

# DSA – Seminar 3

## Sorted MultiMap (SMM)

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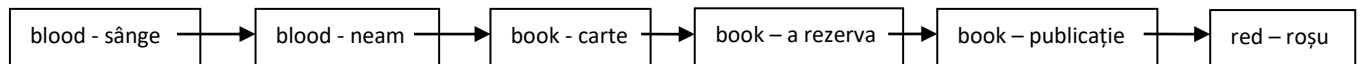
- Map – contains key-value pairs. Keys are unique, each key has a single associated value.
- MultiMap – a key can have multiple associated values (can be considered a list of values).
- Sorted MultiMap – there is a relation  $R$  defined on the keys and they are ordered based on the keys. There is no particular order of the values belonging to a key (we do not order based on the values)

**Problem:** Implement the SortedMultiMap ADT – use a singly linked representation with dynamic allocation

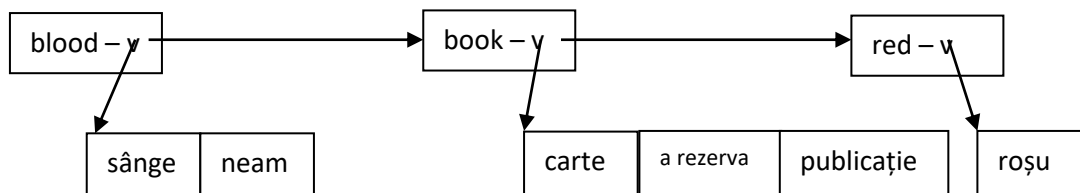
Ex. a multimap with the translation of different English words into Romanian

- book – carte, a rezerva, publicație
- red – roșu
- blood – sânge, neam

**Representation 1:** Singly linked list of <key, value> pairs. There might be multiple nodes with the same key, they will be placed one after the other (since the nodes are sorted based on the keys). Relative order of nodes with the same key is not important.



**Representation 2:** Singly linked list of <key, list of values> pairs. The keys are unique and sorted.



No matter which representation we choose, the content of the SMM is the same: we have 6 key-value pairs.

How could we represent the *list of values* from the second representation?

- Data structure level:
  - o Dynamic array, SLL, DLL
- ADT level:
  - o List, Bag

We will consider that the *list of values* is actually an ADT List, already implemented (together with the ListIterator).

### Representation:

#### TElem:

k: TKey

vl: List

#### Node:

info: TElem

next: ↑Node

#### SMM:

head: ↑Node

R: Relation

$$R(k_1, k_2) = \begin{cases} \text{true, if } "k_1 \leq k_2" \text{ (} k_1 \text{ comes before } k_2 \text{)} \\ \text{false, otherwise} \end{cases}$$

### Iterator:

We need to keep in the iterator:

- the SMM
- a reference to the current node from the SMM
- an iterator for the list of values associated to the current node

**Obs 1:** In a SMM we have key-value pairs, so current element from the iterator has to be a key-value pair. Even if we chose representation 2, we cannot say that our current element is a key and a list of values.

**Obs 2:** Instead of an iterator over the list of values associated to the current node we could have used the index/position of the current element from the list of values (since it is a list and it has positions). But working with an iterator over the value list is more efficient.

#### IteratorSMM:

smm: SMM

current: ↑Node

itL: IteratorList

Iterator operations: init, valid, next, getCurrent (returns a <key, value> pair).

Printing the elements of a SMM using the iterator:

```
Subalgorithm print(smm) is:
  iterator(smm, it)
  while valid(it) execute:
    getCurrent(it, <k,v>)
    @print k and v
    next(it)
  end-while
end-subalgorithm
```

The print subalgorithm looks in the same way independently of the representation of the iterator and the representation of the map!

### Operations for the iterator

subalgorithm init (it, smm) is:

```

        it.smm ← smm
        it.current ← smm.head
        if it.current ≠ NIL then:
            iterator([it.smm.head].info.v1, it.itL)
        end-if
    end-subalgorithm
Complexity:  $\Theta(1)$ 

subalgorithm getCurrent(it) is: // result will be a <k, v> pair
    if it.current = NIL then
        @throw exception
    end-if
    k ← [it.current].info.k
    v ← getCurrent(it.itL)
    getCurrent ← <k,v>
end-subalgorithm
Complexity:  $\Theta(1)$ 

function valid(it):
    if it.current ≠ NIL then
        valid ← true
    else
        valid ← false
    end-function
Complexity:  $\Theta(1)$ 

subalgorithm next(it) is:
    if it.current = NIL then
        @throw exception
    end-if
    next(it.itL)
    if not valid(it.itL) then
        it.current ← [it.current].next
        if it.current ≠ NIL then
            iterator ([it.current].info.v1, it.itL)
        end-if
    end-if
end-subalgorithm
Complexity:  $\Theta(1)$ 

subalgorithm first(it) is:
    it.current ← it.smm.head
    if it.current ≠ NIL then:
        iterator([it.smm.head].info.v1, it.itL)
    end-if
end-subalgorithm
Complexity:  $\Theta(1)$ 

```

Operations for the sorted multi map

Notations for the complexities:

n – number of distinct keys

smm – total number of elements

**subalgorithm** init(smm, R) **is:**

    smm.R  $\leftarrow$  R

    smm.head  $\leftarrow$  NIL

**end-subalgorithm**

Complexity:  $\Theta(1)$

**subalgorithm** destroy(smm) **is:**

**while** smm.head  $\neq$  NIL **execute:**

        aux  $\leftarrow$  smm.head

        smm.head  $\leftarrow$  [smm.head].next

        destroy([aux].info.v1)

        free(aux)

**end-while**

**end-subalgorithm**

Complexity:

If destroy for list is  $\Theta(1) \Rightarrow \Theta(n)$

If destroy for list is  $\Theta(\text{length of list}) \Rightarrow \Theta(\text{smm})$

//auxiliary function that will help us with the other operations (*private* function, it is not part of the interface).

//pre: smm is SMM, k is a Tkey

//post: kNode is a  $\uparrow$ Node, prevNode is a  $\uparrow$ Node. If there is a node with k as key, kNode will be that node and prevNode will be the previous node. If there is no node with k as key, kNode will be NIL and prevNode will be the node after which the key k should be.

For the previous example (the one with the words and translations):

searchNode for „book” -> kNode the node with „book”, prevNode the node with „blood”

searchNode for „blood” -> kNode the node with „blood”, prevNode will be NIL

searchNode for „day” -> kNode will be NIL, prevNode the node with „book”

searchNode for „air” -> kNode will be NIL, prevNode will be NIL

**subalgorithm** searchNode(smm, k, kNode, prevNode) **is:**

    aux  $\leftarrow$  smm.head

    prev  $\leftarrow$  NIL

    found  $\leftarrow$  false

**while** aux  $\neq$  NIL **and** smm.R([aux].info.k, k) **and not** found **execute**

**if** [aux].info.k = k **then**

            found  $\leftarrow$  true

**else**

            prev  $\leftarrow$  aux

            aux  $\leftarrow$  [aux].next

**end-if**

**end-while**

**if** found **then**

        kNode  $\leftarrow$  aux

        prevNode  $\leftarrow$  prev

**else**

        kNode  $\leftarrow$  NIL

```

        prevNode ← prev
    end-if
end-subalgorithm
Complexity:  $O(n)$ 

subalgorithm search(smm, k, list) is:
    searchNode (smm, k, kNode, prevNode)
    if kNode = NIL then
        init(list) // return an empty list
    else
        list ← [aux].info.v1
    end-if
end-subalgorithm
Complexity:  $O(n)$ 

subalgorithm add(smm, k, v) is:
    searchNode(smm, k, kNode, prevNode)
    if kNode = NIL then
        addANewKey (smm, k, v, prevNode)
    else
        addEnd([kNode].info.v1, v) //an operation from the interface of the list
    end-if
end-subalgorithm
Complexity:
//searchNode is  $O(n)$ 
//addANewKey is  $\Theta(1)$  operation (we will use the prevNode)
//instead of addEnd another add function can be used (so it can have  $\Theta(1)$  complexity)
If addEnd (or whatever function is used for values) is  $\Theta(1) \Rightarrow O(n)$ 
If addEnd (or whatever function is used for values) is  $\Theta(\text{length of the list}) \Rightarrow O(\text{smm})$ 

//auxiliary operation (not part of interface)
//pre: smm is a SMM, k is a TKey, v is a TElem/ TValue, prevNode is a ↑Node (the node after which the new node should be added)
//post: a new node with key k and value v is added to the smm. The order of the keys will respect the relation.
subalgorithm addANewKey (smm, k, v, prevNode) is:
    allocate(newNode)
    [newNode].info.k ← k
    init ([newNode].info.v1)
    addEnd([newNode].info.v1, v)
    if prevNode = NIL then
        [newNode].next ← smm.head
        smm.head ← newNode
    else
        [newNode].next ← [prevNode].next
        [prevNode].next ← newNode
    end-if
end-subalgorithm
Complexity:  $\Theta(1)$  //supposing addToEnd is  $\Theta(1)$  - which is true since in this situation we will always add an element into an empty list

function remove(smm, k, v) is:

```

```

searchNode(smm, k, kNode, prevNode)
if kNode  $\neq$  NIL then
    pos  $\leftarrow$  indexOf([kNode].info.v1, v)
    if pos  $\neq$  -1 then
        remove([kNode].info.v1, pos, e)
    end-if
    if isEmpty([kNode].info.v1) then
        removeKey(smm, k, prevNode)
    end-if
    remove  $\leftarrow$  true
end-if
remove  $\leftarrow$  false
end-subalgorithm
Complexity:  $O(\text{smm})$ 

//auxiliary operation (not part of the interface)
//pre: smm is a SMM, k is a TKey, prevNode is a  $\uparrow$ Node, smm contains a node with key k
after the node prevNode (if prevNode is NIL, then the first node of smm contains the
key k). The value list of the node with key k is empty.
//post: the node containing key k is removed from smm
subalgorithm removeKey(smm, k, prevNode) is:
    if prevNode = NIL then
        deleted  $\leftarrow$  smm.head
        smm.head  $\leftarrow$  [smm.head].next
        destroy([deleted].info.v1)
        free(deleted)
    else
        deleted  $\leftarrow$  [prevNode].next
        [prevNode].next  $\leftarrow$  [[prevNode].next].next
        destroy([deleted].info.v1)
        free(deleted)
    end-if
end-subalgorithm
Complexity:  $O(1)$ 
Destroy will destroy an empty list  $\Rightarrow O(1)$ 

```