

6068. Maximum White Tiles Covered by a Carpet

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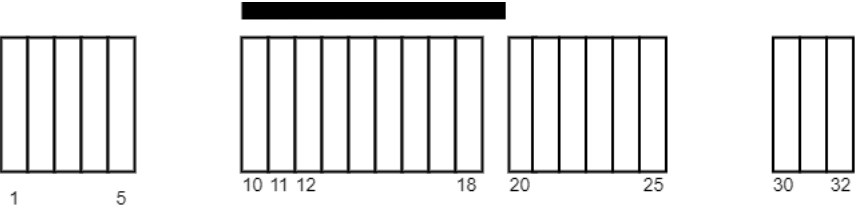
You are given a 2D integer array `tiles` where `tiles[i] = [li, ri]` represents that every tile `j` in the range `li <= j <= ri` is colored white.

You are also given an integer `carpetLen`, the length of a single carpet that can be placed **anywhere**.

Return the **maximum** number of white tiles that can be covered by the carpet.

User Accepted:	0
User Tried:	0
Total Accepted:	0
Total Submissions:	0
Difficulty:	Medium

Example 1:



Input: `tiles = [[1,5],[10,11],[12,18],[20,25],[30,32]]`, `carpetLen = 10`
Output: 9
Explanation: Place the carpet starting on tile 10.
It covers 9 white tiles, so we return 9.
Note that there may be other places where the carpet covers 9 white tiles.
It can be shown that the carpet cannot cover more than 9 white tiles.

Example 2:



Input: `tiles = [[10,11],[1,1]]`, `carpetLen = 2`
Output: 2
Explanation: Place the carpet starting on tile 10.
It covers 2 white tiles, so we return 2.

Constraints:

- $1 \leq \text{tiles.length} \leq 5 \times 10^4$
- $\text{tiles}[i].\text{length} == 2$
- $1 \leq l_i \leq r_i \leq 10^9$
- $1 \leq \text{carpetLen} \leq 10^9$
- The tiles are **non-overlapping**.

JavaScript

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```
function Bisect() {
  return { insert_right, insert_left, bisect_left, bisect_right }
}
function insert_right(a, x, lo = 0, hi = null) {
  lo = bisect_right(a, x, lo, hi);
  a.splice(lo, 0, x);
}
function bisect_right(a, x, lo = 0, hi = null) { // > upper_bound
  if (lo < 0) throw new Error('lo must be non-negative');
  if (hi == null) hi = a.length;
  while (lo < hi) {
```

```

11         let mid = parseInt((lo + hi) / 2);
12         a[mid] > x ? hi = mid : lo = mid + 1;
13     }
14     return lo;
15 }
16 function insert_left(a, x, lo = 0, hi = null) {
17     lo = bisect_left(a, x, lo, hi);
18     a.splice(lo, 0, x);
19 }
20 function bisect_left(a, x, lo = 0, hi = null) { // >= lower_bound
21     if (lo < 0) throw new Error('lo must be non-negative');
22     if (hi == null) hi = a.length;
23     while (lo < hi) {
24         let mid = parseInt((lo + hi) / 2);
25         a[mid] < x ? lo = mid + 1 : hi = mid;
26     }
27     return lo;
28 }
29 }
30
31 const preSum = (a) => { let pre = [0]; for (let i = 0; i < a.length; i++) { pre.push(pre[i] + a[i]); } return pre; };
32 const subArraySum = (a, l, r) => a[r + 1] - a[l];
33
34 const maximumWhiteTiles = (tiles, carpetLen) => {
35     tiles.sort((x, y) => x[0] - y[0]);
36     let n = tiles.length, a = tiles.map(x => x[0]), dis = tiles.map(e => e[1] - e[0] + 1), bi = new Bisect();
37     let pre = preSum(dis), res = Number.MIN_SAFE_INTEGER;
38     // pr(tiles)
39     // pr(dis)
40     for (let i = 0; i < n; i++) {
41         let l = tiles[i][0];
42         let end = l + carpetLen - 1;
43         let idx = bi.bisect_right(a, end) - 1;
44         let stop = tiles[idx];
45         let lastLen = Math.min(end, stop[1]) - stop[0] + 1;
46         // pr("\n", end, stop, lastLen)
47         let rangeSum = subArraySum(pre, i, idx - 1);
48         let use = rangeSum + lastLen;
49         // pr("l", l, "end", end, "r", stop[1], "range", i, idx, "rangeSum", rangeSum, "lastLen", lastLen, "use", use);
50         res = Math.max(res, use);
51     }
52     return res;
53 };

```

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