

27. Set Matrix Zeroes

Given an $m \times n$ integer matrix `matrix`, if an element is `0`, set its entire row and column to `0`'s.

You must do it in place.

Example 1:

1	1	1
1	0	1
1	1	1

1	0	1
0	0	0
1	0	1

Input: `matrix = [[1,1,1],[1,0,1],[1,1,1]]`

Output: `[[1,0,1],[0,0,0],[1,0,1]]`

1	1	1	1
1	0	0	1
1	1	0	1
1	1	1	1

1	0	0	1
0	0	0	0
0	0	0	0
1	0	0	1

i) Brute force :

→ Iterate over the matrix

→ if we find '0' don't do anything

— if it's '0' then we mark the row & col as '0' .

BUT it's not correct because array will look different

BUT it's not correct because array will look different

and again on next iteration for the next '0' you mark again the row and column will be '0'.

→ Rather go through entire column/row and mark them as '-1'.

1	-1	-1	1
-1	0	0	-1
-1	-1	0	-1
1	-1	-1	1

→ Now do one more iteration and convert them into zero.

Pseudo Code

```
for(i=0; i<n; i++)  
{  
    for(j=0; j <m; j++)  
    {  
        if (arr[i][j] == 0) ] nxm  
        {  
            markRow(i) → n  
            markCol(j) → m  
        }  
    }  
}
```

```

    }           ↗ row no
mark Row (i)
    {
        for(j = 0; j < m; j++) // Iterate for every col
            {
                if (arr[i][j] != 0)
                    arr[i][j] = -1;
            }
    }

    }           ↗ col nos
mark Col (j)
    {
        for(i = 0; i < n; i++) // Iterate for every row
            {
                if (arr[i][j] != 0)
                    arr[i][j] = -1;
            }
    }
}

```

// Now iterate over the matrix if it's -1 \Rightarrow 0

```

for(i = 0 → n)
{
    for(j = 0 → m)
        {
            if (arr[i][j] == -1)
                arr[i][j] = 0;
        }
}

```

$$T.C \Rightarrow (n \times m) \times (n+m) + (n \times n) \quad S.C \Rightarrow O(1)$$

\approx power of cube.

2) Better Solution:

0	01	01	0
0	1	1	1
01	1	0	1
01	1	1	0
-01	1	0	1

row \rightarrow n.size

→ if any row / col has minimum of one '0', mark the col / row.

→ keep a track of '0'. So you can mark the row / col.

→ So now there will be four size array for row / col.

→ Initially the array value be '0'.

→ Start iterating.

→ Whenever '1' \Rightarrow ignore

'0' \Rightarrow mark '1' in the array, for both row / col array.

→ At the end we marked the row / col array as '1'.

- Now do a reiteration whenever we are at '1'.
 - will it be '0'? if only be '0' if the arr row/col is marked as '1'.
 - If not marked '1' then the original array will be '1' only.
 - Do the same for everything

0	1	1	1
1	0	1	1
1	1	0	1
1	0	0	1

0	1	1	0
1	0	1	0
1	0	1	0
1	0	0	1

$\{ \text{col}[m] = \{0\} \quad \text{row}[n] = \{0\} \}$

for($i=0 \rightarrow n$)

 for($j=0 \rightarrow m$)

 if ($\text{arr}[i][j] == 0$)

$\{ \text{row}[i] = 1 \quad \{ \text{both have been marked '1'!} \}$
 $\text{col}[i] = 1 \}$

$\}$

// Again reiterate. convert 1 \rightarrow 0

```

for (i = 0 → n)
  ↘ for (j = 0 → m)
    ↗ if (row[i] || col[j])
      ↘ arr[i][j] = 0
    ↗
  ↗
}

```

CodeStudio Solution

```

1 #include <bits/stdc++.h>
2 vector<vector<int>> zeroMatrix(vector<vector<int>> &matrix, int n, int m) {
3     int col[m] = {0};
4     int row[n] = {0};
5     for(int i = 0; i < n; i++){
6         for(int j = 0; j < m; j++){
7             if(matrix[i][j] == 0){
8                 row[i] = 1;
9                 col[j] = 1;
10            }
11        }
12        for(int i = 0; i < n; i++){
13            for(int j = 0; j < m; j++){
14                if(row[i] || col[j]){
15                    matrix[i][j] = 0;
16                }
17            }
18        }
19    }
20    return matrix;
21 }

```

LeetCode Solution

```

1 class Solution
2 {
3 public:
4     void setZeroes(vector<vector<int>> &matrix)
5     {
6         // Declaration and initialization of two integers named rows and cols,
7         // where rows is assigned the size of the first dimension of the matrix vector
8         // and cols is assigned the size of the second dimension of the matrix vector.
9         int rows = matrix.size(), cols = matrix[0].size();
10
11        // Declaration and initialization of two vectors of integers
12        // named dummy1 and dummy2, both are assigned to a size equal to the size of
13        // the respective dimensions of the matrix vector, and each element of these vectors
14        // is assigned the value -1.
15        vector<int> dummy1(rows, -1), dummy2(cols, -1);
16
17        // A loop that iterates over the rows and columns of the matrix vector.
18        // If the current element of the matrix vector is equal to 0, then
19        // the corresponding element of the dummy1 vector is set to 0,
20        // and the corresponding element of the dummy2 vector is also set to 0.
21        for (int i = 0; i < rows; i++)
22        {
23            for (int j = 0; j < cols; j++)
24            {
25                if (matrix[i][j] == 0)
26                {
27                    dummy1[i] = 0;
28                    dummy2[j] = 0;
29                }
30            }
31        }
32
33        // A loop that iterates over the rows and columns of the matrix vector.
34        // If the current element of the dummy1 vector is equal to 0, or
35        // the current element of the dummy2 vector is equal to 0, then
36        // the corresponding element of the matrix vector is set to 0.
37
38        // A loop that iterates over the rows and columns of the matrix vector.
39        // If the current element of the dummy1 vector is equal to 0, or
40        // the current element of the dummy2 vector is equal to 0, then
41        // the corresponding element of the matrix vector is set to 0.
42        for (int i = 0; i < rows; i++)
43        {
44            for (int j = 0; j < cols; j++)
45            {
46                if (dummy1[i] == 0 || dummy2[j] == 0)
47                {
48                    matrix[i][j] = 0;
49                }
50            }
51        }
52    }
53}

```

$T.C \Rightarrow O(2kn \times m)$
 $S.C \Rightarrow O(n) + O(m)$

3rd Approach

1	1	1	1
1	0	1	1
↑	↑	0	↑

1	1	0	1
1	1	1	1

→ keep a track in the matrix itself

- Consider 1st column to be the row

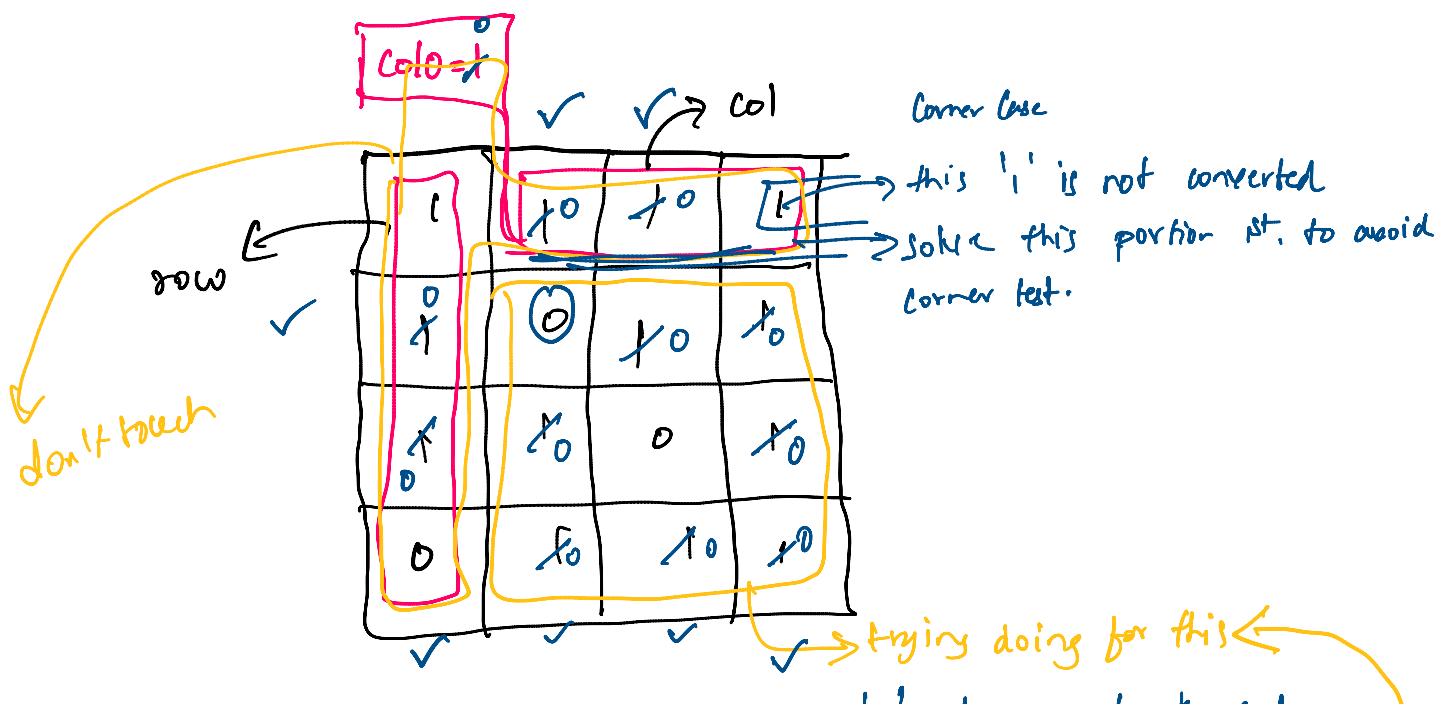
$$\text{col}[0] \rightarrow \text{row}[r]$$

→ same 1st row to be the col

$$\text{row}[0] \rightarrow \text{col}[m]$$

But, it's NOT correct since matrix [0][0] is overlapping

So, take separate variable col0, now there won't be any collision.



- trying doing for this
- Start iterating once you see '0' keep a track and convert that row/col to zero
 - Now after completing don't touch that matrix and

$T.C \Rightarrow O(n \times m)$ $S.C \Rightarrow O(1)$

```

1 #include <bits/stdc++.h>
2 vector<vector<int>> zeroMatrix(vector<vector<int>> &matrix, int n, int m) {
3     // int col[m] = {0}; -> matrix[0][...]
4     // int row[n] = {0}; -> matrix[...][0]
5     int col0 = 1;
6     for(int i = 0;i<n;i++){
7         for(int j=0;j<m;j++){
8             if(matrix[i][j] == 0){
9                 //mark the i-th row
10                matrix[i][0] = 0;
11                //mark the j-th row
12                if(j!= 0){
13                    matrix[0][j] = 0;
14                } else {
15                    col0 = 0;
16                }
17            }
18        }
19    }
20    for(int i = 1;i<n;i++){
21        for(int j=1;j<m;j++){
22            if(matrix[i][j] != 0){
23                // check for the col and row
24                if(matrix[0][j] == 0 || matrix[i][0] == 0){
25                    matrix[i][j] = 0;
26                }
27            }
28        }
29    }
30    if(matrix[0][0] == 0){
31        for(int j = 0;j<m;j++) matrix[0][j] = 0;
32    }
33    if (col0 == 0) {
34        for(int i = 0;i<n;i++)
35            matrix[i][0] = 0;
36    }
37    return matrix;
38 }
```