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97

Python Solution (accepted in ~870 ms)

```
def wordSquares(self, words):
    n = len(words[0])
    fulls = collections.defaultdict(list)
    for word in words:
        for i in range(n):
            fulls[word[:i]].append(word)
    def build(square):
        if len(square) == n:
            squares.append(square)
            return
        for word in fulls[''.join(zip(*square)[len(square)])]:
            build(square + [word])
    squares = []
    for word in words:
        build([word])
    return squares
```

Explanation

I try every word for the first row. For each of them, try every fitting word for the second row. And so on. The first few rows determine the first few columns and thus determine how the next row's word must start. For example:

```
wall    Try words    wall    Try words    wall    wall
a... => starting => area    Try words    area    area
l...    with "a"    le.. => starting => lead    Try words    lead
l...    with "le"   lad. => starting => lady
                                with "lad"
```

For quick lookup, my `fulls` dictionary maps prefixes to lists of words who have that prefix.

C++ Solution (accepted in ~180 ms)

```
class Solution {
public:
    vector<vector<string>> wordSquares(vector<string>& words) {
        n = words[0].size();
        square.resize(n);
        for (string word : words)
            for (int i=0; i<n; i++)
                fulls[word.substr(0, i)].push_back(word);
        build(0);
        return squares;
    }
    int n;
    unordered_map<string, vector<string>> fulls;
    vector<string> square;
    vector<vector<string>> squares;
    void build(int i) {
        if (i == n) {
            squares.push_back(square);
            return;
        }
        string prefix;
        for (int k=0; k<i; k++)
            prefix += square[k][i];
        for (string word : fulls[prefix]) {
            square[i] = word;
            build(i + 1);
        }
    }
};
```