Searching, Maps, Tries (hashing)

- **Searching is a fundamentally important operation**
  - We want to search quickly, very very quickly
  - Consider searching using Google, ACES, issues?
  - In general we want to search in a collection for a key

- **We've searched using trees and arrays**
  - Tree implementation was quick: $O(\log n)$ worst/average?
  - Arrays: access is $O(1)$, search is slower

- **If we compare keys, $\log n$ is best for searching $n$ elements**
  - Lower bound is $\Omega(\log n)$, provable
  - Hashing is $O(1)$ on average, not a contradiction, why?
  - Tries are $O(1)$ worst-case!! (ignoring length of key)
From Google to Maps

- If we wanted to write a search engine we’d need to access lots of pages and keep lots of data
  - Given a word, on what pages does it appear?
  - This is a map of words->web pages

- In general a map associates a key with a value
  - Look up the key in the map, get the value
  - Google: key is word/words, value is list of web pages
  - Anagram: key is string, value is words that are anagrams

- Interface issues
  - Lookup a key, return boolean: in map or value: associated with the key (what if key not in map?)
  - Insert a key/value pair into the map
Interface at work: MapDemo.java

- Key is a string, Value is # occurrences
  - Interface in code below shows how Map class works

```java
while (scanner.hasNext()) {
    String s = (String) scanner.next();
    Counter c = (Counter) map.get(s);
    if (c != null) c.increment();
    else map.put(s, new Counter());
}
```

- What clues are there for prototype of map.get and map.put?
  - What if a key is not in map, what value returned?
  - What kind of objects can be put in a map?
Accessing all values in a map (e.g., print)

- Access every key in the map, then get the corresponding value
  - Get an iterator of the set of keys: `keySet().iterator()`
  - For each key returned by this iterator call `map.get(key)`
    ...

- Get an iterator over (key,value) pairs, there's a nested class called `Map.Entry` that the iterator returns, accessing the key and the value separately is then possible
  - To see all the pairs use `entrySet().iterator()`
External Iterator without generics

- The Iterator interface accesses elements
  - Source of iterator makes a difference: cast required?

```java
Iterator it = map.keySet().iterator();
while (it.hasNext()){
    Object value = map.get(it.next());
}
Iterator it2 = map.entrySet().iterator();
while (it2.hasNext()){
    Map.Entry me = (Map.Entry) it.next();
    Object value = me.getValue();
}
```
External Iterator with generics

- Avoid Object, we know what we have a map of
  - Is the syntax worth it?

```java
Iterator<String> it = map.keySet().iterator();
while (it.hasNext()){
    Object value = map.get(it.next());
}
Iterator<Map.Entry<String,Counter>> it2 =
    map.entrySet().iterator();
while (it2.hasNext()){
    Map.Entry<String,Counter> me = it2.next();
    Object value = me.getValue();
}
```
Hashing: Log \(10^{100}\) is a big number

- **Comparison based searches are too slow for lots of data**
  - How many comparisons needed for a billion elements?
  - What if one billion web-pages indexed?

- **Hashing is a search method: average case \(O(1)\) search**
  - Worst case is very bad, but in practice hashing is good
  - Associate a number with every key, use the number to store the key
    - Like catalog in library, given book title, find the book

- **A hash function generates the number from the key**
  - Goal: **Efficient** to calculate
  - Goal: **Distributes** keys **evenly** in hash table
There will be collisions, two keys will hash to the same value
- We must handle collisions, still have efficient search
- What about birthday “paradox”: using birthday as hash function, will there be collisions in a room of 25 people?

Several ways to handle collisions, in general array/vector used
- Linear probing, look in next spot if not found
  - Hash to index $h$, try $h+1$, $h+2$, ..., wrap at end
  - Clustering problems, deletion problems, growing problems
- Quadratic probing
  - Hash to index $h$, try $h+1^2$, $h+2^2$, $h+3^2$, ..., wrap at end
  - Fewer clustering problems
- Double hashing
  - Hash to index $h$, with another hash function to $j$
  - Try $h$, $h+j$, $h+2j$, ...
Chaining with hashing

- **With n buckets each bucket stores linked list**
  - Compute hash value \( h \), look up key in linked list table[\( h \)]
  - Hopefully linked lists are short, searching is fast
  - Unsuccessful searches often faster than successful
    - Empty linked lists searched more quickly than non-empty
  - Potential problems?

- **Hash table details**
  - Size of hash table should be a prime number
  - Keep load factor small: number of keys/size of table
  - On average, with reasonable load factor, search is \( O(1) \)
  - What if load factor gets too high? Rehash or other method
Hashing problems

- Linear probing, hash(x) = x, (mod tablesise)
  - Insert 24, 12, 45, 14, delete 24, insert 23 (where?)
    
    | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
    |---|---|---|---|---|---|---|---|---|---|----|
    | 12| 24| 45| 14|   |   |   |   |   |   |    |

- Same numbers, use quadratic probing (clustering better?)
  
<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>24</td>
<td>14</td>
<td>45</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- What about chaining, what happens?
What about hash functions

- Hashing often done on strings, consider two alternatives

```java
public static int hash(String s)
{
    int k, total = 0;
    for (k=0; k < s.length(); k++) {
        total += s.charAt(k);
    }
    return total;
}
```

- Consider `total += (k+1)*s.charAt(k)`, why might this be better?
  - Other functions used, *always mod result by table size*

- What about hashing other objects?
  - Need conversion of key to index, not always simple
  - Every object contains `hashCode()`!
Trie: efficient search words/suffixes

- A trie (from retrieval, but pronounced “try”) supports
  - Insertion: put string into trie (delete and look up)
  - These operations are $O(\text{size of string})$ regardless of how many strings are stored in the trie! Guaranteed!

- In some ways a trie is like a 128 (or 26 or alphabet-size) tree, one branch/edge for each character/letter
  - Node stores branches to other nodes
  - Node stores whether it ends the string from root to it

- Extremely useful in DNA/string processing
  - Very useful for matching suffixes: suffix tree
Trie picture and code (see Trie.java)

- **To add string**
  - Start at root, for each char create node as needed, go down tree, mark last node

- **To find string**
  - Start at root, follow links
    - If null, not found
  - Check word flag at end

- **To print all nodes**
  - Visit every node, build string as nodes traversed

- **What about union and intersection?**

  ![Trie Diagram]
  
  *Indicates word ends here*