

Data structures and algorithms

Tutorial 11

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Outline

1 Hashing

- Definition
- Problem Details
- How does hashing work?
- How to solve collisions? (Collision Resolution Techniques)

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1 Hashing

■ Definition

■ Problem Details

■ How does hashing work?

■ How to solve collisions? (Collision Resolution Techniques)

- Hashing is a type of algorithm which takes any size of data and turns it into a fixed-length of data.
- Hashing is a one way mapping, e.g: You can find the hash for a certain value BUT You can't find the value given its hash.

Applications:

- Instead of storing passwords in a database, store the corresponding hashes.
- To ensure that a file has been downloaded correctly, `https://www.ubuntu.com/download/desktop/thank-you?version=18.04.2&architecture=amd64`

Thank you for downloading
Ubuntu Desktop

Your download should start automatically. If it doesn't, [download now](#).

You can [verify](#) your image using the [SHA256 checksum](#) and [signature](#).

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But hashing has another important application:

Given a set of key-value pairs, store these values such that the searching complexity is optimised.

Example:

- Name: Section
- Marawan: 3
- Chelsea: 1
- Nada: 3
- Mariam: 3
- Omar: 2
- Asim: 1

Options:

```
// Option 1
vector<string> names;
vector<int> section;

names.push_back("Chelsea");
section.push_back(1);

names.push_back("Marawan");
section.push_back(3);

.....
```

How to check to what section does Asim belong?

Options:

```
// Option 2 – A map is internally implemented as a BST  
map<string, int> section;  
section["Chelsea"] = 1;  
section["Marawan"] = 3;  
.....
```

How to check to what section does Asim belong?

```
if (section.find("Asim") != section.end())  
    // Found  
    cout<< section["Asim"];
```

Options:

```
// Option 3 – A hashed array
unordered_map<string, int> section;

section["Chelsea"] = 1;
section["Marawan"] = 3;
.....
```

How to check to what section does Asim belong?

```
if (section.find("Asim") != section.end())
    // Found
    cout<< section["Asim"];
```

How does option 3 really work??

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- Create an array of size 11 (in practice the array should have a size bigger than the available data).
- We want to map each name (key) to a unique index using a **HASHING FUNCTION**
- The hashing function can be:
 - Map each character to an int (a - 0 , b - 1, c - 2, ...).
 - Add the values of the last two characters for each key(name).
 - Use the modulus (%11) to make the hash in range 0-10

```
int compute_hash(string s){  
    int hash_value = 0;  
    for (int index= s.size()-2; index < s.size(); index++)  
    {  
        hash_value += s[index] - 'a';  
    }  
    return hash_value % 11;  
}
```

- Name: Hash(Name)
- Chelsea: 4
- Marawan: 2
- Omar: 6
- Mariam: 1
- Nada: 3
- Asim: 9

- What if we had a new name **Mohammad**.
- The hash value is 3 "The same as HASH(**Nada**)".
- A COLLISION !
- Can you explain why did it happen?

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Open Hashing:

- Each bucket isn't just a single element, it's a container.
- For example, each bucket is a linked list instead of a single index in the array. (Array of linked lists)

Things that we need to do:

- Add a new item
- Search for an item
- Delete an item

What is the average/worse case complexity of searching for a key?
N items and D buckets, N is more than D.

How about having an array of Binary Search Trees?

What is the average/worse case complexity for searching for a key?

Closed Hashing:

If there is a collision, find another empty place for the key.

Linear Probing:

$$H_i(x) = (H(x) + i) \% D$$

- Compute $H_0(x) = H(x) \% D$
- Is there a collision?
 - No, Insert the item in $H_0(x)$
 - Yes, Find $H_1(x) = (H(x) + 1) \% D$, Is there a collision?
 - No, Insert the item in $H_2(x)$
 - Yes, Find $H_2(x) = (H(x) + 2) \% D$, Is there a collision?
 -

Things that we need to do:

- Add a new item
- Search for an item
- Delete an item

How to search for an item (key, value)?

- Compute $H_0(\text{key})$
- Is there an item in index $H_0(\text{key})$?
 - No, The item doesn't exist - RETURN
 - Yes, Check whether the value stored at index $H(\text{key})$ is actually = value.
 - The Value at index $H_0(\text{key}) == \text{value}$ - Item exists
 - The Value at index $H_0(\text{key}) != \text{value}$ - Find $H_1(\text{key})$ and do the same checks.

How to delete an item(key, value)?

- Search for the item first.
- Delete it.
- Any problems here?

Solve sheet's questions.

Things to check in the lecture's slides:

- Two level hashing
- Different hashing functions for strings

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