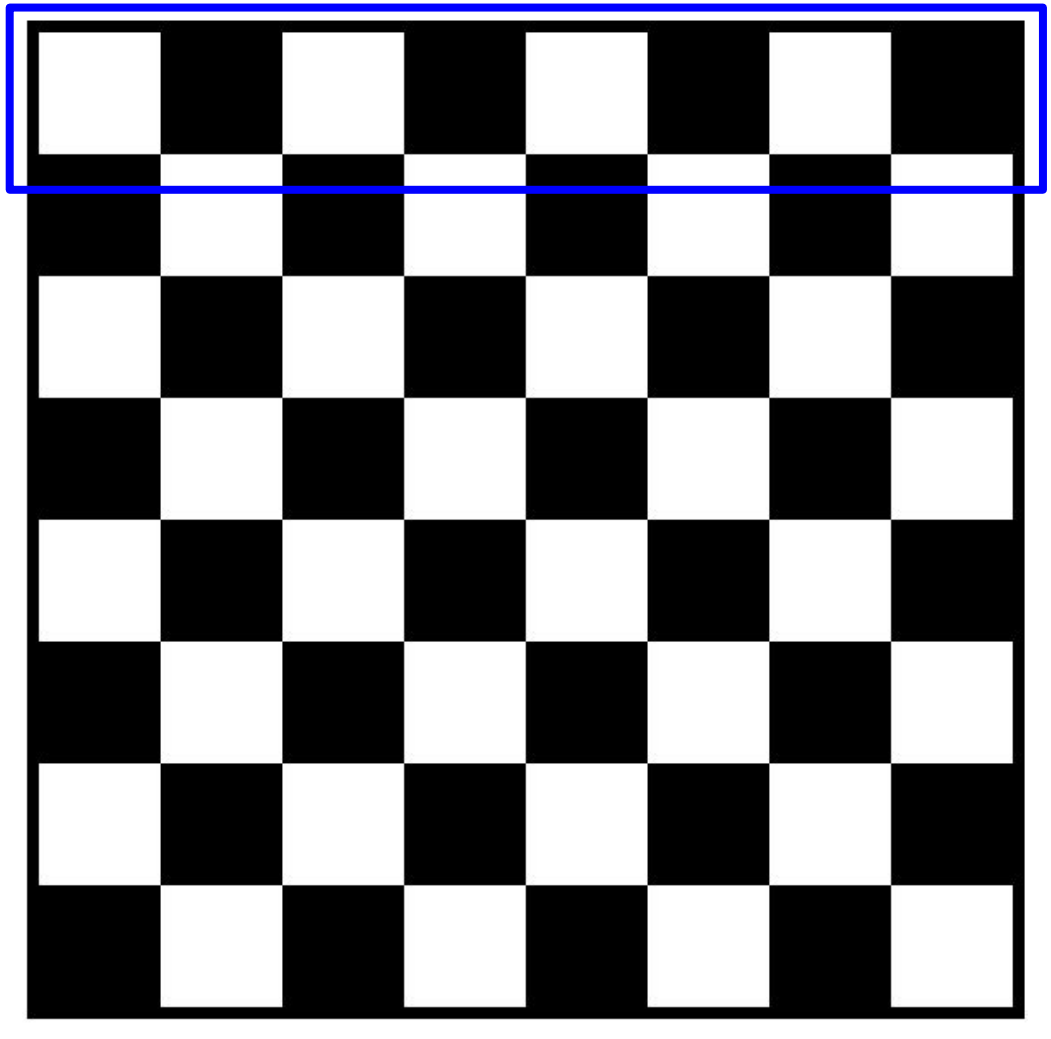
Word: because spell

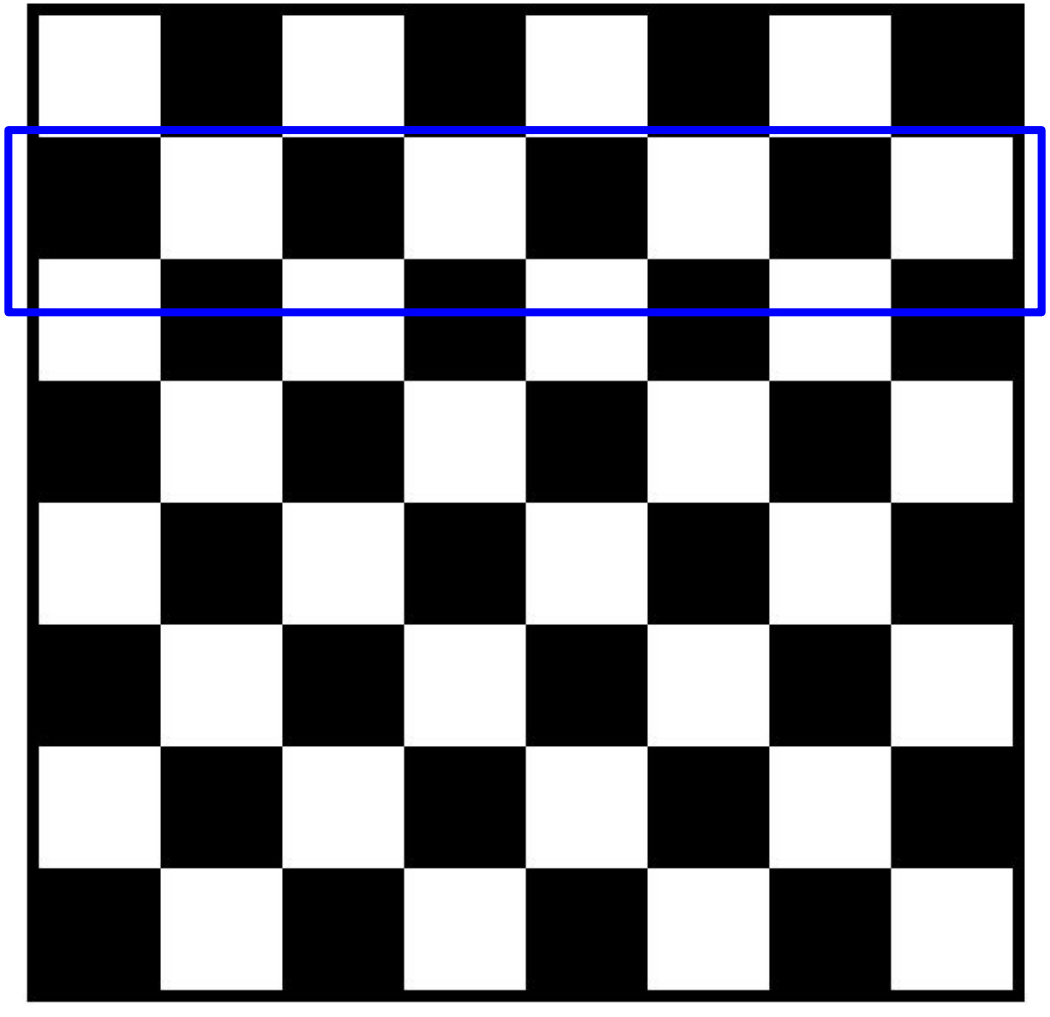
4	20	92	34
Be	Ca	U	Se
Beryllium	Calcium	Uranium	Selenium

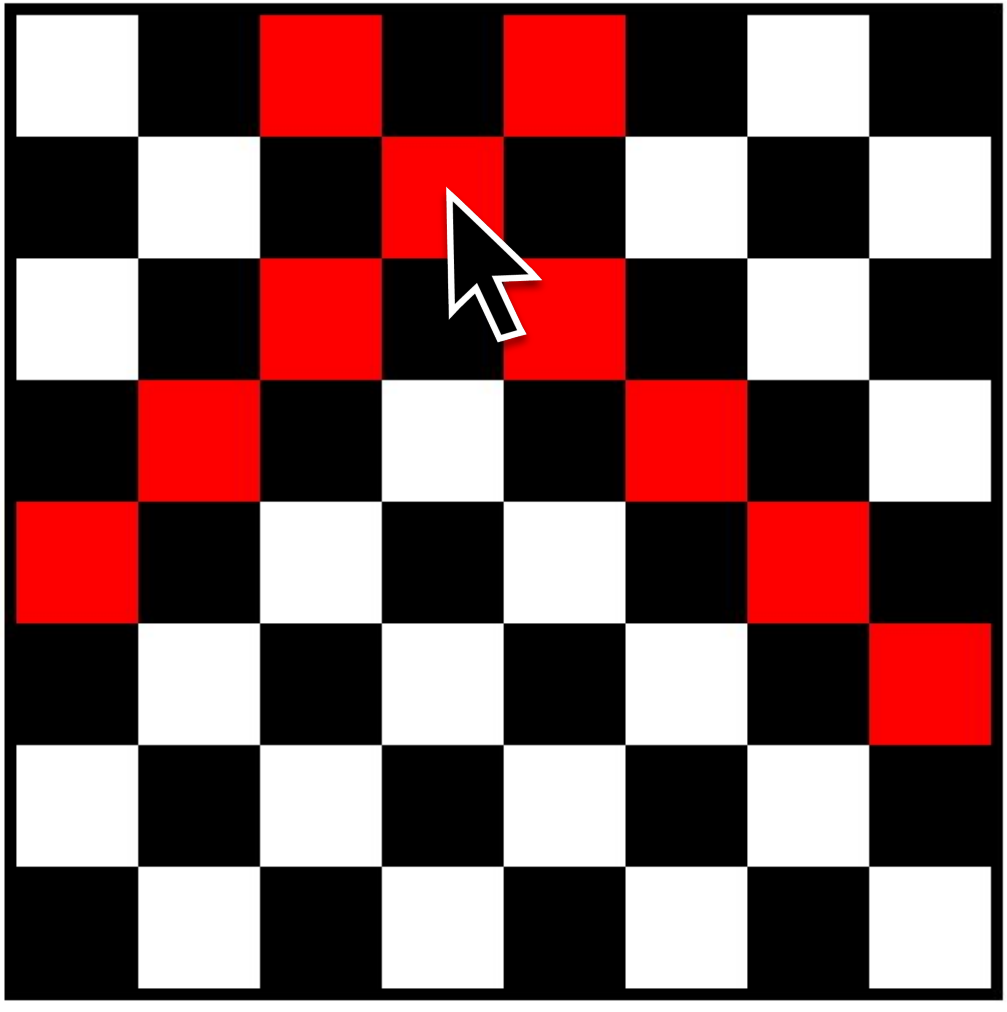
Periodic Table Speller

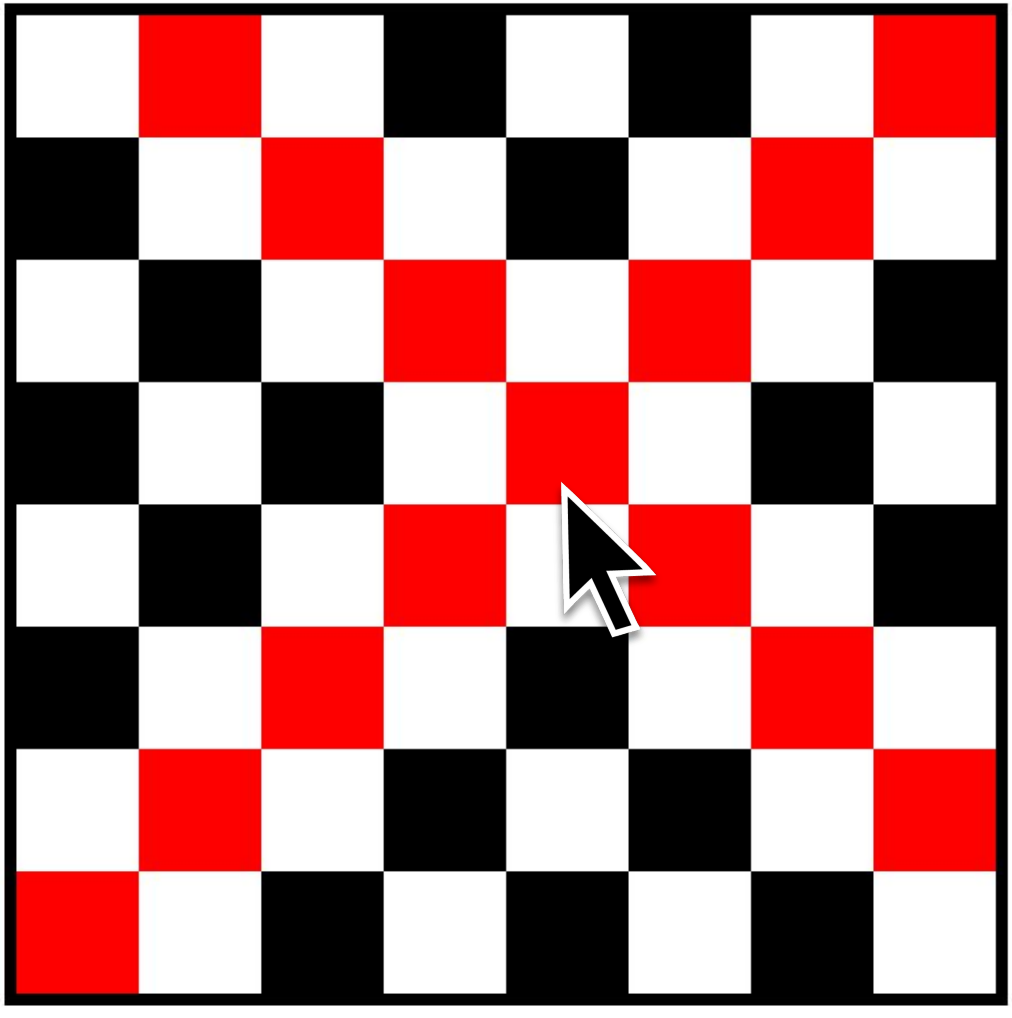
Exercise:
Chessboard Diagonals

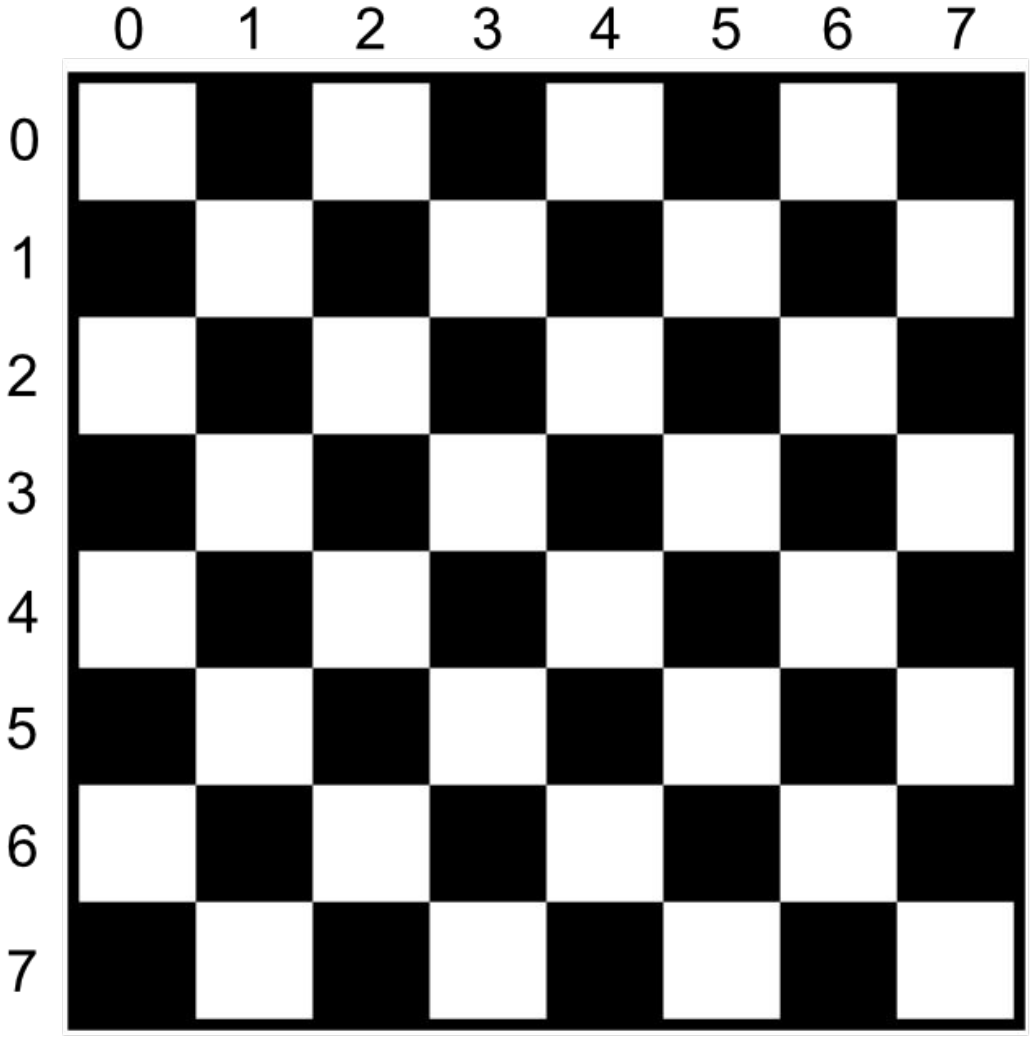
https://github.com/getify/workshop-chess-diagonals







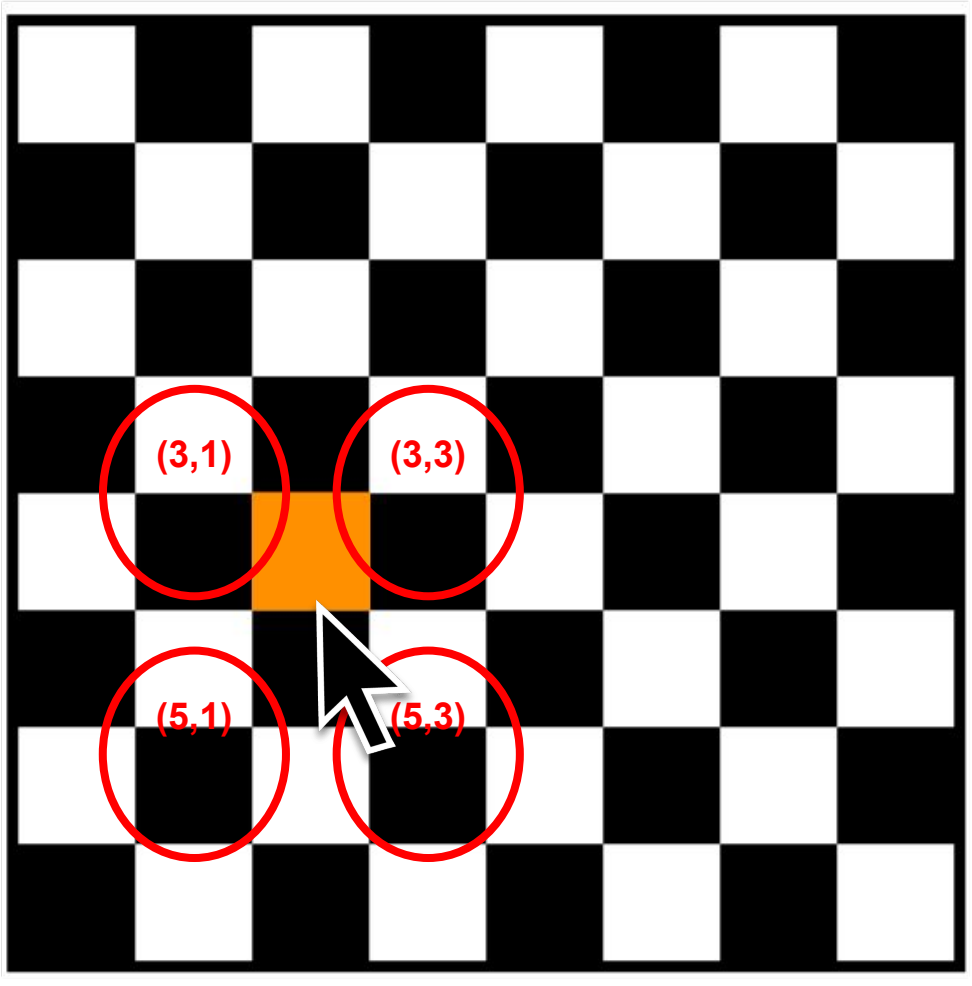



0 1 2 3 4 5 6 7
0
1
2
3
4
5
6
7

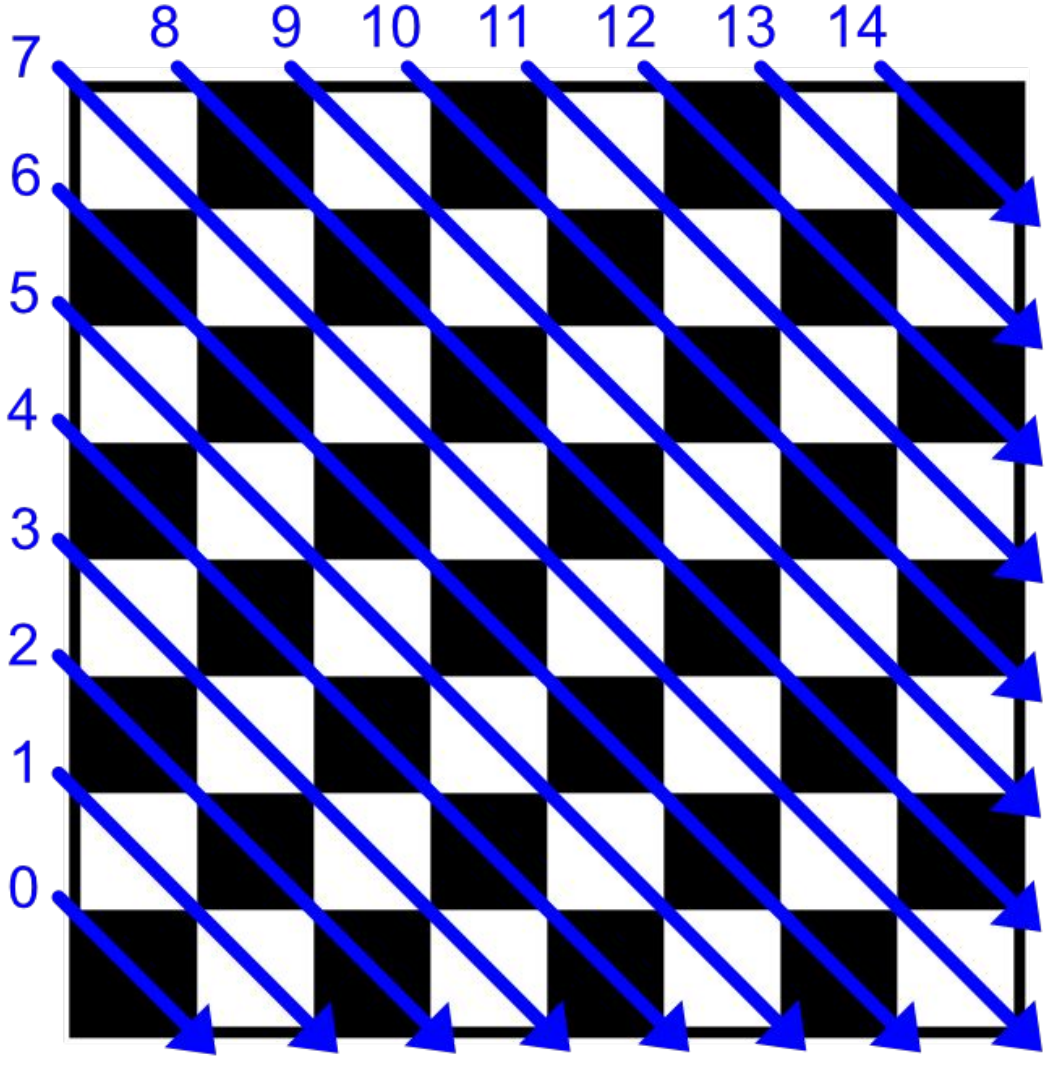
2

4

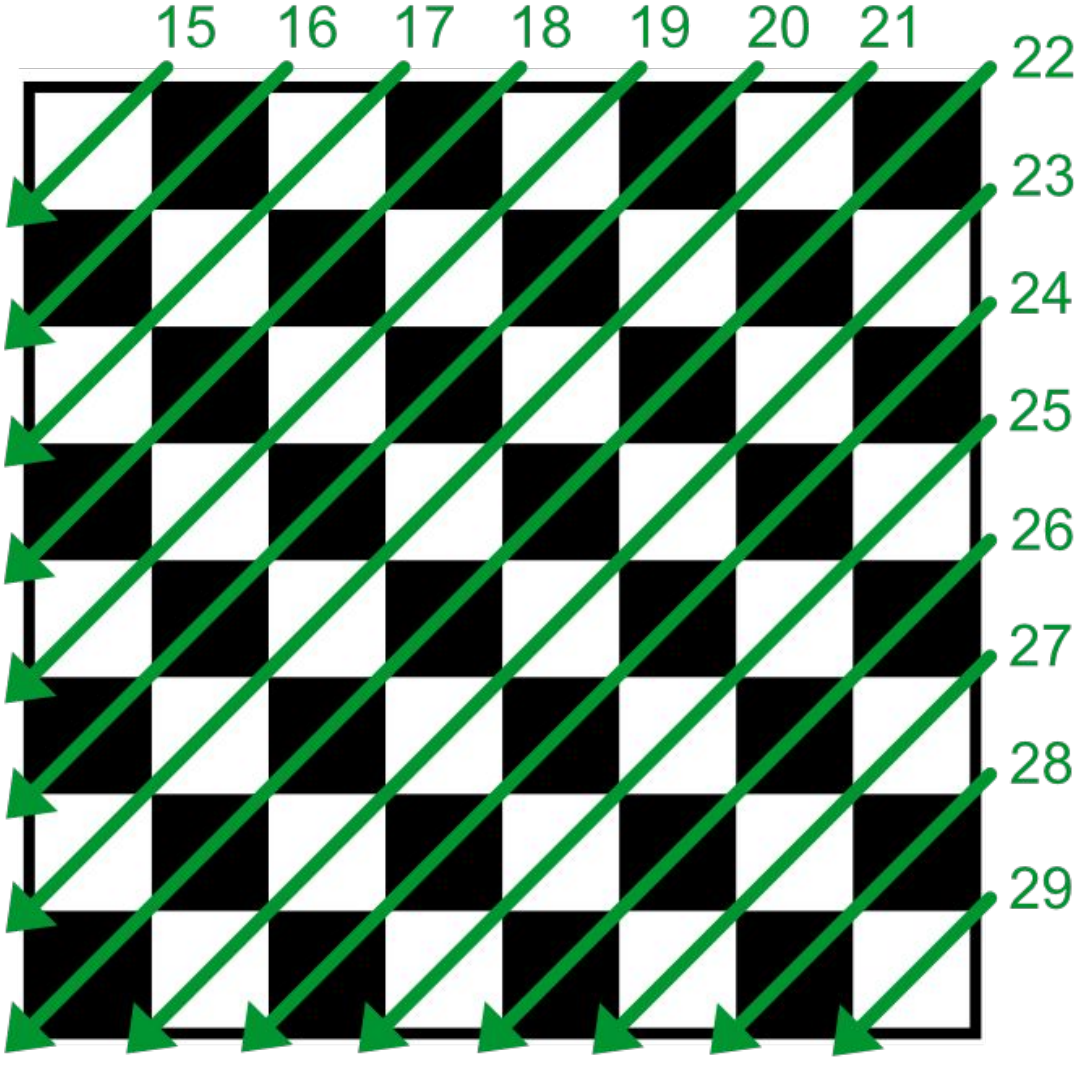
(4,2)

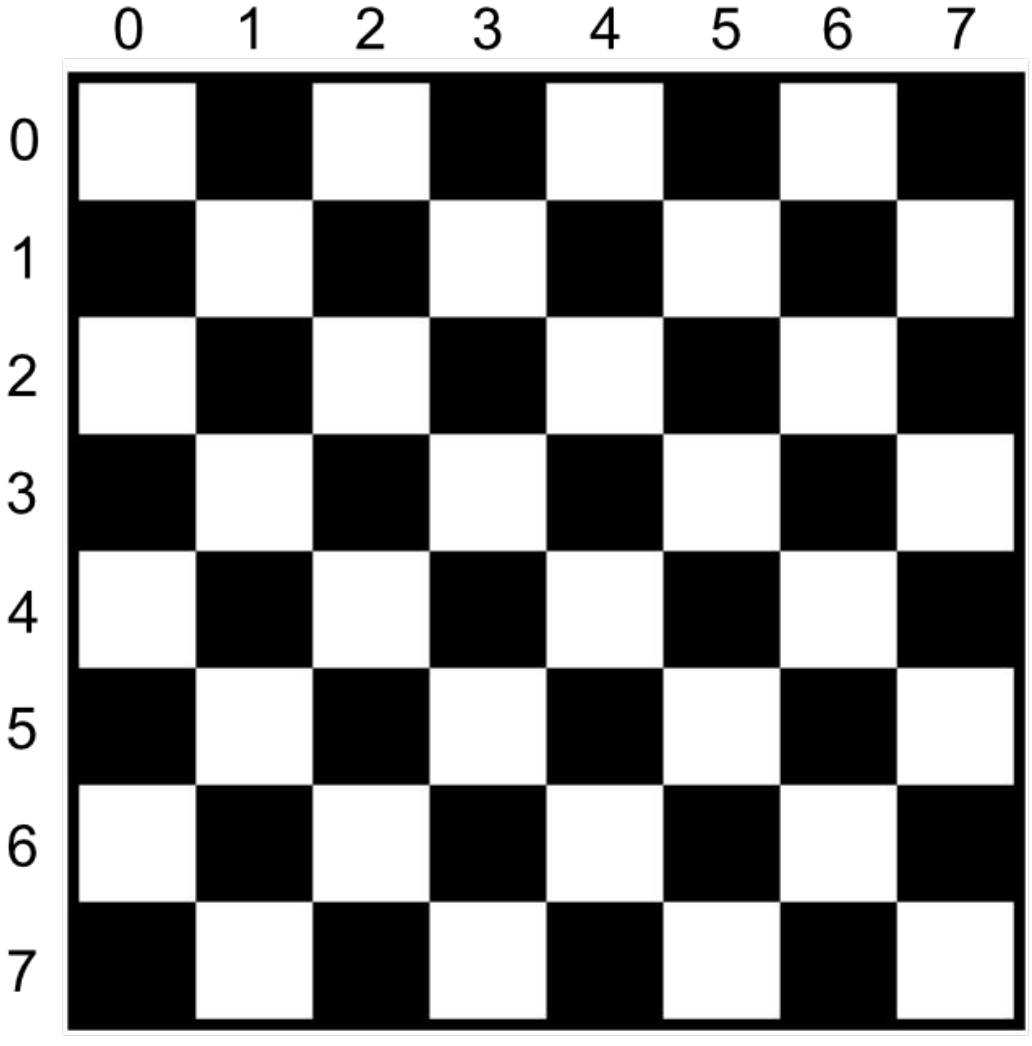


Major Diagonals



Minor Diagonals

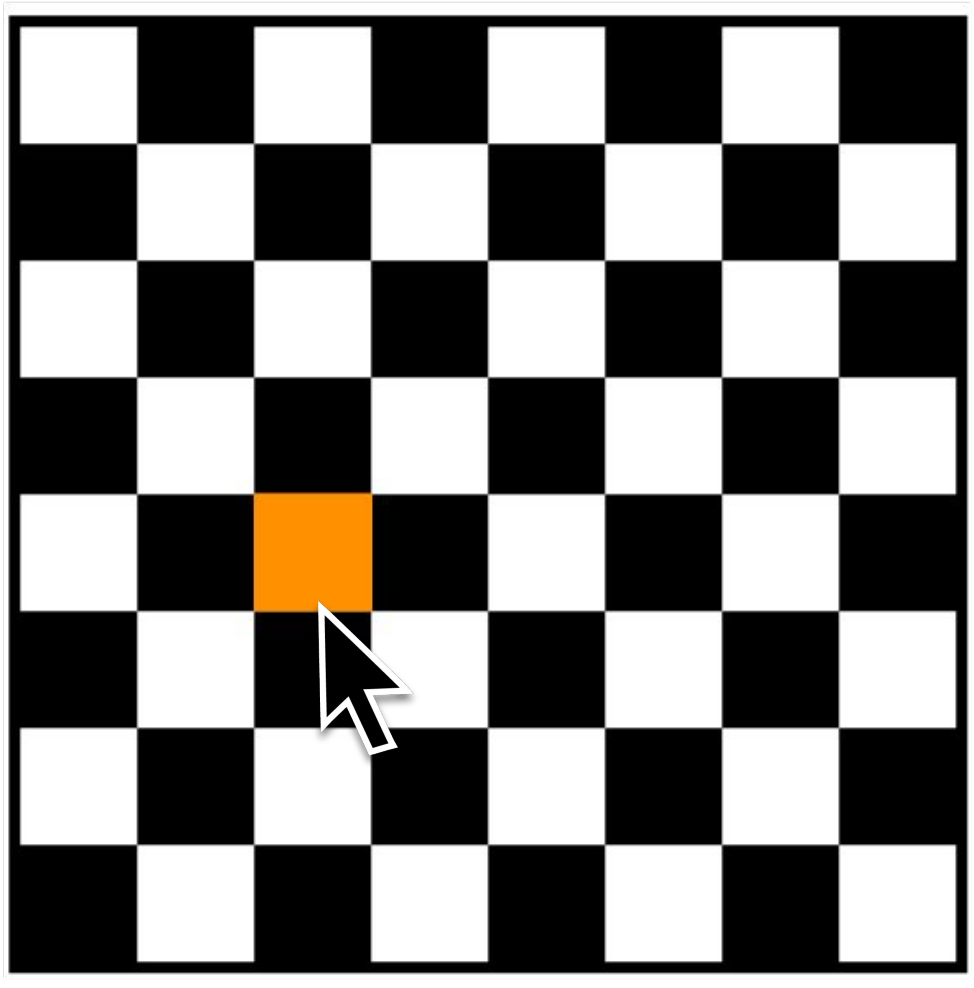


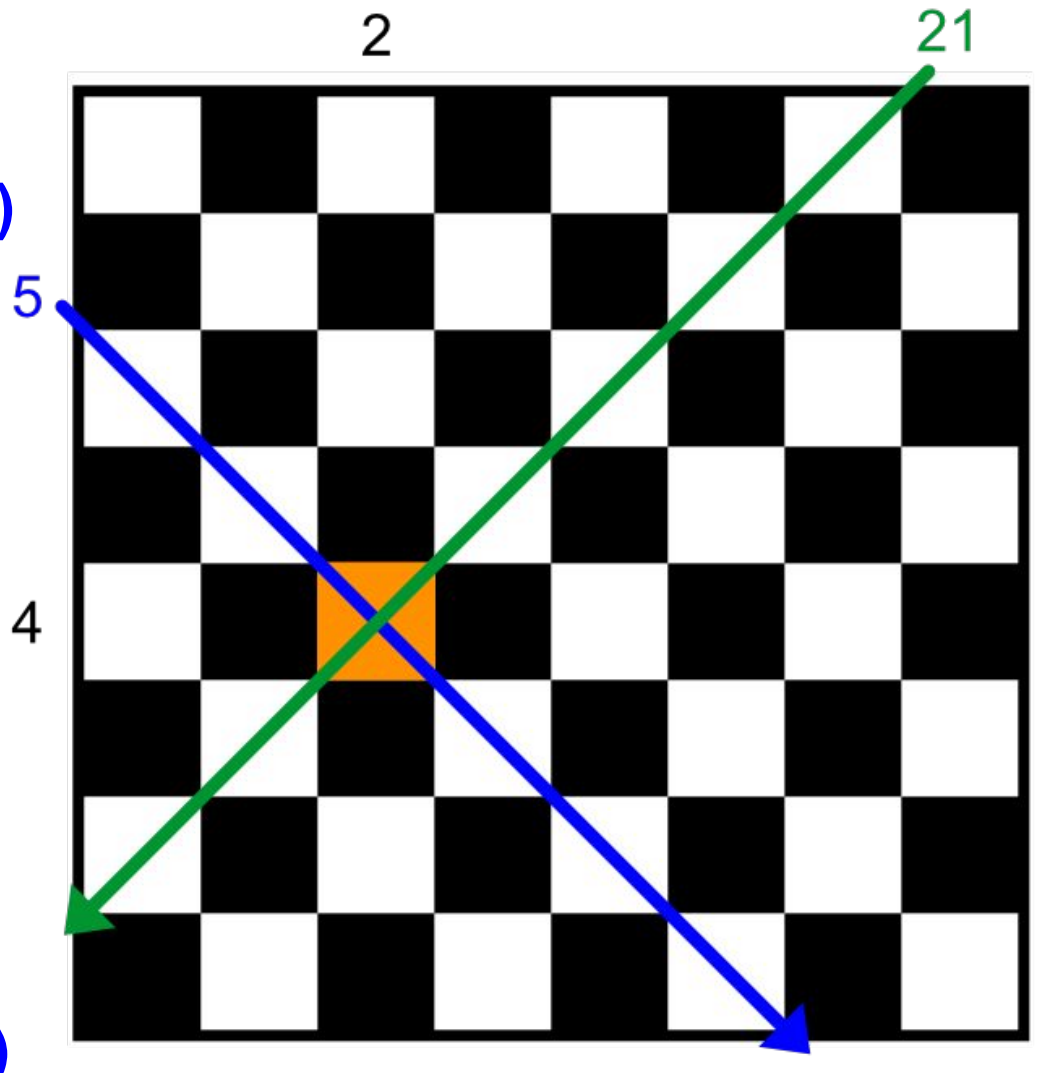

0 1 2 3 4 5 6 7
0
1
2
3
4
5
6
7

2

4

(4,2)





5 = 7 - (4 - 2)

21 = 15 + (4 + 2)

5 = 7 - (2 - 0)
5 = 7 - (3 - 1)
5 = 7 - (4 - 2)
5 = 7 - (5 - 3)
5 = 7 - (6 - 4)
5 = 7 - (7 - 5)

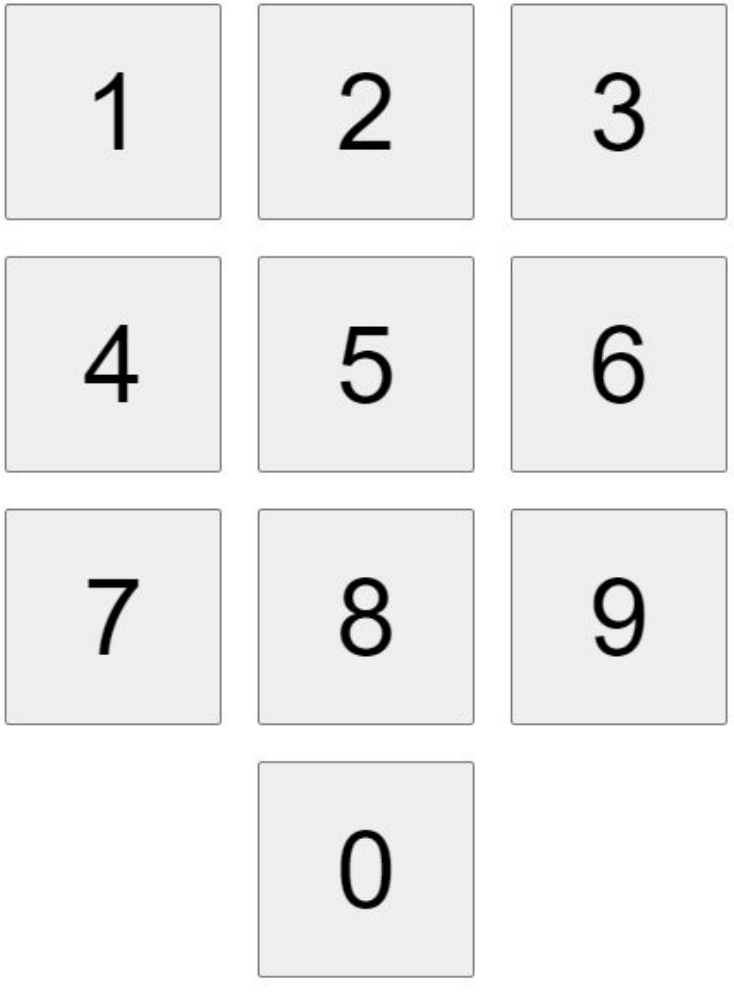
21 = 15 + (6 + 0)
21 = 15 + (5 + 1)
21 = 15 + (4 + 2)
21 = 15 + (3 + 3)
21 = 15 + (2 + 4)
21 = 15 + (1 + 5)
21 = 15 + (0 + 6)

7 - (row - col)

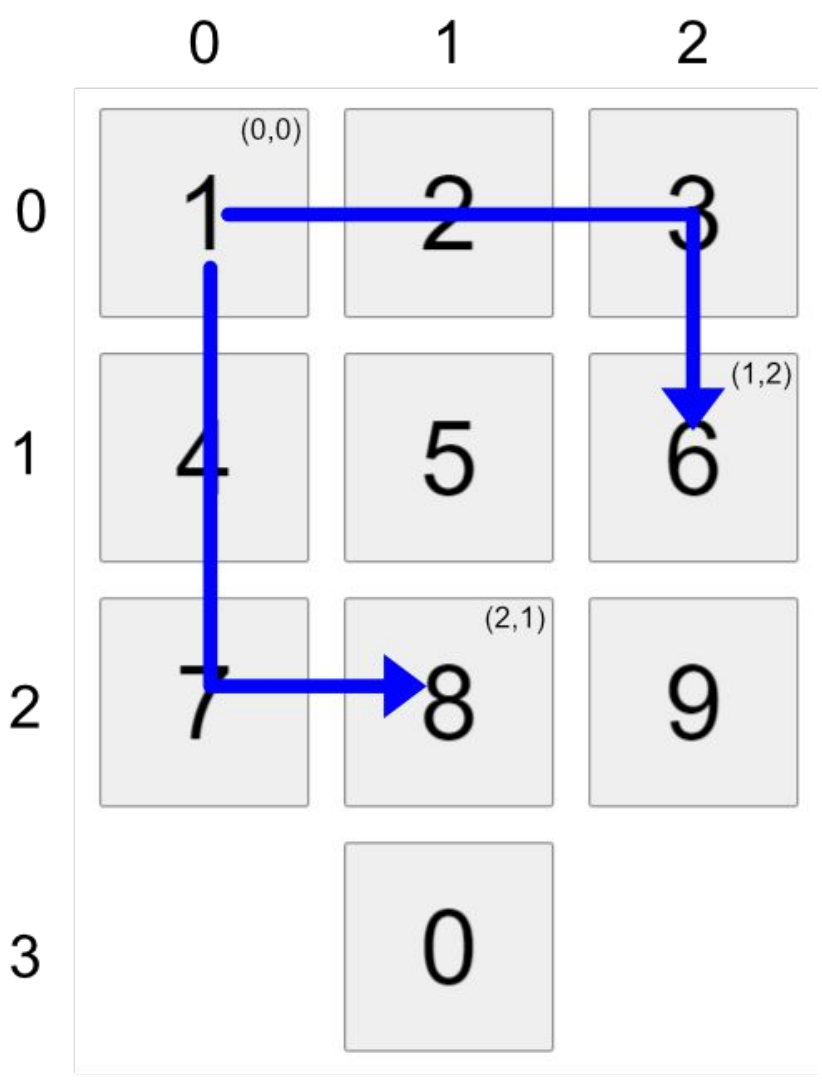
15 + (row + col)

Exercise:
Knight’s Dialer

https://github.com/getify/workshop-knights-dialer

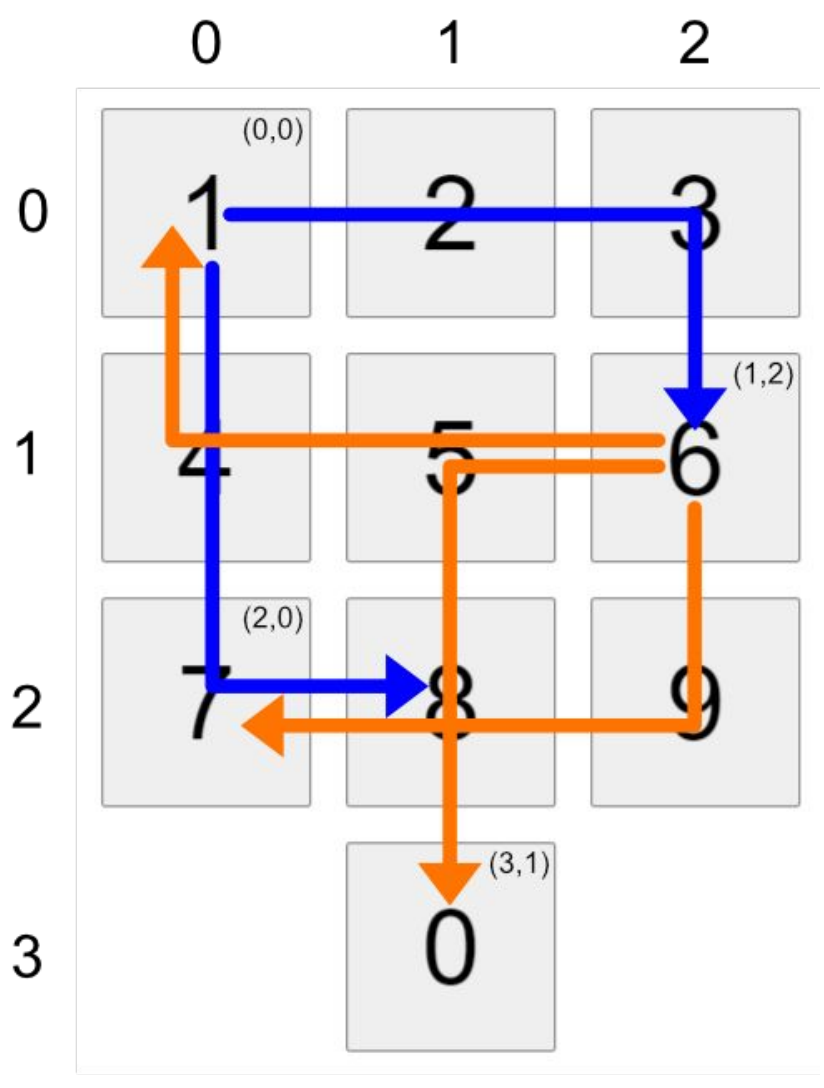

1
2
3
4
5
6
7
8
9
0


0
1
2
0
1
2
3
4
5
6
7
8
9
3
0



row +/- 1
col +/- 2

row +/- 2
col +/- 1


0
1
2
0
1
2
3
(0,0)
1
2
3
(1,2)
4
5
6
(2,0)
7
8
9
(3,1)
0

countPaths(4,6) = 168

countPaths(3,5) + 52
countPaths(9,5) + 52
countPaths(0,5) 64

Recursion

countPaths(3,5) = 52

countPaths(4,4) + 32
countPaths(8,4) 20

Recursion

Breadth-First

Depth-First

Traversal

Breadth-First Traversal Iterative+Queue

Depth-First Traversal Recursion

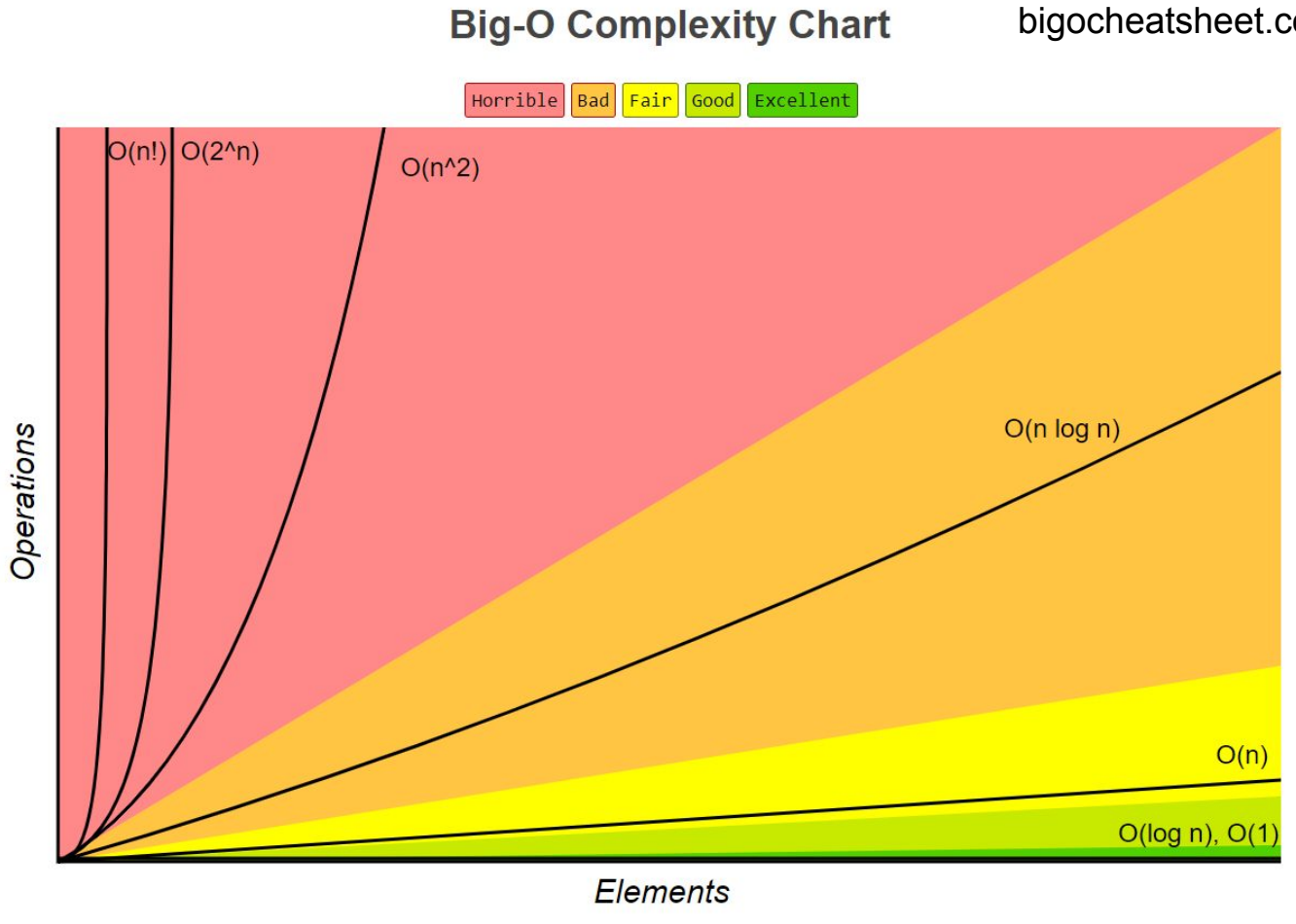
$O(n): \sim 2.222^{n}$

O(6): **~120 ops** O(7): **~268 ops** O(8): **~595 ops**

Exponential

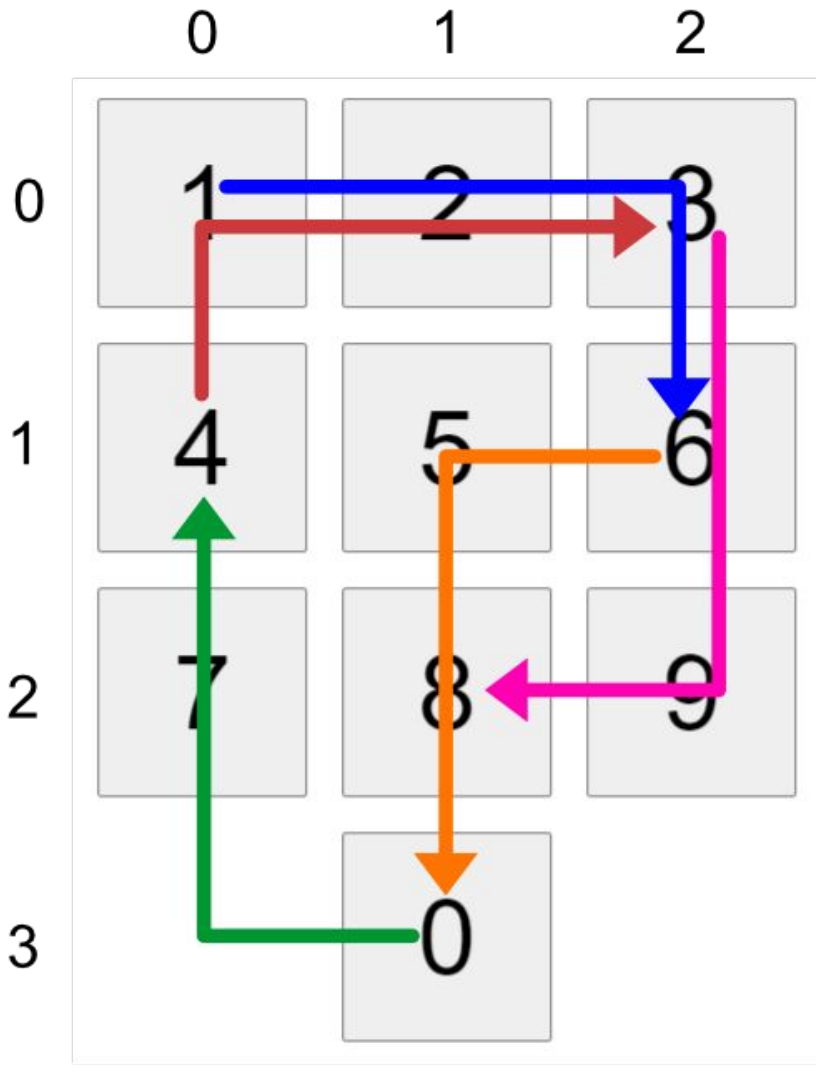
Recursion

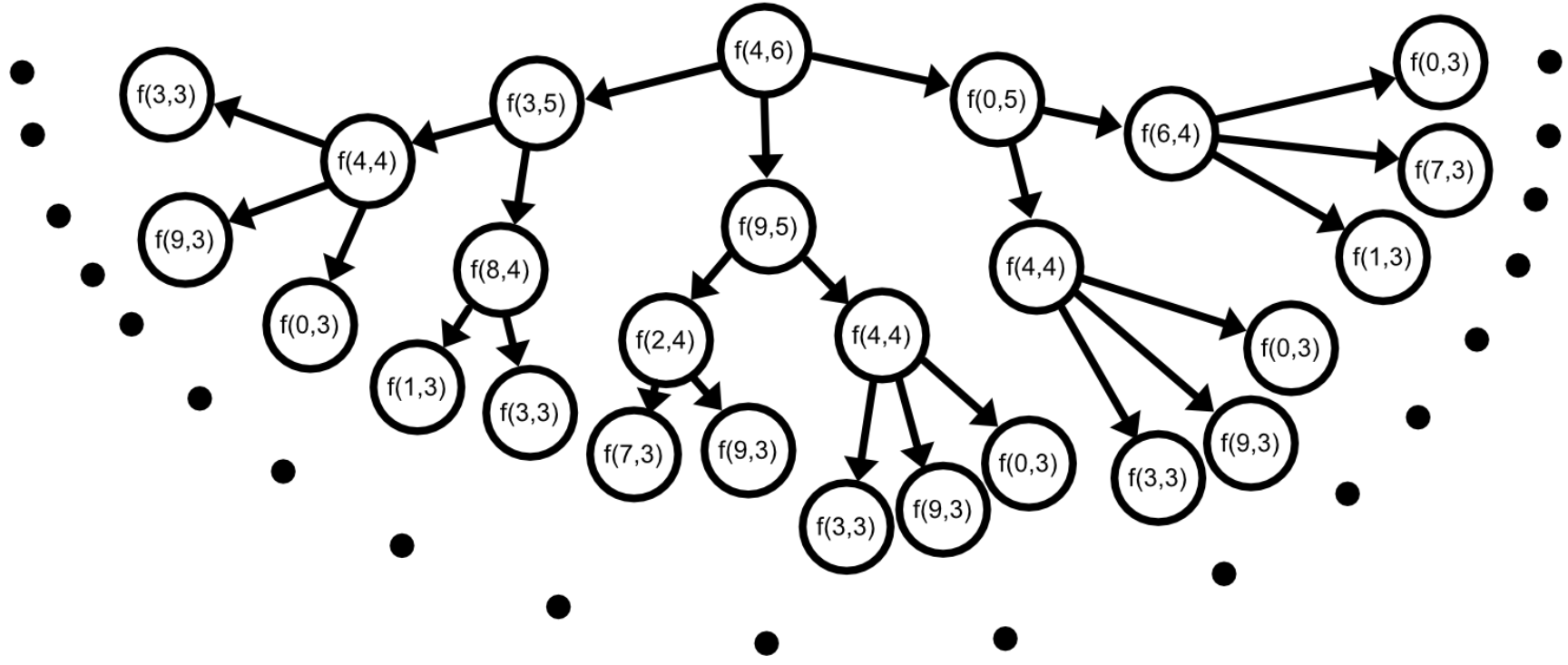
Factorial
Exponential
Polynomic
Linear * Logarithmic
Linear
Logarithmic
Constant



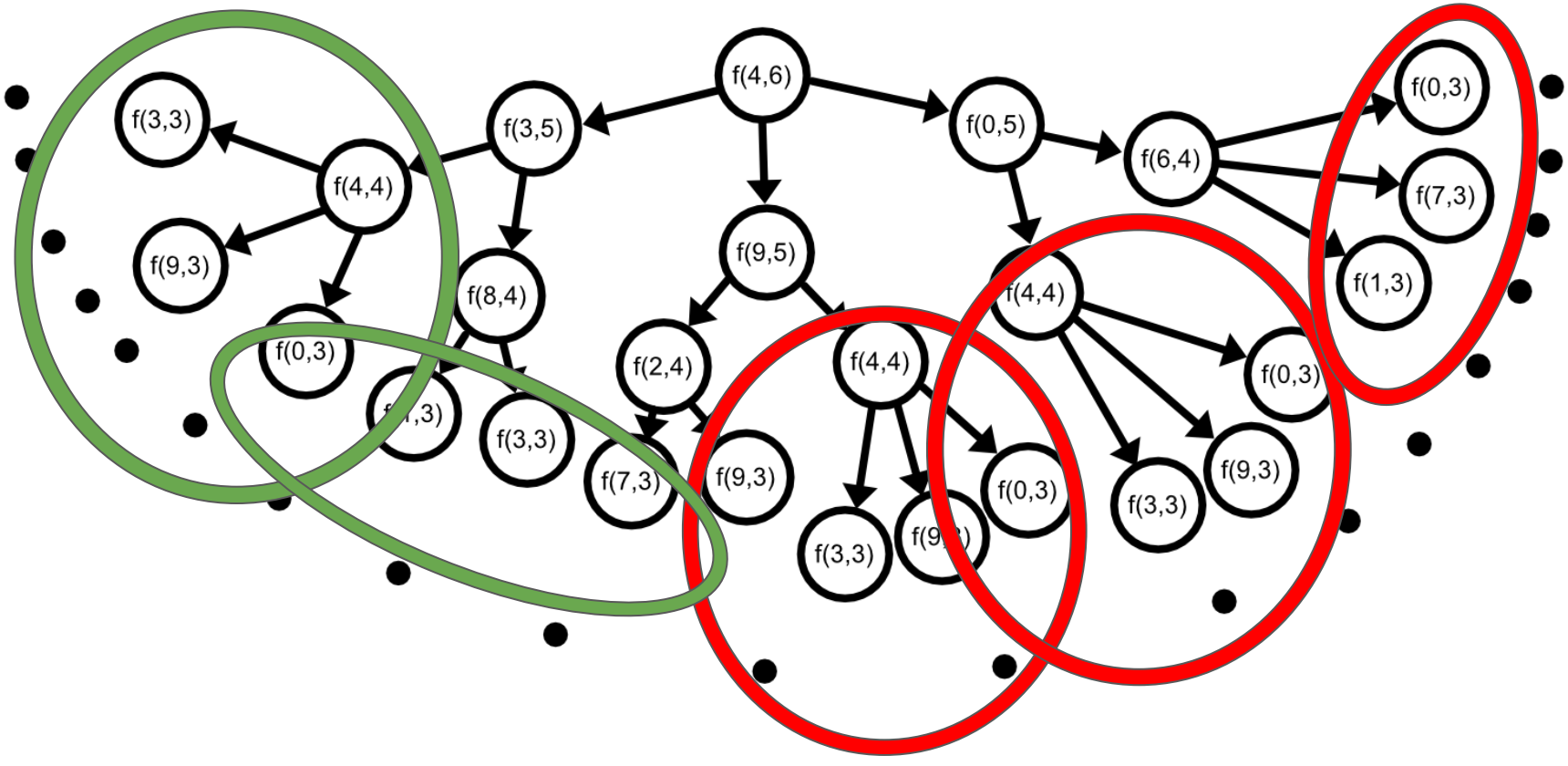
Acyclic Paths

Acyclic Paths

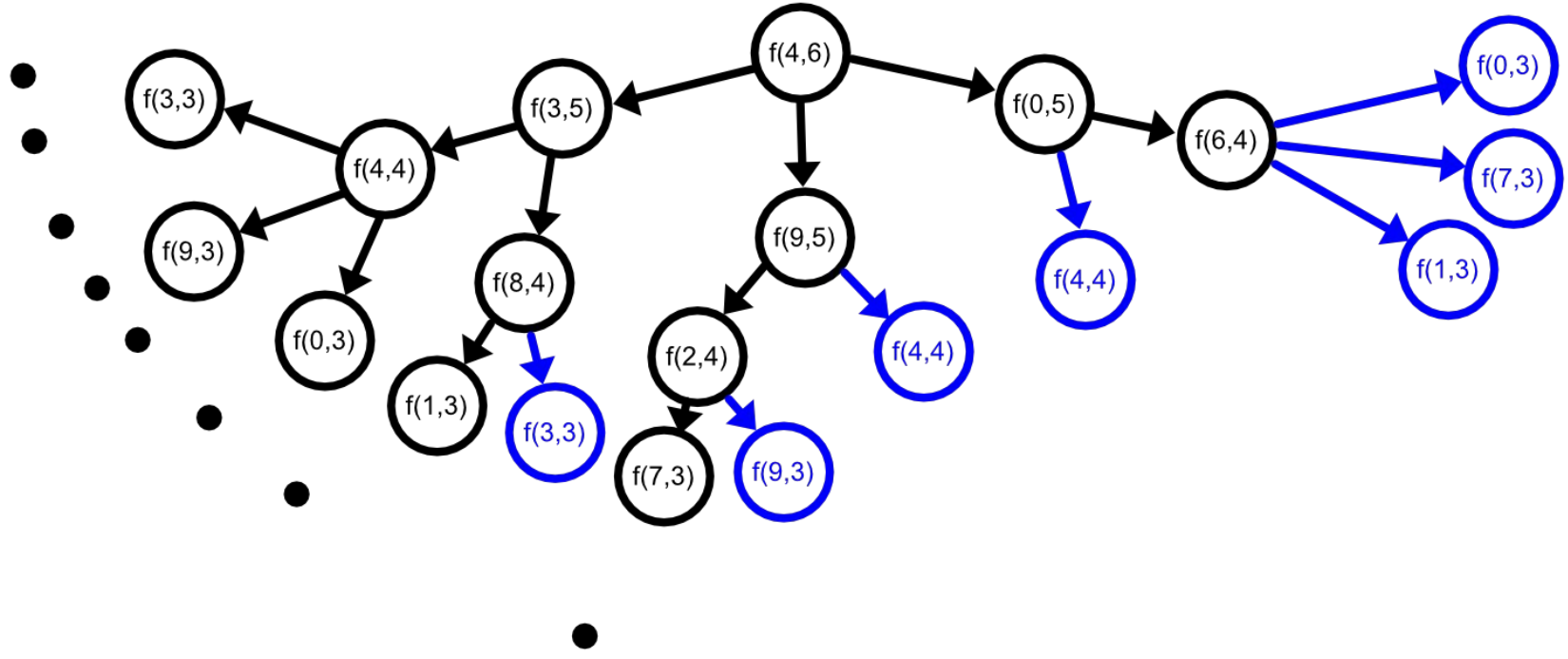




(Optimizing) Recursion



Recursion + Memoization



Recursion + Memoization

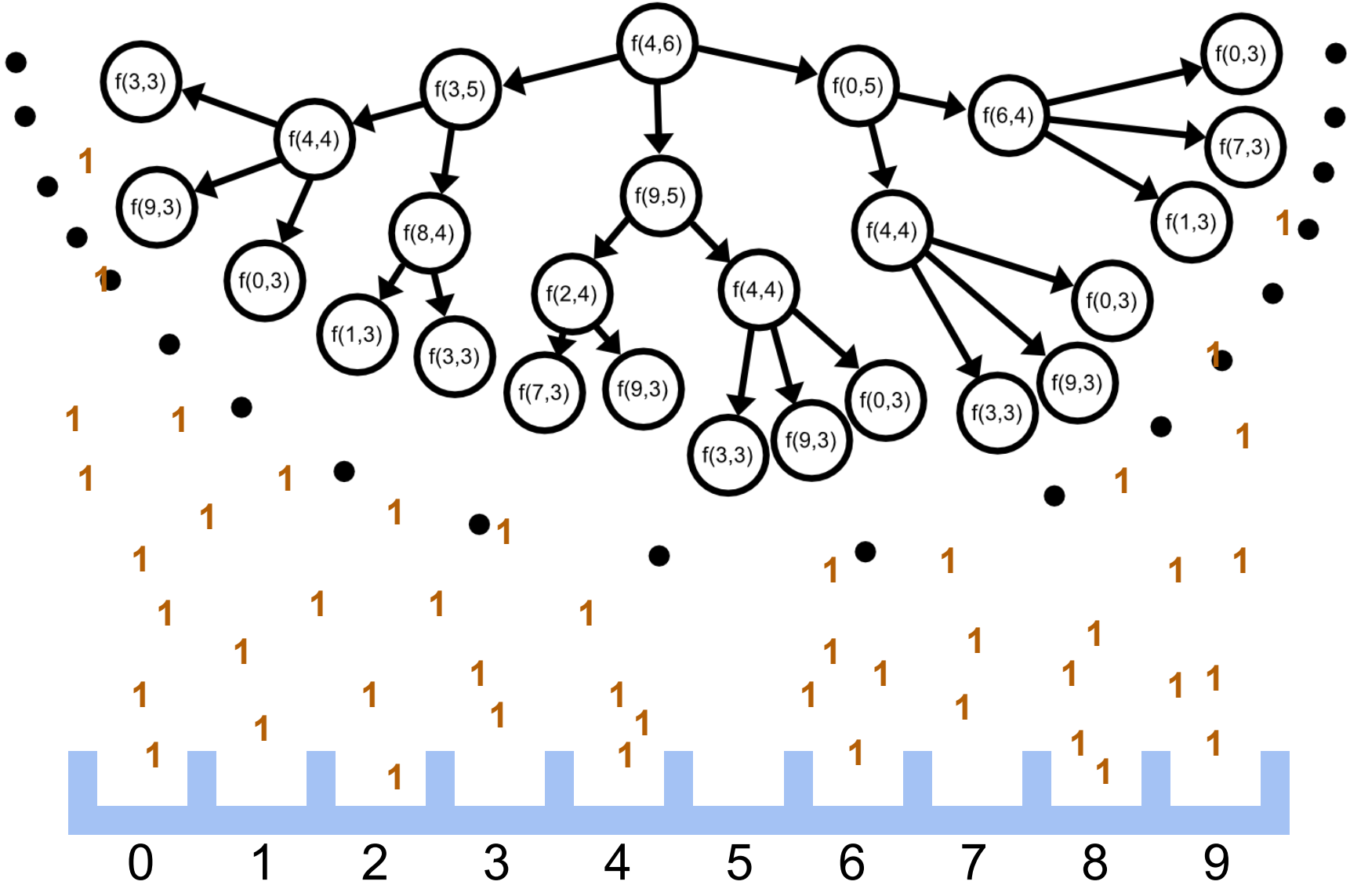
Top-Down

(memoization)

Bottom-Up

(tabulation)

Dynamic Programming


f(4,6)
f(3,3)
f(3,5)
f(0,5)
f(0,3)
f(4,4)
f(6,4)
f(9,3)
f(8,4)
f(9,5)
f(7,3)
f(1,3)
f(0,3)
f(1,3)
f(3,3)
f(2,4)
f(4,4)
f(4,4)
f(0,3)
f(7,3)
f(9,3)
f(3,3)
f(9,3)
f(0,3)
f(3,3)
f(9,3)
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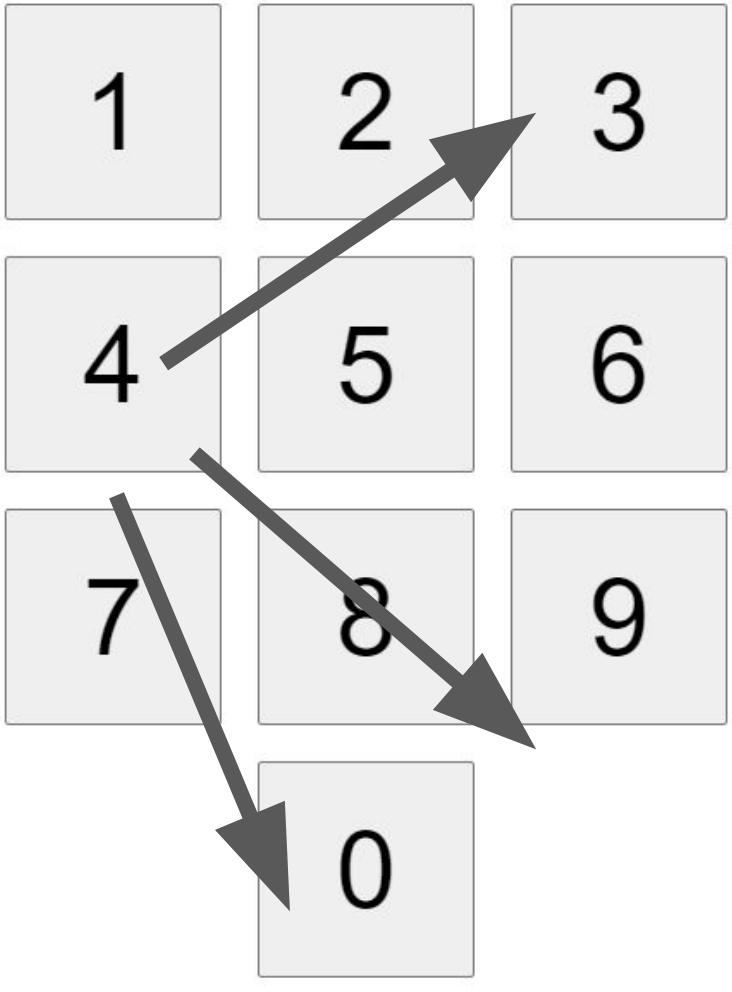
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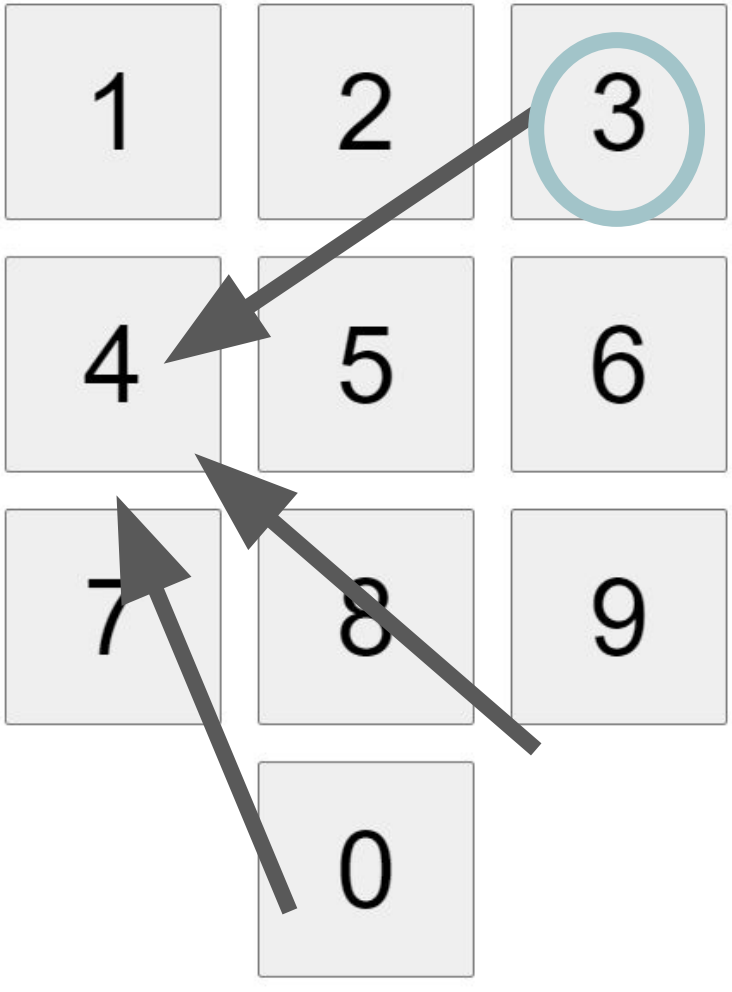
1
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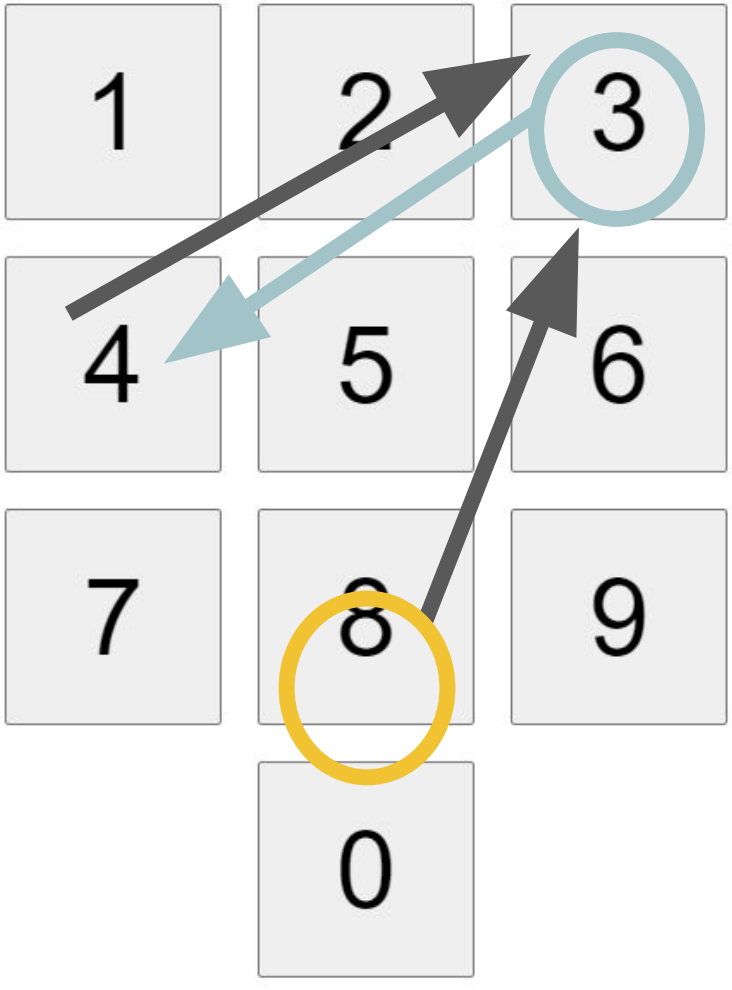
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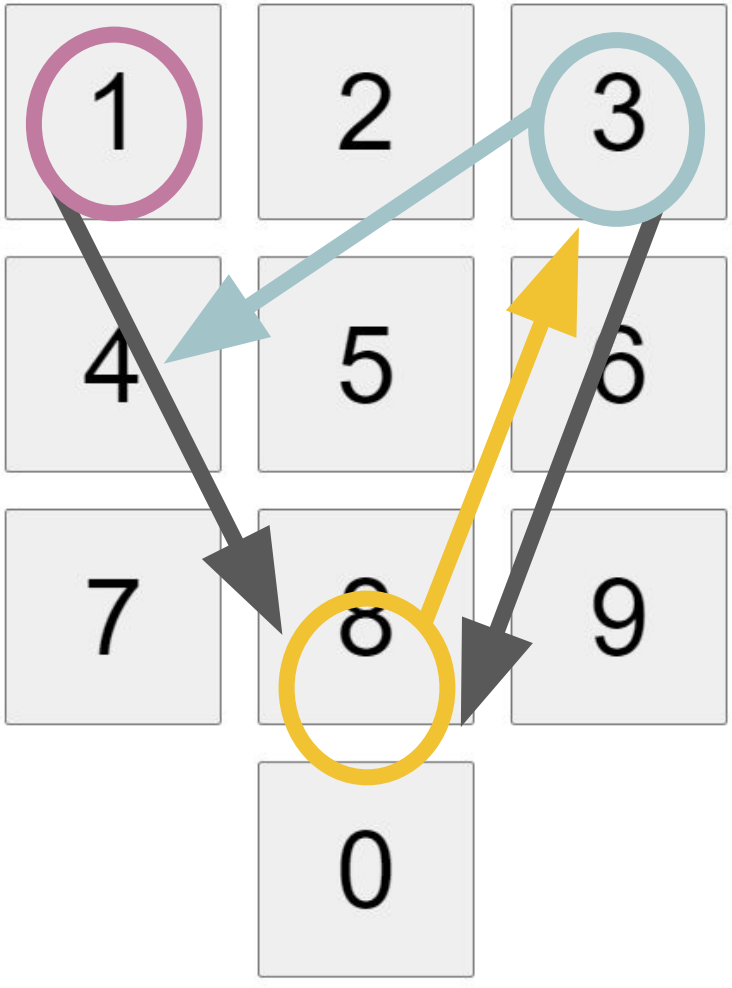
1
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3
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6
7
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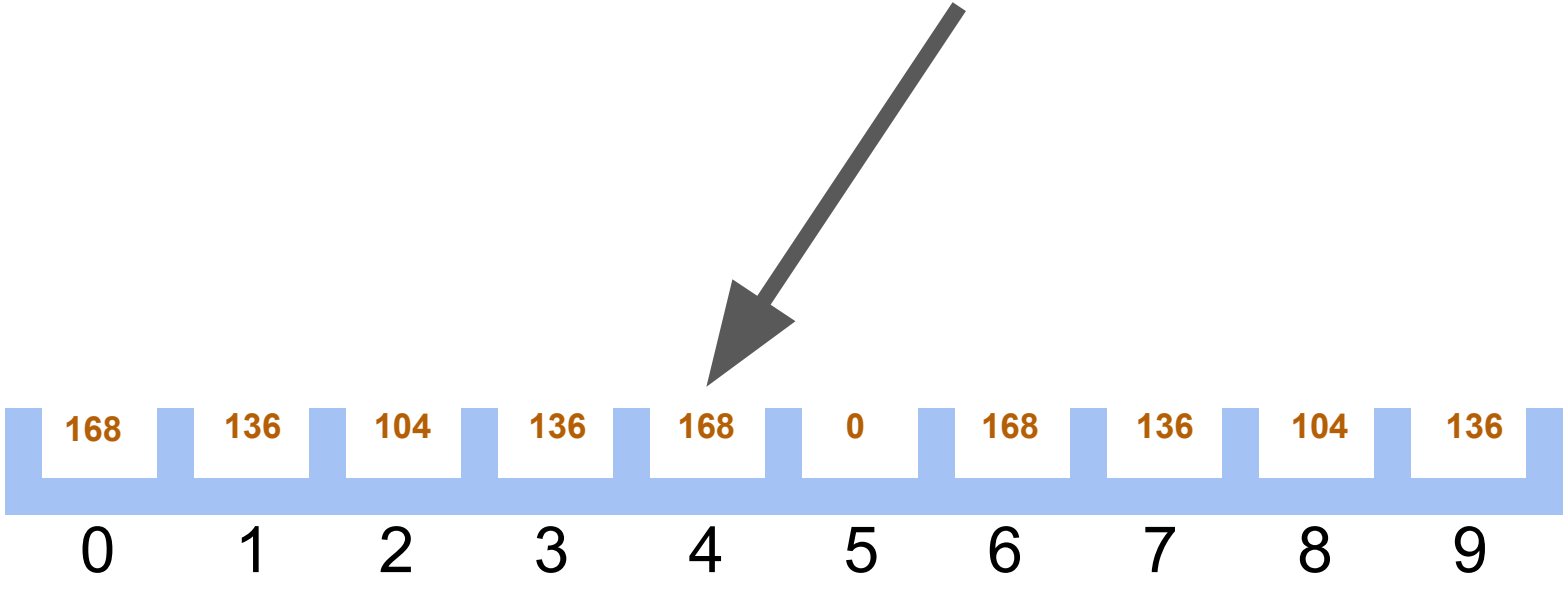
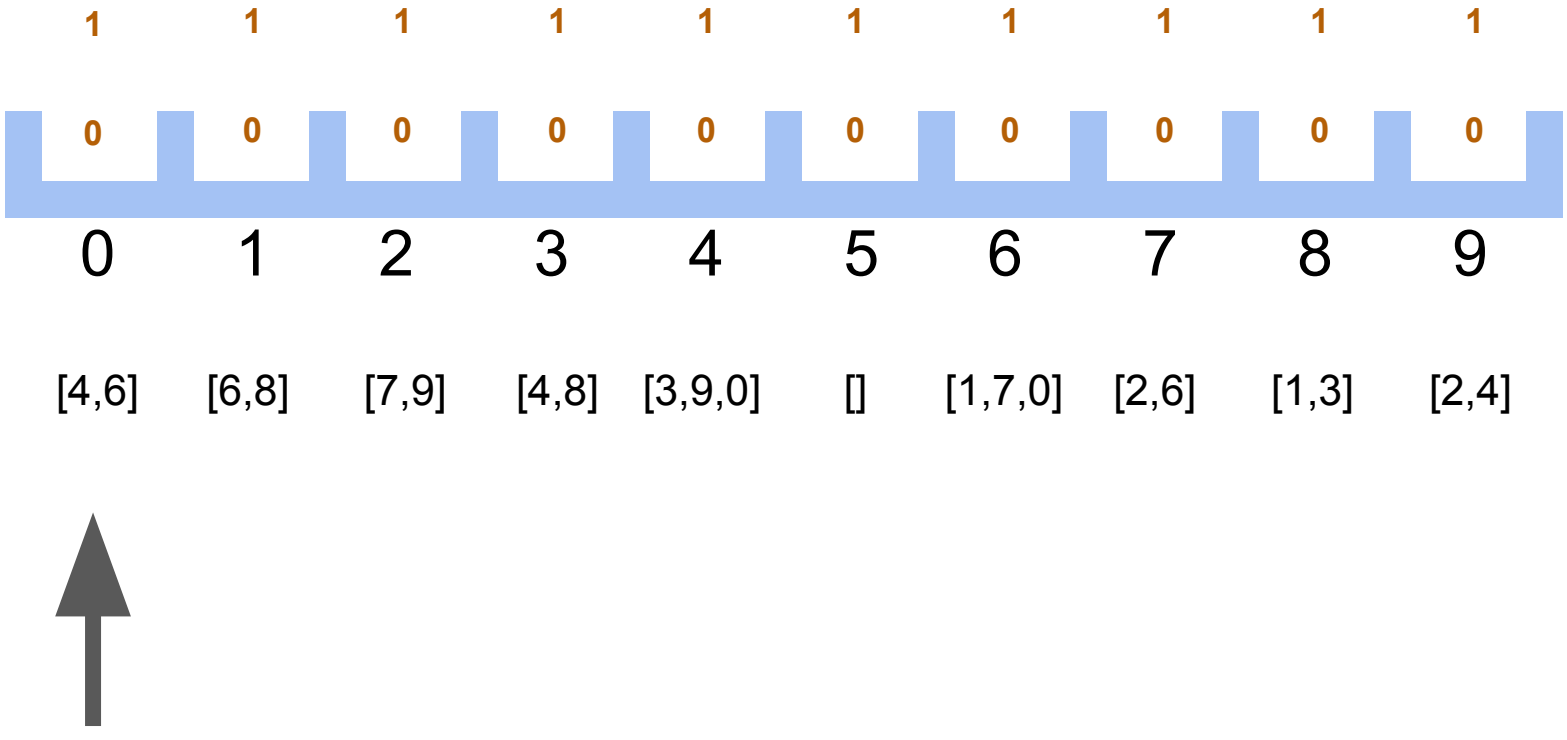
9
0

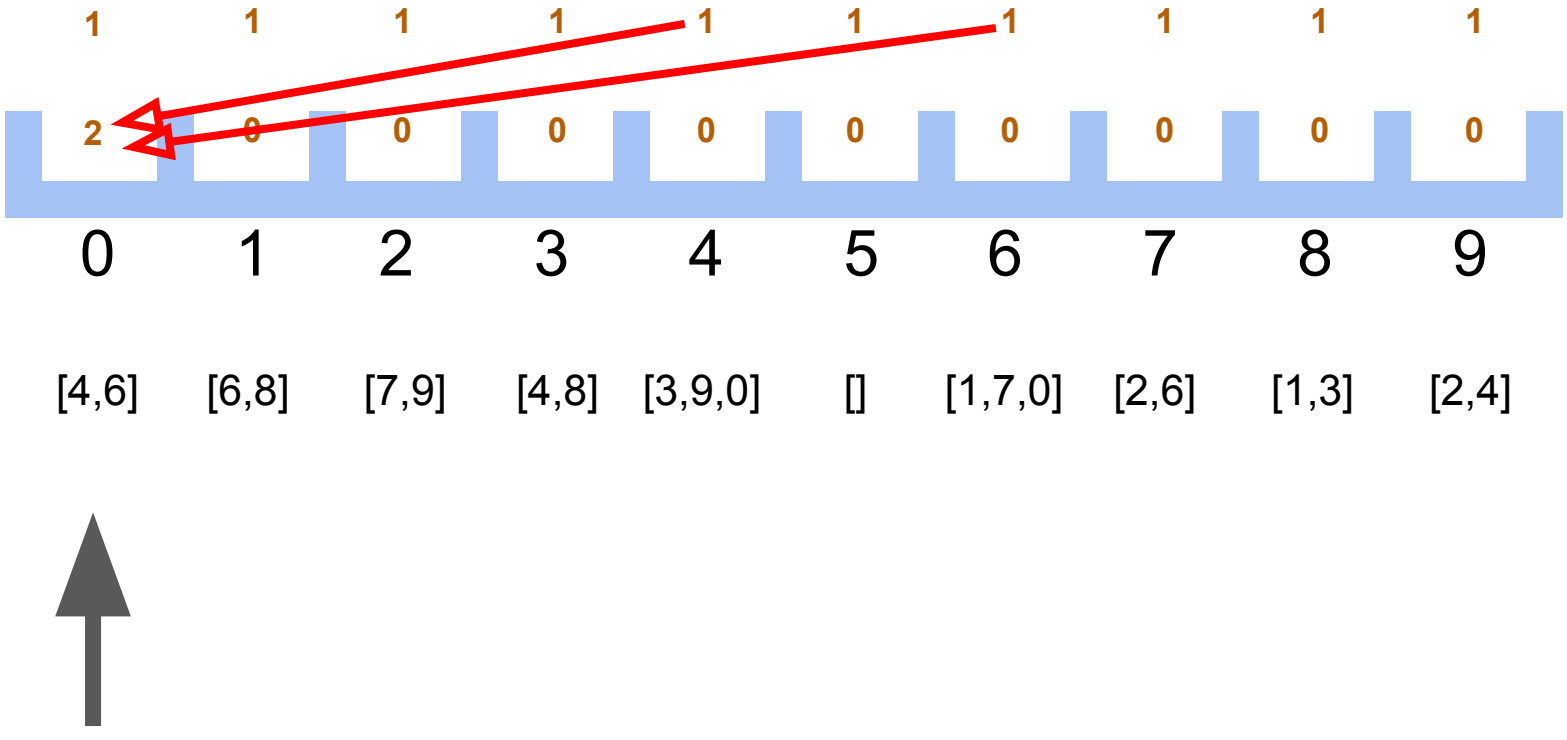
countPaths(4,6)



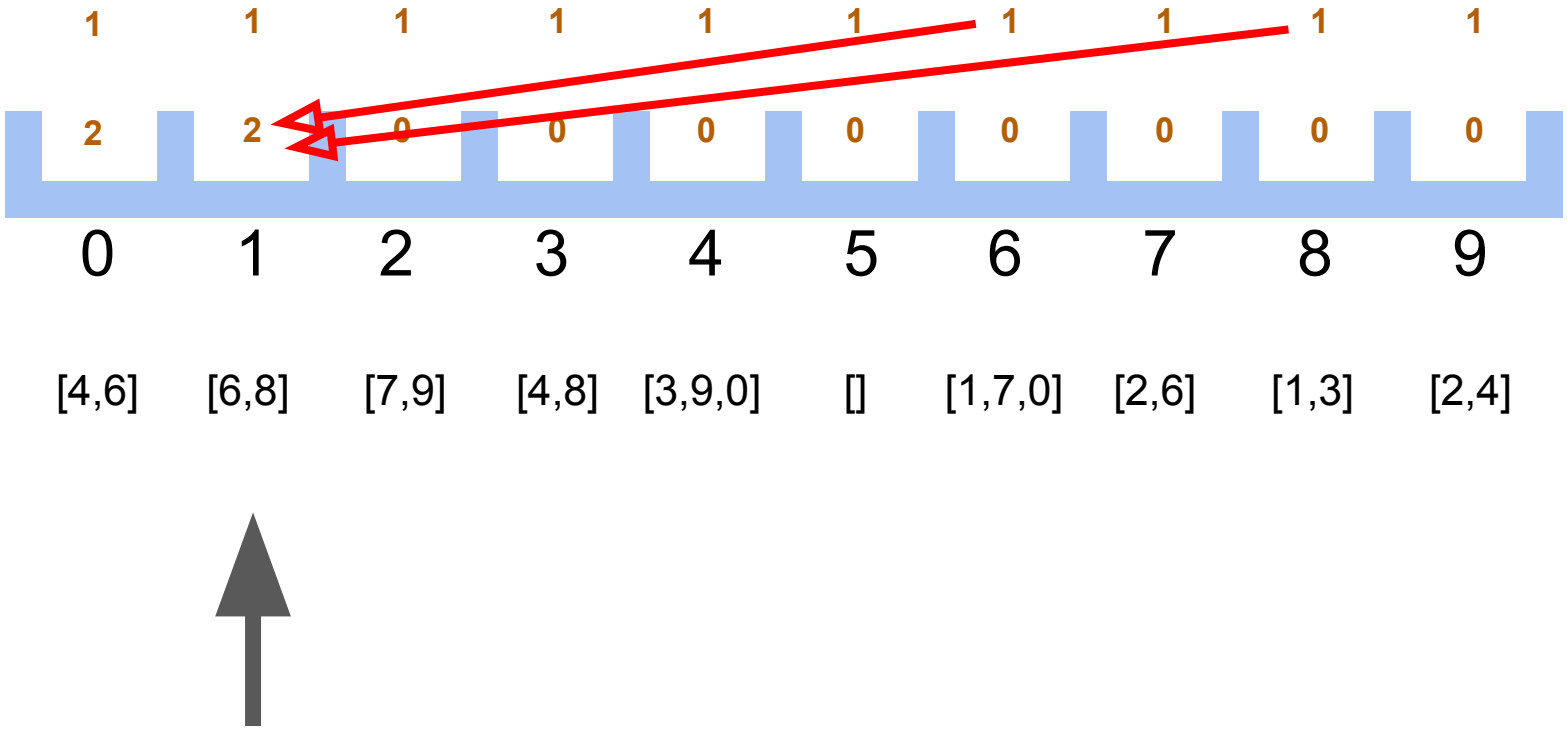
Iteration: 1
hopCount: 6



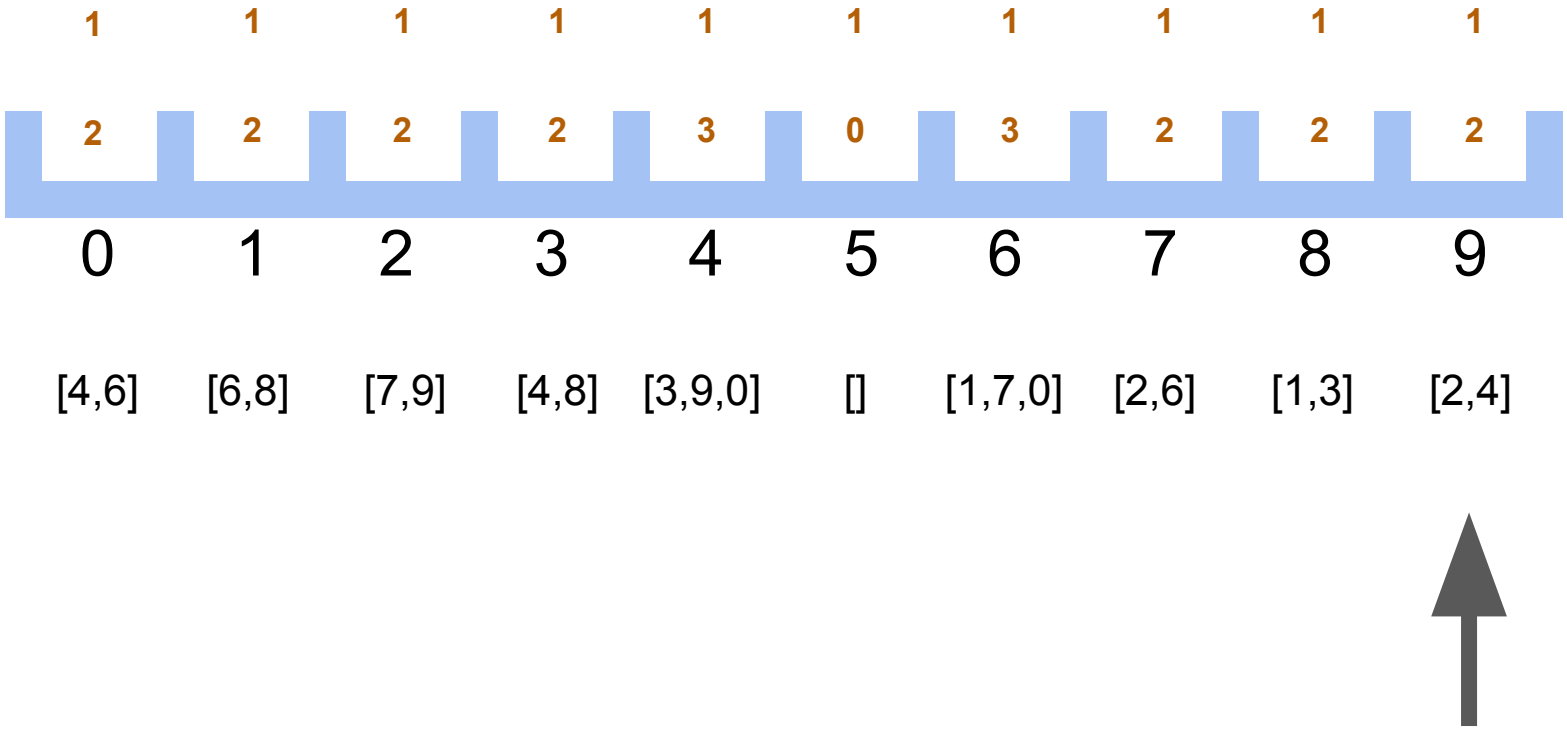
Iteration: 1
hopCount: 6



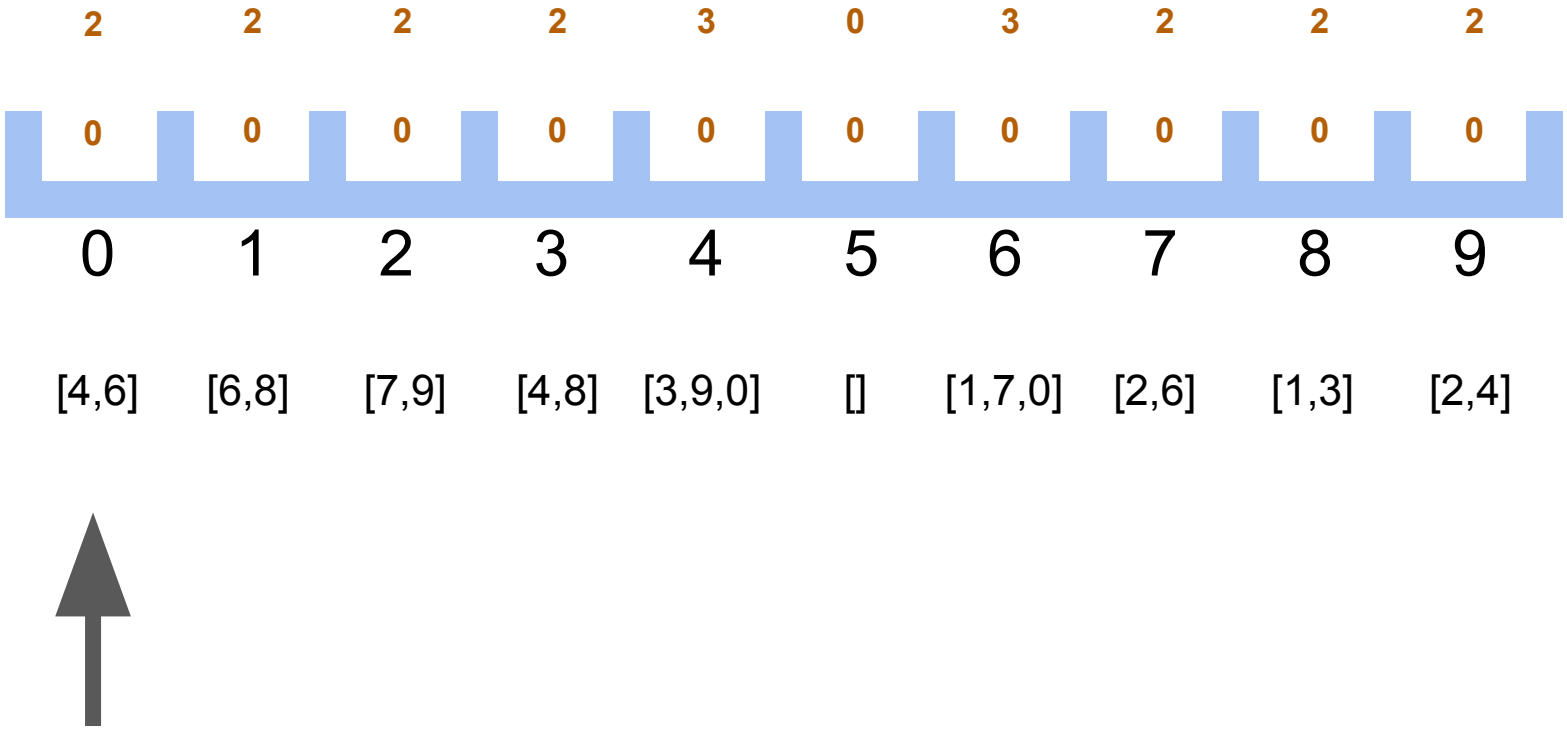
Iteration: 1
hopCount: 6



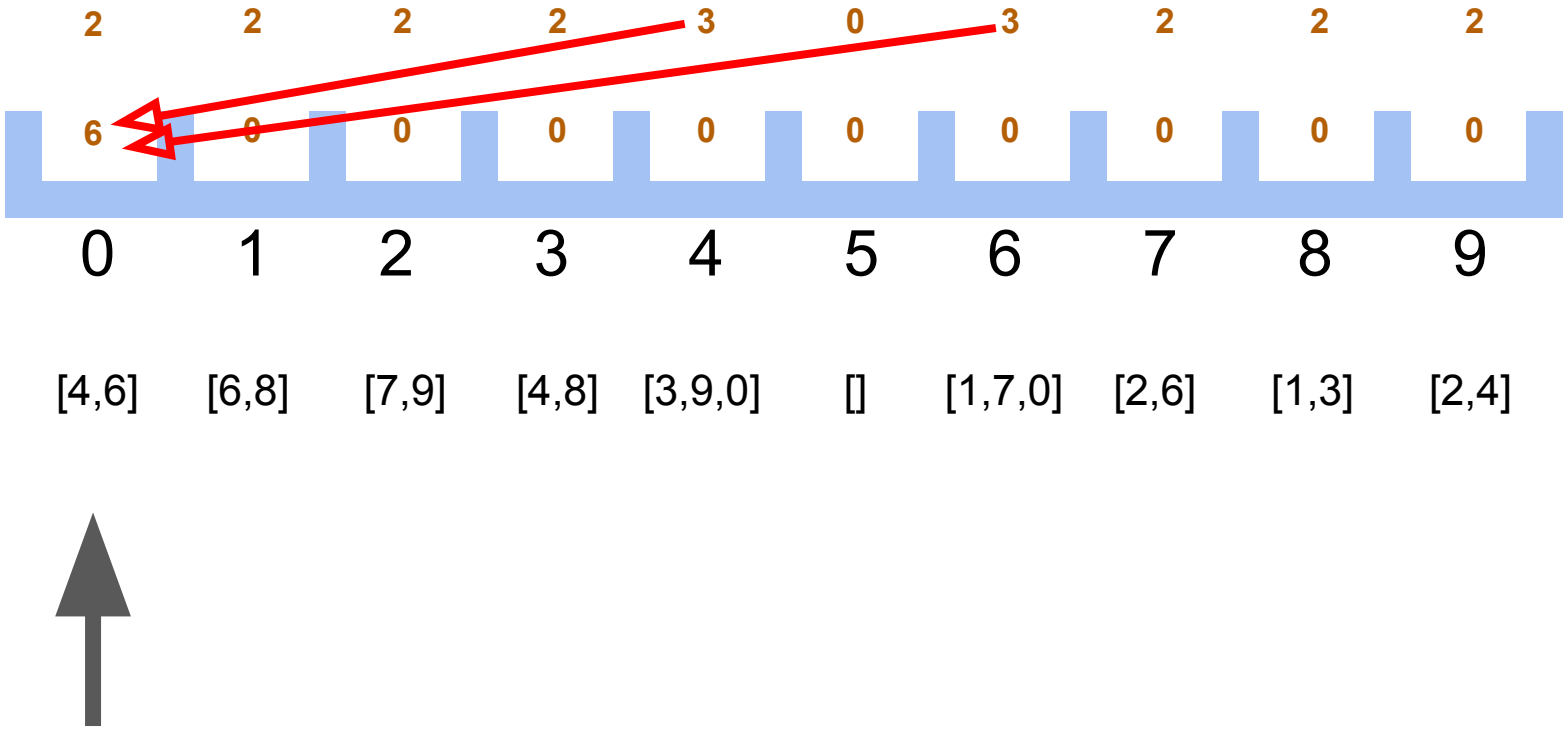
Iteration: 1
hopCount: 6



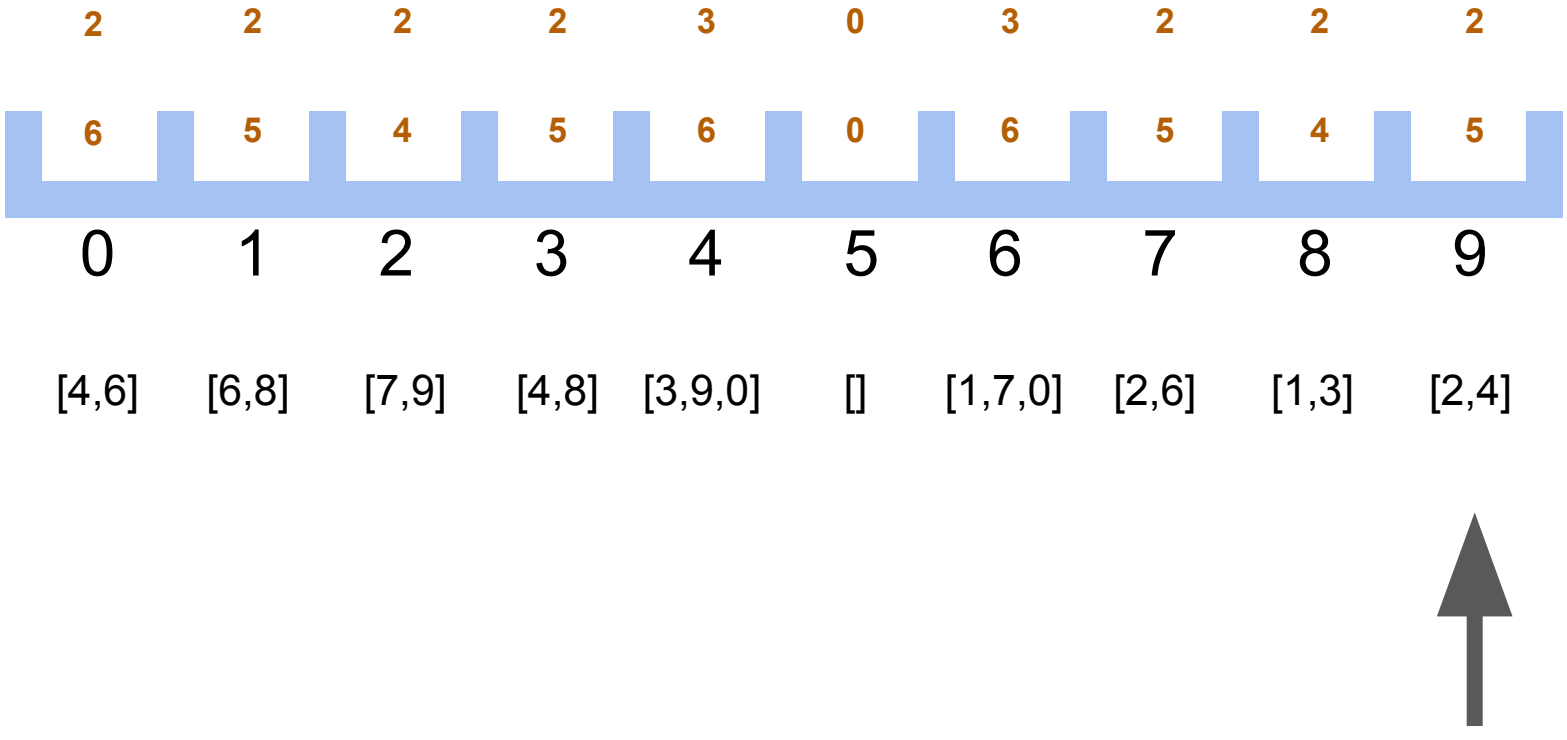
Iteration: 2
hopCount: 5



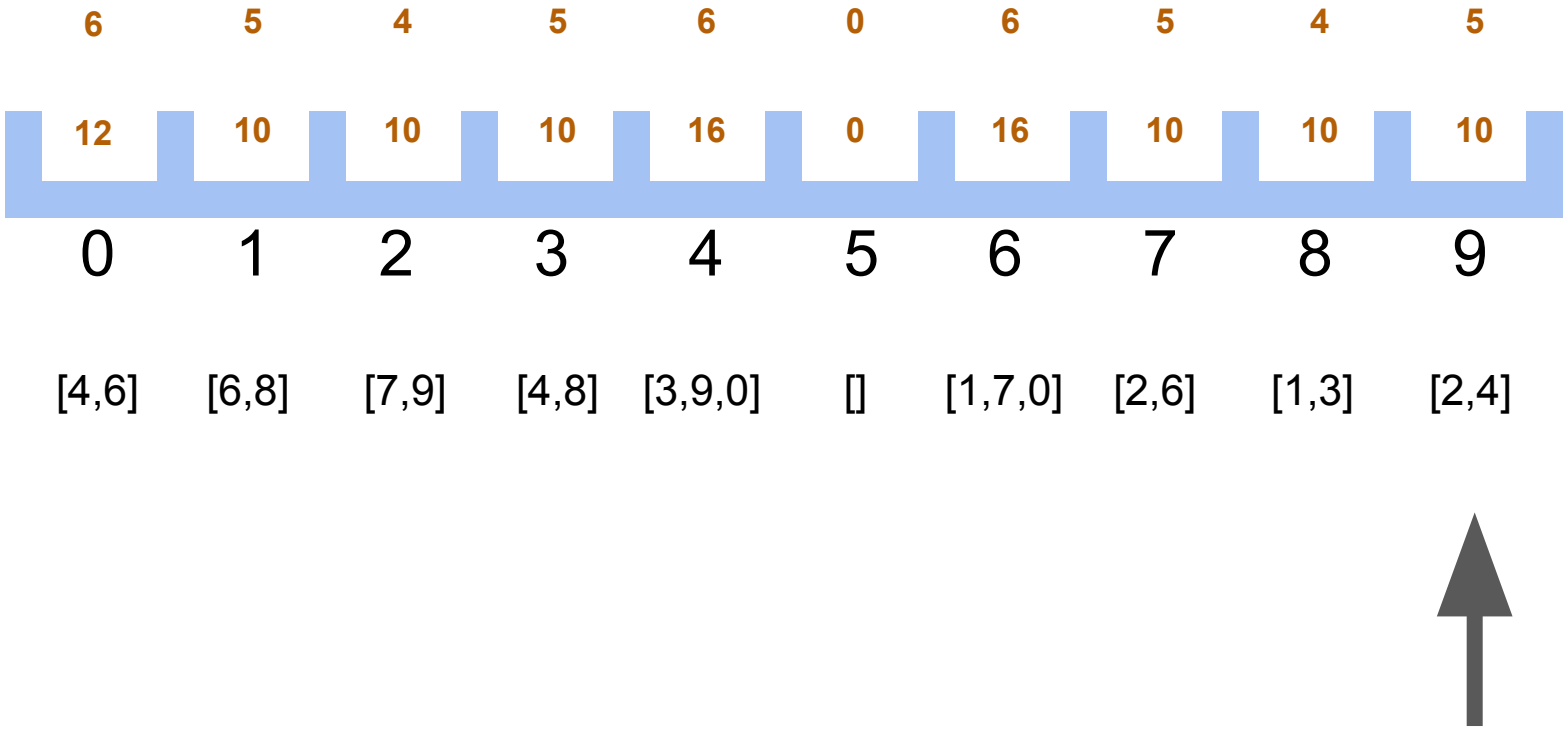
Iteration: 2
hopCount: 5



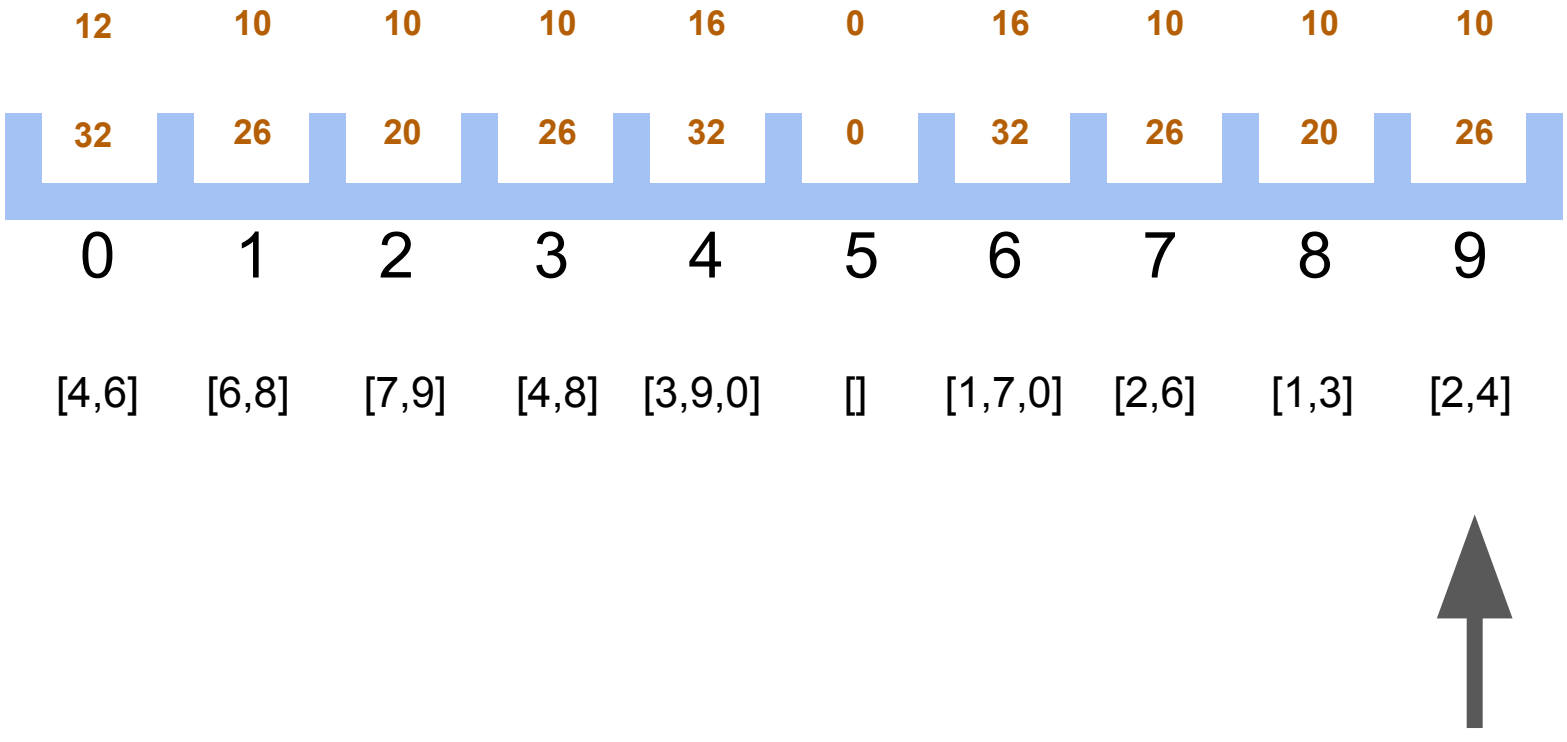
Iteration: 2
hopCount: 5



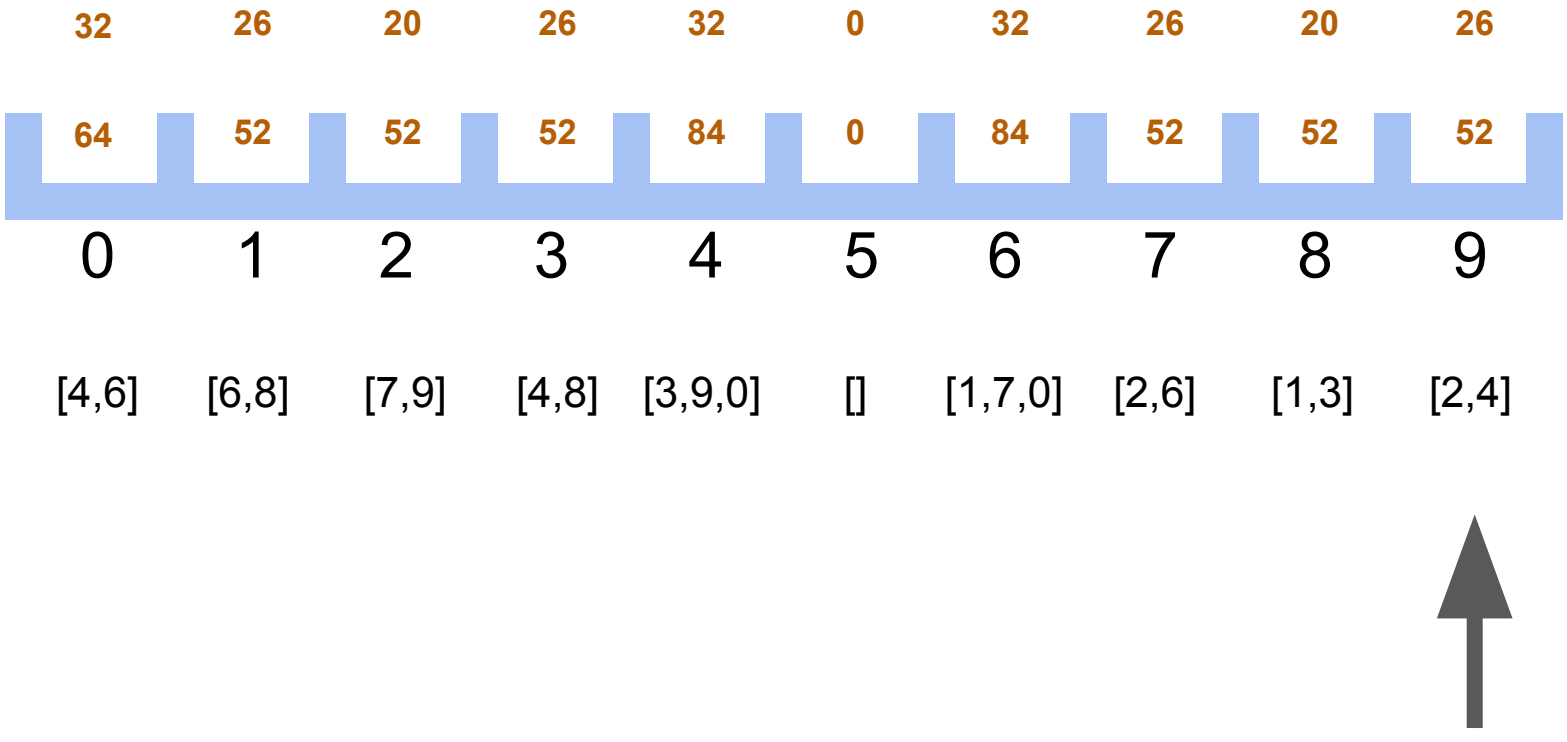
Iteration: 3
hopCount: 4



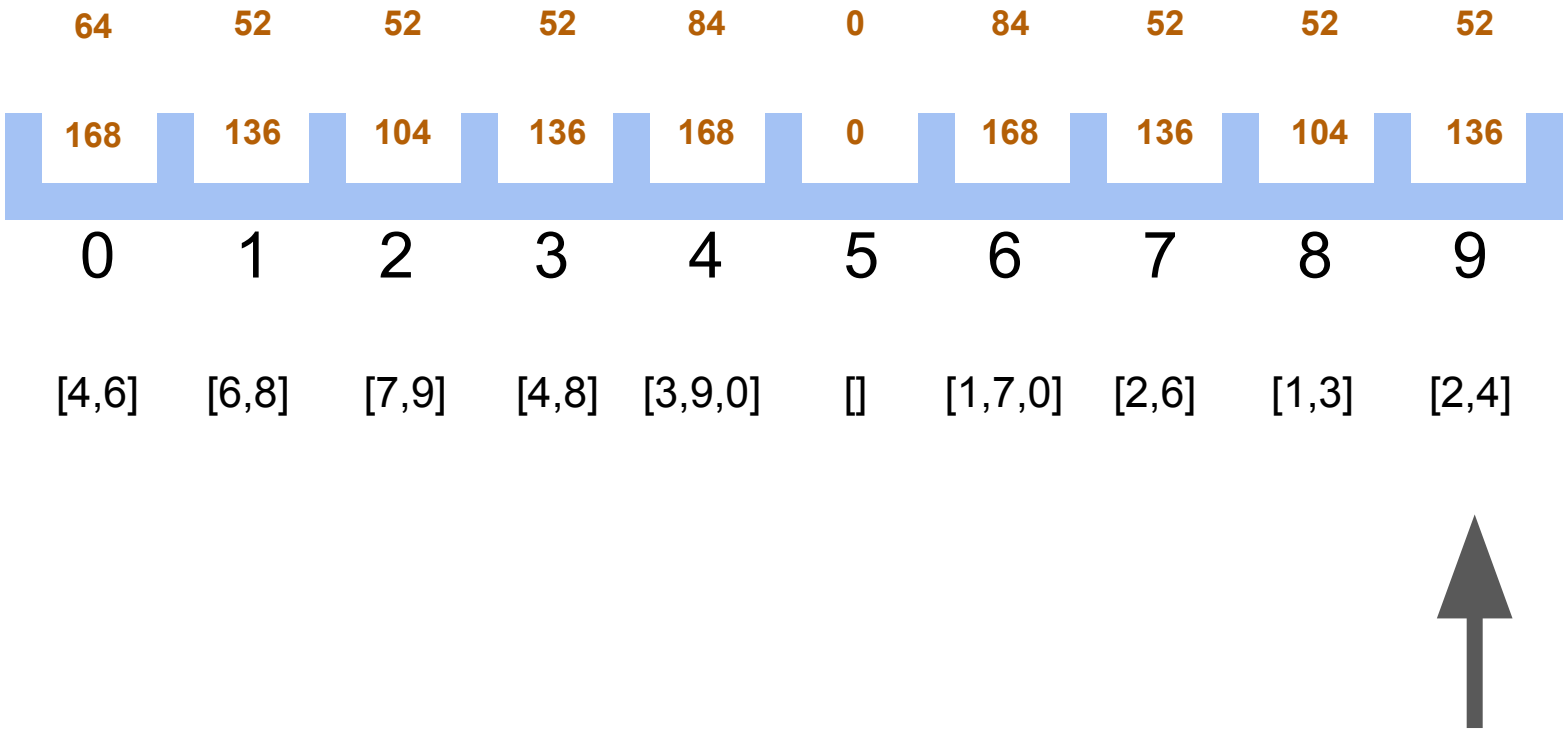
Iteration: 4
hopCount: 3



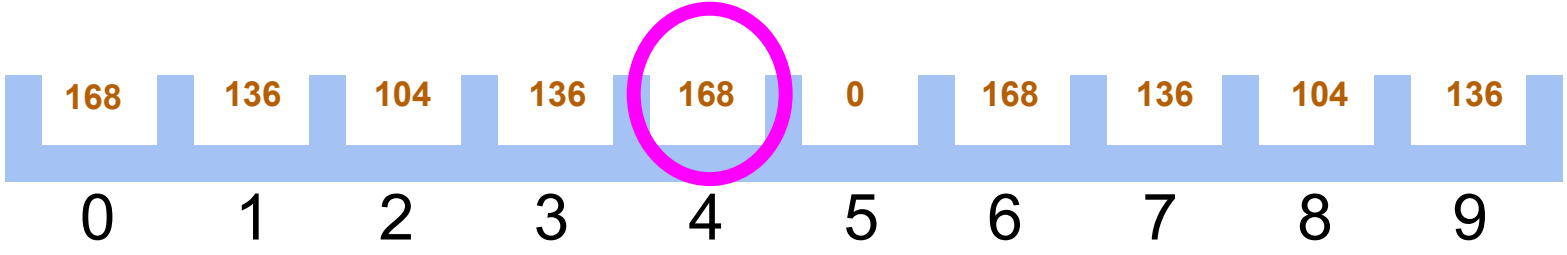
Iteration: 5
hopCount: 2



Iteration: 6
hopCount: 1



countPaths(4,6)



O(n): n * 20 => n

O(6): **120 ops** O(60): **1,200 ops** O(600): **12,000 ops**

Linear

Exercise:
Wordy Unscrambler

https://github.com/getify/workshop-wordy-unscrambler

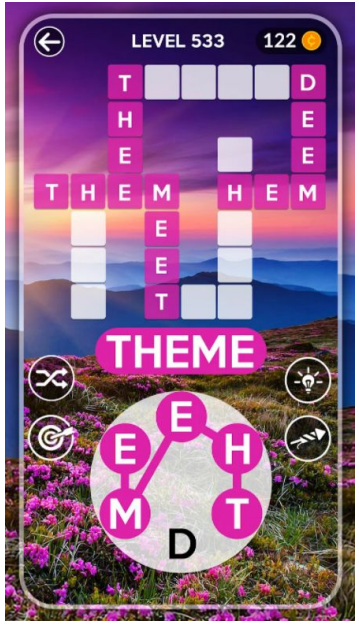
Short Dictionary (~2400 words) (entries: 2426) (**0.0** ms)

Letters: PCERA unscramble (**28.1** ms)

Input: **PCERA**

ACRE
ARC
ARE
CAP
CAPE
CAR
CARE
EAR
PER
RACE
REAP

Wordscapes



CAN
CAP
CAPE
CAR
CARE
CLAP
EACH
EAR

PCERA

CAN

✓ CAP

✓ CAPE

✓ CAR

✓ CARE

✓ CLAP

EACH

EAR

✓

PCERA

APPEAR

CAN

CAP

CAPE

CAR

CARE

CLAP

EACH

EAR

PCERA

APPEAR

CAN

✓ CAP

✓ CAPE

✓ CAR

✓ CARE

✓ CLAP

EACH

EAR

✓

PCERA

CAN
CAP
CAPE
CAR
CARE
CLAP
EACH
EAR

PCERA

PCERA CPERA EPCRA PECRA… (5! = 120)

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
PEARC EPARC APERC PAERC EAPRC AEPRC ARPEC RAPEC PAREC APREC
RPAEC PRAEC PREAC RPEAC EPRAC PERAC REPAC ERPAC CRPAE RCPAE
PCRAE CPRAE RPCAE PRCAE ARCPE RACPE CARPE ACRPE RCAPE CRAPE
CPARE PCARE ACPRE CAPRE PACRE APCRE APRCE PARCE RAPCE ARPCE
PRACE RPACE EPACR PEACR AEPCR EAPCR PAECR APECR CPEAR PCEAR
ECPAR CEPAR PECAR EPCAR EACPR AECPR CEAPR ECAPR ACEPR CAEPR
CAPER ACPER PCAER CPAER APCER PACER RACEP ARCEP CRAEP RCAEP
ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
PEARC EPARC APERC PAERC EAPRC AEPRC ARPEC RAPEC PAREC APREC
RPAEC PRAEC PREAC RPEAC EPRAC PERAC REPAC ERPAC CRPAE RCPAE
PCRAE CPRAE RPCAE PRCAE ARCPE RACPE CARPE ACRPE RCAPE CRAPE
CPARE PCARE ACPRE CAPRE PACRE APCRE APRCE PARCE RAPCE ARPCE
PRACE RPACE EPACR PEACR AEPCR EAPCR PAECR APECR CPEAR PCEAR
ECPAR CEPAR PECAR EPCAR EACPR AECPR CEAPR ECAPR ACEPR CAEPR
CAPER ACPER PCAER CPAER APCER PACER RACEP ARCEP CRAEP RCAEP
ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
PEARC EPARC APERC PAERC EAPRC AEPRC ARPEC RAPEC PAREC APREC
RPAEC PRAEC PREAC RPEAC EPRAC PERAC REPAC ERPAC CRPAE RCPAE
PCRAE CPRAE RPCAE PRCAE ARCPE RACPE CARPE ACRPE RCAPE CRAPE
CPARE PCARE ACPRE CAPRE PACRE APCRE APRCE PARCE RAPCE ARPCE
PRACE RPACE EPACR PEACR AEPCR EAPCR PAECR APECR CPEAR PCEAR
ECPAR CEPAR PECAR EPCAR EACPR AECPR CEAPR ECAPR ACEPR CAEPR
CAPER ACPER PCAER CPAER APCER PACER RACEP ARCEP CRAEP RCAEP
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ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
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CAPER ACPER PCAER CPAER APCER PACER RACEP ARCEP CRAEP RCAEP
ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP CAPE

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
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ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP CAPE CAR

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
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ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP CAPE CAR CARE

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
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ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP CAPE CAR CARE CLAP

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
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ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP CAPE CAR CARE CLAP EACH

PCERA

PCERA CPERA EPCRA PECRA CEPRA ECPRA RCPEA CRPEA PRCEA RPCEA
CPREA PCREA PERCA EPRCA RPECA PRECA ERPCA REPCA RECPA ERCPA
CREPA RCEPA ECRPA CERPA AERPC EARPC RAEPC AREPC ERAPC REAPC
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ACREP CAREP EARCP AERCP REACP ERACP ARECP RAECP RCEAP CREAP
ERCAP RECAP CERAP ECRAP ECARP CEARP AECRP EACRP CAERP ACERP

CAN CAP CAPE CAR CARE CLAP EACH EAR

PCERA

PCERA CPERA EPCRA PECRA… (5! = 120)

NPCERA

NPCERA PNCERA CNPERA NCPERA… (6! = 720)

NPCERAH

NPCERAH PNCERAH CNPERAH NCPERAH… (7! = 5,040)

O(k): k!

Factorial

4! = 24

5! = 120

6! = 720

7! = 5,040

8! = 40,320

9! = 362,880

10! = 3,628,800

11! = 39,916,800

12! = 479,001,600

13! = 6,227,020,800

14! = 87,178,291,200

15! = 1,307,674,368,000

The worst part is, we can't just do this permutation once.

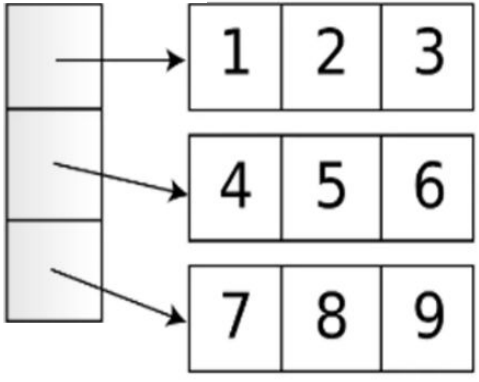
Above 11 or 12 characters, that'd be too many strings to hold in memory all at once.

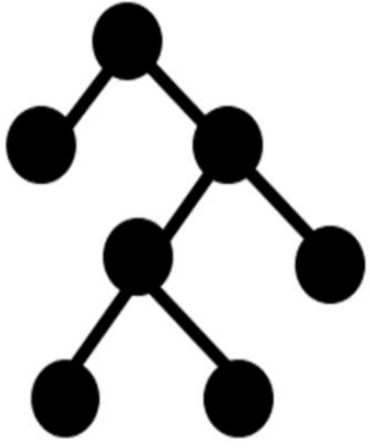
So we're going to have to re-permute input for each word we check. O(n * k!)

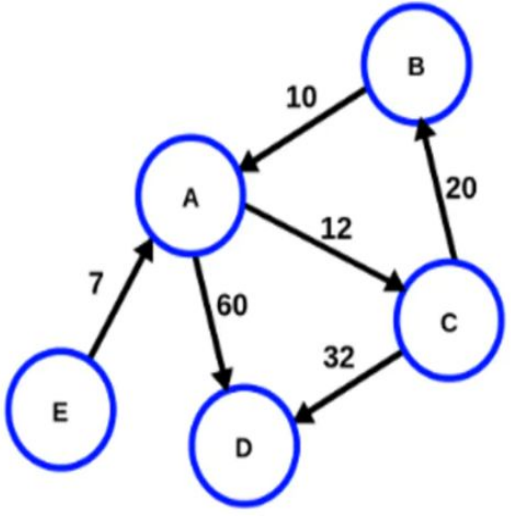
Actually, it's not that bad. (but it's still bad)

Permutation of the input can stop once the length of the word is reached.

Also, we can abandon any partial permutation result that doesn't match the beginning of each word.



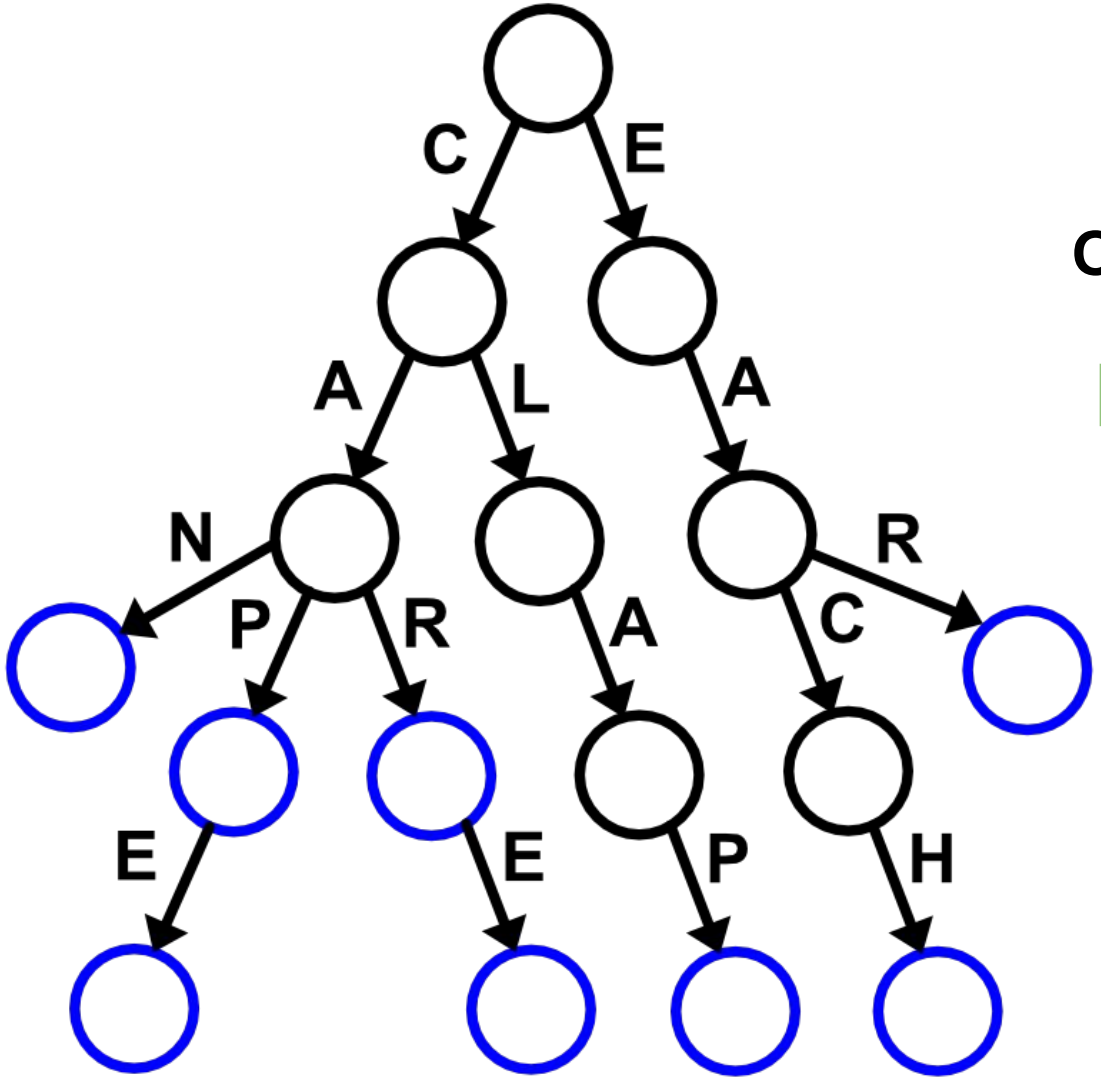




Data Structures

Trie

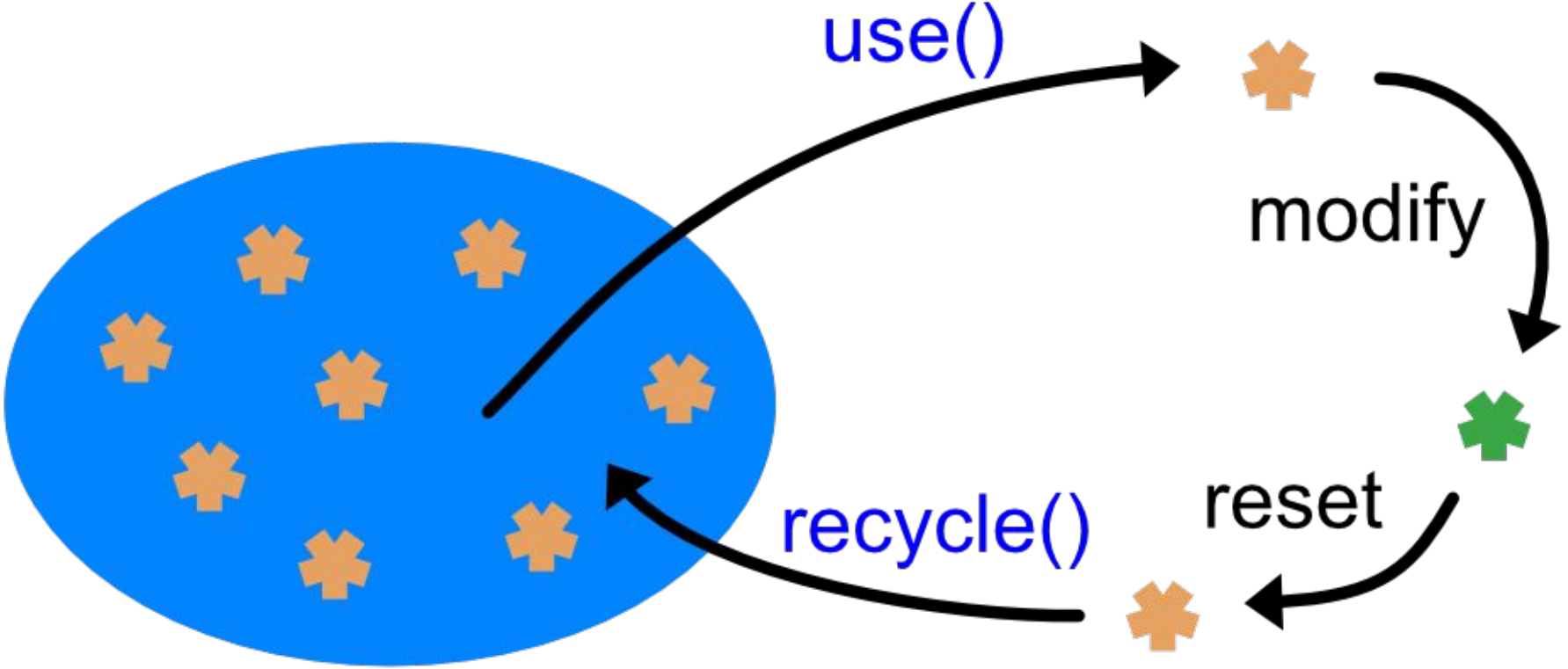
CAN
CAP
CAPE
CAR
CARE
CLAP
EACH
EAR



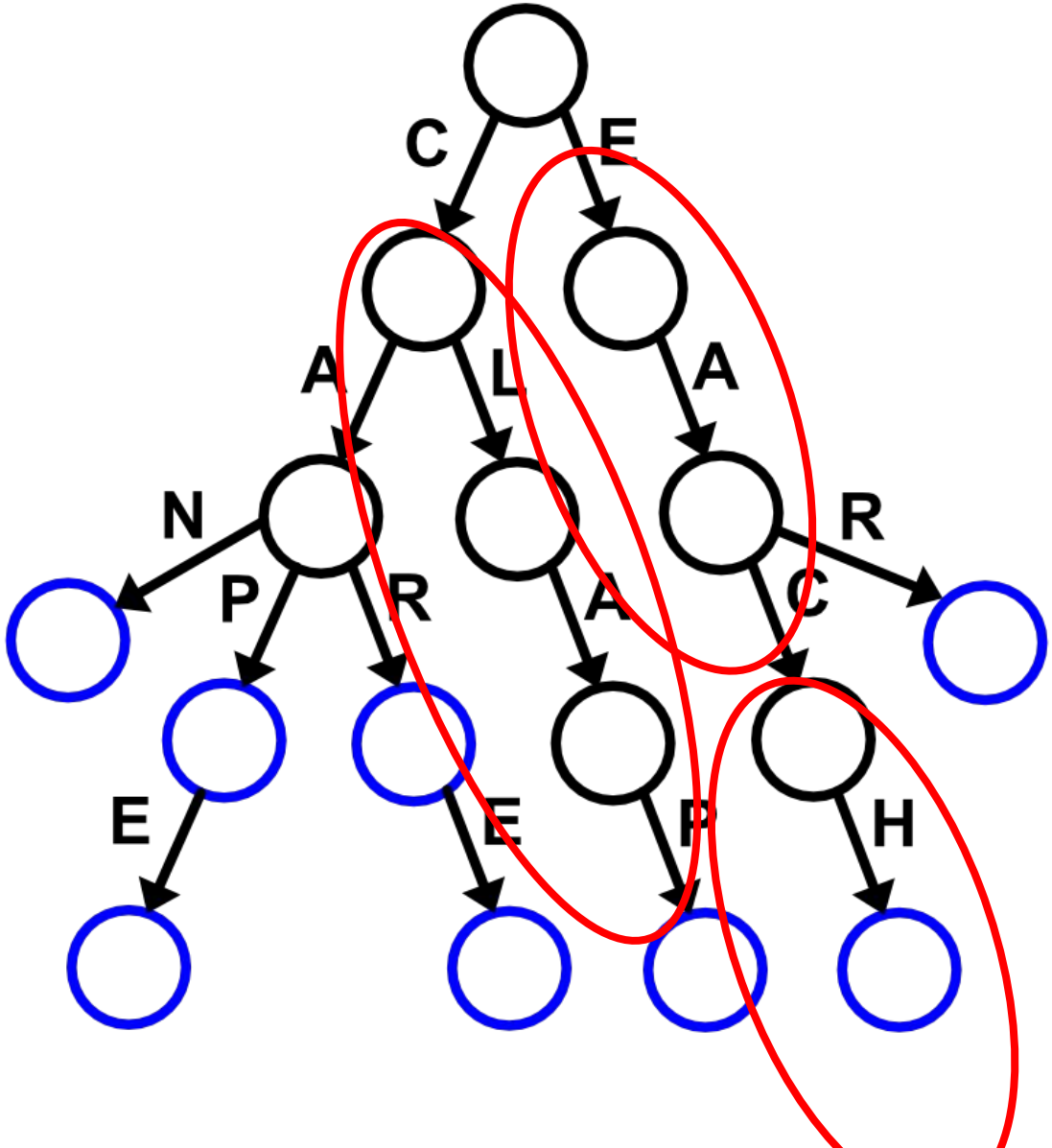
O(k): k * m

Linear

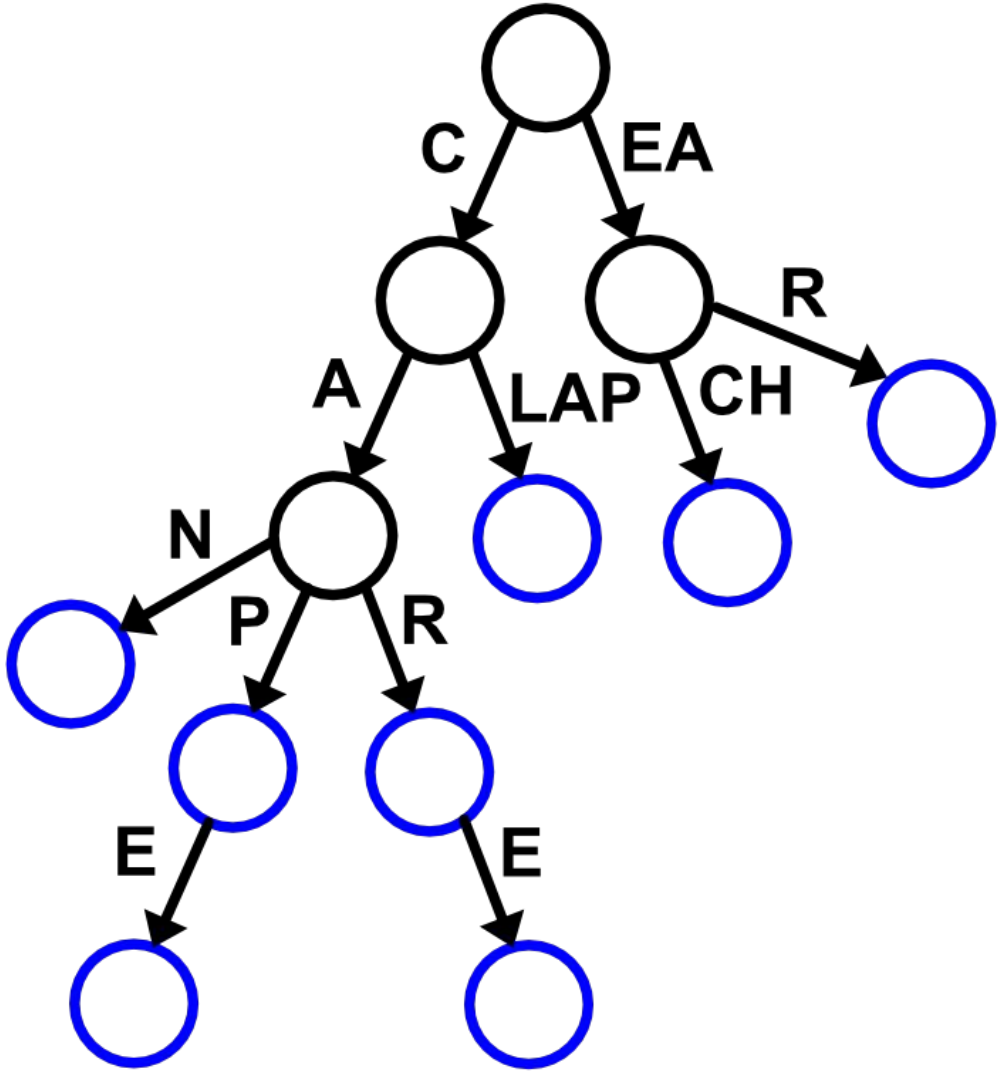
Minimizing Garbage Collection



Object Pool

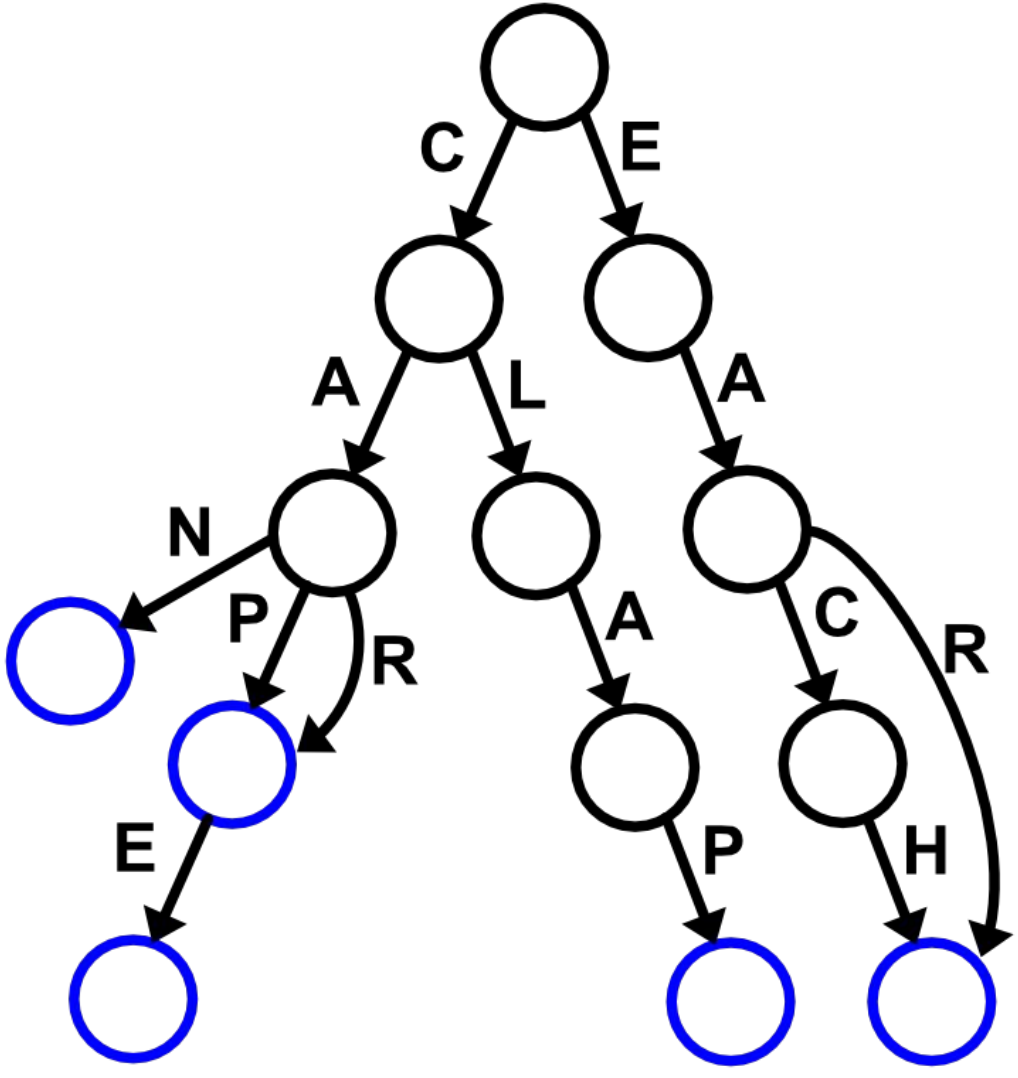

C
E
A
L
A
N
R
P
R
A
C
E
E
P
H

CAN
CAP
CAPE
CAR
CARE
CLAP
EACH
EAR



Radix Tree

CAN
CAP
CAPE
CAR
CARE
CLAP
EACH
EAR



DAFSA / DAWG

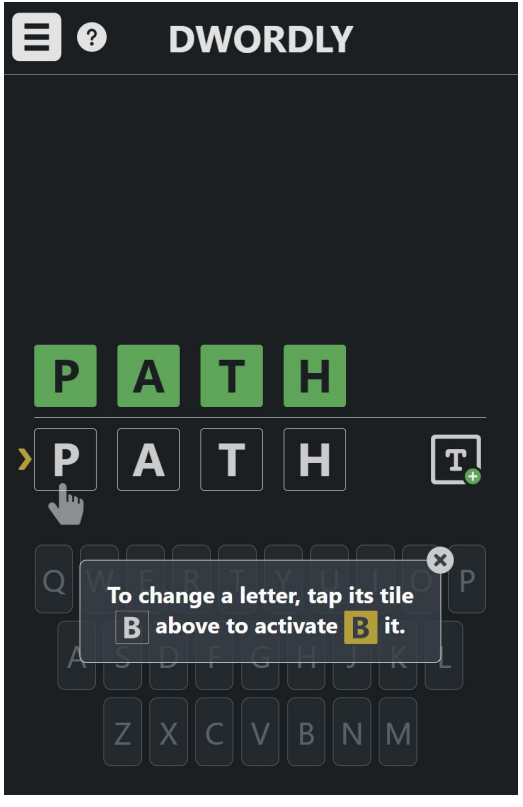
_H_ _ _

explain

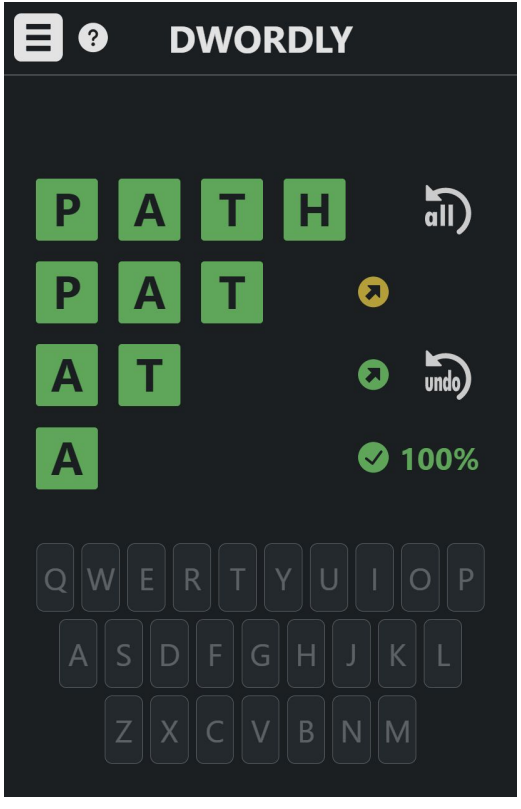
e xplain
xe plain
pxe lain
lpxe ain
alpxe in
ialpxe n
nialpxe

GADDAG

https://en.wikipedia.org/wiki/GADDAG



Bonus: Dwordly



https://dwordly.fun

The End