Maximum subarray sum

06 August 2023 12:56

arr = [2 -5, 7, -6, 5, 4, -10]

ans = 10

generate all possible subarrays

① 2 loops

~~O(N²)~~ O(N)

O(1)

arr = [3 4 -6 8 -3 1]

ans = 9

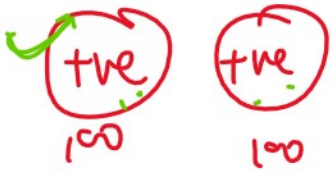
② Kadane's algorithm

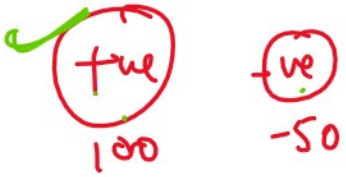
index 0 1 2 3 4 5 6 i

arr [ 2, -5, 7, -6, 5, 4, -10 ]

maxSum = ~~INT_MIN 2 7~~ 10

currSum = ~~0 2 -3 0 7 1 -6 10~~ 0




If currSum is negative, make it zero.

O(N) → Time

O(1) → Space

max : $-\infty$ INT_MIN

min = $\infty$ INT_MAX

arr : [ -4 -2 -6 -1 ]

currSum = ~~0~~ ~~-4~~ ~~0~~ ~~-2~~ ~~0~~ ~~-6~~ ~~0~~ -1

maxSum = ~~INT_MIN~~ ~~-4~~ ~~-2~~ -1

arr : [ -7 -9 -1 ]

curr : ~~0~~ ~~-7~~ ~~0~~ ~~-9~~ ~~0~~ -1

max : ~~INT_MIN~~ ~~-7~~ -1

Max product of 3 numbers

06 August 2023 13:41

Strictly 3 numbers

arr = [ 1 5 0 3 4]

ans = 5X3X4 = 60

arr = [ -2 0 4 -3 1 ]

ans = 24 ( -2X4X-3)

arr = [-1 -5 0 -3]

ans = 0 ( )

arr = [ -3 10 2 -8 4 -6 ]

ans = 480 ( 10X-8X-6)

1. 3 for loops. O($N^3$) O(1)
2. sort O(N logN) O(1)
3. 5 variables O(N) O(1) → single pass

-8 -6 -3 2 4 10

op1 = max1 X max2 X max3 ( 2X4X10 ) = 80

op2 = min1 X min2 X max1 ( -8X-6X10) = 480

op2 = min1 X min2 X max1

ans = max (op1, op2) = 480

-5 -4 -3 -2 -1

(-5 X -4 X -1) = -20

(-3 X -2 X -1) = -6

max1 = ~~-∞~~ ~~-3~~ 10

max2 = ~~-∞~~ ~~-3~~ ~~2~~ 4

max3 = ~~-∞~~ ~~-3~~ 2

min1 = ~~∞~~ ~~-3~~ -8

min2 = ~~∞~~ ~~10~~ ~~2~~ ~~-3~~ -6

| i | i | i | i | i | i |
|---|---|---|---|---|---|
| -3 | 10 | 2 | -8 | 4 | -6 |

O(N)
O(1)

op1 = max1 X max2 X max3 = (10 X 4 X 2) = 80

op2 = min1 X min2 X max1 = (-8 X -6 X 10) = 480

ans = max (op1, op2)

# Second largest number in an array

06 August 2023 13:56

arr : [ -3, 0, 7, -4, -8, 2, 1 ]

9, 8

ans = 2

max1 : ~~$-\infty$~~ ~~-3~~ ~~0~~ 7

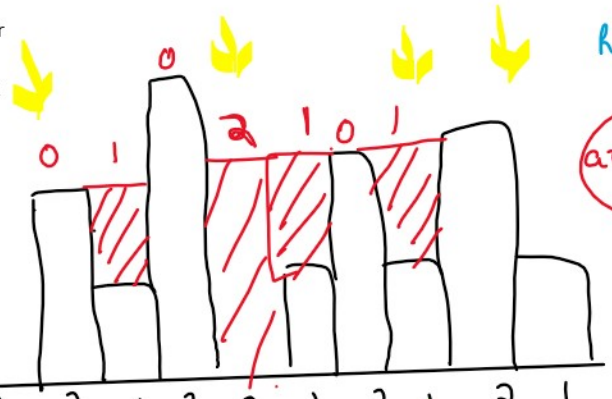
max2 : ~~$-\infty$~~ ~~-3~~ ~~0~~ 2

$O(N \log N)$ → Sort

$O(N)$ → 2 var

Trapping rain water

06 August 2023 14:43




min(lM, rM) − currHeight

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| arr:- | 0 | 2 | 1 | 3 | 0 | 1 | 2 | 1 | 2 | 1 |
| leftMax:- | 0 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| rightMax | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 |
| ~~water~~ variable | 0 | 0 | 1 | 0 | 2 | 1 | 0 | 1 | 0 | 0 |

= 5

Time Complexity

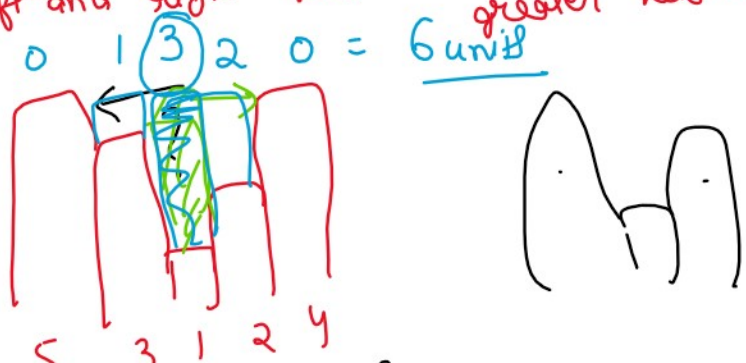
↓

$O(N) + O(N) + O(N) = 3N = O(N)$

$O(N) + O(N) = 2N = O(N)$

↑ Space complexity

if left and right neighbouring buildings are of greater height.




leftMax = 5 } min

rightMax = 4

4 − 1 = 3 units

↓ curr height

water = min(leftMax, rightMax) − currHeight;

= min(5, 4) − 1 = 4 − 1 = 3

3 approaches.

1. ~~Two loops. Indivi~~ find l and r.
   $O(N^2)$ → $O(1)$ $O(N)$
2. ~~store~~ leftMax and rightMax in array.
   $O(N)$ $O(N)$

② store leftMax and rightMax in array.
O(N), O(N)

H.W. ③ Two pointers.
O(N), O(1)

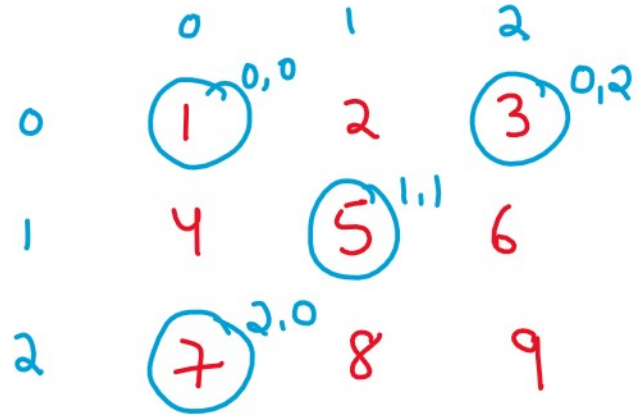
Wave Print

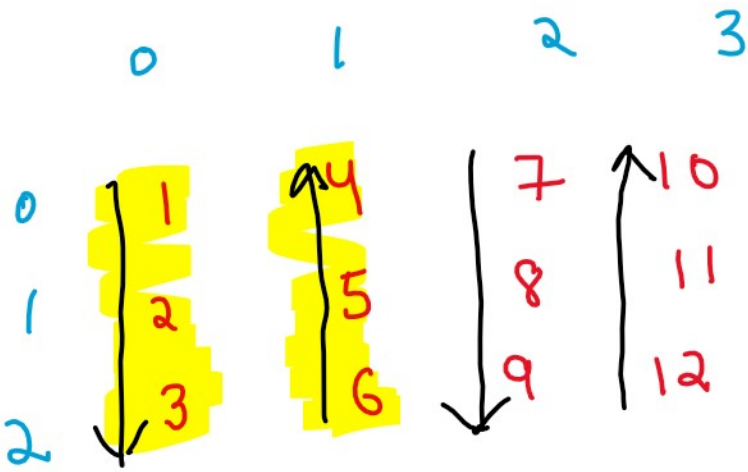
06 August 2023 15:03

2D arrays

int matrix [3] [3];

rows ↑ columns ↑




rows = 3 (N)

cols = 4 (m)

(N X m)

1, 2, 3, 6, 5, 4, 7, 8, 9, 12, 11, 10

for(col = 0 to m)

Col is even → Top down → for (row = 0 to n)

Col is odd → Bottom up → for( row = n-1 to 0)

time → O(N X m) ≃ O(N²)

Space → O(1)

Rotate matrix

06 August 2023 15:17

→ rotate the matrix 90° in clockwise direction.

→ Square matrix

Time → $O(N^2)$

Space → $O(N^2)$

input

| | | |
|---|---|---|
| 1 (0,0) | 2 (0,1) | 3 (0,2) |
| 4 (1,0) | 5 (1,1) | 6 (1,2) |
| 7 (2,0) | 8 (2,1) | 9 (2,2) |

⇒

output

| | | |
|---|---|---|
| 7 | 4 | 1 |
| 8 | 5 | 2 |
| 9 | 6 | 3 |

transpose

swap(i, j)

for (i = 0 to n-1)

for (j = i+1 to n-1)

| | | |
|---|---|---|
| 1 → 7 | 4 | 7 → 1 |
| 2 → 8 | 5 | 8 → 2 |
| 3 → 9 | 6 | 9 → 3 |

reverse each row

1. Take transpose
2. Reverse the row

Time → $O(N^2)$

Space → $O(1)$

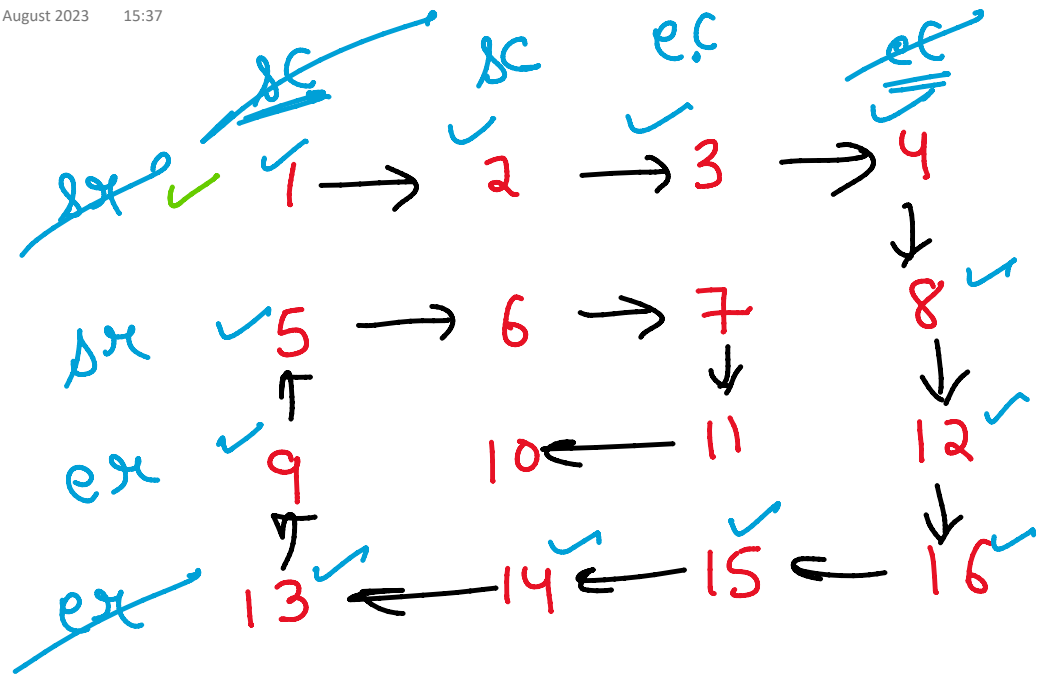
j = 0 && j < i

j = i+1 && j < n

$$\begin{bmatrix} 7 & 4 & 1 \\ 8 & 5 & 2 \\ 9 & 6 & 3 \end{bmatrix}$$

# Spiral Order Print

06 August 2023 15:37




nxm

```
for(i = sc to ec)
    sr++
for(i = sr to er)
    ec--
for(i = ec to sc)
    er--
for(i = er to sr)
    sc++
```

1, 2, 3, 4, 8, 12, 16, 15, 14, 13, 9, 5, 6, 7, 11, 10

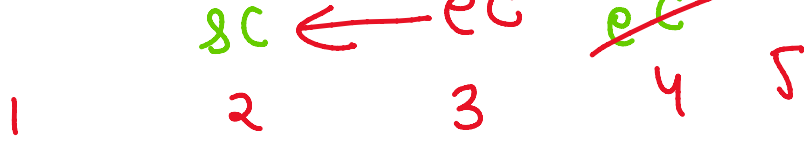
while (sr <= er && sc <= ec)

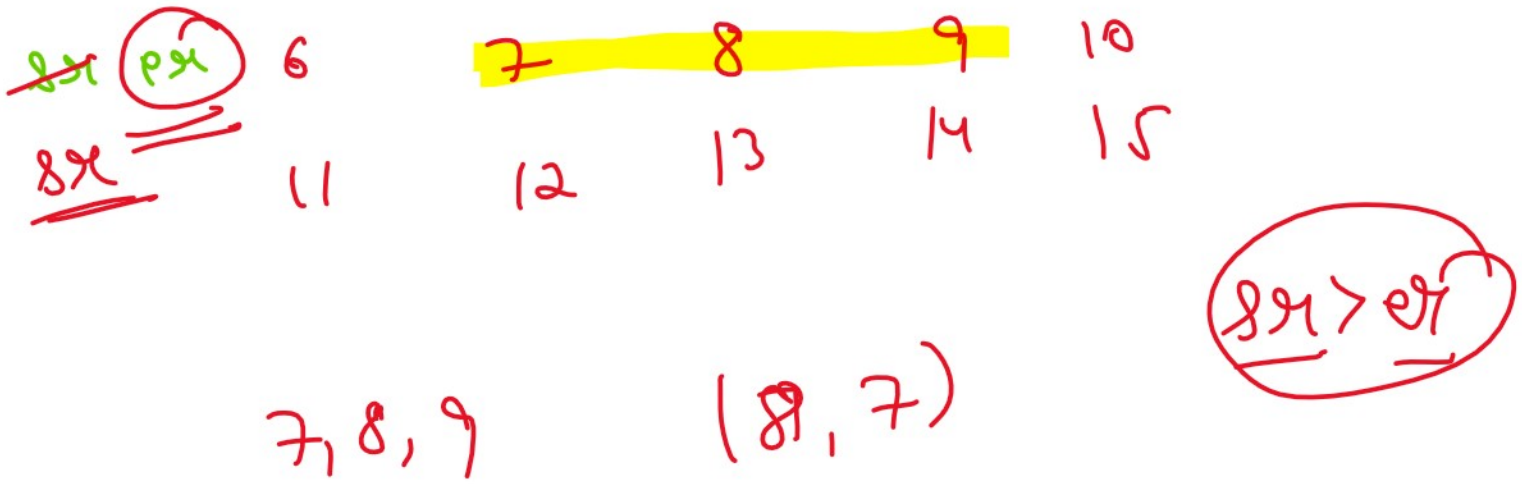
N → rows
M → cols

Time → O(NXM)
Space → O(1)

1 row → M cols
N row → NXM

NXM
4X4 = 16




8x
px
6
7
8
9
10
8x
11
12
13
14
15
8x > px
7, 8, 9
(8, 7)