

Permutation In String - QOTD 4 Feb 23

Leetcode Link : [Click](#)

Intuition

We will use sliding window approach to solve this question.

Complexity

- Time complexity: $O(n * 26)$ - where n is length of str2 (longer string) and for each character we check after inserting it whether $v1 == v2$, so in checking them worst case time will be $O(26)$ for each char of s2
- Space complexity: $O(52)$ - v1 and v2 of 26 blocks each

Code

```

class Solution {

    private: // Fun.2 : checks whether 2 vectors exactly have same values or not

    bool areVectorsEqual(vector<int> &v1, vector<int> &v2){

        // we need to compare the frequencies of all the characters of v1 with those
        characters in v2, so for that, if for a index 'i' if freq of character is equal in
        both the vectors, then keep doing, if not then return false

        for(int i = 0; i < 26; i++)

            if(v1[i] != v2[i]) return false;

        // if both checked and no fault found, return true

        return true;

    }

public:

    // Main function

    bool checkInclusion(string s1, string s2) {

        // exception case - we need to check if the str1's any 1 permuation using all
        char of s1 is present in s2 or not, so just think if s1 is longer then s2, then there
        can never be a permutation of s1 in s2 so return false

        if(s1.length() > s2.length()) return false;

        // create 2 vector<int> coz we want to map characters with index and set the
        values as the frequency, make sure to declare both of size 26, else runtime error will
        occur

        vector<int> v1(26),v2(26);

        // map all characters of s1, with index of v1, and store their frequencies,
        also map 1st 'str1.length()' characters of s2 in v2

        int index = 0;

```

```

for( ; index < s1.length(); index++){

    int indexOfV1 = s1[index] - 'a';

    char indexOfV2 = s2[index] - 'a';

    v1[indexOfV1]++;

    v2[indexOfV2]++;

}

```

```

// check if both the vectors , are equal then return true

```

```

if(areVectorsEqual(v1,v2)) return true;

```

```

// if not equal then run loop from where we left the index, till the end of s2

```

```

while(index < s2.length()){

```

```

    // fetch the last inserted character's index in the string s2, then find
    the character at this index, then decrement this character's freq (using formula =
    index - s1.length()) , if s1 = "abc" s2 = "a[bcd]ef" so using formula lets say we are
    on index = 4 (e), and we need to find the ind of 1st character of window in s2, using
    formulaIndex = 4 - 3 = 1, so lets fetch the character = s2[formulaIndex] => s2[1] i.e
    b so combining all the story we have [ windowStartCharIndex = s2[index - s1.length()]
    - 'a' ]

```

```

    int windowStartCharIndex = s2[index - s1.length()] - 'a';

```

```

    v2[windowStartCharIndex]--;

```

```

    //fetch the next character from the s2 and find its index in v2, then
    increment it by 1

```

```

    int nextCharIndex = s2[index] - 'a';

```

```

    v2[nextCharIndex]++;

```

```

    // increment the index

```

```

    index++;

```

```

    // if v1 == v2, then return yes

```

```
        if(areVectorsEqual(v1,v2)) return true;

    }

    // loop ends means no permutation of s1 found in s2

    return false;

}

};
```

dry run and formulas used above are explained :-

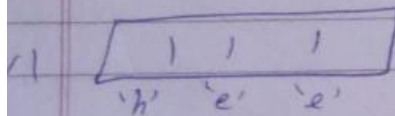
Building Approach

Let say str1 = "hel" str2 = "b a l h e c d"

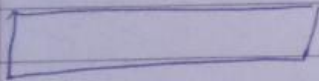
we will store the str1's i.e. smaller string
all ch with their freq in a vec.

(by mapping char to index & values
as freq.)

then we create another vector 'v2' &
store the same no of char as v1 in
v2 also & with their freq.



char 'h' a s k i n i h a d o
uske value ko
1 + karke



note: we can't store complete str2 ~~for~~
in vector2 at once coz eg
when str1 = "hel" & str2 = "h o l e"

~~here str1~~ v1

| | | |
|---|---|---|
| 1 | 1 | 1 |
|---|---|---|

e h e

v2

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
|---|---|---|---|

e h e o

now when we compare the 1st 3 char
of both v1 & v2 the ans = true

but in reality ans is false coz
h e c are not together in str2

Let's say $str1$'s length = X classmate
Date _____
Page _____
So what we do is we store ~~X~~
all X elements of $str1$ in vector 1
& ~~X~~ X elements of $str2$ in vector 2

Then we compare both if equal \rightarrow True
else ~~keep~~ we remove char.
we inserted at first in $V2$ & insert
a new char in $V2$.

eg $str1 = h e l$

$str2 = h o l e$

$V1 =$

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
|---|---|---|---|

e h l ~~e~~

$V2 =$

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
|---|---|---|---|

e h l ~~e~~

$V1 \neq V2$ (no).

Then keep going.

$V1 =$

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
|---|---|---|---|

e h l

$V2 =$

| | | | |
|---|---|---|---|
| h | o | l | e |
|---|---|---|---|

e h l ~~e~~ $\overset{\text{hole}}{\times}$

$V1 \neq V2$ (no).

Keep going

here $str2$ ends

\therefore return false



now does formula 'index - sl.len()' works?

Suppose $s1 = "bac"$

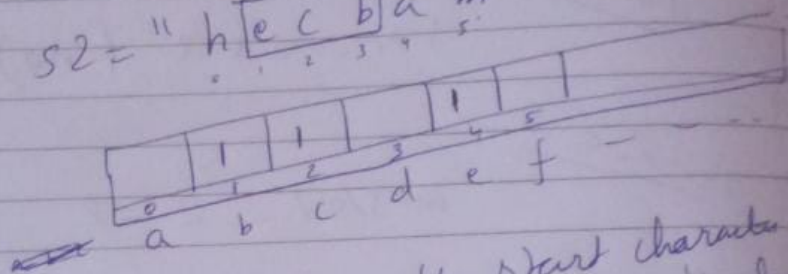
$s2 = "hecbam"$

so our window will be of size 3 right?

Suppose we reached here $i = 4$

$s2 = "h e c b a m"$
 0 1 2 3 4 5

2 our vector $v2 =$



now we need to remove the start character from sliding window by decrementing its freq. by 1.

so to get the character we have to find where is that character inside $s2$.

S-1 ~~index in s2~~ $\text{index in } s2 = i - s1.\text{len}()$
 $= 4 - 3$
 $= 1$

lets fetch this character from string

S-2 ~~char~~ $\text{char} = s[\text{index_in_s2}] = s[1]$
 $\text{char} = 'e'$

now we need to find where this 'e' is stored in vector v2.

$$\begin{aligned} \text{int index in } v2 &= \text{char} - 'a' && \text{(finding)} \\ &= e - 'a' && \text{asci} \\ &= 4 - 0 && \text{value} \\ &= 4. \end{aligned}$$

\therefore go to $v[\text{index in } v2]$ i.e. $v[4]$
& decrement its frequency by 1.

~~5.4~~ $\therefore v[\text{index in } v2]--;$

that's how it works, so combining all ⁴ steps

we have, `int windowStartCharIndex;`

```
windowStartCharIndex = s2[i - s1.length()] - 'a';  
v2[windowStartCharIndex]--;
```

~~) endl~~

----- END -----