



ProgTeam Week 5

Data Structures II: TreeSets and HashSets



Unordered Sets

aka Hash Set, Hash Table

- What if I only care if an element is present in a collection or not?
- $O(N)$ time with a vector: check all elements
- Unordered Set: Assign each element a random hash function
 - Takes constant time to add/remove/find an element



Unordered Set

- Hash Function: a pseudorandom function H such that $H(x) = H(y)$
 - If two elements have same hash, we have to iterate through them to find a certain element
 - Goal: minimize collisions
- For integers, $H(x) = x$
- For strings, good hash is $(p^0 * s[0] + p^1 * s[1] + p^2 * s[2] + \dots) \bmod m$ for prime 'p' and 'm'
- Good news! Most libraries will hash strings for you, so we usually don't need to worry about this
- Sometimes it's useful to define a custom hash function



Unordered Set

- Most implementations use store a linked list for each unique hash “key”
 - If we want, we can store some other information that goes with the key
- This gives us an Unordered Map
 - Similar to an array, except we can have completely arbitrary indices



Ordered Set

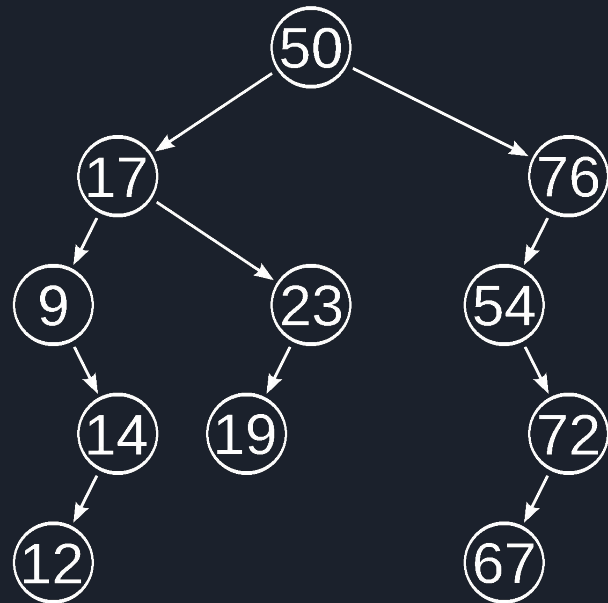
aka Tree Set, Balanced Binary Search Tree (BBST), BST

- In some situations, the order of the elements can be useful
 - Maybe we want to know the element that's the next greatest compared to certain value
- An ordered set can answer questions like this in $\log(N)$ time



Ordered Set

- Store elements on a tree
- Time it takes to find element is height of tree
- Equal to $\log(N)$ for a balanced tree





Ordered Set

- Ordered Set is useful if you don't have a hash function for your data type
- All these operations take $\text{Log}(n)$ time:
 - Find
 - Insert
 - Remove
 - Upper Bound (which element comes after 'x'?)
 - Lower Bound (which element comes before 'x'?)



Multisets (or Unordered Multisets)

- By default in most languages, inserting an element already present does nothing
- We can use a Multiset to have several copies of the same element
 - Alternatively, we can tie an index to the original element and store a pair