

# Saddle Point:-

<https://www.geeksforgeeks.org/saddle-point-matrix/>

[1] [2]

0 1 2 3

1 4, 5, 6

2 7, 8, 9

0 1 2

0	3	1	2
1	5	6	4
2	7	8	0

1. min in row
2. Max in Col

```
void saddlePoint(arr) {
    res = -1
```

```
    for (i = 0; i < arr.length; i++) {
        curr = arr[i][0]; currCol = 0
        for (j = 1; j < arr[0].length; j++) {
            if (curr > arr[i][j]) {
                curr = arr[i][j];
                currCol = j;
            }
            flag = true;
        }
        for (j = 0; j < arr.length; j++) {
            if (arr[j][currCol] > curr) {
                flag = false;
                break;
            }
        }
        if (flag == true) res = curr;
    }
}
```

Sout(res);

	0	1	2
0	4	6	7
1	10	15	9
2	33	21	12

res = 12

i = 2

curr = 4 10 9 33 21 12

currCol = 2

j = 1 2 3

flag = T

1 2 3

Inf Can we have multiple Saddle Points in an array?

```
public static int saddlePoint(int[][] arr) {
    int res = -1;
    for (int i = 0; i < arr.length; i++) {
        int curr = arr[i][0], currCol = 0;
        for (int j = 1; j < arr[0].length; j++) {
            if (curr > arr[i][j]) {
                curr = arr[i][j];
                currCol = j;
            }
        }
        boolean flag = true;
        for (int j = 0; j < arr.length; j++) {
            if (arr[j][currCol] > curr) {
                flag = false;
                break;
            }
        }
        if (flag) res = curr;
    }
}
```

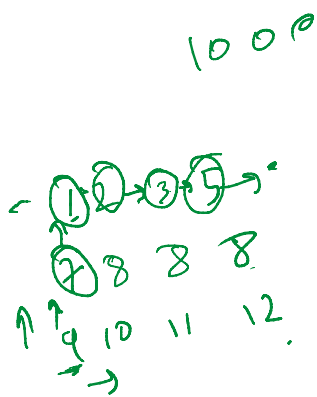
flag = 1  
~~j<sub>2</sub> = 2, 3~~

```

boolean flag = true;
for (int j = 0; j < arr.length; j++) {
    if (arr[j][currCol] > curr) {
        flag = false;
        break;
    }
}
if (flag) {
    res = curr;
}
}
return res;

```

Search in a sorted matrix



6  
~~5 < 6~~  
~~3 < 6~~  
 6 < 9  
 6 < 7  
 6 > 1  
 2 < 6

[100 0] [1]  
1000

1500

20 23 23 2 3  
23 23 23 2 3  
 23 23 23 23

2 2

Trans form to Chessboard

↓ = 0  
 → = 1  
 } Swap col  
 ↓ = 1  
 → = 0  
 } Swap Row

0	1	1	0
0	1	1	0
1	0	0	1
1	0	0	1

0	1	0	1	0
1	1	0	1	0
2	0	1	0	1
3	0	1	0	1

1	0	1	0
0	1	0	1
1	0	1	0
0	1	0	1

i%2

1 0 1 0  
 1 0 1 0

0 0  
 0 1 0

1 0 1

1 0 1 0  
1 0 1 0  
0 1 0 1  
0 1 0 1

0 1 0 1 0 1 0 1  
0 1 0 1 0 1 0 1