LeetCode 542

https://leetcode.com/problems/01-matrix/description/

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Description

542. 01 Matrix

Idea Report

(This is a pretty standard graph coloring problem.) When we look for a '0' if its neighbor is not '0' we add value 1 to the distance and search from there. If we see a neighbor has a smaller value than the current distance, it means there is another path to that neighbor that has a shorter distance so we can skip this neighbor. Searching from '0' may not be a very effective way, so we can do a preprocess to see where is the boundary of the 0 and non-zeros, then we start from those 1s so that the search would be faster.

Code

```
}
          }
      }
      while (!q.isEmpty()) {
          int size = q.size();
          for (int i = 0; i < size; i++) {</pre>
              int[] cur = q.poll();
              for (int j = 0; j < dx.length; j++) {
                  int r = cur[0] + dx[j];
                  int c = cur[1] + dy[j];
                  if (isValid(matrix, r, c)
                       && matrix[r][c] > matrix[cur[0]][cur[1]]) {
                       matrix[r][c] = matrix[cur[0]][cur[1]] + 1;
                       q.offer(new int[]{r, c});
                  }
              }
          }
      }
      return matrix;
  }
  private boolean hasZeroNeiboughor(int[][] matrix, int r0, int c0) {
      for (int i = 0; i < dx.length; i++) {</pre>
          int r = r0 + dx[i];
          int c = c0 + dy[i];
          if (isValid(matrix, r, c) && matrix[r][c] == 0) {
              return true;
          }
      }
      return false;
  }
  private boolean isValid(int[][] matrix, int r, int c) {
      if (0 \le r \& r \le matrix.length \& 0 \le c \& c \le matrix[0].length) {
          return true;
      }
      return false;
 }
}
```

Code

```
class Solution {
   // DFS
   final int[] dx = {0, 1, 0, -1};
```

```
final int[] dy = \{1, 0, -1, 0\};
public int[][] updateMatrix(int[][] matrix) {
    for (int r = 0; r < matrix.length; r++) {</pre>
        for (int c = 0; c < matrix[0].length; c++) {</pre>
            if (matrix[r][c] == 1) {
                if (!hasZeroNeiboughor(matrix, r, c)) {
                     matrix[r][c] = Integer.MAX_VALUE;
                }
            }
        }
    }
    for (int r = 0; r < matrix.length; r++) {</pre>
        for (int c = 0; c < matrix[0].length; c++) {
            if (matrix[r][c] == 1) {
                dfsHelper(matrix, r, c);
            }
        }
    }
    return matrix;
}
private void dfsHelper(int[][] matrix, int r0, int c0) {
    for (int i = 0; i < dx.length; i++) {</pre>
        int r = r0 + dx[i];
        int c = c0 + dy[i];
        if (isValid(matrix, r, c) && matrix[r0][c0] + 1 < matrix[r][c]) {
            matrix[r][c] = matrix[r0][c0] + 1;
            dfsHelper(matrix, r, c);
        }
    }
}
private boolean hasZeroNeiboughor(int[][] matrix, int r0, int c0) {
    for (int i = 0; i < dx.length; i++) {
        int r = r0 + dx[i];
        int c = c0 + dy[i];
        if (isValid(matrix, r, c) && matrix[r][c] == 0) {
            return true;
        }
    }
    return false;
}
private boolean isValid(int[][] matrix, int r, int c) {
    if (0 <= r && r < matrix.length && 0 <= c && c < matrix[0].length) {</pre>
        return true;
    }
    return false;
}
```

Summary

- Standard BFS, DFS problem.
- Modulize the functions.
- Use int[] dx, dy to simplify the moving up, down, left, right.
- Use isValid() to see if a move is inbound.