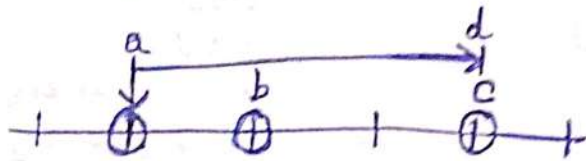


BINARY SEARCH APPLICATION

1. Points on Line



For every starting pt, we are trying to find possible range.

For exa :-

$$N=4$$

$$d=3$$

4 3

1 2 3 4

$$\rightarrow 3c_2 = 3 + 2c_2 = 4$$

$$(1, -, -) + (2, -, -)$$

5 19

1 10 20 30 50

$$\text{①} \xrightarrow{10} \text{②} \Rightarrow 1c_2 = 0$$

~~Code -~~

No. of pts b/w 1

~~void solve (int)~~ & 4 = 2

So, for starting pt = 1

we have 3 ways.

For $i \rightarrow$ farthest point = $i + d$

We are finding elements from $i+1 \dots n$ such that $\text{arr}[i] \leq \text{arr}[i] + d$
↓
 check funcⁿ.

```

5
6 void solve(){
7     int n,d;
8     cin>>n>>d;
9     int arr[n];
10    for(int i=0;i<n;i++){
11        cin>>arr[i];
12    }
13    long long ans = 0;
14    for(int i=0;i<n;i++){
15        // i, i+1, ..., x | idx = (x+1) arr[x+1] > arr[i] + d
16        int idx = upper_bound(arr, arr+n, arr[i]+d) - arr;
17        long long cnt = idx - i - 1;
18        ans += cnt*(cnt-1)/2;
19    }
20    cout<<ans<<endl;
21 }
22

```

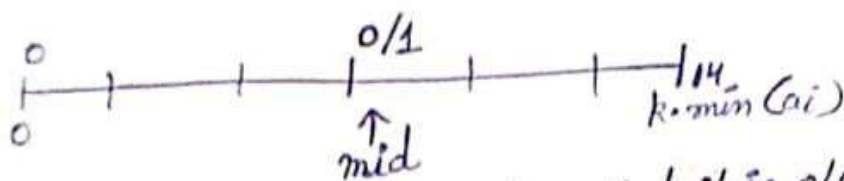
2. Factory Machines

* This is as an Ans.

Search space \rightarrow time

limits low = 0, high = $k \cdot \min(a_i)$

check $[mid]$ = can we generate k products in x time.



If there is a check function that it is 0/1, we can find starting pt. using binary search.

$M_i \rightarrow a_i \rightarrow \frac{x}{a_i} \rightarrow$ No. of products that machine i will generate in x time.

$$\therefore \sum \left[\frac{x}{a_i} \right] \geq k$$

$$lo = 0$$

$$hi = 10^{18}$$

Total products

First feasible time \rightarrow optimal time

We have to check that if this total $\geq k$. If yes $\rightarrow 1$ else 0.

$$\sum \left[\frac{x}{a_i} \right]$$

3. Painter Partition

search space \rightarrow time

check funcⁿ : Can we paint in x time using $\leq k$ painter

Logic :

\rightarrow If k painters can finish the job within time mid , ans = mid .

& update high = low upper bound = $mid - 1$.

\rightarrow If more than k painters needed, $lo = mid + 1$.

Code :-

```
int check (int x) {
```

```
    int painter = 0;
```

```
    int timeleft = 0;
```

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

```
        if (timeleft >= arr[i]) {
```

```
            timeleft -= arr[i];
```

```
        } else {
```

```
            painter++;
```

```
            timeleft = x - arr[i];
```



```

if (pointer <= k) return 1;
else return 0;
}

```

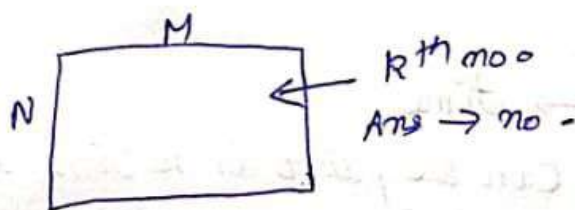
```

void solve () {
    cin >> n >> k;
    int maxlen = 0;
    int sum = 0;
    for (int i = 0; i < n; i++) {
        cin >> arr[i];
        maxlen = max(maxlen, arr[i]);
        sum += arr[i];
    }
    int lo = maxlen;
    int hi = sum;
    int ans = -1;
    while (lo <= hi) {
        int mid = (lo + hi) / 2;
        if (check(mid)) {
            ans = mid;
            hi = mid - 1;
        }
        else lo = mid + 1;
    }
    cout << ans;
}

```

4. Multiplication Table

For k^{th} value



check(x) : $(\text{No. of val} \leq x) \geq x$

For ex: 2 3 4 → x = 4

1	2	3
2	4	6

1, 2, 2, ③ 4, 6

↓
 check(2) = 0
 check(3) = 1
 check(4) = 1

If we find the first ① → that is the ans.

```

#include <bits/stdc++.h>
using namespace std;
int n, k;
int arr[100100];
int check(int x) {
    int product = 0;
    for (int i = 0; i < n; i++) {
        product += x / arr[i];
    }
    if (product >= k) return 1;
    return 0;
}

void solve() {
    cin >> n >> k;
    int minelem = 1e9;
    for (int i = 0; i < n; i++) {
        cin >> arr[i];
        minelem = min(minelem, arr[i]);
    }

    int lo = 0;
    int hi = minelem * k;
    int ans = -1;
    while (lo <= hi) {
        int mid = (lo + hi) / 2;
        if (check(mid)) {
            ans = mid;
            hi = mid - 1;
        } else {
            lo = mid + 1;
        }
    }

    cout << ans << "\n";
}

```

```
#include <bits/stdc++.h>
using namespace std;
int n,m, k;
int check(int x) {
    int cnt = 0;
    for (int i = 1; i <= n; i++) {
        cnt += min(x/i,m);
    }
    if (cnt >= k) return 1;
    else return 0;
}
```

```
void solve() {
    cin >> n >> k;

    int lo = 0;
    int hi = n*m;
    int ans = -1;
    while (lo <= hi) {
        int mid = (lo + hi) / 2;
        if (check(mid)) {
            ans = mid;
            hi = mid - 1;
        } else {
            lo = mid + 1;
        }
    }

    cout << ans << "\n";
}
```