

Matrix Algorithms — Illustrated Guide

=====

Included Problems

- 1) Search in Sorted Matrix — top-right staircase, $O(m+n)$, $O(1)$ space.
- 2) Rotate Image 90° — transpose then reverse each row, $O(n^2)$ time, $O(1)$ extra.
- 3) Flood Fill — DFS/BFS recolor of 4-connected region, $O(m*n)$ time.
- 4) Spiral Order — layer traversal with (top,bottom,left,right) bounds, $O(m*n)$.
- 5) Set Matrix Zeroes — use first row/col as markers, $O(1)$ extra space.

Key Patterns

- Boundary/bounds technique for layered traversals (spiral).
- In-place transforms via transpose + reverse for rotations.
- Marker rows/columns for constant-space matrix writes.
- DFS/BFS for grid connectivity problems (flood fill, islands).

Complexities (m x n matrix)

- Search Sorted: $O(m + n)$ time, $O(1)$ space
- Rotate Image: $O(n^2)$ time, $O(1)$ space
- Flood Fill: $O(m*n)$ time, $O(m*n)$ recursion worst
- Spiral Order: $O(m*n)$ time, $O(1)$ space
- Set Zeroes: $O(m*n)$ time, $O(1)$ space