Searching, Maps, Tables (hashing)

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

- **We saw some search with readset3.cpp, readset4.cpp**
  - Tree implementation was quick
  - Vector of linked lists was fast, but how to make it faster?

- **If we compare keys, we cannot do better than log n to search n elements**
  - Lower bound is $\Omega(\log n)$, provable
  - Hashing is $O(1)$ on average, not a contradiction, why?
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: tmapcounter.cpp

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

```cpp
while (input >> word) {
    if (map->contains(word)) {
        map->get(word) += 1;
    } else {
        map->insert(word, 1);
    }
}
```

- **What clues are there for prototype of map.get and map.contains?**
  - Reference is returned by get, not a copy, why?
  - Parameters to contains, get, insert are same type, what?
Accessing values in a map (e.g., print)

- **We can apply a function object to every element in a map, this is called an *internal iterator***
  - Simple to implement (why?), relatively easy to use
    - See Printer class in tmapcounter.cpp
  - Limited: must visit every map element (can’t stop early)

- **Alternative: use Iterator subclass (see tmapcounter.cpp), this is called an *external iterator***
  - Iterator has access to “guts” of a map, iterates over it
    - Must be a friend-class to access guts
    - Tightly coupled: container and iterator
  - Standard interface of Init, HasMore, Next, Current
  - Can have several iterators at once, can stop early, can pass iterators around as parameters/objects
Internal iterator (applyAll/applyOne)

- **Applicant subclass**: applied to key/value pairs stored in a map
  - The applicant has an applyOne function, called from the map/collection, in turn, with each key/value pair
  - The map/collection has an applyAll function to which is passed an instance of a subclass of Applicant

```cpp
class Printer : public Applicant<string, int>
{
public:
    virtual void applyOne(string& key, int& value) {
        cout << value << " \t " << key << endl;
    }
};
```

- **Applicant class** is templated on the type of key and value
  - See tmap.h, tmapcounter.cpp, and other examples
From interface to implementation

- **First the name:** STL uses map, Java uses map, we’ll use map
  - Other books/courses use table, dictionary, symbol table
  - We’ve seen part of the map interface in tmapcounter.cpp
    - What other functions might be useful?
    - What’s actually stored internally in a map?

- **The class tmap is a templated, abstract base class**
  - Advantage of templated class (e.g., tvector, tstack, tqueue)
  - Base class permits different implementations
    - UVmap, BSTVap, HMap (stores just string->value)
  - Internally combine key/value into a pair
    - <pair.h> is part of STL, standard template library
    - Struct with two fields: first and second
External Iterator

- The Iterator base class is templated on pair<key,value>, makes for ugly declaration of iterator pointer
  - (note: space between > > in code below is required why?)

```
Iterator<string,int> > * it =
    map->makeIterator();
for(it->Init(); it->HasMore(); it->Next()) {
    cout << it->Current().second << " \t";
    cout << it->Current().first << endl;
}
```

- We ask a map/container to provide us with an iterator
  - We don't know how the map is implemented, just want an iterator
  - Map object is an iterator factory: makes/creates iterator
Map example: finding anagrams

- mapanagram.cpp, alternative program for finding anagrams
  - Maps string (normalized): key to tvector<string>: value
  - Look up normalized string, associate all "equal" strings with normalized form
  - To print, loop over all keys, grab vector, print if ???

- Each value in the map is list/collection of anagrams
  - How do we look up this value?
  - How do we create initial list to store (first time)
  - We actually store pointer to vector rather than vector
    • Avoid map->get()[k], can't copy vector returned by get

- See also mapanastl.cpp for standard C++ using STL
  - The STL code is very similar to tapestry (and to Java!)
Hashing: Log (google) 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 that has 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 tablesize)**
  - Insert 24, 12, 45, 14, delete 24, insert 23 (where?)

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- **Same numbers, use quadratic probing (clustering better?)**

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</table>

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

- Hashing often done on strings, consider two alternatives

```cpp
unsigned hash(const string& s) {
    unsigned int k, total = 0;
    for(k=0; k < s.length(); k++)
        total += s[k];
    return total;
}
```

- Consider `total += (k+1)*s[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
  - HMap (subclass of tmap) maps string->values
  - Why not any key type (only strings)?
Why use inheritance?

- **We want to program to an interface (an abstraction, a concept)**
  - The interface may be concretely implemented in different ways, consider stream hierarchy

```cpp
void readStuff(istream& input){…}

// call function
ifstream input("data.txt");
readStuff(input);
readStuff(cin);
```

- What about new kinds of streams, ok to use?

- **Open/closed principle of code development**
  - Code should be open to extension, closed to modification
  - Why is this (usually) a good idea?
Coding to an interface in RSG

- **Grammar consists of several parts, each has different behavior for the same concept/name/idea**
  - Parse different parts of the grammar
  - Expand different parts of the grammar

- **Object-oriented solution is arguably much simpler**
  - Everything is a `GrammarElement` that can be parsed and expanded
    - Terminal
    - NonTerminal
    - Definition
    - Production
Eric Raymond

- Open source evangelist
  - The Cathedral and the Bazaar
  http://tuxedo.org/~esr/writings/cathedral-bazaar/
  - How to construct software
    “Good programmers know what to write. Great ones know what to rewrite (and reuse).”
- How to convince someone that guns are a good idea? Put this sign up:
  - THIS HOME IS A GUN-FREE ZONE