AlgoExpert Quad Layout Go 12px Sublime Monok

Prompt Scratchpad Our Solution(s) Video Explanation

Solution 2

Solution 1

Run Code

```
// Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 2
 3
     package main
 4
 5 ▼ type Item struct {
       ArrayIdx int
 6
       ElementIdx int
 7
                  int
       Num
 9
     }
10
     // O(nlog(k) + k) time | O(n + k) space - where where n is the total
11
     // number of array elements and k is the number of arrays
12
13 ▼ func MergeSortedArrays(arrays [][]int) []int {
       sortedList := []int{}
14
15
       smallestItems := []Item{}
16
17 ▼
       for arrayIdx := 0; arrayIdx < len(arrays); arrayIdx++ {</pre>
18 ▼
         smallestItems = append(smallestItems, Item{
19
           ArrayIdx: arrayIdx,
           ElementIdx: 0,
20
21
           Num:
                       arrays[arrayIdx][0],
22
         })
23
       }
24
25
       mh := NewMinHeap(smallestItems)
26 ▼
       for mh.length() != 0 {
         smallestItem := mh.Remove()
27
28
         sortedList = append(sortedList, smallestItem.Num)
29 ▼
         if smallestItem.ElementIdx == len(arrays[smallestItem.ArrayIdx])-1 {
           continue
30
31
         }
         mh.Insert(Item{
32 ▼
           ArrayIdx: smallestItem.ArrayIdx,
33
           ElementIdx: smallestItem.ElementIdx + 1,
34
                       arrays[smallestItem.ArrayIdx][smallestItem.ElementIdx+1],
35
36
         })
37
38
       return sortedList
39
40
41
     type MinHeap []Item
42
43 ▼ func NewMinHeap(array []Item) *MinHeap {
44
       heap := MinHeap(array)
45
       ptr := &heap
46
       ptr.BuildHeap(array)
47
       return ptr
48
49
     // O(n) time | O(1) space
50
51 ▼ func (h *MinHeap) BuildHeap(array []Item) {
       first := (len(array) - 2) / 2
52
53 ▼ for currentIndex := first + 1; currentIndex >= 0; currentIndex-- {
         h.siftDown(currentIndex, len(array)-1)
54
55
       }
56
     }
57
     // O(log(n)) time | O(1) space
59 ▼ func (h *MinHeap) siftDown(currentIndex, endIndex int) {
       childOneIdx := currentIndex*2 + 1
61 ▼ for childOneIdx <= endIndex {
62
         childTwoIdx := -1
         if currentIndex*2+2 <= endIndex {</pre>
63 ▼
64
           childTwoIdx = currentIndex*2 + 2
65
66
         indexToSwap := childOneIdx
         if childTwoIdx > -1 && (*h)[childTwoIdx].Num < (*h)[childOneIdx].Num {</pre>
67 ▼
           indexToSwap = childTwoIdx
68
69
70 ▼
         if (*h)[indexToSwap].Num < (*h)[currentIndex].Num {</pre>
71
           h.swap(currentIndex, indexToSwap)
72
           currentIndex = indexToSwap
73
           childOneIdx = currentIndex*2 + 1
74 ▼
         } else {
75
           return
76
77
78
     }
79
80
     // O(log(n)) time | O(1) space
81 ▼ func (h *MinHeap) siftUp() {
       currentIndex := h.length() - 1
82
       parentIndex := (currentIndex - 1) / 2
83
```

```
84 ▼ for currentIndex > 0 {
         current, parent := (*h)[currentIndex].Num, (*h)[parentIndex].Num
85
86 ▼
        if current < parent {</pre>
87
         h.swap(currentIndex, parentIndex)
88
          currentIndex = parentIndex
           parentIndex = (currentIndex - 1) / 2
90 ▼
       } else {
91
           return
92
93
       }
94
     }
95
     // O(log(n)) time | O(1) space
96
97 ▼ func (h *MinHeap) Remove() Item {
98
      1 := h.length()
99
      h.swap(0, 1-1)
       peeked := (*h)[l-1]
100
       *h = (*h)[0 : 1-1]
101
102
       h.siftDown(0, 1-2)
103
       return peeked
104
    }
105
106 // O(\log(n)) time | O(1) space
107 ▼ func (h *MinHeap) Insert(value Item) {
     *h = append(*h, value)
108
109
       h.siftUp()
110
    }
111
112 ▼ func (h MinHeap) swap(i, j int) {
     h[i], h[j] = h[j], h[i]
114
    }
115
116 ▼ func (h MinHeap) length() int {
117
     return len(h)
118 }
119
```