

More Operations on Ordered Sets

https://usaco.guide/silver/intro-sorted-sets





Ordered vs. Unordered Sets/Maps



Ordered Sets/Maps

- Complexity: 0(log n)
- Stores elements in sorted order
- For maps, sorts by key

C++: set and map

Java: TreeSet and TreeMap

Unordered Sets/Maps

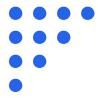
Complexity: 0(1) with high constant

factor

- Stores elements in random order
- C++: unordered_set and unordered_map
- Java: HashSet and HashMap

Recommendation: Use ordered sets/maps unless you need to optimize complexity (rare)





Iterators

- Can be used to loop through sets
- Iterators used on unordered sets return elements in random order
- Consult USACO Guide for more information

```
// Java
Iterator it = set.iterator();
while(it.hasNext()){
   Integer i = (Integer)it.next();
   System.out.print(i + " ");
}

// C++
for (auto it = s.begin(); it != s.end(); it++) {
   cout << *it << "\n";
}</pre>
```





Warning: Don't modify the set while using iterators! This includes for-each loops,

which use iterators internally.

```
// C++
for (int i : mySet) {
   // don't modify the set here!
   cout << i << " ";</pre>
   // Java
for (int i : set) {
   // don't modify the set here!
   // don't modify the set here!
                                                            System.out.print(i + " ");
```

```
odify the set here!
```





Multisets

- A multiset is a sorted set that allows you to store multiple copies of the same element.
- Normally with regular sets, you can only have one copy of an element at a time.
- C++: multiset
- Java: write your own with a TreeMap!





- count(): returns the number of times an element is present in the multiset.
- However, this method takes time linear in the number of matches so you shouldn't use it in a contest.
- If you want to remove a value once, make sure to use multiset.erase(multiset.find(val)) rather than

```
multiset.erase(val)
The latter will remove all instances of val.
```





Multisets in Java

- While there is no multiset in Java, we can implement one using the TreeMap from values to their respective frequencies.
- We declare the TreeMap implementation globally so that we can write functions for adding and removing elements from it.



```
static TreeMap<Integer, Integer> multiset = new TreeMap<Integer, Integer>();
public static void main(String[] args){
                                                                                                                                                                                                                         multiset.put(x, multiset.get(x) + 1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                multiset.put(x, multiset.get(x) - 1);
if(multiset.get(x) == 0){
    multiset.remove(x);
                                                                                                                                                                                          if(multiset.containsKey(x)){
                                                                                                                                                                                                                                                                                     multiset.put(x, 1);
                                                                                                                                                                                                                                                                                                                                                                                                                   static void remove(int x){
                                                                                                                                                         static void add(int x){
```





Priority Queues

- A priority queue (or heap) supports the following operations:
- Insertion of elements
- Deletion of element with the highest "priority" (value)
- Retrieval of highest "priority" (value) element
- All in 0 (log N) time
- Simpler & faster than sets use Priority Queues over sets whenever possible





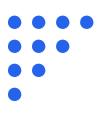


```
PriorityQueue<Integer> pq = new PriorityQueue<Integer>();
                   pq.add(7); // [7]
pq.add(2); // [7, 2]
pq.add(1); // [7, 2, 1]
pq.add(5); // [7, 5, 2, 1]
System.out.println(pq.peek()); // 1
pq.poll(); // [7, 5, 2]
pq.poll(); // [7, 5, 2]
pq.add(6); // [7, 6, 5]
```



Priority Queues (C++)

```
// C++
priority_queue<int> pq;
pq.push(7); // [7]
pq.push(2); // [2, 7]
pq.push(1); // [1, 2, 7]
pq.push(5); // [1, 2, 7]
pq.push(5); // [1, 2, 5, 7]
cout << pq.top() << end1; // 7
pq.pop(); // [1, 2, 5]
pq.pop(); // [1, 2, 5]
pq.pop(); // [1, 2, 6]</pre>
```







Ordered Sets Example Problem

CSES - Concert Tickets





Concert Tickets Solution Sketch

- Put the ticket prices into a multiset
- For each customer, get the first ticket price that doesn't exceed their limit



Concert Tickets Implementation Tips



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- multiset.insert(x): Adds the element to the multiset
- $multiset.lower_bound(x)$: Returns an iterator to the first element >= x
- $multiset.upper_bound(x)$: Returns an iterator to the first element strictly greater than x
- multiset.begin(): Returns an iterator pointing to the smallest element in the multiset

0

--it: Moves the iterator back one position (so it points to the element before the current element).

(A)

Refer to USACO Guide & use a TreeMap to implement a multiset!







Solution - Concert Tickets (CSES) · USACO Guide





Ordered Sets: Challenge Problem

CSES - Traffic Lights





Ordered Sets: Challenge Problem 2

Codeforces 702C - Cellular Network

