AlgoExpert Quad Layout Go 12px Sublime Monok

Prompt Scratchpad Our Solution(s) Video Explanation

Solution 3

Solution 4

Solution 2

Solution 1

```
Run Code
```

```
1
     // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 2
 3
     package main
 4
 5
     // 0(n^3) time | 0(n^2) space - where n is the height and width of the matrix
 6 ▼ func SquareOfZeroes(matrix [][]int) bool {
 7
       infoMatrix := preComputeNumOfZeroes(matrix)
       n := len(matrix)
 9 ▼ for topRow := 0; topRow < n; topRow++ {
         for leftCol := 0; leftCol < n; leftCol++ {</pre>
10 ▼
11
            squareLength := 2
            for squareLength <= n-leftCol && squareLength <= n-topRow {</pre>
12
13
             bottomRow := topRow + squareLength - 1
             rightCol := leftCol + squareLength - 1
14
15 ▼
             if isSquareOfZeroes(infoMatrix, topRow, leftCol, bottomRow, rightCol) {
16
                return true
17
18
              squareLength += 1
19
20
         }
21
22
       return false
23
24
25 ▼ type InfoEntry struct {
       NumZeroesRight int
26
       NumZeroesBelow int
27
28
     }
29
     // r1 is the top row, c1 is the left column
30
31
     // r2 is the bottom row, c2 is the right column
   • func isSquareOfZeroes(infoMatrix [][]InfoEntry, r1, c1, r2, c2 int) bool {
32
33
       squareLength := c2 - c1 + 1
34
       hasTopBorder := infoMatrix[r1][c1].NumZeroesRight >= squareLength
35
       hasLeftBorder := infoMatrix[r1][c1].NumZeroesBelow >= squareLength
36
       hasBottomBorder := infoMatrix[r2][c1].NumZeroesRight >= squareLength
37
       hasRightBorder := infoMatrix[r1][c2].NumZeroesBelow >= squareLength
       return hasTopBorder && hasLeftBorder && hasBottomBorder && hasRightBorder
38
39
40
41 ▼ func preComputeNumOfZeroes(matrix [][]int) [][]InfoEntry {
        infoMatrix := make([][]InfoEntry, len(matrix))
42
43
       for i, row := range matrix {
44
         infoMatrix[i] = make([]InfoEntry, len(row))
45
46
47
       n := len(matrix)
       for row := 0; row < n; row++ {</pre>
48
49
         for col := 0; col < n; col++ {</pre>
           numZeroes := 0
50
51
           if matrix[row][col] == 0 {
52
             numZeroes = 1
53
           infoMatrix[row][col] = InfoEntry{
54
55
             NumZeroesBelow: numZeroes,
56
             NumZeroesRight: numZeroes,
57
58
59
61
       lastIdx := len(matrix) - 1
62 ▼
       for row := n - 1; row >= 0; row-- {
          for col := n - 1; col >= 0; col-- {
            if matrix[row][col] == 1 {
65
             continue
66
67
           if row < lastIdx {</pre>
68
             infoMatrix[row][col].NumZeroesBelow += infoMatrix[row+1][col].NumZeroesBelow
69
70
71
72
            if col < lastIdx {</pre>
73
              infoMatrix[row][col].NumZeroesRight += infoMatrix[row][col+1].NumZeroesRight
74
75
76
77
       return infoMatrix
78
79
```