

Day3 Arsh Goyal challenges

Find the duplicate number

287. Find the Duplicate Number

Medium 19763 3054 Add to List Share

Given an array of integers `nums` containing $n + 1$ integers where each integer is in the range $[1, n]$ inclusive.

There is only **one repeated number** in `nums`, return *this repeated number*.

You must solve the problem **without** modifying the array `nums` and uses only constant extra space.

Example 1:

Input: `nums = [1,3,4,2,2]`

Output: 2

Example 2:

Input: `nums = [3,1,3,4,2]`

Output: 3

Constraints:

- $1 \leq n \leq 10^5$

Brute force :-

It is given in the question that there is only one element in Array which is repeated number, so we can take advantage and sort the Array and find that element

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

Sorted `nums = [1, 2, 2, 3, 4]`

traverse linearly and find out which element is repeated

`[1, 2, 2, 3, 4]`
↑ ↑
 $i-1$ i

`[1, 2, 2, 3, 4]`
↑ ↑
 $i-1$ i

`nums[i-1] == nums[i] return nums[i];`

T.C - $O(n \log n) + O(n)$
S.C - $O(1)$
↓ sort linear traverse

Better approach:- (unordered map)

To optimize our T.C we will be using unordered map (extra space)

Using unordered map we will be storing ^{their} frequency and element whose frequency more than 2 will be our repeated numbers

nums = [1, 3, 4, 2, 2]

| | | |
|---|---|---|
| 1 | : | 1 |
| 3 | : | 1 |
| 4 | : | 1 |
| 2 | : | 2 |

T.C - $O(n)$

S.C - $O(n)$

→ repeated numbers

Optimal approach: (Fast & Slow)

If we look at our constraint it is given that array element lie between 1 to $\leq n$ i.e. $1 \leq \text{num}[i] \leq n$

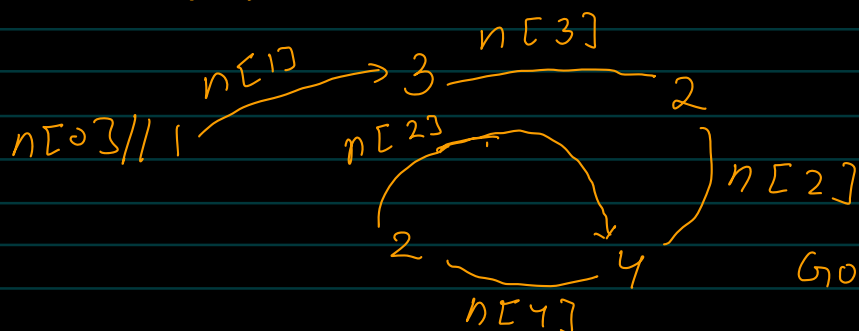
and there is always a duplicate in Array.

so, we say that Array must be forming loop

How?

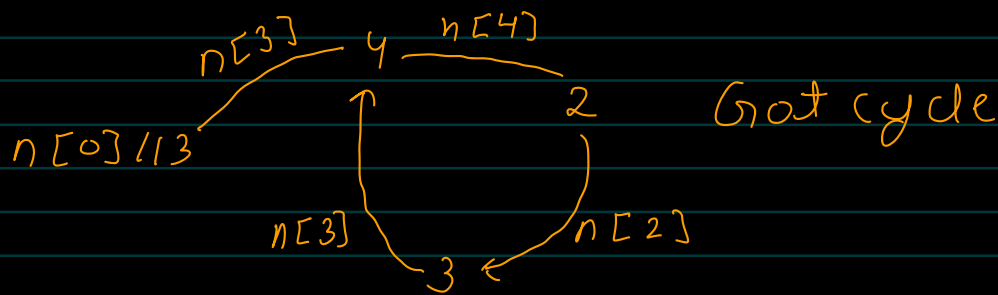
n = [1, 3, 4, 2, 2]
0 1 2 3 4

starting from 0



Another example

0 1 2 3 4
 $n = [3, 1, 3, 4, 2]$



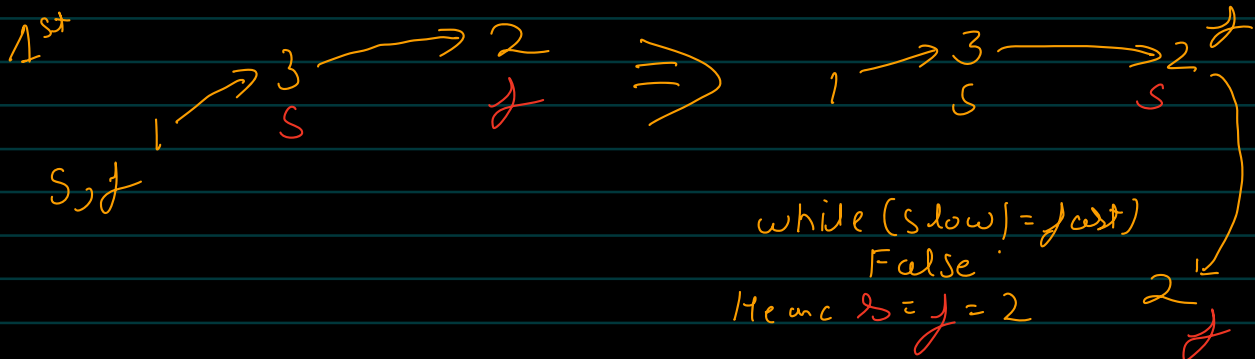
Now, there is cycle we can use fast and slow pointer at first they will start from 0 index and run a loop where until they collide (ie $slow \neq fast$)

After collision, move fast pointer to 0 index and move slow & fast with same speed of 1 (ie $slow = nums[slow], fast = nums[fast]$)

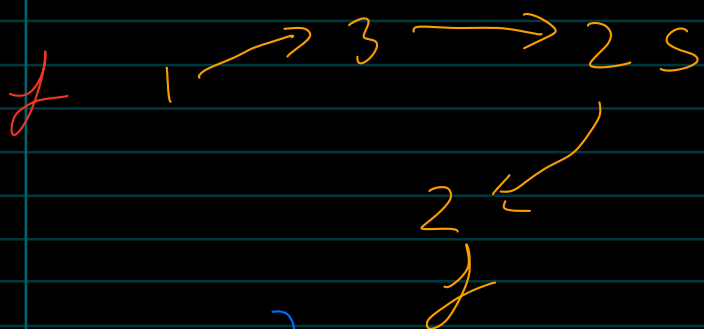
$n = [1, 3, 4, 2, 2]$
 0 1 2 3 4

$S = n[1], F = n[n[1]]$

$S = n[3], F = n[n[2]] //$



Shift fast to 0 index ie 1



move both ptr with single step

$S = n[S]$

$F = n[F]$

T.C - $O(n)$
 S.C - $O(1)$

where ever they collide again will be repeated element.

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

slow = 1

Fast = 1

slow = nums[slow]

Fast = nums[nums[Fast]]

slow = n[1] // 3
 Fast = n[n[1]]
 n[3] // 2

slow = n[3]
 Fast = n[n[2]]
 n[4] // 2

slow = 2, Fast = 2

while (slow != Fast)
 False

Fast = num[0] // 1 and slow = 4

while (slow != Fast) {

slow = num[slow]

Fast = nums[Fast]

slow = n[2] // 4

Fast = n[1] // 3

slow = n[4] // 2

Fast = n[3] // 2

while
 while (slow != Fast)
 False

Return slow

Better approach code

```
1  class Solution {  
2  public:  
3      int findDuplicate(vector<int>& nums) {  
4          unordered_map<int,int> mpp;  
5          for(int i =0;i<nums.size();i++){  
6              mpp[nums[i]]++;  
7          }  
8          for(auto& i:mpp){  
9              if(i.second>=2){  
10                 return i.first;  
11             }  
12         }  
13         return -1;  
14     }  
15 };
```

Optimal approach code

```
1 * class Solution {
2 * public:
3 *     int findDuplicate(vector<int>& nums) {
4 *         int slow=nums[0];
5 *         int fast=nums[0];
6 *         int i=0;
7 *         do{
8 *             cout<<i<<" Slow: "<<slow<<" Fast: "<<fast<<endl;
9 *             i++;
10 *            slow=nums[slow];
11 *            fast=nums[nums[fast]];
12 *
13 *        }while(slow!=fast);
14 *        cout<<i<<" Slow: "<<slow<<" Fast: "<<fast<<endl;
15 *        fast=nums[0];
16 *        while(slow!=fast){
17 *            slow=nums[slow];
18 *            fast=nums[fast];
19 *        }
20 *        return slow;
21 *    }
22 *};
```

Your previous code was restored from your local storage. [Reset to default](#)

Testcase

Run Code Result

Debugger 

Accepted

Runtime: 2 ms

Your input

[1,3,4,2,2]

stdout

```
0 Slow: 1 Fast: 1
1 Slow: 3 Fast: 2
2 Slow: 2 Fast: 2
```

Output

2

Expected

2