

# CS2351

# Data Structures

## Lecture 17:

## Hashing I

# About this lecture

- The Hashing Problem
- Hash with Chaining
- Hash with Open Addressing
  
- Choosing a good Hash Function
  - \*\* Universal Hash Function

# The Hashing Problem

# Hashing Problem

- Let  $U = \{1, 2, \dots, u\}$  be a universe  
     $S = n$  distinct keys chosen from  $U$
- The **Hashing** Problem :

To store  $S$  such that the following operations can be done efficiently :

Search( $x, S$ ) : Is  $x$  in  $S$  ?

Insert( $x, S$ ) : Insert  $x$  to  $S$

Delete( $x$ ) : Delete  $x$  from  $S$

# Hashing Problem

- Solution 1: Use a balanced BST  
Operation time :  $O(\log n)$   
Space :  $O(n)$
- Solution 2: Use an  $O(u)$ -size array  
Operation time :  $O(1)$   
Space :  $O(u)$

# Hashing Problem

## Question:

Can we have a solution that has the benefits of both ? That is, with

Operation time :  $O(1)$

Space :  $O(n)$  words

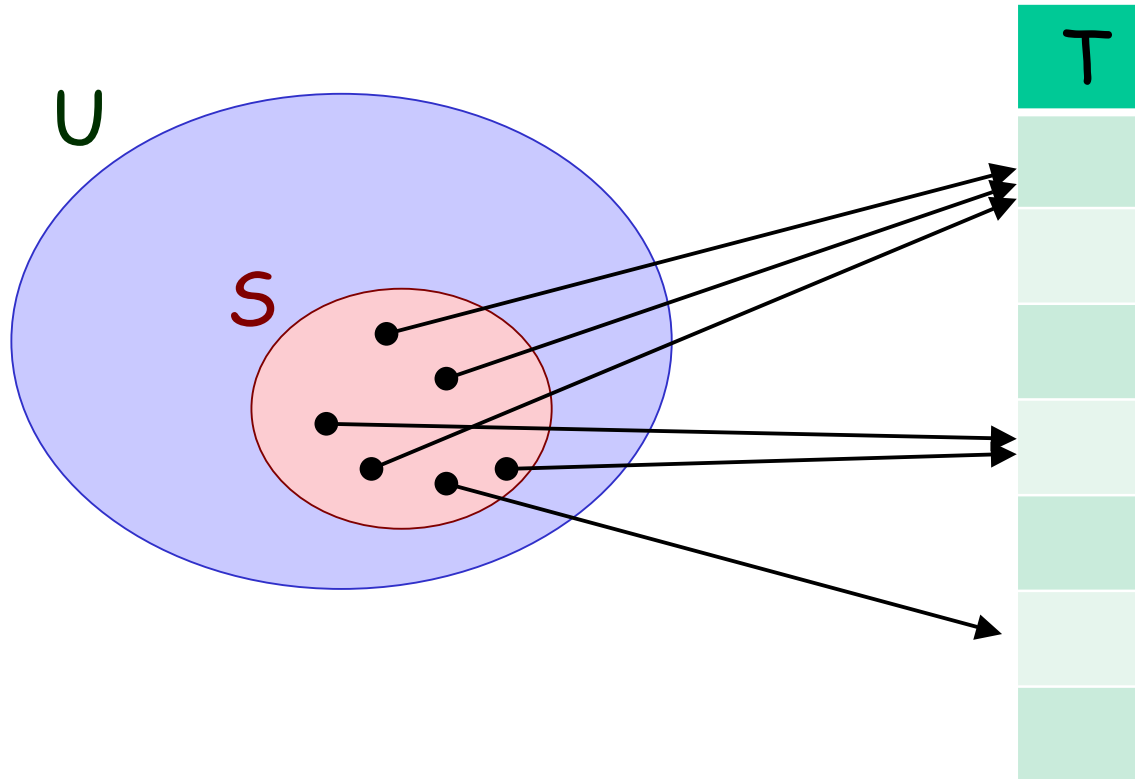
## Answer :

**Yes**, if we allow operation time to be "average case" instead of "worst case"

# Hashing Problem

- To control the space, we use a hash table  $T$  of size  $m$  ( $m$  is often set to  $\Theta(n)$ )
- Next, we create a hash function  $h$ 
  - which maps each integer in  $U$  to some integer in  $[1, m]$
  - E.g.,  $h(x) = x^2 + 3x \bmod m$
- Using the hash function, each key will be mapped to some entry in the table

# Hash Function





# Hashing Problem

- In an ideal case, all keys are mapped to distinct entries in  $T$ 
  - Search is performed in  $O(1)$  time !
- In general, an entry may correspond to more than 1 key → **Collision** occurs
- Two common ways to handle collision
  - Chaining
  - Open Addressing

# Remark

- Hashing has many applications
- E.g., Our web browser (IE/Firefox) will automatically keep the accessed web pages in the hard-disk

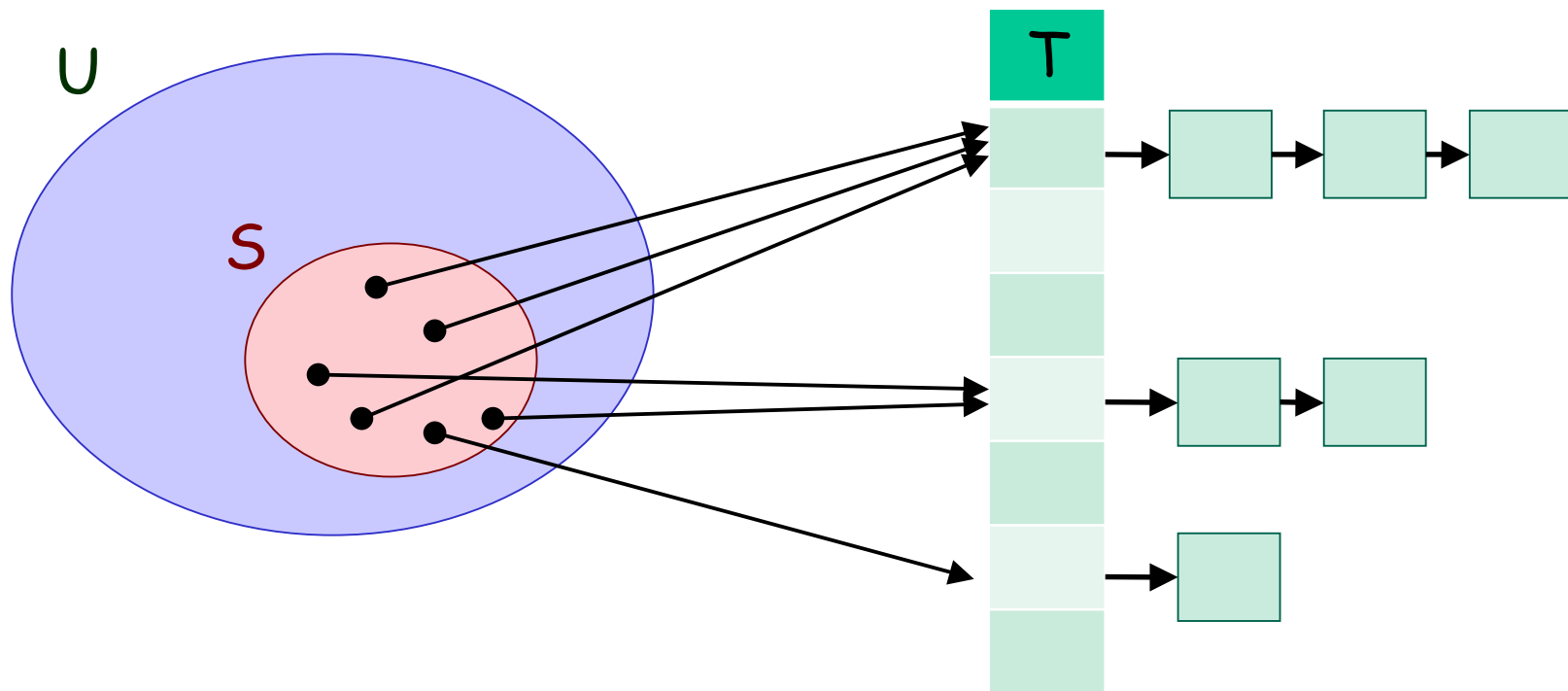
Then if we try to visit a web page that is accessed before, it becomes faster

How can our browser know if a web page was accessed before ?

# Hash with Chaining

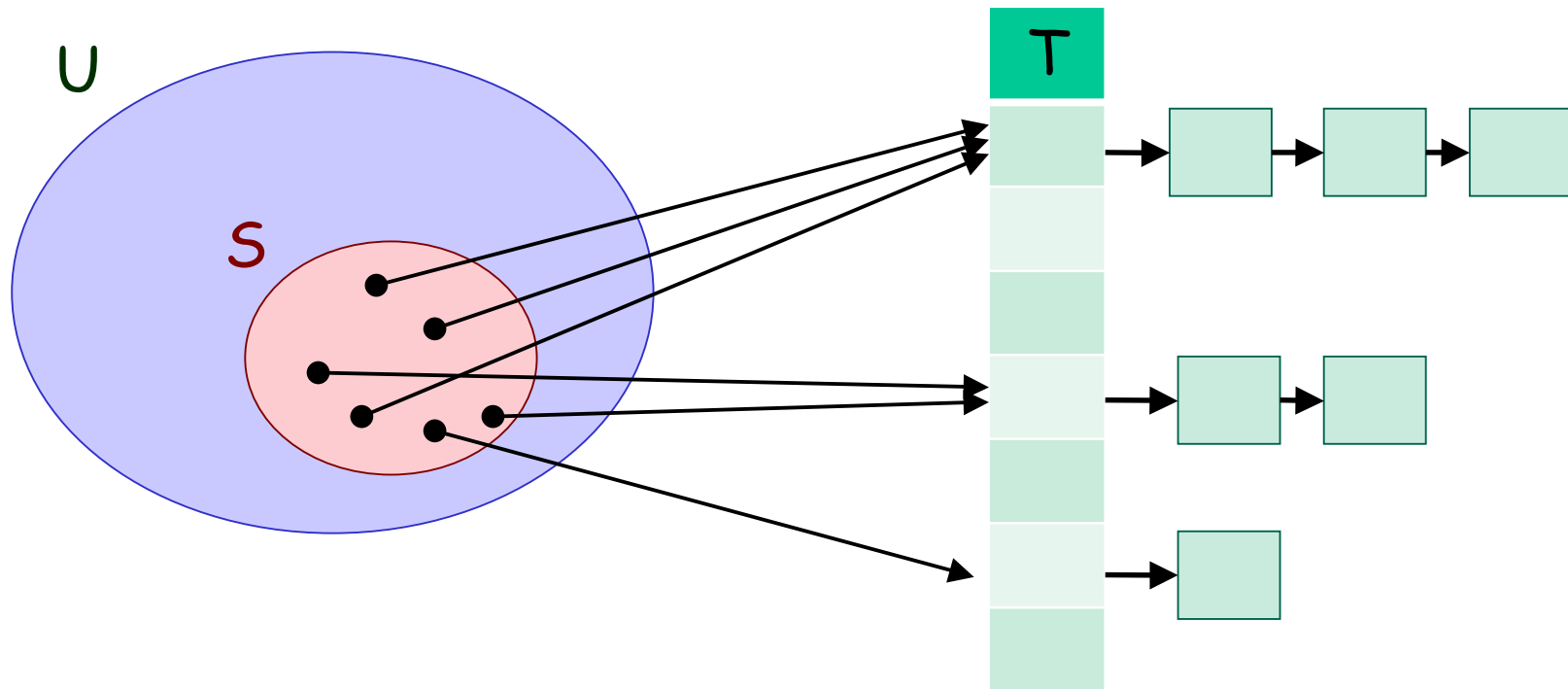
# Chaining

- **Chaining** stores all the keys mapped to the same entry by a linked list



# Chaining

- Insertion can be done in  $O(1)$  time (why?)
- How about search or delete ?



# Performance of Chaining

- Recall that the hash table  $T$  has  $m$  entries, and there are  $n$  keys
- We define load factor  $\alpha = n/m$ 
  - average # keys per entry
- The worst case of search or delete is  $O(n)$  time (if all keys are in the same entry)
- How about the average case ?

# Performance of Chaining

- To analyze the average case, we use the **simple uniform hashing** assumption :

1. Each element of  $U$  is equally likely to be mapped into any of the  $m$  entries
2. Also, it is independent of where any other element is mapped to

- Next, we analyze search and delete

# Unsuccessful Search

- Suppose we search for  $x$  which is not in  $S$
- Then, we will compute  $h(x)$ , access the entry  $h(x)$  in the table, and traverse all the keys mapped to that entry
  - Search time
  - =  $\Theta(1) + \Theta(\# \text{ of keys traversed})$
- Let  $n_r$  be the number of keys in entry  $r$ 
  - $n = n_1 + n_2 + \dots + n_m$



# Unsuccessful Search

Theorem:

The expected time for an unsuccessful search is  $\Theta(1+\alpha)$

Proof:

The value  $h(x)$  has equal chance to be any number in  $[1, m]$  (why?)

→ Expected search time

$$= \Theta(1) + \Theta((n_1 + n_2 + \dots + n_m) / m) = \Theta(1+\alpha)$$

# Successful Search

- Suppose we search for  $x$  which is in  $S$
- Then, we will compute  $h(x)$ , access the entry  $h(x)$ , and traverse the keys mapped to that entry as soon as  $x$  is found

→ Search time

$$= \Theta(1) + \Theta(\# \text{ of keys traversed})$$

- Let  $n_r$  be the number of keys in entry  $r$

→  $n = n_1 + n_2 + \dots + n_m$

# Successful Search

Theorem: Assuming that each key in  $S$  has equal chance to be searched

The expected time for a successful search is  $\Theta(1+\alpha)$

- Though it has the same expected time as an unsuccessful search, the analysis is **very different**
- It is because each entry of the table is not equally likely to be searched

# Successful Search

Proof :

We first ignore the  $\Theta(1)$  time to compute  $h(x)$  and access the entry

Expected Search Time

$$\begin{aligned} &= E[(1/n)(1 + 2 + \dots + n_1 + \\ &\quad 1 + 2 + \dots + n_2 + \dots + 1 + 2 + \dots + n_m)] \\ &= (m/n) E[ n_1 (n_1 + 1)/2 ] \quad (\text{by symmetry}) \\ &= (m/(2n)) E[ n_1^2 ] + (1/2) \end{aligned}$$

# Successful Search

Proof (cont) :

It remains to compute  $E[ n_1^2 ]$ .

Recall that the value  $n_1$  counts how many of the  $n$  keys are mapped to entry 1

→ This can be expressed as

$$n_1 = Y_1 + Y_2 + \dots + Y_n$$

where  $Y_j = 1$  if key  $j$  is in entry 1, and

$Y_j = 0$  otherwise

# Successful Search

Proof (cont) :

$$\begin{aligned}\rightarrow E[ n_1^2 ] &= E[ (Y_1 + Y_2 + \dots + Y_n)^2 ] \\ &= E[ Y_1^2 + Y_2^2 + \dots + Y_n^2 + \\ &\quad Y_1Y_2 + Y_1Y_3 + \dots + Y_1Y_n + \\ &\quad \dots + \\ &\quad Y_nY_1 + Y_nY_2 + \dots + Y_nY_{n-1} ] \\ &= n E[ Y_1^2 ] + n(n-1) E[ Y_1Y_2 ] \\ &= n/m + n(n-1)/m^2\end{aligned}$$

# Successful Search

Proof (cont) :

Combining everything, and adding back the  $\Theta(1)$  time to compute  $h(x)$  and access entry, we have :

Expected Search Time

$$= \Theta(1) + (m/(2n)) E[ n_1^2 ] + (1/2)$$

$$= \Theta(1) + (m/(2n)) (n/m + n(n-1)/m^2) + (1/2)$$

$$= \Theta(1) + 1 + (n-1)/(2m) = \Theta(1+\alpha)$$

# Remark 1

- In both cases, search time is  $\Theta(1+\alpha)$
- Deletion is done by search and delete  
→ expected time is  $\Theta(1+\alpha)$
- If  $m$  is set to  $\Theta(n)$ 
  - Space of hash table  $T = \Theta(n)$
  - Expected time for each operation =  $\Theta(1)$



## Remark 2

- Our analysis for successful search time is different from that in the textbook
  - Though the value obtained is exactly the same
  - See the textbook for a reference
- In fact, we can use the same analysis technique to obtain the average running time for bucket sort (See Notes 5)

# Hash with Open Addressing

# Open Addressing

- In **open addressing**, each entry of the hash table contains to at most 1 key  
→ load factor is at most 1
- When inserting a key **k**, we use **k** to compute a sequence of entries to check, until we get an empty entry to store **k**
- The hash function **h** now contains two parameters : (1) the key, and (2) the sequence number

# Open Addressing

- The insertion procedure is as follows :

1.  $j = 0$  ;
2. while entry  $h(k, j)$  is not empty  
increase  $j$  by 1 ;
3. Insert key  $k$  at the entry  $h(k, j)$

- We often require  $h(k, 0), h(k, 1), \dots$  to be a permutation of  $1, 2, \dots, m$   
→ Allows all entries of  $T$  to be used

# Open Addressing

- We assume that no delete is allowed
- In that case, search can be done in the same way as we insert
  - To search for  $x$ , we repeatedly try the entries  $h(k, j)$ , for  $j = 0, 1, 2, \dots$
  - We stop when we have found  $x$  or when we hit an empty entry
- What is the average insert/search time?

# A Useful Formula

Lemma: Let  $X$  be a random variable that takes on non-negative integral values. Then,

$$E[X] = \sum_{i=1,2,\dots} \Pr(X \geq i)$$

Proof:

$$\begin{aligned} \sum_{i=1,2,\dots} \Pr(X \geq i) &= \sum_{i=1,2,\dots} \sum_{j=i,i+1,\dots} \Pr(X = j) \\ &= \sum_{j=1,2,\dots} \sum_{i=1,2,\dots,j} \Pr(X = j) \\ &= \sum_{j=1,2,\dots} j \Pr(X = j) = E[X] \end{aligned}$$

# A Useful Formula (2<sup>nd</sup> proof)

$$\sum_{i=1,2,\dots} \Pr(X \geq i)$$

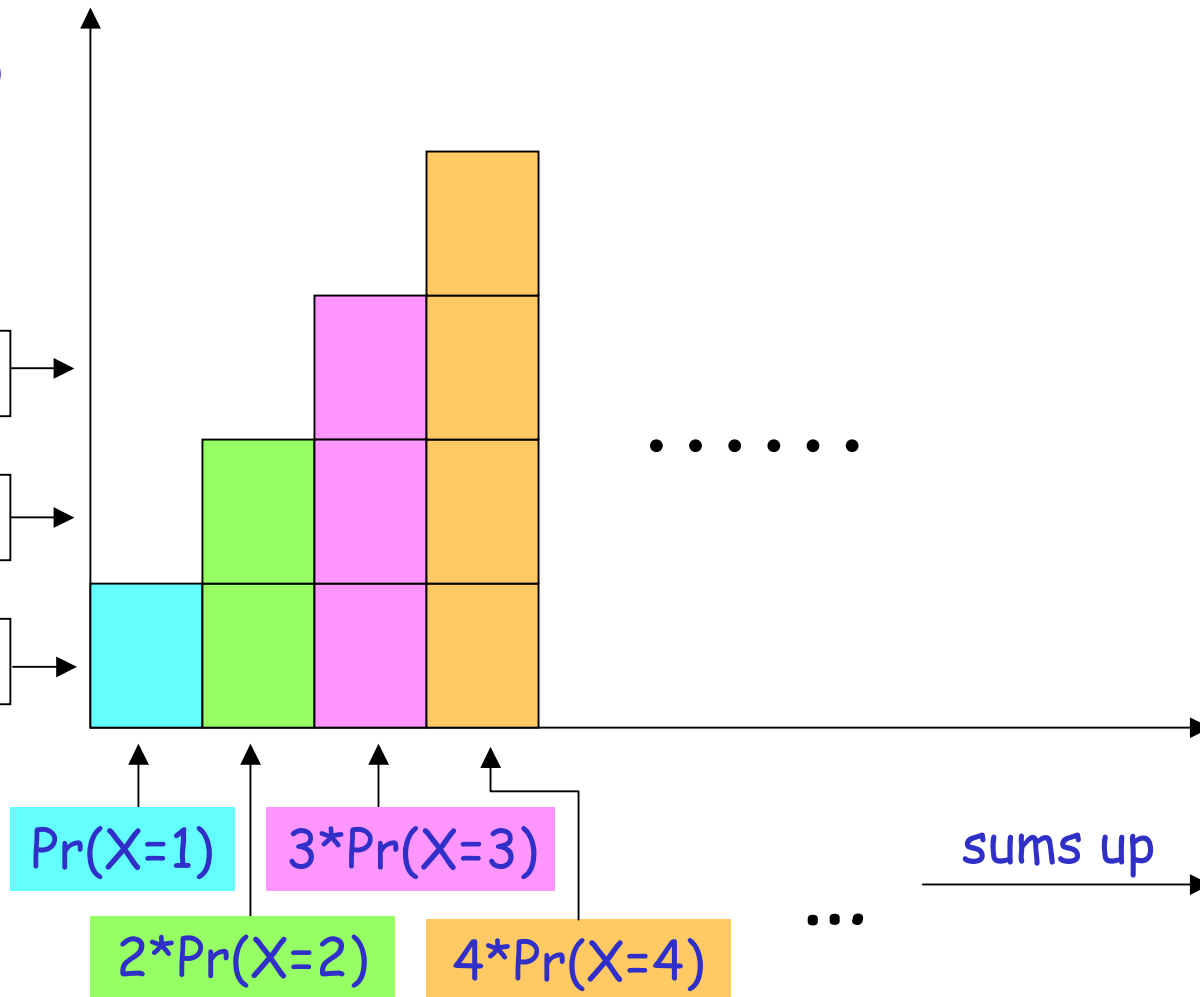
sums up

⋮

$$\Pr(X \geq 3)$$

$$\Pr(X \geq 2)$$

$$\Pr(X \geq 1)$$



$$E[X]$$

# Performance of Open Addressing

- To analyze the average case, we use the **uniform hashing** assumption :

1. The function  $h(k, j)$  produces a random permutation of  $1, 2, \dots, m$
2. Also, each permutation is equally likely to be produced

- Consequently,  $h(k,0)$  has  $1/m$  chance to be in any entry. Then  $h(k,1)$  has  $1/(m-1)$  chance to be in any other entry apart from  $h(k,0)$ , and so on ...



# Unsuccessful Search

Theorem:

The expected time for an unsuccessful search is  $O(1/(1-\alpha))$ , where  $\alpha = n/m$

Proof: Let  $X = \#$  entries examined

$$\Pr(X \geq 1) = 1, \Pr(X \geq 2) = n/m = \alpha$$

$$\Pr(X \geq 3) = n/m \times (n-1)/(m-1) \leq \alpha^2$$

$$\Pr(X \geq i) = n/m \times \dots \times (n-i+2)/(m-i+2) \leq \alpha^{i-1}$$

$$\rightarrow E[X] = \sum \Pr(X \geq i) \leq 1 + \alpha + \alpha^2 + \dots = 1/(1-\alpha)$$

# Insertion

Theorem:

Assume we never insert a key twice in  $S$ .

The expected time for an insertion is  $O(1/(1-\alpha))$ , where  $\alpha = n/m$

Proof:

Insertion requires an unsuccessful search followed by placing the key to the first empty entry

→ Same time as unsuccessful search

# Successful Search

Theorem:

Assuming that each key in  $S$  has equal chance to be searched

The expected time for a successful search is  $O\left(\frac{1}{\alpha} \log \left\{ \frac{1}{1-\alpha} \right\}\right)$

Proof:

Expected time to search the  $(j+1)^{\text{th}}$  inserted key =  $\frac{1}{1-j/m} = \frac{m}{m-j}$  (why?)

# Successful Search

Proof (cont) :

Expected Search Time

$$= 1/n \times ( m/m + m/(m-1) + \dots + m/(m-n+1) )$$

$$= m/n \times ( 1/m + 1/(m-1) + \dots + 1/(m-n+1) )$$

$$= m/n \times O( \log m - \log (m-n) ) \text{ [harmonic sum]}$$

$$= m/n \times O( \log \{ 1/(1 - n/m) \} )$$

$$= 1/\alpha \times O( \log \{ 1/(1-\alpha) \} )$$