

Hashing-4

Tuesday, 23 July 2024 8:44 PM

Agenda

- Minimum Window Substring
- LRU cache
- tl

1) Minimum Window Substring

s → ADOBE CODEBANC m
 t → ABC n

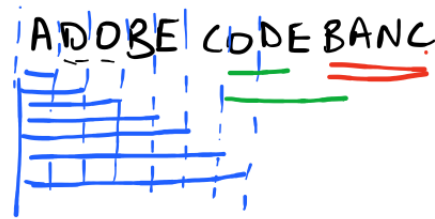
↓ ↓ ↓
ADOBEC

↓ ↓ ↓
BANC ✓

2) Brute force

↳ generate all the possible substrings

" of 's' and compare with t. "



TC: $O(m^2 \times n)$
 \uparrow subtext \uparrow comparison
 SC: $O(1)$

2) DOBECODEBA
 \hookrightarrow exclude this.

\hookrightarrow Be careful while choosing what to include

str s = "d b e a c d b c c a b"
 str t = "a b b c d c"
 (Indices 0-10 are shown below s, and 0-5 below t. A blue box highlights 'd b c c a b' in s and 'd c' in t. A red arrow points from 'd' in s to 'd' in t, and a green arrow points from 'c' in s to 'c' in t.)

✓ $O(m)$

f maps

d \rightarrow 1 2 1 0 0

b \rightarrow 1 2 1 2

e \rightarrow 1 0

a \rightarrow 1 1

c \rightarrow 1 1

✓ $O(n)$

f maps t

a \rightarrow 1 ✓

b \rightarrow 2 ✓

c \rightarrow 2 ✓

d \rightarrow 1 ✓

\rightarrow include all the alphabets until 'a' is found then include the remaining

comparison \rightarrow $O(1)$

TC: $O(m + 1)$

c → a b c

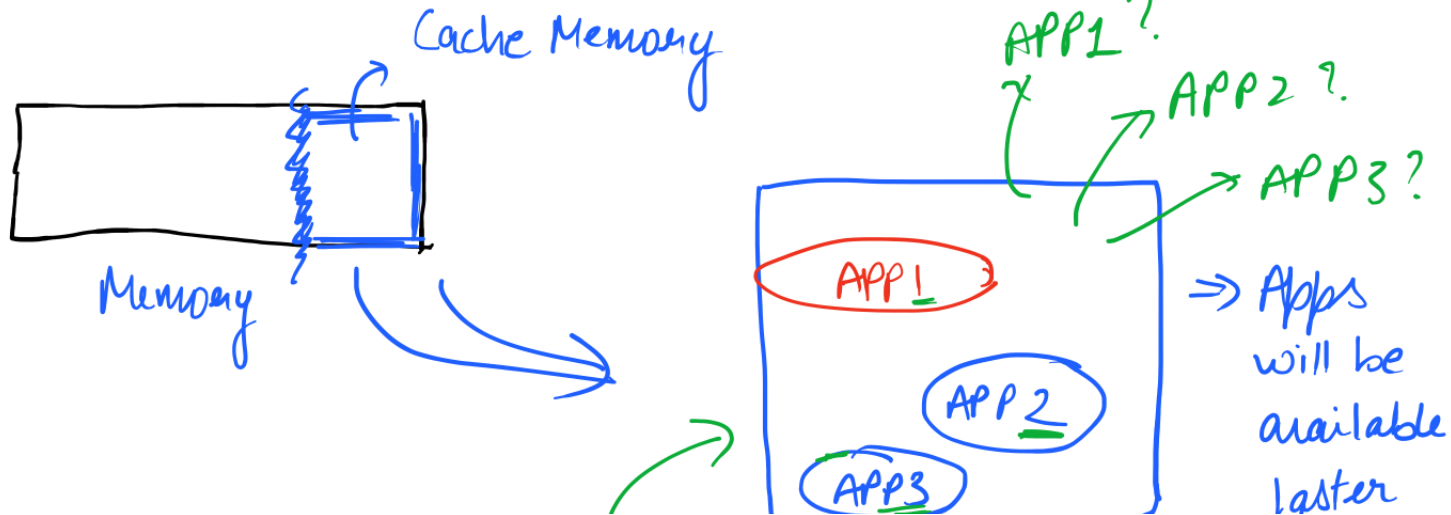
~~d b c a c a b c~~ ✓
b e a c d b c ✓ 7
d b c c a b 6

SC: 0 C D

→ inc more
char

←
including the
char

LRU Cache



✓ APP4 ??

↓
{ 3 APP }

Algorithms for Cache Removal

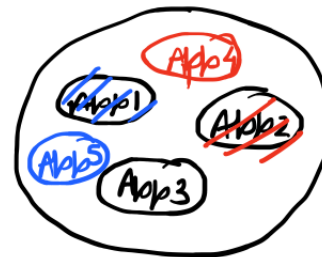
LRU
Least Recently
Used

LFU
Least Frequently
Used

APP1 : 5
APP2 : 15
APP3 : 4

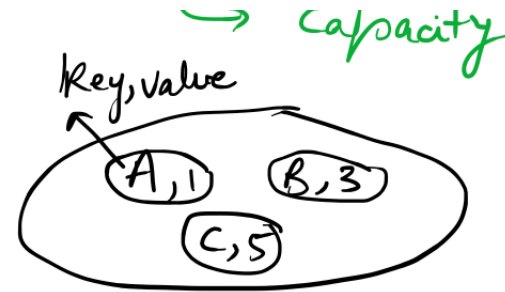
LRU cache

App 1
App 2
App 3
App 1
App 4
...



{ 3 App }

App's
App 5 ✓



Recent

Old



```
class LRUCache {  
    // your code here  
    public LRUCache(int capacity) {  
        // your code here  
    }  
  
    public int get(int key) {  
        // your code here  
    }  
  
    public void set(int key, int value) {  
        // your code here  
    }  
}
```

→ capacity

fetch a particular app
and make it most recently used

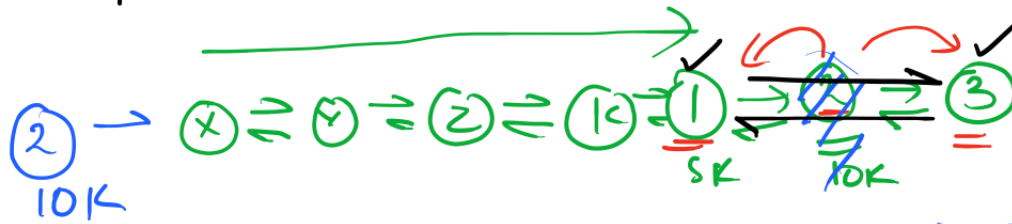
puts an app in the cache and
makes it most recently used

App 1 ✓
App 2
App 3 ↑



App 1 ✓
 App 4
 App 3
 App 5 ✓

Linked List ??



OC1 ✓

2	② 10K
1	① 5K

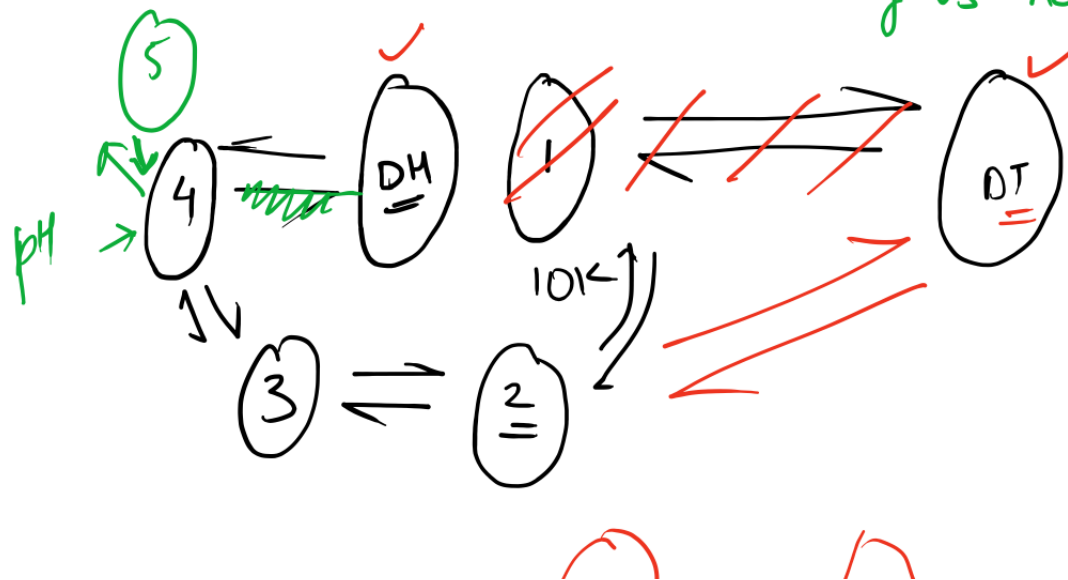
Doubly Linked List + HashMap

→ To avoid the traversal

OC1

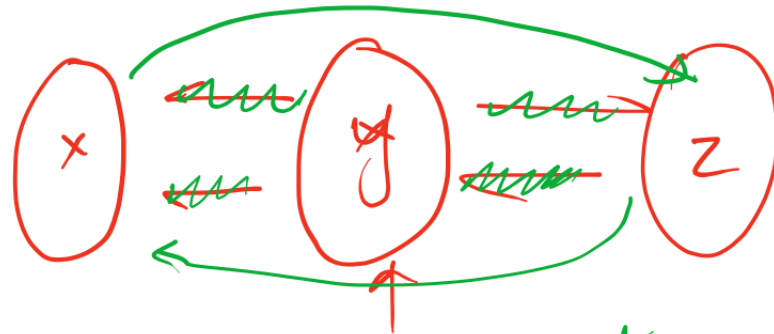
Ease the Updation

Key vs Address of DLLNode



1	10K
2	20K
3	30K

$$(dn) \rightleftharpoons (dt)$$



$y.\text{prev}.\text{next} = y.\text{next}$

$y.\text{next}.\text{prev} = y.\text{prev}$