

Largest Square of Zeros

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CSX3009 - 541

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PROBLEM DESCRIPTION

Given a two-dimensional matrix of size $H \times W$ consisting only of binary values 0 and 1, the task is to determine the largest square submatrix that contains only 0s.

The input starts with two integers H and W , representing the height and width of the matrix. This is followed by H rows, each containing W elements (0 or 1).

The objective is to find the area (number of cells) of the largest possible square formed entirely by 0s within the matrix.

SOURCE

Website : <https://onlinejudge.u-aizu.ac.jp/>

Problem Name : Largest Square

Problem Code : DPL_3_A

Largest Square

Given a matrix ($H \times W$) which contains only 1 and 0, find the area of the largest square matrix which only contains 0s.

Input

```
H W  
c1,1 c1,2 ... c1,W  
c2,1 c2,2 ... c2,W  
:  
cH,1 cH,2 ... cH,W
```

In the first line, two integers H and W separated by a space character are given. In the following H lines, $c_{i,j}$, elements of the $H \times W$ matrix, are given.

Output

Print the area (the number of 0s) of the largest square.

Constraints

- $1 \leq H, W \leq 1,400$

Sample Input

```
4 5  
0 0 1 0 0  
1 0 0 0 0  
0 0 0 1 0  
0 0 0 1 0
```

Sample Output

```
4
```

WHY THIS PROBLEM

- We chose this problem because it is a classic dynamic programming problem that strengthens problem-solving skills.
- It efficiently handles large inputs, helping me learn optimization and space management.
- The problem has a clear real-world relevance in image processing and pattern recognition.

INPUT FORMAT

- Two integers H and W (height and width)
- H rows of W elements (0 or 1)

Sample input:

H	W
$C_{1,1}$ $C_{1,2}$... $C_{1,W}$	4 5
$C_{2,1}$ $C_{2,2}$... $C_{2,W}$	0 0 1 0 0
:	1 0 0 0 0
$C_{H,1}$ $C_{H,2}$... $C_{H,W}$	0 0 0 1 0
	0 0 0 1 0

Problem Constraint: $1 \leq H, W \leq 1,400$

OUTPUT FORMAT

- An integer representing the area of the largest square containing only 0s
- Print the area (the number of 0s) of the largest square.

Sample output: 4

KEY OBSERVATION

- Instead of checking all squares again and again, we:
 - Look at the matrix one cell at a time
 - Build bigger squares using smaller squares
- Why does this work?
 - A square can grow only if the cell above, left, and top-left are all 0
 - So we just remember the biggest square possible at each cell, which makes the solution fast and simple

ALGORITHM OVERVIEW

APPROACH: DYNAMIC PROGRAMMING

- Create a 2D DP array where $dp[i][j]$ = size of the largest square of 0s ending at cell (i, j)
- Base idea:
 - If the cell value is 1, no square can end there $\rightarrow dp[i][j] = 0$
 - If the cell value is 0, we try to form a square
- For each cell (i, j) with value 0:
 - Look at three neighboring cells:
 - Top: $dp[i-1][j]$
 - Left: $dp[i][j-1]$
 - Top-left: $dp[i-1][j-1]$
 - Set
 - $dp[i][j] = \min(\text{top}, \text{left}, \text{top-left}) + 1$
- Keep track of the maximum square size found during computation
- Final answer:
 - Area of the largest square = (maximum size) \times (maximum size)

COMPLEXITY

Time Complexity: $O(H \times W)$

Space Complexity: $O(H \times W)$

where

H = number of rows in the matrix (height)

W = number of columns in the matrix (width)



THANK
YOU