

# CS F364: DESIGN & ANALYSIS OF ALGORITHMS

## Lecture-kt08: Hashing



**Dr. Kamlesh Tiwari,**  
Assistant Professor,

Department of Computer Science and Information Systems,  
BITS Pilani, Rajasthan-333031 INDIA

Feb 07, 2017

(Campus @ BITS-Pilani Jan-May 2017)

## Recap: Order Statics

- Order statistic can be solved in  $O(n \log(n))$  time, since we can sort

## Recap: Order Statics

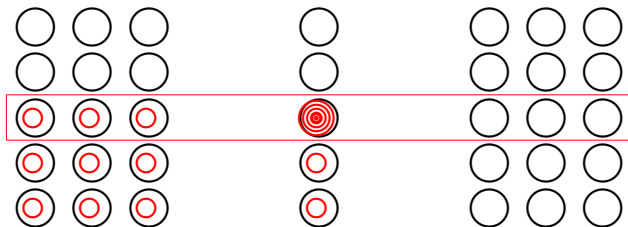
- Order statistic can be solved in  $O(n \log(n))$  time, since we can sort
- As  $1^{st}$ ,  $2^{nd}$  and  $n^{th}$  can be done in  $O(n)$  time want same for others

## Recap: Order Statics

- Order statistic can be solved in  $O(n \log(n))$  time, since we can sort
- As  $1^{st}$ ,  $2^{nd}$  and  $n^{th}$  can be done in  $O(n)$  time want same for others
- **Randomized-Select** takes  $O(n)$  expected time. But, in worst case it can take  $O(n^2)$  time ☹

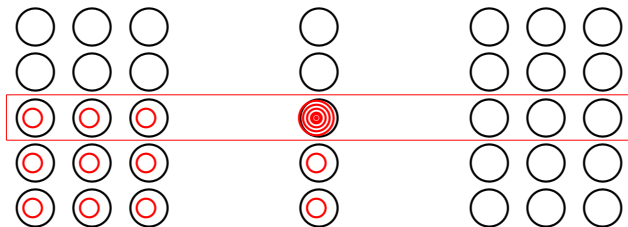
## Recap: Order Statics

- Order statistic can be solved in  $O(n \log(n))$  time, since we can sort
- As  $1^{st}$ ,  $2^{nd}$  and  $n^{th}$  can be done in  $O(n)$  time want same for others
- **Randomized-Select** takes  $O(n)$  expected time. But, in worst case it can take  $O(n^2)$  time ☹
- **Median of Medians** can be found in  $T(n) = O(n)$  time (as  $T(n) = T(n/5) + O(n)$ ) which is guaranteed to be larger than  $3n/10$  items



## Recap: Order Statics

- Order statistic can be solved in  $O(n \log(n))$  time, since we can sort
- As  $1^{st}$ ,  $2^{nd}$  and  $n^{th}$  can be done in  $O(n)$  time want same for others
- **Randomized-Select** takes  $O(n)$  expected time. But, in worst case it can take  $O(n^2)$  time ☹
- **Median of Medians** can be found in  $T(n) = O(n)$  time (as  $T(n) = T(n/5) + O(n)$ ) which is guaranteed to be larger than  $3n/10$  items



- Running time for order statics is  $T(n) = T(7n/10) + O(n)$  that solves to  $O(n)$  in worst case. ☺

# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.

# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .



# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

1. Used when the universe  $U$  of keys is reasonably small.

# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

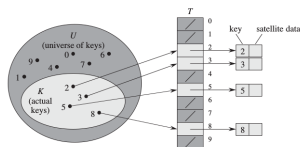
1. Used when the universe  $U$  of keys is reasonably small.
2. An array called direct-address-table represents the dynamic set.

# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

1. Used when the universe  $U$  of keys is reasonably small.
2. An array called direct-address-table represents the dynamic set.



# Hashing

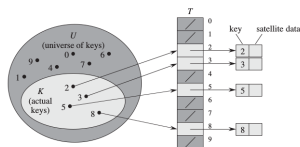
- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

1. Used when the universe  $U$  of keys is reasonably small.
2. An array called direct-address-table represents the dynamic set.

Direct-Address-Search( $T, k$ )

Return  $T[k]$

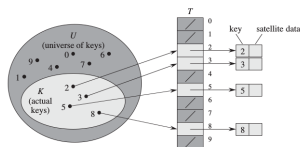


# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

1. Used when the universe  $U$  of keys is reasonably small.
2. An array called direct-address-table represents the dynamic set.



---

Direct-Address-Search( $T, k$ )

Return  $T[k]$

---

Direct-Address-Insert( $T, x$ )

$T[\text{key}[x]] = x$

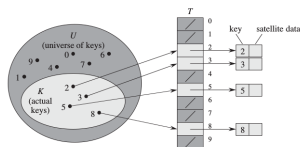
---

# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

1. Used when the universe  $U$  of keys is reasonably small.
2. An array called direct-address-table represents the dynamic set.



---

Direct-Address-Search( $T, k$ )

Return  $T[k]$

---

Direct-Address-Insert( $T, x$ )

$T[\text{key}[x]] = x$

---

Direct-Address-Delete( $T, x$ )

$T[\text{key}[x]] = \text{Nil}$

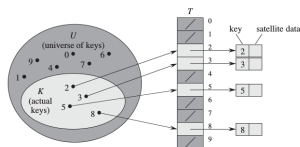
---

# Hashing

- Hash table is a dynamic set that supports dictionary operations Insert, Search, and Delete.
- Expected time to search for an element in a hash table is  $O(1)$ .

## Direct-address Table

1. Used when the universe  $U$  of keys is reasonably small.
2. An array called direct-address-table represents the dynamic set.



---

Direct-Address-Search( $T, k$ )

Return  $T[k]$

---

Direct-Address-Insert( $T, x$ )

$T[\text{key}[x]] = x$

---

Direct-Address-Delete( $T, x$ )

$T[\text{key}[x]] = \text{Nil}$

---

All operations take  $O(n)$  time

# Hash Table

- Hash table is used when the set of keys is much smaller than the size of universe



# Hash Table

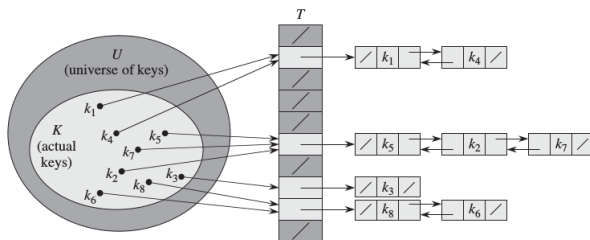
- Hash table is used when the set of keys is much smaller than the size of universe
- Element with key  $k$  is stored in slot  $h(k)$  for  $h : U \rightarrow \{0, \dots, m - 1\}$

# Hash Table

- Hash table is used when the set of keys is much smaller than the size of universe
- Element with key  $k$  is stored in slot  $h(k)$  for  $h : U \rightarrow \{0, \dots, m - 1\}$
- **Collision:** two keys may hash to same slot. **Chaining** to resolve

# Hash Table

- Hash table is used when the set of keys is much smaller than the size of universe
- Element with key  $k$  is stored in slot  $h(k)$  for  $h : U \rightarrow \{0, \dots, m - 1\}$
- **Collision**: two keys may hash to same slot. **Chaining** to resolve



## Dictionary operations in Hash Table

**CHAINED-HASH-INSERT**( $T, x$ )

insert  $x$  at the head of list  $T[h(x.key)]$

**CHAINED-HASH-SEARCH**( $T, k$ )

search for an element with key  $k$  in list  $T[h(k)]$

**CHAINED-HASH-DELETE**( $T, x$ )

delete  $x$  from the list  $T[h(x.key)]$

# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time

# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time
- Worst case searching or deletion time is proportional to the length of the longest list. Hash tables are not used for their worst case behavior, it no good than a link list in that case.

# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time
- Worst case searching or deletion time is proportional to the length of the longest list. Hash tables are not used for their worst case behavior, it no good than a link list in that case.
- With  $m$  slots storing  $n$  elements **load factor**  $\alpha = n/m$

# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time
- Worst case searching or deletion time is propositional to the length of the longest list. Hash tables are not used for their worst case behavior, it no good than a link list in that case.
- With  $m$  slots storing  $n$  elements **load factor**  $\alpha = n/m$
- When any given element is equally likely to hash into any of the  $m$  slots, independently of whether any other element has hashed to, we call this the assumption of **simple uniform hashing**.



# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time
- Worst case searching or deletion time is propositional to the length of the longest list. Hash tables are not used for their worst case behavior, it no good than a link list in that case.
- With  $m$  slots storing  $n$  elements **load factor**  $\alpha = n/m$
- When any given element is equally likely to hash into any of the  $m$  slots, independently of whether any other element has hashed to, we call this the assumption of **simple uniform hashing**.
- Under this assumption search takes  $\Theta(1 + \alpha)$  time on the average.

# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time
- Worst case searching or deletion time is propositional to the length of the longest list. Hash tables are not used for their worst case behavior, it no good than a link list in that case.
- With  $m$  slots storing  $n$  elements **load factor**  $\alpha = n/m$
- When any given element is equally likely to hash into any of the  $m$  slots, independently of whether any other element has hashed to, we call this the assumption of **simple uniform hashing**.
- Under this assumption search takes  $\Theta(1 + \alpha)$  time on the average.
- Assuming  $\alpha$  to be constant, operations essentially becomes  $O(1)$ .

# Hash Table

- Insert item  $x$  at the head of list  $T[h(\text{key}[x])]$  in  $O(1)$  time
- Worst case searching or deletion time is propositional to the length of the longest list. Hash tables are not used for their worst case behavior, it no good than a link list in that case.
- With  $m$  slots storing  $n$  elements **load factor**  $\alpha = n/m$
- When any given element is equally likely to hash into any of the  $m$  slots, independently of whether any other element has hashed to, we call this the assumption of **simple uniform hashing**.
- Under this assumption search takes  $\Theta(1 + \alpha)$  time on the average.
- Assuming  $\alpha$  to be constant, operations essentially becomes  $O(1)$ .
- Successful and unsuccessful search takes  $\Theta(\alpha + 1)$  time on an average

# Universal Hashing

- Example Hash Function

- ▶  $h(k) = k \bmod m$
- ▶  $h(k) = \lfloor m(k.a - \lfloor k.a \rfloor) \rfloor$

# Universal Hashing

- Example Hash Function
  - ▶  $h(k) = k \bmod m$
  - ▶  $h(k) = \lfloor m(k.a - \lfloor k.a \rfloor) \rfloor$
- A malicious adversary may choose keys in such a way they all hash in same slot

# Universal Hashing

- Example Hash Function
  - ▶  $h(k) = k \bmod m$
  - ▶  $h(k) = \lfloor m(k.a - \lfloor k.a \rfloor) \rfloor$
- A malicious adversary may choose keys in such a way they all hash in same slot
- Therefore, choose the hash function randomly independently of the keys to be stored
- The approach is called **universal hashing**

# Universal Hashing

- Example Hash Function
  - ▶  $h(k) = k \bmod m$
  - ▶  $h(k) = \lfloor m(k.a - \lfloor k.a \rfloor) \rfloor$
- A malicious adversary may choose keys in such a way they all hash in same slot
- Therefore, choose the hash function randomly independently of the keys to be stored
- The approach is called **universal hashing**
- Let  $H$  be finite collection of hash function that map a given universe  $U$  of keys into the range  $\{0, 1, 2, \dots, m\}$ . such a collection is said to be **universal** if for each pair of distinct keys  $x, y \in U$ , the number of hash functions  $h \in H$  for which  $h(x) = h(y)$  is precisely  $|H|/m$ .

# Design of universal class of hash function

- Let  $m$  be a prime number



## Design of universal class of hash function

- Let  $m$  be a prime number
- Decompose  $x$  into  $r + 1$  equal parts  $\langle x_0, x_1, x_2, \dots, x_r \rangle$  such that maximum value of a part does not exceed  $m$ .

## Design of universal class of hash function

- Let  $m$  be a prime number
- Decompose  $x$  into  $r + 1$  equal parts  $\langle x_0, x_1, x_2, \dots, x_r \rangle$  such that maximum value of a part does not exceed  $m$ .
- Let  $a = \langle a_0, a_1, a_2, \dots, a_r \rangle$  denote a sequence of  $r + 1$  elements chosen randomly from the set  $\{0, 1, 2, \dots, m\}$ .

## Design of universal class of hash function

- Let  $m$  be a prime number
- Decompose  $x$  into  $r + 1$  equal parts  $\langle x_0, x_1, x_2, \dots, x_r \rangle$  such that maximum value of a part does not exceed  $m$ .
- Let  $a = \langle a_0, a_1, a_2, \dots, a_r \rangle$  denote a sequence of  $r + 1$  elements chosen randomly from the set  $\{0, 1, 2, \dots, m\}$ .
- We define  $m^{r+1}$  size  $H$ , having hash function  $h_a \in H$  as

$$h_a(x) = \sum_{i=0}^r a_i x_i \pmod{m}$$

**Proof:** Assume  $x_0 \neq y_0$  for distinct  $x, y$ . For any  $\langle a_1, a_2, \dots, a_r \rangle$  there is exactly one  $a_0$  satisfying  $h(x) = h(y)$ ; this  $a_0$  is the solution to  $a_0(x_0 - y_0) \equiv -\sum_{i=1}^r a_i(x_i - y_i) \pmod{m}$ . Since  $m$  is prime, the nonzero quantity  $x_0 - y_0$  has multiplicative inverse modulo  $m$ , and thus there is a unique solution for  $a_0$  modulo  $m$ . Therefore,  $x$  and  $y$  collides on  $m^r$  values of  $a$ , as they collide exactly once for each possible values of  $\langle a_1, a_2, \dots, a_r \rangle$ . Since  $|a| = m^{r+1}$ , the key  $x$  and  $y$  collide with probability exactly  $m^r / m^{r+1} = 1/m$ . Therefore  $H$  is universal.

Thank You!

**Thank you very much for your attention!**

**Queries ?**