



Data Structures and Algorithms

The material for this lecture is drawn, in part, from
The Practice of Programming (Kernighan & Pike) Chapter 2

1



Motivating Quotation

“Every program depends on algorithms and data structures, but few programs depend on the invention of brand new ones.”

-- Kernighan & Pike

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Goals of this Lecture



- Help you learn (or refresh your memory) about:
 - Common data structures and algorithms
- Why? Shallow motivation:
 - Provide examples of pointer-related C code
- Why? Deeper motivation:
 - Common data structures and algorithms serve as “high level building blocks”
 - A power programmer:
 - Rarely creates programs from scratch
 - Often creates programs using high level building blocks

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A Common Task



- Maintain a table of key/value pairs
 - Each key is a string; each value is an `int`
 - Unknown number of key-value pairs
 - For simplicity, allow duplicate keys (client responsibility)
 - In Assignment #3, must check for duplicate keys!
- Examples
 - (student name, grade)
 - (“john smith”, 84), (“jane doe”, 93), (“bill clinton”, 81)
 - (baseball player, number)
 - (“Ruth”, 3), (“Gehrig”, 4), (“Mantle”, 7)
 - (variable name, value)
 - (“maxLength”, 2000), (“i”, 7), (“j”, -10)

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Data Structures and Algorithms



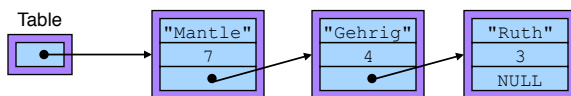
- **Data structures**
 - **Linked list** of key/value pairs
 - **Hash table** of key/value pairs
- **Algorithms**
 - **Create**: Create the data structure
 - **Add**: Add a key/value pair
 - **Search**: Search for a key/value pair, by key
 - **Free**: Free the data structure

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DS #1: (Singly) Linked List



- **Data structure**:
 - Nodes; each contains key/value pair, as well as pointer to next node
 - "Table" structure, that simply points to first node of list



- **Algorithms**:
 - **Create**: Allocate Table structure to point to first node
 - **Add**: Insert new node at front of list
 - **Search**: Linear search through the list
 - **Free**: Free nodes while traversing list; then free Table structure

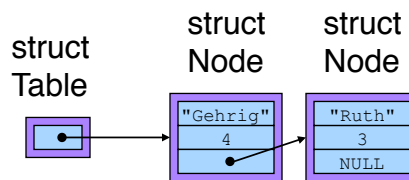
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Linked List: Data Structure



```
struct Node {
    const char *key;
    int value;
    struct Node *next;
};

struct Table {
    struct Node *first;
};
```



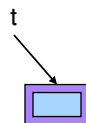
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Linked List: Create (1)



```
struct Table *Table_create(void) {
    struct Table *t;
    t = (struct Table*)
        malloc(sizeof(struct Table));
    t->first = NULL;
    return t;
}
```

```
struct Table *t;
...
t = Table_create();
...
```



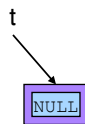
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Linked List: Create (2)



```
struct Table *Table_create(void) {
    struct Table *t;
    t = (struct Table*)
        malloc(sizeof(struct Table));
    t->first = NULL;
    return t;
}
```

```
struct Table *t;
...
t = Table_create();
...
```



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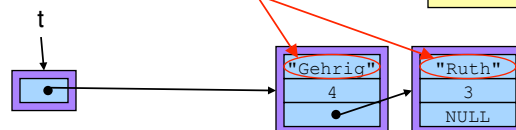
Linked List: Add (1)



```
void Table_add(struct Table *t,
    const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    p->key = key;
    p->value = value;
    p->next = t->first;
    t->first = p;
}
```

These are pointers to strings that exist in the RODATA section

```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```

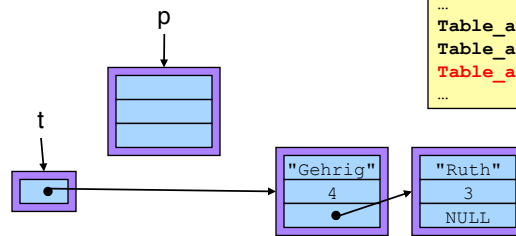


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Linked List: Add (2)



```
void Table_add(struct Table *t,
               const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    p->key = key;
    p->value = value;
    p->next = t->first;
    t->first = p;
}
```



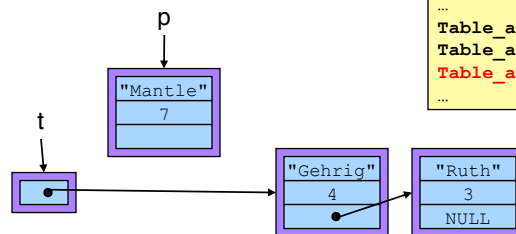
```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```

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Linked List: Add (3)



```
void Table_add(struct Table *t,
               const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    p->key = key;
    p->value = value;
    p->next = t->first;
    t->first = p;
}
```



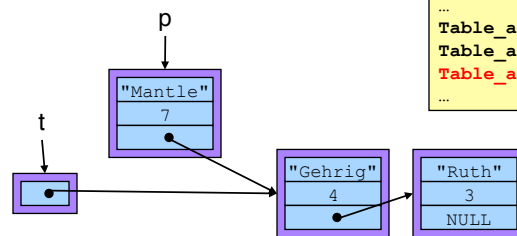
```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```

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Linked List: Add (4)



```
void Table_add(struct Table *t,
               const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    p->key = key;
    p->value = value;
    p->next = t->first;
    t->first = p;
}
```



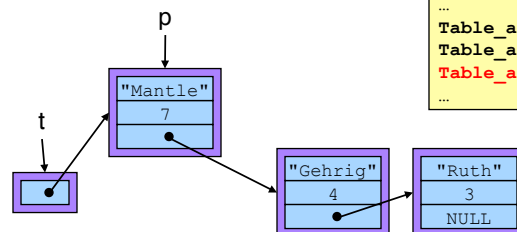
```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```

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Linked List: Add (5)



```
void Table_add(struct Table *t,
               const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    p->key = key;
    p->value = value;
    p->next = t->first;
    t->first = p;
}
```



```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```

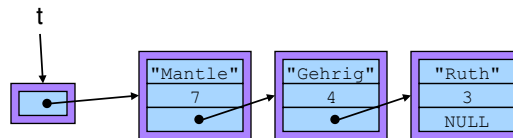
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Linked List: Search (1)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
for (p = t->first; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



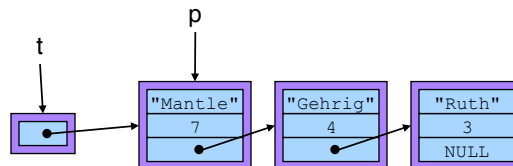
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Linked List: Search (2)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
for (p = t->first; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



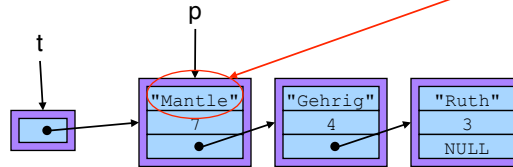
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Linked List: Search (3)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
for (p = t->first; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



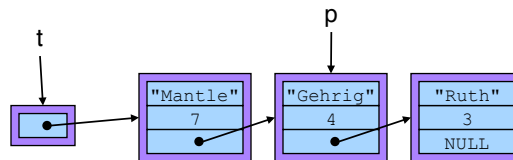
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Linked List: Search (4)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
for (p = t->first; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



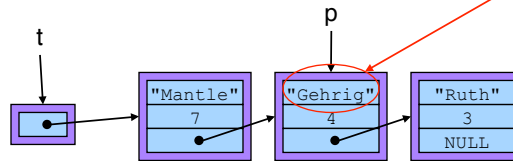
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Linked List: Search (5)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
for (p = t->first; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



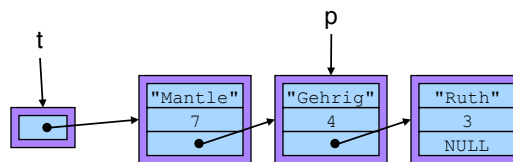
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Linked List: Search (6)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
for (p = t->first; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



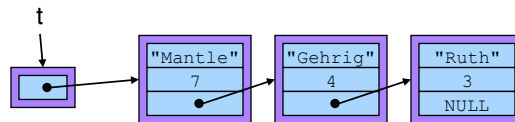
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Linked List: Free (1)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



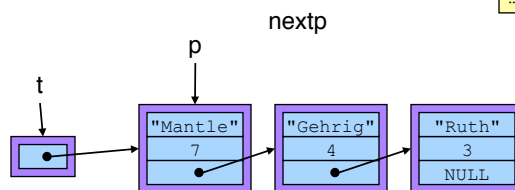
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Linked List: Free (2)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



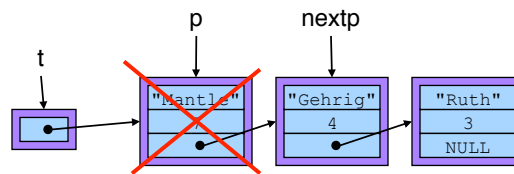
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Linked List: Free (3)



```
void Table_free(struct Table *t) {  
    struct Node *p;  
    struct Node *nextp;  
    for (p = t->first; p != NULL; p = nextp) {  
        nextp = p->next;  
        free(p);  
    }  
    free(t);  
}
```

```
struct Table *t;  
...  
Table_free(t);  
...
```



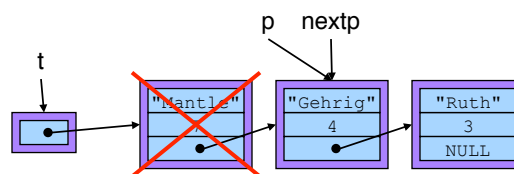
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Linked List: Free (4)



```
void Table_free(struct Table *t) {  
    struct Node *p;  
    struct Node *nextp;  
    for (p = t->first; p != NULL; p = nextp) {  
        nextp = p->next;  
        free(p);  
    }  
    free(t);  
}
```

```
struct Table *t;  
...  
Table_free(t);  
...
```



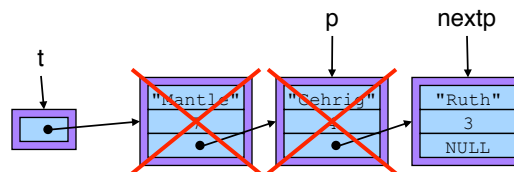
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Linked List: Free (5)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



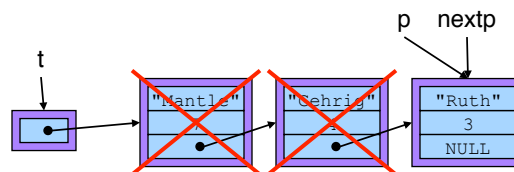
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Linked List: Free (6)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



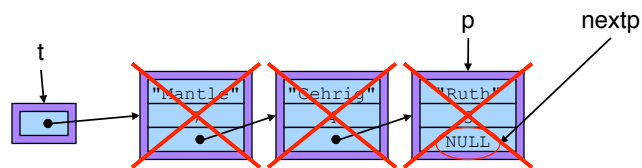
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Linked List: Free (7)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



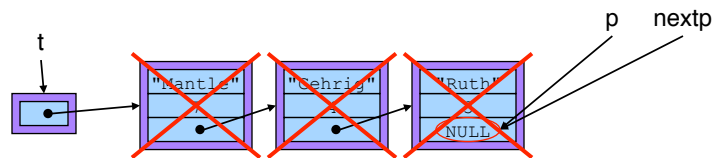
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Linked List: Free (8)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



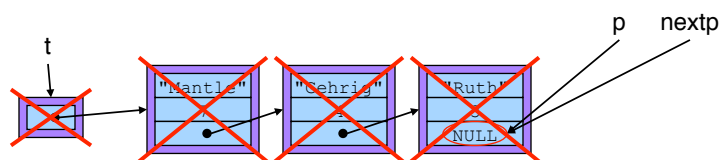
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Linked List: Free (9)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    for (p = t->first; p != NULL; p = nextp) {
        nextp = p->next;
        free(p);
    }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



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Linked List Performance



- Create: fast
- Add: fast
- Search: slow
- Free: slow

What are the asymptotic run times (big-oh notation)?

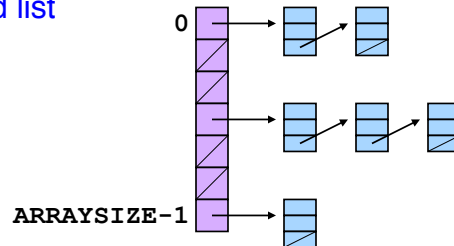
Would it be better to keep the nodes sorted by key?

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Data Structure #2: Hash Table



- Fixed-size array, in which each element (bucket) points to a linked list



```
struct Node *array[ARRAYSIZE];
```

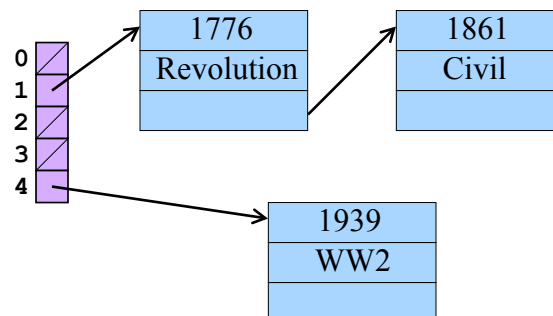
- “Hash function” maps a key to an array index (and bucket)
 - For example, for an integer key h
 - Hash function: $i = h \% \text{ARRAYSIZE}$ (mod function)
 - Go to array element i , i.e., the linked list `hashtab[i]`
 - Search for element, add element, remove element, etc.
 - An element with that key only ever belongs in that list

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Hash Table Example



- Integer keys, array of size 5 with hash function “ $h \bmod 5$ ”
 - “ $1776 \% 5$ ” is 1
 - “ $1861 \% 5$ ” is 1
 - “ $1939 \% 5$ ” is 4

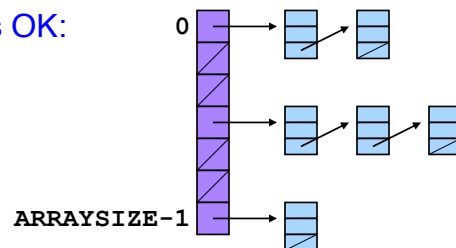


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How Large an Array?



- Large enough that average “bucket” size is 1 (or small constant)
 - Short buckets mean fast search
 - Long buckets mean slow search
- Small enough to be memory efficient
 - Not an excessive number of elements
 - Fortunately, each array element is just storing a pointer
- This is OK:

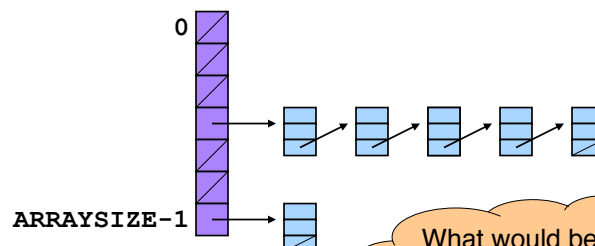


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What Kind of Hash Function?



- Good at distributing elements across the array
 - Distribute results over the range 0, 1, ..., `ARRAYSIZE-1`
 - Distribute results *evenly* to avoid very long buckets
- This is not so good:



What would be the worst possible hash function?

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Hashing String Keys to Integers



- Simple schemes don't distribute the keys evenly enough
 - Number of characters, mod ARRAYSIZE
 - Sum the ASCII values of all characters, mod ARRAYSIZE
 - ...
- Here's a reasonably good hash function
 - Weighted sum of characters x_i in the string
 - $(\sum a^i x_i) \bmod \text{ARRAYSIZE}$
 - Best if a and ARRAYSIZE are relatively prime
 - E.g., $a = 65599$, ARRAYSIZE = 1024

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Implementing Hash Function



- Potentially expensive to compute a^i for each value of i
 - Computing a^i for each value of i
 - Instead, do $((x[0] * 65599 + x[1]) * 65599 + x[2]) * 65599 + x[3]) * \dots$

```
unsigned int hash(const char *x) {
    int i;
    unsigned int h = 0U;
    for (i=0; x[i]!='\0'; i++)
        h = h * 65599 + (unsigned char)x[i];
    return h % 1024;
}
```

Can be more clever than this for powers of two!
(Described in Appendix)

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Hash Table Example

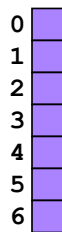


Example: ARRAYSIZE = 7

Lookup (and enter, if not present) these strings: the, cat, in, the, hat
Hash table initially empty.

First word: the. $\text{hash}(\text{"the"}) = 965156977$. $965156977 \% 7 = 1$.

Search the linked list `table[1]` for the string "the"; not found.



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Hash Table Example (cont.)



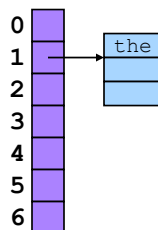
Example: ARRAYSIZE = 7

Lookup (and enter, if not present) these strings: the, cat, in, the, hat
Hash table initially empty.

First word: "the". $\text{hash}(\text{"the"}) = 965156977$. $965156977 \% 7 = 1$.

Search the linked list `table[1]` for the string "the"; not found

Now: `table[1] = makelink(key, value, table[1])`



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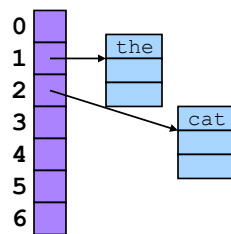
Hash Table Example (cont.)



Second word: "cat". $\text{hash}(\text{"cat"}) = 3895848756$. $3895848756 \% 7 = 2$.

Search the linked list `table[2]` for the string "cat"; not found

Now: `table[2] = makelink(key, value, table[2])`



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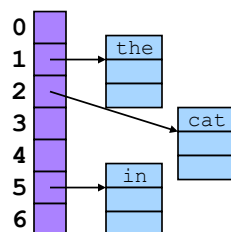
Hash Table Example (cont.)



Third word: "in". $\text{hash}(\text{"in"}) = 6888005$. $6888005 \% 7 = 5$.

Search the linked list `table[5]` for the string "in"; not found

Now: `table[5] = makelink(key, value, table[5])`



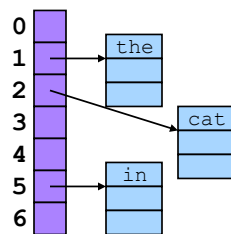
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Hash Table Example (cont.)



Fourth word: "the". $\text{hash}(\text{"the"}) = 965156977$. $965156977 \% 7 = 1$.

Search the linked list `table[1]` for the string "the"; found it!



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Hash Table Example (cont.)

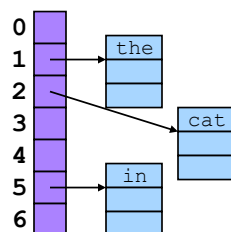


Fourth word: "hat". $\text{hash}(\text{"hat"}) = 865559739$. $865559739 \% 7 = 2$.

Search the linked list `table[2]` for the string "hat"; not found.

Now, insert "hat" into the linked list `table[2]`.

At beginning or end? Doesn't matter.

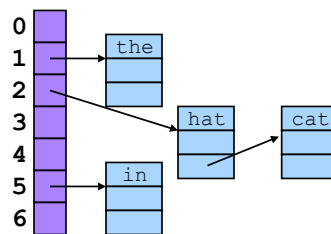


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Hash Table Example (cont.)



Inserting at the front is easier, so add "hat" at the front



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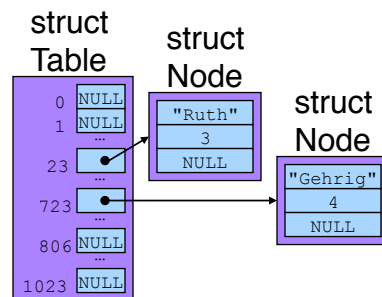
Hash Table: Data Structure



```
enum {BUCKET_COUNT = 1024};

struct Node {
    const char *key;
    int value;
    struct Node *next;
};

struct Table {
    struct Node *array[BUCKET_COUNT];
};
```



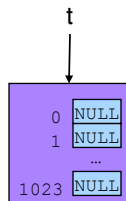
44

Hash Table: Create



```
struct Table *Table_create(void) {  
    struct Table *t;  
    t = (struct Table*)calloc(1, sizeof(struct Table));  
    return t;  
}
```

```
struct Table *t;  
...  
t = Table_create();  
...
```



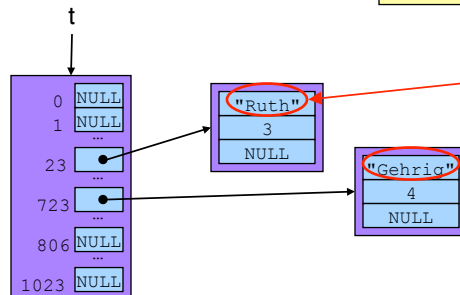
45

Hash Table: Add (1)



```
void Table_add(struct Table *t,  
    const char *key, int value) {  
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));  
    int h = hash(key);  
    p->key = key;  
    p->value = value;  
    p->next = t->array[h];  
    t->array[h] = p;  
}
```

```
struct Table *t;  
...  
Table_add(t, "Ruth", 3);  
Table_add(t, "Gehrig", 4);  
Table_add(t, "Mantle", 7);  
...
```



These are pointers to strings that exist in the RODATA section

Pretend that "Ruth" hashed to 23 and "Gehrig" to 723

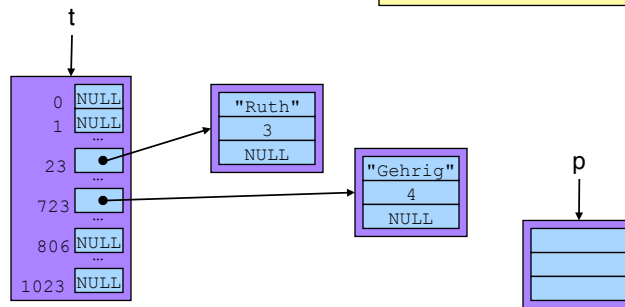
46

Hash Table: Add (2)



```
void Table_add(struct Table *t,
              const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    int h = hash(key);
    p->key = key;
    p->value = value;
    p->next = t->array[h];
    t->array[h] = p;
}
```

```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```



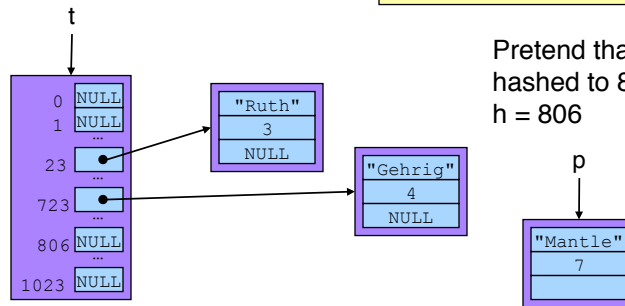
47

Hash Table: Add (3)



```
void Table add(struct Table *t,
              const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    int h = hash(key);
    p->key = key;
    p->value = value;
    p->next = t->array[h];
    t->array[h] = p;
}
```

```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```



Pretend that "Mantle" hashed to 806, and so $h = 806$

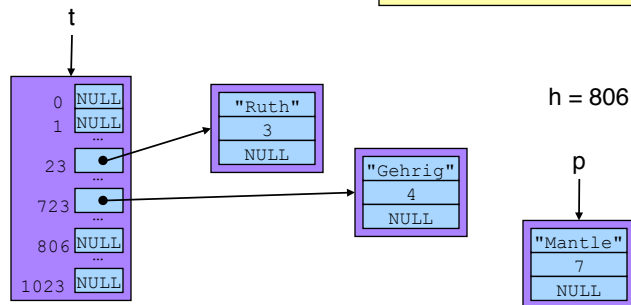
48

Hash Table: Add (4)



```
void Table_add(struct Table *t,
               const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    int h = hash(key);
    p->key = key;
    p->value = value;
    p->next = t->array[h];
    t->array[h] = p;
}
```

```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```



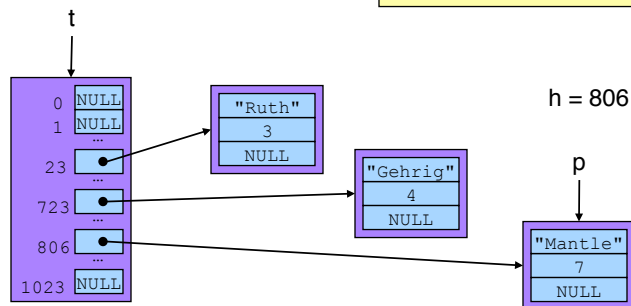
49

Hash Table: Add (5)



```
void Table add(struct Table *t,
               const char *key, int value) {
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    int h = hash(key);
    p->key = key;
    p->value = value;
    p->next = t->array[h];
    t->array[h] = p;
}
```

```
struct Table *t;
...
Table_add(t, "Ruth", 3);
Table_add(t, "Gehrig", 4);
Table_add(t, "Mantle", 7);
...
```



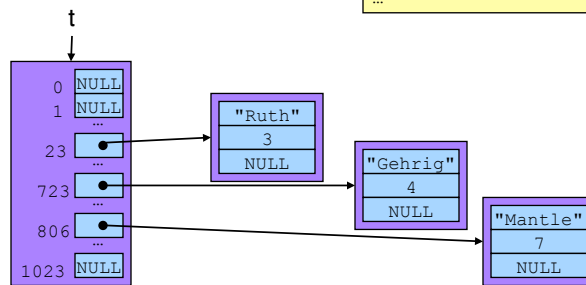
50

Hash Table: Search (1)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
int h = hash(key);
for (p = t->array[h]; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



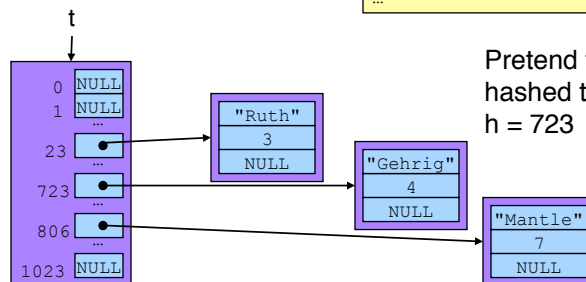
51

Hash Table: Search (2)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
int h = hash(key);
for (p = t->array[h]; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



Pretend that "Gehrig"
hashed to 723, and so
 $h = 723$

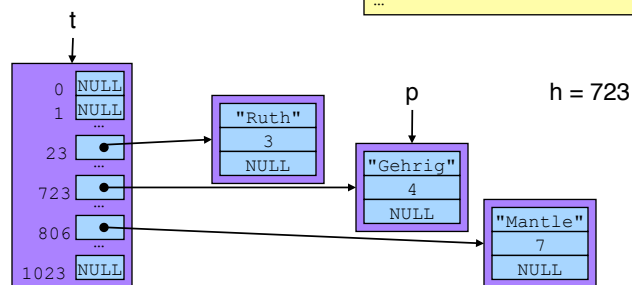
52

Hash Table: Search (3)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
int h = hash(key);
for (p = t->array[h]; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



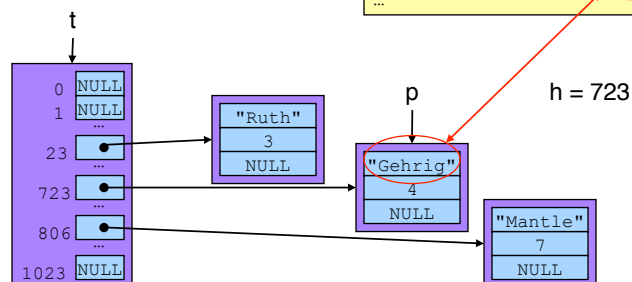
53

Hash Table: Search (4)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
int h = hash(key);
for (p = t->array[h]; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found =
Table_search(t, "Gehrig", &value);
...
```



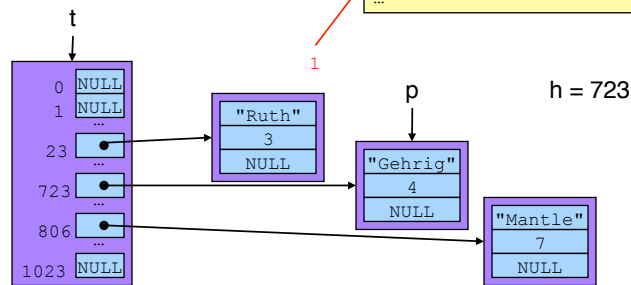
54

Hash Table: Search (5)



```
int Table_search(struct Table *t,
const char *key, int *value) {
struct Node *p;
int h = hash(key);
for (p = t->array[h]; p != NULL; p = p->next)
if (strcmp(p->key, key) == 0) {
*value = p->value;
return 1;
}
return 0;
}
```

```
struct Table *t;
int value;
int found;
...
found = Table_search(t, "Gehrig", &value);
...
```



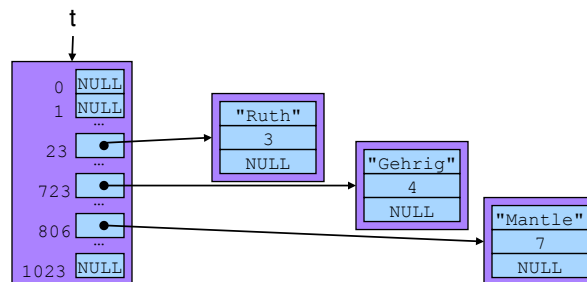
55

Hash Table: Free (1)



```
void Table_free(struct Table *t) {
struct Node *p;
struct Node *nextp;
int b;
for (b = 0; b < BUCKET_COUNT; b++)
for (p = t->array[b]; p != NULL; p = nextp) {
nextp = p->next;
free(p);
}
free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



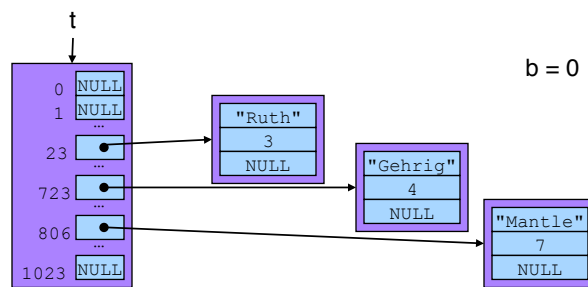
56

Hash Table: Free (2)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



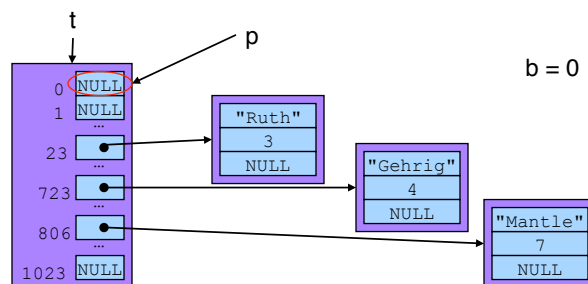
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Hash Table: Free (3)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



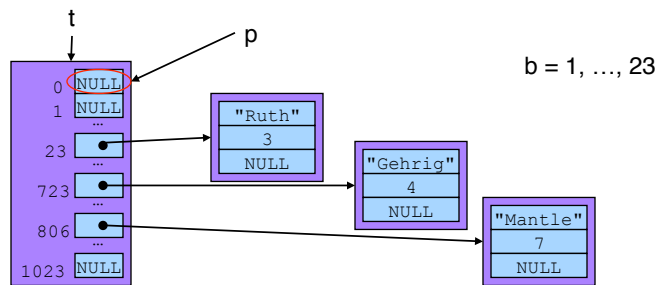
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Hash Table: Free (4)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



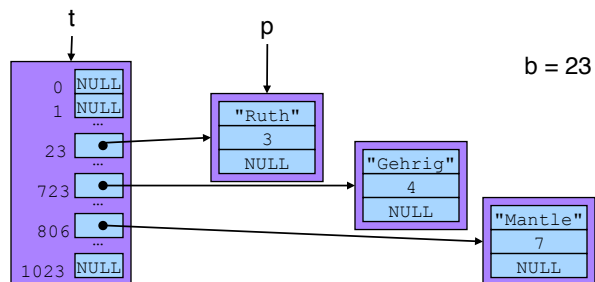
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Hash Table: Free (5)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



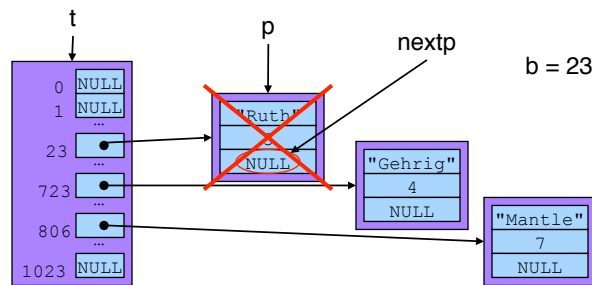
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Hash Table: Free (6)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



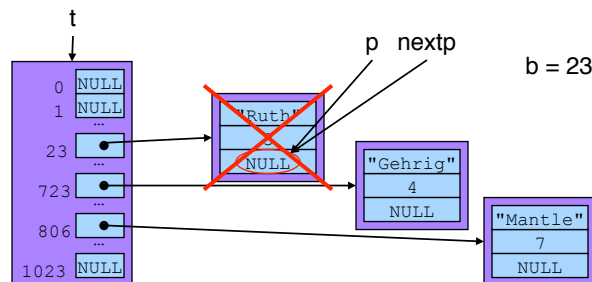
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Hash Table: Free (7)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



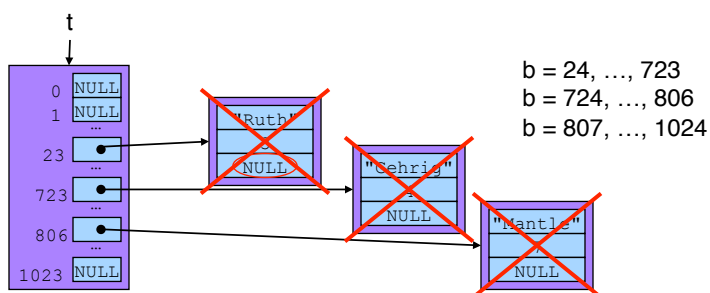
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Hash Table: Free (8)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



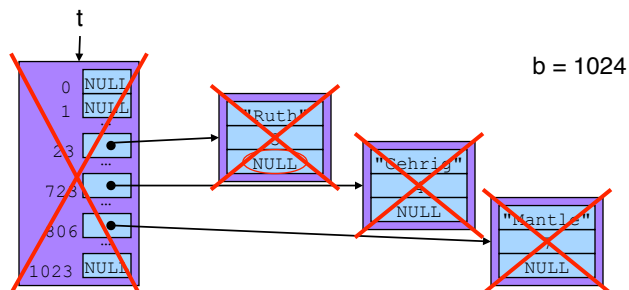
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Hash Table: Free (9)



```
void Table_free(struct Table *t) {
    struct Node *p;
    struct Node *nextp;
    int b;
    for (b = 0; b < BUCKET_COUNT; b++)
        for (p = t->array[b]; p != NULL; p = nextp) {
            nextp = p->next;
            free(p);
        }
    free(t);
}
```

```
struct Table *t;
...
Table_free(t);
...
```



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Hash Table Performance



- Create: fast
- Add: fast
- Search: fast
- Free: slow

What are the asymptotic run times (big-oh notation)?

Is hash table search *always* fast?

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Key Ownership



- Note: Table_add() functions contain this code:

```
void Table_add(struct Table *t, const char *key, int value) {  
    ...  
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));  
    p->key = key;  
    ...  
}
```

- Caller passes key, which is a pointer to memory where a string resides
- Table_add() function stores within the table the address where the string resides

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Key Ownership (cont.)



- Problem: Consider this calling code:

```
struct Table t;
char k[100] = "Ruth";
...
Table_add(t, k, 3);
strcpy(k, "Gehrig");
...
```

- Via Table_add(), table contains memory address k
- Client changes string at memory address k
- Thus client changes key within table

What happens if the client searches t for "Ruth"?

What happens if the client searches t for "Gehrig"?

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Key Ownership (cont.)



- Solution: Table_add() saves **copy** of given key

```
void Table_add(struct Table *t, const char *key, int value) {
    ...
    struct Node *p = (struct Node*)malloc(sizeof(struct Node));
    p->key = (const char*)malloc(strlen(key) + 1);
    strcpy(p->key, key);
    ...
}
```

Why add 1?

- If client changes string at memory address k, data structure is not affected
- Then the data structure "owns" the copy, that is:
 - The data structure is responsible for freeing the memory in which the copy resides
 - The Table_free() function must free the copy

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Summary



- Common data structures and associated algorithms
 - **Linked list**
 - fast insert, slow search
 - **Hash table**
 - Fast insert, (potentially) fast search
 - Invaluable for storing key/value pairs
 - Very common
- **Related issues**
 - Hashing algorithms
 - Memory ownership

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Appendix



- “Stupid programmer tricks” related to hash tables...

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Revisiting Hash Functions



- Potentially expensive to compute “mod c”
 - Involves division by c and keeping the remainder
 - Easier when c is a power of 2 (e.g., $16 = 2^4$)
- An alternative (by example)

- $53 = 32 + 16 + 4 + 1$

•••	32	16	8	4	2	1
0	0	1	1	0	1	0

- $53 \% 16$ is 5, the last four bits of the number

•••	32	16	8	4	2	1
0	0	0	0	0	1	0

- Would like an easy way to isolate the last four bits...

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Recall: Bitwise Operators in C



- Bitwise AND (&)
- Bitwise OR (|)

&	0	1
0	0	0
1	0	1

	0	1
0	0	1
1	1	1

- Mod on the cheap!
 - E.g., $h = 53 \& 15$;

53	0	0	1	1	0	1	0	1
& 15	0	0	0	0	1	1	1	1
5	0	0	0	0	0	1	0	1

- One's complement (~)
 - Turns 0 to 1, and 1 to 0
 - E.g., set last three bits to 0
 - $x = x \& \sim 7$;

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A Faster Hash Function



```
unsigned int hash(const char *x) {
    int i;
    unsigned int h = 0U;
    for (i=0; x[i]!='\0'; i++)
        h = h * 65599 + (unsigned char)x[i];
    return h % 1024;
}
```

Previous
version



```
unsigned int hash(const char *x) {
    int i;
    unsigned int h = 0U;
    for (i=0; x[i]!='\0'; i++)
        h = h * 65599 + (unsigned char)x[i];
    return h & 1023;
}
```

Faster

What happens if
you mistakenly
write "h & 1024"?

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Speeding Up Key Comparisons



- Speeding up key comparisons
 - For any non-trivial value comparison function
 - Trick: store full hash result in structure

```
int Table_search(struct Table *t,
    const char *key, int *value) {
    struct Node *p;
    int h = hash(key); /* No % in hash function */
    for (p = t->array[h%1024]; p != NULL; p = p->next)
        if ((p->hash == h) && strcmp(p->key, key) == 0) {
            *value = p->value;
            return 1;
        }
    return 0;
}
```

Why is this so
much faster?

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