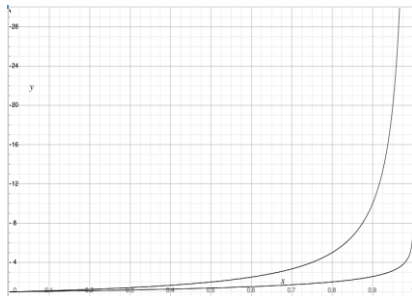


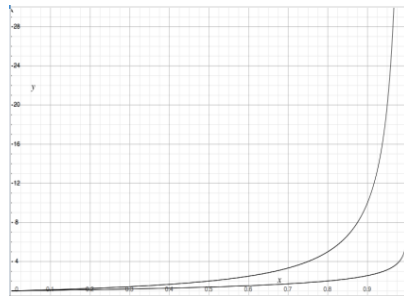
**Running Time Observations:**



**Linear Probing:**

Successful:  $\frac{1}{2}(1 + \frac{1}{(1-\alpha)})$

Unsuccessful:  $\frac{1}{2}(1 + \frac{1}{(1-\alpha)^2})$



**Double Hashing:**

Successful:  $\frac{1}{\alpha} * \ln(\frac{1}{(1-\alpha)})$

Unsuccessful:  $\frac{1}{(1-\alpha)}$

**ReHashing:**

What happens when the array fills?

Better question:

Algorithm:

--	--	--	--	--

--	--	--	--	--	--	--	--	--	--	--

	Hash Table		AVL	List
	Amortized	Worst Case		
<b>Find</b>				
<b>Insert</b>				
<b>Storage Space</b>				

**Which collision resolution strategy is better?**

- Big Records:
- Structure Speed:

**What structure do hash tables replace?**

**What constraint exists on hashing that doesn't exist with BSTs?**

**Why talk about BSTs at all?**

**A Secret, Mystery Data Structure:**

- ADT:**
- insert
  - remove
  - isEmpty

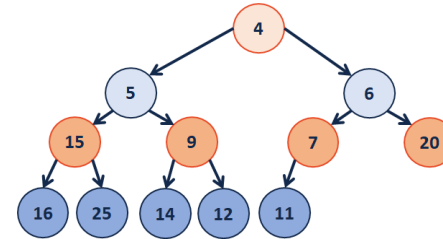
## Priority Queue Implementations

insert	removeMin	Implementation
$O(n)$	$O(n)$	Unsorted Array
$O(1)$	$O(n)$	Unsorted List
$O(\lg(n))$	$O(1)$	Sorted Array
$O(\lg(n))$	$O(1)$	Sorted List

...what errors exist in this table?

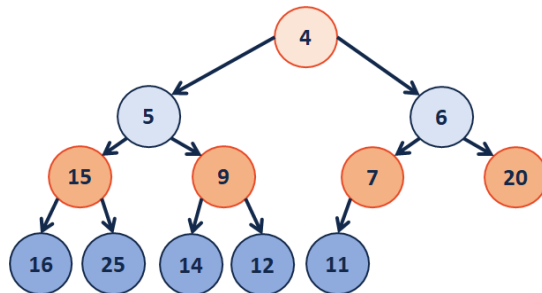
Which algorithm would we use?

## Implementing a (min)Heap as an Array



4	5	6	15	9	7	20	16	25	14	12	11			
---	---	---	----	---	---	----	----	----	----	----	----	--	--	--

A New Tree-like Structure:



### CS 225 – Things To Be Doing:

1. Register for CS 225's Final Exam!
2. Exam #8 (programming, MP4-like and AVL) ongoing
3. MP5 due Monday, Nov. 6
4. lab\_heaps due Sunday, Nov. 5
5. Daily POTDs