

A Boolean Matrix Question

Given a boolean matrix `mat[M][N]` of size `M X N`, modify it such that if a matrix cell `mat[i][j]` is 1 (or true) then make all the cells of `i`th row and `j`th column as 1.

```
Example 1
The matrix
1 0
0 0
should be changed to following
1 1
1 0
```

```
Example 2
The matrix
0 0 0
0 0 1
should be changed to following
0 0 1
1 1 1
```

```
Example 3
The matrix
1 0 0 1
0 0 1 0
0 0 0 0
should be changed to following
1 1 1 1
1 1 1 1
1 0 1 1
```

We strongly recommend that you click here and practice it, before moving on to the solution.

Method 1 (Use two temporary arrays)

- 1) Create two temporary arrays `row[M]` and `col[N]`. Initialize all values of `row[]` and `col[]` as 0.
- 2) Traverse the input matrix `mat[M][N]`. If you see an entry `mat[i][j]` as true, then mark `row[i]` and `col[j]` as true.
- 3) Traverse the input matrix `mat[M][N]` again. For each entry `mat[i][j]`, check the values of `row[i]` and `col[j]`. If any of the two values (`row[i]` or `col[j]`) is true, then mark `mat[i][j]` as true.

Thanks to [Dixit Sethi](#) for suggesting this method.

```
#include <stdio.h>
#define R 3
#define C 4

void modifyMatrix(bool mat[R][C])
{
    bool row[R];
    bool col[C];

    int i, j;

    /* Initialize all values of row[] as 0 */
    for (i = 0; i < R; i++)
    {
        row[i] = 0;
    }

    /* Initialize all values of col[] as 0 */
    for (i = 0; i < C; i++)
    {
        col[i] = 0;
    }

    /* Store the rows and columns to be marked as 1 in row[] and col[]
    arrays respectively */
    for (i = 0; i < R; i++)
    {
        for (j = 0; j < C; j++)
        {
            if (mat[i][j] == 1)
            {
                row[i] = 1;
                col[j] = 1;
            }
        }
    }

    /* Modify the input matrix mat[] using the above constructed row[] and
    col[] arrays */
    for (i = 0; i < R; i++)
    {
        for (j = 0; j < C; j++)
        {
            if ( row[i] == 1 || col[j] == 1 )
            {
                mat[i][j] = 1;
            }
        }
    }
}

/* A utility function to print a 2D matrix */
void printMatrix(bool mat[R][C])
{
    int i, j;
    for (i = 0; i < R; i++)
    {
        for (j = 0; j < C; j++)
        {
            printf("%d ", mat[i][j]);
        }
        printf("\n");
    }
}

/* Driver program to test above functions */
int main()
{
    bool mat[R][C] = { {1, 0, 0, 1},
                       {0, 0, 1, 0},
                       {0, 0, 0, 0},
    };

    printf("Input Matrix \n");
    printMatrix(mat);

    modifyMatrix(mat);

    printf("Matrix after modification \n");
    printMatrix(mat);

    return 0;
}
```

[Run on IDE](#)

Output:

```
Input Matrix
1 0 0 1
0 0 1 0
0 0 0 0
Matrix after modification
1 1 1 1
1 1 1 1
1 0 1 1
```

Time Complexity: $O(M \times N)$

Auxiliary Space: $O(M + N)$

Method 2 (A Space Optimized Version of Method 1)

This method is a space optimized version of above method 1. This method uses the first row and first column of the input matrix in place of the auxiliary arrays `row[]` and `col[]` of method 1. So what we do is: first take care of first row and column and store the info about these two in two flag variables `rowFlag` and `colFlag`. Once we have this info, we can use first row and first column as auxiliary arrays and apply method 1 for submatrix (matrix excluding first row and first column) of size $(M-1) \times (N-1)$.

- 1) Scan the first row and set a variable `rowFlag` to indicate whether we need to set all 1s in first row or not.
- 2) Scan the first column and set a variable `colFlag` to indicate whether we need to set all 1s in first column or not.
- 3) Use first row and first column as the auxiliary arrays `row[]` and `col[]` respectively, consider the matrix as submatrix starting from second row and second column and apply method 1.
- 4) Finally, using `rowFlag` and `colFlag`, update first row and first column if needed.

Time Complexity: $O(M \times N)$

Auxiliary Space: $O(1)$

Thanks to [Sidh](#) for suggesting this method.