

# ecs281 DATA STRUCTURES AND ALGORITHMS

## Lecture 5: Dictionary ADT and Hashing Recurrence Relations

## Dictionary ADT



How do you use a dictionary?

Used where you need to do some sort of **table lookup**:

- search for a **key** in a table
- the **key** is usually **associated** with some **data/value** of interest

Also known as **associative array**

Why search for key instead of just searching for the data?

## Dictionary ADT

Key space is usually more regular/structured than value space, so easier to search

Dictionary entry is a

- `<const key_type, data_type>` pair
- for example, `<title, mp4_file>`
- `<"Avatar", avatar.mp4>`

Normally associate a given key with only a single value or a pointer to data

Dictionary is optimized to quickly add `<key, data>` pairs, retrieve data by key



## Types of Dictionary

Whether items are **grouped** by some **category** such as by subject, by popularity, chronologically, etc.

- unordered
- ordered

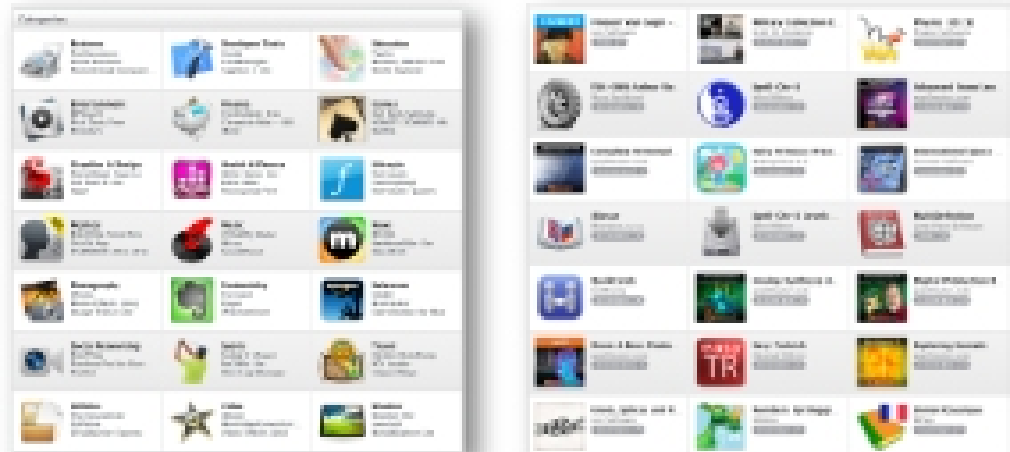
Whether items are **listed** by a collating **sequence** of the key, e.g., numerical, alphabetical

- unsorted
- sorted

Adding entries into an ordered (sorted) list must retain the ordered (sorted) property of the list

# The AppStore

What type of dictionary do we see at the AppStore?



# Unsorted Dictionary Runtimes

Implementation	Search	Insert
Arrays	$O(?)$	$O(?)$
Linked Lists	$O(?)$	$O(?)$
Hashing (amortized)	$O(1)$	$O(1)$

# Hashing

Access table items by their keys in **relatively constant** time regardless of their locations

**Main idea:** use arithmetic operations (**hash function**) to transform keys into table locations

- the same key is always hashed to the same location
- such that insert and search are both directed to the same location in  $O(1)$  time

**Hash table:** an array of **buckets**, where each bucket contains items assigned by a hash function

# Hashing Example

In a text editor, to speed up search, we build a hash table and hash each word into the table

Let **hash table size** ( $M$ ) = 16

Let **hash function** ( $h()$ ) = (sum all characters) mod 16

- by "sum all characters" we mean sum the ASCII (or UTF-8) representation of the character
- for example,  $h(\text{"He"}) = (72+101)\%16 = 13$

Let **sample text** be the following  $N=13$  words:

"He was well educated and from his portrait a shrewd observer might divine"

# Hashing Example

(sum all characters) mod 16

- He → 13
- was → 11
- well → 4
- educated → 15
- and → 3
- from → 4
- his → 4
- portrait → 5
- a → 1
- shrewd → 13
- observer → 8
- might → 9
- divine → 15

N = 13, M = 16

0	
1	a
2	
3	and
4	well from his
5	portrait
6	
7	
8	observer
9	might
10	
11	was
12	
13	He shrewd
14	
15	educated divine

# Collision and Collision Resolution

**Collision** occurs when the hash function maps two or more items—all having different search keys—into the same bucket

What to do when there is a collision?

**Collision-resolution** scheme:

- \* assigns distinct locations in the hash table to items involved in a collision

# Separate Chaining

A collision resolution scheme that lets each bucket points to a linked list of elements

- **insertion:**
  - compute  $k = h(key)$
  - prepend to  $k^{th}$  bucket in  $O(1)$  time (but may need to check for duplicates)
- **search:**
  - compute  $k = h(key)$
  - search in  $k^{th}$  container (e.g., check every element)

# Separate Chaining

