

DSC 190

DATA STRUCTURES & ALGORITHMS

Lecture 4 | Part 1

Dynamic Sets and Hashing

Dynamic Set

- ▶ One of the most useful abstract data types.
- ▶ A collection of unique keys which supports:
 - ▶ insertion and deletion
 - ▶ membership queries: $x \text{ in set}$
- ▶ Very similar to **dictionary**.

Implementation #1

- ▶ Store n elements in a dynamic array.
- ▶ Initial cost: $\Theta(n)$.
- ▶ Query: linear search, $O(n)$.
- ▶ Insertion: $\Theta(1)$ amortized.

Implementation #2

- ▶ Store n elements in a **sorted** dynamic array.
- ▶ Initial cost: $O(n \log n)$.
- ▶ Query: binary search, $\Theta(\log n)$.
- ▶ Insertion: $O(n)$
 - ▶ Must maintain sorted order, involves copies.

Better Implementation

- ▶ Store n elements in a **hash table**.
- ▶ Initial cost: $\Theta(n)$ ¹.
- ▶ Query: $\Theta(1)$.
- ▶ Insertion: $\Theta(1)$.

¹All time complexities are average case.

Today's Lecture

- ▶ We'll review hashing.
- ▶ See where hashing is **not** the right thing to do.
- ▶ Review binary search trees as an alternative.
- ▶ Next lecture: introduce **treaps**.

Hashing

- ▶ One of the most important ideas in CS.
- ▶ Tons of uses:
 - ▶ Verifying message integrity.
 - ▶ Fast queries on a large data set.
 - ▶ Identify if file has changed in version control.

Hash Function

- ▶ A **hash function** takes a (large) object and returns a (smaller) “fingerprint” of that object.

How?

- ▶ Looking at certain bits, combining them in ways that look random.

Hash Function Properties

- ▶ Hashing same thing twice returns the same hash.
- ▶ Unlikely that different things have same fingerprint.
 - ▶ But not impossible!

Example

- ▶ MD5 is a **cryptographic** hash function.
 - ▶ Hard to “reverse engineer” input from hash.
- ▶ Returns a *really large* number in hex.

a741d8524a853cf83ca21eabf8cea190

- ▶ Used to “fingerprint” whole files.

Example

```
> echo "My name is Justin" | md5  
a741d8524a853cf83ca21eabf8cea190  
> echo "My name is Justin" | md5  
a741d8524a853cf83ca21eabf8cea190  
> echo "My name is Justin!" | md5  
f11eed2391bbdoa5a2355397c089fafd
```

Another Use

- ▶ Want to place images into 100 bins.
- ▶ How do we decide which bin an image goes into?
- ▶ Hash function!
 - ▶ Takes in an image.
 - ▶ Outputs a number in $\{1, 2, \dots, 100\}$.

Hashing for Data Scientists

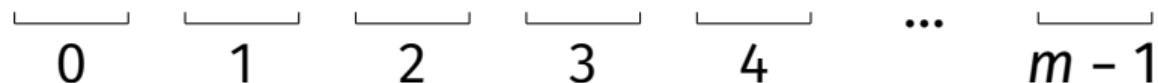
- ▶ Don't need to know much about *how* hash function works.
- ▶ But should know how they are used.

Hash Tables

- ▶ Create an array with pointers to m linked lists.
 - ▶ Usually $m \approx$ number of things you'll be storing.
- ▶ Create hash function to turn input into a number in $\{0, 1, \dots, m - 1\}$.

Example

```
hash('hello') == 3  
hash('data') == 0  
hash('science') == 4
```



Collisions

- ▶ The **universe** is the set of all possible inputs.
- ▶ This is usually much larger than m (even infinite).
- ▶ Not possible to assign each input to a unique bin.
- ▶ If **hash(a) == hash(b)**, there is a **collision**.

Chaining

- ▶ Collisions stored in same bin, in linked list.
- ▶ **Query:** Hash to find bin, then linear search.



The Idea

- ▶ A good hash function will utilize all bins evenly.
 - ▶ Looks like uniform random distribution.
- ▶ If $m \approx n$, then only a few elements in each bin.
- ▶ As we add more elements, we need to add bins.

Average Case

- ▶ n elements in bin.
- ▶ m bins.
- ▶ Assume elements placed randomly in bins².
- ▶ Expected bin size: n/m .

²Of course, they are placed deterministically.

Analysis

- ▶ Query:
 - ▶ $\Theta(1)$ to find bin
 - ▶ $\Theta(n/m)$ for linear search.
 - ▶ Total: $\Theta(1 + n/m)$.
 - ▶ We usually guarantee $m = O(n)$, $\implies \Theta(1)$.
- ▶ Insertion: $\Theta(1)$.

Worst Case

- ▶ Everything hashed to same bin.
 - ▶ Really unlikely!
 - ▶ Adversarial attack?
- ▶ Query:
 - ▶ $\Theta(1)$ to find bin
 - ▶ $\Theta(n)$ for linear search.
 - ▶ Total: $\Theta(n)$.

Worst Case Insertion

- ▶ We need to ensure that $m \leq c \cdot n$.
 - ▶ Otherwise, too many collisions.
- ▶ If we add a bunch of elements, we'll need to increase m .
- ▶ Increasing m means allocating a new array, $\Theta(m) = \Theta(n)$ time.

Main Idea

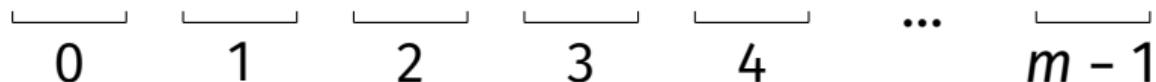
Hash tables support constant (expected) time insertion and membership queries.

Hashing Downsides

- ▶ Hashing is like magic. Constant time access?!
- ▶ Comes at a cost: data now scattered “randomly”.
- ▶ Examples:
 - ▶ find max/min in hash table.
 - ▶ range query: all strings between 'a' and 'c'
- ▶ Must do a full loop over table!

Example

```
hash('apple') == 3  
hash('bill nye') == 0  
hash('cassowary') == 4
```



DSC 190

DATA STRUCTURES & ALGORITHMS

Lecture 4 | Part 2

Binary Search Trees

Binary Search Trees

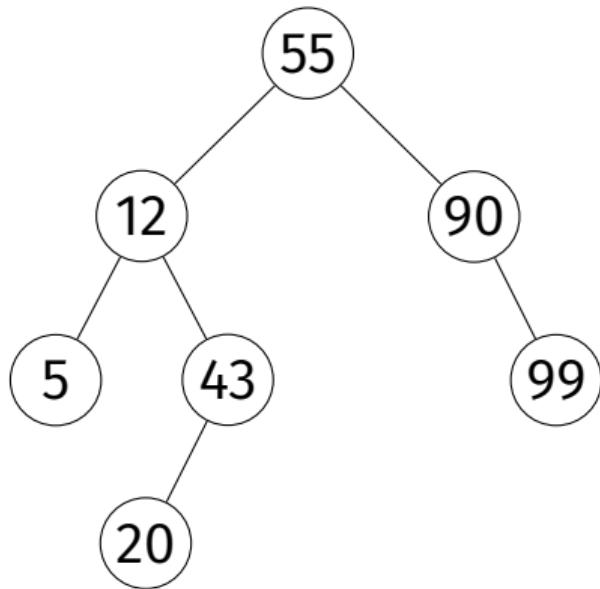
- ▶ An alternative way to implement dynamic sets.
- ▶ Slightly slower insertion, query.
- ▶ But preserves data in sorted order.

Binary Search Tree

- ▶ A **binary search tree** (BST) is a binary tree that satisfies the following for any node x :
 - ▶ if y is in x 's **left** subtree:
$$y.\text{key} \leq x.\text{key}$$
 - ▶ if y is in x 's **right** subtree:
$$y.\text{key} \geq x.\text{key}$$

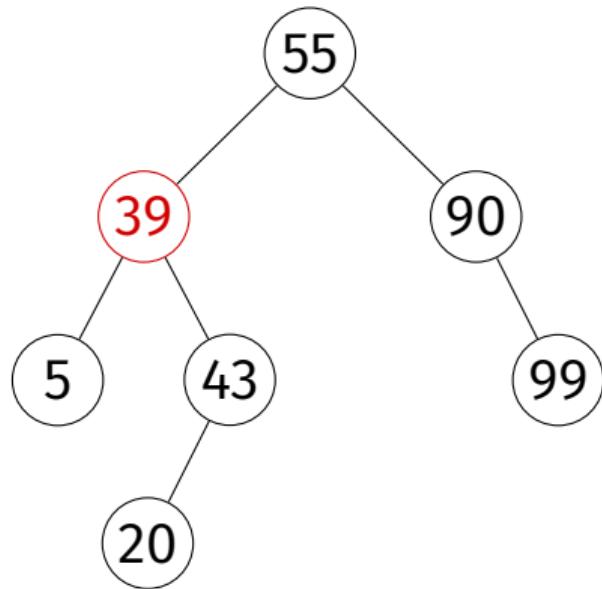
Example

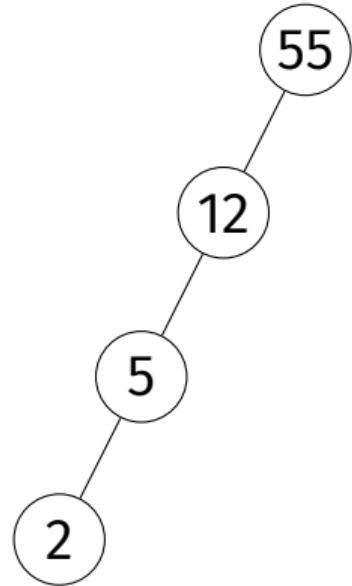
- ▶ This **is** a BST.



Example

- ▶ This is **not** a BST.



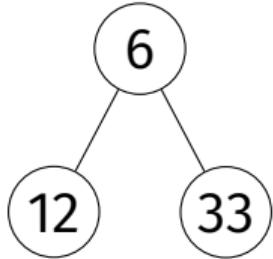


Exercise

Is this is a BST?

Memory Representation

- ▶ Each element stored as a **node** at an arbitrary address in memory.
- ▶ Each node has a **key**³ and pointers to **left child**, **right child**, and **parent** nodes (if they exist).

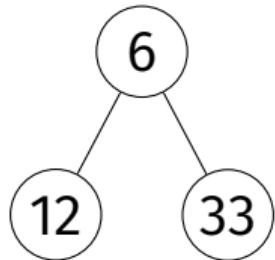


³We'll assume keys are unique, though this can be relaxed.

In Python

```
class Node:  
    def __init__(self, key, parent=None):  
        self.key = key  
        self.parent = parent  
        self.left = None  
        self.right = None  
  
class BinarySearchTree:  
    def __init__(self, root: Node):  
        self.root = root
```

In Python

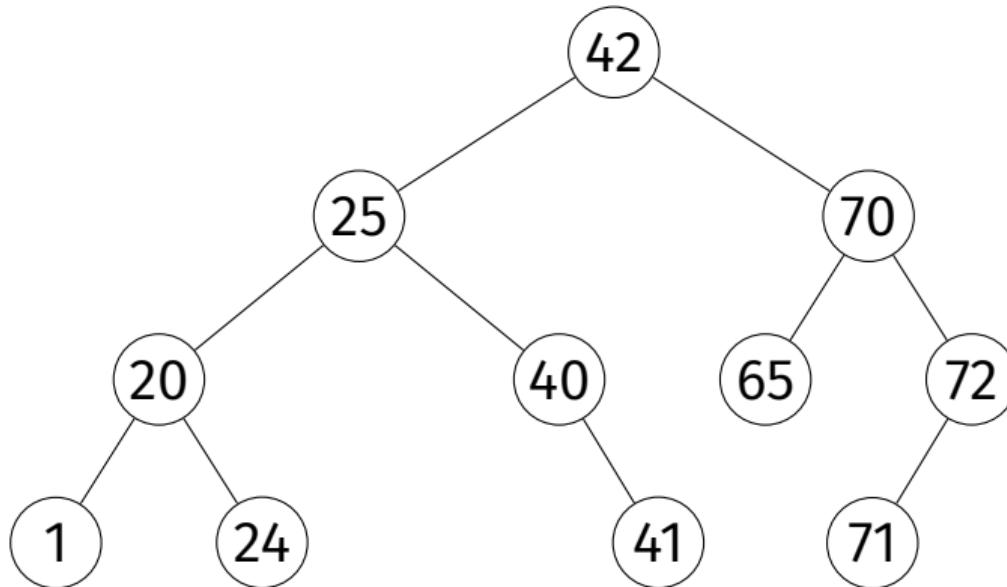


```
root = Node(6)
n1 = Node(12, parent=root)
root.left = n1
n2 = Node(33, parent=root)
root.right = n2
tree = BinarySearchTree(root)
```

Operations on BSTs

- ▶ We will want to:
 - ▶ **traverse** the nodes in sorted order by key
 - ▶ **query** a key (is it in the tree?)
 - ▶ **insert** a new key
 - ▶ **delete** an existing key

Inorder Traversal



```
def inorder(node):
    if node is not None:
        inorder(node.left)
        print(node.key)
        inorder(node.right)
```

Inorder Traversal

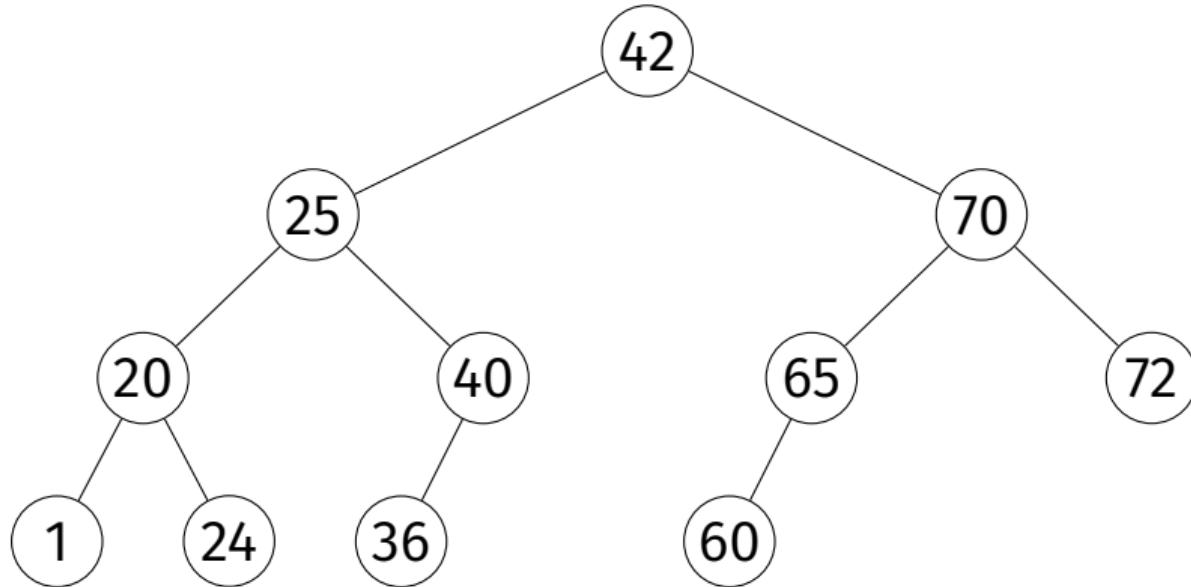
- ▶ Prints nodes in sorted order.
- ▶ Visits each node once, $\Theta(1)$ time in the call.
- ▶ Takes $\Theta(n)$ time.

Queries

- ▶ **Given:** a BST and a target, t .
- ▶ **Return:** **True** or **False**, is the target in the collection?

Queries

- ▶ Is 36 in the tree? 65? 23?



Queries

- ▶ Start walking from root.
- ▶ If current node is:
 - ▶ equal to target, return **True**;
 - ▶ too large ($>$ target), follow left edge;
 - ▶ too small ($<$ target), follow right edge;
 - ▶ **None**, return **False**

Queries, in Python

```
def query(self, target):
    current_node = self.root
    while current_node is not None:
        if current_node.key == target:
            return current_node
        elif current_node.key < target:
            current_node = current_node.right
        else:
            current_node = current_node.left
    return None
```

Queries, Analyzed

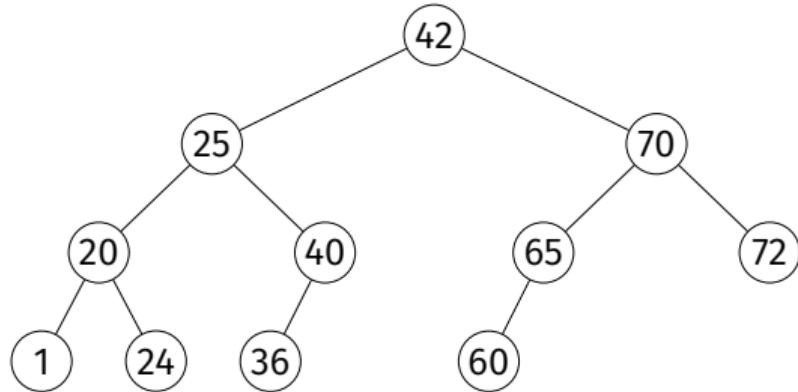
- ▶ Best case: $\Theta(1)$.
- ▶ Worst case: $\Theta(h)$, where h is **height** of tree.

Insertion

- ▶ **Given:** a BST and a new key, k .
- ▶ **Modify:** the BST, inserting k .
- ▶ Must **Maintain** the BST properties.

Insertion

- ▶ Insert 23 into the BST.



```
def insert(self, new_key):
    # assume new_key is unique
    current_node = self.root
    parent = None

    while current_node is not None:
        parent = current_node
        if current_node.key == new_key:
            raise ValueError(f'Duplicate key "{new_key}" not allowed.')
        if current_node.key < new_key:
            current_node = current_node.right
        elif current_node.key > new_key:
            current_node = current_node.left

    new_node = Node(key=new_key, parent=parent)
    if parent is None:
        self.root = new_node
    elif parent.key < new_key:
        parent.right = new_node
    else:
        parent.left = new_node
```

Insertion, Analyzed

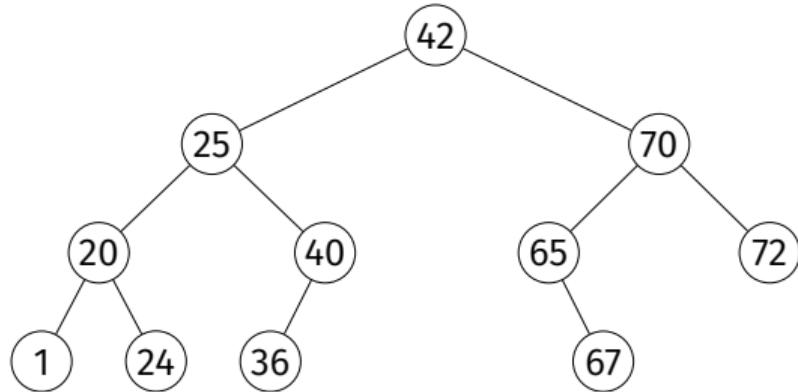
- ▶ Worst case: $\Theta(h)$, where h is **height** of tree.

Deletion

- ▶ **Given:** a key in the BST.
- ▶ **Modify:** the BST, deleting the key.
- ▶ Must **maintain** the BST properties.
- ▶ This is a little trickier.

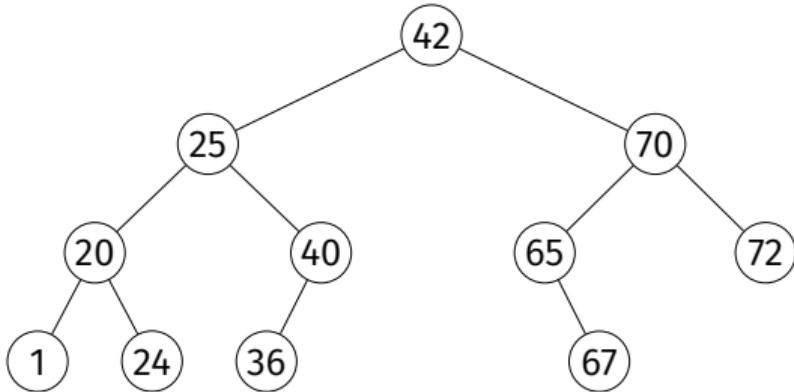
Deletion: Case 1 (Easy)

- ▶ Delete 36 from the BST.



Deletion: Case 2 (Tricky)

- ▶ Delete 42 from the BST.

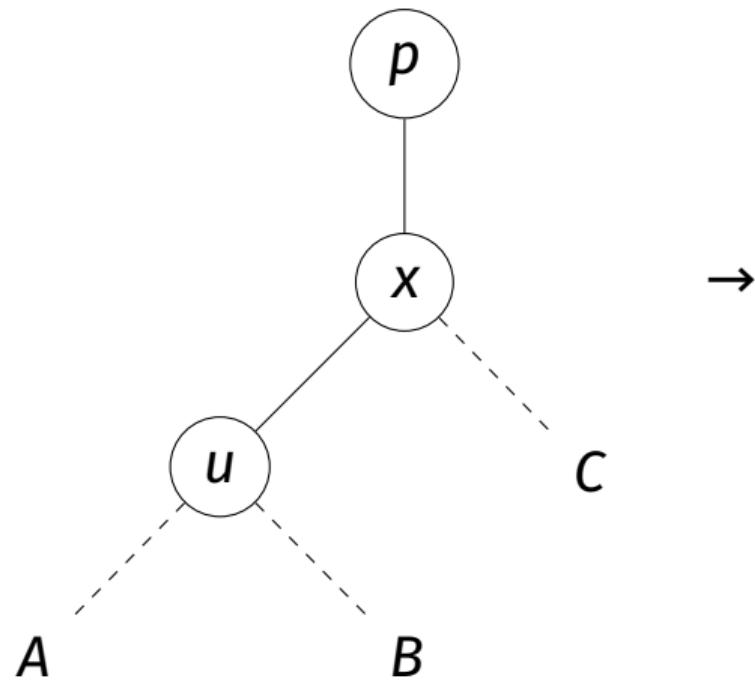


Deletion

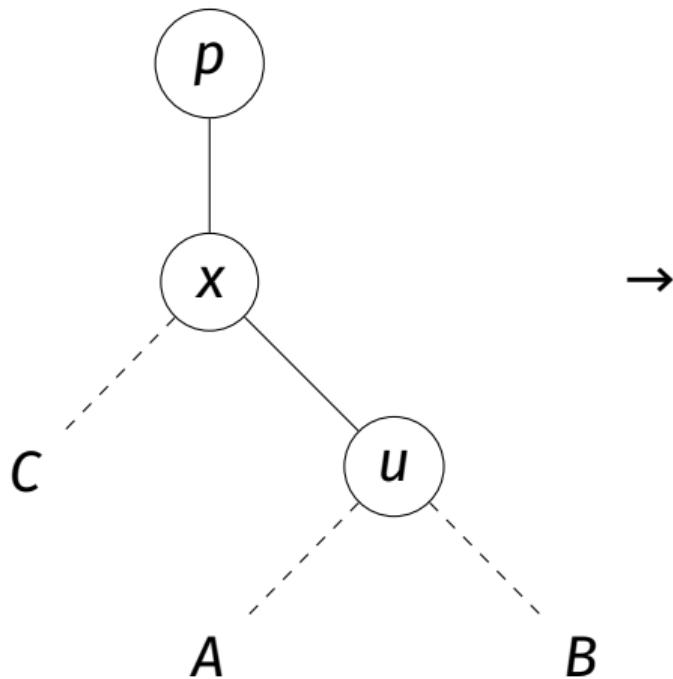
- ▶ If node has no children (leaf), **easy**.
- ▶ Otherwise, a little trickier.
- ▶ Idea: **rotate**⁴ node to bottom, preserving BST.
When it is a leaf, delete.

⁴Most books take a different approach with the same time complexity.

(Right) Rotation



(Left) Rotation



Claim

Left rotate and right rotate preserve the BST property.

```
def _right_rotate(self, x):
    u = x.left
    B = u.right
    C = x.right
    p = x.parent

    x.left = B
    if B is not None: B.parent = x

    u.right = x
    x.parent = u

    u.parent = p

    if p is None:
        self.root = u
    elif p.left is x:
        p.left = u
    else:
        p.right = u
```

Deletion Analyzed

- ▶ Each rotate takes $\Theta(1)$ time.
- ▶ $O(h)$ rotations until node becomes leaf.
- ▶ So $\Theta(h)$ time in the worst case.

Main Idea

Insertion, deletion, and querying all take $\Theta(h)$ time in the worst case, where h is the height of the tree.

DSC 190

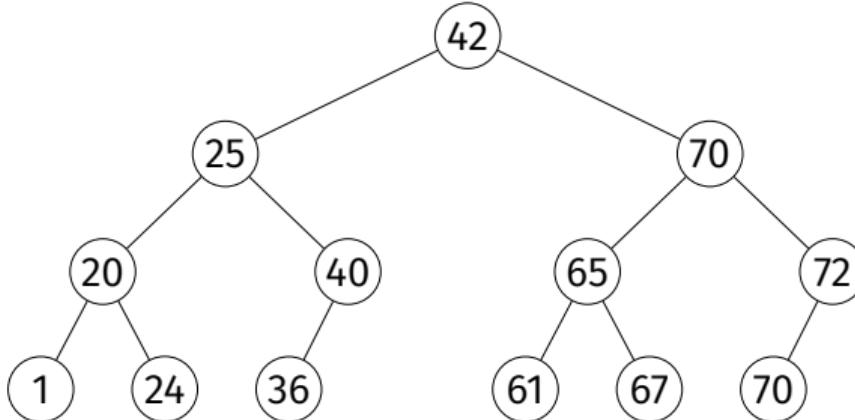
DATA STRUCTURES & ALGORITHMS

Lecture 4 | Part 3

Balanced and Unbalanced BSTs

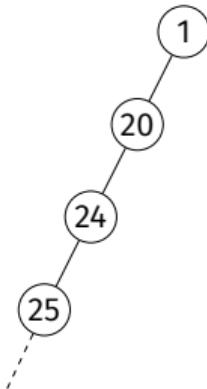
Binary Tree Height

- ▶ In case of very balanced tree, h grows **logarithmically** with n .
 - ▶ $h = \Theta(\log n)$
 - ▶ Query, insertion, deletion take worst case $\Theta(\log n)$ time.



Binary Tree Height

- ▶ In the case of very unbalanced tree, h grows **linearly** with n .
 - ▶ $h = \Theta(n)$
 - ▶ Query, insertion, deletion take worst case $\Theta(n)$ time.



Unbalanced Trees

- ▶ Occurs if we insert items in (close to) sorted or reverse sorted order.
- ▶ This is a **common** situation.

Example

- ▶ Insert 1, 2, 3, 4, 5, 6, 7, 8 (in that order).

Time Complexities

query	$\Theta(h)$
insertion	$\Theta(h)$

Where h is height, and $h = \Omega(\log n)$ and $h = O(n)$.

Time Complexities (Balanced)

query	$O(\log n)$
insertion	$O(\log n)$

Where h is height, and $h = \Omega(\log n)$ and $h = O(n)$.

Worst Case Time Complexities (Unbalanced)

query	$\Theta(n)$
insertion	$\Theta(n)$

- ▶ The worst case is **bad**.
 - ▶ Worse than using a sorted array!
- ▶ The worst case is **not rare**.

Main Idea

The operations take linear time in the worst case **unless** we can somehow ensure that the tree is **balanced**.

DSC 190

DATA STRUCTURES & ALGORITHMS

Lecture 4 | Part 4

Range Queries, Max, and Min

Why use a BST?

- ▶ Even assuming a balanced tree, BSTs seem worse than hash tables.

	BST	Hash Table ⁵
query	$O(\log n)$	$\Theta(1)$
insertion	$O(\log n)$	$\Theta(1)$

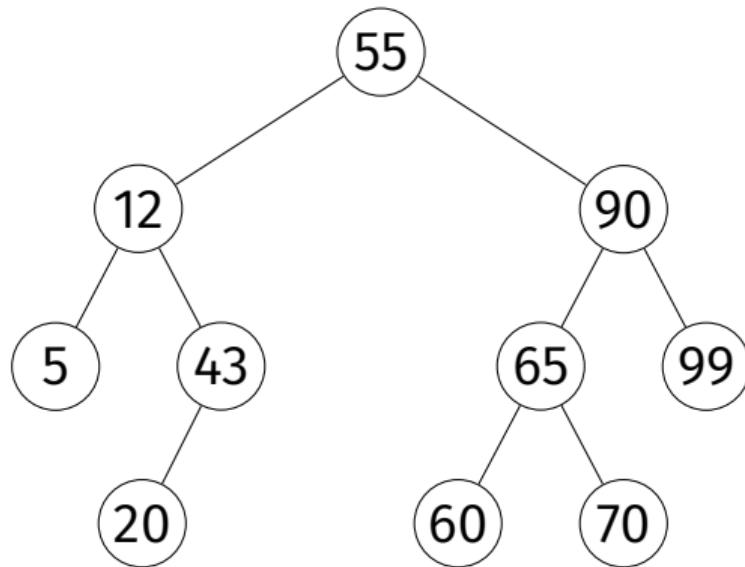
- ▶ So when are BSTs better?

⁵Average case times reported.

Max/Min

- ▶ Consider finding the maximum element.
- ▶ Hash tables: $\Theta(n)$; must loop through all bins.
- ▶ BST: $\Theta(h)$, which is $O(\log n)$ if balanced

Example



Main Idea

Keeping track of the maximum can be done efficiently in any stream of numbers, provided that there are only **insertions**. But if **deletions** are allowed, BSTs can find the *next* maximum efficiently.

Exercise

How well do heaps work for this problem? Are they better? In what sense?

Range Queries

- ▶ **Given:** a collection and an interval $[a, b]$
- ▶ **Retrieve:** all elements in the interval.
- ▶ **Example:**
 - ▶ collection: 55, 12, 5, 43, 20, 90, 65, 99, 60, 70
 - ▶ interval: [1, 30]
 - ▶ result: 5, 12, 20

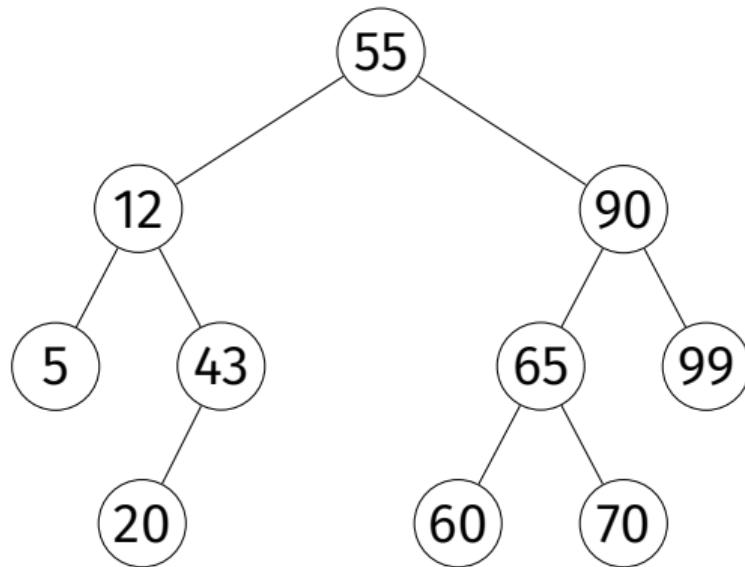
Exercise

How quickly can this be performed with a hash table?

Range Queries in BST

- ▶ Definitions:
 - ▶ The **ceiling** of x in a BST is the smallest key $\geq x$.
 - ▶ The **successor** of node u is the smallest node $> x$.
- ▶ Strategy:
 - ▶ Find the **floor** of a
 - ▶ Repeatedly find the **successor** until $> b$

Example



Range Queries

- ▶ **ceiling** and **successor** both take $O(h) = O(\log n)$ in balanced trees
- ▶ If there are k elements in the range, calling successor k times gives complexity $O(k \log n)$.