

# Problem 1632: Rank Transform of a Matrix

## Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

Given an

$m \times n$

matrix

, return

a new matrix

answer

where

`answer[row][col]`

is the

rank

of

`matrix[row][col]`

The

rank

is an

integer

that represents how large an element is compared to other elements. It is calculated using the following rules:

The rank is an integer starting from

1

.

If two elements

p

and

q

are in the

same row or column

, then:

If

$p < q$

then

$\text{rank}(p) < \text{rank}(q)$

If

$p == q$

then

$\text{rank}(p) == \text{rank}(q)$

If

$p > q$

then

$\text{rank}(p) > \text{rank}(q)$

The

rank

should be as

small

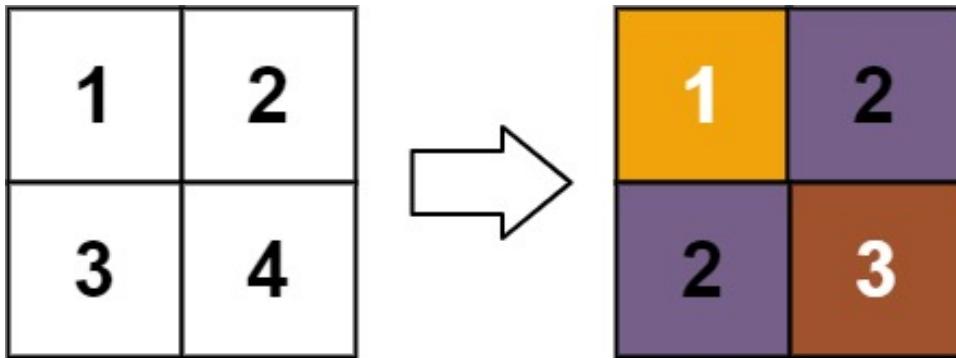
as possible.

The test cases are generated so that

answer

is unique under the given rules.

Example 1:



Input:

`matrix = [[1,2],[3,4]]`

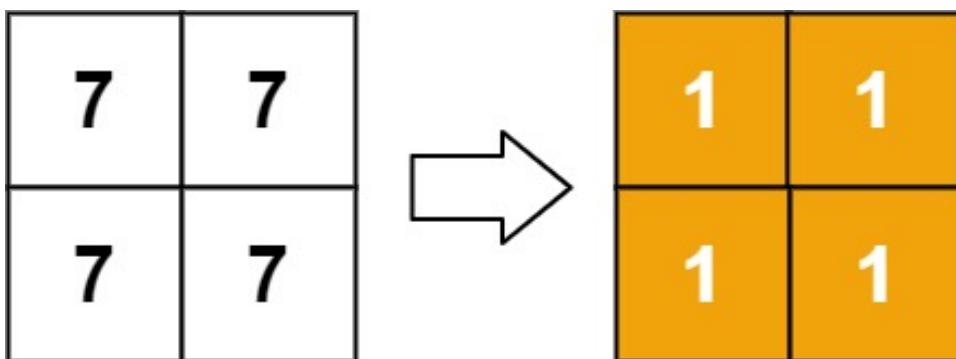
Output:

`[[1,2],[2,3]]`

Explanation:

The rank of  $\text{matrix}[0][0]$  is 1 because it is the smallest integer in its row and column. The rank of  $\text{matrix}[0][1]$  is 2 because  $\text{matrix}[0][1] > \text{matrix}[0][0]$  and  $\text{matrix}[0][0]$  is rank 1. The rank of  $\text{matrix}[1][0]$  is 2 because  $\text{matrix}[1][0] > \text{matrix}[0][0]$  and  $\text{matrix}[0][0]$  is rank 1. The rank of  $\text{matrix}[1][1]$  is 3 because  $\text{matrix}[1][1] > \text{matrix}[0][1]$ ,  $\text{matrix}[1][1] > \text{matrix}[1][0]$ , and both  $\text{matrix}[0][1]$  and  $\text{matrix}[1][0]$  are rank 2.

Example 2:



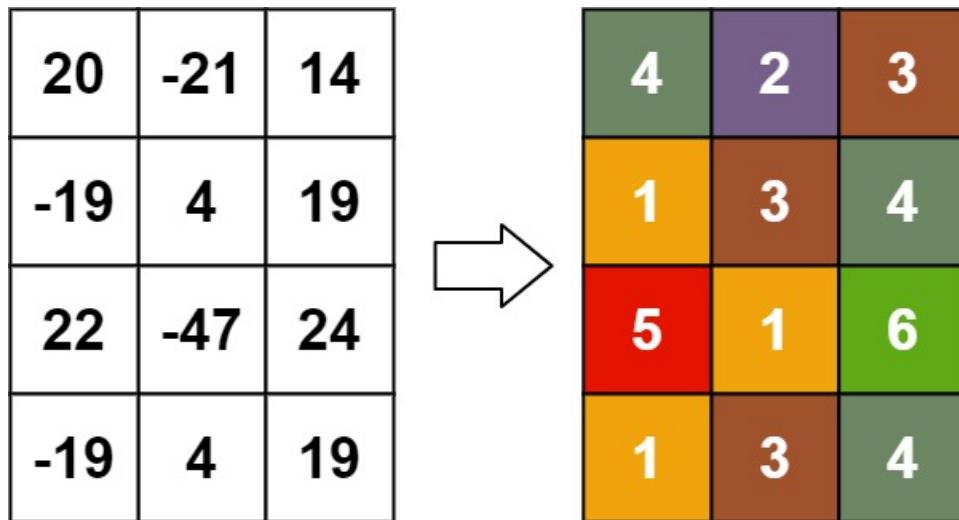
Input:

`matrix = [[7,7],[7,7]]`

Output:

`[[1,1],[1,1]]`

Example 3:



Input:

```
matrix = [[20,-21,14],[-19,4,19],[22,-47,24],[-19,4,19]]
```

Output:

```
[[4,2,3],[1,3,4],[5,1,6],[1,3,4]]
```

Constraints:

```
m == matrix.length
```

```
n == matrix[i].length
```

```
1 <= m, n <= 500
```

-10

9

```
<= matrix[row][col] <= 10
```

9

## Code Snippets

### C++:

```
class Solution {  
public:  
vector<vector<int>> matrixRankTransform(vector<vector<int>>& matrix) {  
  
}  
};
```

### Java:

```
class Solution {  
public int[][] matrixRankTransform(int[][] matrix) {  
  
}  
}
```

### Python3:

```
class Solution:  
def matrixRankTransform(self, matrix: List[List[int]]) -> List[List[int]]:
```

### Python:

```
class Solution(object):  
def matrixRankTransform(self, matrix):  
"""  
:type matrix: List[List[int]]  
:rtype: List[List[int]]  
"""
```

### JavaScript:

```
/**  
 * @param {number[][]} matrix  
 * @return {number[][]}  
 */  
var matrixRankTransform = function(matrix) {
```

```
};
```

### TypeScript:

```
function matrixRankTransform(matrix: number[][]): number[][] {  
}  
};
```

### C#:

```
public class Solution {  
    public int[][] MatrixRankTransform(int[][] matrix) {  
        }  
    }  
}
```

### C:

```
/**  
 * Return an array of arrays of size *returnSize.  
 * The sizes of the arrays are returned as *returnColumnSizes array.  
 * Note: Both returned array and *columnSizes array must be malloced, assume  
 caller calls free().  
 */  
int** matrixRankTransform(int** matrix, int matrixSize, int* matrixColSize,  
int* returnSize, int** returnColumnSizes) {  
  
}
```

### Go:

```
func matrixRankTransform(matrix [][]int) [][]int {  
}  
}
```

### Kotlin:

```
class Solution {  
    fun matrixRankTransform(matrix: Array<IntArray>): Array<IntArray> {  
        }  
    }
```

**Swift:**

```
class Solution {  
    func matrixRankTransform(_ matrix: [[Int]]) -> [[Int]] {  
          
    }  
}
```

**Rust:**

```
impl Solution {  
    pub fn matrix_rank_transform(matrix: Vec<Vec<i32>>) -> Vec<Vec<i32>> {  
          
    }  
}
```

**Ruby:**

```
# @param {Integer[][]} matrix  
# @return {Integer[][]}  
def matrix_rank_transform(matrix)  
  
end
```

**PHP:**

```
class Solution {  
  
    /**  
     * @param Integer[][] $matrix  
     * @return Integer[][]  
     */  
    function matrixRankTransform($matrix) {  
  
    }  
}
```

**Dart:**

```
class Solution {  
    List<List<int>> matrixRankTransform(List<List<int>> matrix) {  
  
    }
```

```
}
```

### Scala:

```
object Solution {  
    def matrixRankTransform(matrix: Array[Array[Int]]): Array[Array[Int]] = {  
        }  
        }  
}
```

### Elixir:

```
defmodule Solution do  
    @spec matrix_rank_transform(matrix :: [[integer]]) :: [[integer]]  
    def matrix_rank_transform(matrix) do  
  
    end  
    end
```

### Erlang:

```
-spec matrix_rank_transform(Matrix :: [[integer()]]) -> [[integer()]].  
matrix_rank_transform(Matrix) ->  
.
```

### Racket:

```
(define/contract (matrix-rank-transform matrix)  
(-> (listof (listof exact-integer?)) (listof (listof exact-integer?)))  
)
```

## Solutions

### C++ Solution:

```
/*  
 * Problem: Rank Transform of a Matrix  
 * Difficulty: Hard  
 * Tags: array, graph, sort  
 */
```

```

* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(1) to O(n) depending on approach
*/

```

```

class Solution {
public:
vector<vector<int>> matrixRankTransform(vector<vector<int>>& matrix) {

```

```

}
};

```

### Java Solution:

```

/**
 * Problem: Rank Transform of a Matrix
 * Difficulty: Hard
 * Tags: array, graph, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
*/

```

```

class Solution {
public int[][] matrixRankTransform(int[][] matrix) {

```

```

}
}

```

### Python3 Solution:

```

"""
Problem: Rank Transform of a Matrix
Difficulty: Hard
Tags: array, graph, sort

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(1) to O(n) depending on approach
"""

```

```
class Solution:

def matrixRankTransform(self, matrix: List[List[int]]) -> List[List[int]]:
    # TODO: Implement optimized solution
    pass
```

### Python Solution:

```
class Solution(object):

def matrixRankTransform(self, matrix):
    """
    :type matrix: List[List[int]]
    :rtype: List[List[int]]
    """
```

### JavaScript Solution:

```
/**
 * Problem: Rank Transform of a Matrix
 * Difficulty: Hard
 * Tags: array, graph, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

/**
 * @param {number[][]} matrix
 * @return {number[][]}
 */
var matrixRankTransform = function(matrix) {

};
```

### TypeScript Solution:

```
/**
 * Problem: Rank Transform of a Matrix
 * Difficulty: Hard
 * Tags: array, graph, sort
```

```

/*
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

function matrixRankTransform(matrix: number[][]): number[][] {
}

```

### C# Solution:

```

/*
 * Problem: Rank Transform of a Matrix
 * Difficulty: Hard
 * Tags: array, graph, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

public class Solution {
    public int[][] MatrixRankTransform(int[][] matrix) {
        ...
    }
}

```

### C Solution:

```

/*
 * Problem: Rank Transform of a Matrix
 * Difficulty: Hard
 * Tags: array, graph, sort
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

/***

```

```

* Return an array of arrays of size *returnSize.
* The sizes of the arrays are returned as *returnColumnSizes array.
* Note: Both returned array and *columnSizes array must be malloced, assume
caller calls free().
*/
int** matrixRankTransform(int** matrix, int matrixSize, int* matrixColSize,
int* returnSize, int** returnColumnSizes) {

}

```

### Go Solution:

```

// Problem: Rank Transform of a Matrix
// Difficulty: Hard
// Tags: array, graph, sort
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(1) to O(n) depending on approach

func matrixRankTransform(matrix [][]int) [][]int {
}

```

### Kotlin Solution:

```

class Solution {
    fun matrixRankTransform(matrix: Array<IntArray>): Array<IntArray> {
        }
    }
}

```

### Swift Solution:

```

class Solution {
    func matrixRankTransform(_ matrix: [[Int]]) -> [[Int]] {
        }
    }
}

```

### Rust Solution:

```

// Problem: Rank Transform of a Matrix
// Difficulty: Hard
// Tags: array, graph, sort
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(1) to O(n) depending on approach

impl Solution {
    pub fn matrix_rank_transform(matrix: Vec<Vec<i32>>) -> Vec<Vec<i32>> {
        }

    }
}

```

### Ruby Solution:

```

# @param {Integer[][]} matrix
# @return {Integer[][]}
def matrix_rank_transform(matrix)

end

```

### PHP Solution:

```

class Solution {

    /**
     * @param Integer[][] $matrix
     * @return Integer[][]
     */
    function matrixRankTransform($matrix) {
        }

    }
}

```

### Dart Solution:

```

class Solution {
    List<List<int>> matrixRankTransform(List<List<int>> matrix) {
        }

    }
}

```

### **Scala Solution:**

```
object Solution {  
    def matrixRankTransform(matrix: Array[Array[Int]]): Array[Array[Int]] = {  
  
    }  
}
```

### **Elixir Solution:**

```
defmodule Solution do  
  @spec matrix_rank_transform(matrix :: [[integer]]) :: [[integer]]  
  def matrix_rank_transform(matrix) do  
  
  end  
end
```

### **Erlang Solution:**

```
-spec matrix_rank_transform(Matrix :: [[integer()]]) -> [[integer()]].  
matrix_rank_transform(Matrix) ->  
.
```

### **Racket Solution:**

```
(define/contract (matrix-rank-transform matrix)  
  (-> (listof (listof exact-integer?)) (listof (listof exact-integer?)))  
)
```