

Rotate Matrix by 90 Degrees (Rotate Image)

This lecture covers the "Rotate Matrix by 90 Degrees" problem, also known as "Rotate Image." The goal is to rotate a given $n \times n$ square matrix in a clockwise direction by 90 degrees.

Understanding the Problem

Given a square matrix, the task is to rotate it 90 degrees clockwise. For example, a 4x4 matrix:

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

After rotation, becomes:

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

Brute Force Solution

1. **Create an Answer Matrix:** Initialize a new $n \times n$ matrix to store the rotated result.
2. **Iterate and Place:** Traverse the original matrix and place each element at its correct rotated position in the answer matrix.
 - The first row of the original matrix becomes the last column of the answer matrix.
 - The second row becomes the second-to-last column, and so on.

Mapping Indices

Observe how elements are moved from the original matrix to the answer matrix. If (i, j) represents an element in the original matrix, its position in the answer matrix can be determined through observation.

For a 4x4 matrix, the mapping is as follows:

- $(0, 0) \rightarrow (0, 3)$
- $(0, 1) \rightarrow (1, 3)$
- $(0, 2) \rightarrow (2, 3)$
- $(0, 3) \rightarrow (3, 3)$
- $(1, 0) \rightarrow (0, 2)$
- $(1, 1) \rightarrow (1, 2)$
- $(1, 2) \rightarrow (2, 2)$
- $(1, 3) \rightarrow (3, 2)$

From this, a pattern emerges:

- The column index j in the original matrix becomes the row index in the answer matrix.
- The row index i in the original matrix corresponds to $n - 1 - i$ as the column index in the answer matrix.

Therefore, the element at (i, j) in the original matrix goes to $(j, n - 1 - i)$ in the answer matrix.

Brute Force Code

```
// Assuming a square matrix of size n x n
int n = matrix.size();
vector<vector<int>> ans(n, vector<int>(n, 0));

for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
        ans[j][n - 1 - i] = matrix[i][j];
    }
}
// 'ans' is the rotated matrix
```

Complexity Analysis

- **Time Complexity:** $O(n^2)$ because we iterate through each element of the $n \times n$ matrix.
- **Space Complexity:** $O(n^2)$ due to the creation of an extra $n \times n$ matrix.

Optimal (In-Place) Solution

The interviewer is typically not satisfied with the $O(n^2)$ space complexity. An in-place solution is preferred, meaning we should modify the given matrix directly without using extra space.

Key Observations

1. **Columns to Rows:** Notice that the first column of the rotated matrix is the reverse of the first row of the original matrix.
2. **Transposition and Reversal:** The optimal solution involves two steps:
 - **Transpose the Matrix:** Swap rows with columns.
 - **Reverse Each Row:** Reverse the elements in each row.

Transposing a Matrix

Transposing a Matrix: Transforming a matrix by interchanging its rows and columns, so that the row i becomes column i and vice versa.

To transpose the matrix, we swap elements across the main diagonal (from top-left to bottom-right). Elements on the diagonal remain unchanged.

For example:

```

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

Reversing Each Row

After transposing, reverse the elements of each row to get the final rotated matrix.

For example:

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

Optimal Solution Code

```
int n = matrix.size();

// Transpose the matrix
for (int i = 0; i < n; i++) {
    for (int j = i; j < n; j++) {
        swap(matrix[i][j], matrix[j][i]);
    }
}

// Reverse each row
for (int i = 0; i < n; i++) {
    reverse(matrix[i].begin(), matrix[i].end());
}
```

Complexity Analysis

- **Time Complexity:** $O(n^2)$ because we iterate through each element of the $n \times n$ matrix twice (once for transpose and once for reverse).
- **Space Complexity:** $O(1)$ because the rotation is done in-place without using any extra space.

Summary of Approaches

Approach	Time Complexity	Space Complexity	In-Place?
Brute Force	$O(n^2)$	$O(n^2)$	No
Optimal	$O(n^2)$	$O(1)$	Yes

By transposing the matrix and then reversing each row, we efficiently achieve a 90-degree clockwise rotation in place.

Transposing a Matrix

When transposing a matrix, elements are swapped across the **diagonal**. The element at position (i, j) is swapped with the element at position (j, i) .

Swapping Elements

Consider a matrix where elements are being swapped:

- A 2 at $(0, 1)$ is swapped with a 5 at $(1, 0)$.
- A 3 at $(0, 2)$ is swapped with a 9 at $(2, 0)$.
- A 7 at $(1, 2)$ is swapped with a 10 at $(2, 1)$.

Algorithm

1. **Iterate** through the upper triangle of the matrix (excluding the diagonal).
2. **Swap** `matrix[i][j]` with `matrix[j][i]`.

Pseudo Code

```
for i from 0 to n-2:  
    for j from i+1 to n-1:  
        swap(a[i][j], a[j][i])
```

Example

For the zeroth row, you travel from index 1 to 3. For the first row, you travel from index 2 to 3. Thus, for i , you travel from $i + 1$ to $n - 1$.

Rotating the Matrix

To rotate the matrix, you have to transpose the matrix and reverse every row.

Step 1: Transpose the Matrix

As described above, the first step is to transpose the matrix.

Step 2: Reverse Each Row

After transposing, reverse each row in the matrix.

Code Implementation

```
void rotate(vector<vector<int>>& matrix) {
    int n = matrix.size();

    // Transpose the matrix
    for (int i = 0; i < n; ++i) {
        for (int j = i + 1; j < n; ++j) {
            swap(matrix[i][j], matrix[j][i]);
        }
    }

    // Reverse each row
    for (int i = 0; i < n; ++i) {
        reverse(matrix[i].begin(), matrix[i].end());
    }
}
```

Reversing Rows

If your language doesn't have a reverse function, a two-pointer approach can be used to reverse the array.

Time and Space Complexity

Time Complexity

The time complexity for transposing the matrix is $O(n/2 * n/2)$ because we are traversing one half of the array. Reversing each row takes $O(n * n/2)$, where n is for all rows and $n/2$ is for reversing half of the array using a two-pointer approach.

Space Complexity

This is done **in place**, so no extra space is used, making the space complexity $O(1)$.