Chapter 9

Coming Up:

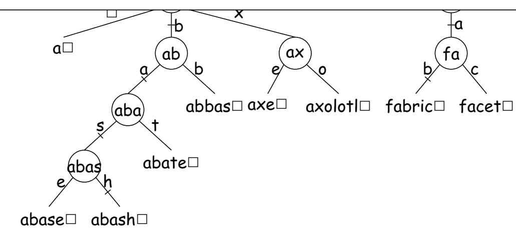
- Pseudo-random Numbers (*DS(IJ)*, Chapter 11)

- Haven't said much about cost of comparisons.
- For strings, worst case is length of string.
- Therefore should throw extra factor of key length, L, into costs:
  - $\Theta(M)$ comparisons really means $\Theta(ML)$ operations.
  - So to look for key X, keep looking at same chars of X M times.
- Can we do better? Can we get search cost to be $O(L)$?

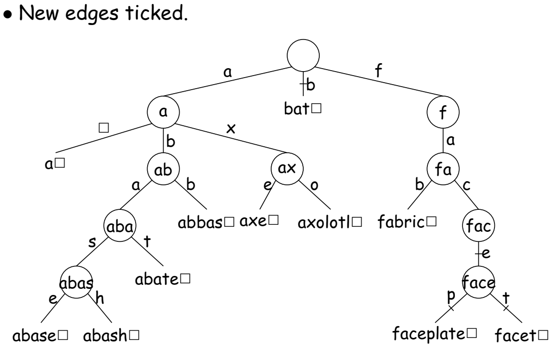
Idea: Make a *multi-way decision tree,* with one decision per character of key.

{a, abase, abash, abate, abbas, axolotl, axe, fabric, facet}

- Ticked lines show paths followed for "abash" and "fabric"
- Each internal node corresponds to a possible prefix.
- Characters in path to node = that prefix.



- New edges ticked.



ternal nodes is array indexed by character.

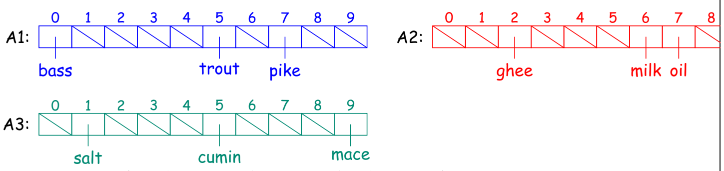
- Gives $O(L)$ performance, L length of search key.
- [Looks as if independent of N, number of keys. Is there a dependence?]
- **Problem:** arrays are *sparsely populated* by non-null values—waste of space.

Idea: Put the arrays on top of each other!

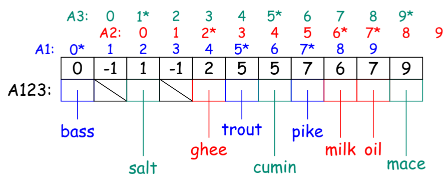
- Use null (0, empty) entries of one array to hold non-null elements of another.
- Use extra markers to tell which entries belong to which array.

ceding slides)

- Three leaf arrays, each indexed 0..9



- Now overlay them, but keep track of original index of each item:

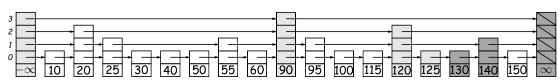


- Not so good if we want to expand our trie.
- A bit complicated.
- Actually more useful for representing large, sparse, fixed tables with many rows and columns.

- Furthermore, number of children in trie tends to drop drastically when one gets a few levels down from the root.
- So in practice, might as well use linked lists to represent set of node's children...
- ...but use arrays for the first few levels, which are likely to have more children.

n-ary search tree in which we choose to put the keys at "random" heights.

- More often thought of as an ordered list in which one can skip large segments.
- Typical example:



- To search, start at top layer on left, search until next step would overshoot, then go down one layer and repeat.
- In list above, we search for 125 and 127. Gray nodes are looked at; darker gray nodes are overshoots.
- Heights of the nodes were chosen randomly so that there are about 1/2 as many nodes

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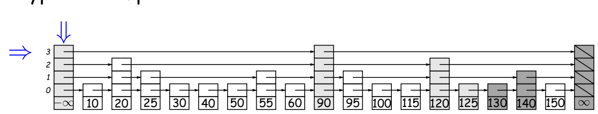

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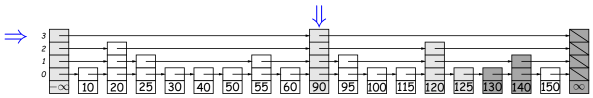

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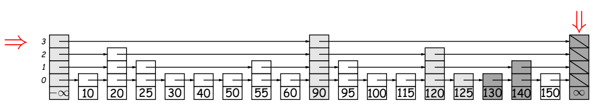

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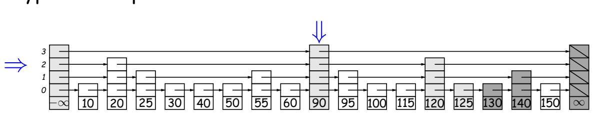

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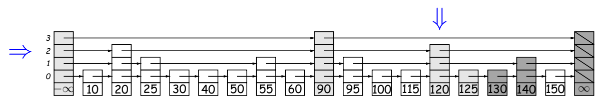

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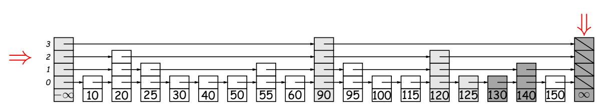

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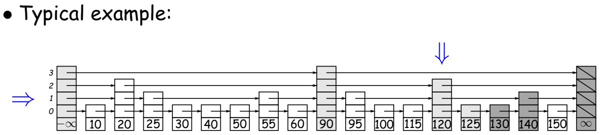

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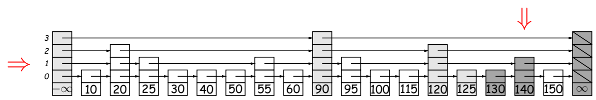

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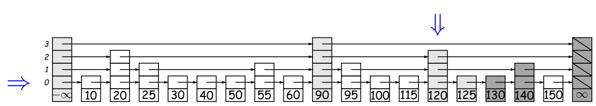

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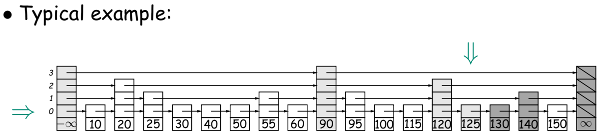

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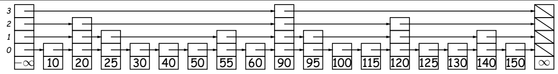
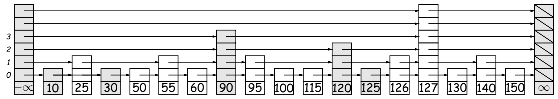


- In any order, we add 126 and 127 (choosing random heights for them), and remove 20 and 40:

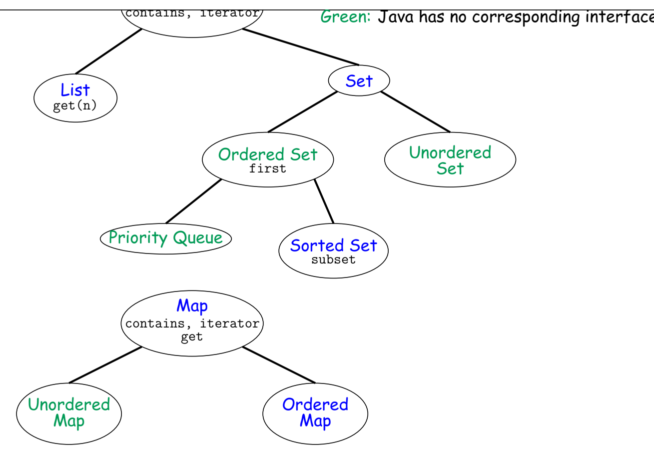


- Shaded nodes here have been modified.

$\Theta(\lg N)$ performance.

- B-trees, red-black trees:
  - Give $\Theta(\lg N)$ performance for searches, insertions, deletions.
  - B-trees good for external storage. Large nodes minimize # of I/O operations
- Tries:
  - Give $\Theta(B)$ performance for searches, insertions, and deletions, where B is length of key being processed.
  - But hard to manage space efficiently.
- *Interesting idea:* scrunched arrays share space.
- Skip lists:
  - Give probable $\Theta(\lg N)$ performace for searches, insertions, deletions

tures.



Multiset

- List: arrays, linked lists, circular buffers
- Set
  - OrderedSet
    - Priority Queue: heaps
    - Sorted Set: binary search trees, red-black trees, B-trees, sorted arrays or linked lists
  - Unordered Set: hash table

Map

- Unordered Map: hash table
- Ordered Map: red-black trees, B-trees, sorted arrays or linked lists

- List: ArrayList, LinkedList, Stack, ArrayBlockingQueue, ArrayDeque
- Set
  - OrderedSet
    - Priority Queue: PriorityQueue
    - Sorted Set (SortedSet): TreeSet
  - Unordered Set: HashSet

Map

- Unordered Map: HashMap
- Ordered Map (SortedMap): TreeMap