

# Lecture 12: Advanced Topics (String Algorithms, Tries, Dynamic Programming)

C++ Code Samples — Sedgwick Algorithms Course — lecture-12-samples.cpp

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/*
 * Lecture 12: Advanced Topics (String Algorithms, Tries, Dynamic Programming)
 *
 * Topics covered:
 *   1. Trie (prefix tree) insert/searchstartsWith
 *   2. KMP string matching algorithm
 *   3. Longest Common Subsequence (DP)
 *   4. 0/1 Knapsack (DP)
 *   5. Fibonacci with memoization vs naive recursion timing
 *
 * Compile: g++ -std=c++17 -o lecture-12 lecture-12-samples.cpp
 * Run: ./lecture-12
 */

#include <iostream>
#include <vector>
#include <string>
#include <unordered_map>
#include <algorithm>
#include <chrono>

using namespace std;

// === SECTION: Trie (Prefix Tree) ===
// A tree where each node represents a character. Paths from root to marked
// nodes spell out stored words. Supports O(L) insert, search, and prefix
// queries where L is the length of the word/prefix.

struct TrieNode {
    unordered_map<char, TrieNode*> children;
    bool end = false;
};

TrieNode::~TrieNode() {
    for (auto& child : children) {
        delete child.second;
    }
}

class Trie {
    TrieNode* root;
public:
    Trie : public new TrieNode() {}
    ~Trie() { delete root; }

    // Insert a word into the trie. Time: O(L).
    void insert(const string& word) {
        TrieNode* curr = root;
        for (char ch : word) {
            if (curr->children[ch] == NULL) curr->children[ch] = new TrieNode();
            curr = curr->children[ch];
        }
        curr->end = true;
    }

    // Search for an exact word. Time: O(L).
    bool search(const string& word) const {
        TrieNode* curr = root;
        for (char ch : word) {
            if (curr->children[ch] == NULL) return false;
            curr = curr->children[ch];
        }
        return curr->end;
    }
}
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        return node != nullptr && node->val == c;
    }

    // Check if any word starts with the given prefix. Time: O(L).
    bool startsWith(const string & s, const string & prefix)
    {
        return search(s, prefix) != nullptr;
    }

private:
    Node * search(const string & s, const string & prefix)
    {
        Node * node = root;
        for (char c : prefix)
        {
            auto child = node->children[c];
            if (child == nullptr) return nullptr;
            node = child;
        }
        return node;
    }

    // === SECTION: KMP String Matching ===
    // Knuth-Morris-Pratt algorithm finds all occurrences of a pattern in a text.
    // Key idea: precompute a "failure function" (longest proper prefix that is
    // also a suffix) so we never re-examine text characters.
    // Time: O(N + M) where N = text length, M = pattern length.

    // Build the failure function (also called the "partial match table" or "lps").
    <int> failureFunction(const string & s)
    {
        int lps[1000] = {0}; // failure function
        int l = 0; // length of the previous longest prefix suffix
        int i = 1;
        while (i < s.length())
        {
            if (s[i] == s[l])
            {
                ++l;
                lps[i] = l;
            }
            else
            {
                if (l != 0)
                    l = lps[l - 1]; // fall back
                else
                    lps[i] = 0;
            }
            ++i;
        }
        return lps;
    }

    // Find all starting indices where pattern occurs in text.
    <int> findOccurrences(const string & s, const string & p)
    {
        <int> lps = failureFunction(p);
        int index = 0;
        if (index == 0 || index > s.length()) return {};
        <int> start = -1;
        int i = 0;
        int j = 0;
        int m = p.length();
        int n = s.length();
        while (i < n)
        {
            if (s[i] == p[j])
            {
                ++i;
                ++j;
            }
            if (j == m)
            {
                start = i - m;
                j = lps[j - 1];
            }
            else if (s[i] != p[j])
            {
                if (j != 0)
                    j = lps[j - 1];
                else
                    i++;
            }
        }
        return {start};
    }
}

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        if      ==
            =      - 1           // match found at index i - j
        else if    <   &&    != 0
            if    != 0
                =      - 1
            else
                ++
        }

    }

return result;
}

// === SECTION: Longest Common Subsequence (DP) ===
// Find the length of the longest subsequence common to two strings.
// A subsequence does not need to be contiguous.
// DP recurrence:
//  if s1[i-1] == s2[j-1]: dp[i][j] = dp[i-1][j-1] + 1
//  else:                  dp[i][j] = max(dp[i-1][j], dp[i][j-1])
// Time: O(N * M), Space: O(N * M).

int lcs(const string & s1, const string & s2) {
    int m = s1.size(), n = s2.size();
    vector<int> prev(m+1, 0), curr(m+1, 0);

    // Fill DP table
    for (int i = 1; i <= m; ++i)
        for (int j = 1; j <= n; ++j)
            if (s1[i-1] == s2[j-1])
                curr[j] = prev[j-1] + 1;
            else
                curr[j] = max(prev[j], curr[j-1]);

    return curr[n];
}

// Backtrack to find the actual subsequence

int lcs(string &s1, string &s2) {
    int m = s1.size(), n = s2.size();
    while (m > 0 && n > 0) {
        if (s1[m-1] == s2[n-1])
            s1[m-1] += s2[n-1];
        m--;
        n--;
    }
    else if (m-1 > n-1)
        m--;
    else
        n--;
    }

    return s1;
}

// === SECTION: 0/1 Knapsack (DP) ===
// Given N items, each with a weight and value, and a knapsack with capacity W,
// find the maximum total value that fits in the knapsack.
// Each item can be taken at most once (0/1 choice).
// DP recurrence:
//  dp[i][w] = max(dp[i-1][w],           // skip item i
//                 dp[i-1][w-weight[i]] + val[i]) // take item i (if it fits)

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// Time: O(N * W), Space: O(N * W).

struct KnapsackResult
    int maxWeight;
    vector<int> selectedItems; // indices of items chosen
}

KnapsackResult knapsack01 const int N <int> weights const int M <int> values
    int maxWeight = 0;
    vector<int> selectedItems(0);
    int i = 0;
    int j = 0;

    // Fill DP table
    for (int i = 1; i <= N; ++i)
        for (int j = 0; j <= M; ++j)
            if (i == 0 || j == 0) // skip item i
                dp[i][j] = dp[i - 1][j];
            else if (weights[i - 1] <= j)
                dp[i][j] = max(dp[i - 1][j], dp[i - 1][j - weights[i - 1]] + values[i - 1]);
            else
                dp[i][j] = dp[i - 1][j];

    return dp[N][M];
}

// Backtrack to find which items were selected
vector<int> getSelectedItems (KnapsackResult result)
{
    int i = result.maxWeight;
    int j = result.selectedItems.size();
    vector<int> selectedItems;
    for (int i = 1; i <= N; ++i)
        if (result.dp[i][j] != result.dp[i - 1][j])
            selectedItems.push_back(i - 1); // item index (0-based)
        j -= result.weights[i - 1];
    return selectedItems;
}

vector<int> getSelectedItems (KnapsackResult result)
return result.selectedItems;
}

// === SECTION: Fibonacci - Memoization vs Naive ===
// Classic example of how memoization transforms exponential O(2^n) into O(n).

// Naive recursive Fibonacci: O(2^n) time, O(n) stack space
long long fibNaive (int n)
{
    if (n <= 1) return n;
    return fibNaive(n - 1) + fibNaive(n - 2);
}

// Memoized Fibonacci: O(n) time, O(n) space
long long fibMemo (int n, long long& memo)
{
    if (n <= 1) return n;
    if (memo[n] != -1) return memo[n];
    memo[n] = fibMemo(n - 1, memo) + fibMemo(n - 2, memo);
    return memo[n];
}

long long fibMemoized (int n)
{
    long long memo[n + 1] -1;
    return fibMemo(n, memo);
}

// === MAIN: Demos ===

int main
{
    cout << "===== \n"
    cout << " Lecture 12: String Algorithms, Tries, and DP\n"
}

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    << " Items:\n"
for int i = 0 < int n; i++ {
    << " " << item[i] << ": weight=" << weight[i]
    << ", value=" << value[i] << "\n"

    << " Knapsack capacity: " << capacity << "\n"

    << " Maximum value: " << max_value << "\n"
    << " Selected items: " << selected_items

int sum = 0
for int i : selected_items {
    << item[i] << " "
    sum += weight[i]
}

    << "\n Total weight used: " << sum << "/" << capacity << "\n\n"

// --- Fibonacci Timing Demo ---
    << "--- Fibonacci: Naive vs Memoized ---\n"
int n = 40
    << " Computing fib(" << n << ")...\n"

// Memoized version (fast)
auto memoized = ... :: std::vector<long long>; // ...
long long fib_memoized = ... :: std::vector<long long>; // ...
auto fib_memoized = ... :: std::function<long long(int)> // ...
auto fib_memoized = ... :: std::function<long long(int)> // ...
    << " Memoized: fib(" << n << ") = " << fib_memoized(n)
    << " (" << fib_memoized(n) << " microseconds)\n"

// Naive version (slow -- O(2^n))
auto fib_naive = ... :: std::vector<long long>; // ...
long long fib_naive = ... :: std::vector<long long>; // ...
auto fib_naive = ... :: std::function<long long(int)> // ...
auto fib_naive = ... :: std::function<long long(int)> // ...
    << " Naive: fib(" << n << ") = " << fib_naive(n)
    << " (" << fib_naive(n) << " milliseconds)\n"

    << "\n Speedup: memoization reduces O(2^n) to O(n)\n"
    << " The naive version makes ~2^n << " = ~"
    << 1L << capacity << 40 << " recursive calls!\n"

return 0

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