

## MEDIUM

### Distance of the nearest cell having 1 | 0/1 matrix

#### Intuition

Given is grid :

1	0	1
1	1	0
1	0	0

1 - 0 distance as its nearest to itself

0 - nearest 1 is at [row difference + column difference]

Nearest 1 is

0	1	0
0	0	1
0	1	2 [ row difference + column difference ]

Eg.

0	0	0
0	1	0
1	0	1

#### Outputs :

2	1	2
1	0	1
0	1	0

#### Approach to solve :

BFS will be applied here because we have to go level wise traversal because first we want to cover the adjacent sides and then perform the minimum updation possible

0	1	2
0 0	0	0
1 0	1	0

2 1      0      1

Consider the above to be the given matrix

First we will create a visited array having all initially 0 and a result matrix

Original Array [ 1 are the initial sources ]

Queue = [[[1,1],0],[[2,1],0],[[2,2],0]] //initial configuration

[[2,1],0],[[2,2],0],[[0,1],1],.....] continue for all four directions1

// While inserting [1,0],2 will be inserted

0	0	0
0	1	0
1	0	1

Visited

0	0	0
0	1	0
1	0	1

Result

2	1	2
1	0	1
0	1	0

We will perform the multisource BFS here on the points that are already 1

**Algorithm :**

- Declare :
  - Empty result vector of size n\*m

- Visited array having all elements initially 0 of size n\*m
- Empty queue containing <<indexRow, indexCol>,distance>
- Traverse the array and insert the row, col and distance=0 in queue at all places where the grid contains 1
- Traverse until the queue becomes empty :
  - Compute the values of :
    - Row
    - Column
    - Distance from original node
    - Update result as result[row][col] = steps
    - Pop the node from the queue
    - Traverse the adjacent nodes [ up, down, left, right] :
      - If not visited then : visit it and add to queue with distance = steps+1
- Return result

#### Function Code :

```
//Function to find distance of nearest 1 in the grid for each cell.
vector<vector<int>>nearest(vector<vector<int>>grid)
{
    // creating variables containing the dimensions of the grid
    int n = grid.size();
    int m = grid[0].size();
    //Declaring a visited array having 0 of size n*m
    //Creating a resultant array having dimensions of n*m
    vector<vector<int>> visited(n, vector<int>(m, 0));
    vector<vector<int>> result(n, vector<int>(m, 0));

    //Declaring a queue that will contain the coordinates of the
    point and distance
    queue<pair<pair<int, int>, int>> q;

    // traversing to check where one is present
    for(int i=0; i<n; i++)
    {
        for(int j=0; j<m; j++)
        {
            if(grid[i][j]==1)
            {
                //inserting all the elements that have 1 into the
```

queue with 0 distance

```
        q.push({{i,j},0});
        //marking the elements as visited
        visited[i][j]=1;

    }
    else
    {
        // its unvisited
        visited[i][j]=0;
    }
}

// traversing until the given queue is not empty
while(!q.empty())
{
    // Extracting the row index
    int row = q.front().first.first;
    // Extracting the col index
    int col = q.front().first.second;
    // Extracting the distance from the nearest 1
    int steps = q.front().second;
    // popping the element out of the queue
    q.pop();
    // Inserting into the result vector
    result[row][col] = steps;

    //traversing in the 4 directions
    int delRow[] = {-1,0,1,0};
    int delCol[] = {0,1,0,-1};

    for(int i=0;i<4;i++)
    {
        int nrow = row+delRow[i];
        int ncol = col+delCol[i];
        //checking for validity
        if(nrow<n && nrow>=0 && ncol<m && ncol>=0)
        {
            //checking if the elements are visited or not
            if(!visited[nrow][ncol])
            {
                visited[nrow][ncol] = 1;
```

```
                q.push({{nrow,ncol},steps+1});  
            }  
        }  
    }  
    return result;
```

### Time Complexity

$O(n*m)$