

# CSC148 winter 2016

hashes, memory, review  
week 12

Danny Heap

heap@cs.toronto.edu

BA4270 (behind elevators)

<http://www.cdf.toronto.edu/~csc148h/winter/>  
416-978-5899

April 8, 2016



# Outline

hash tables

tracing code

aliasing

summary/review



## why hash

lists are contiguous (adjacent) sequences of references to objects, so access to a list position is fast (just arithmetic)

what if we could convert — hash — other data to a suitable integer for a list index, we'd want:

- ▶ fast
- ▶ deterministic: the same (or equivalent values) gets hashed to the same integer each time.
- ▶ well-distributed: We'd like a typical set of values to get hashed pretty uniformly over the available list positions.

# you can't hash everything!

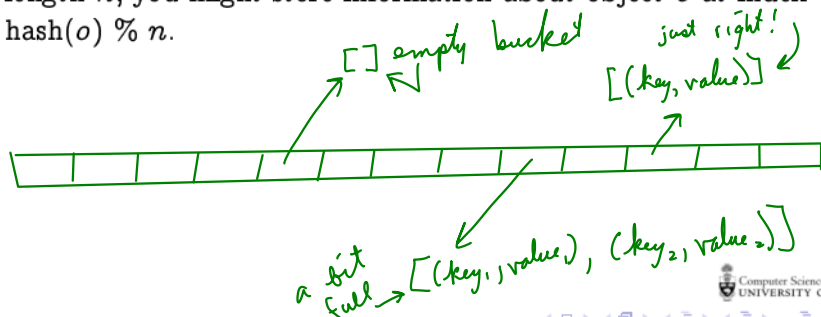
```
>>> list1 = [0]
>>> id(list1)
3069263116
>>> list1.append(1)
>>> id(list1)
3069263116
```

oops!



## hash to hash table (dictionary)...

Once you have hashed an object to a number, you can easily use part of that number as an index into a list to store the object, or something related to that object. If the list is of length  $n$ , you might store information about object  $o$  at index  $\text{hash}(o) \% n$ .



## collisions

even a well-distributed hash function will have a surprising number of collisions...

how many people do you need to poll before you find two with the same birthday (out of 366 possibilities, including leap-year)?

the mathematics is a bit counter-intuitive... the probability of a non-collision for 23 birthdays is:

$$p = \frac{366}{366} \times \frac{365}{366} \times \cdots \times \frac{344}{366} \approx 0.493$$

## chaining or probing

a couple of tactics for dealing with two different keys ending up at the same index

**chaining**: keep a small (one hopes) list at that index

**probing**: explore, in a systematic way, until the next open index

either tactic has costs, so keep collisions to a minimum by keeping the list partly empty

Python dictionaries are **implemented** using hash tables and probing. The cost of collisions is kept small by enlarging the underlying table when necessary, and the cost of enlarging is amortized over many dictionary accesses.

The result is that access to a dictionary element is  $O(1)$ , essentially the time it takes to access a list element.

One downside is that extra work is required to order the keys or values of a dictionary. What is their “natural” order?





# know your code

...inside out, left to right

```
def f(n):  
    return n + 1  
  
def g(m):  
    return f(m) + 1  
  
print(f(g(f(1) * 2) + 2))
```

use Debugger  
or Python visualizer  
to see functions on call  
stack, waiting for their  
bodies to be filled in



## know more code

... bottom to top

```
class A:  
    def g(self, n):  
        return n + 1
```

```
    def f(self, m):  
        return self.g(m)
```

self is either an A or a B !

```
class B(A):  
    def g(self, n):  
        return 2 * n
```

```
if __name__ == "__main__":  
    b = B()  
    print(b.f(2))  
    a = A()  
    print(a.f(2))
```

## ...and more code

...think locally...

```
x = 7
```

```
def f():
```

```
    y = x
```

```
    print(y)
```

```
    if False:
```

```
        x = 2
```

```
if __name__ == "__main__":
```

```
    f()
```

at this line, Python says "local x not initialized yet!"

at this line, Python says: x is local...



## aliases

```
>>> L = [[]] * 3
```

```
>>> L
```

```
[[], [], []]
```

```
>>> L[0].append(1)
```

```
>>> L
```

try it!

3 copies  
of this object!



## persistent values

default values are created when a function is defined...!

```
>>> def f(n, m=[]):  
...     m.append(n)  
...     return m  
...
```

```
>>> f(1)
```

```
[1]
```

```
>>> f(2)
```

```
[1, 2]
```

*conventional Python way -*

*- m = None*

*- test for None in body, set  
m = []*



## bare bones

- ▶ 3 hours — 180 minutes!  
→ take 25 minutes to carefully form your answer
- ▶ 7 questions
- ▶ comprehensive ) all course topics are fair game
- ▶ no aid sheet  
↳ but an API...



PLEASE HAND IN

PLEASE HAND IN

UNIVERSITY OF TORONTO  
Faculty of Arts and Science  
April 2016 Examinations

CSC148H1S

Duration — 3 hours  
No aids allowed.

Student Number: \_\_\_\_\_

Last Name: \_\_\_\_\_

First Name: \_\_\_\_\_

Do not turn this page until you have received the signal to start.  
(In the meantime, please fill out the identification section above,  
and read the instructions below.)

This exam consists of 7 questions on 15 pages (including this one).  
When you receive the signal to start, please make sure that your copy  
of the exam is complete.  
Please answer questions in the space provided. You will earn 20% for  
any question you leave blank or write "I cannot answer this question."  
on. You may earn substantial part marks for writing down the outline  
of a solution and indicating which steps are missing.  
You must achieve 40% of the marks on this final exam, to pass this  
course.  
Write your student number at the bottom of pages 2-15 of this exam.  
There is a Python API at the end of this exam that you may tear off  
for reference.

# 1: \_\_\_\_ / 8  
# 2: \_\_\_\_ / 6  
# 3: \_\_\_\_ / 8  
# 4: \_\_\_\_ / 8  
# 5: \_\_\_\_ / 8  
# 6: \_\_\_\_ / 8  
# 7: \_\_\_\_ / 8  
TOTAL: \_\_\_\_ / 54

Good Luck!

Page 1

Total Pages = 15

+ API

00397's...

# topics

*re-work all  
functions, examples,  
exercises.*

**object-oriented programming and design:** lecture slides and example code, in-class exercises, weeks 1–3, lab #1 and lab #2, and assignment #1

**abstract data types, stacks, queues:** lecture slides and example code, weeks 3 and 4, lab #3

**linked lists:** lecture slides and example code, in-class exercise, weeks 4 and 5, and lab #4

**reading, writing recursion on nested lists:** lecture slides and example code, in-class exercise, week 6, lab #5 and lab #6

*re-work  
hand-out,*





## more topics

*no empty!*  
recursion on general trees: lecture slides and example code  
week 7, in-class exercises on contains and leaf,  
lab #7

recursion on binary trees: lecture slides and example code week  
8, lab #8, and assignment #2

*empty  $\Rightarrow$  None*  
binary search trees, insertion, deletion, mutation: lecture slides  
and example code week #9, in-class exercise

efficiency, recursion, recursive structures: lecture slides and  
example code week #10, lab #9

big-Oh, hash table: lecture slides and example code week #11

hash table, tracing and traps: lecture slides and example code  
week #12

office hours: Mondays 3–5 p.m., April 11, 18, 25, BA4270.