

# Resizing hash tables (cont.)

- How can we resize efficiently? Do we need to rehash every single element? Would take  $O(n)$  time (bad)!
- Answer: doesn't matter because we resize so infrequently.
- Insertion will be **amortized**  $O(1)$  time:
  - Only resize once the load factor is 0.75
  - When we resize, make backing array twice as large
  - So, if we insert  $n$  elements, will only need to resize the array something like  $\log(n)$  times - but each of them will only require  $n/2^k$  rehashes, the sum of which is  $O(n)$ :
$$\sum_{k=0}^n \frac{n}{2^k} = n \sum_{k=0}^n \frac{1}{2^k} = 2n$$
- So, the total runtime impact of rehashes is  $O(2\log(n)) = O(\log(n))$ . However, we are already adding  $n$  elements, so the total amount of runtime for inserting  $n$  elements is  $O(\log(n)) + O(n) = O(n)$ .

# Set ADT

- ADT: abstract data type. Basically, some expectations we can have for a data structure, as to what operations it supports
- Set: Mathematical meaning of set, says whether something is present or not (no duplicates)
- Set ADT:
  - Insert(element)  $\Rightarrow$  (amortized)  $O(1)$
  - Remove(element)  $\Rightarrow$  (amortized? depends on implementation)  $O(1)$
  - Contains(element)  $\Rightarrow$  (expected)  $O(1)$