

# Day\_1: DSA

Day-1 leetcode 3306 Count of Substrings containing Every Vowel and K consonants II

Given: word and a non-negative integer  $k$   $\{a, e, i, o, u\}$

→ Return total number of substrings of word that contain every vowel at least once and exactly  $k$  consonants.

Topics: Hash Table, String, Sliding Window \*

ex: a e o o i u  
 $k=0$  window :- which should contain at least each vowel

↓ additional detail } exactly  $k$  consonants  
 If we change  $k=2$  Then we have 1 substring

→ Solution:

```

class Solution:
    def countOfSubstrings (self, word :str, k: int):
        def atleastk(k):
            vowel = defaultdict(int)
            non_vowel = 0
            res = 0
            l = 0
            for r in range(len(word)):
                if word[r] in "aeiou":
                    vowel[word[r]] += 1
                else:
                    non_vowel += 1
                // Remove the leftmost character
                while len(vowel) == 5 and non_vowel >= k:
                    res += (len(word) - r)
                    if condition is met
                    if word[l] in "aeiou":
                        vowel[word[l]] -= 1
                    else:
                        non_vowel -= 1
                    if vowel[word[l]] == 0:
                        vowel.pop(word[l])
                    l += 1
            return res
        return atleastk(k) - atleastk(k+1)
        condition for exactly k
  
```

working of right pointer  
 increment vowel and non vowel pointer  
 continue shrinking the window from the left  
 if its consonant decrement non-vowel  
 if its vowel decrement its count  
 if its count reaches 0, remove it from vowel dictionary

difference  $(k - k+1)$



example word = "aeioubedfg"  
atleast k=2

		Current window	Vowel Count	Consonant cnt	Valid
1	4	"aeiou"	{ "a":1, e:1, i:1, o:1, u:1 }	0	x
0	4	"aeiou"	{ "a":1, e:1, i:1, o:1, u:1 }	1	x
0	5	"aeiou b"	{ a:1, e:1, i:1, o:1, u:1 }	2	✓
0	6	"aeiou b e"	{ a:1, e:1, i:1, o:1, u:1 }	2	✓
1	6	"e i o u b e"	{ e:1, i:1, o:1, u:1, b:1 }	3	✓
1	7	"e i o u b e d"	{ e:1, i:1, o:1, u:1, b:1 }	3	✓
2	7	"i o u b e d"	{ i:1, o:1, u:1, b:1, e:1 }	3	✓

final count of valid substring will be 6

### Dynamic Programming:

- Tabulation → Bottom up
- Memorization → Top-down

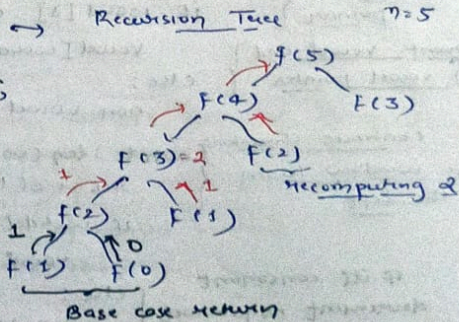
→ Fibonacci No. → 0 1 1 2 3 5 8 13 21 ...  
add → get next fib no.

Recursion Relation :  $f(n) = f(n-1) + f(n-2)$

```

f(n) {
  if (n <= 1)
    return n;
  return f(n-1) + f(n-2);
}

```



- Memorization: tend to store the value of sub problems in some map / table.

dp [ -1 | -1 | -1 | -1 | -1 | -1 ]  
0 1 2 3 4 5  
initial -1

→ store the value of subproblems

→ Recursion → DP

Step: 1 → declare  $dp[n+1]$

Step: 2 → storing the answer of every sub problem

Step: 3 → check if previously we solved sub problem

$dp[n] = f(n-1) + f(n-2)$   
if  $(dp[n] != -1)$  return  $dp[n]$ ;



```
def fib(n, memo={}):
```

```
    if n in memo:
        return memo[n]
```

```
    if n < 1:
        return n
```

```
    memo[n] = fib(n-1, memo) + fib(n-2, memo)
```

```
    return memo[n]
```

T.C  $\rightarrow O(N)$

S.C  $\rightarrow O(N) + O(N)$

Stack space (recursion (memo))

→ Recursion → Tabulation

```
dp[1] = 1
```

Base Case

```
dp[0] = 0 dp[1] = 1
```

Recursion Relation

```
for(i = 2; i <= n; i++)
```

```
{ dp[i] = dp[i-1] + dp[i-2];
```

```
}
```

T.C  $\rightarrow O(N)$

S.C  $\rightarrow O(N)$  Not using stack space

\* Optimization of Space

```
prev2 = 0 prev = 1
```

```
for(i = 2; i <= n; i++)
```

```
{ cur = prev + prev2;
```

```
prev2 = prev;
```

```
prev = cur;
```

```
} print(prev)
```

T.C  $\rightarrow O(N)$

S.C  $\rightarrow O(1)$  \* optimized.

± Climbing Stairs {Ques}

→ Tell n distinct ways in which you can reach n<sup>th</sup> stair

→ 1D problem.

• Count the total no. of ways

• Minimum / Maximum

→ Try all possible ways {count, best way}

→ That's when we apply recursion

n=3

```
0 1 1 2 3
0 2 1 3
0 1 2 3
```

} 3 possible ways

(Shortcut)

- Try to represent the problem in term of index
- Do all possible stuff on that index accord. to prob statement
- Sum of all stuff
- Minimum of all stuff
- Max



0 1 2 3  $\uparrow$   
 $n$   
 $f(n) \rightarrow$  no. of ways  $(0 \rightarrow n)$

```

f(ind) {
    if (ind == 0) return 1;
    if (ind == 1) return 0;
    left = f(ind - 1);
    right = f(ind - 2);
    return left + right;
}

```

Top  $\rightarrow$  down

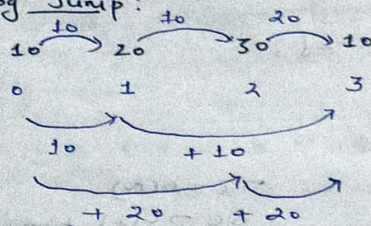
# Problem

Frog Jump:

1 place jump  
 2 place jump

ex:

Trying all possible ways



$\Rightarrow$  40 Energy

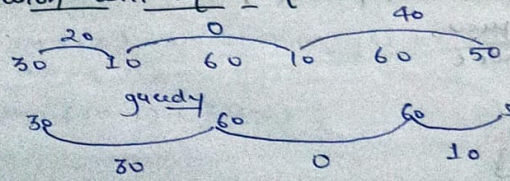
$=$  20 Energy

$\Rightarrow$  40 Energy

Minimum we have to return

• why greedy solution will not work

ex



Total cost = 60

Total cost = 40

```

f(ind) {
    if (ind == 0) return 0;
    left = f(ind - 1) + abs(a[ind] - a[ind - 1]);
    if (ind > 1)
        right = f(ind - 2) + abs(a[ind] - a[ind - 2]);
    return min(left, right);
}

```

# let's check for overlapping subproblems

Now we will apply Memorization



Recursion + dp

Memorization  $\rightarrow$  Look at the parameter changing  
the index

$dp[i]$  or  $dp[i+1]$

$T.C = O(N)$

$S.P = O(N) + O(N)$

```
f(ind) {  
    if (ind == 0) return 0;  
    if (dp[ind] != -1) return dp[ind];  
    left = f(ind-1) + abs(a[ind] - a[ind-1]);  
    if (ind > 1)  
        right = f(ind-2) + abs(a[ind] - a[ind-2]);  
    return dp[ind] = min(left, right);  
}
```

Memorization  $\rightarrow$  Tabulation (Bottom up)

int dp[n]  $\rightarrow$  0

// Base case

if (ind == 0) dp[0] = 0

\* stack space is removed

for (i = 1  $\rightarrow$  n-1)

{  
 fs = dp[ind-1] + abs(a[ind] - a[ind-1]);

if (i > 1)

ss = dp[ind-2] + abs(a[ind] - a[ind-2]); }

dp[ind] = min(fs, ss); }

Space Optimization:

int dp[n]  $\rightarrow$  0 no more dp required

prev = 0

prev2 = 0

for (i = 1  $\rightarrow$  n-1) {

fs = prev + abs(a[ind] - a[ind-1]);

if (i > 1)

ss = prev2 + abs(a[ind] - a[ind-2]);

curr = min(fs, ss);

prev2 = prev;

prev = curr;

}

print(prev)