

# Algorithms and Datastructures

## Open Addressing, Priority Queue

Albert-Ludwigs-Universität Freiburg



**UNI  
FREIBURG**

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Bioinformatics Group / Department of Computer Science  
Algorithms and Datastructures, December 2016

## Feedback

Exercises

Lecture

## Hashing

Recapitulation

Treatment of hash collisions

Open Addressing

Summary

## Priority Queue

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# Feedback from the exercises



# Feedback from the lecture



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- To find a good hash function for every key set universal hashing is needed
  - Then however, for a fixed set of keys not every hash function is suitable, but only some



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  - Look at **amortized analysis** in the next lecture

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## Buckets as linked list:





### **Buckets as linked list:**

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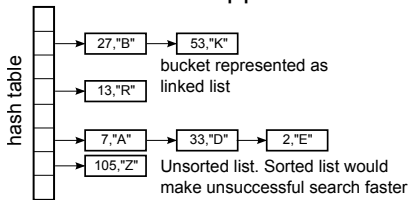


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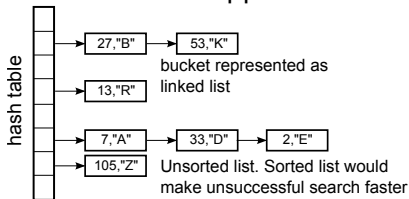
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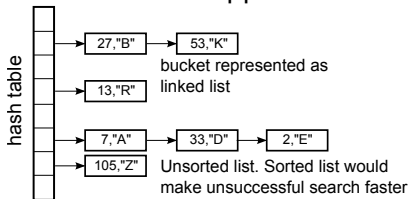
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- Worst case  $O(n)$ , e.g. table size of 1
- Dynamic number of elements is possible

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- The **probe sequence** determines for each key, in which sequence all hash table entries are searched for a free bucket
  - If a Entry is already occupied, then iteratively the [following entry](#) can be checked. If a free entry is found the element is inserted.
  - If element is not found at the corresponding table entry, even if the entry is occupied, then probing has to be performed until the element or a free entry have been found.



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- The **probe sequence** is calculated by

$$h(s,j) = (h(s) - g(s,j)) \mod m \in \{0, \dots, m-1\}$$



```
def insert(s, value):  
    j = 0  
  
    while t[(h(s) - g(s, j)) mod m] \  
           is not None:  
        j += 1  
  
    t[(h(s) - g(s, j)) mod m] \  
      = (s, value)
```

```
def lookup(s):  
    j = 0  
  
    while t[(h(s) - g(s, j)) mod m] \  
        is not None:  
  
        if t[(h(s) - g(s, j)) mod m][0] == s:  
            return t[(h(s) - g(s, j)) mod m]  
  
        j += 1  
  
    return None
```

# Hashing

## Open Addressing - Linear Probing



Figure: Linear probe sequence



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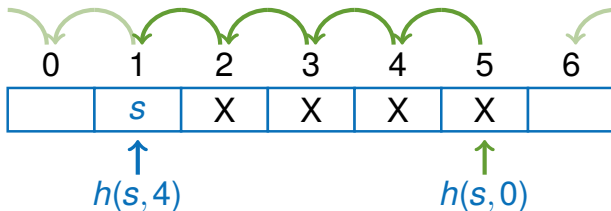


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 $\Rightarrow$  Hash function:  $h(s, j) = (h(s) - j) \bmod m$
- This leads to the following probe sequence

$$h(s), h(s) - 1, h(s) - 2, \dots, \underbrace{0, m-1, m-2, \dots, h(s) + 1}_{\text{clipping}}$$

# Hashing

## Open Addressing - Linear Probing

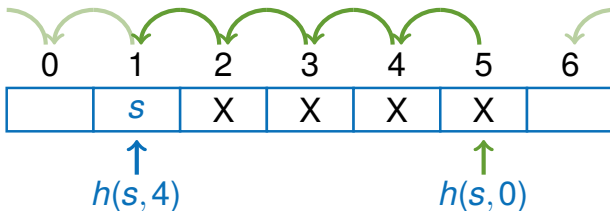


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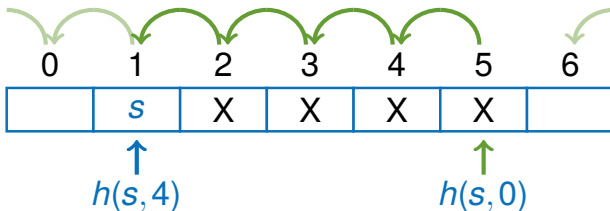


Figure: Linear probe sequence

- Can result in primary clustering



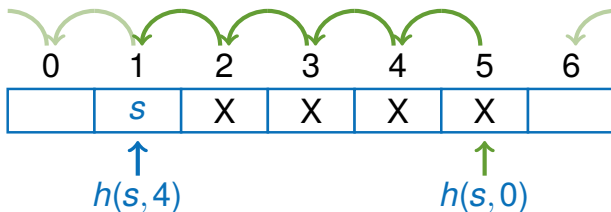


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- Can result in primary clustering
- Dealing with a hash collision will result in a higher probability of hash collisions in close entries



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0	1	2	3	4	5	6
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- $t.\text{insert}(12, \text{"A"}), h(12, 0) = 5$

0	1	2	3	4	5	6
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- $t.\text{insert}(53, \text{"B"}), h(53, 0) = 4$

				53, B	12, A	
--	--	--	--	-------	-------	--

Figure: Probe/Insertion sequence on a hash map

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0	1	2	3	4	5	6
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- t.insert (15, "D"),  $h(15, 0) = 1$

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■ t.insert(19, "F"),  $h(19, 0) = 5$ ,  $h(19, 1) = 4$ ,  
 $h(19, 2) = 3$ ,  $h(19, 3) = 2$ ,  $h(19, 4) = 1$ ,  $h(19, 5) = 0$

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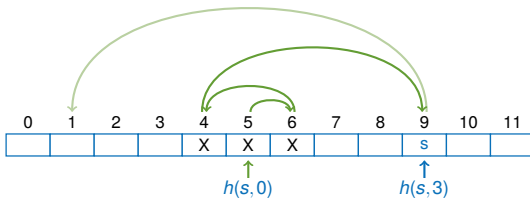


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- This leads to the following probe sequence

$$h(s), h(s) + 1, h(s) - 1, h(s) + 4, h(s) - 4, h(s) + 9, h(s) - 9, \dots$$



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- Alternatively:  $h(s, j) := (h(s) - c_1 \cdot j + c_2 \cdot j^2) \bmod m$
- Problem of secondary clustering  
No local clustering anymore, but keys with same hash value have similar probe sequence



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- Motivation: So far uses function  $g(s, j)$  only the step counter  $j$  for linear and squared probing  
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- **Advantage:** Prevents clustering because different keys with the same hash value do not produce the same probe sequence
- **Disadvantage:** Hard to implement

### Double Hashing:

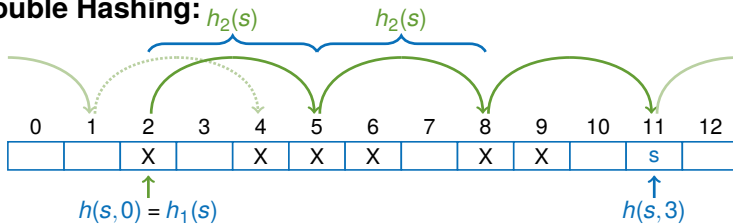


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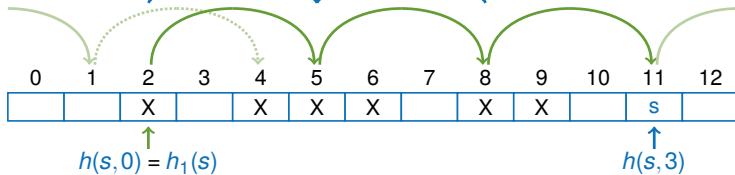


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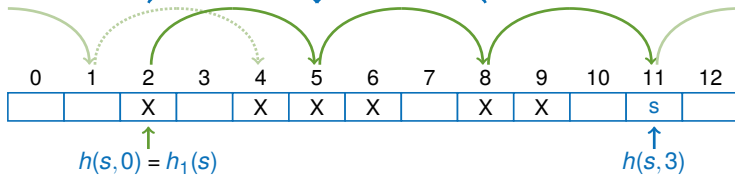


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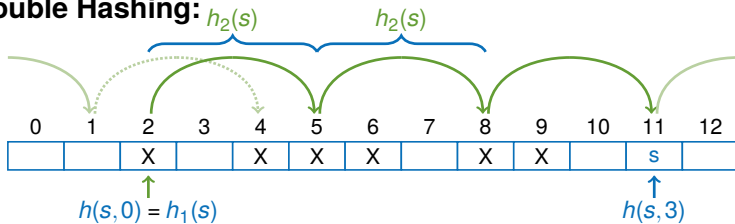


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- Works well in practical use
- This method is an approximation of uniform probing



### Example:

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$$h_1(s) = s \mod 7$$

$$h_2(s) = (s \mod 5) + 1$$

$$h(s, j) = h_1(s) + j \cdot h_2(s) \mod 7$$

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$$h(s, j) = h_1(s) + j \cdot h_2(s) \mod 7$$

Table: Comparing both hash functions

s	10	19	31	22	14	16
$h_1(s)$	3	5	3	1	0	2
$h_2(s)$	1	5	2	3	5	2

- The efficiency of double hashing is dependent on  $h_1(s) \neq h_2(s)$



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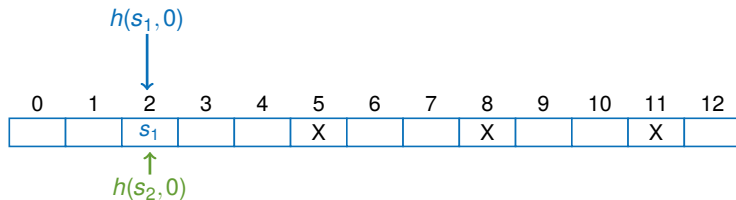


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Because different keys have different probe sequences, the sequence of the insertions has impact on efficiency of a successful search

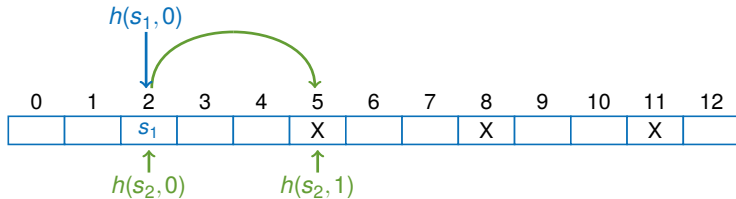


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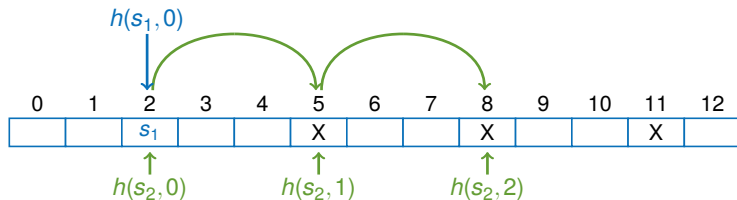


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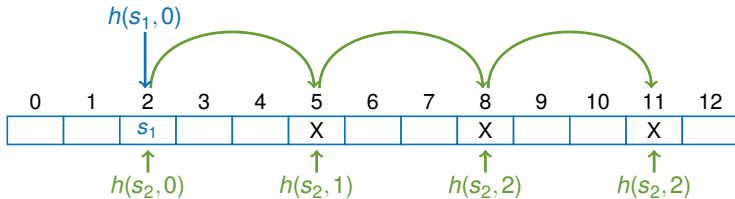


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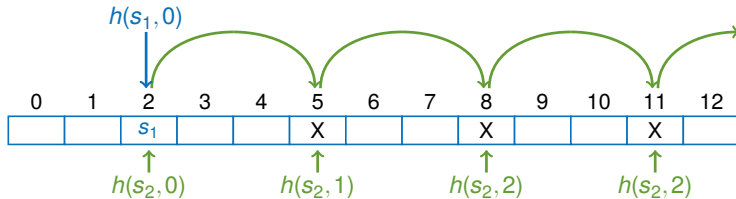


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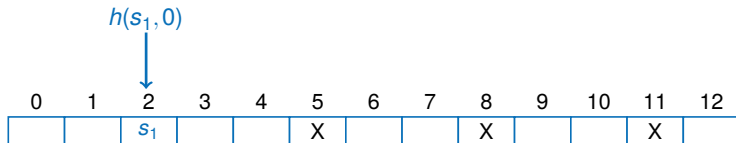


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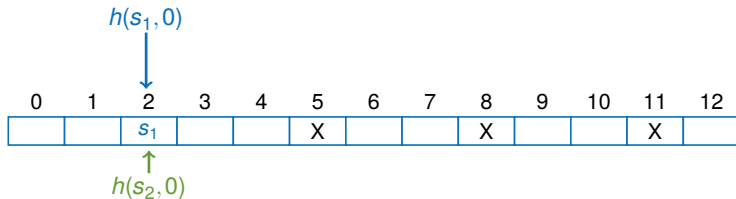


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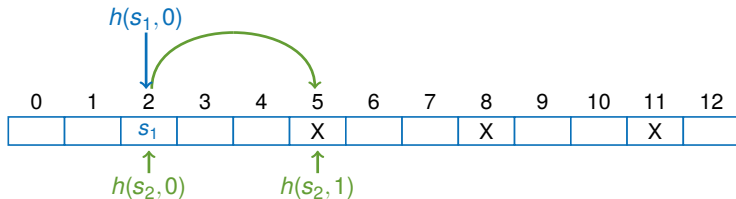


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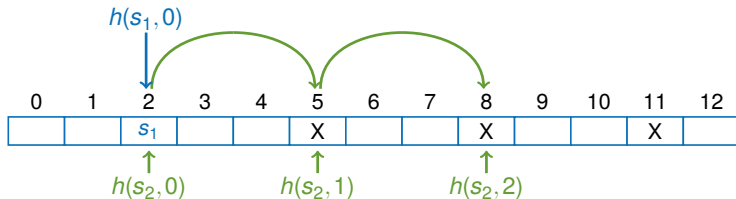


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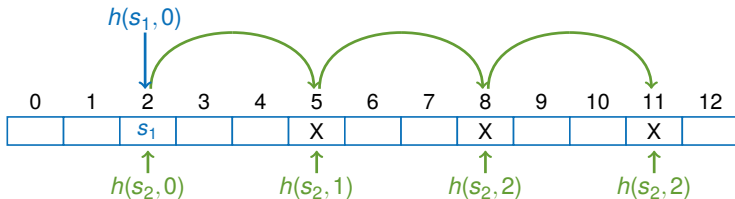


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- The key  $s_1$  is inserted at position  $p_1 = h(s_1, 0)$
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- If we insert  $s_2$  at position  $h(s_2, n+1)$  the search will be inefficient





Figure: Double hashing by Brent



Figure: Double hashing by Brent

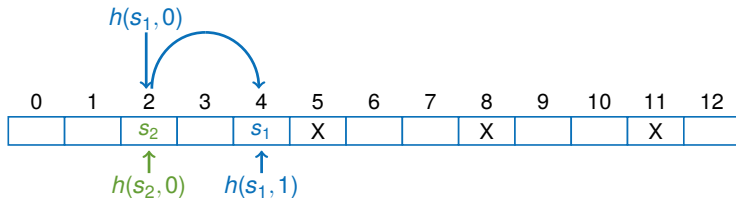


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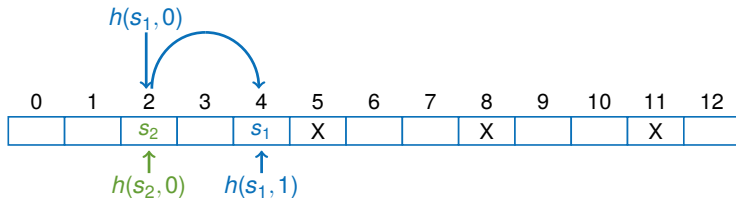


Figure: Double hashing by Brent

- Reversed sequence of keys would have been better

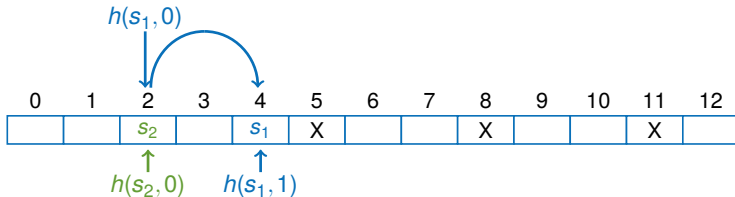


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Figure: Double hashing by Brent

- Reversed sequence of keys would have been better
- **Brents Idea:**
  - Test if location  $h(s_1, 1)$  is free
  - If yes, move  $s_1$  from  $h(s_1, 0)$  to  $h(s_1, 1)$  and insert  $s_2$  at  $h(s_2, 0)$

### Idea:

- Motivation: Colliding elements are inserted in the hashtable sorted.
- Therefore, in case of an unsuccessful search of elements in combination with linear probing or double hashing, aborting is earlier possible because single probing steps have a fixed length

### Implementation:

- Compare both keys if a collision occurs
- Insert the smaller key at  $p_1$
- Search a position based on the diversion order for the bigger key



### Example:

- The key 12 is saved at position  $p_1 = h(12, 0)$
- We insert the key 5 into the hash map
- We assume  $h(5, 0)$  results in location  $p_1$
- Because  $5 < 12$  we insert the key 5 at position  $p_1$
- For the key 12 we iterate through the sequence

$h(12, 1), h(12, 2), h(12, 3), \dots$



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- The key with the bigger search sequence is inserted at  $p_1$ . The other key is assigned a new location based on the sequence

### Example:

- The key 12 is saved at position  $p_1 = h(12, 7)$
- We insert the key 5 into the hash map
- We assume  $h(5, 0)$  results in location  $p_1$
- Because  $j_1 < j_2$  ( $0 < 7$ ) the key 12 stays at position  $p_1$
- For the key 5 we iterate through the sequence

$$h(5, 1), h(5, 2), h(5, 3), \dots$$

### Problem:

- The key  $s_1$  is inserted at position  $p_1$
- The key  $s_2$  returns the same hash value, but is inserted at position  $p_2$  because of the probing order
- If  $s_1$  is removed, it is impossible to find  $s_2$



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### Solution:

- **Remove:** Elements are marked as removed, but not deleted
- **Inserting:** Elements marked as removed will be overwritten

## Feedback

Exercises

Lecture

## Hashing

Recapitulation

Treatment of hash collisions

Open Addressing

**Summary**

## Priority Queue

Introduction

### **Bucket as linked list:** (dynamic, number of elements variable)

- Save colliding elements as linked list

### **Open hashing:** (static, number of elements fixed)

- Determine a probe sequence, permutation of all hash values
- Linear, quadratic probing:
  - Easy to implement
  - Raise the probability of collisions because probing order does not depend on the key

**Open hashing:** (static, number of elements fixed)

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- Uniform probing, double hashing:
  - Different probing orders for different keys
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### **Improving efficiency:** (Brent, Ordered Hashing)

- Improve search efficiency by sorting colliding insertions
  - Abortion of unsuccessful search
  - Search sequence length balancing





### Hashing:

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- Efficient for dictionary operations:

Insert:  $O(1) \dots O(n)$

Search:  $O(1) \dots O(n)$

Remove:  $O(1) \dots O(n)$

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- Direct access of all elements in a hash table
- Using a hash function to find the position (hash value) in the hash table
- Hash function, size of the hash table and strategy to avoid hash collisions influence the efficiency of the datastructure

## Feedback

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- There is a total order (like  $\leq$ ) defined on the keys



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    - `getMin()`: Returns just one of the possible elements
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- Argument of `changeKey` and `remove` operations
  - There is no **quick-access** to a element in the queue
  - That's why `insert` and `getMin` return a reference (handle, accessor object)
  - `changeKey` and `remove` take this reference as argument
  - Therefore each element has to store its current position in the heap.

```
from queue import PriorityQueue
```

```
q = PriorityQueue()
```

```
e1 = (5, "A") # element with priority 5
```

```
q.put(e1); # insert element e1
```

```
# remove and return the lowest item
```

```
e2 = q.get()
```

### Example 1:

- Calculation of the sorted union of  $k$  sorted lists  
(multi-way merge or  $k$ -way merge)

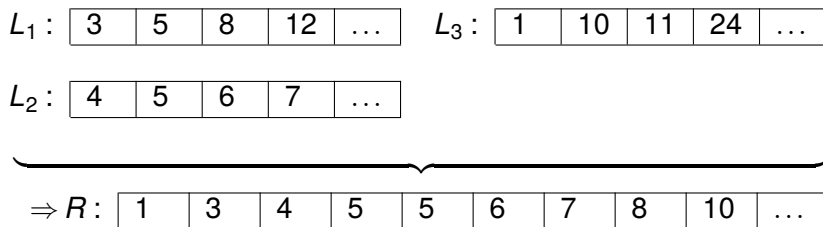


Figure: 3-way merge





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### Example 2:

- For example Dijkstra's algorithm for computing the shortest path ( $\leftarrow$  following lecture)
- Among other applications it can be used for sorting



# Priority Queue

## Implementation



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**Idea:**

### Idea:

- Save elements as tuples in a binary heap

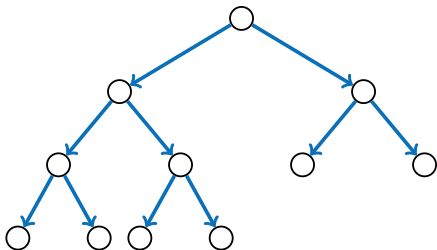


Figure: Heap with 11 nodes

### Idea:

- Save elements as tuples in a binary heap
- Summary from lecture 1 (*HeapSort*):
  - Nearly complete binary tree
  - **Heap condition:**  
The key of each node  $\leq$  the keys of the children

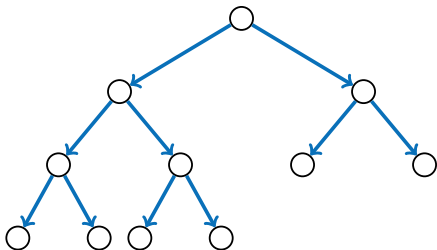


Figure: Heap with 11 nodes

# Priority Queue

## Implementation



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# Priority Queue

## Implementation



Figure: Min heap stored in array

# Priority Queue

## Implementation

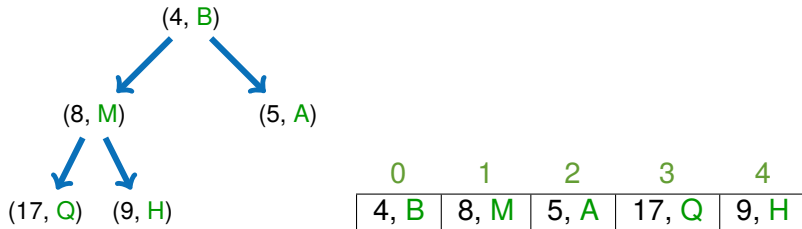


Figure: Min heap stored in array

## Storing a binary heap:

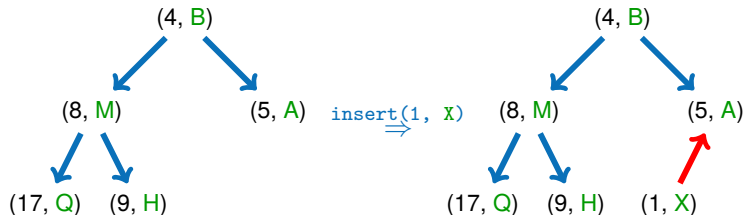


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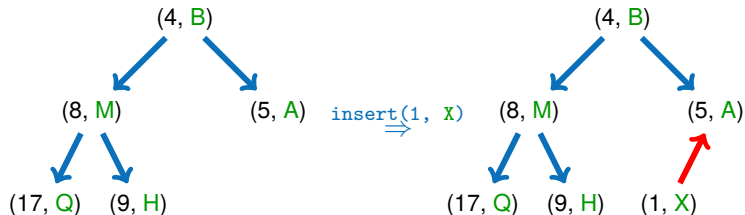
- Number nodes from top to bottom and left to right starting with 0 and store entries in array
- Children of node  $i$  are the nodes  $2i+1$  and  $2i+2$
- Parent node of node  $i$  is  $\text{floor}((i-1)/2)$

Inserting an element: `insert(key, item)`



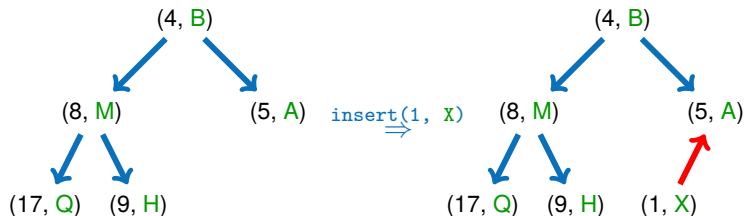


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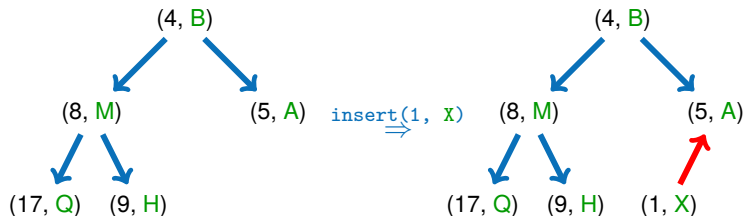
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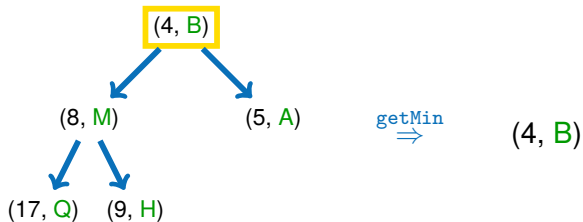
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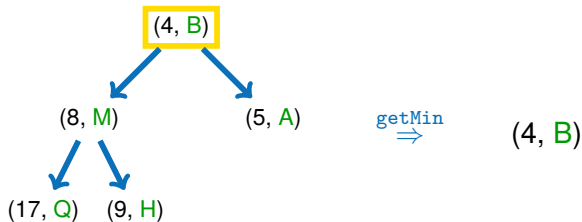


- Append the element at the end of the array
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- Repair **heap condition**  $\Rightarrow$  We will see later how to do this

Returning the minimum: `getMin()`

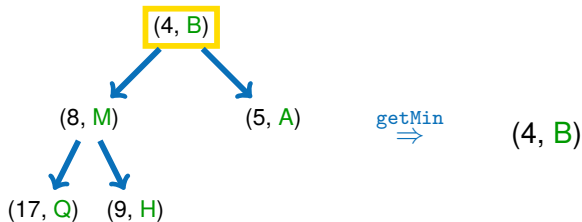


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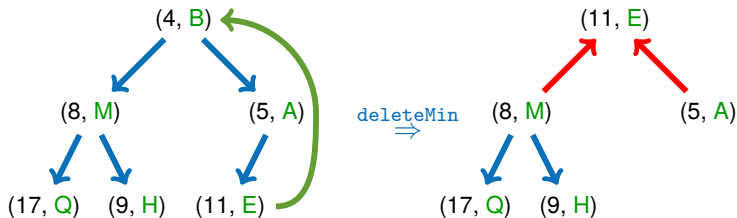
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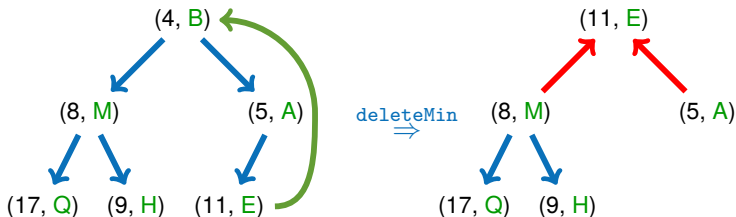


- Else return the first element
- If the heap is empty return `None`

### Removing the minimum: `deleteMin()`



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- Deleting the element with the lowest key

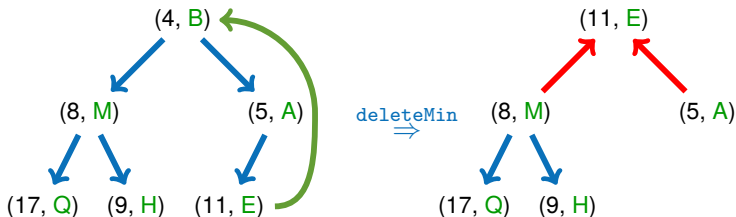


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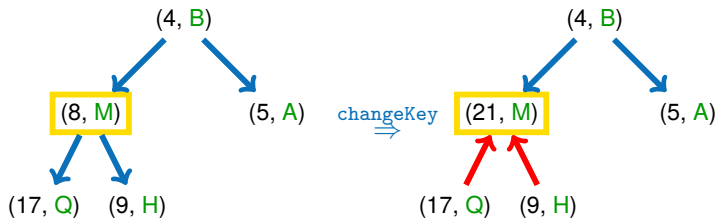
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### Changing the key (priority): `changeKey(item, key)`

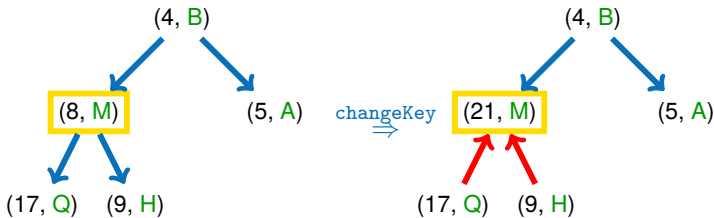
- The element (queue item) is given as argument
- Replace the value of the key
- The **heap condition** may be violated, but only at the element index and only in one direction (up / down)
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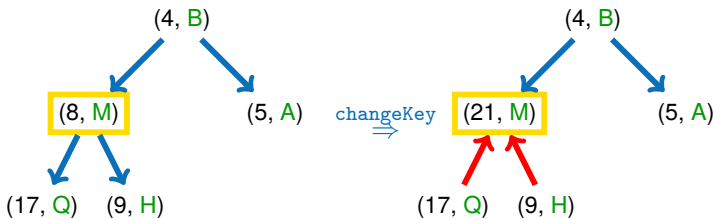


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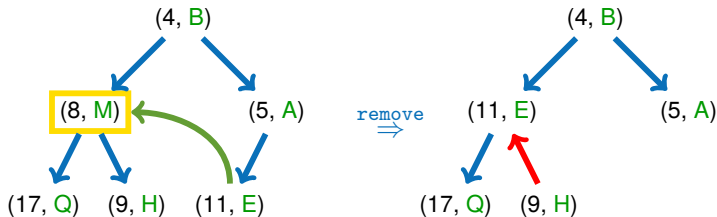
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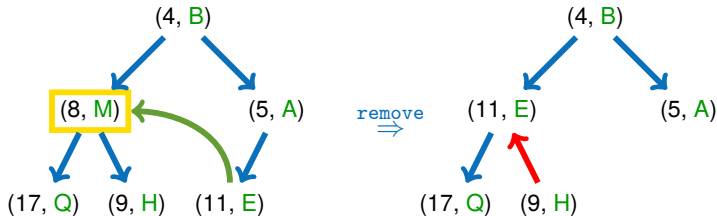


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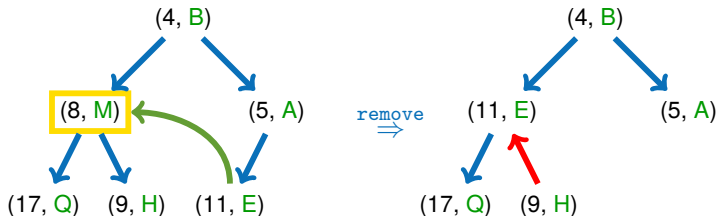
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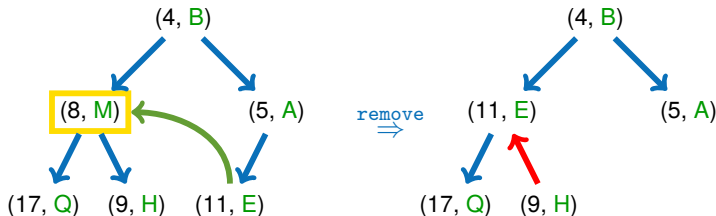
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  - Downwards: The key at index  $i$  is not  $\leq$  than the value of its children
  - Upwards: The key at index  $i$  is not  $\geq$  than the value of its parent
- We need two repair methods: `repairHeapUp`, `repairHeapDown`

`repairHeapDown:`



Figure: Repairing the heap downwards

`repairHeapDown:`

- Sift the element until the **heap condition** is valid



Figure: Repairing the heap downwards

### repairHeapDown:

- Sift the element until the **heap condition** is valid
- Change node with child, which has the lower key of both children

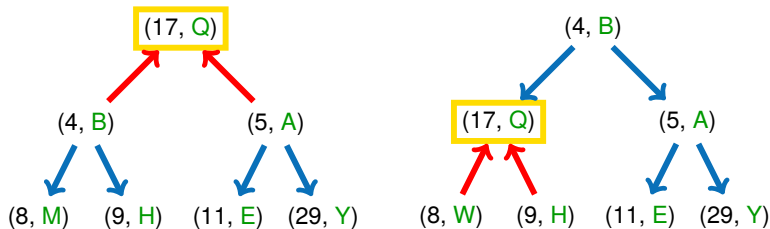


Figure: Repairing the heap downwards

### repairHeapDown:

- Sift the element until the **heap condition** is valid
  - Change node with child, which has the lower key of both children
  - If the **heap condition** is violated repeat for the child node



Figure: Repairing the heap downwards

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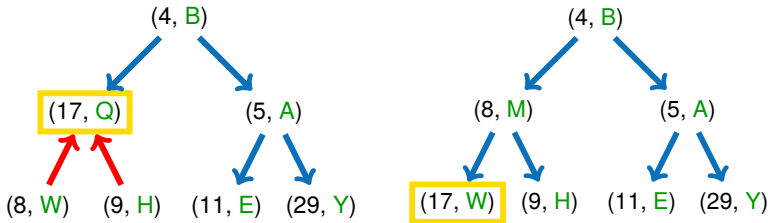


Figure: Repairing the heap downwards

`repairHeapUp:`



Figure: Repairing the heap upwards



`repairHeapUp:`

- Change node with parent



Figure: Repairing the heap upwards

### repairHeapUp:

- Change node with parent
- If the **heap condition** is violated repeat for parent node

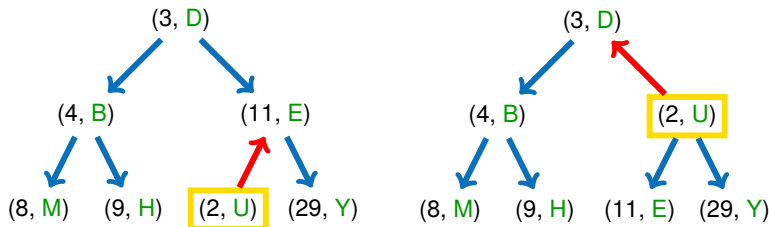


Figure: Repairing the heap upwards

### repairHeapUp:

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- If the **heap condition** is violated repeat for parent node



Figure: Repairing the heap upwards



**Index of a priority queue item:**

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- **Attention:** For `changeKey` and `remove` the item has to “know” where it is located in the heap
- Remember for `repairHeapUp` and `repairHeapDown`:  
Update the index if moving an heap element

```
class PriorityQueueItem:

    """Provides a handle for a queue item.

    This handle can be used to remove or
    update the queue item.
    """

    def __init__(self, key, value, index):
        self.key = key
        self.value = value
        self.index = index
```



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### Runtime for methods

- **insert**, **deleteMin**, **changeKey**, **remove**:  
We have to repair the heap:  $O(\log n)$
- **getMin**: Return the element at index 0:  $O(1)$



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- If the number of elements is relatively small so the difference is negligible
- Example:
  - For  $n = 2^{10} \approx 1,000$  is the the `depth`  $\log_2 n$  only 10
  - For  $n = 2^{20} \approx 1,000,000$  is the `depth`  $\log_2 n$  only 20

## ■ General

[CRL01] Thomas H. Cormen, Ronald L. Rivest, and Charles E. Leiserson.

**Introduction to Algorithms.**

MIT Press, Cambridge, Mass, 2001.

[MS08] Kurt Mehlhorn and Peter Sanders.

Algorithms and data structures, 2008.

<https://people.mpi-inf.mpg.de/~mehlhorn/ftp/Mehlhorn-Sanders-Toolbox.pdf>.

## ■ Priority Queue - Implementations / API

[Cpp] [C++ - priority\\_queue](#)

`http:`

`//www.sgi.com/tech/stl/priority_queue.html`

[Jav] [Java - PriorityQueue](#)

`https://docs.oracle.com/javase/7/docs/api/  
java/util/PriorityQueue.html`

[Pyt] [Python - PriorityQueue](#)

`https://docs.python.org/3/library/queue.  
html#queue.PriorityQueue`