

# DICTIONARY

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### DICTIONARY

- fastest data structure
- a set with operations such as:
  - insert
  - delete
  - member

- Implementations:
  - Linked List
  - Array
  - Cursor-based
  - Hashing

### PURPOSE?

```
colors{ "red" , "green" , "blue" }
   color[0]
                     color["red"]
    color
    color
            yellow
      red
                    blue
                            green
```

## PROBLEM

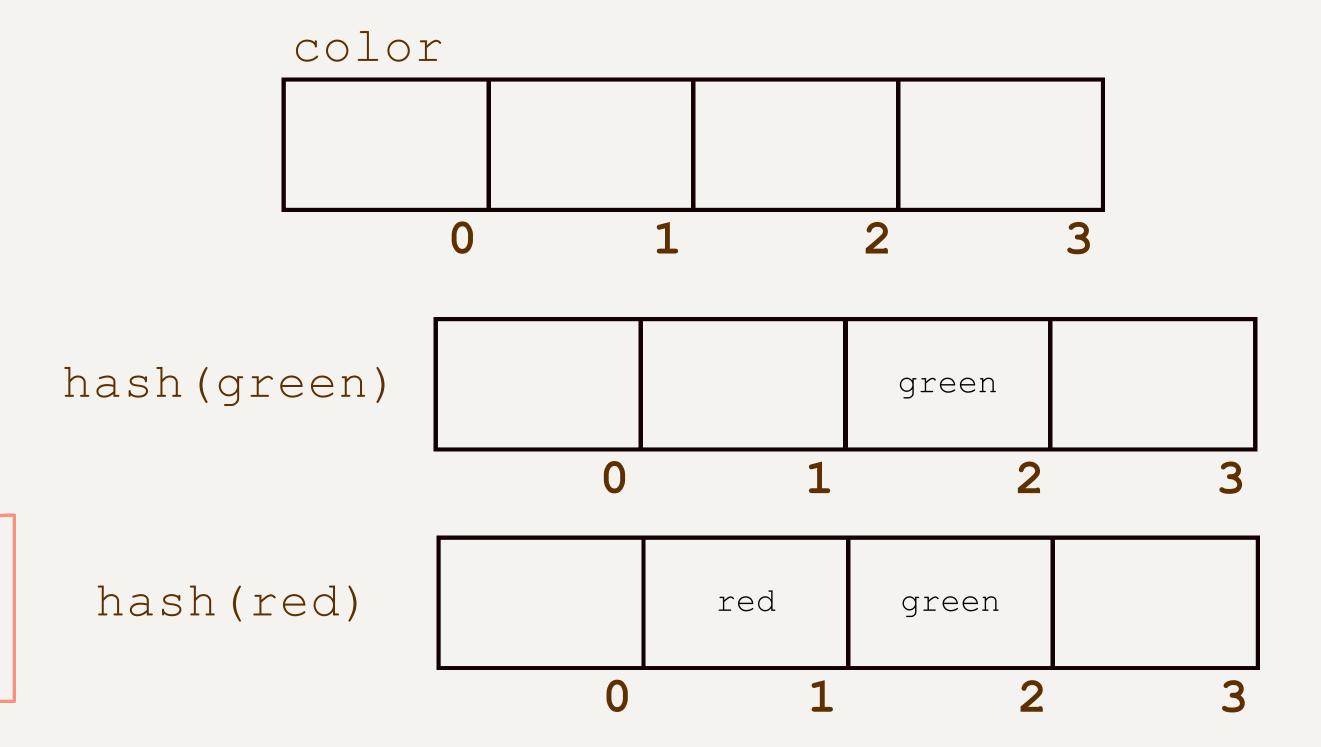
1. C is a structural language, not an objectoriented one

2. Index access is only integer values in C

## SOL'N: HASHING

- a function that generates a unique key by determining the:
  - Location of the element
  - Starting point in searching for the location of the element
- generates the index
- does not know if the index being returned has value

# HASH()



# HASH() CONTEXT

the context of the hash() is dependent on the coding context

EXAMPLE. Hash() will return the digit of an integer in its ones place

```
int Hash(int num) {
    return num%10;
}
```

# HASH() CONTEXT

Try this out.

- 1. Hash returns a digit in its hundredths place
- 2. Hash accepts a last name and then it returns 0 if last name starts with A, 1 if B, ..., 25 if Z.
- 3. Hash accepts an RGB value and returns a digit constrained in a 64 palette size.

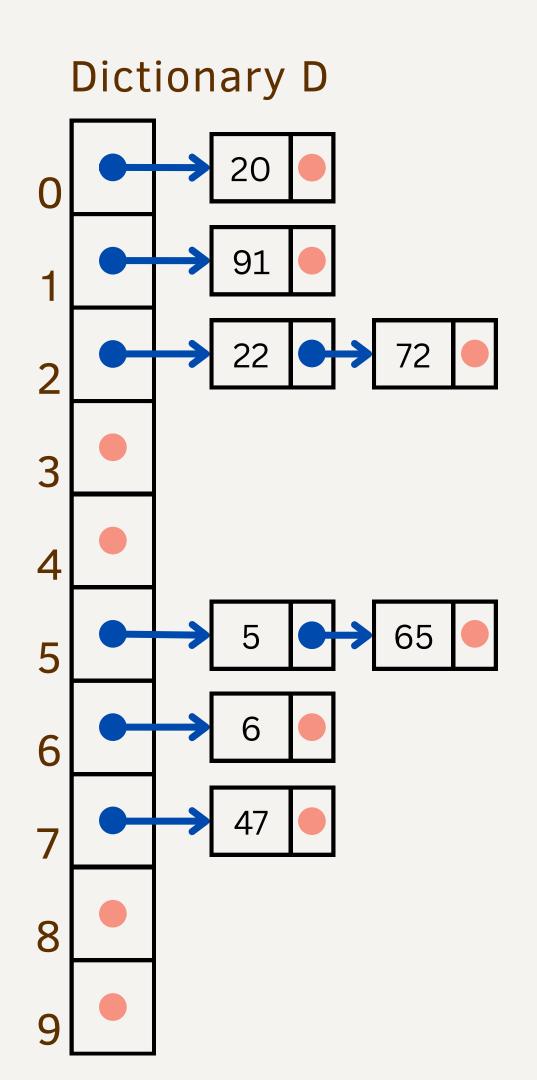
### TWO TYPES

- OPEN HASHING (External Hashing)
  - stores the set in potentially unlimited space
  - Dynamic Array, Linked List
- 2. CLOSED HASHING (Internal Hashing)
  - stores the set in <u>a fixed space</u>
  - Static Array, Cursor-Based

# OPEN HASHING

# OPEN HASHING

SET A = {20, 47, 22, 5, 65, 72, 6, 91}



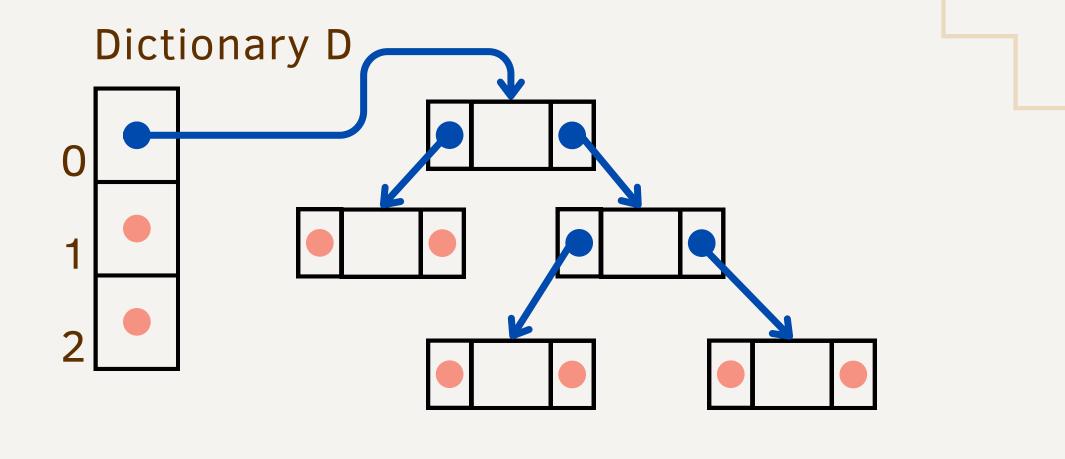
hash() generates a value through % of 10

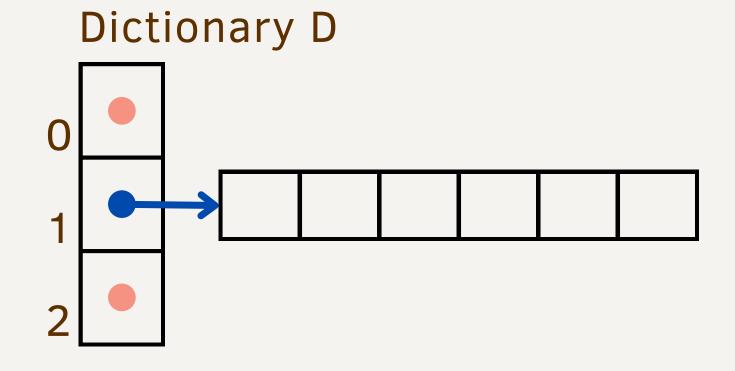
#### chaining

- solution to collisions
- uses linked list to chain values to its key
- Array of linked list

# OPEN HASHING

Other Variations





# CLOSED HASHNG

# CLOSED HASHING

SET A = {20, 47, 22, 5, 65, 72, 6, 91}

#### Dictionary D



hash() generates a value
through % of 10

#### Synonyms

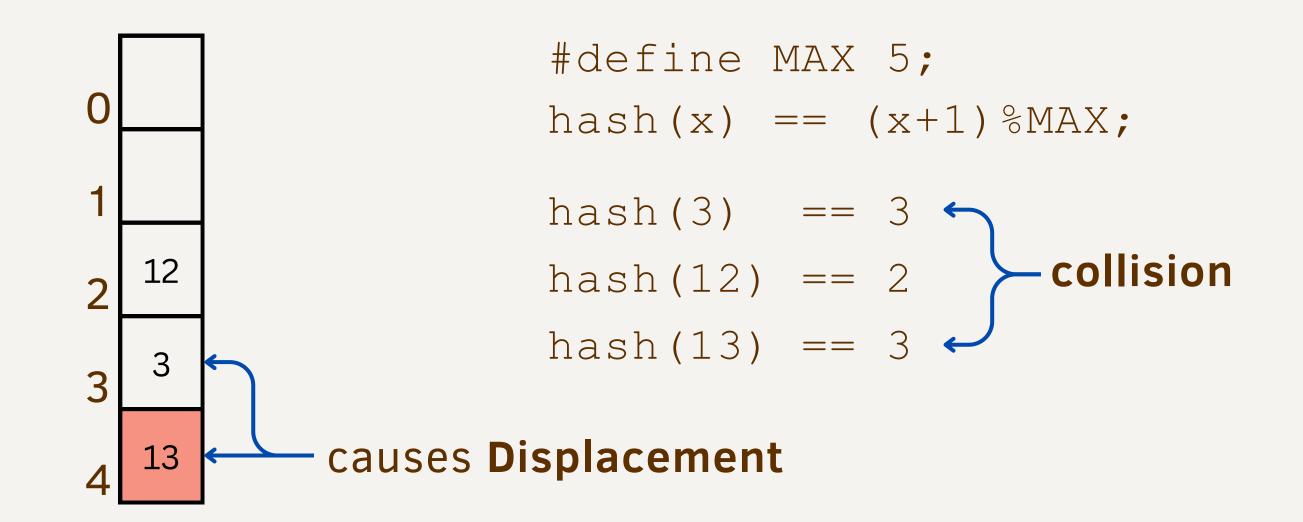
 2 or more elements with the same hash value

#### Solution?

- Linear Hashing
- Progressive Overflow

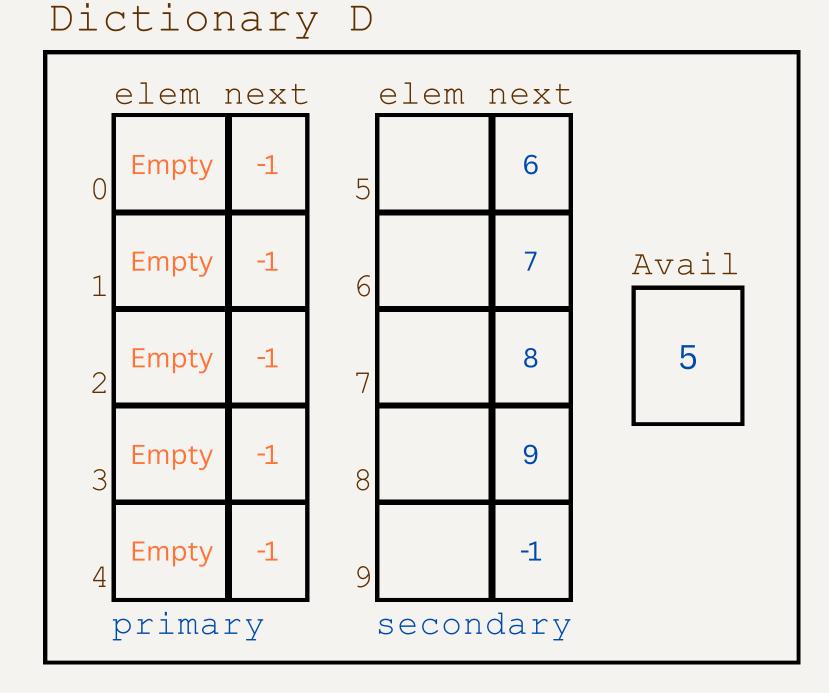
## LINEARHASHING

- The element is placed in the next available position if collision occurs
- using concept of circular arrays



#### Dictionary D BUCKET using a range of indexes to limit space use hash() -adjust for the range of the bucket

 dividing the space used into half, one used as the primary storage and the other as secondary storage

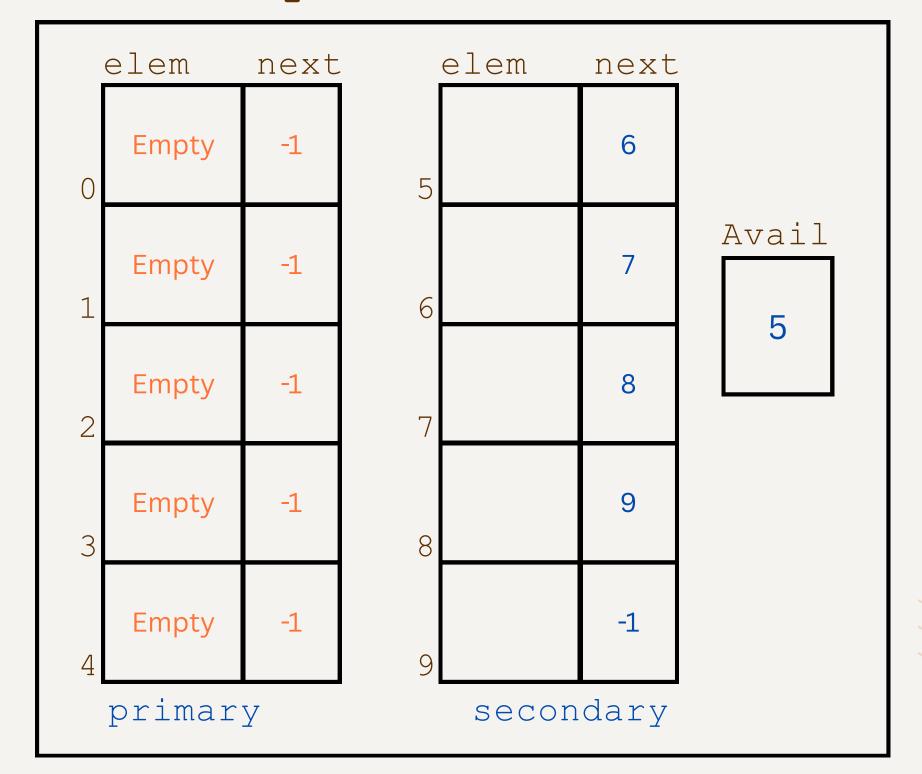


```
#define MAX 10
#define Empty " "
#define Delete -1
typedef struct{
  int elem;
  int next;
} node;
typedef struct{
  node table [MAX];
  int Avail;
} Dictionary
```

```
SET A =
{20, 43, 22, 5, 65,
   72, 6, 28, 91}
#define MAX 5;
```

hash(x) == x%MAX;

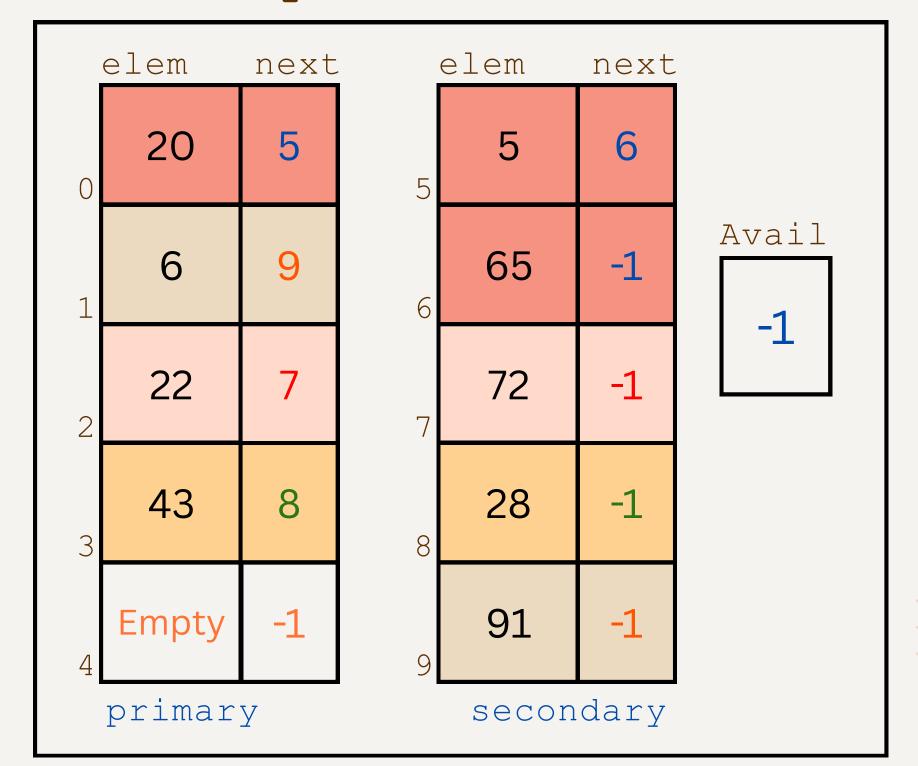
#### Dictionary D



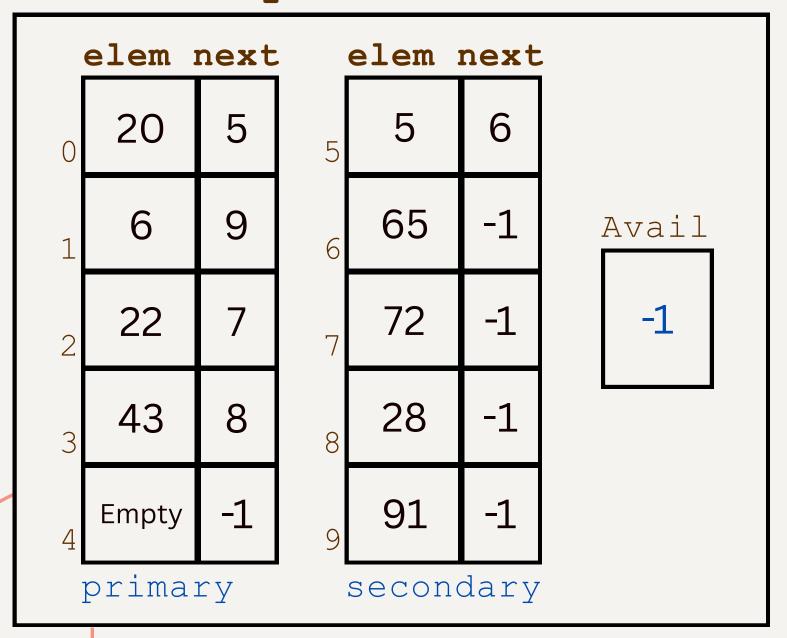
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#define MAX 5;
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hash(x) == x%MAX;

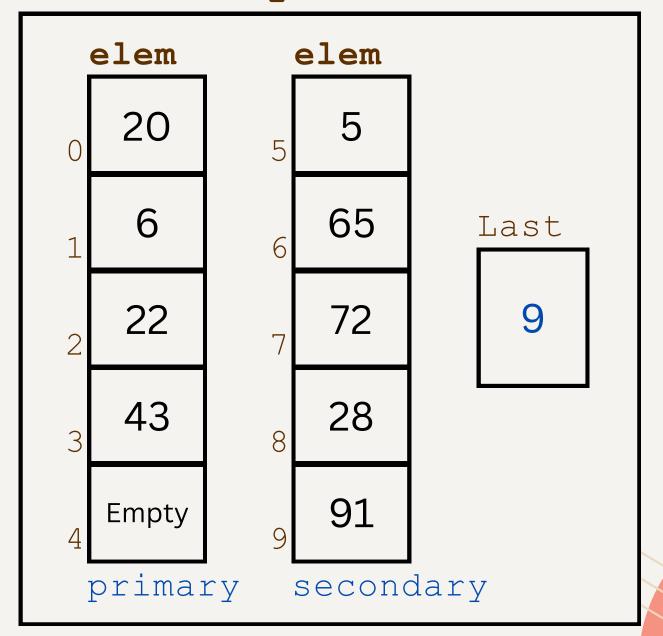
#### Dictionary D



#### Dictionary D



#### Dictionary D



# PERFECT HASH?





### PERFECTHASH

- when a hash function returns a unique value
- not possible to get a perfect hash

## PACING DENSITY

- ratio of num of elements to be stored to number of available space
- Perfect Ratio = 70:30 (only for closed hashing)

# THANK YOU