

17. Permutations

Permutations

A permutation is a rearrangement of members of a sequence into a new sequence.

Problem:

Given an array `nums` of distinct integers, return all the possible permutations. You can return the answer in any order.

Sample test case

$n!$

Input: `nums = [1, 2, 3]`

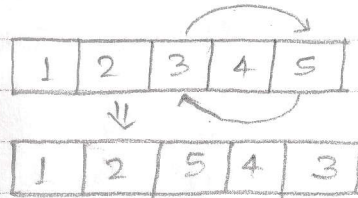
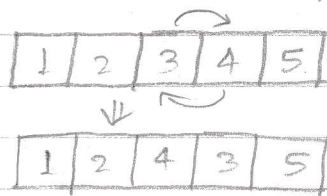
Output: `[[1, 2, 3], [1, 3, 2], [2, 1, 3], [2, 3, 1], [3, 1, 2], [3, 2, 1]]`

Input: `[0, 1]`

Output: `[[0, 1], [1, 0]]`

IDEA

You are at index `idx`, try out all the possible swap
Ensuring you don't produce duplicates.



Pseudocode

```
if (idx == nums.size()) {  
    ans.push-back(nums);  
    return;  
}  
for (int i = idx; i < nums.size(); i++) {  
    swap(nums[i], nums[idx]);  
    solve(nums, ans, idx+1);  
    swap(nums[i], nums[idx]);  
}
```

Complexity

Permutations of N distinct elements, so any algorithm to generate permutations - even using recursion - will be very slow to finish (at least $O(N!)$) when N is large.

Time Complexity: $O(N!)$

Code

```
vector<vector<int>> ans;  
void permute(vector<int> &a, int idx) {  
    if (idx == a.size()) {  
        ans.push-back(a);  
        return;  
    }  
    for (int i = idx; i < a.size(); i++) {  
        swap(a[i], a[idx]);  
        permute(a, idx+1);  
        swap(a[i], a[idx]);  
    }  
}
```

Usage: `vector<int> a(n);`
`permute(a, 0);`

STL Trick!

II - next_permutation

```
sort(nums.begin(), nums.end());  
do {  
    ans.push_back(nums);  
} while (next_permutation(nums.begin(), nums.end()));
```

Time Complexity: $O(N!)$

Code

```
#include <algorithm> // for next-permutation & sort function
```

```
int main() {  
    int n; cin >> n;  
    vector<int> a(n);  
    for (auto &i : a)  
        cin >> i;  
    vector<vector<int>> ans;  
  
    sort(a.begin(), a.end());  
    do {  
        ans.push_back(a);  
    } while (next_permutation(a.begin(), a.end()));  
  
    for (auto v : ans) {  
        for (auto i : v)  
            cout << i << " ";  
        cout << "\n";  
    }  
    return 0;  
}
```

Example: 3 1 2 3

o/p →
1 2 3
1 3 2
2 1 3
2 3 1
3 1 2
3 2 1

Permutation - II

Problem

Given a collection of numbers, `nums`, that might contain duplicates, return all possible unique permutations in any order.

Avoid Duplicates

Sample Test Case

Input: `nums = [1, 1, 2]`

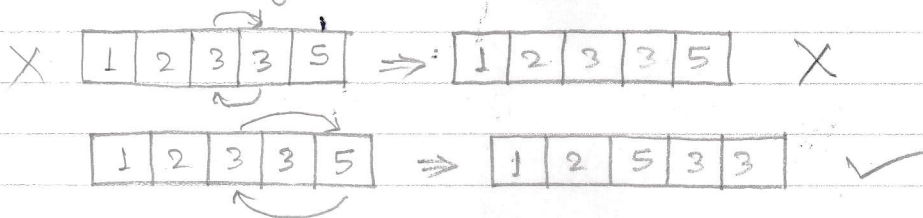
Output: `[[1, 1, 2], [1, 2, 1], [2, 1, 1]]`

Input: `[1, 2, 3]`

Output: `[[1, 2, 3], [1, 3, 2], [2, 1, 3], [2, 3, 1], [3, 2, 1], [3, 1, 2]]`

Idea

While swapping, Avoid Duplicates



Pseudocode

```
if (idx == a.size()) {  
    ans.push-back(a);  
    return;  
}  
for (int i = idx; i < a.size(); i++) {  
    if (i != idx and a[i] == a[idx])  
        continue;  
    swap(a[i], a[idx]);  
    helper(a, idx + 1);  
}
```


Code:

```
#include <algorithm> // for sort function
```

```
void helper (vector<int> a, vector<vector<int>> &ans, int idx) {
```

```
    if (idx == a.size()) {
```

```
        ans.push-back(a);
```

```
        return;
```

```
    }
```

```
    for (int i = idx; i < a.size(); i++) {
```

```
        if (idx != i and a[idx] == a[i])
```

```
            continue;
```

```
        swap (a[i], a[idx]);
```

```
        helper (a, ans, idx+1);
```

```
    }
```

```
}
```

```
vector<vector<int>> permute (vector<int> a) {
```

```
    sort (a.begin(), a.end());
```

```
    vector<vector<int>> ans;
```

```
    helper (a, ans, 0);
```

```
    return ans;
```

```
}
```

```
int main () {
```

```
    int n; cin >> n;
```

```
    vector<int> a(n);
```

```
    for (auto &i : a)
```

```
        cin >> i;
```

```
    vector<vector<int>> res = permute (a);
```

```
    for (auto v : res) {
```

```
        for (auto i : v)
```

```
            cout << i << " ";
```

```
        cout << "\n";
```

```
    }
```

```
    return 0;
```

```
}
```

input: 3
1 2 2

output: 1 2 2
2 1 2
2 2 1