

# Word Search

## Core idea:

- Do a DFS from every cell that matches the first character.
- At each step try 4 directions (up/down/left/right).
- Mark the current cell as visited so you don't reuse it in the same path.
- If you match all characters of word, return true; if all starts fail, return false.

## Implementation steps:

### 1. Pre-check pruning (big win):

- Count letters on the board and in word. If any word letter count exceeds the board's count  $\rightarrow$  immediately return false.
- Optional micro-heuristic: if the first char of word is more frequent than the last, reverse the word so you start from the rarer character. This reduces DFS branching.

### 2. DFS signature:

- Parameters:  $(r, c, idx)$  where  $idx$  is the index in word you're matching now.
- Base: if  $idx == \text{word.size}()$ , you matched everything  $\rightarrow$  true.
- Bounds & char check: if out of bounds or  $\text{board}[r][c] \neq \text{word}[idx] \rightarrow$  false.

### 3. Visited handling:

- In place mark the cell as visited by temporarily changing the char (e.g. to '#'), then restore it after exploring neighbors. This avoids an extra visited matrix and is cache-friendly.
- Explore neighbors with a small direction array like  $dr = \{-1, 1, 0, 0\}$ ,  $dc = \{0, 0, 1, -1\}$ .
- Short-circuit: return true as soon as any neighbor path returns true.

### 4. Outer loops:

- Scan all cells; when  $\text{board}[r][c] == \text{word}[0]$  (or  $\text{word.back}()$  if you reversed), start DFS.
- If any start returns true  $\rightarrow$  overall true; else false.

### Pruning ideas for the follow-up:

- Letter feasibility check (described above) is the biggest constant-factor win.
- Word direction choice: reverse the word to start from the 180° endpoint.
- Early mismatch bailout: do the equality check before marking visited.
- Stop exploring when remaining length > cells available in a small region (often implicit due to bounds/visited).
- Short-circuit returns on first success at each level (don't explore all 4 neighbors after you found a match).

### Complexity:

- Worst case is exponential, but with a 6x6 board and word length  $\leq 15$ , plus pruning, it's fine.
- With the frequency check and word reversal heuristic, the search tree is dramatically smaller on typical cases.