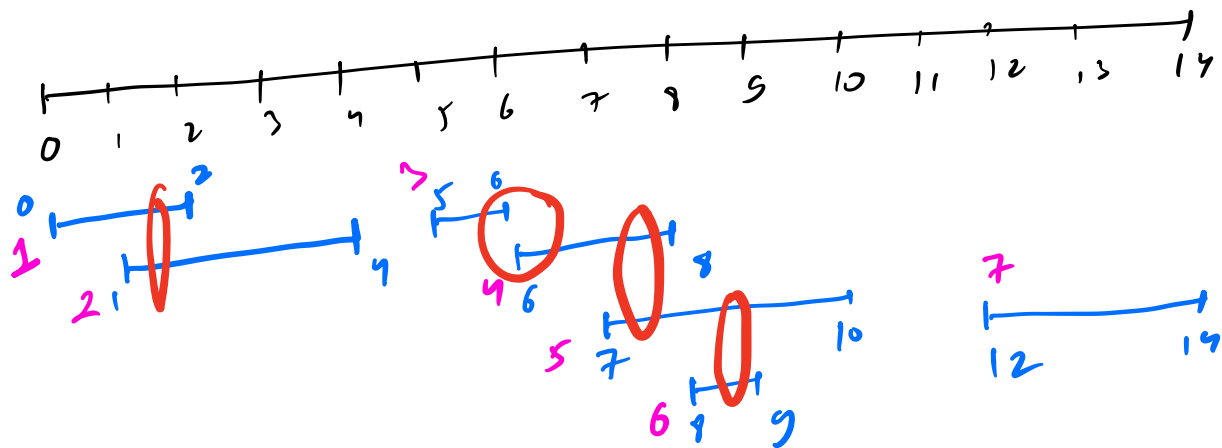
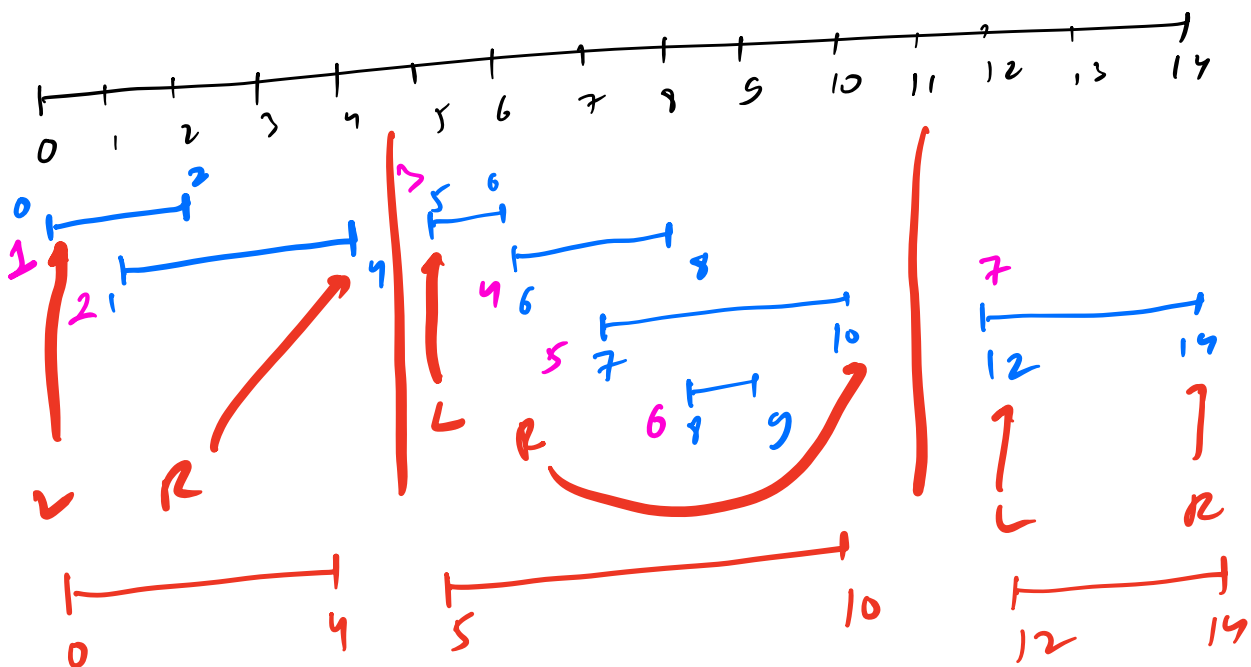
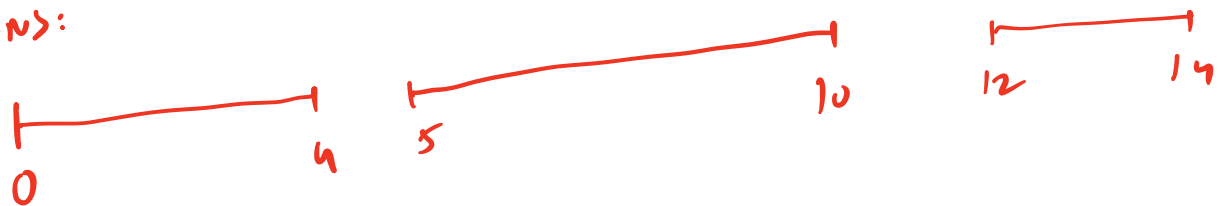


Q Given a sorted list of overlapping intervals, sorted based on start time. Merge all the overlapping intervals & return the sorted list. $S[], E[]$

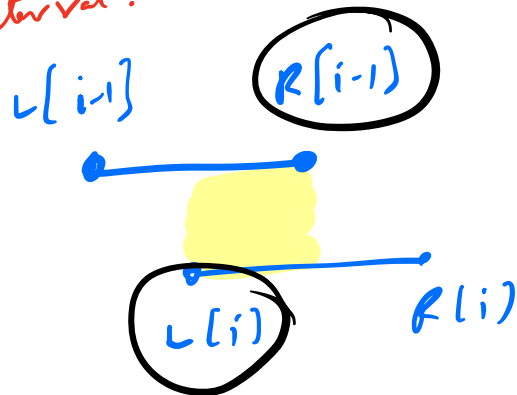


ANS:



→ Adjacent intervals would overlap to form a new interval.

→ Condition for i^{th} interval overlapping with $(i-1)^{th}$ interval.



if $(L[i] \leq R[i-1])$
→ overlap!

// S[], E[], N

$L = S[0]$ $R = E[0];$

```
for (i = 1; i < N; i++) {
    if (S[i] <= R) {
        R = max(R, E[i]);
    }
}
```

}

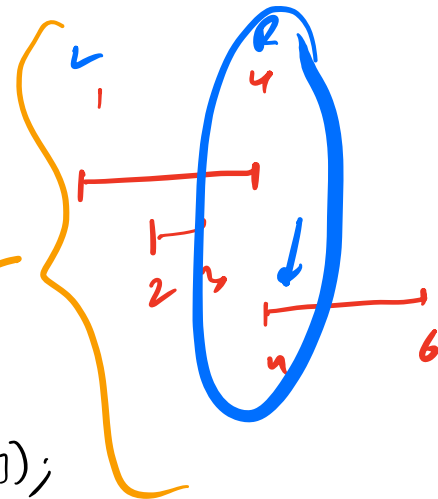
else {

print(L, R);

$L = S[i]$, $R = E[i];$

}

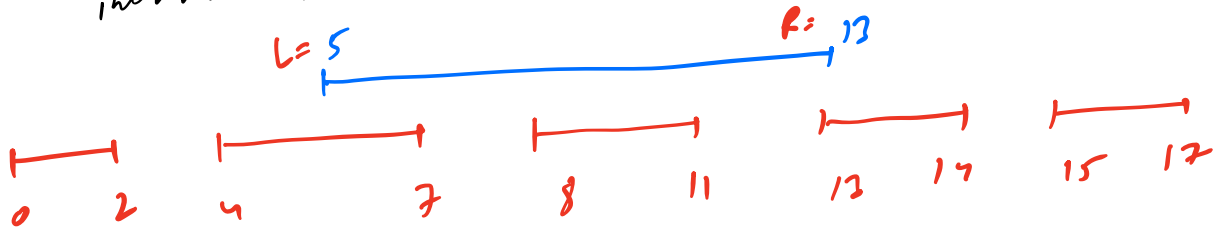
print(L, R);



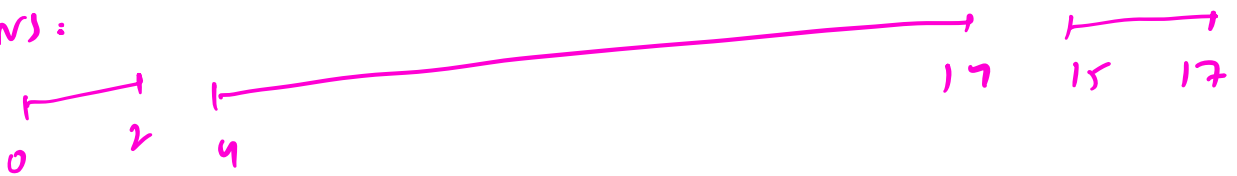
TC = $O(N)$

SC = $O(1)$

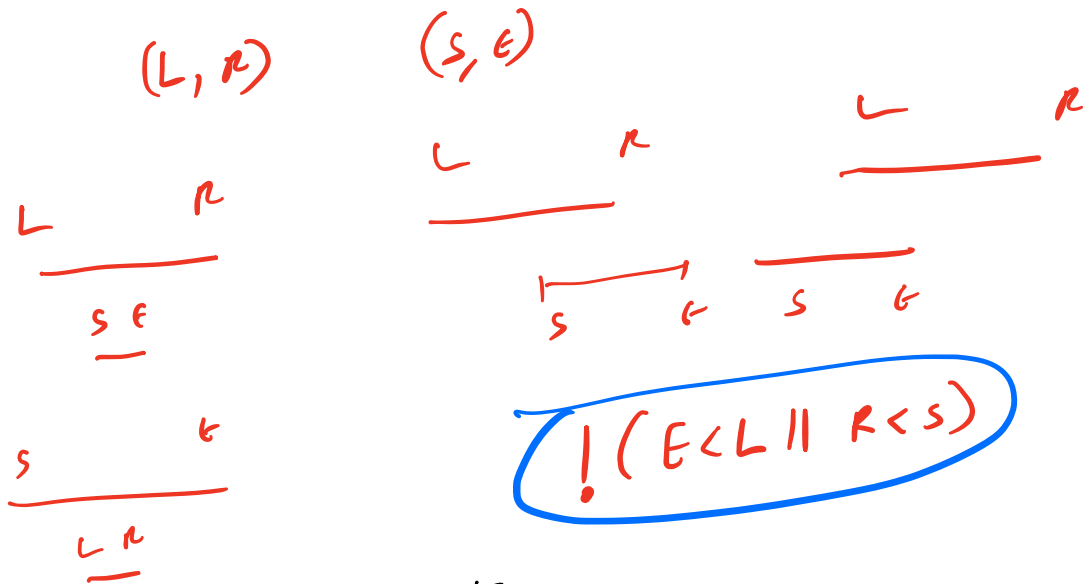
Q Given a sorted set of non-overlapping intervals.
 Insert a new interval s.t. the final list of intervals is also sorted & non-overlapping.



Ans:



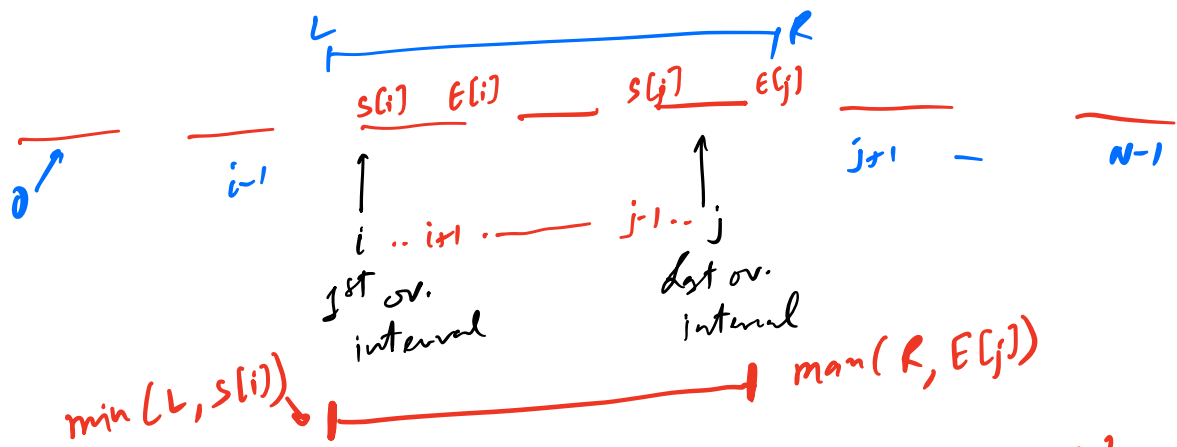
Condition for overlapping



Non-overlap condition

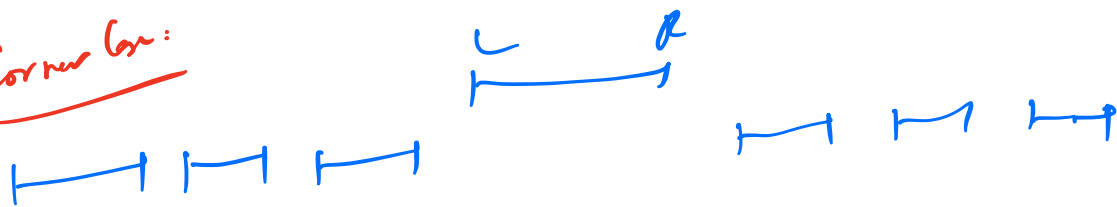


or
 $(E < L \parallel R < S)$



ANS: $\{ I_0, I_1, \dots, I_{i-1}, I[\min(L, s(i)), \max(R, e(j))], I_{j+1}, I_{j+2}, \dots, I_{N-1} \}$

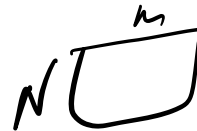
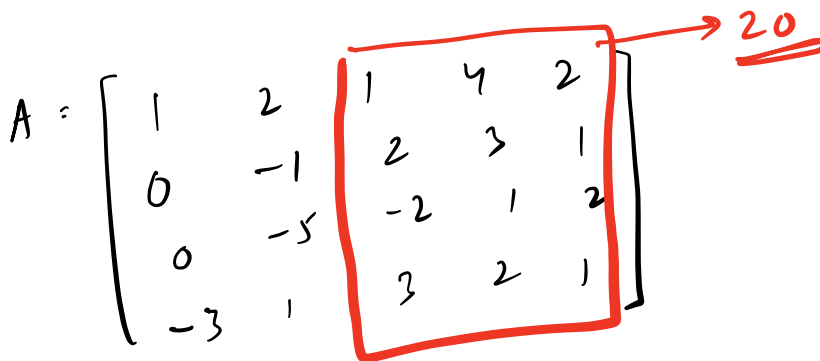
Corner Case:



\uparrow $TC = O(N)$

\uparrow $SC = O(1)$

Q Given a 2D array.
Find the MAX sub-matrix sum.



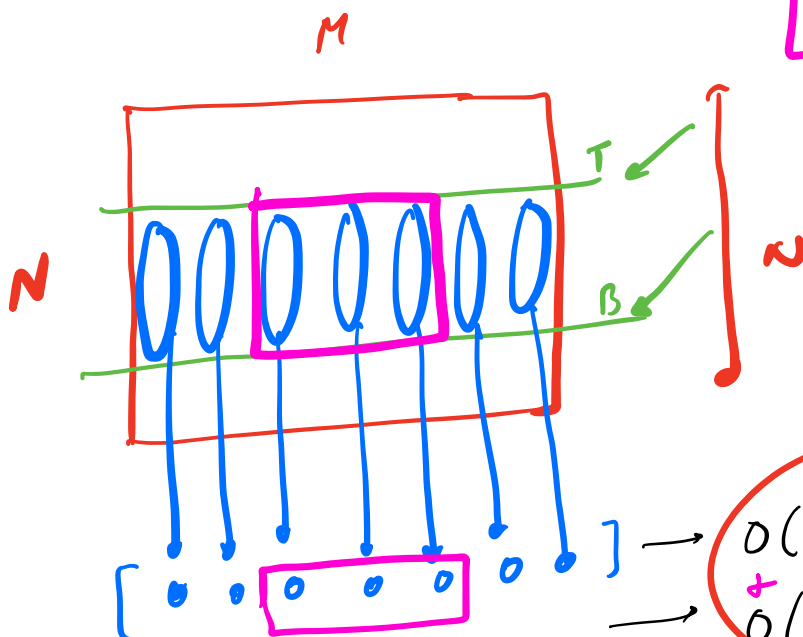
I)

Consider ALL SMs
→ find their sum
& take MAX

→ $N^2 M^2$

DF	PS
NM	1

$TC = O(N^2 M^2)$



of combination
of green lines
= N^2

$O(M)$ [generating]
+ $O(M)$ KADANE

$TC : O(N^2 M)$

$SC = O(NM)$
 $O(1)$

1. Create **PS** colwise

2.

f (T = 0; T < N; T++) {

f (B = T; B < N; B++) {

// given line [T, B]

Ar[]

f (j = 0; j < M; j++) {

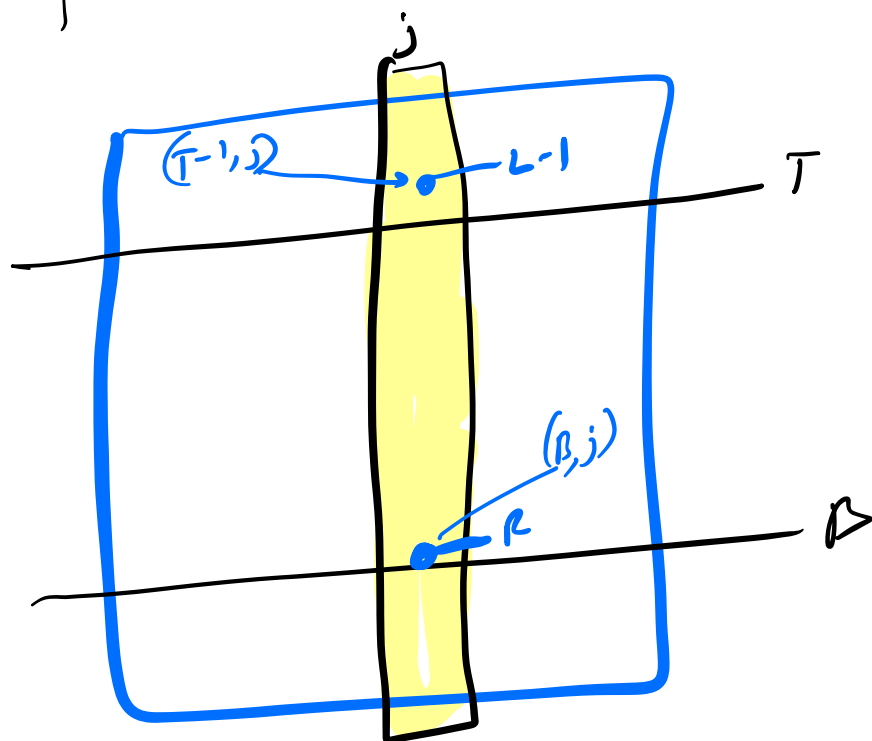
Ar[j] = P[B][j] - P[T-1][j];

}

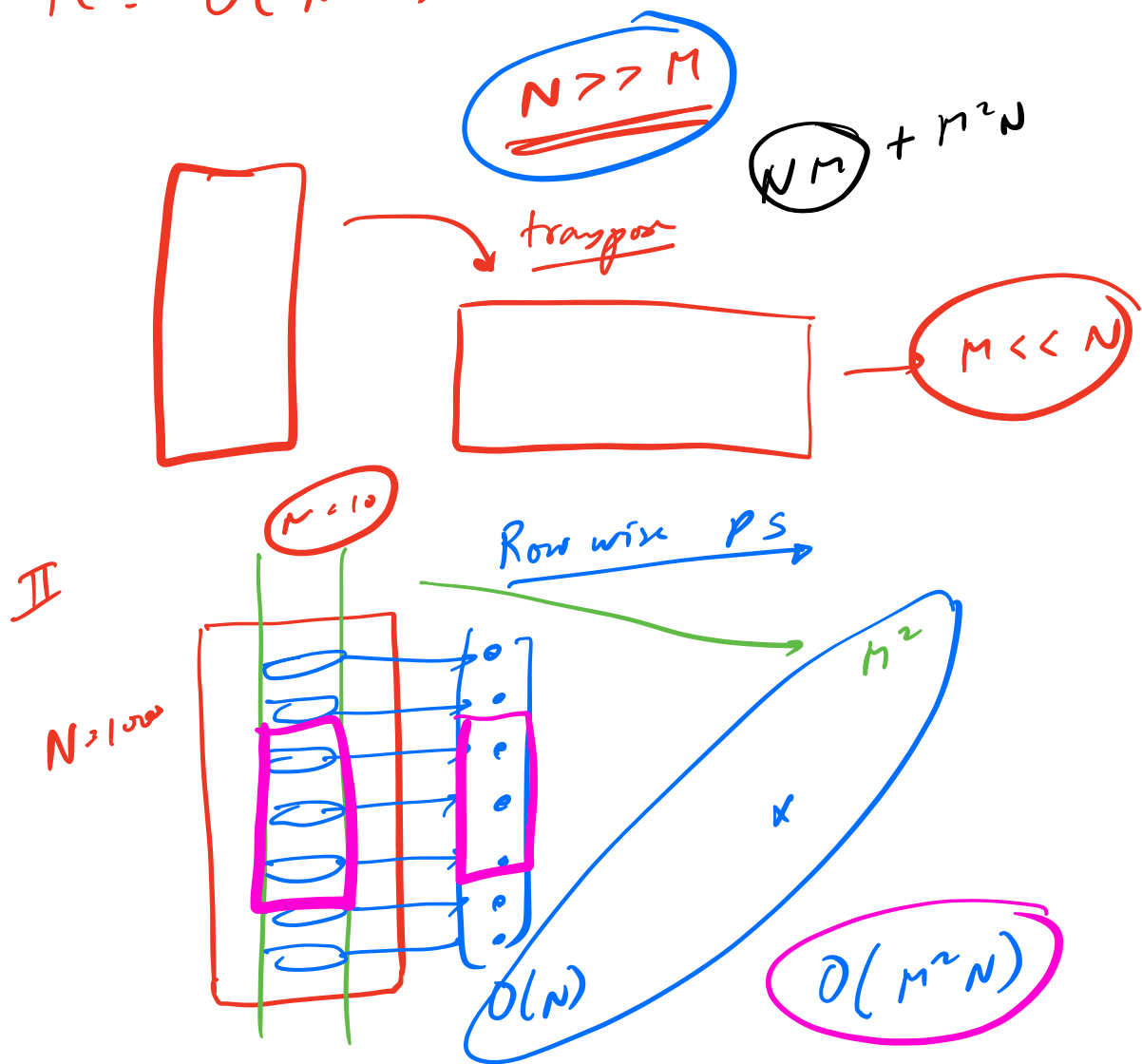
Ans = max(Ans, KADANE(Ar[]));

}

/



$$TC = O(N^2 M)$$



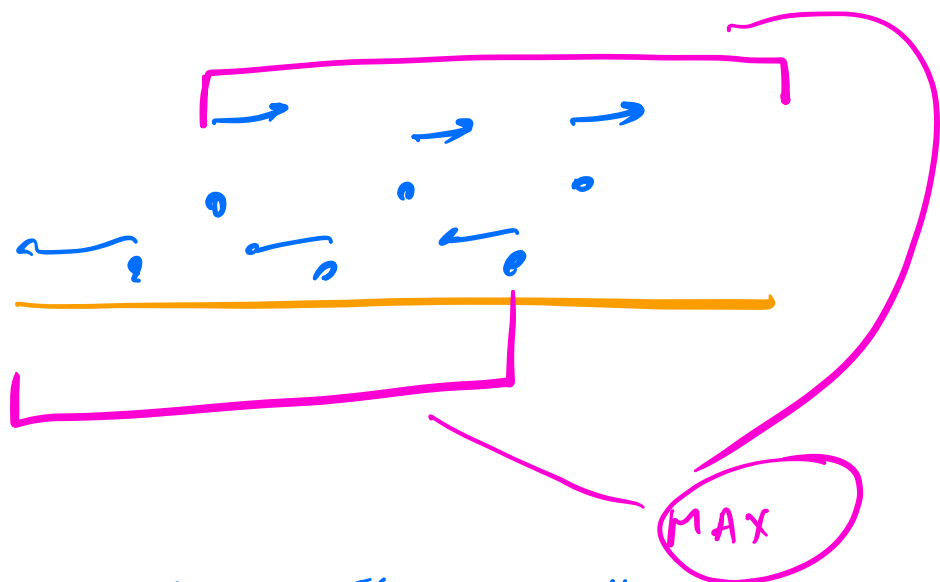
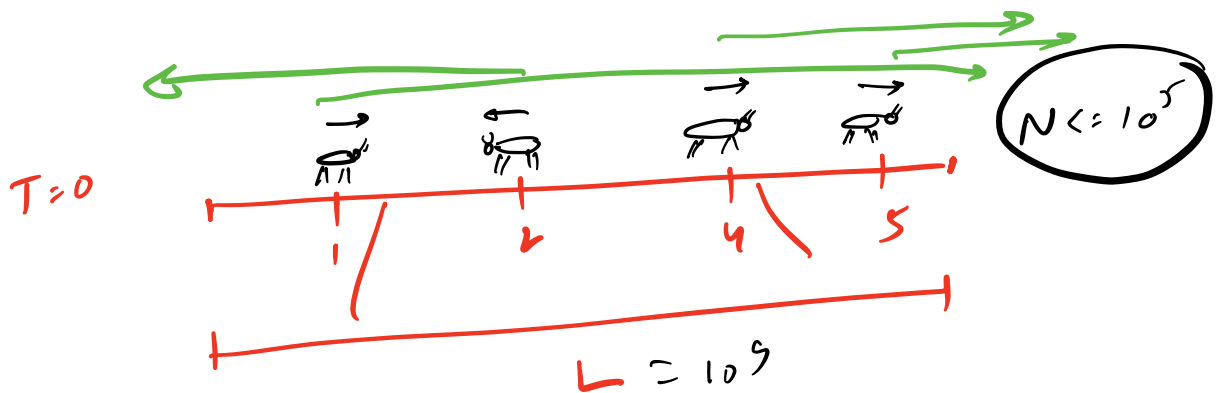
$$TC = O(\min(N, M)^2 \cdot \max(N, M))$$

$$SC = O(NM)$$

$O(1)$ SAME

Q Given a table of length L .
 N ants on it at DISTINCT positions.
 Their pos & direction is given.

- If 2 ants collide head on, they turn around!
 - find the time at which the last ANT falls off the table!
- 0.55



Idea: Imagine the ANTS passing through!
 → SAME as colliding & turning back!