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PRN: 2020BTECS00037

Batch: T5

DAA LAB ESE

Q12) Implementing algorithm for The Skyline Problem.

>Theory:

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912) Implementing algorithm for the Skyline Problem.
  - concept:
    "A skyline is a collection of rectorywar strips. A rectorywar strip is represented as a pair (left, ht) where left is
  x coordinate of left side of the strip
and ht is height of the strip.

Time complexity of this algorithm
is O(nlogn) using Divide and conquer
    Algorithm.
  and every building is tepresented by tripler (left, ht, right).
  1. 'left': is the x co-ordinate of lef side.
2. 'right': is the x (o-ordinate of right side.
3. 'ht': is the height of the building
```

><u>Algorithm:</u>

Date: 1
→ Algorithm:
1. store the Start point of building
1. store the Start point of building and end point of building along with height.
2. Sort the start point, end point.
Si fin analy (L. L. L. L.) and a second
come actross start point of building store it in min heap using height
3. Itaverse from left to right, if we come across start point of building store it in min heap, using height as a key.
- MATABRIA
4. If we come accross end point of building then remove it from heap until we reach a building whose right node is still ahead.
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MATRIKAS:

><u>Code:</u>

```
#include <bits/stdc++.h>
using namespace std;
vector<vector<int>>
getskyline(vector<vector<int>> &buildings)
    vector<vector<int>> edges;
    for (int i = 0; i < buildings.size(); i++)</pre>
        int x = edges.size();
        edges.push_back(vector<int>());
        edges[x].push_back(buildings[i][0]);
        edges[x].push_back(-buildings[i][2]);
        edges[x].push_back(buildings[i][1]);
    for (int i = 0; i < buildings.size(); i++)</pre>
        int x = edges.size();
        edges.push_back(vector<int>());
        edges[x].push_back(buildings[i][1]);
        edges[x].push_back(0);
        edges[x].push_back(1e9);
    sort(edges.begin(),edges.end());
    priority_queue<pair<int,int>,
    vector<pair<int,int>>,
    greater<pair<int,int>>> prevHighest;
    prevHighest.push({0,1e9});
    vector<vector<int>> skyline;
    for(int i=0;i<edges.size();i++){</pre>
        int start= edges[i][0];
        int currHeight= -1 * edges[i][1];
        int end=edges[i][2];
     while(prevHighest.top().second<=start){</pre>
      prevHighest.pop();
     if(currHeight>0){
     prevHighest.push({-currHeight,end});
    if(skyline.size()==0){
        skyline.push_back(vector<int>());
```

```
skyline[0].push_back(start);
        skyline[0].push back(-prevHighest.top().first);
    else if(skyline.back()[1]!=-prevHighest.top().first){
       int x= skyline.size();
       skyline.push_back(vector<int>());
       skyline[x].push_back(start);
       skyline[x].push_back(-prevHighest.top().first);
     return skyline;
int main(){
  vector<vector<int>>
  buildings ={{2,9,10},{3,7,15},{5,12,12},{15,20,10},{19,24,8}};
  vector<vector<int>>ans= getskyline(buildings);
  buildings={{12,16,7},{14,25,3},{19,22,18},{23,29,13},{24,28,4}};
  for(int i=0;i<ans.size();i++){</pre>
    cout<<ans[i][0]<<" "<<ans[i][1]<<endl;</pre>
  return 0;
```

>Output:

```
PS C:\Users\khush\Desktop\daa_ese> cd "c:\Users\khush\Desktop\daa_ese\" ; if ($?) { g++ sky 2 10 3 15 7 12 12 0 15 10 20 8 24 0 PS C:\Users\khush\Desktop\daa_ese>
```