26/05/2023

Q1

Ex→ k = 3 , n = 4

arr 1 → {1, 3, 5, 7}
arr 2 → {2, 4, 6, 8}
arr 3 → {0, 9, 10, 11}

1) Insert k elements in heap (first element from all the arrays).

heap →

~~0~~
1
2

ans → {0}

heap →

~~1~~
2
9

ans → {0, 1}

heap →

~~2~~
3
9

ans → {0, 1, 2}

heap →

~~3~~
4
9

ans → {0, 1, 2, 3}

heap →

~~4~~
5
9

ans → {0, 1, 2, 3, 4}

heap →

~~5~~
6
9

ans → {0, 1, 2, 3, 4, 5}

Similarly we can achieve the final merged array.

Note → Along with the element, the array from which this element belongs and also its index will be stored in the heap.

Code

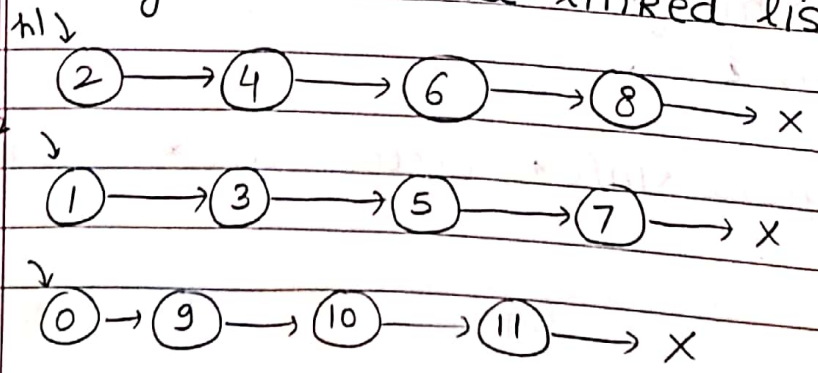
```
class info {
    public :
        int data;
        int row;
        int col;
        info (int d, int r, int c) {
            data = d;
            row = r;
            col = c;
        }
};
class compare {
    public :
        bool operator () (info *a, info *b)
            return a->data > b->data;
};

vector <int> mergekSortedArrays (int arr[][4],
int k, int n) {
  // Creation of min heap
  priority_queue <info*, vector <info*>, compare>
  minHeap;
  // Insert first element of k arrays
```

```
for (int i=0; i<k; i++) {
    info * temp = new info (arr[i][0], i, 0);
    minHeap.push (temp);
}
vector <int> ans;
While (! minHeap.empty ()) {
    // Find top element
    info * temp = minHeap.top ();
    int topElement = temp → data;
    int topRow = temp → row;
    int topCol = temp → col;
    minHeap.pop ();
    // Remove top element & insert in ans vector
    ans.push_back (topElement);
    // Is next index a valid index ?
    if (topCol + 1 < n) {
        info * newInfo = new info (arr [
        topRow][topCol+1], topRow, topCol+1);
        minHeap.push (newInfo);
    }
}
return ans;
}
```

Time complexity = $O(n k \log k)$

Q2 Merge k sorted linked list



Initially ans linked has both head and tail as NULL.

heap →	~~0~~
	1
	2

0

heap →	~~1~~
	2
	9

0, 1

heap →	~~2~~
	3
	9

0, 1, 2

:

Hence this also has similar approach as that of merge k sorted arrays.

Code

```
ListNode* mergeKLists (vector<ListNode*>
lists) {
  // Min heap creation
  priority_queue <ListNode*, vector<
  ListNode*>, compare> minHeap;
  //Find no. of lists
  int k = lists.size();
```

```
// No linked list present
if (k == 0)
    return NULL;
// Insert first node's pointer in minHeap
for (int i=0; i<k; i++) {
    if (lists[i] != NULL)
        minHeap.push (lists[i]);
}
// Create head & tail for ans list.
ListNode* head = NULL;
ListNode* tail = NULL;
while (! minHeap.empty()) {
    // Fetch top element of heap
    ListNode * temp = minHeap.top();
    minHeap.pop();
    // Insert top elements in ans vector
    // Inserting first element ?
    if (head == NULL) {
        head = temp;
        tail = temp;
        // Insert further elements
        if (tail->next != NULL)
            minHeap.push (tail->next);
    }
    else {
        // Not inserting first element
        tail->next = temp;
        tail = temp;
        // Insert further elements
        if (tail->next != NULL)
            minHeap.push (tail->next);
    }
```

```
    }
    return head;
}
```

↳ Can make mistake (Amazon round 3)

Q3 Smallest range in k list.

i/p →

1	2	3	4	5	6	7	8	9

Suppose that we pick first element from every list. Then find maximum and minimum. Then we can say that atleast one element from every list will be there in this range. But we can't tell that this is smallest range or not.

1, 4, 7 } mini = 1, maxi = 7

[1,7] ⇒ Here in this range atleast one element of every list will be present.

[3,7] is also a range which is much smaller than [1,7].

Dry run

{1,2,3}
{1,2,3}
{1,2,3}

1, 1, 1 } maxi = 1, mini = 1] Range = 0

2, 1, 1 } maxi = 2, mini = 1] Range = 2 - 1 = 1

2 2 1	maxi = 2 mini = 1	Range = 1
2 2 2	maxi = 2 mini = 2	Range = 0
3 2 2	maxi = 3 mini = 2	Range = 1
3 3 2	maxi = 3 mini = 2	Range = 1
3 3 3	maxi = 3 mini = 3	Range = 0

Now we are basically moving ahead as range can be decreased either by increasing mini or decreasing maxi. By moving forward we are increasing the mini. Hence we will have to use the min heap and this question can't be done with the help of max heap.

Note→ We can only move forward & not backward as it is a singly linked list.

We have stop when any of the linked list is finished.

Code

```
vector <int> smallestRange (vector <vector <int>> &
nums) {

    int mini = INT_MAX;
    int maxi = INT_MIN;
    //min heap creation          → same as info class
    priority_queue <node*, vector <node*>,
    compare >minHeap;
    // insert first elements of all k lists
    int K = nums.size();
    for (int i=0 ; i<k; i++) {
        int element = nums[i][0];
        maxi = max (maxi, element);
        mini = min (mini, element);
        minHeap.push (new node (element, i, 0));
}
int ansStart = mini;
int ansEnd = maxi;
while (!minHeap.empty ()) {
    // fetch top element
    node * top = minHeap.top ();
    int topElement = top→data;
    int topRow = top→row;
    int topCol = top→col;
    // pop top element
    minHeap.pop ();
    // top element would be minimum in min heap
    mini = topElement;
    // Check for smaller range
    if (maxi - mini < ansEnd - ansStart) {
        ansStart = mini;
```

```
        ansEnd = maxi;
    }
    //Element exist or not
    if (topCol + 1 < nums[topRow].size()){
        //exists
        // create a new node & insert
        // update maxi
*       maxi = max(maxi, nums[topRow][topCol+1]);
        node * newNode = new node(nums[topRow]
        [topCol+1], topRow, topCol+1);
        minHeap.push(newNode);
    }
    else { //not exist
        break;
    }
}
vector<int> ans;
ans.push_back(ansStart);
ans.push_back(ansEnd);
return ans;
}
```

Can forget