



Hashing day 4

- o Minimum window substring
- o longest subarray with equal freq 0's, 1's and 2's
- o LRU Cache
- o Snapshot Array

Minimum window substring

str1 : a d b a c b b a c a f d a

str2 : c b a b d

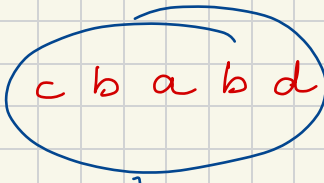
{ find the smallest substring of str1, containing each char atleast of same freq of str2

Brute force

- o generate all the substring of str 1
- o try to find atleast freq of char in str 2 in the substring

$$TC: O(N^2 \times M) \quad SC: O(N)$$

str2 : c b a b d



freq Map

c → 1
b → 2
d → 1
a → 1

ans = "dbacb"

TC: $O(M+N)$
SC: $O(1)$

str1 : a d b a c b b a c a f d a

exc

freq Map

d → 1
a → ~~1~~ 3
b → 1
c → 1
f → 1

inc
↓

str1.substr(exc+1, inc+1)

str2 : c b a b d

freq Map

c → 1

b → 2

d → 1

a → 1

dment = 5

ment = ~~0~~ ~~1~~ ~~2~~ ~~3~~ 4

ans = "dbacb"

inc
↓

str1 : a d b a c b b a c a f d a

↑
exc

freq Map

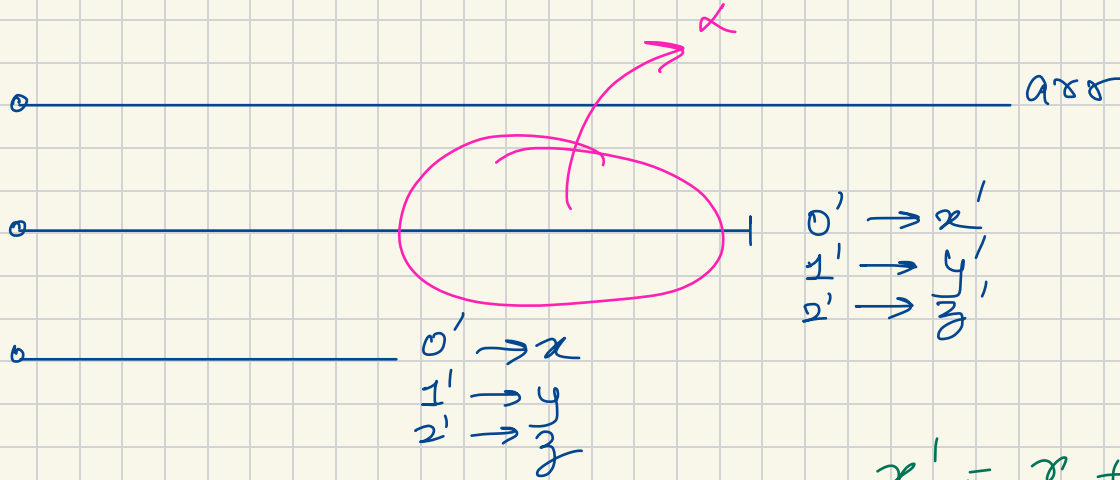
a → 1

b → ~~2~~

c → 1

Longest Subarray with equal freq of 0's, 1's and 2's

int[] arr = { 0, 2, 0, 1, 1, 0, 2, 1, 2 }



$$x' = x + \alpha$$

$$y' = y + \alpha$$

$$z' = z + \alpha$$

$$y' - x' = y - x$$

$$z' - y' = z - y$$

equal
freq of 0's, 1's, 2's

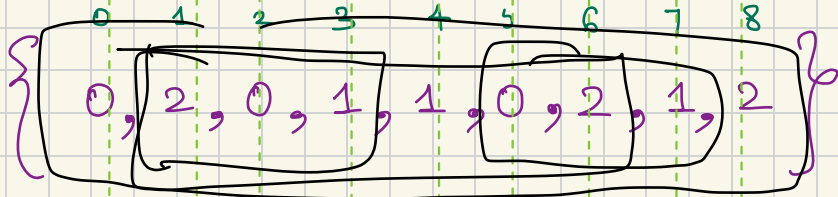
unknown!

$\left. \begin{array}{l} x \\ x \\ x \end{array} \right\}$
 $\left. \begin{array}{l} x + x = x' \\ y + x = y' \\ z + x = z' \end{array} \right\}$
 current freq
of 0's, 1's, 2's

$\left. \begin{array}{l} x \\ y \\ z \end{array} \right\}$
 prev freq of 0's, 1's, 2's

$\left. \begin{array}{l} y' - x' = y - x \\ z' - y' = z - y \end{array} \right\}$
 pattern
2

int[] arr =

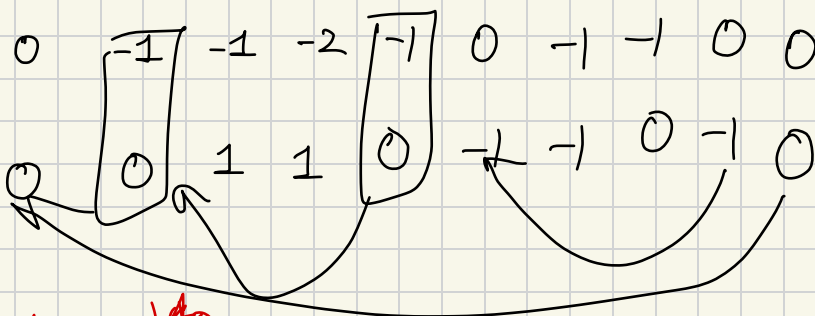


0' x
1' y
2' z

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

String
 $(y-x) \text{ } \$ (z-y)$

y-x }
z-y }



2 keys map 0 to -1

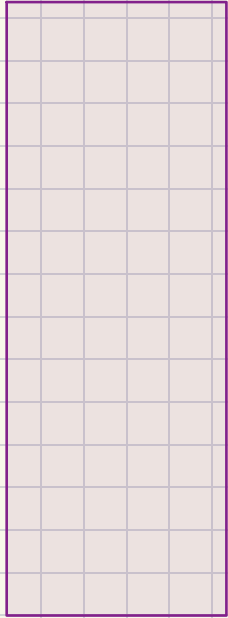
`int[] arr = {`

	0	1	2	3	4	5	6	7	8
	0	2	0	1	1	0	2	1	2

`}`

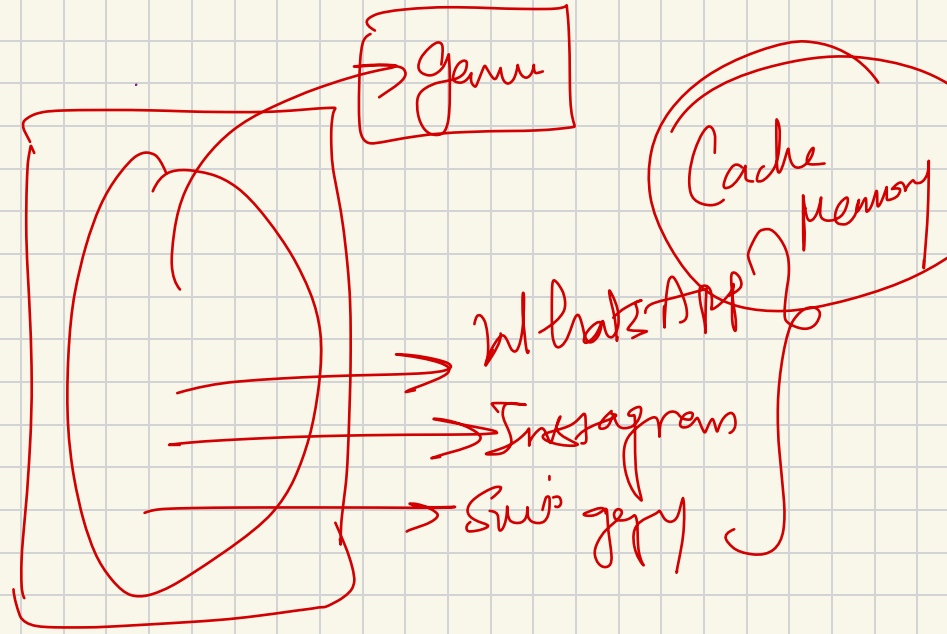
LRU Cache

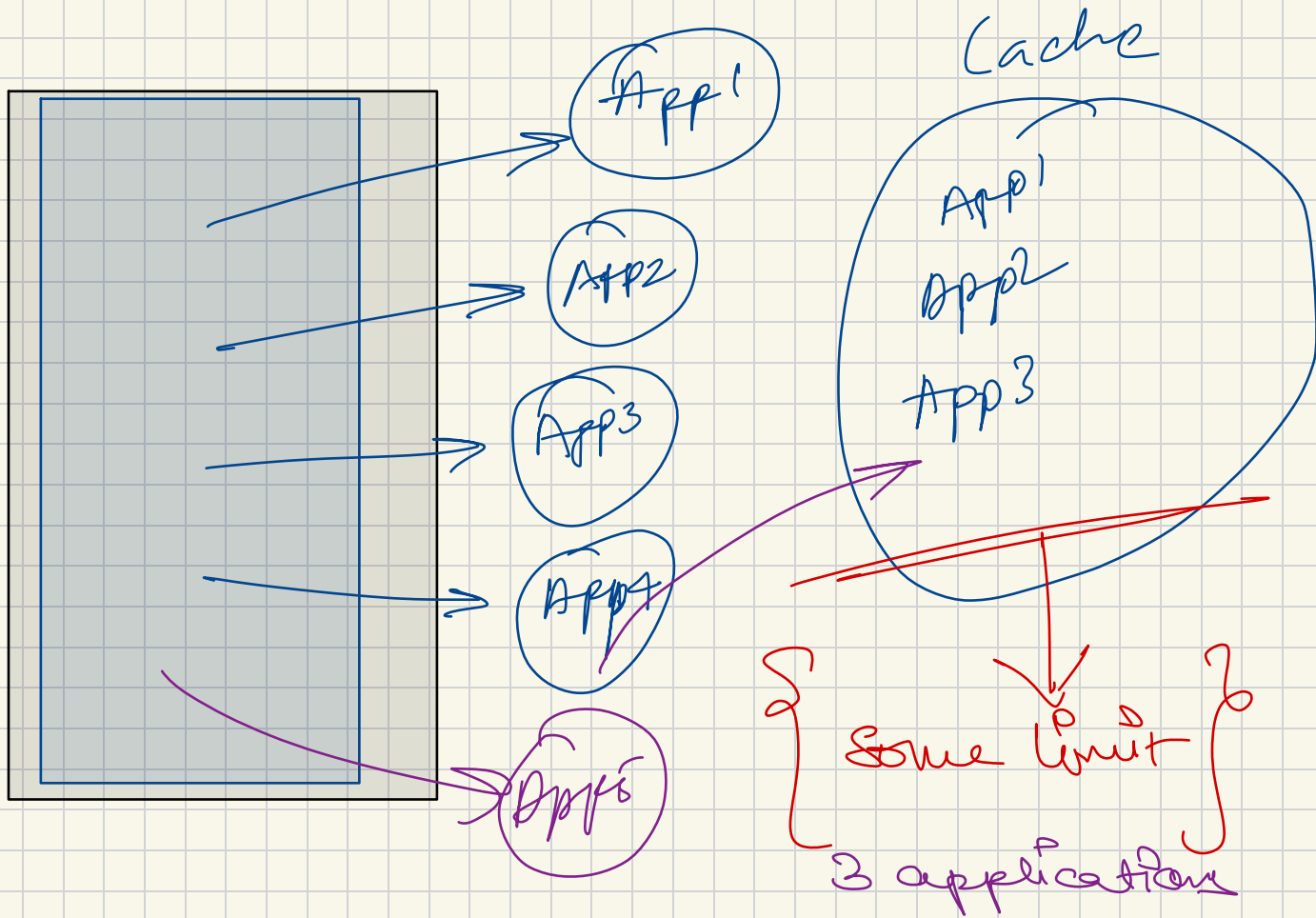
RAM



Main Memory

Cache Memory

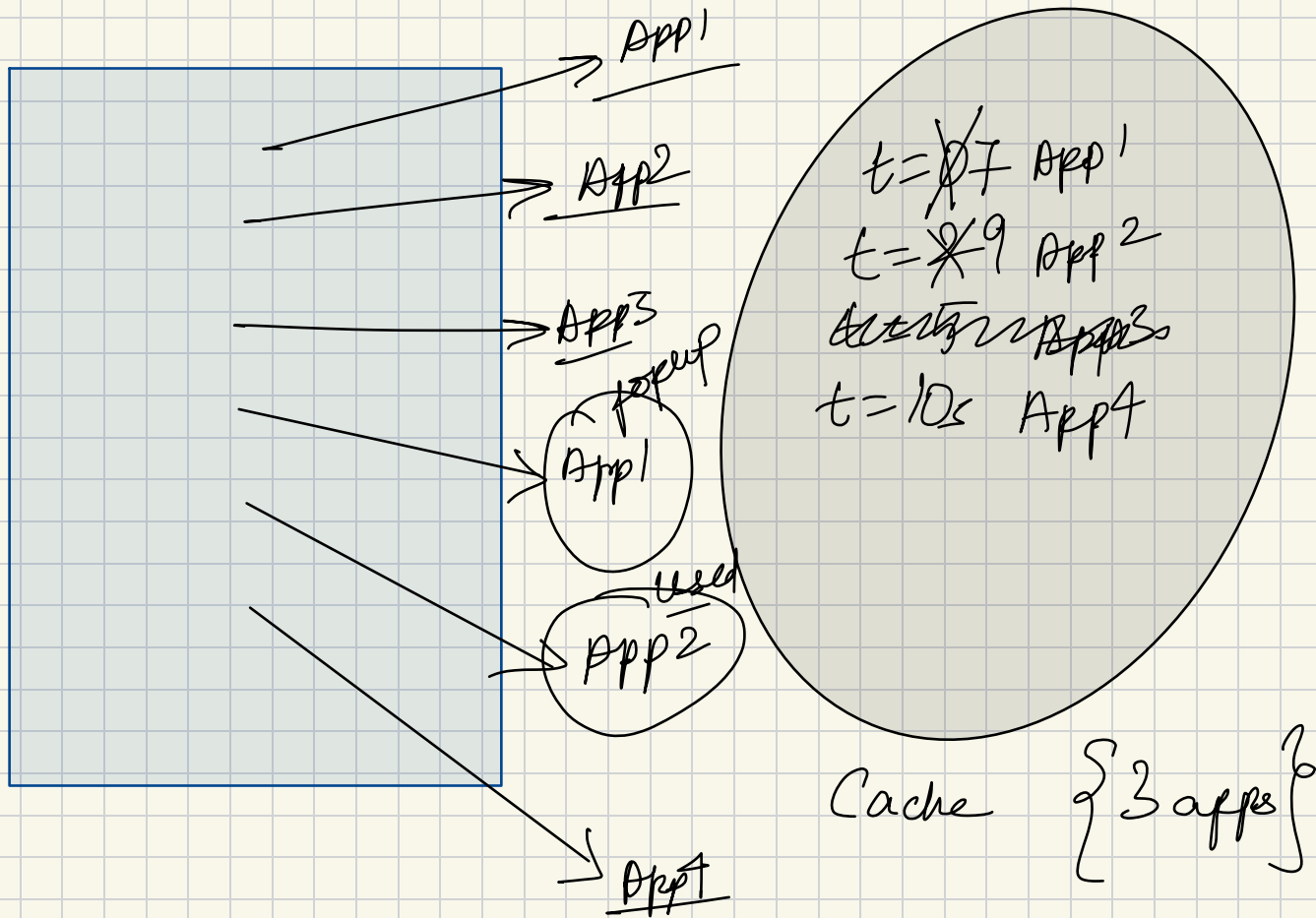




Cache Memory Managment System

← Least recently used
(LRU)

→ Least frequently used
(LFU)



```
class LRUCache {
```

```
// your code here
```

```
public LRUCache(int capacity) { }
```

```
// your code here
```

```
}
```

tells the max capacity of cache memory

```
public int get(int key) {
```

```
// your code here
```

```
}
```

move the key(app) to most recently used pos

```
public void set(int key, int value) {
```

```
// your code here
```

```
}
```

opens/update an existing app.

LRU Cache (4)

set(1, 10)

set(2, 30)

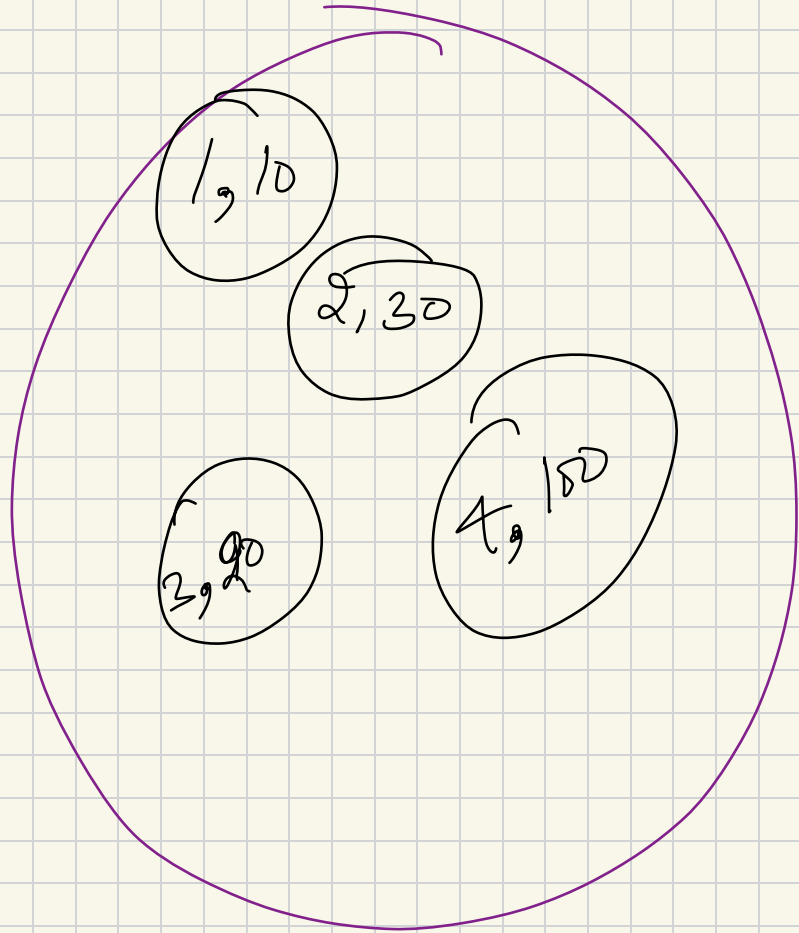
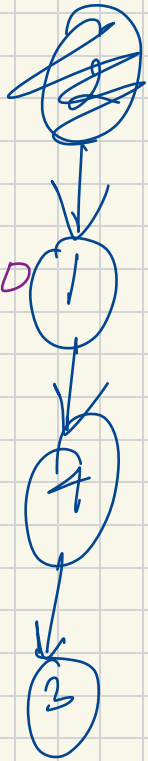
get(1) \rightsquigarrow 10

set(3, 90)

set(4, 100)

set(3, 20)

set(5, 100)



Data Structure

