

- What is Greedy?
- Free Cars
- Candy Distribution
- Maximum Jobs

Contest 4
LL, Queues

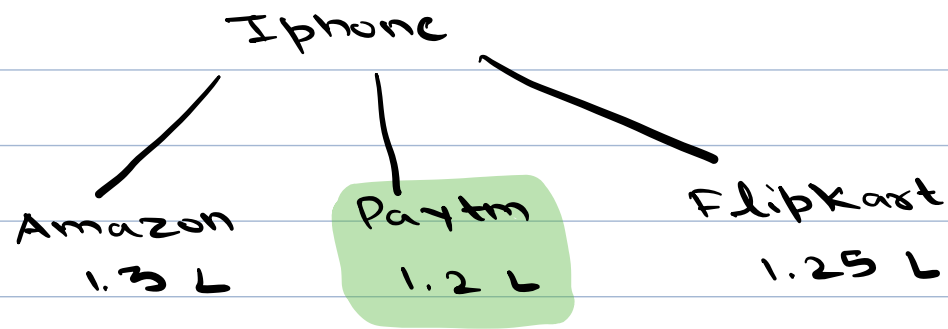
Reattempt → 1 more

Contest → 19 Jan
Trees, Heaps and
Greedy

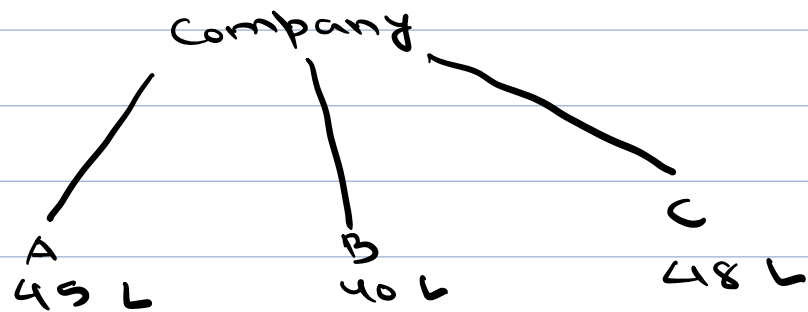
Greedy



Maximize our profit and minimizing our loss

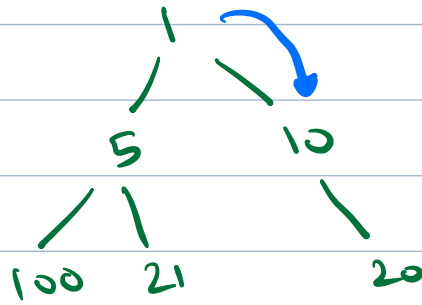


Considering → Price (Min)



- Job is remote
- Work culture
- Project
- Timings

Greedy - It is an approach to solve optimisation problems by making locally optimal choices.



Max sum
from root
to leaf



1. Free Cars

There is a limited sale going on for toys.

$A[i]$ → sale end time for i th toy

$B[i]$ → happiness of i th toy

Time starts with $t=0$, and it takes 1 unit of time to buy 1 toy and toy can only be bought if $t < A[i]$.

Buy toys such that sum of happiness is max.

sale end time	↓		↓		↓
	0	1	2	3	4
$A[i]$	3	1	3	2	3
$B[i]$	6	5	3	1	9
happiness					

$$t = \cancel{0} \times \cancel{1} \neq 3$$

Toy	→ H
0	→ 6
2	→ 3
4	→ 9
<hr/>	
	18
<hr/>	

Idea: Pick toys in order of happiness

		X		X	↓	$t \rightarrow H$
	0	1	2	3	4	
$A[i]$	3	1	3	2	3	4 → 9
$B[i]$	6	5	3	1	9	0 → 6
						2 → 3
						<hr/>
						18
						<hr/>

$t = \cancel{0} \times \cancel{1} \neq 3$

	0	1	2	3	4	
A[] :	3	1	3	2	3	
B[] :	6	5	3	1	9	

$$t = \emptyset \times 7 \times 3$$

$T \rightarrow H$
$1 \rightarrow 5$
$4 \rightarrow 9$
$0 \rightarrow 6$
<hr/>
20
<hr/>

	0	1	
A[] :	1	2	
B[] :	3	1500	

$$t = 0/1$$

$$t = 0$$

Greed

$$t = \emptyset 1$$

$T \rightarrow H$		$t = \emptyset \times 2$
$1 \rightarrow 1500$		
<hr/>		
1500		

$T \rightarrow H$
$0 \rightarrow 3$
$1 \rightarrow 1500$
<hr/>
1503
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Idea: Pick toys in order of time

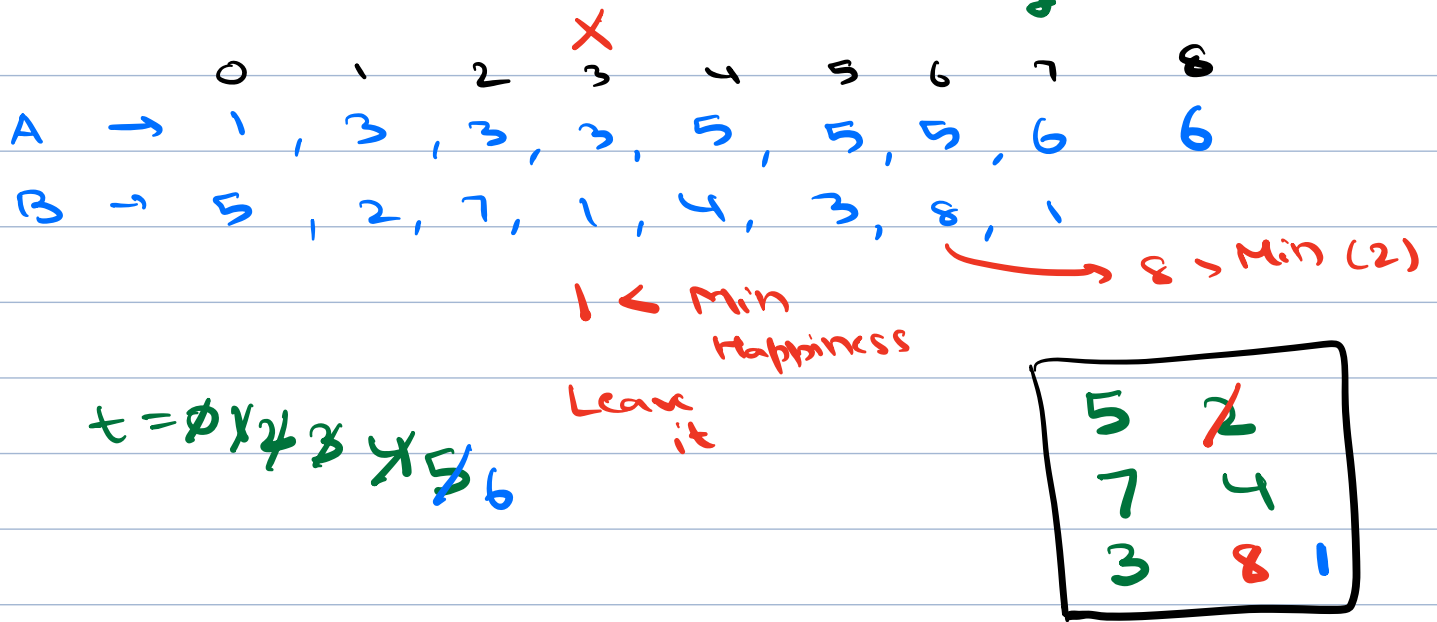
	0	1	2	3	4	5	6	7	8
A \rightarrow	1	3	3	3	5	5	5	6	6
B \rightarrow	5	2	7	1	4	3	8	1	2

$$t = \emptyset \times 7 \times 4 \times 5 \times 6$$

Unbuy 2 $t = 4$

Buy 8 $t = 5$

5	7	1
4	3	8
1		



Pseudo code

1. Sort toys in ascending order of time.

\downarrow
 $N \log N$

2. Minheap mh

$t = 0$

for ($i = 0$; $i < n$; $i++$) $\leftarrow N \log N$

if ($t < A[i]$) \leftarrow

mh.insert($B[i]$)
 $t++$

else \leftarrow

if ($B[i] > \text{mh.getMin}()$) \leftarrow

mh.extractMin() // $t--$

mh.insert($B[i]$) // $t++$

3. Remove all elements from heap, add them and return sum. $\rightarrow N \log N$

TC : $O(N \log N)$ SC : $O(N)$

2. Candy Distribution

There are N students with their marks. Teacher has to give them candies such that

a) Every student should've atleast 1 candy

b) Students with more marks than any of his/her neighbours have more candies than them.

Find minimum candies to distribute.

	0	1	2	3
A :	1	5	2	1
	1	$\times 2$ 3	$\times 2$	1

ans $\rightarrow 1 + 3 + 2 + 1$
 $= 7$

	0	1	2	3
A :	8	10	6	2
	1	$\times 2$ 3	$\times 2$	1

ans $\rightarrow 7$

A :	4	4	4	4	4
	1	1	1	1	1

ans $\rightarrow 5$

A :	1	6	3	1	10	12	20	5	2
	1	$\times 2$ 3	$\times 2$	1	$\times 2$	$\times 3$	$\times 4$	$\times 2$	1

ans $\rightarrow 19$

A : 1 6 3 1 10 12 20 5 2

1 ~~x_2~~ x_2 1 x_2 x_3 x_4 x_2 1

3

sc a < b > c
Candies 3 4 7

```

① int c[n] = {1}
② for (i=1; i < n; i++) {
    if (A[i] > A[i-1])
        c[i] = c[i-1] + 1
}

```

③ for $i = n-2; i \geq 0; i--$ <
if $(A[i] > A[i+1])$
 $C[i] = \max(C[i], C[i+1]+1)$

TC: $O(N)$

SC: OCN)

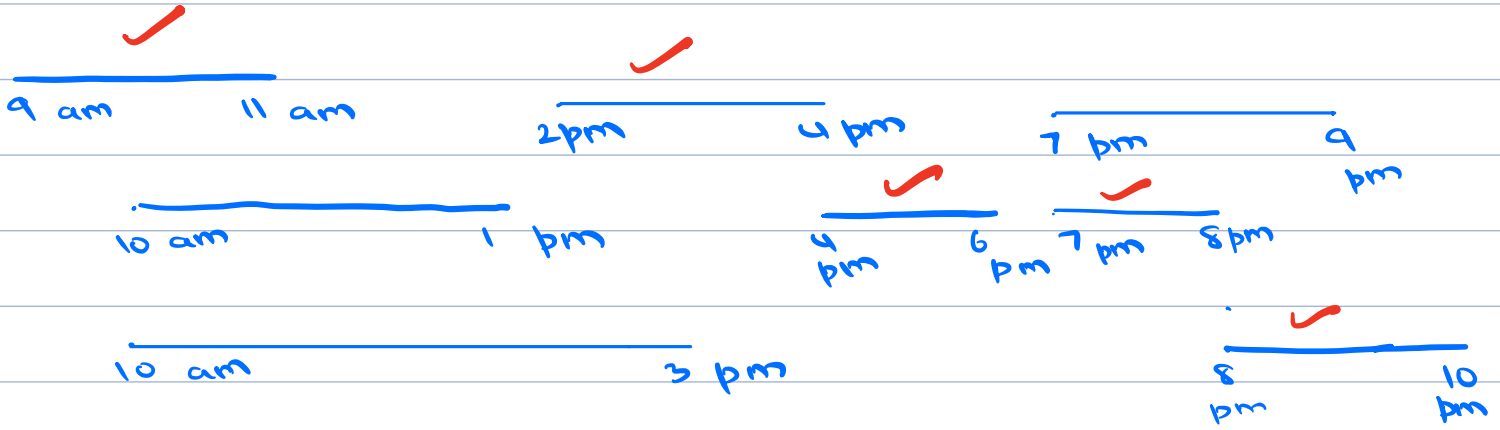
```
4 return sum ( C [ i ] )
```

10:40

3. Maximum Jobs

Given N jobs with their start & end times. Find max no. of jobs that can be completed if only 1 job can be done at a time.

ans = 5



S_1 E_1

Conflict
 $S_2 < E_1$

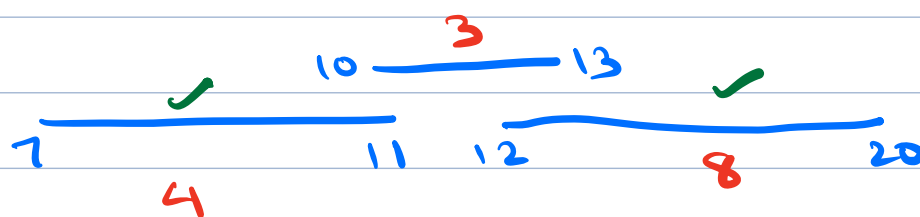
S_2

$S \rightarrow 1, 5, 8, 7, 12, 13$
 $E \rightarrow 2, 10, 10, 11, 20, 19$



ans = 3

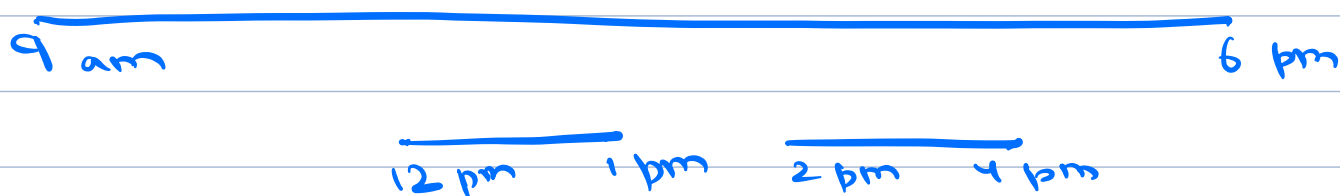
Idea 1: Pick jobs based on duration



Greedy
ans = 1 X

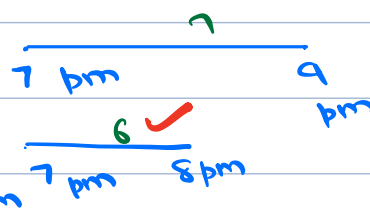
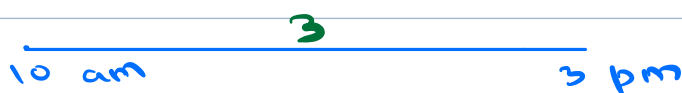
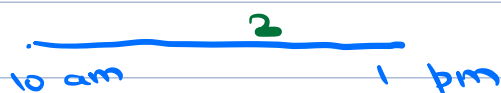
Optimal
ans = 2

Idea 2: Pick jobs based on start early



Idea 3: Pick jobs which end early

start early
dur 1
100



```

class Pair {
    int s, e
    Pair (x, y) {
        s = x
        e = y
    }
}

```

$s \rightarrow [1, 5, 8, 7]$
 $e \rightarrow [2, 11, 10, 6]$
 $Job \rightarrow [1, 2, 5, 11, \dots, \dots]$

```

int solve (int[] s, int[] e) {

```

```

    Pair job[s.length]

```

```

    for (i = 0; i < s.length; i++) {

```

```

        job[i] = new Pair(s[i], e[i])
    }

```

```

    Arrays.sort(job, compare)

```

```

    ans = 1

```

```

    prevJobEnd = job[0].e

```

```

    for (i = 1; i < job.length; i++) {

```

```

        if (job[i].s >= prevJobEnd) {

```

```

            ans++

```

```

            prevJobEnd = job[i].e
        }
    }

```

```

    return ans
}

```

bool compare (pair u, pair v) {

if (u.e < v.e)
return true u comes 1st
else
return false v comes 1st
}

TC: $O(N \log N)$

SC: $O(N)$

↓
sorting + jobs
algo []

Merge N Sorted Arrays

0 - [2, 3, 11, 15, 20]

1 - [1, 5, 7, 9]

2 - [0, 2, 4]

3 - [-2, 5, 10, 20]

We've to merge
these sorted arrays.

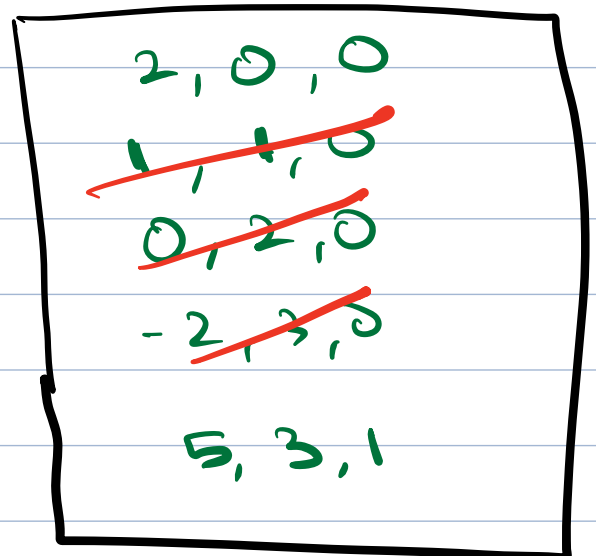
Idea :

- If we want to merge 2 sorted arrays, then we need 2 pointers.
- If we want to merge 3 sorted arrays, then we need 3 pointers.
- If we want to merge n sorted arrays, then we need n pointers. \Rightarrow complexity becomes very high we need to keep track of N pointers.

Optimized :

New: [-2, 0, 1, ...]

elem, ar, idⁿ



2, 2, 1

5, 1, 1

1. MinHeap of Point

```
class Point <
|   int elem
|   int arno
|   int idx
|>
```

2. Insert every ar's 0 idx element in min heap

```
list<int> l
```

3. while (mh.size() > 0) <

```
| point p = mh.extractMin()
| l.add(p.elem)
| if (p.idx + 1 < p.arno.size()) <
| |   mh.insert(l.get(p.arno[p.idx+1]), p.arno,
| |   p.idx+1) >
|>
```
