Lecture 6: Dictionary ADT

CSE 332: Data Structures & Parallelism

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Take Handouts!

(Raise your hand if you need one)

Announcements

- P1 Final Due
  - Due **Tomorrow**
  - Late **Thursday**
- EX03 Heaps + EX04 D-rithmetic
  - Released!
  - Due **Friday**
- P2
  - Released **Tomorrow**
- Midterm
  - Next **Friday**

Today

- Asymptotic Analysis: Recursive
  - Writing a Recurrence Relation
  - Solving a Recurrence Relation 1: Unrolling
  - Solving a Recurrence Relation 2: Tree Method
- Dictionary ADT
- Review: Binary Search Trees
  - Trees
  - Basics, Properties, Operations

Today

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Where we are

ADTs so far:

1. Stack: `push`, `pop`, `isEmpty`, **etc.**
2. Queue: `enqueue`, `dequeue`, `isEmpty`, **etc.**
3. PriorityQueue: `insert`, `deleteMin`, **etc.**

Next:

4. Dictionary (a.k.a. Map): Associating `keys` with `values` (`k`-`v` pairs)
   - ONE OF THE MOST IMPORTANT ADTs
   - Also Set

The Dictionary (a.k.a. Map) ADT

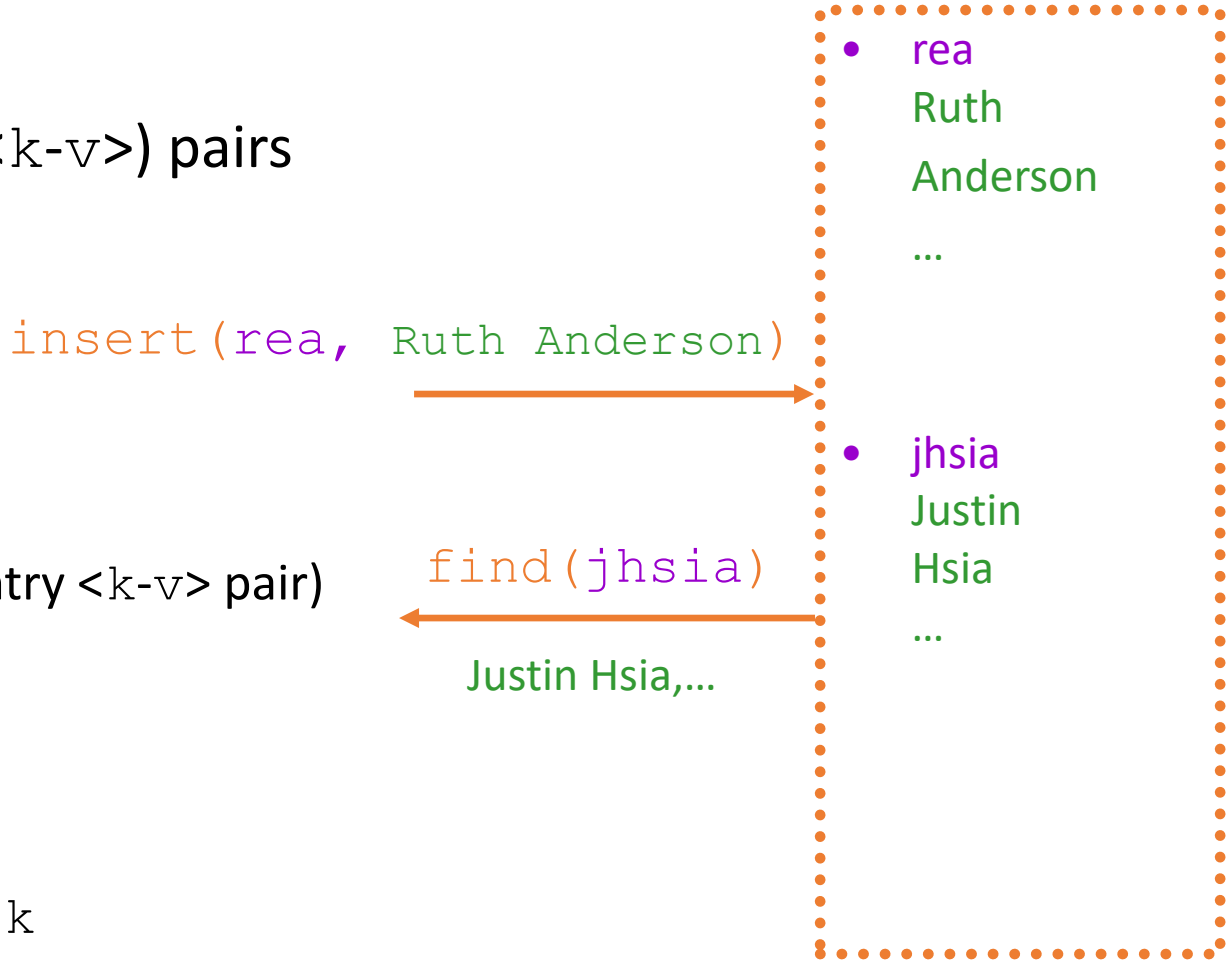
Data:

- Set of unique <key-value> (i.e., <k-v>) pairs

Operations:

- `insert(k,v)`:
  - places <k-v> in map

  (if `k` already used, overwrites existing entry <k-v> pair)
- `find(k)`:
  - returns `v` associated with `k`
- `delete(k)`:
  - returns and deletes `v` associated with `k`



We will tend to emphasize the `keys`, but don't forget about the stored `values`!

Comparison: Set ADT vs. Dictionary ADT

The Set ADT is similar to a Dictionary ADT without any values

- Set: A `key` exists or not (no duplicates)
- Dictionary: A `key` has a `value` or not (no duplicates)

For `find`, `insert`, `delete`, there is little difference

- In Dictionary, values are "just along for the ride"
- So same data structure ideas work for Dictionaries and Sets
  - Java `HashSet` implemented using a `HashMap`, for instance

Set ADT may have other important operations

- `union`, `intersection`, `isSubset`, etc.
- Notice these are binary operators on sets
- We will want different data structures to implement these operators

Dictionary: Applications

Any time you want to store information according to some key and be able to retrieve it efficiently - Dictionary is the ADT to use!

- Lots of programs do that!

- Networks: router tables
- Operating systems: page tables
- Compilers: symbol tables
- Databases: dictionaries with other nice properties
- Search: inverted indexes, phone directories, …
- Biology: genome maps
- etc...

Dictionary: Primitive Data Structures

For Dictionary with n unique `k-v` pairs, worst case,

	`insert`	`find`	`delete`
Unsorted Linked List	$\Theta(\ )$	$\Theta(\ )$	$\Theta(\ )$
Unsorted Array	$\Theta(\ )$	$\Theta(\ )$	$\Theta(\ )$
Sorted Linked List	$\Theta(\ )$	$\Theta(\ )$	$\Theta(\ )$
Sorted Array	$\Theta(\ )$	$\Theta(\ )$	$\Theta(\ )$

Dictionary: Primitive Data Structures (Soln.)

For Dictionary with n unique `k-v` pairs, worst case,

	`insert`	`find`	`delete`
Unsorted Linked List	$\Theta(n)$	$\Theta(n)$	$\Theta(n)$
Unsorted Array	$\Theta(n)$	$\Theta(n)$	$\Theta(n)$
Sorted Linked List	$\Theta(n)$	$\Theta(n)$	$\Theta(n)$
Sorted Array	$\Theta(n)$	$\Theta(\log n)$	$\Theta(n)$

Timeline

- Dictionary ADT
- Review: Binary Search Trees
  - Trees
  - Basics, Properties, Operations
- Balanced BSTs?
- AVL Tree
  - Basics, Properties, Operations
- AVL Tree `insert`
  - Single Rotation
  - Double Rotation
- AVL Tree Conclusions