

## Stack

1. Nearest greater to left
2. Nearest greater to right
3. Nearest smaller to left
4. Nearest smaller to right

①) Nearest Greater to right

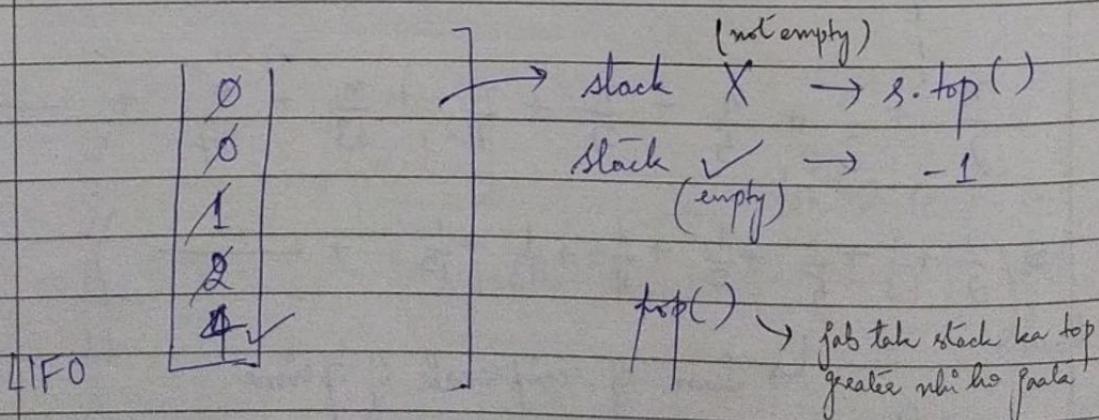
0	1	2	3	4	5	6	
arr [] :	1	3	0	0	1	2	4
	↑	↑	↑	↑	↑	↑	↑
o/p :	3	4	1	1	2	4	-1

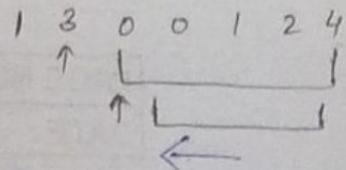
Bente face      for (int i=0; i<n-1; i++) {  
                   for (int j=i+1; j<n; j++) {

j depend on i       $O(n^2)$       → iske koi marks nahi milne wale

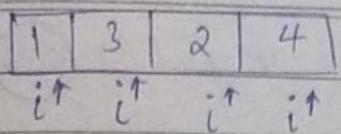
Matlab stack      You really need to optimize  
                   ka question

1    3    0    0    1    2    4  
       ↑





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List · list

list : [-1 | 4 | 4 | 3]

↓  
reverse list

↓  
O/P

\* Stack empty  $\rightarrow$  list.add (-1)

s.top() > arr[i]  $\rightarrow$  s.top()

Code      s.top()  $\leq$  arr[i]  $\rightarrow$  pop stack empty  
s.top() greater than  
arr[i]

Code :-

list<integer> list = new ArrayList<>();

Stack<integer> st = new Stack<>();

③ 2 I  
② for(int i=0; i<size; i++)

for(int i = size-1; i>=0; i--) {

if (st.size() == 0) {  
list.add (-1);

? else if (st.size() > 0 & st.peek() > arr[i]) {  
list.add (st.peek());

1 3 2 4  
←

< ③ III

```

else if (st.size() > 0 && st.peek() <= arr[i]) { => ③ Ⅲ
    while (st.size() > 0 && st.peek() <= arr[i]) { => ③ Ⅲ
        st.pop();
    }
    if (st.size() == 0) {
        list.add(-1);
    } else {
        list.add(st.peek());
    }
    st.push(arr[i]);
}
→ ② No need to reverse ③ Ⅱ
1 // like base return the REVERSED LIST

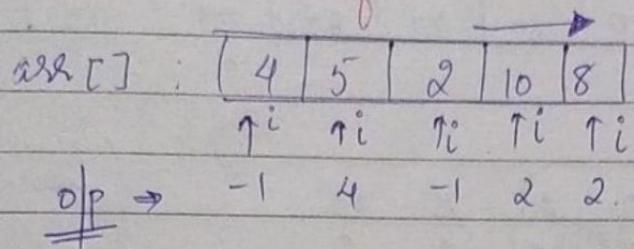
```

② Nearest greater than <sup>to</sup> left

left to right

Change      ① Loop ② I  $\rightarrow$  left to right  
 ② Don't reverse the list ② II

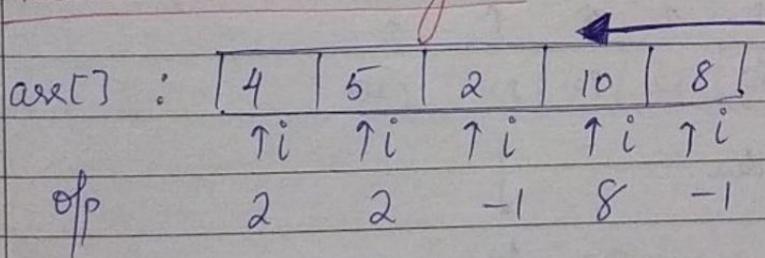
### (3) Nearest smaller to left



```
for (int i = 0; i < n; i++)
    for (int j = i-1; j >= 0; j--)
        j depends on i  $\Rightarrow$  STACK
```

- Changes
- ① Less than      ③ III
  - ② Reverse X      ③ II
  - ③ Left Traverse      ③ I

### (4) Nearest Smaller to right



```
for (int i = 0; i < n; i++)
    for (j = i+1; j < n; j++)
        j depends on i  $\Rightarrow$  STACK
```

- Changes
- ① Loop : right to left
  - ② Smaller
  - ③ Reverse

## Stock Span Problem

0	1	2	3	4	5	6
arr : [100]	80	60	70	60	75	85

arr [] :	100	80	60	70	60	75	85
	↑	↑	↑	↑	↑	↑	↑
o/p ⇒	1	1	1	2	1	4	6

Day 6

consecutive smaller  
or equal

For 75 → 60, 70, 60 are smaller & counting itself (75)  
 $3+1 = 4$

Nearest greater to left (kahan stop kr rhe h? jab  
greater element mil jha hai  
on left)

0	1	2	3	4	5	6
100	80	60	70	60	75	85
↑	↑	↑	↑	↑	↑	↑
-1	100	80	80	70	80	100

Index

1

$$5 - 1 = 4 \rightarrow 0/9$$

75  
pair  
(100, -1)

(100, 0)

(80, 1)

(60, 1)

(70, 3)

(60, 1)

(85, 0)

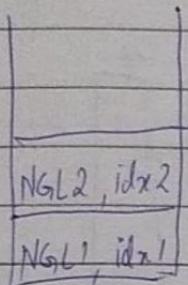
arr ka

index

nearest greater to left  
ka index

(NG, index)

`Stack< pair< Integer, Integer >> st = new Stack<>();`



( NGL  
element , index )

Changes :-

- ① `st. add ( st. top(). second );`
- ② `st. push ( { arr[i], i } );`
- ③ `st. top() → st. top(). first`

list [-1 | 0 | 1 | 1 | 3 | 1 | 1 | 0]

④ at end : `for( int i = 0 ; i < v.size() ; i++ ) {`  
 $v[i] = i - v[i];$   
`}`  
 return  $v;$

list  $\Rightarrow$  [-1 | 0 | 1 | 1 | 3 | 1 | 0]

$\downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow$

index of -1 100 80 80 70 80 100

$0 - (-1) = 1$   
 $1 - 0 = 1$   
 $2 - 1 = 1$   
 $3 - 1 = 2$   
 $4 - 3 = 1$   
 $5 - 1 = 4$   
 $6 - 0 = 6$

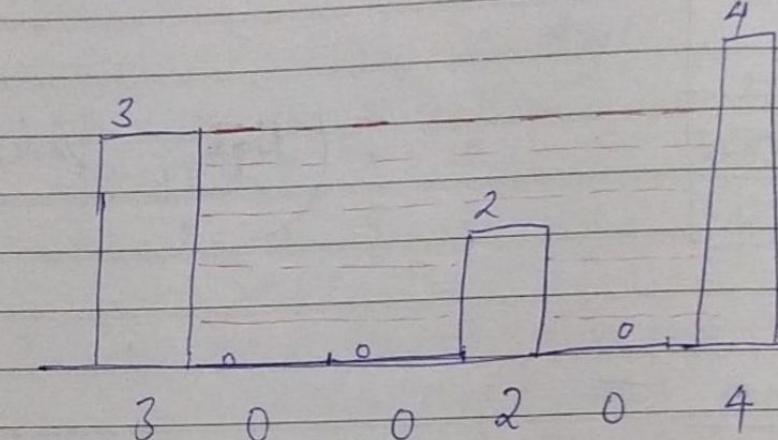
of p

## Rainwater Trapping Problem

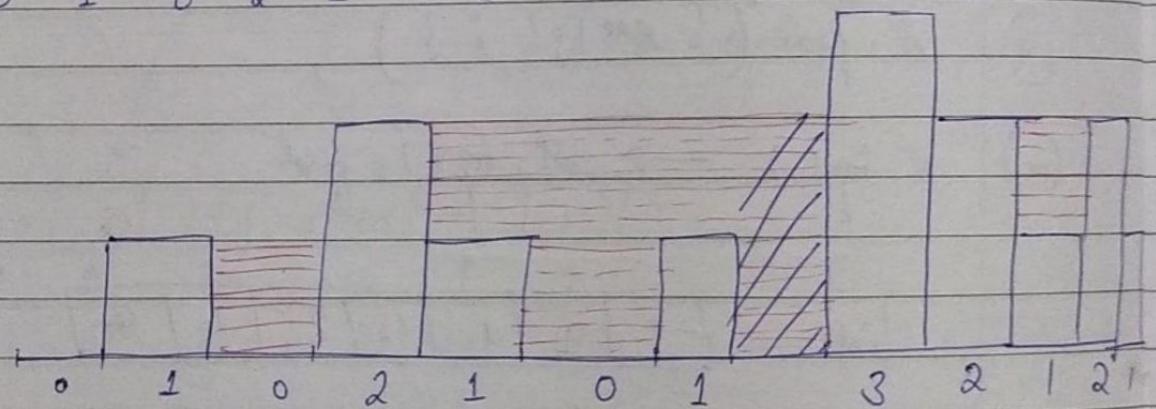
Eg. arr: [3 | 0 | 0 | 2 | 0 | 4]

s/p:

$$\begin{array}{r} 3+3+1+3 \\ = 10 \end{array}$$



Eg. 0 1 0 2 1 0 1 3 2 1 2 1



s/p: 1 + 1 + 2 + 1 + 1 = 6

Idea: How building be like

uski left array  
ka man

uski right array  
ka man

M/N

@ any i

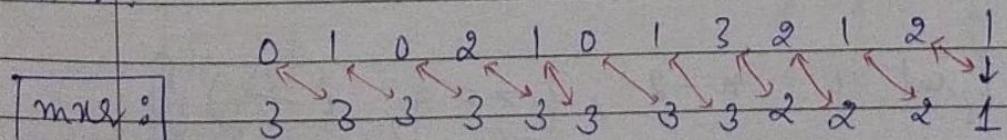
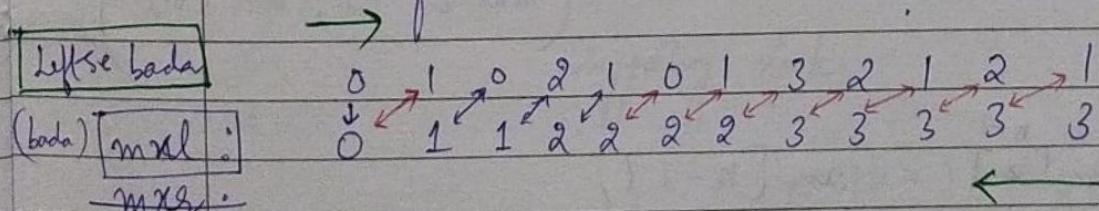
$$\text{water}[i] = \min(\text{mnL}[i], \text{mnR}[i]) - \text{arr}[i]$$

$$\begin{aligned} \text{water}[i] &= \min(3, 4) - 2 \\ \text{arr}[i] &= 2 \\ &= 3 - 2 = 1 \end{aligned}$$

	3	0	0	2	4	
mnL :		0	1	3		
mnR :		1	4	1	0	

$$\text{water}[i] = \min(\text{mnL}[i], \text{mnR}[i]) - \text{arr}[i]$$

Q/H how to find mnL & mnR?



Right side  
bada

$$\begin{array}{c}
 \begin{array}{r|ccccc}
 & 3 & 0 & 0 & 2 & 0 & 4 \\
 \text{mnl:} & 3 & 3 & 3 & 3 & 3 & 4 \\
 \text{mxs:} & 4 & 4 & 4 & 4 & 4 & 4 \\
 \text{min:} & \hline
 \end{array} \\
 \begin{array}{r}
 \xrightarrow{-} 3 \quad 3 \quad 3 \quad 3 \quad 3 \quad 4 \\
 - \quad 3 \quad 0 \quad 0 \quad 2 \quad 0 \quad 4 \\
 \hline
 \end{array}
 \end{array}$$

$$\sum 0 + 3 + 3 + 1 + 3 + 0 = \textcircled{10} \text{ op Ans}$$

Code:

```

int n = arr.length;
if mnl[n] == null {
    int mnx[n];
}

```

```

int[] mnl = new int[n];
int[] mxs = new int[n];
mnl[0] = arr[0];
for (int i=1; i < n; i++) {

```

$mnl[i] = \max(mnl[i-1], arr[i]);$

}

$mxs[n-1] = arr[n-1];$

$\text{for } (\text{int } i = n-2; i \geq 0; i--) \{$

$mxs[i] = \max(mxsl[i+1], arr[i]);$

}

int water[] = new int[n];

for (int i=0; i < n; i++) {

    water[i] = min (max[i], max[i]) - arr[i];  
 }

int sum = 0;

for (int i=0; i < n; i++) {

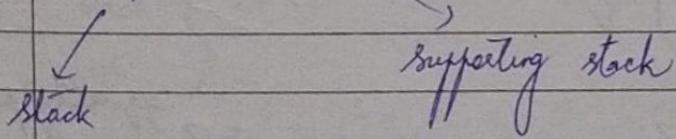
    sum = sum + water[i];

}

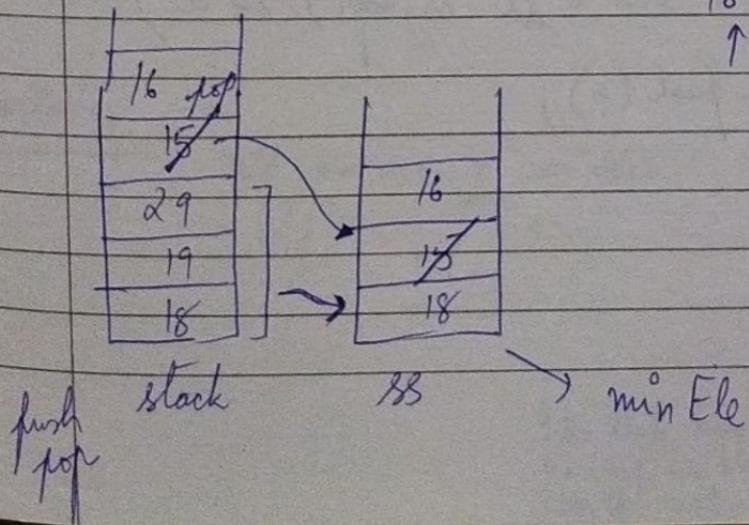
return sum;

## Min Stack

- ① push
- ② minElement()
- ③ pop

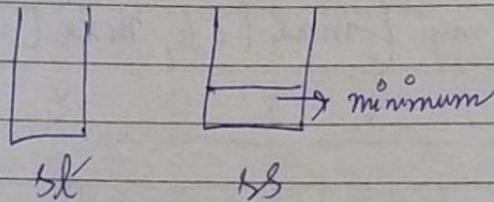


18 19 29 15 16 P P  
 ↑ ↑ ↑ ↑ P P  
 P P



## Min Stack Implementation with Extra Space

18 19 29 15 16



\* Single element is  
always minimum  
(obviously)

```
Stack < Integer > st = new Stack <>();
```

```
Stack < Integer > ss = new Stack <>();
```

```
int getMin() {
```

```
    if ( ss.size() == 0 )  
        return -1
```

```
    return ss.peek();
```

```
}
```

```
void push( int a ) {
```

```
    st.push( a );
```

equality condition

```
    if ( ss.size() == 0 || ss.top() >= a )
```

```
        ss.push( a );
```

```
    return;
```

```
}
```

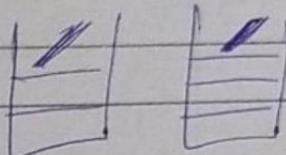
```
int pop() {
```

```
    if (st.size() == 0)
```

```
        return -1;
```

```
    int ans = st.top();
```

```
    st.pop();
```



```
    if (ss.peek() == ans)
```

```
        ss.pop();
```

```
    return ans;
```

```
}
```

*Ques\*\**

## Min Stack Implementation in O(1) Space

$O(1)$  ✓

Problem kya aayi?

arr  
stack  
list

$\begin{bmatrix} 7 \\ 5 \end{bmatrix}$  if greater ele at  
top → NO  
 $\min = 5$  Issues

containers

$\begin{bmatrix} 3 \\ 5 \end{bmatrix}$  smaller element  
at the top  
 $\min = 3$

Variables

If you use n variables

$O(1)$

Now if  $\text{pop}()$  is called  
on stack

then  $\min = 5$

but how to retrieve  
that old value from  
 $\min \Rightarrow \text{NOT POSSIBLE}$

Iks thi kaise  
ke liye we store  
corrupt value

Wapas min to 3 se 5 kena  
IMPOSSIBLE

int minElem = Integer.MAX\_VALUE;

int getMin() {  
    if (s.size() == 0)  
        return -1;  
    return minElem;

}

void push (int x) {

    if (s.size() == 0) {  
        s.push(x);  
        minElem = x;

}

else {

    if (x >= minElem) {  
        s.push(x);

}

else if (x < minElem) {

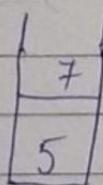
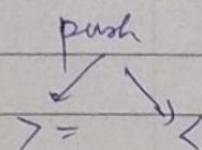
    s.push (2 \* x - minElem);

    minElem = x;

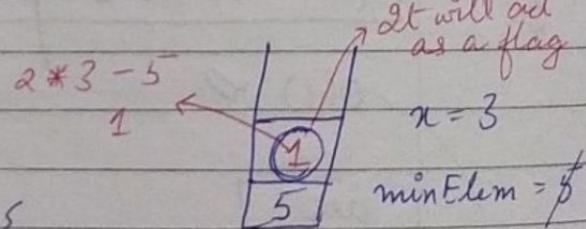
}

3

3



$$\text{minElem} = 5$$

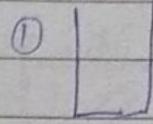


$$x = 3$$

$$\text{minElem} = 1$$

$$3$$

void pop () {



if (st.size() == 0) {

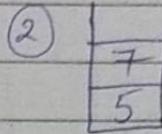
return -1;

}

else {

if (s.top() >= minElem)

s.pop();



minElem = 5

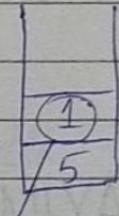
7 > 5

If so, then  
it can be safely  
popped, bcz

minElem = 5  
hi raha

elseif (s.top() < minElem) {

③



minElem = 3

minElem = 2 \* minElem -

s.pop();

flag → yeh bata raha h  
ki agar 1 ko pop kya  
tht minElem change  
hoga

2ME-y

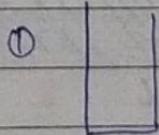
→ s.pop()

3

3

3

int top () {



return -1

if (s.size() == 0) {

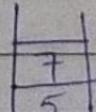
return -1;

}

else {

~~7~~ ~~5~~

②



minElem = 5

*if ( st.top() >= minElem ) {  
    return s.top(); }*

*3*

*elseif ( s.top() < minElem ) {  
    return minElem; }*

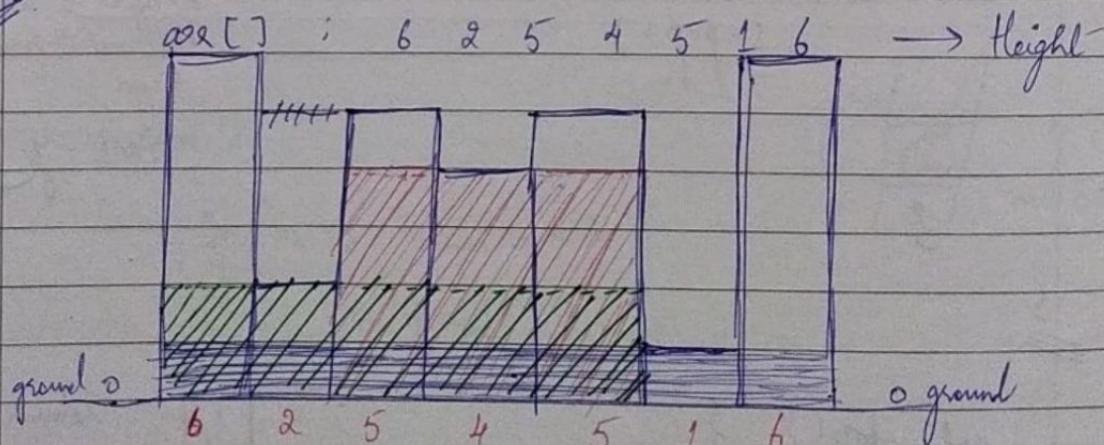
*3*

*3*

*kyunki MF stack ka hi MF hai means st.top() fay hai  
agar st.top() minElem se bhi chota hai, that means st.top() fay hai*

\* Famous popular asked

## MAXIMUM AREA HISTOGRAM (MAH)



Red  
 $\text{Area} = 3 \times 4 = 12$

Blue  
 $1 \times 7 = 7$

Green  
 $2 \times 5 = 10$

MAXIMUM

Index 4

NSR	5
NSL	1
	—
	4
	-1

= 3 width

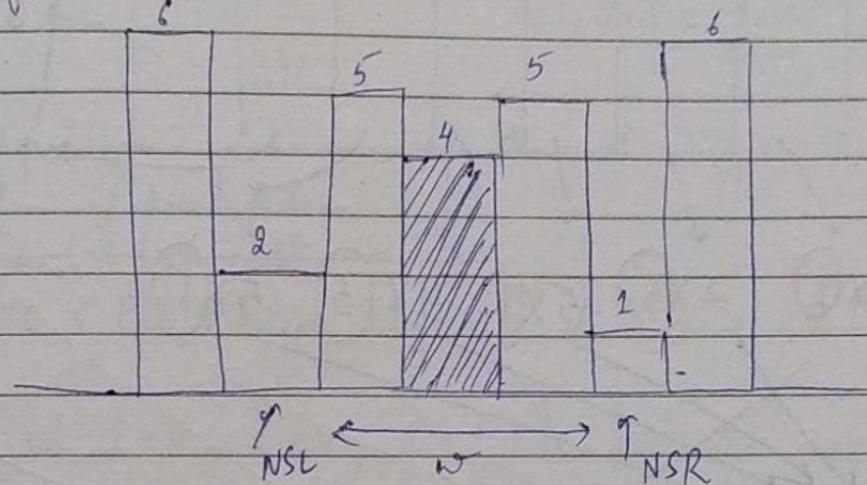
0 1 2 3 4 5

6

arr : | 6 | 2 | 5 | 4 | 5 | 1 | 6 |

Given NSR  $\rightarrow$  right : 1 5 3 5 5 7 7

Given NSL  $\rightarrow$  left : -1 -1 1 1 3 -1 5



Area tak tak expand ho sakla hain jab  
tak building ke left & right me koi  
chhota element building na mil jaaye

$$\text{width} = 5 - 1 = 4$$

$$4 - 1 = 3$$

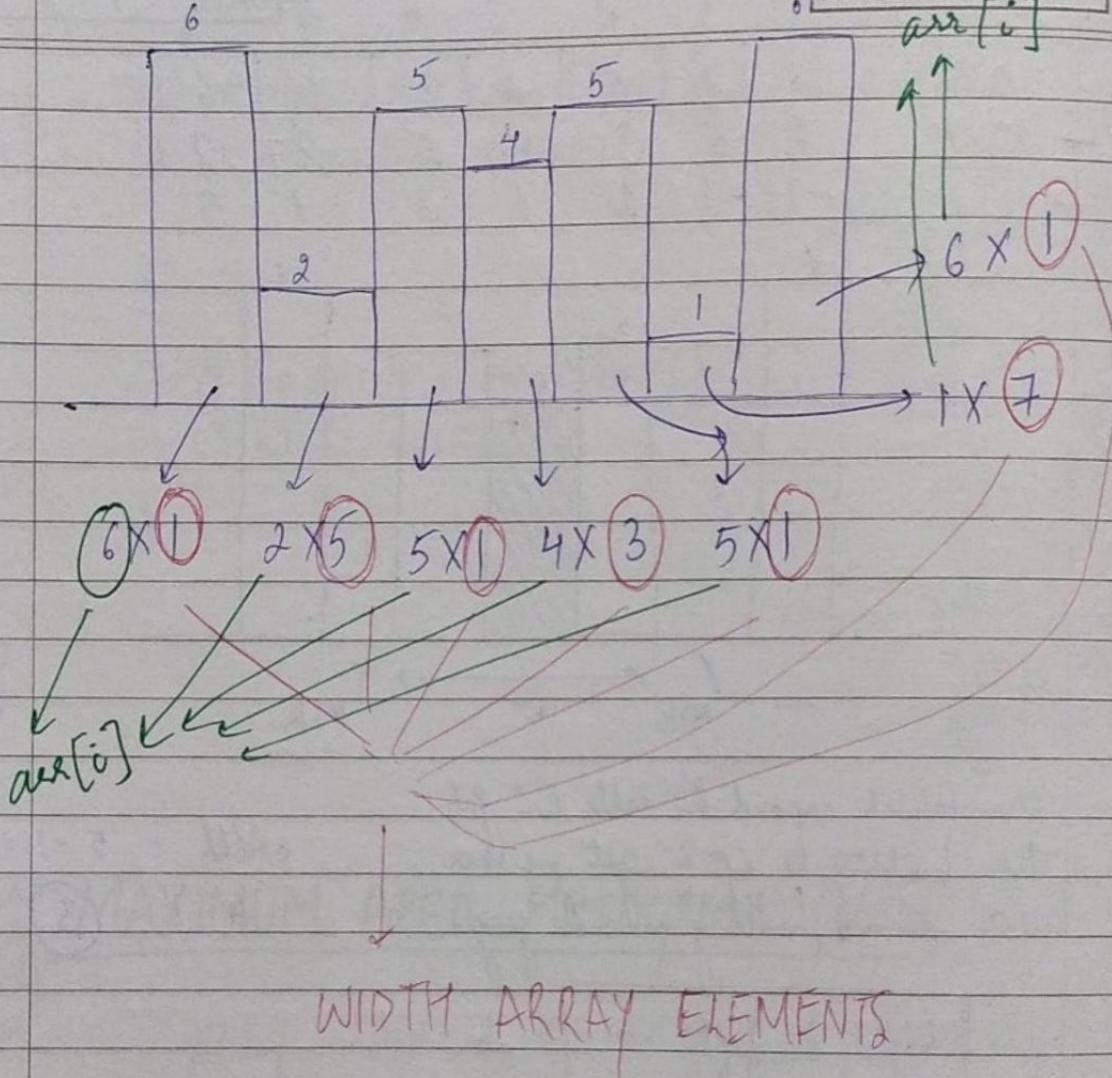
right - left - 1  $\Rightarrow$  width

$$\boxed{\text{width}[i] = \text{right}[i] - \text{left}[i] - 1}$$

$\Rightarrow$  iss formula se

width : 1 5 1 3 1 7 1

arr[i]



$$\text{arr}[] : 6 \ 2 \ 5 \ 4 \ 5 \ 1 \ 6$$

$$\text{width}[] : 1 \ 5 \ 1 \ 3 \ 1 \ 7 \ 1$$

$$\boxed{\text{Area}[i] = \text{arr}[i] * \text{width}[i];}$$

$$\text{Area}[] : \boxed{6 \ 10 \ 5 \ 12 \ 5 \ 7 \ 6}$$

↓

Find  $\max^m$   
⇒ ANSWER

Code :-

left → NSL Index

NSL, idx

pair

left

List <Integer> list = new ArrayList <Integer>();  
int pseudoIndex = -1;

Stack <Integer> st = new

Stack <Pair <Integer, Integer>> st = new Stack <>();

for (int i=0; i<n; i++) {

if (st.size() == 0) {

left.list.add (F/N); pseudoIndex

}

else if (st.size() > 0 && st.peek().first < arr[i]) {

left.add (st.pop().second);

}

else if (st.size() > 0 && st.peek().first >= arr[i]) {

while (st.size() > 0 && st.peek().first >= arr[i]) {

st.pop();

}

if (st.size() == 0) {

left.add (-1);

}

else {

left.add(st.push(), second);

}

3

st.push(area[i], i);

}

return left;

3<sup>rd</sup> by → right → NSL index

int pseudosIndex = 7; (arr.length + 1)

for (int i=0; i < size; i++) {

width[i] = right[i] - left[i] - 1;

}

for (int i=0; i < size; i++) {

area[i] = area[i] \* width[i];

}

Find max in area[i]

ans

ans