1351. Count Negative Numbers in a Sorted Matrix **Binary Search** Matrix **Array**

Problem Description

Easy

sorted in a non-increasing (also known as non-decreasing) order across both rows and columns—this means the numbers go from larger on the top-left to smaller on the bottom-right. To visualize, we might have a matrix like this:

Given a matrix grid which has dimensions $m \times n$, our task is to count all the negative numbers within this grid. The matrix is

In the above example, you can see that rows and columns are sorted in non-increasing order and there are 8 negative numbers. The goal is to count how many negative numbers are present.

Since the grid is sorted in non-increasing order row-wise and column-wise, we can use a more efficient approach than checking

The process is repeated until we've gone through all rows or columns.

and j is less than n (to make sure we are within the bounds of the columns).

Here is a step-by-step walkthrough of the implementation:

just using a few extra variables for counting and indexing.

the following grid matrix with dimensions 3×4 :

with the index of the first column which is 0.

up a row by decrementing i to 0.

Solution Implementation

negative_count = 0

else:

} else {

Python

Java

C++

};

TypeScript

class Solution {

Here's the intuition step by step:

Intuition

We start at the bottom-left corner of the matrix (grid[m - 1][0]). The reason for doing this is that if this number is negative, then all numbers to its right are guaranteed to be negative because the row is sorted in non-increasing order. On the other hand, if this number is not negative, we can move one column to the right.

each cell individually.

- We keep track of our current position with indices i for rows and j for columns. We set ans to 0 to keep track of our count of negative numbers. We use a while loop that runs as long as \mathbf{i} is within the rows and \mathbf{j} is within the columns of the grid.
- answer (i.e., ans += n j) because all of these will be negative. After doing that, we move one row up (i -= 1) since we're done with the current row.

If the element is not negative, we move one column to the right (j += 1) to check the next number in the same row.

If the current element where we are (grid[i][j]) is negative, we add the count of remaining columns in that row to our

The solution leverages the sorted property of the matrix to skip over non-negative elements and only count consecutive

We return the count ans which contains the number of negative numbers in the grid at the end of our loop.

negatives, which makes it efficient.

increasing order in both rows and columns. No additional data structures are needed; we can operate directly on the given grid.

Enter a while loop with the condition that i is greater than or equal to 0 (to make sure we are within the bounds of the rows)

In the loop, check if the current element grid[i][j] is negative. If it is, increment ans by the number of columns remaining in

The solution uses a simple algorithm that takes advantage of the properties of the matrix, namely that it is sorted in non-

Initiate two pointers, i for rows, starting from the last row (m - 1), and j for columns, starting from the first column (0). Initiate a variable ans to store the count of negative numbers, initially set to 0.

the current row (n - j). This is because, since the rows are non-increasing, all elements to the right of grid[i][j] will also be negative. Then, decrease the row pointer i by 1, to move up to the previous row.

understood.

Example Walkthrough

row has been reached).

Solution Approach

If grid[i][j] is not negative, just move to the next column by incrementing j by 1. The loop continues until one of the exit conditions of the while loop is met (either all rows have been checked or the end of a

Finally, return the ans variable, which now contains the count of negative numbers in the grid.

worst-case scenario, we'll make m+n moves. The space complexity is O(1) as we are not using any additional space proportional to the size of the input grid; instead, we're

No complex patterns are used here; the implementation is straightforward once the insight about the grid's sorted property is

at each step of the algorithm, we're either moving one row up or one column to the right until we exit the matrix bounds. In the

The time complexity of this algorithm is O(m + n), where m is the number of rows and n is the number of columns. This is because

We initialize our pointers i with the index of the last row which is 2 for this grid (since we are using 0-based indexing), and j

Now, grid[2][1] is -1, which is negative. We find that there are 4 - 1 = 3 columns remaining in the row, including the current

Our new position is grid[1][1], which is 1. It's not negative, so we move one column to the right again by incrementing j to 2.

At grid[0][3], we have -1. With only 1 column at this last index, we add 1 to ans, resulting in a final count of 6. Since there are

We check grid[1][2], it's -1. There are 4 - 2 = 2 columns remaining, so we add 2 to ans, which becomes 5. We then move

We want to count the number of negative numbers in this grid. Here's how we can apply the solution approach:

column. So, we add 3 to ans, making it 3, and move up a row by decrementing i to 1.

no more rows above, the loop ends here as i is decremented and falls below 0.

The element grid[0][2] is 1, not negative. We increment j to 3.

numbers efficiently, without needing to check each element.

num_rows, num_cols = len(grid), len(grid[0])

Initialize pointers for the row and column

while row_index >= 0 and col_index < num_cols:</pre>

Move up to the previous row

Iterate over the grid, starting from the bottom left corner

int rowCount = grid.length; // The number of rows in the grid.

int colCount = grid[0].length; // The number of columns in the grid.

for (int rowNum = rowCount -1, colNum = 0; rowNum >= 0 && colNum < colCount;) {

return negativeCount; // Return the total count of negative numbers in the grid.

int negativeCount = 0; // Initialize a count for negative numbers.

negative_count += num_cols - col_index

All elements in the current row to the right are also negative

row_index, col_index = num_rows - 1, 0

Initialize counter for negative numbers

If current element is negative

row_index -= 1

public int countNegatives(int[][] grid) {

if (grid[rowNum][colNum] < 0) {</pre>

#include <vector> // Necessary for using vectors

++currentColumn;

// @returns The total count of negative numbers in the grid.

// Number of columns in the grid — assumes at least 1 row exists

// Loop until we reach the top of the grid or the end of a row

// add all remaining negatives in the row to the counter

// All numbers to the right of the current position are negative

// If the current number is non-negative, move right to the next column

// Move up to the previous row since we've counted all negatives in the current row

// (as the row is sorted in non-increasing order)

negativeCount += columnCount - column;

function countNegatives(grid: number[][]): number {

// Start from the bottom—left corner of the grid

while (row >= 0 && column < columnCount) {</pre>

// Return total count of negative numbers

Get the dimensions of the grid

num_rows, num_cols = len(grid), len(grid[0])

Initialize pointers for the row and column

while row_index >= 0 and col_index < num_cols:</pre>

Move up to the previous row

Move right to the next column

Return the total count of negative numbers

Iterate over the grid, starting from the bottom left corner

negative_count += num_cols - col_index

All elements in the current row to the right are also negative

row index, col index = num rows − 1, 0

Initialize counter for negative numbers

If current element is negative

row_index -= 1

col index += 1

return negative_count

Time and Space Complexity

if grid[row_index][col_index] < 0:</pre>

if (grid[row][column] < 0) {</pre>

// If the current number is negative,

return negativeCount;

// Number of rows in the grid

const rowCount = grid.length;

const columnCount = grid[0].length;

// Counter for negative numbers

let negativeCount = 0;

let row = rowCount - 1;

row--;

return negativeCount;

negative_count = 0

else:

column++;

} else {

let column = 0;

// Return the total count of negative numbers found in the grid

// Counts the number of negative numbers in a row-wise and column-wise sorted grid.

// @param grid - A 2D array of numbers where each row and column is sorted in non-increasing order.

if grid[row_index][col_index] < 0:</pre>

Let's consider a smaller example to clearly illustrate the use of the solution approach in a concrete situation. Suppose we have

We set ans to 0 as our count of negative numbers. We begin our while loop. Our initial element to check is grid[2][0], which is 1. Since it's not negative, we move one column to the right by incrementing j to 1.

Thus, the grid contains 6 negative numbers.

With this example, it is clear how the algorithm smartly traverses the matrix, leveraging the sorted property to count negative

- class Solution: def countNegatives(self, grid: List[List[int]]) -> int: # Get the dimensions of the grid
- # Move right to the next column col_index += 1 # Return the total count of negative numbers return negative_count

// Start from the bottom—left corner of the grid and move upwards in rows and rightwards in columns.

negativeCount += colCount - colNum; // Add the remaining elements in the row to the count.

// If the current element is negative, all the elements to its right are also negative.

rowNum--; // Move up to the previous row to continue checking for negatives.

colNum++; // Move right to the next column to check for non-negative elements.

```
class Solution {
public:
   // Function to count the number of negative numbers in a 2D grid
   int countNegatives(std::vector<std::vector<int>>& grid) {
        int rowCount = grid.size(); // Number of rows in the grid
        int colCount = grid[0].size(); // Number of columns in the grid
        int negativeCount = 0; // Initialize the counter for negative numbers
       // Start from the bottom-left corner of the grid
       int currentRow = rowCount - 1;
        int currentColumn = 0;
       // Loop through the grid diagonally
       while (currentRow >= 0 && currentColumn < colCount) {</pre>
            // If the current element is negative, then all elements to its right are also negative
            if (grid[currentRow][currentColumn] < 0) {</pre>
                negativeCount += colCount - currentColumn; // Add all negative numbers in the current row
                --currentRow; // Move up to the previous row to continue with the negative number sweep
            } else {
                // If the current element is not negative, move right to the next column
```

class Solution: def countNegatives(self, grid: List[List[int]]) -> int:

or to the right depending on the sign of the current cell value. **Time Complexity:**

The time complexity of the code can be analyzed as follows:

• The outer loop runs a maximum of m times if we're moving upwards from the bottom row to the topmost row in the worst case. • The inner condition can lead to moving rightwards across up to n columns.

However, you will never revisit a row or a column once you've moved on from it (since you move up if you find a negative and

move right if you find a non-negative number), meaning each cell is visited at most once. Therefore, the maximum number of

The provided code implements an algorithm to count the number of negative numbers in an m x n grid, which is assumed to be

non-increasing both row-wise and column-wise. The algorithm starts from the bottom-left corner of the grid and moves upwards

steps is m + n. Thus, the time complexity of the algorithm is 0(m + n).

Space Complexity:

The space complexity of the code is: Constant extra space is used for the variables m, n, i, j, and ans.

regardless of the input size.

No additional data structures are being used that grow with the size of the input.

Considering the above points, the overall space complexity of the algorithm is 0(1), as it uses a constant amount of extra space