

# DSA – Seminar 3

## Sorted MultiMap (SMM)

---

- Map – contains key-value pairs. Keys are unique, each key has a single associated value.
- MultiMap – a key can have multiple associated values (a list of values).
- Sorted MultiMap – there is a relation R defined on the keys and they are ordered based on the keys.

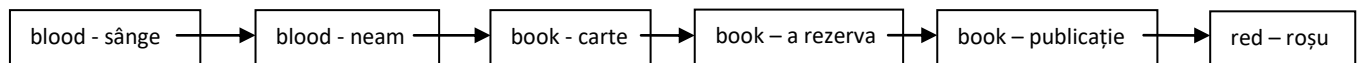
### Interface of a SMM

**Problem:** Implement the SortedMultiMap ADT – use a singly linked representation with dynamic allocation

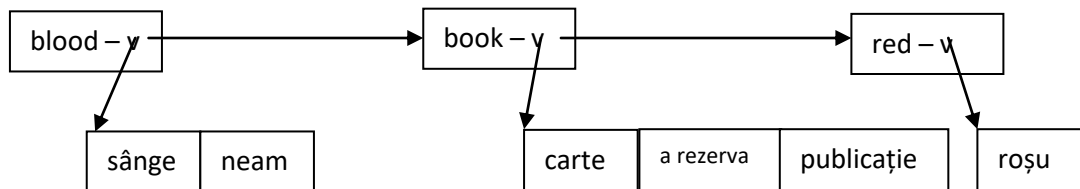
Ex. a multimap with the translation of different English words in Romanian

- book – carte, a rezerva, publicație
- red – roșu
- blood – sânge, neam

**Representation 1:** Singly linked list of <key, value> pairs. There might be multiple nodes with the same key, they will be placed one after the other (since the nodes are sorted based on the keys).



**Representation 2:** Singly linked list of <key, list of values> pairs. The keys are unique and sorted.



TElem:

k: TKey

vl: List

Node:

info: TElem

next: ↑Node

SMM:

head: ↑Node

R: Relation

$$R(k_1, k_2) = \begin{cases} \text{true, if } "k_1 < k_2" \text{ (} k_1 \text{ comes before } k_2 \text{)} \\ \text{false, otherwise} \end{cases}$$

**Iterator:**

We need to keep in the iterator:

- the SMM
- a reference to the current node from the SMM

- an iterator for the list of values associated to the current node

IteratorSMM:

smm: SMM

current:  $\uparrow$ Node

itL: IteratorList

Iterator operations: init, valid, next, getCurrent (returns a <key, value> pair).

Printing the elements of a SMM using the iterator:

```
Subalgorithm print(smm) is:
  iterator(smm, it)
  while valid(it) execute:
    getCurrent(it, <k,v>)
    @print c and v
    next(i)
  end-while
end-subalgorithm
```

The print subalgorithm looks in the same way independently of the representation of the iterator and the representation of the map!

Operations for the iterator

```
subalgorithm init (it, smm) is:
  it.smm  $\leftarrow$  smm
  it.current  $\leftarrow$  smm.head
  if it.current  $\neq$  NIL then:
    iterator([it.smm.head].info.vl, it.itL)
  end-if
end-subalgorithm
Complexity:  $\theta(1)$ 
```

```
subalgorithm getCurrent(it, e) is: // e will be a <k, v> pair
  k  $\leftarrow$  [it.current].info.k
  getCurrent(it.itL, v)
  e  $\leftarrow$  <k,v>
end-subalgorithm
Complexity:  $\theta(1)$ 
```

```
function valid(it):
  if it.current  $\neq$  NIL then
    valid  $\leftarrow$  true
  else
    valid  $\leftarrow$  false
end-function
Complexity:  $\theta(1)$ 
```

```

subalgorithm next(it) is:
    next(it.itL)
    if not valid(it.itL) then
        it.current  $\leftarrow$  [it.current].next
        if it.current  $\neq$  NIL then
            iterator ([it.current].info.v1, it.itL)
        end-if
    end-if
end-subalgorithm
Complexity:  $\theta(1)$ 

```

### Operations for the sorted multi map

Notations for the complexities:

n – number of distinct keys

smm – total number of elements

```

subalgorithm init(smm, R) is:
    smm.R  $\leftarrow$  R
    smm.head  $\leftarrow$  NIL
end-subalgorithm
Complexity:  $\theta(1)$ 

```

```

subalgorithm destroy(smm) is:
    while smm.head  $\neq$  NIL execute:
        aux  $\leftarrow$  smm.head
        smm.head  $\leftarrow$  [smm.head].next
        destroy([aux].info.v1)
        free(aux)
    end-while
end-subalgorithm
Complexity:  $\theta(\text{smm})$  (or  $\theta(n)$  – if the lists for the values do not need to be
destroyed)

```

```
//auxiliary function that will help us with the other operations (private function,
it is not part of the interface).
//pre: smm is SMM, k is a Tkey
//post: searchNode returns the address of the node that contains k as key, or NIL if
no key with k exists.
```

```
function searchNode(smm, k) is:
    aux ← smm.head
    found ← false
    while aux ≠ NIL and smm.R(k, [aux].info.k) and not found execute
        if [aux].info.k = k then
            found ← true
        else
            aux ← [aux].next
        end-if
    end-while
    if found then
        searchNode ← aux
    else
        searchNode ← NIL
    end-if
end-function
Complexity: O(n)
```

```
subalgorithm search(smm, k, list) is:
    aux ← searchNode (smm, k)
    if aux = NIL then
        init(list) // return an empty list
    else
        list ← [aux].info.vl
    end-if
end-subalgorithm
Complexity: O(n)
```

```
subalgorithm add(smm, k, v) is:
    aux ← searchNode(smm, k)
    if aux = NIL then
        addANewKey (smm, k, v)
    else
        if search([aux].info.vl, v) = false then
            addEnd ([aux].info.vl, v)
        end-if
    end-if
end-subalgorithm
Complexity: O(smm)
//searchNode, addANewKey are  $\Theta(n)$  operations
//instead of addEnd another add function can be used (so it can have  $\Theta(1)$  complexity)
//search is linear with the length of the value list.
```

```

//auxiliary operation (not part of interface)
//pre: smm is a SMM, k is a TKey, v is a TElem/ Tvalue
//post: a new node with key k and value v is added to the smm. The order of the keys
will respect the relation.
subalgorithm addANewKey (smm, k, v) is:
    if smm.head = NIL then
        allocate (smm.head)
        [smm.head].info.k  $\leftarrow$  k
        init ([smm.head].info.v1)
        addEnd ([smm.head].info.v1, v)
    else
        c  $\leftarrow$  smm.head
        allocate(aux)
        [aux].info.k  $\leftarrow$  k
        init ([aux].info.v1)
        addEnd([aux].info.v1, v)
        if smm.R(k, [smm.head].info.k) then
            [aux].next  $\leftarrow$  smm.head
            smm.head  $\leftarrow$  aux
        else
            while [c].next  $\neq$  NIL and not smm.R(k, [[c].next].info.k) execute
                c  $\leftarrow$  [c].next
            end-while
            [aux].next  $\leftarrow$  [c].next
            [c].next  $\leftarrow$  aux
        end-if
    end-if
end-subalgorithm
Complexity: O(n) //supposing addToEnd it O(1) - which is true since in this situation
we will always add an element into an empty list

subalgorithm remove(smm, k, v) is:
    aux  $\leftarrow$  searchNode(smm, k)
    if aux  $\neq$  NIL then
        pos  $\leftarrow$  indexOf([aux].info.v1, v)
        if pos  $\neq$  -1 then
            remove([aux].info.v1, pos, e)
        end-if
        if isEmpty([aux].info.v1) then
            removeKey(smm, k)
        end-if
    end-if
end-subalgorithm
Complexity: O(smm)

```

```

//auxiliary operation (not part of the interface)
//pre: smm is a SMM, k is a TKey, smm contains a node with key k
//post: the node containing key k is removed from smm
subalgorithm removeKey(smm, k) is:
    if [smm.head].info.k = k then
        deleted ← smm.head
        smm.head ← [smm.head].next
        destroy([deleted].info.v1)
        free(deleted)
    else
        aux ← smm.head
        while [[aux].next].info.k ≠ k execute
            aux ← [aux].next
        end-while
        deleted ← [aux].next
        [aux].next ← [[aux].next].next
        destroy([deleted].info.v1)
        free(deleted)
    end-if
end-subalgorithm
Complexity: O(smm)

```