

Scientific Programming: Part B

Lecture 5

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Dictionary: ADT

DICTIONARY

% Returns the value associated to key k , if present; returns **none**
otherwise

OBJECT **lookup**(**OBJECT** k)

% Associates value v to key k

insert(**OBJECT** k , **OBJECT** v)

% Removes the association of key k

remove(**OBJECT** k)

Possible implementations of a dictionary

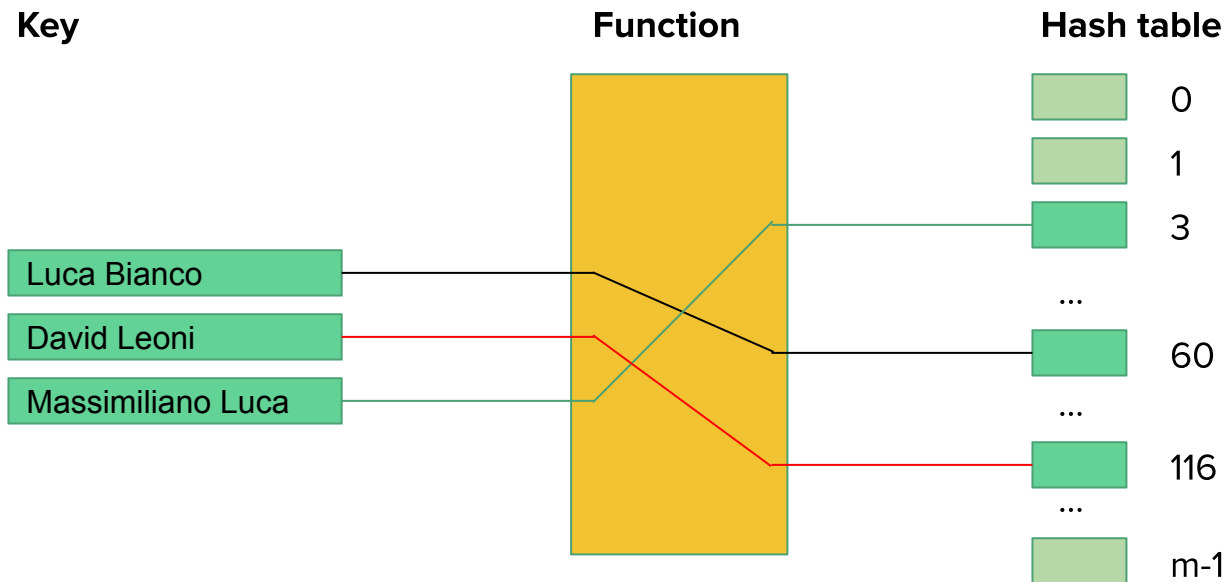
	Unordered array	Ordered array	Linked List	RB Tree	Ideal impl.
insert()	$O(1), O(n)$	$O(n)$	$O(1), O(n)$	$O(\log n)$	$O(1)$
lookup()	$O(n)$	$O(\log n)$	$O(n)$	$O(\log n)$	$O(1)$
remove()	$O(n)$	$O(n)$	$O(n)$	$O(\log n)$	$O(1)$

Ideal implementation: **hash tables**

- Choose a hash function h that maps each key $k \in \mathcal{U}$ to an integer $h(k)$
- The key-value $\langle k, v \rangle$ is stored in a list at position $h(k)$
- This vector is called **hash table**

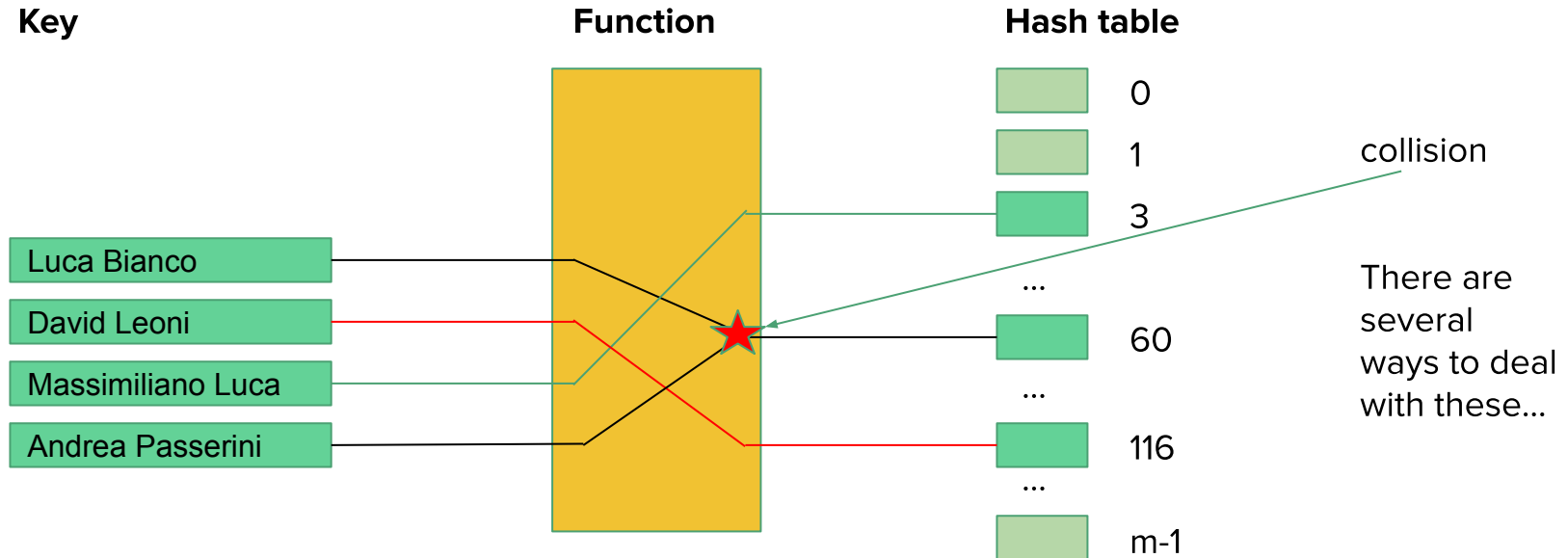
Hash table: definitions

- All the possible keys are contained in the **universe set** \mathcal{U} of size u
- The table is stored in list $T[0 \dots m - 1]$ with size m
- An hash function is defined as: $h : \mathcal{U} \rightarrow \{0, 1, \dots, m - 1\}$



Hash table: collisions

- When two or more keys in the dictionary have the same hash values, we say that a **collision** has happened
- Ideally, we want to have hash functions with no collisions



Direct access tables

- All the possible keys are contained in the **universe set** \mathcal{U} of size u
- The table is stored in list $T[0 \dots m - 1]$ with size m
- An hash function is defined as: $h : \mathcal{U} \rightarrow \{0, 1, \dots, m - 1\}$

In some cases: the set \mathcal{U} is already a (small) subset of \mathbb{Z}^+

Example: days of the year

Direct access tables

- We use the identity function $h(k) = k$ as hash function
- We select $m = u$

Problems

- If u is very large, this approach may be infeasible
- If u is large but the number of keys that are actually recorded is much smaller than $u = m$, memory is wasted

Perfect hash function

- All the possible keys are contained in the **universe set** \mathcal{U} of size u
- The table is stored in list $T[0 \dots m - 1]$ with size m
- An hash function is defined as: $h : \mathcal{U} \rightarrow \{0, 1, \dots, m - 1\}$

Definition

A hash function h is called **perfect** if h is **injective**, i.e.

$$\forall k_1, k_2 \in \mathcal{U} : k_1 \neq k_2 \Rightarrow h(k_1) \neq h(k_2)$$

Examples

- Students ASD 2005-2016
N. matricola in $[100.090, 183.864]$
 $h(k) = k - 100.090, m = 83.774$
- Studentes enrolled in 2014
N. matricola in $[173.185, 183.864]$
 $h(k) = k - 173.185, m = 10.679$

Problems

- Universe space is often large, sparse, unknown
- To obtain a perfect hash function is difficult

Hash functions

If collisions cannot be avoided

- Let's try to minimize their number
- We want hash functions that uniform distribute the keys into hash indexes $[0 \dots m - 1]$



we will have to deal with collisions anyway. More on this later...

Simple uniformity

- Let $P(k)$ be the probability that key k is inserted in the table
- Let $Q(i)$ be the probability that a key ends up in the i -th entry of the table

$$Q(i) = \sum_{k \in \mathcal{U}: h(k)=i} P(k)$$

- An hash function h has **simple uniformity** if:

$$\forall i \in [0, \dots, m - 1] : Q(i) = 1/m$$

Hash functions

Simple uniformity

- Let $P(k)$ be the probability that key k is inserted in the table
- Let $Q(i)$ be the probability that a key ends up in the i -th entry of the table

$$Q(i) = \sum_{k \in \mathcal{U}: h(k)=i} P(k)$$

- An hash function h has **simple uniformity** if:
 $\forall i \in [0, \dots, m-1] : Q(i) = 1/m$

To obtain a hash function with simple uniformity, the probability distribution P should be known

Example

if \mathcal{U} is given by real number in $[0, 1[$ and each key has the same probability of being selected, then $H(k) = \lfloor km \rfloor$ has simple uniformity

In the real world

- The key distribution may unknown or partially known
- Heuristic techniques are used to obtain an approximation of simple uniformity

Hash functions: possible implementations

Assumption

Each key can be translated in a numerical, non-negative values, by reading their internal representation as a number.


Example: string transformation

- $ord(c)$: ordinal binary value of character c in ASCII
- $bin(k)$: binary representation of key k , by concatenating the binary values of its characters
- $int(b)$: numerical value associated to the binary number b
- $int(k) = int(bin(k))$

Hash functions: possible implementations (the code)

```
def H(in_string):  
    d = "".join([str(bin(ord(x))) for x in in_string]).replace("b", "")  
    int_d = int(d,2)  
    return int_d
```

```
L = "Luca"  
D = "David"  
C = "Massimiliano"  
E = "Andrea"  
A = "Alberto"  
A1 = "Alan Turing"
```

 L: ord(L) = 76 bin(76) = 0b1001100
u: ord(u) = 117 bin(117) = 0b1110101
c: ord(c) = 99 bin(99) = 0b1100011
a: ord(a) = 97 bin(97) = 0b1100001
01001100011101010110001101100001 -> 1,282,761,569

ord → ascii
representation of
a character

Replace the b
that stands for
binary!

```
people = [L, D, C, E, A, A1]
```

```
for p in people:  
    print("H('{ }')\t=\t{:,}".format(p, H(p)))
```

H('Luca')	=	1,282,761,569
H('David')	=	293,692,926,308
H('Massimiliano')	=	23,948,156,761,864,131,868,341,923,439
H('Andrea')	=	71,942,387,426,657
H('Alberto')	=	18,415,043,350,787,183
H('Alan Turing')	=	39,545,995,566,905,718,680,940,135

Hash function implementation

Division method

- Let m be a prime number
- $H(k) = \text{int}(k) \bmod m$

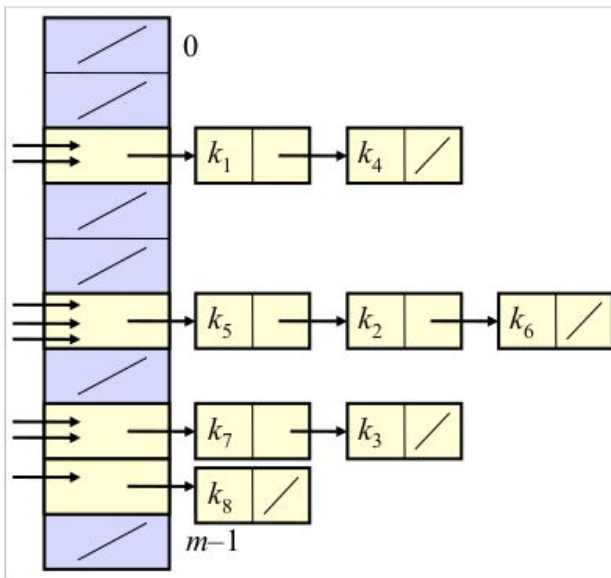
```
def H(in_string):  
    d = "".join([str(bin(ord(x))) for x in in_string]).replace("b", "")  
    int_d = int(d, 2)  
    return int_d  
  
def my_hash_fun(key_str, m = 383):  
    h = H(key_str)  
    hash_key = h % m  
    return hash_key  
  
L = "Luca"  
D = "David"  
C = "Massimiliano"  
E = "Andrea"  
A = "Alberto"  
Al = "Alan Turing"  
  
people = [L, D, C, E, A, Al]  
  
prime = 383  
for p in people:  
    print("{} \t {}{:},} mod {}{}\t\t Index: {}".format(p, H(p), prime, my_hash_fun(p, prime)))
```

Luca	1,282,761,569 mod 383	Index: 351
David	293,692,926,308 mod 383	Index: 345
Massimiliano	23,948,156,761,864,131,868,341,923,439 mod 383	Index: 208
Andrea	71,942,387,426,657 mod 383	Index: 111
Alberto	18,415,043,350,787,183 mod 383	Index: 221
Alan Turing	39,545,995,566,905,718,680,940,135 mod 383	Index: 314

Conflicts: separate chaining

Idea

- The keys with the same value h are stored in a **monodirectional list** / **dynamic vector**
- The $H(k)$ -th slot in the hash table contains the list/vector associated to k



Separate chaining: complexity

n	Number of keys stored in the hash table
m	Size of the hash table
$\alpha = n/m$	Load factor
$I(\alpha)$	Average number of memory accesses to search a key that is not in the table (insuccess)
$S(\alpha)$	Average number of memory accesses to search a key that is not in the table (success)

Worst case analysis

- All the keys are inserted in a unique list
- **insert()**: $\Theta(1)$
- **lookup()**, **remove()**: $\Theta(n)$

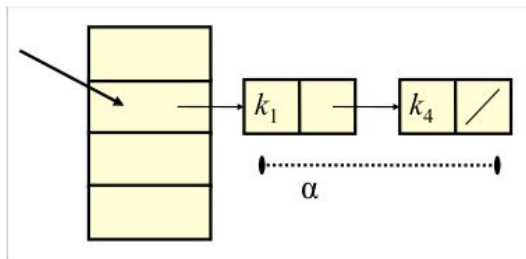
Separate chaining: complexity

Average case analysis

- Let's assume the hash function has simple uniformity
- Hash function computation: $\Theta(1)$, to be added to all searches

How long the lists are?

- The **expected** length of a list is equal to $\alpha = n/m$



Separate chaining: complexity

Insucces

- When searching for a missing key, all the keys in the list must be read
- Expected cost: $\Theta(1) + \alpha$

Success

- When searching for a key included in the table, on average half of the keys in the list must be read.
- Expected cost: $\Theta(1) + \alpha/2$

What is the meaning of the load factor?

- The cost factor of every operation is influenced by the cost factor
- If $m = O(n)$, $\alpha = O(1)$
- In such case, all operations are $O(1)$ in expectation
- If α becomes too large, the size of the hash table can be doubled through dynamic vectors

Hash table: rules for hashing objects

Rule: If two objects are equal, then their hashes should be equal

- If you implement `__eq__()`, then you should implement function `__hash__()` as well

Rule: If two objects have the same hash, then they are likely to be equal

- You should avoid to return values that generate collisions in your hash function.

Rule: In order for an object to be hashable, it must be immutable

- The hash value of an object should not change over time

Hash table: sample code (m = 11)

```
class HashTable:
    # the table is a list of m empty lists
    def __init__(self, m):
        self.table = [[] for i in range(m)]

    #converts a string into an integer (our keys will be strings only)
    def H(self, key):
        d = "".join([str(bin(ord(x))) for x in key]).replace("b", "")
        int_d = int(d, 2)
        return int_d

    #gets a string and converts it into a hash-key
    def hash_function(self, str_obj):
        #m is inferred from the length of the table
        m = len(self.table)
        h = self.H(str_obj)
        hash_key = h % m
        return hash_key

    #adds a pair (key,value) to the hash table
    def insert(self, key, value):
        index = self.hash_function(key)
        self.table[index].append((key, value))
    #removes the value associated to key if it exists
    def remove(self, key):
        index = self.hash_function(key)
        for el in self.table[index]:
            if el[0] == key:
                self.table[index].remove(el)
                break
    #returns the value associated to key or None
    def search(self, key):
        index = self.hash_function(key)
        for el in self.table[index]:
            if el[0] == key:
                return el[1]

    #converts the table to a string
    def __str__(self):
        return str(self.table)
```

← pair to deal
with collisions

```
if __name__ == "__main__":
    myHash = HashTable(11)
    myHash.insert("Luca", 27)
    myHash.insert("David", 5)
    myHash.insert("Massimiliano", 12)
    myHash.insert("Andrea", 15)
    myHash.insert("Alberto", 12)
    myHash.insert("Alan", 1)
    print(myHash)
    key = "Luca"
    print("{} -> {}".format(key, myHash.search(key)))
    myHash.remove("Luca")
    key = "Thomas"
    print("{} -> {}".format(key, myHash.search(key)))
    print(myHash)
```

[[('Andrea', 15)], [('Luca', 27), ('David', 5), ('Alberto', 12)], [], [], [('Alan', 1)], [],
[('Massimiliano', 12)], [], [], [], []]

Luca -> 27
Thomas -> None

[[('Andrea', 15)], [('David', 5), ('Alberto', 12)], [], [], [('Alan', 1)], [],
[('Massimiliano', 12)], [], [], [], []]

SOME CONFLICTS!

Hash table: sample code (m = 17)

```
class HashTable:

    # the table is a list of m empty lists
    def __init__(self, m):
        self.table = [[] for i in range(m)]

    #converts a string into an integer (our keys will be strings only)
    def H(self, key):
        d = "".join([str(bin(ord(x))) for x in key]).replace("b", "")
        int_d = int(d, 2)
        return int_d

    #gets a string and converts it into a hash-key
    def hash_function(self, str_obj):
        #m is inferred from the length of the table
        m = len(self.table)
        h = self.H(str_obj)
        hash_key = h % m
        return hash_key

    #adds a pair (key,value) to the hash table
    def insert(self, key, value):
        index = self.hash_function(key)
        self.table[index].append((key, value))

    #removes the value associated to key if it exists
    def remove(self, key):
        index = self.hash_function(key)
        for el in self.table[index]:
            if el[0] == key:
                self.table[index].remove(el)
                break

    #returns the value associated to key or None
    def search(self, key):
        index = self.hash_function(key)
        for el in self.table[index]:
            if el[0] == key:
                return el[1]

    #converts the table to a string
    def __str__(self):
        return str(self.table)
```

```
if __name__ == "__main__":
    myHash = HashTable(17)
    myHash.insert("Luca", 27)
    myHash.insert("David", 5)
    myHash.insert("Massimiliano", 12)
    myHash.insert("Andrea", 15)
    myHash.insert("Alberto", 12)
    myHash.insert("Alan", 1)
    print(myHash)
    key = "Luca"
    print("{} -> {}".format(key, myHash.search(key)))
    myHash.remove("Luca")
    key = "Thomas"
    print("{} -> {}".format(key, myHash.search(key)))
    print(myHash)
```

[[], [], [], [], [], [], [('Alan', 1)], [], [], [('Andrea', 15)], [], [], [('David', 5)],
[('Massimiliano', 12)], [], [('Luca', 27)], [('Alberto', 12)]]

Luca -> 27

Thomas -> None

[[], [], [], [], [], [], [('Alan', 1)], [], [], [('Andrea', 15)], [], [], [('David', 5)],
[('Massimiliano', 12)], [], [], [('Alberto', 12)]]

NO CONFLICTS!

In python...

Python `sets` and `dict`

- Are implemented through hash tables
- Sets are degenerate forms of dictionaries, where there are no values, only keys

Unordered data structures

- Order between keys is not preserved by the hash function; this is why you get unordered results when you print them

Python built-in: set

Operation		Average case	Worst case
<code>x in S</code>	Contains	$O(1)$	$O(n)$
<code>S.add(x)</code>	Insert	$O(1)$	$O(n)$
<code>S.remove(x)</code>	Remove	$O(1)$	$O(n)$
<code>S T</code>	Union	$O(n + m)$	$O(n \cdot m)$
<code>S&T</code>	Intersection	$O(\min(n, m))$	$O(n \cdot m)$
<code>S-T</code>	Difference	$O(n)$	$O(n \cdot m)$
<code>for x in S</code>	Iterator	$O(n)$	$O(n)$
<code>len(S)</code>	Get length	$O(1)$	$O(1)$
<code>min(S), max(S)</code>	Min, Max	$O(n)$	$O(n)$

$$n = \text{len}(S), m = \text{len}(T)$$

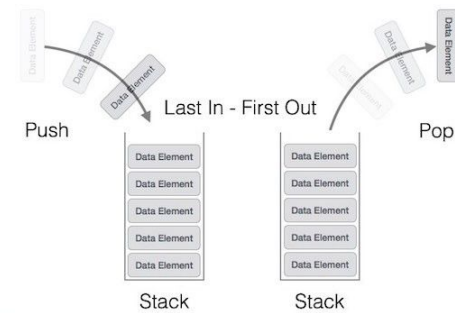
<https://docs.python.org/2/library/stdtypes.html#set>

Python built-in: dictionary

Operation		Average case	Worst case
<code>x in D</code>	Contains	$O(1)$	$O(n)$
<code>D[] =</code>	Insert	$O(1)$	$O(n)$
<code>= D[]</code>	Lookup	$O(1)$	$O(n)$
<code>del D[]</code>	Remove	$O(1)$	$O(n)$
<code>for x in S</code>	Iterator	$O(n)$	$O(n)$
<code>len(S)</code>	Get length	$O(1)$	$O(1)$

$$n = \text{len}(S), m = \text{len}(T)$$

Stack: Last in, first out queue



Stack

A linear, dynamic data structure, in which the operation "remove" returns (and removes) a predefined element: the one that has remained in the data structure for the least time

STACK

% Returns **True** if the stack is empty
boolean `isEmpty()`

% Returns the size of the stack
boolean `size()`

% Inserts *v* on top of the stack
push(**OBJECT** *v*)

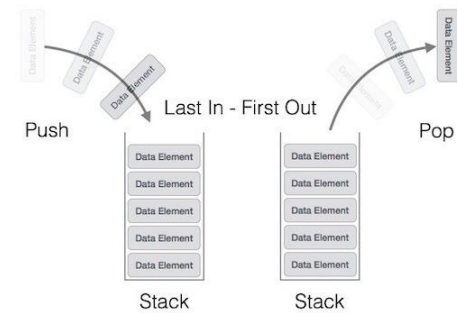
% Removes the top element of the stack and returns it to the caller

OBJECT `pop()`

% Read the top element of the stack, without modifying it

OBJECT `peek()`

Stack: Last in, first out queue



Stack Operation	Stack Contents	Return Value
<code>s.isEmpty()</code>	<code>[]</code>	<code>True</code>
<code>s.push(4)</code>	<code>[4]</code>	
<code>s.push('dog')</code>	<code>[4, 'dog']</code>	
<code>s.peek()</code>	<code>[4, 'dog']</code>	<code>'dog'</code>
<code>s.push(True)</code>	<code>[4, 'dog', True]</code>	
<code>s.size()</code>	<code>[4, 'dog', True]</code>	<code>3</code>
<code>s.isEmpty()</code>	<code>[4, 'dog', True]</code>	<code>False</code>
<code>s.push(8.4)</code>	<code>[4, 'dog', True, 8.4]</code>	
<code>s.pop()</code>	<code>[4, 'dog', True]</code>	<code>8.4</code>
<code>s.pop()</code>	<code>[4, 'dog']</code>	<code>True</code>
<code>s.size()</code>	<code>[4, 'dog']</code>	<code>2</code>

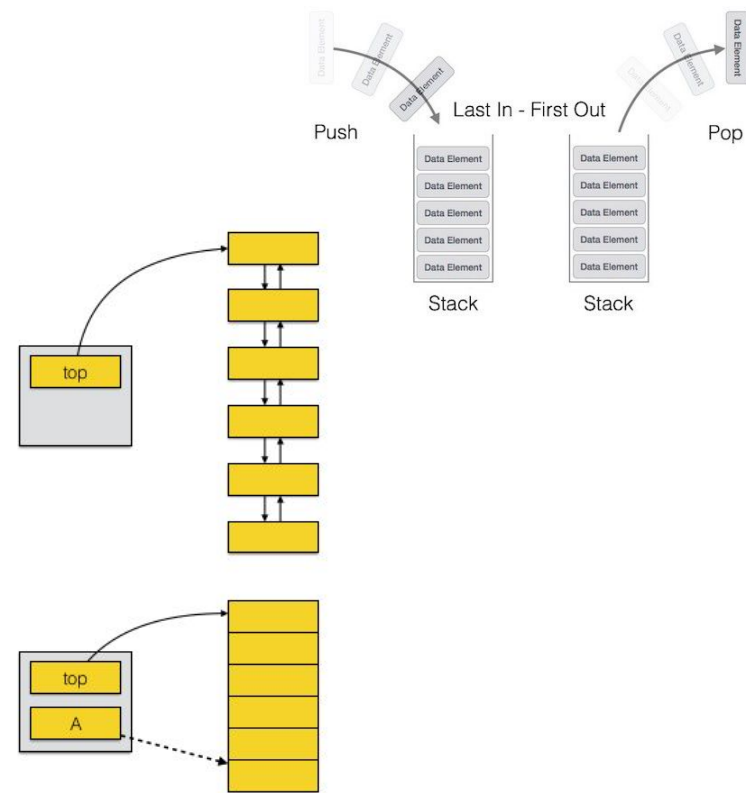
Stack: Last in, first out queue

Possible uses

- In languages like Python:
 - Compiler: To balance parentheses
 - In the the interpreter: A new activation record is created for each function call
- In graph analysis:
 - To perform visits of the entire graph

Possible implementations

- Through bidirectional lists
 - reference to the top element
- Through vectors
 - limited size, small overhead



Stack: implementation

```
class Stack:
    # initializer, the inner structure is a list
    # data is added at the end of the list
    # for speed
    def __init__(self):
        self.__data = []

    # returns the length of the stack (size)
    def __len__(self):
        return len(self.__data)

    # returns True if stack is empty
    def isEmpty(self):
        return len(self.__data) == 0

    # returns the last inserted item of the stack
    # and shrinks the stack
    def pop(self):
        if len(self.__data) > 0:
            return self.__data.pop()

    # returns the last inserted element without
    # removing it (None if empty)
    def peek(self):
        if len(self.__data) > 0:
            return self.__data[-1]
        else:
            return None

    # adds an element to the stack
    def push(self, item):
        self.__data.append(item)

    # transforms the Stack into a string
    def __str__(self):
        if len(self.__data) == 0:
            return "Stack([])"
        else:
            out = "Stack([" + str(self.__data[-1])
            for i in range(len(self.__data) - 2, -1, -1):
                out += " | " + str(self.__data[i])
            out += "])"
            return out
```

STACK

% Returns **True** if the stack is empty

boolean isEmpty()

% Returns the size of the stack

boolean size()

% Inserts *v* on top of the stack

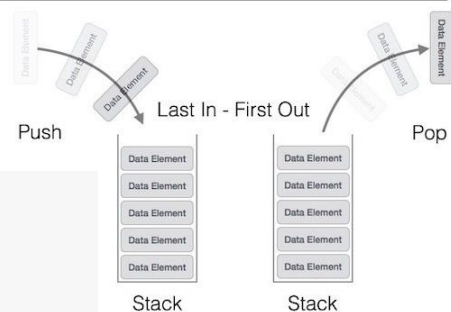
push(OBJECT *v*)

% Removes the top element of the stack and returns it to the caller

OBJECT pop()

% Read the top element of the stack, without modifying it

OBJECT peek()



```
if __name__ == "__main__":
    S = Stack()
    print(S)
    print("Empty? {}".format(S.isEmpty()))
    S.push("Luca")
    S.push(1)
    S.push(27)
    print(S)
    S.push([1,2,3])
    print("The stack has {} elements".format(len(S)))
    print(S)
    print("Last inserted: {}".format(S.peek()))
    print("Removed: {}".format(S.pop()))
    print("Stack now:")
    print(S)
```

```
Stack([])
Empty? True
Stack([27 | 1 | Luca])
The stack has 4 elements
Stack([[1, 2, 3] | 27 | 1 | Luca])
Last inserted: [1, 2, 3]
Removed: [1, 2, 3]
Stack now:
Stack([27 | 1 | Luca])
```

Stack: uses

- Check whether the following sets of parentheses are balanced
 - { { ([] []) } () }
 - [[{ { (()) } }]]
 - [] [] [] () { }
 - ([)]
 - ((()]))
 - [{ ()]
- These parentheses could be associated to sets, lists, tuples and/or arithmetic operations

Stack: exercise

Ideas on how to implement **par_checker** using a Stack?

Simplifying assumption: only characters allowed in input are "[()]"

Possible solution:

- push opening parenthesis to stack
- when analyzing a closing parenthesis, pop one element from the stack and compare

```
p1 = "{{([[]])}()}"
p2 = "{[()]}"
p3 = "{[(())][{}]}"
p4 = "{[(())][[]]}"

blocks = [p1, p2, p3, p4]
for p in blocks:
    print("{} \t\tbalanced: \t {}".format(p,
                                          par_checker(p)))
```

Desired output

{{([[]])}()}	balanced:	True
{[()]}	balanced:	False
{[(())][{}]}	balanced:	True
{[(())][[]]}	balanced:	False

Stack: exercise

```
def par_match(open_p, close_p):
    openers = "{[("
    closers = ")]}"

    if openers.index(open_p) == closers.index(close_p):
        return True
    else:
        return False

def par_checker(par_str):
    S = Stack()

    for symb in par_str:
        if symb in "{[(":
            S.push(symb)
        else:
            # NOTE: p would be
            # "None" if S is empty
            p = S.pop()
            if p in ")]}":
                if par_match(symb, p):
                    return False

    if len(S) > 0:
        return False
    else:
        return True
```

```
p1 = "{([[]])}()"
p2 = "{()}"
p3 = "{[(())][[]]}"
p4 = "{[(())][[]]}"

blocks = [p1, p2, p3, p4]
for p in blocks:
    print("{} \t\tbalanced: \t {}".format(p,
                                          par_checker(p)))
```

Desired output

<code>{{[[]]}()}</code>	balanced:	True
<code>{()}</code>	balanced:	False
<code>{[(())][[]]}</code>	balanced:	True
<code>{[(())][[]]}</code>	balanced:	False

Stack: exercise

```
def par_match(open_p, close_p):
    openers = "{[("
    closers = ")]}"

    if openers.index(open_p) == closers.index(close_p):
        return True
    else:
        return False

def par_checker(par_str):
    S = Stack()

    for symb in par_str:
        if symb in "{[(":
            S.push(symb)
        else:
            # NOTE: p would be
            # "None" if S is empty
            p = S.pop()
            if p in ")]}":
                if par_match(symb, p):
                    return False

    if len(S) > 0:
        return False
    else:
        return True
```

```
p1 = "{([[]])}()"
p2 = "{()}"
p3 = "{[(())][[]]}"
p4 = "{[(())][[]]}"

blocks = [p1, p2, p3, p4]
for p in blocks:
    print("{} \t\tbalanced: \t {}".format(p,
                                          par_checker(p)))
```

Desired output

<code>{{[[]]}()}</code>	balanced:	True
<code>{()}</code>	balanced:	False
<code>{[(())][[]]}</code>	balanced:	True
<code>{[(())][[]]}</code>	balanced:	False

Queue: First in, first out queue (FIFO)



Queue

A linear, dynamic data structure, in which the operation "remove" returns (and removes) a predefined element: the one that has remained in the data structure for the longest time)

QUEUE

% Returns **True** if queue is empty

boolean `isEmpty()`

% Returns the size of the queue

int `size()`

% Inserts *v* at the end of the queue

enqueue(**OBJECT** *v*)

% Extracts *q* from the beginning of the queue

OBJECT `dequeue()`

% Reads the element at the top of the queue

OBJECT `top()`

Queue: example

QUEUE

% Returns **True** if queue is empty

boolean isEmpty()

% Returns the size of the queue

int size()

% Inserts v at the end of the queue

enqueue(OBJECT v)

% Extracts q from the beginning of the queue

OBJECT dequeue()

% Reads the element at the top of the queue

OBJECT top()



Queue Operation	Queue Contents	Return Value
q.isEmpty()	[]	True
q.enqueue(4)	[4]	
q.enqueue('dog')	['dog', 4]	
q.enqueue(True)	[True, 'dog', 4]	
q.size()	[True, 'dog', 4]	3
q.isEmpty()	[True, 'dog', 4]	False
q.enqueue(8.4)	[8.4, True, 'dog', 4]	
q.dequeue()	[8.4, True, 'dog']	4
q.dequeue()	[8.4, True]	'dog'
q.size()	[8.4, True]	2

Queue: uses and implementation

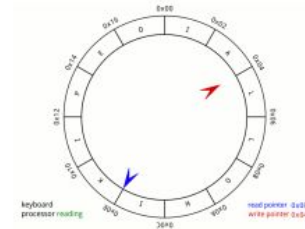
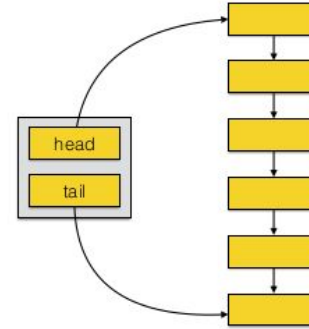


Possible uses

- To queue requests performed on a limited resource (e.g., printer)
- To visit graphs

Possible implementations

- Through **lists**
 - add to the tail
 - remove from the head
- Through **circular array**
 - limited size, small overhead



Queue: as a list (with deque)

```
from collections import deque

class Queue:

    def __init__(self):
        self.__data = deque()

    def __len__(self):
        return len(self.__data)

    def __str__(self):
        return str(self.__data)

    def isEmpty(self):
        return len(self.__data) == 0

    def top(self):
        if len(self.__data) > 0:
            return self.__data[-1]

    def enqueue(self, item):
        self.__data.appendleft(item)

    def dequeue(self):
        if len(self.__data) > 0:
            return self.__data.pop()
```

```
if __name__ == "__main__":
    Q = Queue()
    print(Q)
    print("TOP: {}".format(Q.top()))
    print(Q.isEmpty())
    Q.enqueue(4)
    Q.enqueue('dog')
    Q.enqueue(True)
    print(Q)
    print("Size: {}".format(len(Q)))
    print(Q.isEmpty())
    Q.enqueue(8.4)
    print("Removing: '{}'".format(Q.dequeue()))
    print("Removing: '{}'".format(Q.dequeue()))
    print(Q)
    print("Size: {}".format(len(Q)))
```

```
deque([])
TOP now: None
True
deque([True, 'dog', 4])
Size: 3
False
Removing: '4'
Removing: 'dog'
deque([8.4, True])
Size: 2
```

QUEUE

% Returns True if queue is empty	% Extracts <i>q</i> from the beginning of the queue
boolean isEmpty()	OBJECT dequeue()
% Returns the size of the queue	% Reads the element at the top of the queue
int size()	OBJECT top()
% Inserts <i>v</i> at the end of the queue	
enqueue(OBJECT <i>v</i>)	

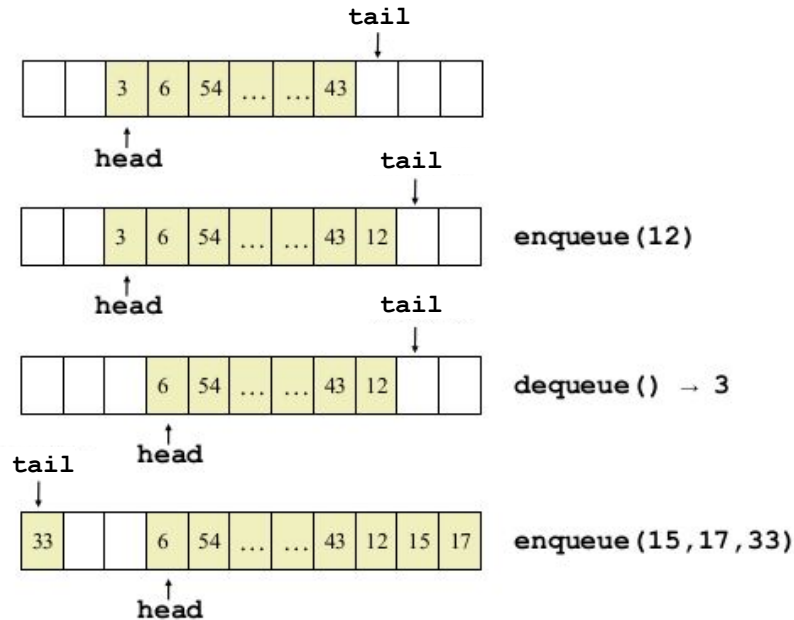
Not very interesting implementation.

Just **pay attention** to the case when the **Queue is empty in top and dequeue**

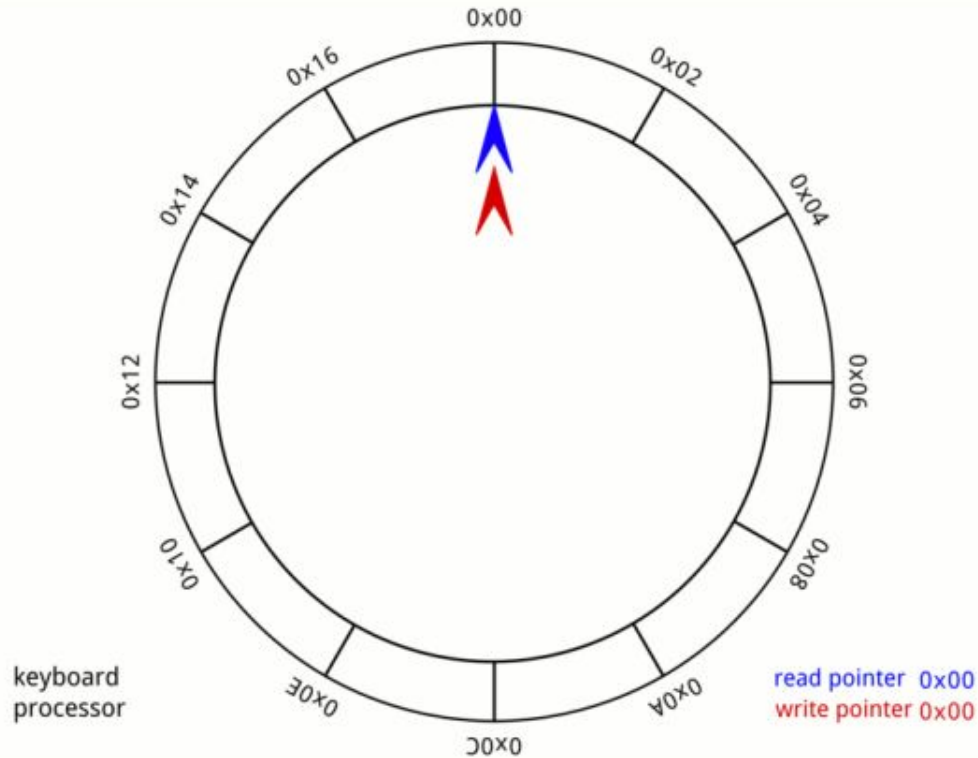
Makes use of efficient deque object that provides ~ $O(1)$ push/pop
<https://docs.python.org/3.7/library/collections.html#collections.deque>

Queue as a circular list

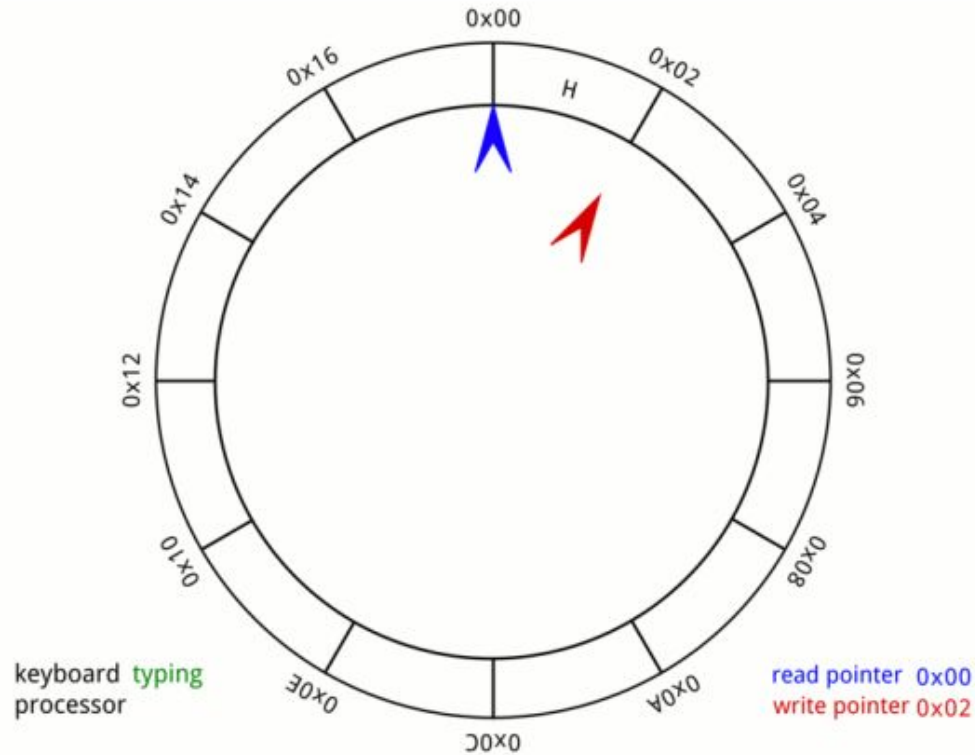
- Implementation based on the **modulus** operation
- Pay attention to **overflow** problems (full queue)



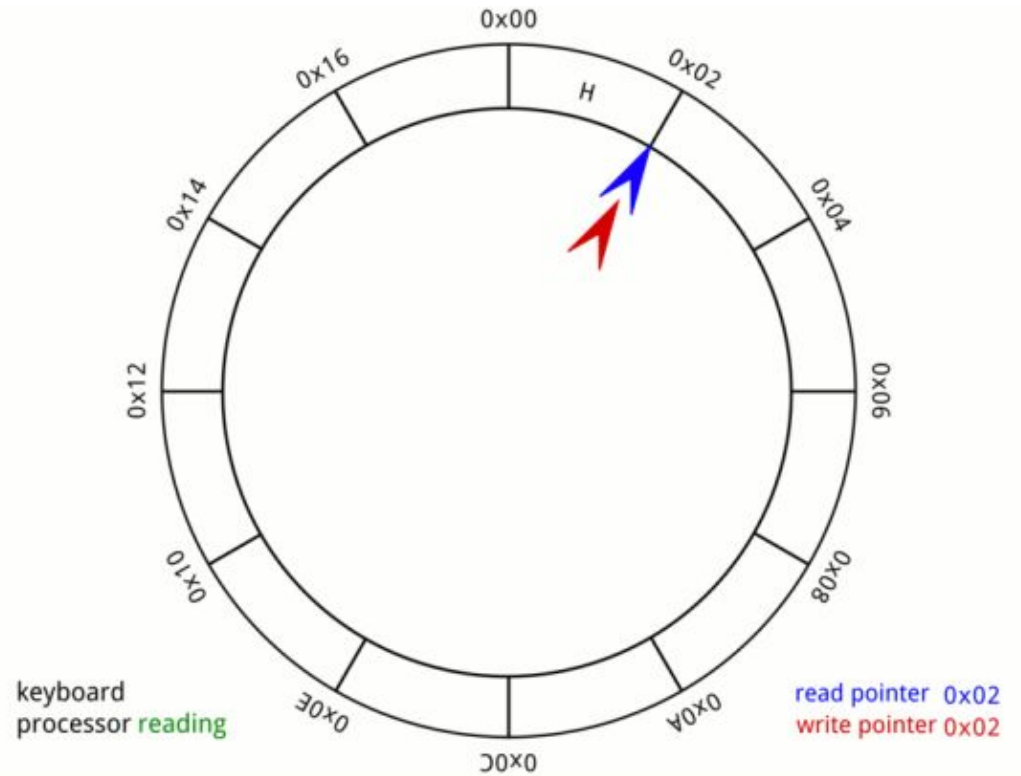
Queue as a circular list: example



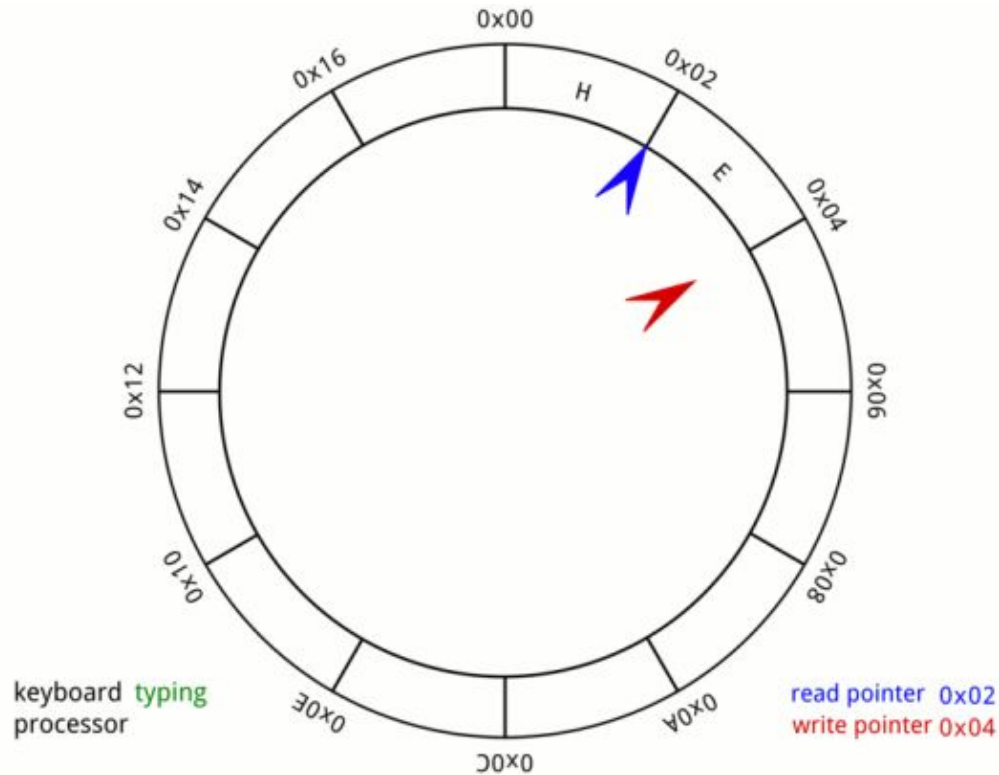
Queue as a circular list: example



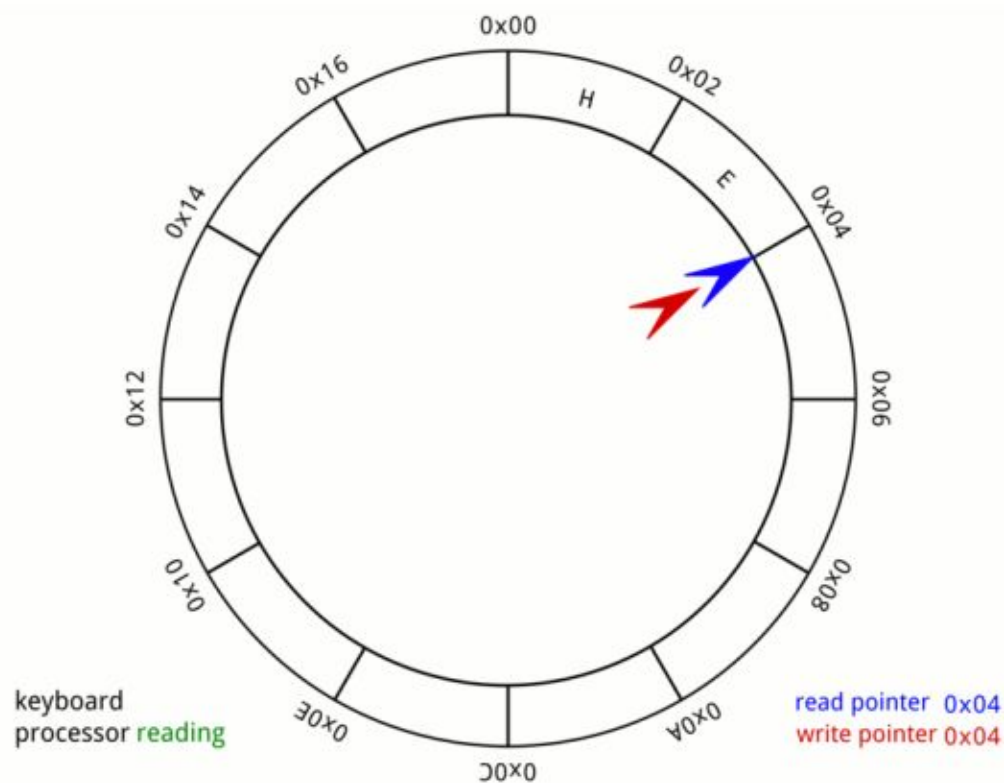
Queue as a circular list: example



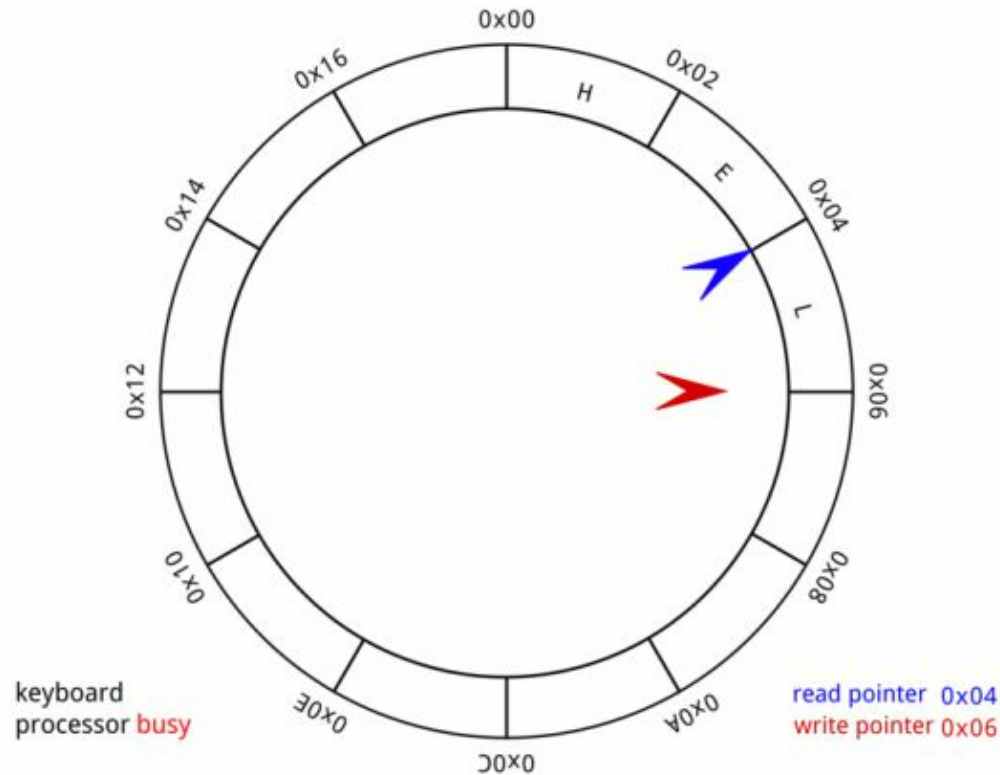
Queue as a circular list: example



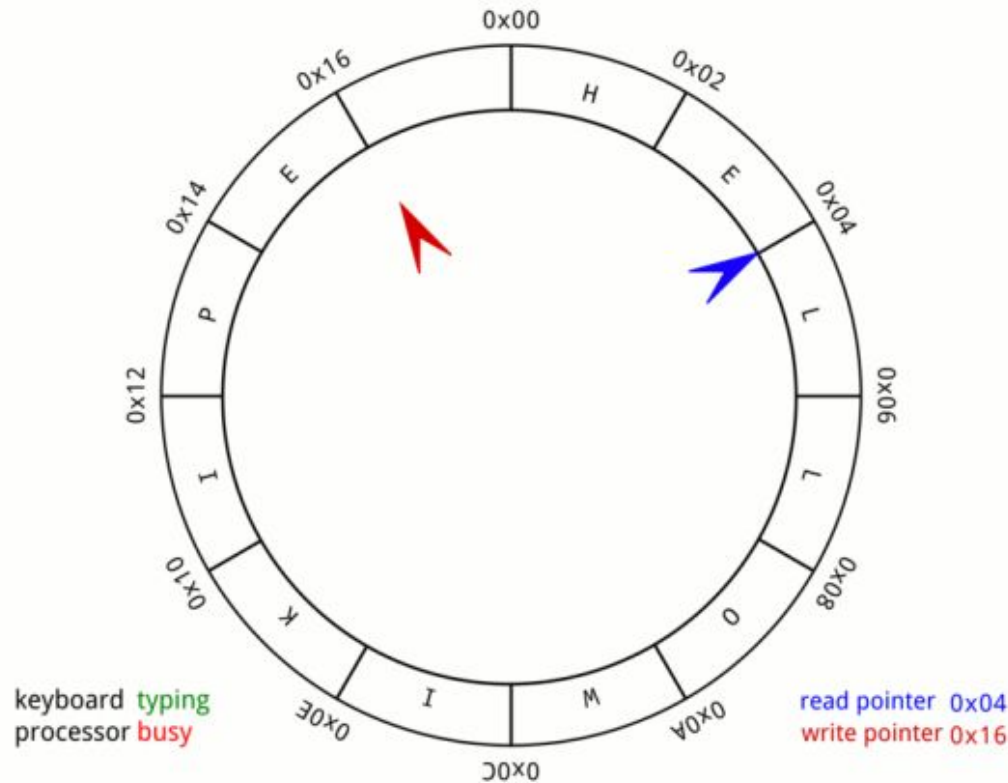
Queue as a circular list: example



Queue as a circular list: example

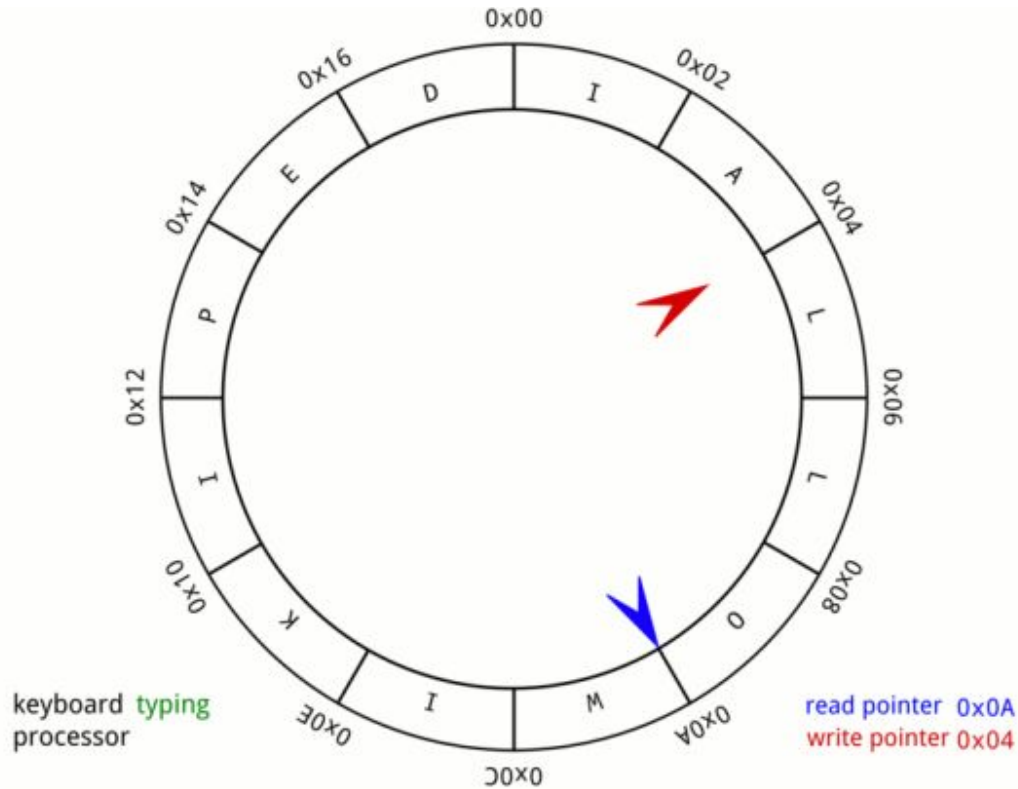


Queue as a circular list: example



skipping a
few
typing
steps...

Queue as a circular list: example



skipping a
few
typing/read
ing
steps...

Queue as a circular list: exercise

Implement the CircularQueue data structure

(without going to the next slide...)

QUEUE

% Returns **True** if queue is empty

boolean isEmpty()

% Returns the size of the queue

int size()

% Inserts *v* at the end of the
queue

enqueue(OBJECT *v*)

% Extracts *q* from the beginning
of the queue

OBJECT dequeue()

% Reads the element at the top of
the queue

OBJECT top()

Queue as a circular list: the code

```
class CircularQueue:
```

```
    def __init__(self, N):
        self.__data = [None for i in range(N)]
        self.__head = 0
        self.__tail = 0
        self.__size = 0
        self.__max = N

    def top(self):
        if self.__size > 0:
            return self.__data[self.__head]

    def dequeue(self):
        if self.__size > 0:
            ret = self.__data[self.__head]
            self.__head = (self.__head + 1) % self.__max
            self.__size -= 1
            return ret

    def enqueue(self, item):
        if self.__max > self.__size:
            self.__data[self.__tail] = item
            self.__tail = (self.__tail + 1) % self.__max
            self.__size += 1
        else:
            raise Exception("The queue is full. Cannot add to it")

    def __len__(self):
        return self.__size

    def isEmpty(self):
        return self.__size == 0

    def __str__(self):
        out = ""
        if len(self.__data) == 0:
            return ""
        for i in range(len(self.__data)):
            out += "[{}] ".format(i) + str(self.__data[i])
            if i == self.__head:
                out += " <-- Head"
            if i == self.__tail:
                out += " <-- Tail"
            out += "\n"
        return out
```

```
if __name__ == "__main__":
    CQ = CircularQueue(10)
    print(CQ.dequeue())
    text = "HELLO W"
    text2 = "IKIPEDIA"
    for t in text:
        CQ.enqueue(t)

    print(CQ)
    out_txt = ""
    for i in range(6):
        out_txt += str(CQ.dequeue())

    print(CQ)
    print(out_txt)
    for t in text2:
        CQ.enqueue(t)
    print(CQ)
    while not CQ.isEmpty():
        out_txt += str(CQ.dequeue())
    print(out_txt)
    print(CQ)
```

QUEUE

% Returns **True** if queue is empty

boolean isEmpty()

% Returns the size of the queue

int size()

% Inserts *v* at the end of the queue

enqueue(OBJECT *v*)

% Extracts *q* from the beginning of the queue

OBJECT dequeue()

% Reads the element at the top of the queue

OBJECT top()

None

[0] H <-- Head

[1] E

[2] L

[3] L

[4] O

[5]

[6] W

[7] None <-- Tail

[8] None

[9] None

[0] H

[1] E

[2] L

[3] L

[4] O

[5]

[6] W <-- Head

[7] None <-- Tail

[8] None

[9] None

HELLO

[0] P

[1] E

[2] D

[3] I

[4] A

[5] <-- Tail

[6] W <-- Head

[7] I

[8] K

[9] I

HELLO WIKIPEDIA

[0] P

[1] E

[2] D

[3] I

[4] A

[5] <-- Head <-- Tail

[6] W

[7] I

[8] K

[9] I

Exercise 1

Consider the following code (where s is a list of n elements). What is its complexity?

```
def reverse(s):  
    n = len(s)-1  
    res = ""  
    while n >= 0:  
        res = res + s[n]  
        n -= 1  
    return res
```

Exercise 1

Consider the following code (where s is a list of n elements). What is its complexity?

```
def reverse(s):  
    n = len(s)-1  
    res = ""  
    while n >= 0:  
        res = res + s[n]  
        n -= 1  
    return res
```

Complexity: $\Theta(n^2)$

- n string sums
- Each sum copies all the characters in a new string

Exercise 2

Consider the following code (where s is a list of n elements). What is its complexity?

```
def reverse(s):  
    res = []  
    for c in s:  
        res.insert(0, c)  
    return "".join(res)
```


Exercise 2

Consider the following code (where s is a list of n elements). What is its complexity?

```
def reverse(s):  
    res = []  
    for c in s:  
        res.insert(0, c)  
    return "".join(res)
```

Complexity: $\Theta(n^2)$

- n list inserts
- Each insert moves all characters one position up in the list

Exercise 3

Consider the following code (where s is a list of n elements). What is its complexity?

```
def reverse(s):  
    n = len(s)-1  
    res = []  
    while n >= 0:  
        res.append(s[n])  
        n -= 1  
    return "".join(res)
```

Exercise 3

Consider the following code (where s is a list of n elements). What is its complexity?

```
def reverse(s):  
    n = len(s)-1  
    res = []  
    while n >= 0:  
        res.append(s[n])  
        n -= 1  
    return "".join(res)
```

Complexity: $\Theta(n)$

- n list append
- Each append has an amortized cost of $O(1)$

Better solution

```
def reverse(s):  
    return s[::-1]
```

Exercise 4

Consider the following code (where L is a list of n elements). What is its complexity?

```
def deduplicate(L):  
    res=[]  
    for item in L:  
        if item not in res:  
            res.append(item)  
    return res
```

Exercise 4

Consider the following code (where L is a list of n elements). What is its complexity?

```
def deduplicate(L):  
    res=[]  
    for item in L:  
        if item not in res:  
            res.append(item)  
    return res
```

Complexity: $\Theta(n^2)$

- n list append
- n checks whether an element is already present
- Each check costs $O(n)$

Exercise 5

Consider the following code (where L is a list of n elements). What is its complexity?

```
def deduplicate(L):  
    res=[]  
    present=set()  
    for item in L:  
        if item not in present:  
            res.append(item)  
            present.add(item)  
    return res
```

Exercise 5

Consider the following code (where L is a list of n elements). What is its complexity?

```
def deduplicate(L):  
    res=[]  
    present=set()  
    for item in L:  
        if item not in present:  
            res.append(item)  
            present.add(item)  
    return res
```

Complexity: $\Theta(n)$

- n list append
- n checks whether an element is already present
- Each check costs $O(1)$

Other possibility – destroy original order

```
def deduplicate(L):  
    return list(set(L))
```