

Problem 363: Max Sum of Rectangle No Larger Than K

Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Given an

$m \times n$

matrix

matrix

and an integer

k

, return

the max sum of a rectangle in the matrix such that its sum is no larger than

k

.

It is

guaranteed

that there will be a rectangle with a sum no larger than

k

.

Example 1:

1	0	1
0	-2	3

Input:

```
matrix = [[1,0,1],[0,-2,3]], k = 2
```

Output:

2

Explanation:

Because the sum of the blue rectangle $[[0, 1], [-2, 3]]$ is 2, and 2 is the max number no larger than k ($k = 2$).

Example 2:

Input:

```
matrix = [[2,2,-1]], k = 3
```

Output:

3

Constraints:

$m == \text{matrix.length}$

$n == \text{matrix[i].length}$

$1 \leq m, n \leq 100$

$-100 \leq \text{matrix}[i][j] \leq 100$

5

5
 $\leq k \leq 10$

Follow up:

What if the number of rows is much larger than the number of columns?

Code Snippets

C++:

```
class Solution {
public:
    int maxSumSubmatrix(vector<vector<int>>& matrix, int k) {
        }
};
```

Java:

```
class Solution {
public int maxSumSubmatrix(int[][] matrix, int k) {
    }
```

```
}
```

Python3:

```
class Solution:  
    def maxSumSubmatrix(self, matrix: List[List[int]], k: int) -> int:
```

Python:

```
class Solution(object):  
    def maxSumSubmatrix(self, matrix, k):  
        """  
        :type matrix: List[List[int]]  
        :type k: int  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number[][]} matrix  
 * @param {number} k  
 * @return {number}  
 */  
var maxSumSubmatrix = function(matrix, k) {  
  
};
```

TypeScript:

```
function maxSumSubmatrix(matrix: number[][], k: number): number {  
  
};
```

C#:

```
public class Solution {  
    public int MaxSumSubmatrix(int[][] matrix, int k) {  
  
    }  
}
```

C:

```
int maxSumSubmatrix(int** matrix, int matrixSize, int* matrixColSize, int k)
{
}
```

Go:

```
func maxSumSubmatrix(matrix [][]int, k int) int {
}
```

Kotlin:

```
class Solution {
    fun maxSumSubmatrix(matrix: Array<IntArray>, k: Int): Int {
    }
}
```

Swift:

```
class Solution {
    func maxSumSubmatrix(_ matrix: [[Int]], _ k: Int) -> Int {
    }
}
```

Rust:

```
impl Solution {
    pub fn max_sum_submatrix(matrix: Vec<Vec<i32>>, k: i32) -> i32 {
    }
}
```

Ruby:

```
# @param {Integer[][]} matrix
# @param {Integer} k
# @return {Integer}
def max_sum_submatrix(matrix, k)
```

```
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param Integer[][] $matrix  
     * @param Integer $k  
     * @return Integer  
     */  
    function maxSumSubmatrix($matrix, $k) {  
  
    }  
}
```

Dart:

```
class Solution {  
int maxSumSubmatrix(List<List<int>> matrix, int k) {  
  
}  
}
```

Scala:

```
object Solution {  
def maxSumSubmatrix(matrix: Array[Array[Int]], k: Int): Int = {  
  
}  
}
```

Elixir:

```
defmodule Solution do  
@spec max_sum_submatrix(matrix :: [[integer]], k :: integer) :: integer  
def max_sum_submatrix(matrix, k) do  
  
end  
end
```

Erlang:

```
-spec max_sum_submatrix(Matrix :: [[integer()]], K :: integer()) ->
    integer().
max_sum_submatrix(Matrix, K) ->
    .
```

Racket:

```
(define/contract (max-sum-submatrix matrix k)
  (-> (listof (listof exact-integer?)) exact-integer? exact-integer?))
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Max Sum of Rectangle No Larger Than K
 * Difficulty: Hard
 * Tags: array, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

class Solution {
public:
    int maxSumSubmatrix(vector<vector<int>>& matrix, int k) {
        }
};
```

Java Solution:

```
/**
 * Problem: Max Sum of Rectangle No Larger Than K
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 * Tags: array, search
 *
```

```

* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
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*/



class Solution {
public int maxSumSubmatrix(int[][] matrix, int k) {

}
}

```

Python3 Solution:

```

"""
Problem: Max Sum of Rectangle No Larger Than K
Difficulty: Hard
Tags: array, search

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(1) to O(n) depending on approach
"""

class Solution:
    def maxSumSubmatrix(self, matrix: List[List[int]], k: int) -> int:
        # TODO: Implement optimized solution
        pass

```

Python Solution:

```

class Solution(object):
    def maxSumSubmatrix(self, matrix, k):
        """
        :type matrix: List[List[int]]
        :type k: int
        :rtype: int
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```

JavaScript Solution:

```

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/**
 * @param {number[][]} matrix
 * @param {number} k
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var maxSumSubmatrix = function(matrix, k) {

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TypeScript Solution:

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function maxSumSubmatrix(matrix: number[][], k: number): number {

};

```

C# Solution:

```

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C Solution:

```

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*/
int maxSumSubmatrix(int** matrix, int matrixSize, int* matrixColSize, int k)
{
}

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Go Solution:

```

// Problem: Max Sum of Rectangle No Larger Than K
// Difficulty: Hard
// Tags: array, search
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func maxSumSubmatrix(matrix [][]int, k int) int {
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```

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```
class Solution {  
    fun maxSumSubmatrix(matrix: Array<IntArray>, k: Int): Int {  
  
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impl Solution {  
    pub fn max_sum_submatrix(matrix: Vec<Vec<i32>>, k: i32) -> i32 {  
  
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```
# @param {Integer[][]} matrix  
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```
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    /**
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    function maxSumSubmatrix($matrix, $k) {

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