

Set08: Dictionary Abstract Data Type:
Introduction and Unordered ADTs
CS240: Data Structures and Data Management

Jérémy Barbay

Outline

Dictionary ADTs (introduction)

- Dictionary ADT

- Notes on Computation Model

- Specific Dictionary ADTs

Unordered Dictionary ADT

- Unordered List DS

- MTF Heuristic

- Transpose Heuristic

- Final Thoughts

Dictionary ADT

- ▶ Container of key-element pairs
- ▶ Required operations:
 - ▶ `insert(k,e)`,
 - ▶ `remove(k)`,
 - ▶ `find(k)`,
 - ▶ `isEmpty()`
- ▶ May also support (when an **order** is provided):
 - ▶ `closestKeyBefore(k)`,
 - ▶ `closestElemAfter(k)`

Note: **No duplicate keys**

Set ADT: a simplified dictionary

- ▶ Container of **distinct** objects (keys)
- ▶ Required operations:
 - ▶ `insert(k)`, `remove(k)`,
`contains(k)`, `isEmpty()`
- ▶ Often support:
 - ▶ **union** $(X \cup Y)$, **intersection** $(X \cap Y)$,
difference $(X - Y)$, **subset** $(X \subseteq Y)$

Set ADT: Example

$X = \{1, 2, 3, 4\}$ and $Y = \{2, 4, 6\}$

- ▶ $X.\text{insert}(2) \Rightarrow X = \{1, 2, 3, 4\}$
- ▶ $X \cup Y = \{1, 2, 3, 4, 6\}$
- ▶ $X \cap Y = \{2, 4\}$
- ▶ $X - Y = \{1, 3\}$
- ▶ $X \subseteq Y = \text{False}$

Notes on Computation Model

- ▶ Dictionaries and Sets are implemented (almost) identically:
Often we draw and discuss the Set scenario.
- ▶ Focus primarily on `find` operator
 - ▶ Usually the most common operator.
 - ▶ Insertion and removal usually start with a `find`.
 - ▶ Advanced implementations address the other operations.

Specific Dictionary ADTs and their DS

- Unordered
 - ▶ Array
 - ▶ Sequence
- Ordered
 - ▶ Array
 - ▶ Sequence (Skip Lists)
 - ▶ Binary Search Tree (BST)
 - ▶ AVL
 - ▶ (2,4) Trees
 - ▶ *B*-Trees
- Valued
 - ▶ Hash Tables
 - ▶ Extendible Hashing

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Unordered Dictionary ADT

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Unordered Dictionary ADT

- ▶ Container of key-element pairs
which can be compared only for equality.
- ▶ Require general Dictionary operations:
 - ▶ `insert(k,e)`,
 - ▶ `remove(k)`,
 - ▶ `find(k)`,
 - ▶ `isEmpty()`

Note: No duplicate keys, which can be costly!

Unordered List DS

- ▶ A chained list of n items $D = \{x_1, \dots, x_n\}$.
- ▶ **Insert**
 - ▶ Constant time insertion possible
 - ▶ **only if we assume no duplicate key**
- ▶ **Find(x)**
 - ▶ $x \notin D$ $\Theta(n)$ all the time.
 - ▶ $x \in D$ $\Theta(n)$ in worst case.

What about the complexity of **Find(x)** on average when $x \in D$?

Average-Case

- ▶ Assume uniform distribution of key requests
- ▶ Assume all searches successful
- ▶ Key K_i is requested with probability $p_i = \frac{1}{n}$
- ▶ Expected number of comparisons:

$$E[X] = \sum_{j=1}^n j/n = (n-1)/2$$

- ▶ Keys may not always be accessed uniformly

Optimal Order

- ▶ What is the best arrangement?

$$p_1 \geq \dots \geq p_n$$

- ▶ C_{OPT} is the expected value of this perfect arrangement

$$C_{OPT} = \sum_{j=1}^n j \cdot p_j$$

Examples:

- ▶ if the distribution is uniform, $C_{OPT} = \frac{n-1}{2}$
- ▶ if the distribution is uneven,
for instance $p_i = 2^{-i}$ and $p_n = 2^{-(n-1)}$
(Note that $\sum p_i = 1$ as $p_{n-1} = p_n = 2^{-(n-1)}$)

$$C_{OPT} \in O\left(\sum_{i=1}^n i/2^i\right) \in O(1)$$

Self-Organizing Lists DS

- ▶ Why can we not generally use the optimal ordering?
We don't know it in advance.
⇒ approximate the ordering, using heuristics to get “good” results
- ▶ After every access we possibly rearrange a piece of the list, to possibly tend to a good average performance.

Ideas:

1. **Keep a count of accesses and sort.**
2. **Move to Front**
3. **Transpose**

Move-To-Front Heuristic

- ▶ Access the key in position i
- ▶ **Heuristic:** Move it to the front of the list, so that it is accessed faster later.
- ▶ **Example:**

| | | | | | | | |
|------------------|---|---|---|---|---|---|-------------|
| Initial : | 1 | 2 | 3 | 4 | 5 | 6 | |
| Find(3) | | | | | | | |
| Find(4) | | | | | | | |
| Find(6) | | | | | | | |
| Find(4) | | | | | | | |
| | | | | | | | Cost |

Cost of Move-To-Front

How does MTF compare to the optimal ordering?

Theorem

Assume that:

- ▶ *the keys k_1, \dots, k_n have probabilities $p_1 \geq p_2 \geq \dots \geq p_n \geq 0$*
- ▶ *the list is used sufficiently to reach a steady state.*

Then:

$$C_{MTF} < 2 \cdot C_{OPT}$$

Cost of Move-To-Front (Proof)

$$C_{OPT} = \sum_{j=1}^n j p_j$$

$$C_{MTF} = \sum_{j=1}^n p_j (\text{cost of finding } k_j)$$

$$= \sum_{j=1}^n p_j (1 + \text{number of keys before } k_j)$$

To compute the average number of keys before k_j :

$$\Pr[k_i \text{ before } k_j] = \frac{p_i}{p_i + p_j}$$

$$E(\text{number of keys before } k_j) = \sum_{i \neq j} \frac{p_i}{p_i + p_j}$$

Cost of Move-To-Front (Proof end)

Therefore,

$$\begin{aligned}C_{MTF} &= \sum_{j=1}^n p_j \left(1 + \sum_{i \neq j} \frac{p_i}{p_i + p_j}\right) && \text{(Joining both previous formulas.)} \\&= 1 + 2 \sum_{j=1}^n p_j \sum_{i < j} \frac{p_i}{p_i + p_j} && \text{(By reordering the terms.)} \\&\leq 1 + 2 \sum_{j=1}^n p_j \left(\sum_{i < j} 1\right) && \text{(Because } \frac{p_i}{p_i + p_j} \leq 1.\text{)} \\&= 1 + 2 \sum_{j=1}^n p_j (j - 1) \\&= 1 + 2C_{OPT} + 2 \sum_{j=1}^n (-p_j) \\&= 2C_{OPT} - 1. && \text{(Because } \sum_{j=1}^n (p_j) = 1.\text{)}\end{aligned}$$

Transpose Heuristic

- ▶ Access the key in position i
- ▶ **Heuristic:**
Get this key to position $i - 1$.
- ▶ **Example:**

| | | | | | | | |
|------------------|---|---|---|---|---|---|-------------|
| Initial : | 1 | 2 | 3 | 4 | 5 | 6 | |
| Find(3) | | | | | | | |
| Find(4) | | | | | | | |
| Find(6) | | | | | | | |
| Find(4) | | | | | | | |
| | | | | | | | Cost |

Observations

► **Move-To-Front**

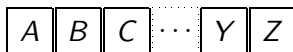
- quick to a steady state so good if distribution changes often
- bad in an array
- affected by rare lookup request

► **Transpose**

- tends to perform better than MTF in practice
- slow to a steady state so bad if distribution changes often
- good in an array
- unaffected by rare lookup request
- believed to be best on stable distributions because no extra space is used

Final Thoughts

- ▶ How bad can each heuristic perform?
- ▶ Assume initial arrangement of:



- ▶ What are the worse sequence of Find requests for:

- ▶ **Move-To-Front:**

ZYXW...AZ...

- ▶ **Transpose:**

ZYZYZYZY...

Exercises

- ▶ Assume initial arrangement of:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|

- ▶ Access in the order:

5 3 5 6 4 6 5 0 3 5 6 4

- ▶ Final arrangement for **Move-To-Front**:

| | | | | | | | |
|--|--|--|--|--|--|--|--|
| | | | | | | | |
|--|--|--|--|--|--|--|--|

- ▶ Total Comparisons:

- ▶ Final arrangement for **Transpose**:

| | | | | | | | |
|--|--|--|--|--|--|--|--|
| | | | | | | | |
|--|--|--|--|--|--|--|--|

- ▶ Total Comparisons:

Summary Unordered Dictionaries

- ▶ Without order, stuck to $O(n)$ in the worst case.
- ▶ Take advantage of non-uniform distributions to perform better.
- ▶ Some Heuristics perform close to optimal without knowing the distribution.

References:

- ▶ Goodrich and Tamassia: pp. 114-115, 28-30
- ▶ Cormen, Leiserson, Rivest, Stein: Not covered.