# Notes from nearly draining pursuits of mastery in Leetcode problems

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#### 1 STL

### 2 Graph Algorithms

#### 2.1 BFS—DFS

I prefer writing both of these iteratively. In the immortal intonation of Ashish Mishra,

BFS - Queue

DFS - Stack

Here's a sample of both algorithms.

```
Listing 1: BFS
```

```
T s;
unordered_map<T, vector<T>> edges;
                                                       Listing 2: DFS
queue < T > q;
                                         T s;
unordered_map<T, bool> visited;
                                         unordered_map<T, vector<T>> edges;
unordered_map<T,T> prev;
                                         stack < T > s;
int steps = 0;
                                         unordered_map<T, bool> visited;
q.push(s);
                                         unordered_map<T,T> prev;
visited[s] = true;
                                         s.push(s);
while (!q.empty()) {
                                         visited[s] = true;
    int sz = q.size();
                                         while (!s.empty()) {
    while (sz --)
                                                                                   The notes
                                              T u = s.top();
         T u = q. front();
                                              s.pop();
         q.pop();
                                              for (nb: edges [u]) {
         for (nb: edges [u]) {
                                                  if (! visited [nb]) {
              if (! visited [nb]) {
                                                       visited [nb] = true;
                  visited[nb] = true;
                                                       prev[nb] = u;
                  prev[nb] = u;
                                                       q.push(nb);
                  q. push (nb);
             }
                                              }
         }
                                         }
     steps++;
```

should be reduced from the abstract type T, to int whenever possible; thereby reducing the unordered\_maps to vectors which can sometimes get you under the time limit. Click here for Why?

#### Optimizations

• If the list of neighbours is a shared data structure, consider clearing it after having visited the neighbours using any one owner. Since, all elements in the shared field are visited and running them through the loop for other owners of the field is redundant. (Leetcode)

## 3 Misc. Algorithms

#### 3.1 Binary Search

While the idea of binary search is clear, opportunities for its application may not be easily identified (yet). Some common places where it may be applied:

#### **Optimization Problems**

Problems involving the evaluation of the min/max of an expression, while its constituents satisfy a constraint that is straightforward to check. Consider the problem below:

```
Given x_1, x_2, ...x_n and T, find min_{a_1, a_2, ...a_n}(max_i(a_ix_i)) such that \sum_{i=0}^n a_i \ge T (Leetcode)
```

The binary search algorithm is:

Listing 3: BinSearch

```
int n = x.size();
int mine = *min_element(x.begin(),x.end());
int maxe = *max_element(x.begin(),x.end());
unsigned long long lb = mine, ub = T*(unsigned long long) maxe;
unsigned long long del = (ub - lb)/2;
auto numtrips = [x,n](unsigned long long gt){
    unsigned long long nt = 0;
         for (int i=0; i < n; i++)
             nt += (gt/x[i]);
        return nt;
};
\mathbf{while} (del > 0) \{
    if (numtrips(lb+del)>=T){
        ub = lb + del;
    else{
     \hat{l}b = lb + del;
    del = (ub-lb)/2;
\mathbf{if} (\text{numtrips}(1b) > = T) \{
    return lb;
return lb+1;
```