**CSCI 262**

**Data Structures**

6 – Maps

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**MAPS**

**Map**

- An abstract data type for associating *keys* with *values*
  - Keys must be unique, value can be anything
  - Similar to sets (and often built on them)
    - The map stores sets of *pairs or associations*
    - The pair first value is the key, determines uniqueness
  - Also known as a Dictionary
  - Also known as an **associative array**

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**Example**

A map of strings to strings, storing words → definitions.

<table>
<thead>
<tr>
<th>Word</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>data</td>
<td>individual facts, statistics, or items of information</td>
</tr>
<tr>
<td>structure</td>
<td>anything composed of parts arranged together in some way; an organization</td>
</tr>
<tr>
<td>algorithm</td>
<td>a set of rules for solving a problem in a finite number of steps, as for finding the greatest common divisor</td>
</tr>
</tbody>
</table>

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**Example**

Product database: a map of strings to *tuples*, storing SKUs (product id codes) → product descriptions, prices, etc:

<table>
<thead>
<tr>
<th>SKU</th>
<th>Description</th>
<th>Color</th>
<th>Price</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>427-WHT-100-A</td>
<td>Widgets, white</td>
<td>White</td>
<td>47.99</td>
<td>box</td>
</tr>
<tr>
<td>437-RED-100-A</td>
<td>Thingamajigs, red</td>
<td>Red</td>
<td>47.99</td>
<td>box</td>
</tr>
<tr>
<td>5120-FOO-66X</td>
<td>Misc. doodads</td>
<td>Black</td>
<td>12.49</td>
<td>pack of 6</td>
</tr>
</tbody>
</table>

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**Types of Maps**

Just like sets, we have two kinds:

- **Ordered maps**
  - Items are stored in key order, retrievable in key order
  - Keys must be comparable
  - Typically implemented using binary search trees
- **Unordered maps**
  - Items are stored in no particular order
  - Typically faster than ordered maps
  - Implemented using hashtables
The Map ADT

A Map does all of these efficiently:
- **Get** a value associated with a key (if in map)
- **Put** a key/value pair into map
- **Remove** a key/value pair from map
- **Update** the value associated with a key
- **Determine** if the map contains a key

STL Maps (Ordered)

```cpp
#include <map>
template <class K, class V> class map

Method summary:
- `at(K key)` // get value associated with key; throws exception if not found
- `insert(pair<K,V> entry)` // put a key/value pair into map
- `emplace(K key, V value)` // put a key/value pair into the map
- `erase(K key)` // remove key/value pair from map
- `find(K key)` // get iterator to entry
- `count(K key)` // count matching entries
- `size()` // number of entries
- `empty()` // true if no entries
- `operator[](K key)` // get and put and update (returns a reference to value associated with key; creates default entry if not found)
```

STL Maps Methods

There's a lot to cover here.

We'll dive into the more important methods in a moment.

First...

STL Pair

pair is an STL template class designed for one purpose: to hold two objects

```cpp
#include <utility> // or <map>, <set>, others

template <class A, class B> class pair

public member variables (not methods):
- `first` // first element
- `second` // second element
```

Pair Usage - Creation

Verbose:
```cpp
pair<type1, type2> p;
p.first = obj1;
p.second = obj2;
```

Quicker:
```cpp
auto p = make_pair(obj1, obj2);
```

Sneaky quick way, when a pair is expected, e.g. as arg:
```cpp
{ obj1, obj2 }
```
Pair Usage – Extracting Values

```cpp
void foo(pair<type1, type2> p) {
    type1 a = p.first;
    type2 b = p.second;
    ...
}
```

Pair Example

```cpp
void print_pair(pair<int, string> p) {
    cout << p.first << " ": " << p.second << endl;
}

int main() {
    auto p1 = make_pair(17, "hello");
    print_pair(p1);
    print_pair( {42, "goodbye" } );
    return 0;
}
```

STL Map Methods – Getting

You can get values associated with a key several ways:

- `at(key)`
  - Returns a reference to value, if key exists in map
  - Throws exception if key not in map
- `find(key)`
  - Returns an iterator to key, value pair if in map
  - Returns end iterator otherwise (compare with .end())
- `[key]`
  - Always returns a reference to a value:
    - Value associated with key, if already in map
    - If not in map, creates entry in map using default for value!
    - Should not be used to test for containment!!!

STL Map Getting Example

```cpp
map<string, string> m = {
    {"cat", "meow"},
    {"dog", "woof"}
};

cout << m["dog"]; // output: woof
cout << m.at("cat"); // output: meow
cout << m["frog"];  // output: (blank)
cout << m.at("turtle"); // exception!
```

STL Map – Testing for Containment

Verbose but fast:

```cpp
map<string, string>::iterator it = m.find("bunny");
if (it != m.end()) {
    cout << it->first << " ": " << it->second << endl;
} else {
    cout << "No bunny!" << endl;
}
```

Less verbose, but no access to iterator:

```cpp
if (m.find("bunny") != m.end()) { ... }
```

or:

```cpp
if (m.count("bunny") > 0) { ... }
```
STL Map - Putting

Again, several choices:
- `m.insert( { "snake", "hiss" } )`
  - Parameter is a pair object
  - Will not overwrite/update existing entry
- `m.emplace("snake", "hiss")`
  - More flexible parameters – pair or key, value
  - Will not overwrite/update existing entry
- `m["snake"] = "hiss"`
  - Will overwrite/update existing entry

Map Example

```cpp
map<string, int> lengths;
lengths.emplace("apple", 5);
lengths.emplace("orange", 6);
lengths.emplace("pear", 4);
... 
cout << "Ask me a word: " << endl;
string s;
cin >> s;
if (lengths.count(s) > 0) {
    cout << s << " has " << lengths[s] << " letters." << endl;
} else {
    cout << "I do not know the word " << s << ".";
    cout << endl;
}
```

Another Map Example

```cpp
map<string, int> frequencies;
ifstream fin("text.txt");
while (!fin.eof()) {
    string w;
    fin >> w;
    frequencies[w]++;
}
for (auto entry : frequencies) {
    cout << entry.first << " : "
         << entry.second << endl;
}
```

Performance Note

- Finding an entry in a map: very fast
- Getting/putting an entry: depends on size of key and value (copies are made!!!)
  - E.g.
    ```cpp
    map<int, vector<string>> m;
    // fill m with entries, with long vector values
    vector<string> v = m[42];   // copy made
    v.push_back("expensive");  // copy made
    m[42] = v;                  // copy made
    // better alternative
    m[42].push_back("quick");
    ```

Up Next

- Friday, Sept. 15
  - Lab 3 – Sets & Maps
  - Project 1 due
  - APT 2 assigned
- Monday, Sept. 18
  - Debugging
  - Read Sections 12.10 – 12.12