



## Today's agenda

- ↳ man chunks to make sorted 1
- ↳ man chunks to make sorted 2
- ↳ Point boundary
- ↳ Point spiral square matrix
- ↳ Point spiral rectangle matrix



# AlgoPrep



## Q) Max Chunks to make sorted ↴

Given an  $\text{arr}[n]$  containing Permutation of the integers in the range  $[0, n-1]$ . you have to split array into maximum possible number of chunks such that after individually sorting each chunk, the array gets sorted.

Ex:  $\text{arr}[5]: \{ 0 | 2 | 3 | 4 | \}$   
 $\text{arr} = 4$

Ex:  $\text{arr}[9]: \{ 0 | 2 | 2 | 3 | 4 | 3 | 6 | 7 | 5 | 8 \}$

Ex:  $\text{arr}[5]: \{ 4 | 3 | 2 | 1 | 0 \}$   
 $\text{arr} = 1$

1/idea

$\text{arr}[i] \in [0, n-1]$

Ex:  $\text{arr}[9]: \{ 2 | 0 | 1 | 4 | 3 | 6 | 7 | 5 | 8 \}$

Obs: if  $\text{max}(0 \dots i)$  is equal to  $i \rightarrow$  valid chunk.



## // Pseudo code

public int maxChunksSorted (int arr[N]) {

    int maxTillNow = -∞;

    int Count = 0;

T.C:  $O(n)$

S.C:  $O(1)$

    for (int i=0; i<N; i++) {

        mantillNow = Mathmax(mantillNow, arr[i]);

        if (mantillNow == i) { Count++; }

    return Count;

## Tracing

arr[9]: { 0 2 2 | 3 4 | 5 6 7 | 8 }

int maxTillNow = -∞;

int Count = 0;

    for (int i=0; i<N; i++) {

        mantillNow = Mathmax(mantillNow, arr[i]);

        if (mantillNow == i) { Count++; }

    3

    return Count;

i	mantillNow	Count
0	2	0
1	2	0
2	2	1
3	4	1
4	4	2
5	6	2
6	7	2
7	7	3
8	8	4



## Q) Max Chunks to make sorted 2

Given an  $\text{arr}[n]$  containing Permutation of the integers. you have to Split array into maximum possible number of chunks such that after individually sorting each chunk, the array gets sorted.

$\text{arr}[9] =$	0	1	2	3	4	5	6	7	8	
	23	10	18	35	27	48	60	40	55	

Ans=3

$\text{arr}[6] =$	0	1	2	3	4	5	
	13	7	12	22	18	26	

Ans=3

//idea

if ( $\text{max}(0 \dots i) \leq \text{min}(i+1 \dots n-1)$ ) {  
    //valid chunk  
    3

$\text{arr}[9] =$	0	1	2	3	4	5	6	7	8	
	23	10	18	35	27	48	60	40	55	

Prefixmax[9] = 23 23 23 35 35 48 60 60 60

Suffixmin[9] = 10 10 18 27 27 40 40 40 55 + 60

Count = 0 + 1 + 1 + 1



## // Pseudo Code

```
int manChunksSorted2 (int arr[N]) {
```

```
    int [ ] Prefixmax = Prefix(arr); → H.W  
    int [ ] Suffixmin = Suffix(arr); → H.W
```

T.C:  $O(n)$

S.C:  $O(n)$

```
    int Count = 0;
```

```
    for (int i=0; i<N-1; i++) {  
        if (Prefixmax[i] <= Suffixmin[i+1]) {  
            Count++;  
        }  
        Count++;  
    }  
    return Count;
```

3



## Q) Point boundary

Given  $\text{mat}[N][N]$ , Point boundary in **Clockwise direction.**

0	1	2	3
0	1	2	3
1	4	5	6
2	7	8	9
6	1	2	3
8	7	4	9

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

1 2 3 4 5 10 15 20  
25 24 23 22 21 16 11 6

//idea

0	1	2	3	4	
0	1	2	3	4	5
1	6	7	8	9	10
2	11	12	13	14	15
3	16	17	18	19	20
4	21	22	23	24	25

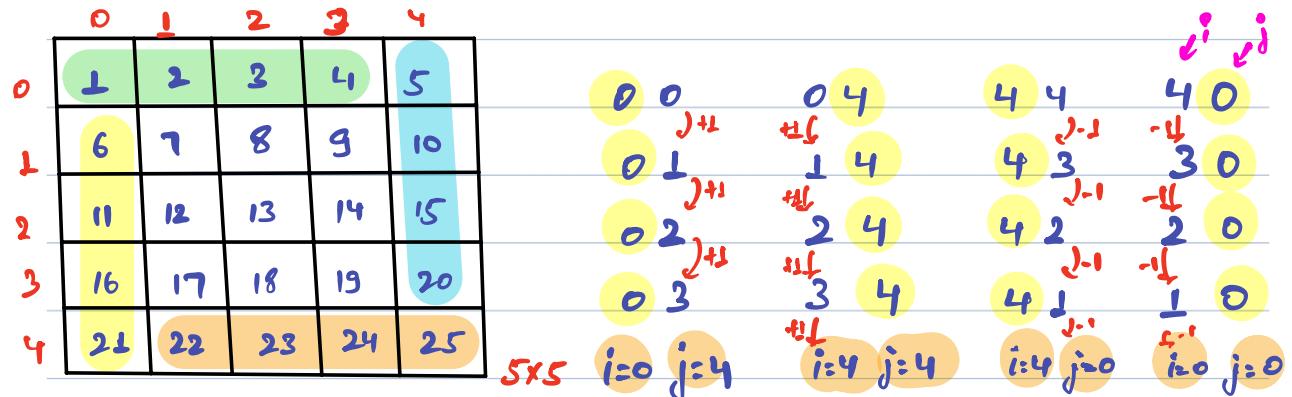
5x5

- ↳ 4 no. of 0th row
- ↳ 4 no. of last Col
- ↳ 4 no. of last row in reverse
- ↳ 4 no. of 0th Col in reverse

0	1	2	3	4	5	
0	1	2	3	4	5	6
1	7	8	9	10	11	12
2	13	14	15	16	17	18
3	19	20	21	22	23	24
4	25	26	27	28	29	30
5	31	32	33	34	35	36

6x6

- ↳ N-1 no. of 0th row
- ↳ N-1 no. of last Col
- ↳ N-1 no. of last row in reverse
- ↳ N-1 no. of 0th Col in reverse



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## // Pseudo Code

```
void PointBoundary (int mat[n][n]) {
```

```
    int i=0;
```

```
    int j=0;
```

```
    for ( k=0; k< n-1; k++) {
```

```
        point (mat[i][j]);
```

```
        j++;
```

```
}
```

T.C:  $O(n)$

S.C:  $O(1)$

```
    for ( k=0; k< n-1; k++) {
```

```
        point (mat[i][j]);
```

```
        i++;
```

```
}
```

```
    for ( k=0; k< n-1; k++) {
```

```
        point (mat[i][j]);
```

```
        j--;
```

```
}
```

```
    for ( k=0; k< n-1; k++) {
```

```
        point (mat[i][j]);
```

```
        i--;
```

```
}
```

```
}
```



```
void PointBoundary (int mat[N][N]) {
    int i=0;
    int j=0;
```

```
    for (k=0; k<N-1; k++) {
        Point (mat[i][j]);
        j++;
    }
```

```
    for (k=0; k<N-1; k++) {
        Point (mat[i][j]);
        i++;
    }
```

```
    for (k=0; k<N-1; k++) {
        Point (mat[i][j]);
        j--;
    }
```

```
    for (k=0; k<N-1; k++) {
        Point (mat[i][j]);
        i--;
    }
```

i j	0	1	2	3	4
0	1	2	3	4	5
1	6	7	8	9	10
2	11	12	13	14	15
3	16	17	18	19	20
4	21	22	23	24	25

5x5

1 2 3 4 5 10 15 20  
25 24 23 22 22 16 18 6



# AlgoPrep



## Q) Square matrix Spiral

Given  $\text{mat}[N][N]$ , Print the spiral form.

	0	1	2	3	4	5
0	1	2	3	4	5	6
1	7	8	9	10	11	12
2	13	14	15	16	17	18
3	19	20	21	22	23	24
4	25	26	27	28	29	30
5	31	32	33	34	35	36

$6 \times 6$

i	j	steps
0	0	$N-1=5$
1	1	$)-2$
2	2	$3$
3	2	$)-2$

Do Point boundary till  
your steps  $\geq 1$ .



	0	1	2	3	4
0	1	2	3	4	5
1	6	7	8	9	10
2	11	12	13	14	15
3	16	17	18	19	20
4	21	22	23	24	25

$5 \times 5$

i	j	steps
0	0	4
1	1	$)-2$
2	2	$2$

2 2 0



## II) Pseudo Code

```
void PointSpiralSquare (int mat[n][n]) {  
    int i=0;  
    int j=0;  
    int steps = n-1;
```

T.C: O( $n^2$ )

S.C: O(1)

```
while (steps >= 1) {
```

```
    for (k=0; k<steps; k++) {  
        point (mat[i][j]);  
        j++;
```

```
    for (k=0; k<steps; k++) {  
        point (mat[i][j]);  
        i++;
```

```
    for (k=0; k<steps; k++) {  
        point (mat[i][j]);  
        j--;
```

```
    for (k=0; k<steps; k++) {  
        point (mat[i][j]);  
        i--;
```

i++;  
j++;

steps = steps - 2;

```
if (steps == 0) { point mat[i][j]; }
```

}

```

void PrintSpiralSquare (int mat[6][6]) {
    int i=0;
    int j=0;
    int steps = n-1;
}

```

```

while (steps >= 1) {
    for (k=0; k<steps; k++) {
        Point (mat[i][j]);
        j++;
    }
    for (k=0; k<steps; j++, k++) {
        Point (mat[i][j]);
        i++;
    }
    for (k=0; k<steps; k++) {
        Point (mat[i][j]);
        j--;
    }
    for (k=0; k<steps; k++) {
        Point (mat[i][j]);
        i--;
    }
}

```

$i++$ ,  $j++$ ,  $steps = steps - 2$

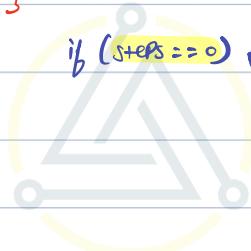
$i$ ,  $j$ ,  $steps$

	0	1	2	3	4	5
0	1	2	3	4	5	6
1	7	8	9	10	11	12
2	13	14	15	16	17	18
3	19	20	21	22	23	24
4	25	26	27	28	29	30
5	31	32	33	34	35	36

6x6

$i$	$j$	$steps$
0	0	5
1	1	3
2	2	1
3	3	-1
		Current

3



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## Q) Spiral matrix

Given  $\text{mat}[n][m]$ , return all elements of the matrix in spiral order.

	0	1	2	3	4	5
0	1	2	3	4	5	6
1	7	8	9	10	11	12
2	13	14	15	16	17	18
3	19	20	21	22	23	24
4	25	26	27	28	29	30

$5 \times 6$

	0
0	1
1	7
2	13
3	19
4	25

$5 \times 1$

$i$     $j$     $\sigma\text{Steps}$     $c\text{Steps}$   
 0   0   4   0

	0	1	2	3	4	5
0	1	2	3	4	5	6
1	7	8	9	10	11	12
2	13	14	15	16	17	18

	0	1	2
0	1	2	3
1	7	8	9
2	13	14	15
3	19	20	21
4	25	26	27

$5 \times 3$

$i$     $j$     $\sigma\text{Steps}$     $c\text{Steps}$   
 0   0   4   2  
 1   1   2   0



void PointSpiralSquare (int mat[n][m]) {

    int i = 0;  
    int j = 0;  
    int rSteps = n - 1;  
    int cSteps = m - 1;

    while (rSteps >= 1 && cSteps >= 1) {

        for (int k = 0; k < cSteps; k++) {  
            Point (mat[i][j]);  
            j++;  
        }

        for (int k = 0; k < rSteps; k++) {  
            Point (mat[i][j]);  
            i++;  
        }

        for (int k = 0; k < cSteps; k++) {  
            Point (mat[i][j]);  
            j--;  
        }

        for (int k = 0; k < rSteps; k++) {  
            Point (mat[i][j]);  
            i--;  
        }

        rSteps = rSteps - 2;  
        cSteps = cSteps - 2;

    if (rSteps == 0) {  
        for (int k = 0; k < cSteps + 1; k++) {  
            Point (mat[i][j]);  
            j++;  
        }

```
else if (csteps == 0) {  
    for (int k = 0; k < steps + d; k++) {  
        Point (mat[i][j]);  
        i++;  
    }  
}
```



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## Q) Flip bits

Given an array  $\text{arr}[n]$  that contains 1 and 0 only. Find the subarray when flipped can give max 1's in the entire array. {flipping once}

ex:  $\text{arr}[5] = [1, 0, 1, 0, 0]$

1-4 : [1, 1, 0, 1, 1] : 4

0-2 : [0, 1, 0, 3, 4] : 1

2-4 : [1, 0, 0, 1, 1] : 3

$\text{arr}[7] = [0, 0, 1, 0, 0, 1, 0]$

0-4 : [1, 1, 0, 1, 1, 1, 0] : 5

1/idea

Try flipping every subarray and choose the one which gives us the maximum.

T.C:  $O(n^2) * O(n) \approx O(n^3)$



Idea 2

Obs 1:

$$\text{SA } [5 \ 3] \rightarrow \text{net gain } -2$$

j's o's  
↓ ↓  
-5 +3

$$\text{SA } [3 \ 6] \rightarrow +3$$

j's o's  
↓ ↓  
-3 +6

$$\text{SA } [2 \ 7] \rightarrow +5$$

j's o's  
↓ ↓  
-2 +7

→ flip subarray with max no. of net gain

Net gain:

$$6 \perp \rightarrow 0 : -1$$

$$6 \ 0 \rightarrow \perp : +1$$



$\text{arr}[7]:$  0 0 1 0 0 1 0



$\text{arr}[7]: +1 +1 -1 +1 +1 -1 +1$

↓  
find the subarray with max gain

max subarray sum

Kadane's algo

$\text{arr}[7]: +1 +1 -1 +1 +1 -1 +1$

$c_{\text{max}} : 0 + 2 - 1 = 1 + 1 = 2 + 1 = 3$

$o_{\text{max}} : 2 + 3$

ans = 5



## // Pseudo code

```
int maxones (int arr[N]) {  
    int count=0;  
    for (int i=0; i<N; i++) {  
        if (arr[i]==0) {  
            arr[i]=-1;  
            count++;  
        }  
        else {  
            arr[i]=-1;  
            count++;  
        }  
    }  
    int csum=0;  
    int osum=-∞;
```

T.C: O(N)  
S.C: O(1)

```
for (int i=0; i<N; i++) {  
    if (csum >= 0) { csum += arr[i]; }  
    else { csum = arr[i]; }  
  
    osum = Math.max(osum, csum);  
  
    if (osum >= 0) { return osum+count; }  
    else { return count; }  
}
```

3



↳ you didn't come this far only to come  
this far.



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