http://www.cs.unh.edu/~ruml/cs758
Searching

- Dictionaries
- Hash Tables
- Hash Functions
Dictionaries

\[ n \text{ items, key length } k \]

<table>
<thead>
<tr>
<th>Structure</th>
<th>Find</th>
<th>Insert</th>
<th>Delete</th>
</tr>
</thead>
<tbody>
<tr>
<td>List (unsorted)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>List (sorted)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Array (unsorted)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Array (sorted)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heap</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hash table</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Binary tree (unbalanced)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Binary tree (balanced)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

'associative array', 'map', 'look-up table', 'set'
Hash Tables
applications:
1. dictionaries
2. object method tables
3. string matching
4. set operations: $\cup, \cap, -$ 

first methods:
1. direct-address tables: small key range. eg, bit vectors.
2. chaining: deletion?
$n$ items in $m$ buckets

time complexity of search $=$
$n$ items in $m$ buckets

time complexity of search = number of items per bucket
assume nice hash: $P(h(i) = x) = 1/m$
$n$ items in $m$ buckets

time complexity of search = number of items per bucket

assume nice hash: $P(h(i) = x) = 1/m$

let $X_i$ be 1 iff $h(i) = x$, 0 otherwise

$$E\left[\sum_{i=1}^{n} X_i\right] = \sum_{i=1}^{n} E[X_i]$$

$$= \sum_{i=1}^{n} 1/m$$

$$= n/m$$

let $\alpha = \frac{n}{m}$ ‘load factor’

expected number of items per bucket is $\alpha$

expected time is $\Theta(1 + \alpha)$
probability that $k$ of $n$ elements land in same of $m$ bins:

let $\alpha = \frac{n}{m}$ ‘load factor’

$$\binom{n}{k} \left( \frac{1}{m} \right)^k \left( 1 - \frac{1}{m} \right)^{n-k} \approx \frac{\alpha^k}{e^{\alpha k}}$$

<table>
<thead>
<tr>
<th>$k$</th>
<th>probability</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.37</td>
</tr>
<tr>
<td>1</td>
<td>0.37</td>
</tr>
<tr>
<td>2</td>
<td>0.18</td>
</tr>
<tr>
<td>3</td>
<td>0.06</td>
</tr>
<tr>
<td>4</td>
<td>0.015</td>
</tr>
<tr>
<td>5</td>
<td>0.003</td>
</tr>
<tr>
<td>$&gt;5$</td>
<td>0.002 total</td>
</tr>
</tbody>
</table>
Open Addressing

1. linear probing: \( h(k, i) = (h_1(k) + i) \mod m \) for increasing \( i \)
   - the runs

2. double hashing: \( h(k, i) = (h_1(k) + ih_2(k)) \mod m \) for increasing \( i \)
   - requires: \( h_2 \neq 0, h_2(k) \) and \( m \) relatively prime
   - eg, \( m \) prime and \( h_2(k) < m \)
   - or, \( m = 2^x \) and \( h_2(k) \) odd

3. cuckoo hashing: lookups \( O(1) \), insertions amortized expected \( O(1) \)
   - moral: low load factor

deletion?
Hash Functions

Hash Functions
- Hash Functions
- Basic Hash
- Better Hash
- EOLQs

Hash Functions
$h : key \rightarrow 0..m - 1$

1. mediocre is easy, good takes effort
2. want time (at most) linear in key size
3. perfect hashing is possible (and efficient) if keys known
   - linear time to construct, linear space to store
4. minimal perfect hashing is possible!
Hash Functions

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Bad news:
- if $|keys| \geq m$, there must be collisions
- if $|keys| \geq n \cdot m$, then $\exists$ set of $n$ that map to same bin
Desiderata:
- make collisions unlikely
  - spread keys across all hashes
  - for each key, each hash equally likely
- similar keys get different hashes
  - all bits of key affect the hash
  - every bit of key affects every bit of hash
- no input always gives worst-case behavior
- fast to compute
- low memory requirement
- easy to implement
### Basic Multiplicative Hashing

1. $hash \leftarrow 0$
2. for each byte of key
3. $hash \leftarrow (hash \times multiplier) + \text{byte}$
5. return $hash \mod \text{table-size}$

**Note:**
- Want $multiplier$ to smear bits, not shift them (to avoid interaction with table size)
- $multiplier = 31$ or $127$
assume we have a table of 256 random integers

1. \( hash \leftarrow 0 \)
2. for each byte of key
3. rotate the bits in \( hash \) by 1
4. \( hash \leftarrow hash \text{ xor } table[byte] \)
5. return \( hash \text{ mod } table\text{-size} \)

each byte affects all bits
rotate makes order matter

**universal** class of hash functions: for randomly chosen keys, randomly chosen function from class has \( P(\text{collision}) = 1/m \)

good on average case (over inputs) \( \neq \) good average case on any input
What’s still confusing?
What question didn’t you get to ask today?
What would you like to hear more about?

Please write down your most pressing question about algorithms and put it in the box on your way out.

Thanks!