

## 76. Minimum Window Substring

Ex

$S = \text{"ADOBE CODE BANC"}$

$x = \text{"ABC"}$

$ans = \text{"BANC"}$

$S = \text{"ADOBE CODE BANC"}$   
window 2 = 4  
window 4 = 6

### Approach-1

Try all possible substrings from string  $S$  of length  $n$

$\rightarrow O(n^2)$

Now check if that substring is containing all characters from string  $x$

$\rightarrow O(m)$  (length of  $x$ )

$T.C. = O(n^2 * m)$

Can be improvised

by keeping track of 26 characters in hash map

$T.C. = O(n^2 * 26)$

comparision of 26 character with window

$O(26)$

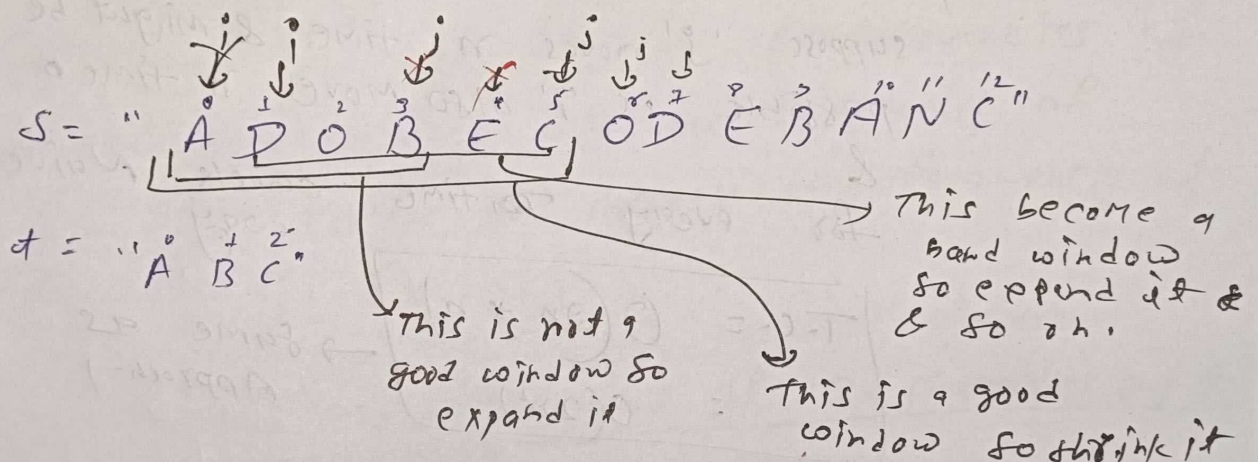
$\Downarrow$   
 $T.C. = O(n^2)$



## Approach-2

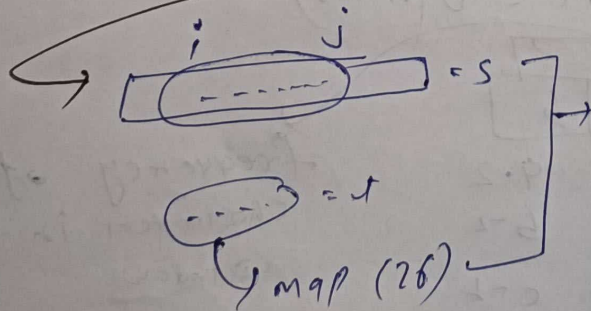
if your window is not good then think for bigger window  
↳ expand the window

if your window is good then shrink the window  
↳ shrink the window



There is standard template for sliding window approach -

- (i) Keep expanding 'j' at every step.
- (ii) when correct window matches with condition to  $t$  then keep on shrinking 'i'.



condition is all characters of  $t$  should be in the window (i to j) of  $S$ .

↓  
To implement this logic we have 3 methods which are as following



(i) Naive way :-

Iterate the window  $i$  to  $j$  cont  
for (5) & (4)

String  $s$  is stored  
is has map.

for every window  
for every pointer movement or take time  $O(n)$

Overall Time Complexity

pointer movement =  $O(2n)$

suppose 'j' moves  $n$  time & might be possible is 'i' also move  $n$  time &

for every time check Naive way

T.C. =  $O(2n * n)$   
=  $O(2n^2)$

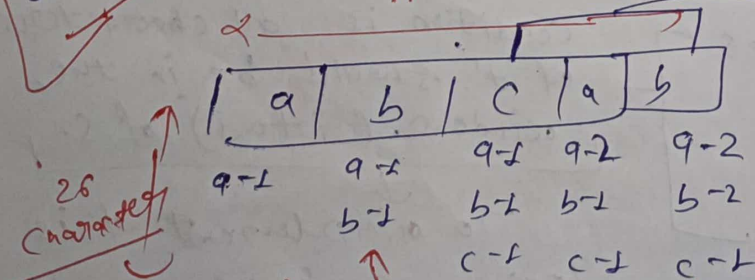
→ same as Approach-1

(ii) Smart way :- keep track of prefix sum of (26) english character at every index

•  $O(26)$  time to get count of all characters in  $q$  window.

• Space :  $O(n * 26)$

T.C. =  $O(n * 26)$   
S.C. =  $O(n * 26)$



frequency of character in this window  
a-1  
b-1  
c-1

space =  $O(n * 26)$

store substrant these



### (iii) Smartest way

In (ii) smart way The space is required  
bcz we are keeping track of the frequency  
of 's'

But our only concern is that if 't' is  
lies in s. of a window of s or not

So rather than keep tracking of frequencies of  
's' we can simply use the frequency of  
't' if it decrease & increase the frequency of  
't'.

keep only count of 26 characters of t

~~For~~ Time =  $O(1)$   
Space = 26

Dry Run (How step 1 & 2 will work)

S = "A<sup>0</sup>D<sup>1</sup>O<sup>2</sup>B<sup>3</sup>E<sup>4</sup>C<sup>5</sup>O<sup>6</sup>D<sup>7</sup>E<sup>8</sup>B<sup>9</sup>A<sup>10</sup>N<sup>11</sup>C<sup>12</sup>"

t = "A<sup>0</sup>B<sup>1</sup>C<sup>2</sup>"

tMap

A	→ 1
B	→ 2
C	→ 1



①

$S =$

$\begin{matrix} & 10 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 & 12 \\ & \downarrow & & & & & & & & & & & & \\ & A & D & O & B & E & C & O & D & E & B & A & N & C \end{matrix}$

$\begin{matrix} & j & j & j & j & j & j & & & & & & & \\ & \uparrow & \uparrow & \uparrow & \uparrow & \uparrow & \uparrow & & & & & & & \end{matrix}$

$\sigma = 'ABC'$

$\text{Ch } f = 0$

$3 \times 0 = 0$

a Map

A	-10
B	-10
C	-10
D	-1
E	-1

if (cnt == 0)

store your ans

$$q_n = b$$

now decrease the size of window

Then try to  
swim to  
window

6.6 i.e. increase

i fill window is  
good  $\rightarrow$  i.e. increase

Y' till  $\text{cut} = -0$

if (not > 0  $\rightarrow$  turn

• Increase the window i.e.  $j++$

10

↓  
A D O B E C O D E B A N G

at  $t=0$

4 increase i

A - 0  
B - 0  
C - 0  
D - 1  
O - 2  
E - 2

$$CH_4 = 1$$



Code

```
String minWindow (String s, String t)
{
    unordered_map <char, int> tmp;
    for (auto ch : t) tmp[ch]++;
    int i=0, j=0, counter=0, minStart=0,
    minLength = INT_MAX, n = s.size();
```

```
    while (j < n)
    {
        if (tmp[s[j]] > 0) counter--;
        tmp[s[j]]--;
        j++;
        while
```

$$T.C. = O(n+m) \rightarrow O(2n+m)$$
$$S.C. = O(26)$$