

* Fractional Knapsack problem

- PS :- We have to rob some items which each of them have some wealth attached to it and the weight that particular item takes.
- we only have a bag with limited capacity, hence we need to choose items that help us maximise wealth.
- Unlike 0/1 Knapsack, here the items can be broken down.

→ Input :- [($\overset{\text{val}}{\uparrow}$ 60, $\overset{\text{wt}}{\uparrow}$ 10), (150, 20), (120, 30)].

$$\text{capacity} = 50$$

→ Output :- Q40 [60, 150, $\overset{\star}{\frac{120}{30}} \times 20$]

To iterate over array to find maxProfit

→ Approach:

↑
; - $O(N + N \log N)$ → Sorting based on ratio

(i) Sort the array based on profit ratio
(desc).

(ii) Be greedy and take the items with highest ratio

↳ iff our remaining capacity \geq item's capacity

(iii) if capacity of item exceeds our capacity,
pickup the fraction of it

Ex:- (120, 30).

If for 30 units profit = 120 ($30 \rightarrow 120$)

for 1 unit profit = $120/30 = 4$.

\therefore if remCap = 5 $(1 \rightarrow \frac{120}{30})$.

updated profit = $(\frac{120}{30}) * 5$

Profit for unit

our maxCapacity



(Q) Minimum coins problem.

→ PS:- Return the minimum number of coins required to form the given amount
→ Note that we have ∞ supply of each coin

→ Input :- $N = 43$, Output = 5 ($20 + 20 + 2 + 1$)

→ Sample Space: {1, 2, 5, 10, 20, 100, 500, 1000} (INR currency)

→ Approach

(i) for each N , find the max closest coin, note

Ex:- for $N=43$, closest = 20 ($50 > 43$)

(ii) Subtract it from N , add to coins list

(iii) Repeat till $N = 0$.

* Approach

(i) Count the numbers of each currencies

↳ if 5

 fine ++, nothing to return

↳ if 10

 if $5 == 0 \rightarrow \text{false}$

$5--; 10++;$

↳ if 20

↳ if we have 3 5's $\rightarrow 5- = 3$

↳ if we have one 10, one 5

$10--; 5--;$

↳ else false;

→ return True.

↓ we need to first
check with 10's & 5's

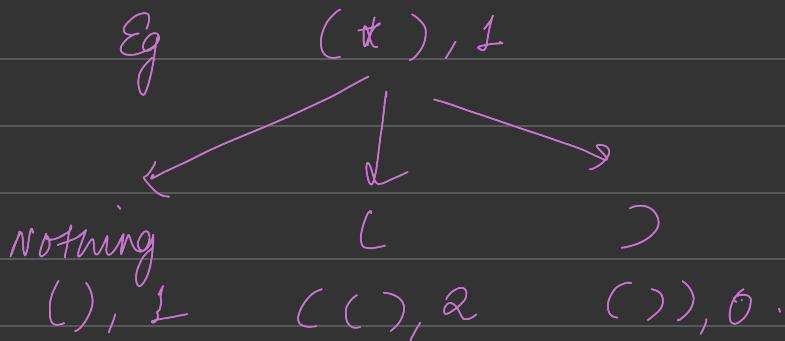
because if we give away
3 5's, it could cause problem
in future

$[5, 5, 5, 10, 20, 10]$
giveaway for \nearrow left $\{10, 10\}$ \times

* Recursion Based Approach

is valid (ind, s, count).

→ In place of '*' try out all possible different combinations



→ if $s[ind] = '('$, move to next, count++

→ if $s[ind] = ')'$, move to next Count--;

→ if $s[ind] = '*'$

- Try ' $($ ' case

- Try ' $)$ ' case

- Try Nothing case

Return
} OR of all

* TC :- $O(3^N)$

Memo

$O(N^2)$

* SC :- $O(N)$

→

$O(N^2)$

* Greedy Approach

- Still try out all possible combinations of * but in $O(N)$.
(\hookrightarrow max)
- min = min · number of unmatched '('
- To do above maintain a range [min, max].

(i) if '('
 $\text{min}++; \text{max}++;$

(ii) if ')' $\text{min}-; \text{max}-;$

(iii) if '*' $\underbrace{\text{min}-; \text{max}+;}$

Trying out all combos

-1 ↙ 0 ↘ +1

* Dry-Run.

$$S = "((*)")$$

(i) C

$$\begin{cases} \hookrightarrow \min = 1 \\ \hookrightarrow \max = 1 \end{cases}$$

(iii) *

$(\alpha-1) (\alpha-0) (\alpha+1)$

(ii) C

$$\begin{cases} \hookrightarrow \min = 2 \\ \hookrightarrow \max = 2 \end{cases}$$

$$\therefore \min = 1$$

$$\max = 3$$

(This is why -- and ++).

(iv))

$$\hookrightarrow \min = 0$$

$$\hookrightarrow \max = \alpha$$

bool isvalid (s) {

min = max = 0;

for (j=0 → N) {

if (s[i] == ')') {

min++;

max++;

if

else if (s[i] == '(') {

min -;

max -;

* TC :- O(N)

if

else { min -;

* SC :- O(1)

max++;

if

if (min < 0) min = 0; → -ve not

if (max < 0) return false; possible
return True;

if

(Q) \approx N meetings in one Room

→ PS:- Given 'n' meetings, their start & end Time, return the max number of meetings in one room.

→ Note that we cannot start a new meeting until the old meeting has ended.

→ Input :- start : [1, 3, 0, 5, 8, 5)
end = [2, 4, 6, 7, 9, 9] .

→ Output :- 4
(1, 2) (5, 7)
(3, 4) (8, 9)

* Approach

- Be Greedy and choose the meetings that end early.
 - ↳ Sort the meeting Time array acc. to endingTime ↗ {end[i], start[i]}.
- maxMeetings = 1 for sure.
 - ↳ roomFreeTime = firstMeeting · end.
- We can only pick a meeting if
 - if meeting[i] · start > lastMeeting · End
 - ↳ mee : count ++;
 - ↓
 - roomFreeTime

* Approach

- (i) Each index doesn't represent the actual jump, it represents the max jump we can take ($3 \Rightarrow$ we can take 1, 2, 3 Jumps).
- (ii) Keep track at each index what is the maximum jump we can take
- $$\text{maxJump} = \max(\text{maxJump}, i + \text{arr}[i]);$$
- (iii) If at any instance we get

$i > \text{maxJump} \rightarrow \text{false}$
↳ This can only occur if we are not able to reach last Index

[2,3,1,1,4]
↑

* Greedy Approach

(ii) $\text{leftRange} = \text{rightRange} + 1$

rightRange = farthestInd;
while ($x < n - 1$)

$\vartheta = \text{farthestInd}$;

jumpst + ;

۷

→ A new platform is required iff

OG Arrival

OG Departure

(i) n Arrival

n Departure

(ii) n Arrival

n Departure

(iii)

n Arrival n Departure

(iv)

n Arrival

n Departure.

for ($i = 0 \rightarrow N$) {

~~TC :- O(N^2)~~

 platforms = 0;

 for ($j = 0 \rightarrow i$) {

 if ((i) || (j) || (ii) || (iv)) {

 platforms++;

 }

g. maxP = max (maxP, platforms);

* Greedy Approach

sort
 $O(N \log N) +$
 $O(N \log N) +$
 $O(2N) \rightarrow \text{Traversal}$

→ Stand at a station, as time passes by observe.
what action occurs → Arrival
→ Departure

(i) Sort both arr and dep array

(ii) if $\text{arr}[i] \leq \text{dep}[j]$

→ arrival will happen first

$\therefore \text{platforms}++;$
 $i++;$

(iii) if ($\text{arr}[i] > \text{dep}[j]$)

$\text{platforms}--;$
 $j++;$

→ we can re-use current platform

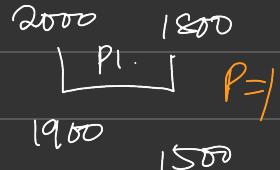
(iv) while observing these actions, at an instance
the max platforms required is our answer.

$$\max P(\text{platforms}) = \max (\max P(\text{platforms}), P(\text{platforms}))$$

Eg :-

Input : ass : [950, 940, 950, 1150, 1500, 1800]

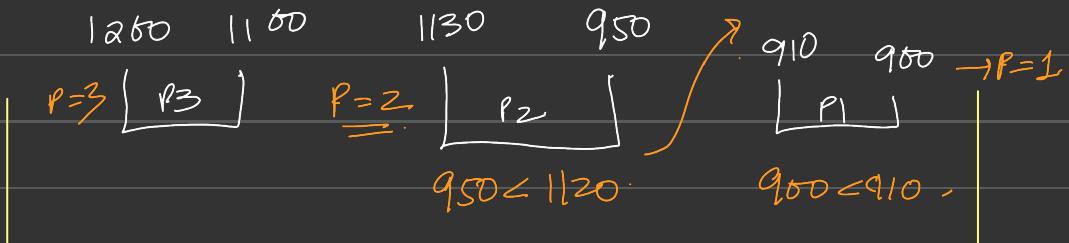
dep : [910, 1120, 1130, 1200, 1900, 2000]



$$1500 > 1120 \rightarrow \underline{\underline{P=2}}$$

$$1120 \quad 940 \\ \underline{\underline{P1}} \quad \underline{\underline{P2}} \\ 940 < 1120 -$$

At 910 $\rightarrow P=0$.



$\max P = K A \alpha \cdot z$.

$T C :- O(N \log N) +$

* Approach: $O(N * \text{maxDeadline})$.

(i) Be Greedy sort based on profit

(ii) maintain a deadline visited array
 \downarrow (min-max deadline)

(iii) for each job, try to fit in the job in
as far deadline as possible

if ($\text{!vis}[d]$) : $d = \text{dead}[i] \rightarrow 1$.

why far?

\rightarrow consider we filled at 1

\rightarrow There is a chance the next max
profit Job might have deadline
only as 1.

(iv) Repeat till no deadlines are remaining

(Q) Min Candy Problem

→ PS :- Given 'n' children's and they individually have some ratings denoted by ratings []

→ We need to distribute candies such that

- (i) Each child at min gets 1 candy
- (ii) children with higher ratings get more candies than their neighbours

→ Input :- ratings [1, 3, 2, 1]

→ Output :- $\gamma(1, 3, 2, 1)$ TC SC

Brute force :- (i) Each child gets 1 candy

(ii) find min candies for left & right neighbours individually

(iv) $\max(\text{left}[i], \text{right}[i])$ gives required val

*Greedy (slope approach)

(i) prepare a slope like trend from given candies



(ii) if slope is constant each gets 1 candy
candiesReq++; ind++;

(iii) If slope is increasing, greater element gets more candies, here we need to maintain Peak uPeak=1.

===== while (ratings [i] > ratings [i-1]) {
 uPeak++;

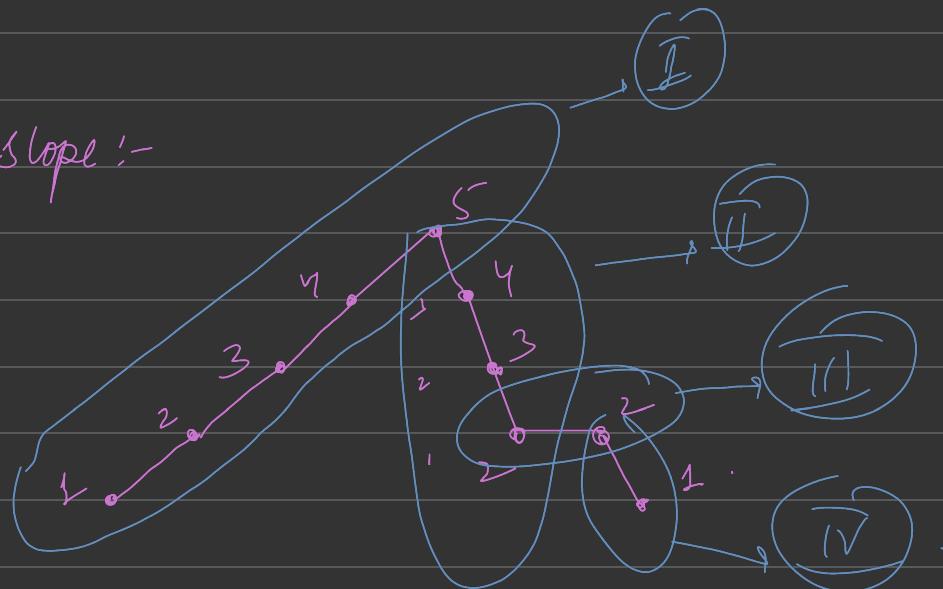
 candiesReq += uPeak; ind++;

g

* Day-run

$\text{Ex:- } [1, 2, 3, 4, 5, 4, 3, 2, 1] - \text{Output:- } 24$

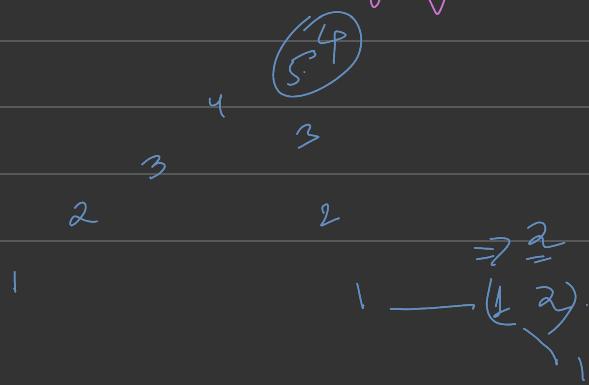
$\rightarrow \text{slope :-}$



(I) \rightarrow An increasing slope

- After arranging candies Peak = 5

Candies Reg = 15



* Approach (D/IY) -

$\rightarrow TC: - O(N)$
 $SC: - O(N)$.

(i) find the unaffected left part

while ($arr[i][1] < newInt[0]$) ;

(ii) find and merge overlapping interval

while ($arr[i][0] <= newInt[1]$) ;

// when merging

start = min of all starts

end = max of all ends

//

$newInt[0] = \min(newInt[0], arr[i][0]);$

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

(iii) Add right unaffected part to the answer

(Q) Merge Intervals

→ PS :- Given intervals, merge them if they are overlapping.

→ Input :- $\{ [1, 3], [2, 6], [8, 10], [15, 18] \}$

→ Output :- $\{ [1, 6], [8, 10], [15, 18] \}$.

Approach

Tc :- $O(N \log N) + O(N)$.
Sc :- $O(N)$

(i) Sort array if not sorted

(ii) follow a bit similar approach as that of above question

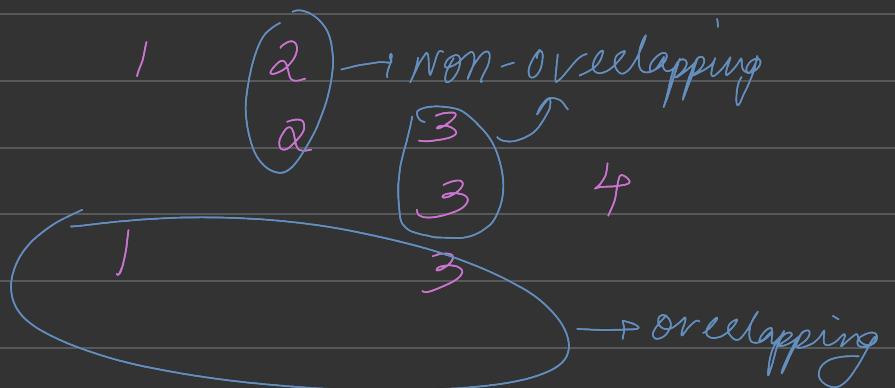
(Q) Non-Overlapping Intervals

→ PS :- Given intervals, return the minimum number of intervals required to be removed in order to make the intervals non-overlapping.

Note :- Here $[1, 2], [2, 3]$ are non-overlapping

→ Input :- $[[1, 2], [2, 3], [3, 4], [1, 3]]$.

→ Output :- 1 (remove $[1, 3]$)



$Tc! = O(N \log N) + O(N)$
 $Sc! = O(1)$

* Approach

(i) sort the array based on endTime
why endTime?

→ Removing min. number of intervals
is equivalent to keeping the
max number of non-overlapping
intervals

→ when we sort by endTime we keep
max non-overlapping intervals

(ii) find max No. of non-overlapping intervals.

(Time = int[0][1];

if (int[ind][0] >= Time) {
 maxNP++;

Time = int[i][1];

}.

(iii) ans = $N - \max \text{NonOverlapping}$

* Alternate :-

(Time = int[i][1];

for ($i = 1 \rightarrow n$) {

 if ($\text{int}[i][0] < \text{Time}$) {
 removals++;

 }

 else {

 Time = int[i][1];

 }