

29. Rotate Matrix/Image

Rotate image by 90° (clockwise)

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



1) Brute force

- Create a ans matrix of size ($n \times n$)

- Place them at the correct place

1st row \rightarrow last column

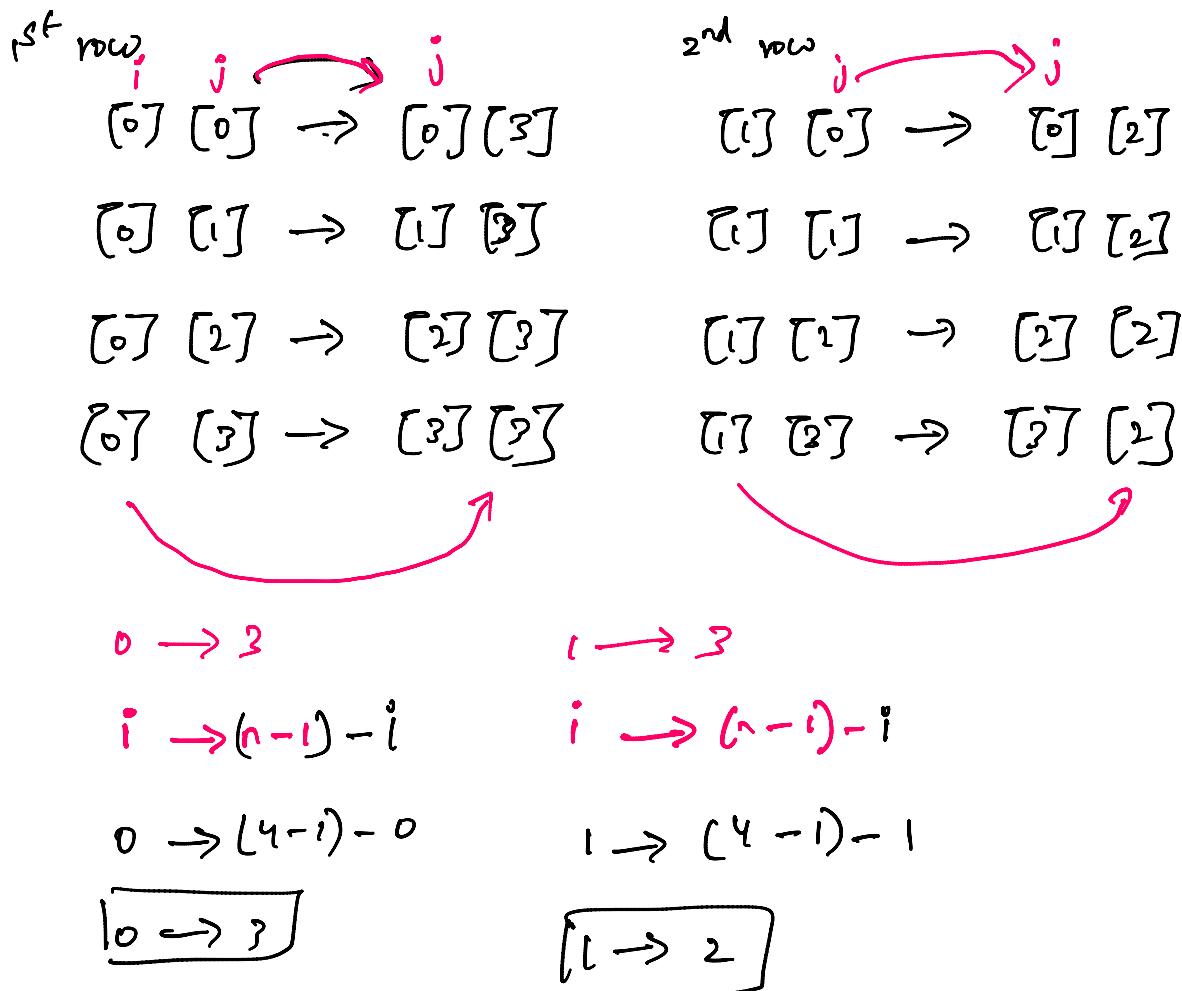
2nd row \rightarrow 2nd last

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• •

0	1	2	3		0	1	2	3
1	2	3	4		13	9	5	1
5	6	7	8		14	10	6	2
9	10	11	12		15	11	7	3

2	9	10	11	12		2	15	11	7	3
3	13	14	15	16		3	16	12	8	4

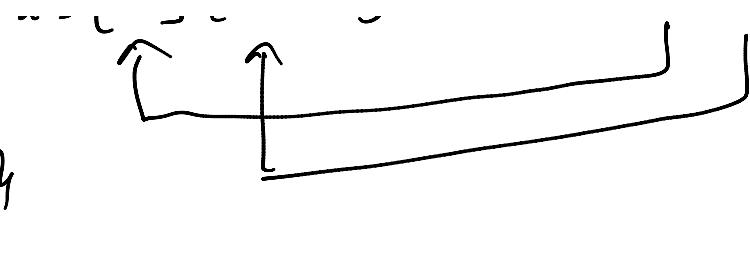


ans $[n][m]$

for($i=0 \rightarrow n$)

 for($j=0 \rightarrow n$)

 ans $[j][n-i-1] = \text{matrix}[i][i]$



$$T.C \Rightarrow O(n^2) \quad S.C \Rightarrow O(n^2)$$

2) 2nd Approach

0	1	2	3
0	1	2	3
1	5	6	7
2	9	10	11
3	13	14	15

0	1	2	3
0	13	9	5
1	14	10	6
2	15	11	7
3	16	12	8

- 1st column is in reverse order to the 1st row

- same for other column

- So we will do Transpose

→ row become column
→ column become row

1st step:
Transpose

1 5 9 13

2	6	10	14
3	7	11	15
4	8	12	16

2nd step
reverse every row.

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

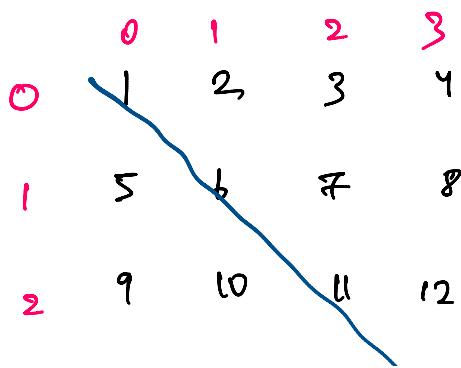
} o/p

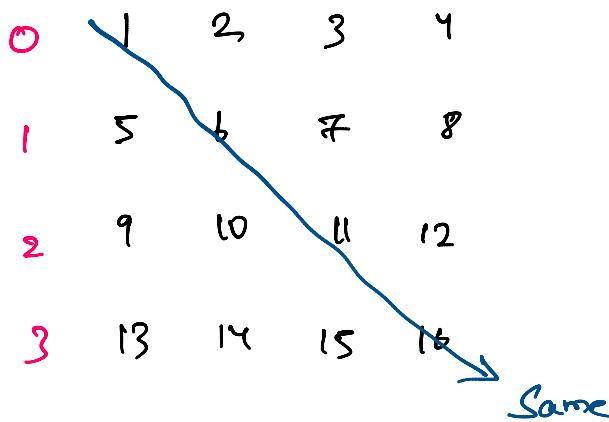
Steps:

1 → Transpose of Matrix

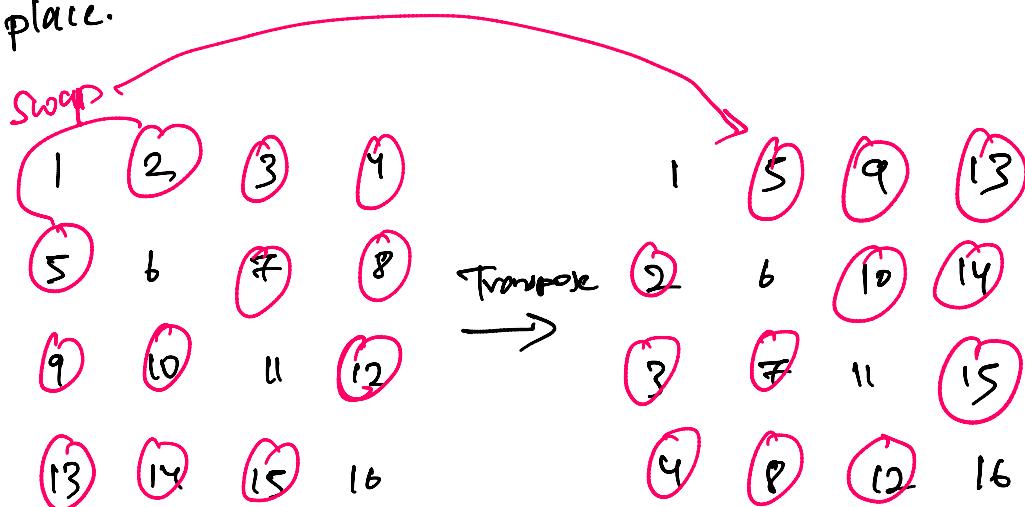
2 → Reversing every row.

→ — All the diagonal of [0] [0] [1] [1] [2] [2] [3] [3] are staying same.





- Now observe the things that are not staying at their place.



Swap

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 2 \\ 2 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 2 & 3 \\ 3 & 2 \end{bmatrix} \rightarrow \begin{bmatrix} 3 & 2 \\ 2 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix} \rightarrow \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 3 \\ 3 & 1 \end{bmatrix} \rightarrow \begin{bmatrix} 3 & 1 \\ 1 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 2 & 3 \\ 3 & 2 \end{bmatrix} \rightarrow \begin{bmatrix} 3 & 2 \\ 2 & 3 \end{bmatrix}$$

0th row

1st row

2nd row

→ Just have to traverse for the right half
so for the i th row, travel from 1 to 3
 1^{st} row, " " 2 to 3
 2^{nd} row, " " " 3

$0 \rightarrow (1 \text{ to } 3)$

$1 \rightarrow (2 \text{ to } 3)$

$i \rightarrow (i+1 \text{ to } n-1)$

for ($i = 0 \rightarrow n-2$)

{

for ($j = i+1 \rightarrow n-1$)

{

swap ($a[i][j], a[j][i]$)

}

}

reverse it.

You are given an $n \times n$ 2D matrix representing an image, rotate the image by **90** degrees (clockwise).

You have to rotate the image **in-place**, which means you have to modify the input 2D matrix directly. **DO NOT** allocate another 2D matrix and do the rotation.

Example 1:

1	2	3
4	5	6
7	8	9

7	4	1
8	5	2
9	6	3

Input: matrix = [[1,2,3], [4,5,6], [7,8,9]]

Output: [[7,4,1], [8,5,2], [9,6,3]]

$$T.C \Rightarrow O(nl_2 + nl_2) + O(n * n/l_2)$$

$$S.C \Rightarrow O(1)$$

```

1 class Solution {
2 public:
3     void rotate(vector<vector<int>>& matrix) {
4         int n = matrix.size();
5         // 1st step => transpose
6         for(int i = 0; i < n-1; i++){
7             for(int j = i+1; j < n; j++){
8                 swap(matrix[i][j], matrix[j][i]);
9             }
10        }
11        // 2nd step => reverse
12        for(int i = 0; i < n; i++){
13            // row is mat[i]
14            reverse(matrix[i].begin(), matrix[i].end());
15        }
16    };

```

```

1 #include<vector>
2
3 void rotateMatrix(vector<vector<int>> &mat){
4     int n = mat.size();
5     // 1st step => transpose
6     for(int i = 0; i < n-1; i++){
7         for(int j = i+1; j < n; j++){
8             swap(mat[i][j], mat[j][i]);
9         }
10    }
11    // 2nd step => reverse
12    for(int i = 0; i < n; i++){
13        // row is mat[i]
14        reverse(mat[i].begin(), mat[i].end());
15    }
16 }

```