Lecture 24: Maps & Dictionaries

CS 62
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Map ADT

- Collection of disjoint entries that are associations between a key and a value
- Store and retrieve value fast based on a key.
  - Store phone numbers by name.
  - Store word pair frequencies by first word.
  - Store account info by user ID.
- Cannot contain duplicate keys; at most one value per key (matches the mathematical concept).
- Also known as “dictionaries”, “symbol tables” or “associative arrays”.
Interface

```java
public interface Map<K, V> {
    int size();
    V get(Object key);
    V put(K key, V value);
    V remove(Object key);
}
```

- **size**: number of (key,value) entries in map
- **put**: a new (key,value) entry in map. Return old value replaced if key already exists or null.
- **get**: returns the corresponding value (or null) given a key
  - To distinguish null (no entry with such key was found) from null((key,null) entry), use containsKey
- **remove**: delete the entry with key and return corresponding value. Return null if no entry with such key exists
public interface Map<K, V> {
    int size();
    V get(Object key);
    V put(K key, V value);
    V remove(Object key);

    boolean containsKey(Object key);
    boolean containsValue(Object value);
    Set<K> keySet();
    Collection<V> values();
}
Example

- OfficeNumbers = {}

- put(“YW”, 111) → null
  OfficeNumbers = { (“YW”, 111) }

- put(“EB”, 221) → null
  OfficeNumbers = { (“YW”, 111), (“EB”, 221) }

- put(“KB”, 112) → null
  OfficeNumbers = { (“YW”, 111), (“EB”, 221), (“KB”, 112) }

- put(“YC”, 223) → null
  OfficeNumbers = { (“YW”, 111), (“EB”, 221), (“KB”, 112), (“YC”, 223) }

- get(“KB”) → 112
  OfficeNumbers = { (“YW”, 111), (“EB”, 221), (“KB”, 112), (“YC”, 223) }

- get(“AP”) → null
  OfficeNumbers = { (“YW”, 111), (“EB”, 221), (“KB”, 112), (“YC”, 223) }

- put(“EB”, 127) → 221
  OfficeNumbers = { (“YW”, 111), (“EB”, 127), (“KB”, 112), (“YC”, 223) }
# Map Implementations

<table>
<thead>
<tr>
<th>Data Structure</th>
<th>get</th>
<th>put</th>
<th>remove</th>
</tr>
</thead>
<tbody>
<tr>
<td>List</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>Array</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>Sorted list</td>
<td>$O(\log n)$</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>Balanced BST</td>
<td>$O(\log n)$</td>
<td>$O(\log n)$</td>
<td>$O(\log n)$</td>
</tr>
<tr>
<td>Array[“key range”]</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>

Last row is array where keys are subscripts
Problem

• Goal: Array-like performance for all keys

• Problems:
  • Keys are not integers (and there is no obvious way to convert them)
  • Key range may be large or infinite (and keys may be sparse)
    • Suppose use SS#’s as subscripts to table of students
Hashing

Map data of arbitrary size (keys) to data of fixed size (indices)

Hans Luhn, Nat Rochester, Gene Amdahl, Elaine McGraw, Arthur Samuel, 1953
HashMaps

• Array-like implementations of maps that provide $O(1)$ storing, deletion, and lookup of values given a key

• Components:
  • Hash table: array of $N$ “buckets”
  • Hash function: to compute index of bucket, that is maps key to $0, \ldots, N - 1$

• Value returned by hash function: hash code, hash value, or hash
Ex: 10 buckets, $h(k) = k \% 10$


<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>
</tr>
</thead>
<tbody>
<tr>
<td>(21,&quot;A&quot;)</td>
<td>(2,&quot;D&quot;)</td>
<td>(22,&quot;G&quot;)</td>
<td>(43,&quot;K&quot;)</td>
<td></td>
<td></td>
<td>(6,&quot;L&quot;)</td>
<td></td>
<td></td>
<td>(9,&quot;W&quot;)</td>
</tr>
</tbody>
</table>

Lookup: Given key $k$, compute $h(k)$, find value in entry stored in $h(k)$-indexed bucket

e.g., Lookup 21, $h(21) = 1$, return $(21,"A")$
Perfect Hashing

```java
int hash(Object o);
```

- Should be \(O(1)\).
- Should return an integer.
- The integers for \(N\) keys should be 0 ... \(N-1\).
- Must be a unique integer for every object.
  - That is, it should be bijective.
- Equal keys should lead to equal hashes
  - E.g., String s1 = “hello”, String s2 = “hello”, if hash function is memory address of key, the hashrd of s1 and s2 would be different!
- So important that `hashCode` function built-in to Java classes.
Hash Functions

- Look for reasonable function that scatters elements through array randomly so they won’t bump into each other
- Lose any ordering on keys
- Ideal is to find value in time $O(1)$
- We want to:
  - Find good hashing functions
  - Figure out what to do if 2 elements are sent to same location

- “A given hash function must always be tried on real data in order to find out whether it is effective or not.”
Handling and Equality

```java
public class Employee {
    int employeeId;
    String name;
    Department dept;

    // other methods would be in here

    @Override
    public int hashCode() {
        int hash = 1;
        hash = hash * 17 + employeeId;
        hash = hash * 31 + name.hashCode();
        hash = hash * 13 + (dept == null ? 0 : dept.hashCode());
        return hash;
    }
}
```

Problems

• What to do when results aren’t unique?

• What about objects with `.equals`?

• How can we get a good distribution of results?