

Tutorial 09: July 17

1. Cycle in Cuckoo Hashing

Assume $M = 5$, $U = \{0, 1, 2, \dots, 23, 24\}$ and suppose we are given following hash functions.

$$h_0(k) = k \bmod 5$$

$$h_1(k) = \lfloor \frac{k}{5} \rfloor \bmod 5$$

Find a scenario where we end up with infinite loop after calling an `insert` (assume that our "emergency break" of $2n$ iterations does not exist) in Cuckoo Hashing. To be more specific, come up with the keys that are in each table and find a newly inserted key that will cause infinite loop.

2. More on the Cycle in Cuckoo Hashing

Let's refer to back to algorithm for Cuckoo Hashing insertion and notice we only try $2n$ iterations. Why is it that we can stop after $2n$ iteration and return "failure to insert"?

3. Programming Question: Trie Searching

Given a Standard Trie with branches of 0, 1, \$, program a `searchK` function where the function will recursively report all strings in the Trie of length K, in no particular order, delimited by a newline between each string. For instance, if $K = 3$, "000\$" will be one such string. All strings ends with \$. The functions and classes you can use is given in the snippet below. You may use any helper function inside or outside of the Trie Class as needed.

```
#include <string>
#include <iostream>
// ... include libraries as needed

using namespace std;

class Trie{ // Uncompressed Trie
private:
// ... Implementation is omitted
public:
Trie* getChildA(); // returns the pointer to child A of the current trie
// return nullptr if doesn't exist
Trie* getChildB(); // returns the pointer to child A of the current trie
//return nullptr if doesn't exist
Trie* getChildDollar(); // returns the pointer to child $ of the current trie
//return nullptr if doesn't exist
int getHeight(); // returns the current height (root is 0)

void searchK(int K, string s); // Implement this as a class function
// Hint: You can use s to store string built from traversal
};

void Trie::searchK(int K, string s){
```

