AlgoExpert Quad Layout JavaScript 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
     // O(n^3) time \mid O(n^3) space - where n is the height and width of the matrix
 3
    ▼ function squareOfZeroes(matrix) {
       const infoMatrix = preComputeNumOfZeroes(matrix);
 5
       const lastIdx = matrix.length - 1;
 6
 7
       return hasSquareOfZeroes(infoMatrix, 0, 0, lastIdx, lastIdx, {});
 8
 9
10
     // r1 is the top row, c1 is the left column
     // r2 is the bottom row, c2 is the right column
    • function hasSquareOfZeroes(infoMatrix, r1, c1, r2, c2, cache) {
12
       if (r1 >= r2 \mid | c1 >= c2) return false;
13
14
       const key = r1.toString() + '-' + c1.toString() + '-' + r2.toString() + '-' + c2.toString();
15
16
       if (key in cache) return cache[key];
17
18
       cache[key] =
19
         isSquareOfZeroes(infoMatrix, r1, c1, r2, c2) ||
20
         hasSquareOfZeroes(infoMatrix, r1 + 1, c1 + 1, r2 - 1, c2 - 1, cache)
21
         hasSquareOfZeroes(infoMatrix, r1, c1 + 1, r2 - 1, c2, cache) ||
         \verb| hasSquareOfZeroes(infoMatrix, r1 + 1, c1, r2, c2 - 1, cache) | |
22
23
         hasSquareOfZeroes(infoMatrix, r1 + 1, c1 + 1, r2, c2, cache)
24
         hasSquareOfZeroes(infoMatrix, r1, c1, r2 - 1, c2 - 1, cache);
25
26
       return cache[key];
27
28
29
     // r1 is the top row, c1 is the left column
     // r2 is the bottom row, c2 is the right column
30
31

▼ function isSquareOfZeroes(infoMatrix, r1, c1, r2, c2) {
       const squareLength = c2 - c1 + 1;
32
33
       const hasTopBorder = infoMatrix[r1][c1].numZeroesRight >= squareLength;
       const hasLeftBorder = infoMatrix[r1][c1].numZeroesBelow >= squareLength;
34
       const hasBottomBorder = infoMatrix[r2][c1].numZeroesRight >= squareLength;
35
36
       const hasRightBorder = infoMatrix[r1][c2].numZeroesBelow >= squareLength;
37
       return hasTopBorder && hasLeftBorder && hasBottomBorder && hasRightBorder;
38
     }
39
    function preComputeNumOfZeroes(matrix) {
40
41
       const infoMatrix = matrix.map(row =>
42
         row.map(value => {
43
            const numZeroes = value === 0 ? 1 : 0;
           return {numZeroesBelow: numZeroes, numZeroesRight: numZeroes};
45
         }),
46
       );
47
       const lastIdx = matrix.length - 1;
48
49 ▼
       for (let row = lastIdx; row >= 0; row--) {
         for (let col = lastIdx; col >= 0; col--) {
50
51
           if (matrix[row][col] === 1) continue;
           if (row < lastIdx) {</pre>
52
             infoMatrix[row][col].numZeroesBelow += infoMatrix[row + 1][col].numZeroesBelow;
53
54
55 ▼
           if (col < lastIdx) {</pre>
              infoMatrix[row][col].numZeroesRight += infoMatrix[row][col + 1].numZeroesRight;
56
57
58
59
61
       return infoMatrix;
62
63
64
     exports.squareOfZeroes = squareOfZeroes;
65
```