34. Find First and Last Position of Element in Sorted Array

## **Problem Description**

Medium <u>Array</u> <u>Binary Search</u>

specified target value within that array. The problem specifically asks us for the indices of the first and last occurrence of the target in nums. If the target is not present in the array, the function should return the array [-1, -1].

Given an array of integers, nums, which is sorted in non-decreasing order, we want to find the starting and ending position of a

Since the array is sorted, we can leverage binary search to find the required indices efficiently. The algorithm we need to

implement should have a runtime complexity of O(log n), which is characteristic of binary search algorithms. This suggests that a simple linear scan of the array to find the target is not sufficient, as it would have a runtime complexity of O(n) and would not meet the efficiency requirement of the problem. Intuition

To find the positions efficiently, one approach is to perform two binary searches. The first binary search finds the left boundary

The Python solution uses the bisect\_left function from the bisect module to perform binary searches. This function is handy

### (the first occurrence) of the target, and the second binary search finds the right boundary (the last occurrence).

for finding the insertion point for a given element in a sorted array, which is equivalent to finding the lower bound of the target. For the left boundary, bisect\_left(nums, target) finds the index 1 where target should be inserted to maintain the sorted

order, which is also the first index where target appears in nums.

For the right boundary, we search for target+1 using bisect\_left(nums, target + 1) to get the insertion point r for target+1. The index immediately before r will be the last position where the target appears in nums.

In such a case, we return [-1, -1]. If target is found, we return [1, r - 1], as r - 1 is the index of the last occurrence of target.

Finally, if 1 == r, it means that target was not found in the array, as the insertion points for target and target+1 are the same.

The solution employs a modified binary search (through bisect\_left) and cleverly manipulates the target value to find both the

starting and ending positions of the target in a sorted array, all while maintaining the required O(log n) runtime complexity. **Solution Approach** 

search operations. The key functions used are bisect\_left and a slight variant of it to find the right boundary. The bisect\_left function finds an insertion point for a specified element in a sorted list, and we use this functionality to find the left and right boundaries of the target value. Let's walk through the implementation process by breakdown:

The solution provided uses the bisect module from Python's standard libraries, which is specifically designed to perform binary

Finding the Left Boundary: When we search for target using bisect\_left(nums, target), we get the left boundary. This

sorted non-decreasingly, this index is also the first occurrence of target in the array if it exists. If target is not present,

## function returns the index at which target could be inserted to maintain the sorted order of the array. Since the array is

Finding the Right Boundary: The right boundary is a bit trickier. We could implement another binary search to find the last position of target, or we could use a simple trick: search for target + 1 using bisect\_left(nums, target + 1). This will give us the index where target + 1 should be inserted to maintain the sorted order of the array. The index just before this position is the last occurrence of the target. **Determining if target Was Found:** After finding the left boundary 1 and the potential right boundary r, we need to check if

target was found in the list. If l == r, this indicates that target was not found because the insertion points for target and

Returning the Result: If target was found, 1 must be less than r, and 1 will be the first occurrence while r - 1 will be the

bisect\_left will return the position where target would fit if it were in the list.

target + 1 are the same. In this case, we return [-1, -1] as per the problem statement.

- The reference solution approach provides two templates for binary search in Java, and while the Python solution does not directly use these templates, it embodies the same principle: • Template 1 is a standard binary search to find the lower bound of a value. • Template 2 finds the upper bound of a value but is inclusive, so you may need to adjust the return value by subtracting 1 to get the actual index
- required operations efficiently, adhering to the O(log n) runtime complexity constraint.

By using these templates or the bisect module in Python, we can write effective binary search algorithms that perform the

Let's illustrate the solution approach using a small example: Suppose we have the sorted array nums as follows and we're trying to find the starting and ending positions of the target value

target = 4

last occurrence. We return [1, r - 1].

of the last occurrence of target.

**Example Walkthrough** 

nums = [1, 2, 4, 4, 4, 5, 6]

nums: [1, 2, 4, 4, 4, 5, 6]

Index: 2 (left boundary)

Position: 0 1 2 3 4 5 6

Step 4: Returning the Result

Solution Implementation

**Python** 

Java

C++

public:

**}**;

**TypeScript** 

class Solution:

else:

#include <vector>

class Solution {

Step 2: Finding the Right Boundary

which is 4.

Step 1: Finding the Left Boundary We use bisect\_left(nums, 4) to find the insertion point for the target value 4. This function returns the index at which the

integer 4 could be inserted to maintain the sorted order of the array. In this example, bisect\_left would return 2.

Indeed, the first occurrence of 4 in nums is at index 2. Position: 0 1 2 3 4 5 6

Next, we find where the integer 5 (target + 1) would fit into nums by using bisect\_left(nums, 4 + 1). This returns the index

[1, 2, 4, 4, 4, 5, 6] nums: Index: 4 (right boundary - 1)

5, signifying where we would insert 5, had it not already been in the array.

The index right before 5 is the last occurrence of 4 in nums, which occurs at index 4.

Step 3: Determining if target Was Found Since the left boundary 1 is 2 and the right boundary r is 5, and 1 is not equal to r, we conclude that the target was found.

Therefore, our function returns [2, 3] as the starting and ending positions of the target value 4 in the sorted array nums.

Finally, since 1 is less than r, we return [1, r-1], which translates to [2, 4-1], resulting in [2, 3].

# Find the rightmost index by searching for the position where `target + 1` should be inserted.

# If `left index` and `right index` are the same, the target is not present in the list.

from bisect import bisect\_left class Solution: def searchRange(self, nums: List[int], target: int) -> List[int]:

# Find the leftmost (first) index where `target` should be inserted.

# This will give us one position past the last occurrence of `target`.

return [-1, -1] # Target not found, return [-1, -1].

# Remember to include `from typing import List` if you're running this code as is.

// Main method to find the starting and ending position of a given target value.

// When the mid element is >= x, we might have found the first occurrence

// Otherwise, the target can only be in the right half

// or the target might still be to the left, so we narrow down to the left half

return left; // When left and right converge, left (or right) is the first occurrence

// This function finds the start and end indices of a given target value within a sorted array.

// Find the first position where target can be inserted without violating the ordering.

int leftIndex = std::lower\_bound(nums.begin(), nums.end(), target) - nums.begin();

// Since rightIndex points to one past the last occurrence, we need to subtract 1.

return {leftIndex, rightIndex - 1}; // Return the starting and ending indices of target.

// Find the first position where the next greater number than target can be inserted.

int rightIndex = std::lower\_bound(nums.begin(), nums.end(), target + 1) - nums.begin();

# Return the starting and ending index of `target`. # Since `right index` gives us one position past the last occurrence, # we subtract one to get the actual right boundary. return [left\_index, right\_index - 1]

if left index == right index:

**if** (nums[mid] >= x) {

left = mid + 1;

#include <algorithm> // include this to use std::lower\_bound

std::vector<int> searchRange(std::vector<int>& nums, int target) {

// If leftIndex equals rightIndex, target is not found.

def searchRange(self, nums: List[int], target: int) -> List[int]:

return [-1, -1] # Target not found, return [-1, -1].

# Return the starting and ending index of `target`.

# we subtract one to get the actual right boundary.

left\_index = bisect\_left(nums, target)

if left index == right index:

right\_index = bisect\_left(nums, target + 1)

return [left\_index, right\_index - 1]

# Find the leftmost (first) index where `target` should be inserted.

# This will give us one position past the last occurrence of `target`.

# Since `right index` gives us one position past the last occurrence,

# Find the rightmost index by searching for the position where `target + 1` should be inserted.

# If `left index` and `right index` are the same, the target is not present in the list.

// This will give us one position past the target's last occurrence.

return {-1, -1}; // Target is not present in the vector.

right = mid;

} else {

else:

class Solution {

left\_index = bisect\_left(nums, target)

right\_index = bisect\_left(nums, target + 1)

# Note: List[int] is a type hint specifying a list of integers.

```
public int[] searchRange(int[] nums, int target) {
    // Search for the first occurrence of the target
    int leftIndex = findFirst(nums, target);
    // Search for the first occurrence of the next number after target
    int rightIndex = findFirst(nums, target + 1);
    // If leftIndex equals rightIndex, the target is not in the array
    if (leftIndex == rightIndex) {
        return new int[] {-1, -1}; // target not found
    } else {
        // Subtract 1 from rightIndex to get the ending position of the target
        return new int[] {leftIndex, rightIndex - 1}; // target range found
// Helper method to search for the first occurrence of a number
private int findFirst(int[] nums, int x) {
    int left = 0;
    int right = nums.length; // Set right to the length of the array
    // Binary search
   while (left < right) {</pre>
        int mid = (left + right) >>> 1; // Find mid while avoiding overflow
```

```
function searchRange(nums: number[], target: number): number[] {
   // Helper function that performs a binary search on the array.
   // It finds the leftmost index at which 'value' should be inserted in order.
   function binarySearch(value: number): number {
       let left = 0;
       let right = nums.length; // Note that 'right' is initialized to 'nums.length', not 'nums.length - 1'.
       // Continues as long as 'left' is less than 'right'.
```

while (left < right) {</pre>

if (leftIndex == rightIndex) {

```
// Find the middle index between 'left' and 'right'.
           const mid = Math.floor((left + right) / 2); // Using Math.floor for clarity.
           // If the value at 'mid' is greater than or equal to the search 'value',
           // tighten the right bound of the search. Otherwise, tighten the left bound.
           if (nums[mid] >= value) {
               right = mid;
           } else {
                left = mid + 1;
       // Return the left boundary which is the insertion point for 'value'.
       return left;
   // Use the binary search helper to find the starting index for 'target'.
   const startIdx = binarvSearch(target):
   // Use the binary search helper to find the starting index for the next number,
   // which will be the end index for 'target' in a sorted array.
   const endIdx = binarySearch(target + 1) - 1; // Subtract 1 to find the last index of 'target'.
   // If the start index is the same as end index + 1, 'target' is not in the array.
   // Return [-1, -1] in that case. Otherwise, return the start and end indices.
   return startIdx <= endIdx ? [startIdx, endIdx] : [-1, -1];</pre>
from bisect import bisect_left
```

### # Note: List[int] is a type hint specifying a list of integers. # Remember to include `from typing import List` if you're running this code as is. Time and Space Complexity

**Time Complexity** 

The bisect\_left() function is a binary search operation that runs in O(log n) time complexity, where n is the number of

elements in the array nums. Since the function is called twice in the code, the total time complexity remains 0(log n) because

starting and ending position of a given target in a sorted array nums. The time and space complexity analysis is as follows:

The provided code utilizes the binary search algorithm by employing bisect\_left() from Python's bisect module to find the

# Therefore, the time complexity of the entire function is: $0(\log n)$

constant.

**Space Complexity** The code does not use any additional space that scales with the size of the input array nums, thus the space complexity is

Hence, the space complexity of the function is: 0(1)

constant factors are ignored in the Big O notation.