

L21 Permutation Sequence or Kth Permutation Sequence

Saturday, June 17, 2023 10:11 AM

The set $[1, 2, 3, \dots, n]$ contains a total of $n!$ unique permutations.

By listing and labeling all of the permutations in order, we get the following sequence for $n = 3$:

1. "123"
2. "132"
3. "213"
4. "231"
5. "312"
6. "321"



→ In this problem we exactly $n!$ permutation
→ $n = 3$
so total permutation is 6

Given n and k , return the k th permutation sequence.

Example 1:

Input: $n = 3, k = 3$

Output: "213"

Example 2:

Input: $n = 4, k = 9$

Output: "2314"

Example 3:

Input: $n = 3, k = 1$

Output: "123"

Constraints:

- $1 \leq n \leq 9$
- $1 \leq k \leq n!$

Thought process

→ of this problem comes into the interview when we used the recursive level finding all the unique permutation

Q3

Recursive → [] → sort()

ds(k-1)

Time complexity: $O(N! * N) + O(N! \log N!)$

Reason: The recursion takes $O(N!)$ time because we generate every possible permutation and another $O(N)$ time is required to make a deep copy and store every sequence in the data structure. Also, $O(N! \log N!)$ time required to sort the data structure

Space complexity: $O(N)$

Reason: Result stored in a vector, we are auxiliary space taken by recursion

→ Worst time interview Not happy

```

todo using Recursion

class Solution:
    def getPermutation(self, n: int, k: int) -> str:
        ans = ""
        res = []
        # create string
        for i in range(1, n + 1):
            ans += str(i)
        self.permutationHelper(ans, 0, res)
        # sort the generated permutations
        res.sort()

        print(res)

        # make k 0-based indexed to point to kth sequence
        return res[k - 1]

    2 usages
    def permutationHelper(self, ans: str, index: int, res: List[str]) -> None:
        if index == len(ans):
            res.append(ans)
            return

        # Recursion and Backtracking
        for i in range(index, len(ans)):
            ans = self.swap(ans, i, index)
            self.permutationHelper(ans, index + 1, res)
            ans = self.swap(ans, i, index)

    2 usages
    def swap(self, s: str, i: int, j: int) -> str:
        s = list(s)
        s[i], s[j] = s[j], s[i]
        return "".join(s)

```

#Optimized Approach

$$n=4$$

$$k=17$$

→ If n is 4 then total permutation is 24

```

import java.util.ArrayList;
import java.util.List;

public class L20_Palindrome_Partitioning {
    public static void main(String[] args) {
        System.out.println("L20_Palindrome_Partitioning");
    }
}

no usages
class Solution14 {

    no usages
    public static List<List<String>> partition(String s) {
        List<List<String>> res = new ArrayList<>();
        List<String> path = new ArrayList<>();
        partitionHelper(index: 0, s, path, res);
        return res;
    }

    2 usages
    static void partitionHelper(int index, String s, List<String> path, List<List<String>> res) {
        if (index == s.length()) {
            res.add(new ArrayList<>(path));
            return;
        }

        for (int i = index; i < s.length(); ++i) {
            if (isPalindrome(s, index, i)) {
                path.add(s.substring(index, i + 1));
                partitionHelper(index: i + 1, s, path, res);

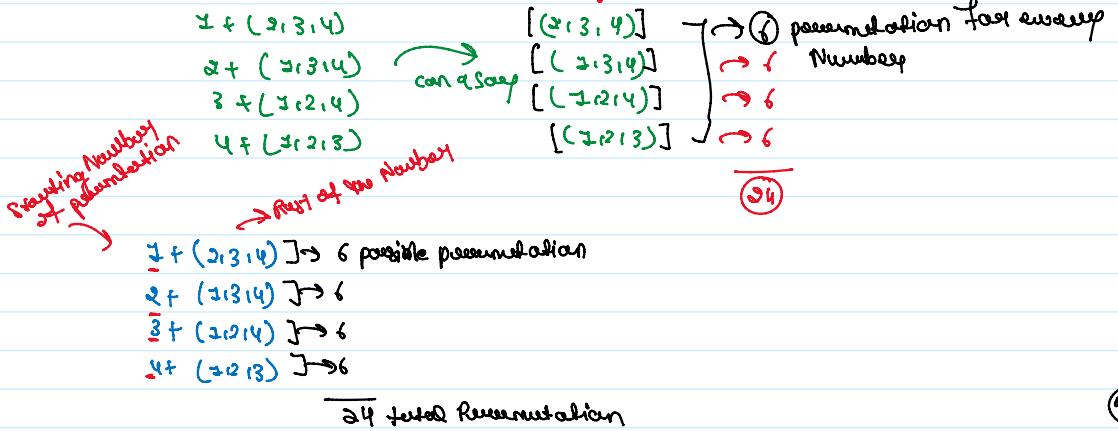
                // backtrack
                path.remove(index: path.size() - 1);
            }
        }
    }

    1 usage
    static boolean isPalindrome(String s, int start, int end) {
        while (start <= end) {
            if (s.charAt(start) != s.charAt(end)){
                return false;
            }
            start++;
            end--;
        }
        return true;
    }
}

```

Simple Mathematical Approach

$$\text{num} = [1, 2, 3, 4]$$



→ Now we need to determine how many permutations fall within the range

$$\begin{array}{c} N=4 \\ \downarrow \\ [1, 2, 3, 4] \\ 0 \leq 2 \leq 3 \end{array}$$

→ Now I am going to mark all the unique 0th based 3rd permutations

$$\text{Definitely } 0\text{th index} = 1, 2, 3, 4 \quad (0)^{\text{th}} \text{ permutation}$$

→ Now you're going to make unique 0th based index permutation

Definitely 0th index = 4, 2, 3, 1 (0)th permutation

last 0th index = 4, 3, 2, 1 (28)th permutation

→ So we can write the range

1 + (2, 3, 4)] 6	[0-5]
2 + (1, 3, 4)] 6	[6-11]
3 + (2, 1, 4)] 6	[12-17]
4 + (3, 2, 1)] 6	[18-23]

So if the question says finding the 10th permutation then find in the what Range particular

K=17 then finding the 10th permutation

1 + (2, 3, 4)] 6	[0-5]
2 + (1, 3, 4)] 6	[6-11]
3 + (2, 1, 4)] 6	[12-17] ✓ my range here
4 + (3, 2, 1)] 6	[18-23]

→ So Definitely my Number start with 3

3 - - -

How = ?

→ if the Rep removing All the permutation is ⑥
then $16/6 = 2$ ③

$\begin{matrix} 1 & 6 \\ 0 & 1 \end{matrix}$ 3] → short way

→ New How to Identify the New Many Permutation in the Given Range

$16/6 = 1$ permutation So
 $K=1$

→ New My task is the finding the 1st Sequence from the 6th Sequence

$3 + (2, 1, 4) = 6 [12-17]$

↓ Generate the permutation by removing Element

$(2, 1, 4), K=4$

↓ Again follow the same process like previously

③

$2 + (1, 4) = 2 [0, 2]$

$2 + (1, 4) = 2 [2, 3]$

$4 + (2, 1) = 2 [4, 5]$ ✓ my first choice here

5 permutation possible

→ So my starting element is 4

How = ?

→ if the Rep removing All the permutation is 2

then $K/2 = 2$

3 4 - - -

$(2, 1, 4)$ ✓ short way
 $0 \ 1 \ 2 \ 3$

→ New How to Identify the New Many Permutation in the

→ Now How to Identify the New Many Permutation in the Given Range

(3 1 2 4) → that is wrong
0 1 2

$$\begin{aligned} K \% 2 \\ 4 \% 2 = 0 \\ K = 0 \end{aligned}$$

[3 1 2], K=0

→ Again follows the same procedure



$$2 \% 2 = 0 \quad [0, 0] \checkmark$$

$$2 \% 1 = 1 \quad [1, 0]$$

permutation possible

→ So my starting element is 4

thus = ?

→ if the my removing all the permutation is 4

$$\text{then } K \% 1 = 0$$

[0, 1] → that is wrong

→ Now How to Identify the New Many Permutation in the Given Range

3 4 1 -

0 \% 1
0 \% 1 permutation so
 $K = 0$

[2], K=0 → Again follows the same procedure

2 + Noticing

→ that is the case if any thing is not remaining that simply put the element

3 4 1 2 → Answer



→ This is the way without using permutation we find out the answer

Time Complexity: $O(N) * O(N) = O(N^2)$

Reason: We are placing N numbers in N positions. This will take $O(N)$ time. For every number, we are reducing the search space by removing the element already placed in the previous step. This takes another $O(N)$ time.

Space Complexity: $O(N)$

Reason: We are storing the numbers in a data structure (here vector)

```
// todo Optimized Solution

class Solution:
    def getPermutation(self, n: int, k: int) -> str:
        fact = 1
        numbers = []

        # finding the all the Factorial
        for i in range(1, n):
            fact *= i
            numbers.append(i)

        numbers.append(n)
        print(numbers)
        print(fact)

        ans = ""
        k -= 1

        while True:

            # store the first index value
            ans += str(numbers[k // fact])

            # pop that element from num
            numbers.pop(k // fact)

            if not numbers:
                break

            # find the new number of the k
            k %= fact

            # find the new Permutation range
            fact //= len(numbers)

        return ans
```

```
// todo Optimized Solution
class Solution16 {
    1 usage
    static String getPermutation(int n, int k) {
        int fact = 1;
        ArrayList < Integer > numbers = new ArrayList < > ();

        for (int i = 1; i < n; i++) {
            fact = fact * i;
            numbers.add(i);
        }

        numbers.add(n);
        String ans = "";
        k = k - 1;

        while (true) {
            ans = ans + numbers.get(k / fact);
            numbers.remove(index: k / fact);
            if (numbers.size() == 0) {
                break;
            }

            k = k % fact;
            fact = fact / numbers.size();
        }
        return ans;
    }

    public static void main(String args[]) {
        int n = 3, k = 3;
        String ans = getPermutation(n, k);
        System.out.println("The Kth permutation sequence is " + ans);
    }
}
```

