

# LeetCode 1636 – Sort Array by Increasing Frequency

## Problem Statement:

Given an array `nums`, sort it in:

- **increasing order of frequency**
- If frequency is same, then in **decreasing order of value**

## Thought Process (By Priyansh )

### Step-by-step Logic:

#### 1. Frequency Count:

- Use `unordered_map` to store each number and its frequency.

```
for(int num : nums){  
    mp[num]++;  
}
```

#### 2. Custom Min-Heap:

- Push `{frequency, value}` into `priority_queue` using custom comparator.
- Comparator ensures:
  - Lower frequency comes first
  - If frequency is same, higher value comes first

```
struct comp {  
    bool operator()(pair<int, int>& a, pair<int, int>& b) {
```

```

        if (a.first == b.first)
            return a.second < b.second; // prefer higher value
        return a.first > b.first;    // lower freq comes first
    }
};

```

### 3. Build Answer:

- While priority queue has elements, pop top
- Push its value into answer `frequency` number of times.

## ✓ Final Code (Tera Original Code):

```

class Solution {
public:
    struct comp {
        bool operator()(pair<int, int>& a, pair<int, int>& b) {
            if (a.first == b.first)
                return a.second < b.second; // prefer higher value if same frequency
            return a.first > b.first;    // min-heap based on frequency
        }
    };

    vector<int> frequencySort(vector<int>& nums) {
        typedef pair<int, int> p;
        unordered_map<int, int> mp;

        // mapping done: every value has a frequency
        for(int num:nums){
            mp[num]++;
        }

        vector<int> ans;
        priority_queue<p, vector<p>, comp> pq;
    }
};

```

```

// push {frequency, value} into min-heap
for(auto x:mp){
    int value = x.first;
    int frequency = x.second;
    pq.push({frequency,value});
}

// build final sorted answer
while(pq.size()>0){
    int value = pq.top().second;
    int frequency = pq.top().first;
    for(int i=0;i<frequency;i++){
        ans.push_back(value);
    }
    pq.pop();
}

return ans;
}
};

```

## Dry Run Example:

**Input:** [2,3,1,3,2]

**Frequencies:**

- 2 → 2 times
- 3 → 2 times
- 1 → 1 time

**Min-Heap Push:**

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

**Pop order (based on comparator):**

1. {1,1} → 1

2. {2,3} → 3 3

3. {2,2} → 2 2

✓ **Output:** [1,3,3,2,2]

## Time & Space Complexity:

Operation	Complexity
Frequency map build	$O(n)$
Heap operations	$O(n \log n)$
Output construction	$O(n)$
<b>Total Time</b>	$O(n \log n)$
<b>Space Used</b>	$O(n)$