

Count-Re-Count

ZIG-ZAG TRAVERSE SOLUTION

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Index

1.0 Concepts

2.0 Implementation

3.0 Time-Space Complexity

1.0 Concepts

1	3	4	10
2	5	9	11
6	8	12	14
7	9	13	15

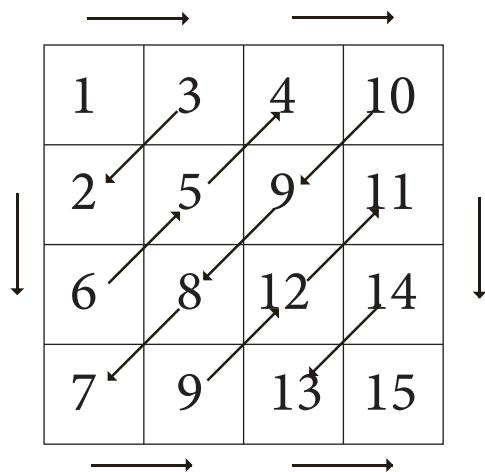
Fig. 1.1 Zig-Zag Data Structure

This time, we are given a Zig-Zag Matrix.
Notice the pattern in those numbers? Let's decode it

*You can absolutely done the traverse with just a piece
of paper and pen, using Count-Re-Count Algorithm.*

Kids who can count able do it as well!

Sequence -> [Row, Column]



1. The very first step of solving this kind of traversing problem, always **make the path visible, in numeric form.**

Rows

↓

00	01	02	03
10	11	12	13
20	21	22	23
30	31	32	33

Location = [Row | Columns]

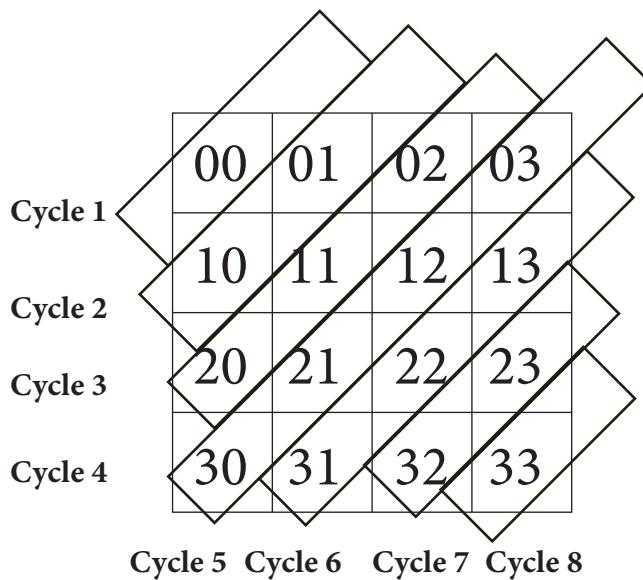
→ Columns

2. Let's see how the index of spiral sequence will look like

00, 10, 01, 02, 11, 20, 30, 21, 12, 03, 13, 22, 31, 32, 23, 33

Do you notice any pattern? No, it's okay, let's chop it!

3. Chop! Chop! Chop, Make those sequence into cycles!



00, | 10, 01, | 02, 11, 20, | 30, 21, 12, 03, | 13, 22, 31, | 32, 23, | 33
 Cycle 1 Cycle 2 Cycle 3 Cycle 4 Cycle 5 Cycle 6 Cycle 7

Now the pattern is clear! See it?

Element Count of Cycle

[1, 2, 3, 4, 3, 2, 1]

Formulae = $\text{floor}(i/2) + (i \% 2)$, where $i = \text{cycle count}$

**How about the pattern
of numbers of each cycle?**

Look at the Matrix's Shape!

4x4 matrix,
so we just need to know how to count from
1 - 4 / 0 - 3,
I told you a kid can do this!

**Left
Triangle**

00	01	02	03
10	11	12	13
20	21	22	23
30	31	32	33

**Right
Triangle**

**If you know Left Triangle,
You know Right Triangle!
Our Matrix Shape = 4 [0 - 3]
so we use N = 33**

$$N - 00 = 33 \quad | \quad N - 01 = 23 \quad | \quad N - 10 = 32$$

The “for Loop”

Left Triangle	Right Triangle	
00	33	Loop 1
10 - - - - -	23 - - - - -	01
		32
20 - - 11 - -	13 - - 22 - -	02
		31
03		
12 - - - - -		21
		30
		Loop 4

Summary

Count 1 to N

1

2

3

4

Summary

Count to 1 to N

When pointer are pointing the same position, don't create inverse of it
Last loop just do for Left Triangle

1 (loop 0 to floor(1/2) + (1%2)) (1 loop)

Step 1 Add number to Holder [0]	LeftTriangle [0,0]	RightTriangle [3,3] Middle	Step 3 Reverse If(Left == Right) Middle [Left, right] else Top[Left, right] Bottom [Right, Left]
------------------------------------	-----------------------	-------------------------------	-----------------------------------------------------------------------------------------------------------------

2 (loop 0 to floor(2/2) + (2%2)) (1 loop)

[1, 0]	LeftTriangle [1,0]	RightTriangle [2,3] Top [3,2] Bottom
--------	-----------------------	--------------------------------------------

3 (loop 0 to floor(3/2) + (3%2)) (2 loop)

[0, 1, 2]	LeftTriangle [0,2] [1,1] [2,0]	RightTriangle [3,1] Top [2,2] Middle [1,3] Bottom
-----------	-----------------------------------------	------------------------------------------------------------

4 (loop 0 to floor(1/2) + (4%2)) (2 loop)

[3, 2, 1, 0]	LeftTriangle [3,0] Top [2,1] Top [1,2] Bottom [0,3] Bottom
--------------	------------------------------------------------------------------------

00, 10, 01, 02, 11, 20, 30, 21, 12, 03, 13, 22, 31, 32, 23, 33

Construct Loop

N = Matric Shape - 1

N = 4 - 3 = 3

Holder = []

LeftPointer

Right Pointer

LeftTriangle = []

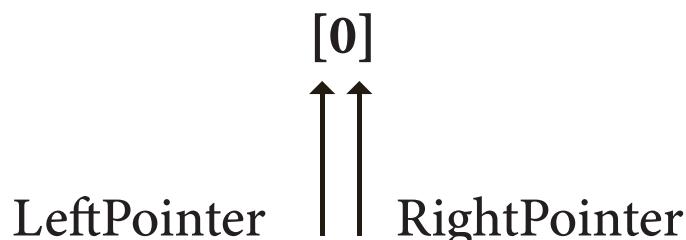
RightTriangle = []

Loop 0

1. Add 0 into the Holder

2. LeftPointer = 0

3. RightPointer = Holder.length - 1



4. LeftPointer + RightPointer = [00]

5. RightTriangle = 33 - 00 = [33]

LeftTriangle = [1]

RightTriangle = [16]

2.0 Implementations

Blur? Let's code it out!



Helper Functions

```
let reverser = (arr, ascending,i) => {
    if(ascending == false){
        arr.reverse();
        arr.push(i)
        arr.reverse();
    }else{
        arr.push(i)
    }

    return arr;
}
```

```
let checkInsertMiddle = (top, middle, bottom, triangle) => {
    if(middle.length != 0) {
        triangle = [...triangle,...top, ...middle, ...bottom]
    }else{
        triangle= [...triangle,...top, ...bottom]
    }

    return triangle;
}
```

```
// Time-Complexity = O(n/2(n/2 + 1))
let countAddReCount = (array) =>{

    let n = array.length;           // int          | O(1)
    let ascending = true;          // bool true, false | O(1)
    let leftTriangle = [];         // array [0,1,2,...,n(n-1)/2] | (n(n-1))/2 O(N(N-1)/2)
    let rightTriangle = [];        // array [inverse of LeftTriangle] | (n(n-1))/2 O(N(N-1)/2)
    let count = [];                // array [0,1,2,...,n-1] | O(N)

    for( let i = 0; i<n; i++ ){

        // Accumulator
        let top = []           // array [a, b] | O(1)
        let middle = []         // array [c, d] | O(1)
        let bottom = []          // array [e, f] | O(1)
        let topRight = []        // array [[inv(a), inv(b)]] | O(1)
        let middleRight = []     // array [[inv(c), inv(d)]] | O(1)
        let bottomRight = []      // array [[inv(e), inv(f)]] | O(1)

        // Reverse the count array every cycle
        count = reverser(count, ascending, i)

        // Pointer to move around the count array [ 0,1,2,3,...,n ]
        let locPtrLeft = 0;
        let locPtrRight = count.length - 1;

        // Formulae to know how many iteration we need in every cycle (Cycle/2, then we get ( Divider + Remainder ))
        let h = ( Math.floor((i+1)/2) + ((i+1)%2) )

        while(!(h < 1)) {

            // Check if the number is [00,11,22,...,nn]
            if (locPtrLeft == locPtrRight){

                middle.push(array[count[locPtrLeft]][count[locPtrRight]])
                middleRight.push(array[n-1-count[locPtrLeft]][n-1-count[locPtrRight]])

            }else{

                top.push(array[count[locPtrLeft]][count[locPtrRight]])
                topRight.push(array[n-1-count[locPtrLeft]][n-1-count[locPtrRight]])

                bottom.unshift(array[count[locPtrRight]][count[locPtrLeft]])
                bottomRight.unshift(array[n-1-count[locPtrRight]][n-1-count[locPtrLeft]])

            }

            locPtrLeft++;
            locPtrRight--;
            h--;
        }

        // Only for last loop
        if(i < n-1) rightTriangle = checkInsertMiddle(topRight, middleRight, bottomRight, rightTriangle);

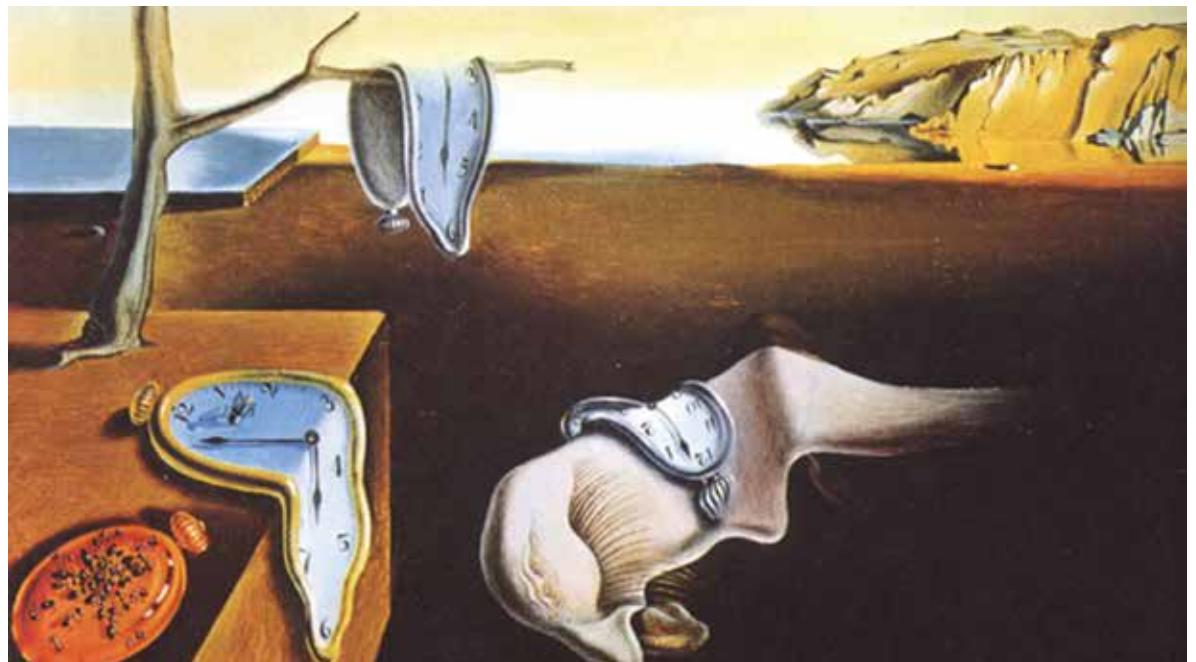
        leftTriangle = checkInsertMiddle(top, middle, bottom, leftTriangle);
        count.reverse();
        ascending = !ascending;
    }

    return [...leftTriangle, ...rightTriangle.reverse()]
}
```

3.0 Time-Space Complexity

How good is the algorithm?

*The excellent algorithm have low time space complexity.
Let's check with this Peel Traverse Algorithm!*

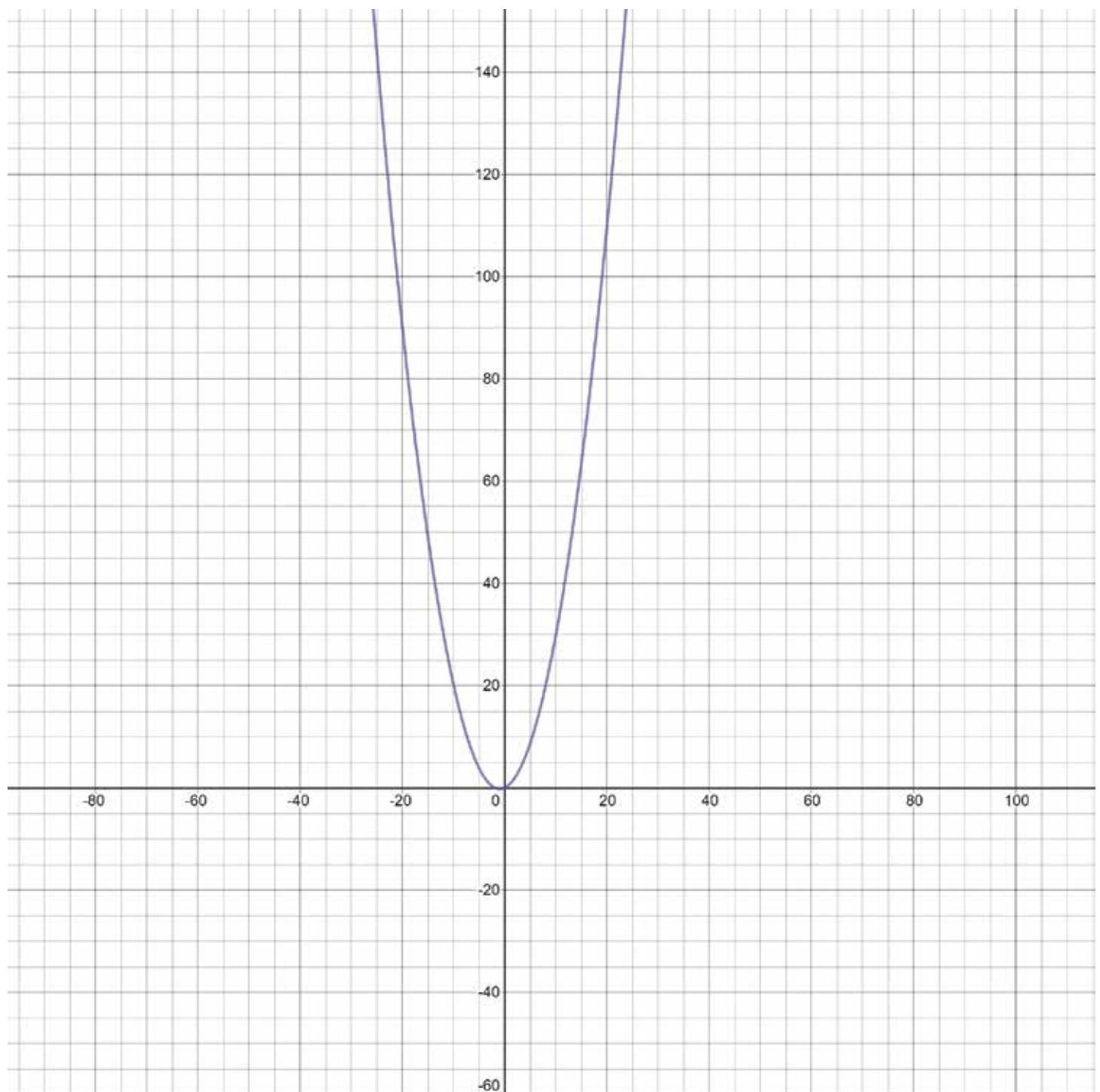


Space-Complexity



<code>let n = array.length; // int</code>	$O(1)$
<code>let ascending = true; // bool true, false</code>	$O(1)$
<code>let leftTriangle = []; // array [0,1,2...,n(n-1)/2]</code>	$(n(n-1))/2 O(N(N-1)/2)$
<code>let rightTriangle = []; // array [inverse of LeftTriangle]</code>	$(n(n-1))/2 O(N(N-1)/2)$
<code>let count = [];</code>	$O(N)$
<code>let top = [] // array [a, b]</code>	$O(1)$
<code>let middle = [] // array [c, d]</code>	$O(1)$
<code>let bottom = [] // array [e, f]</code>	$O(1)$
<code>let topRight = [] // array [inv(a), inv(b)]</code>	$O(1)$
<code>let middleRight = [] // array [inv(c), inv(d)]</code>	$O(1)$
<code>let bottomRight = [] // array [inv(e), inv(f)]</code>	$O(1)$

Time-Complexity



$$O(n/2(n/2 + 1))$$

$i = 1$
 $i = 2$
 $i = 3$
 $i = 4$
 $i = 5$
 $i = 6$

if $i=5$
 $A + \text{Last} + B$

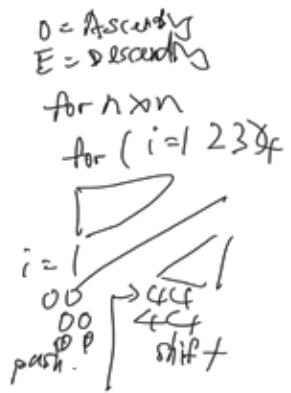
Count $1 \rightarrow 10$

reverse

Count @ recount

re $\frac{0}{1}$ $0 \uparrow$

$\rightarrow 1$	001	44	01
$\rightarrow 2$	10	34	210
$\rightarrow 3$	011	43	
$\rightarrow 4$	112	62	0123
$\rightarrow 5$	20	33	
$\rightarrow 6$	32	24	43210
$\rightarrow 7$	22	23	
$\rightarrow 8$	33	67	01230
$\rightarrow 9$	23	33	
$\rightarrow 10$	34	13	11



$$\begin{matrix} 4 & [0, 1] & \frac{2}{2} \\ -2 & \downarrow & \frac{2x}{2} \end{matrix}$$

Thanks for Reading

Google-Free Disclaimer

00	33
10	27
01	32
02	31
11	22
10	13
30	03
21	12
12	21
03	30

00	01	02	03	04
01	11	21	31	41
02	12	22	32	42
03	13	23	33	43
04	14	24	34	44

if odd $n-1/2$
 $n \approx n/2$

$\lceil n/2 \rceil$



*Applicable to Concept Only

$2 = 3$
 $3 = 6$
 $4 = 10$
 $5 = 15$
 $6 = 21$

$$\frac{n}{n(n+1)}$$

$$\begin{matrix} 00 & 01 & 02 & 03 & 04 \\ 01 & 11 & 02 & 13 & 22 \\ 02 & 12 & 13 & 14 & 23 \\ 03 & 13 & 23 & 24 & 33 \\ 04 & 14 & 24 & 34 & 44 \end{matrix}$$

$$\frac{30}{\lceil \frac{30}{2} \rceil}$$



$n = 7 \uparrow b$
 $1 = 1$
 $2 = 1$
 $3 = 2$
 $4 = 2$
 $5 = 3$

00	01	02	03	04
01	11	12	13	14
02	21	22	23	24
03	31	32	33	34
04	41	42	43	44

$$\begin{matrix} 0 & D & - \\ 1 & A & - \\ 2 & - & - \\ 3 & - & - \\ 4 & - & - \end{matrix}$$

$$\begin{matrix} 12345 & \frac{3}{2} & 6 \\ 43210 & 2 & 1 \\ 01234 & 0 & 3 \end{matrix}$$

$$\frac{0}{201}$$

divider + remainder

$$18 = 37$$

$$10 = 47$$

$$11 = 58$$

$$12 = 70$$

$$\cdot (n-1)$$

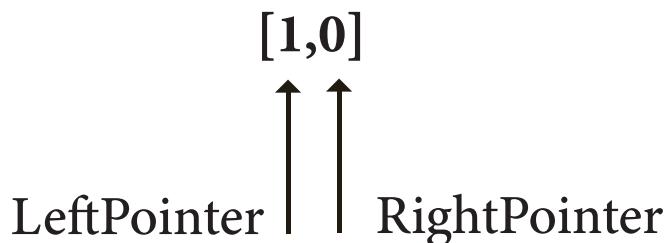
$$\begin{matrix} \frac{n}{2} & n=1 & 1 & 1 \\ & n=2 & 2 & 2 \\ & n=3 & 4 & 2 \\ & n=4 & 6 & 3 \end{matrix}$$

$$\begin{matrix} 01 & 11 \\ 02 & 12 & 22 & 31 \\ 03 & 13 & 23 & 32 \end{matrix}$$

Loop 1

- 1. Check if the array is inversed (yes, inverse back)**
- 2. Add 1 to the Holder [0, 1]**
- 3. Inverse the array [1, 0]**

- 4. LeftPointer = 0**
- 5. RightPointer = Holder.length - 1**



- 6. Iteration we need $(\text{floor}(i/2) + (i \% 2))$**

- 7. Left Pointer + Right Pointer = [10]**
- 8. Right Pointer + Left Pointer = [01]**

- 9. Left Pointer ++;**
- 10. RightPointer --;**

LeftTriangle = [1, 2, 3]
RightTriangle = [14, 15, 16]