
Data Structures and Algorithms

XMUT-COMP 103 - 2025 T1

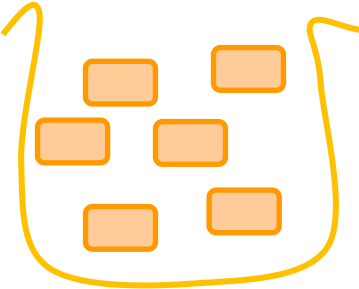
Using Set

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Using Sets

- Vocabulary:
 - Given a file of words (from a book)
 - Count the number of words and the number of distinct words.
 - open the file
 - initialise Vocab = new collection of String
 - initialise totalWordCount = 0
 - for each word in the file
 - increment totalWordCount
 - if the word is not in the vocab, then add it
 - return totalWordCount and the size of Vocab
- 
- This is the potentially expensive operation
- What kind of Collection makes it efficient to check if the word is in the vocab already?

List

```
List<String> vocab = new ArrayList<String>();
try{
    Scanner sc = new Scanner(new File(filename));
    while (sc.hasNext()){
        String word = sc.next();
        if(!vocab.contains(word)) {
            vocab.add(word);
        }
    }
}
catch(IOException e){...}

UI.println("Number of different words: " + vocab.size());
```

Set

```
Set<String> vocab = new HashSet<String>(); try{
    Scanner sc = new Scanner(new File(filename));
    while (sc.hasNext()){
        String word = sc.next();
        vocab.add(word); //Notice no need to check vocab.contains(word) first
    }
}
catch(IOException e){...}
```

```
UI.println("Number of different words: " + vocab.size());
```

```
for(String s : vocab) {UI.println(s);} //Print each word
```

Example

TEXT: I like to play games. I also like to make games.

List:

0	1	2	3	4	5	6	7	8	9

Set:

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

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TEXT: I like to play games. I also like to make games.



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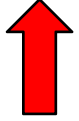
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Set: size() == 7 //DONE

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List: size() == 7 //DONE



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0	1	2	3	4	5	6	7	8	9

Set: size() == 7 //DONE

I	like	to	play	games	also	make			
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Example

TEXT: I like to play games. I also like to make games.

List: `size() == 7 //DONE` using 28 extra steps

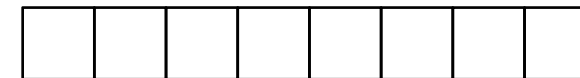
I	like	to	play	games	also	makes			
0	1	2	3	4	5	6	7	8	9

Set: `size() == 7 //DONE`

I	like	to	play	games	also	make			
---	------	----	------	-------	------	------	--	--	--

Sets: HashSet

- HashSets:
 - uses an array to store the values.
 - given a value, compute an index where it belongs (hashCode)
 - jump to that index in the array
 - speed is independent of how big the set is!!!
- Problem: suppose two values have the same hashCode?
 - make a “bucket” – a list of values, and search down the list
 - OK, as long as the HashSet doesn’t get too full
 - Of the HashSet gets a bit full (eg, 70%)
 - make a new array (double the size) and move all the values over
- Problem: order of items is all mixed up



Sets: HashSet

- HashSets:
 - uses an array to store the values.
 - given a value, compute an index where it belongs (hashCode)
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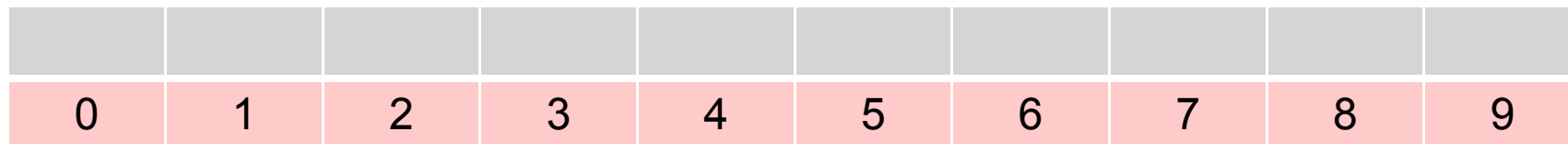
Sets: HashSet

- Lets add the characters "a", "c", "q" and "a" to a HashSet

0	1	2	3	4	5	6	7	8	9

Sets: HashSet

- Lets add the characters "a", "c", "q" and "a" to a HashSet
- "a" hashCode => 97



Sets: HashSet

- Lets add the characters "a", "c", "q" and "a" to a HashSet
- "a" hashCode => $97 \% 10 = 7$

							a		
0	1	2	3	4	5	6	7	8	9

Sets: HashSet

- Lets add the characters "a", "c", "q" and "a" to a HashSet
- "a" hashCode => $97 \% 10 = 7$
- "c" hashCode => $99 \% 10 = 9$

							a		c
0	1	2	3	4	5	6	7	8	9

Sets: HashSet

- Lets add the characters "a", "c", "q" and "a" to a HashSet
- "a" hashCode => $97 \% 10 = 7$
- "c" hashCode => $99 \% 10 = 9$
- "q" hashCode => $113 \% 10 = 3$

			q				a		c
0	1	2	3	4	5	6	7	8	9

Sets: HashSet

- Lets add the characters "a", "c", "q" and "a" to a HashSet
- "a" hashCode => $97 \% 10 = 7$
- "c" hashCode => $99 \% 10 = 9$
- "q" hashCode => $113 \% 10 = 3$
- "a" hashCode => 97

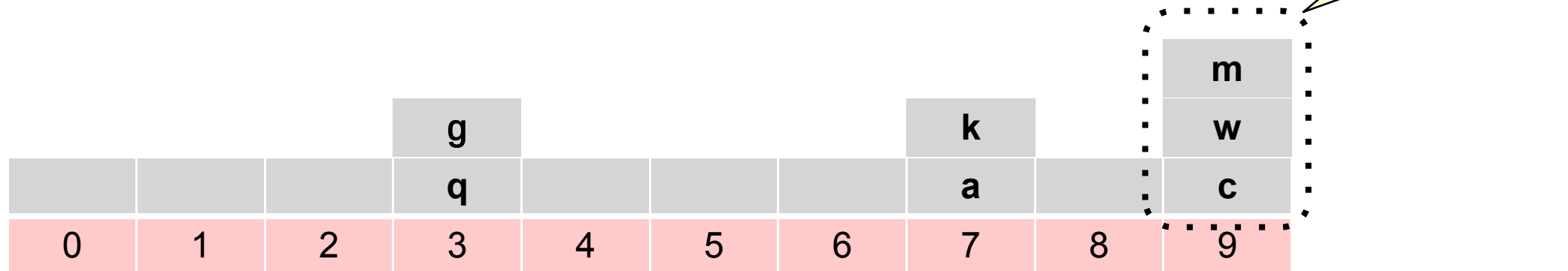
			q				a		c
0	1	2	3	4	5	6	7	8	9

Sets: HashSet

- Problem: suppose two values have the same hashCode?
 - make a “bucket” – i.e. a list of values, and search down the list
 - OK, as long as the HashSet doesn't get too full
 - If the HashSet gets a bit full (eg, 70%)
 - make a new array (double the size) and move all the values over

Sets: HashSet

- Lets add more characters to a HashSet
- “a” hashCode => 97
- “c” hashCode => 99
- “q” hashCode => 113
- “k” hashCode => 107
- “w” hashCode => 119
- “m” hashCode => 109
- “g” hashCode => 103



Sets: HashSet

- Issue: Is the hashCode calculated correctly
 - Will each object have a unique code?
 - Are the values skewed/badly distributed?
- Potential Problem: order of items is all mixed up
- Alternative method
 - Could we use the natural order of the elements to determine if they already are in the set?

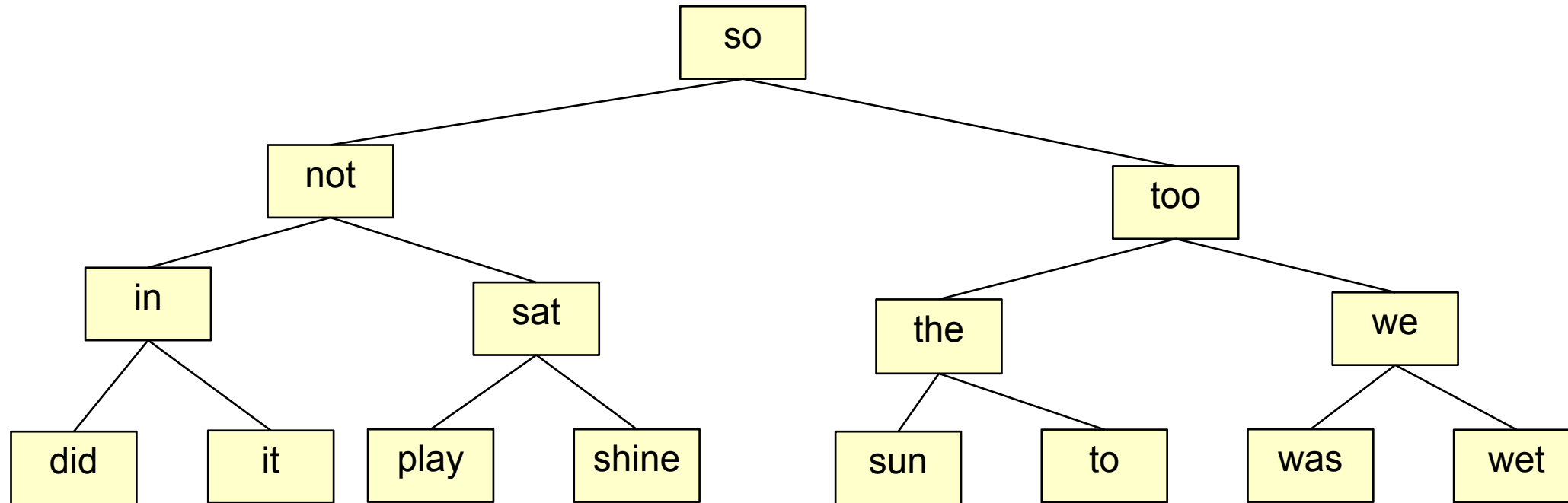
Using Sets: Vocabulary, again

- Vocabulary:
 - Given a file of words (from a book)
 - Count the number of words and the number of distinct words.
 - Print out the vocabulary:
 - all words, alphabetically
- How can we sort the words?

```
List<String> sortedVocab = new ArrayList<String>(Vocab);  
                                // or create empty then add all: sortedVocab.addAll(vocab);  
  
Collections.sort(sortedVocab);  
for (String word : sortedVocab){  
    outfile.println(word);  
}
```

TreeSet

- TreeSet: a class that implements Set (and SortedSet)
 - Keep all the values in a tree structure, alphabetically organised.
 - Search down the branches to find values



- Not quite as fast as HashSets, but very close!
- Million items – about 20 steps maximum to find any item.
- Around 20,000,000 steps to add 1,000,000 items.

Using TreeSet: Vocabulary, again

```
Set<String> sortedVocab = new TreeSet<String>();
```

```
while (scan.hasNext()){  
    sortedVocab.add(scan.next());  
}  
for (String word : sortedVocab){  
    outfile.println(word);  
}
```

Measuring the performance

- Run the VocabularyMeasurer program
 - Counts vocabulary of a file using HashSet, TreeSet, and ArrayList.
 - Measures and reports the time taken.

- Key question: Does it matter which one we use?