Code Explanation.

unordered_map<int,vector<int>>floor_start_request
This stores the starting request at a particular floor number corresponding to time instance.
E.g if there is request 2,3,4
As the request is from floor no 3 at time instance 2.
floor_start_request[3].push_back(2).

unordered_map<int,vector<int>>floor_end_request
This stores the ending request at a particular floor number corresponding to time instance.

E.g if there is request 2,3,4
As the request is to floor no 4 at time instance 2.
floor_start_request[4].push_back(2)

set<int>processing
This stores the instance of request which are in processing state

set<int>completed
This stores the instance of request which are completed.

unordered_map<int,pair<int,int>>request
This stores the request.
E.g if there is request 2,3,4

As the request is from 3rd floor to 4th floor at 2 time.
request[2]={3,4}

queue<int>time
This stores the time of all the requests.