COMP90038

Algorit plexity

Lecture 17:

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Recap

- We talked about using some memory space (in the form of extra tables, arrays, etc.) to speed up our computation.
  - Memory is cheap, time is not.

- Sorting by counting

- Horspool's Algorithm

Sorting by counting

- Lets go through this example carefully:
  - The keys are: [1 2 3 4 5]
  - The data is: [5 5 1 5 4 1 2 3 5 5 1 5 5 3 5 1 3 5 4 5]
- Lets count the appearan

Key	1				5
Occurrences					

- Lets add up the occurrences

Occurrences					
Cumulation					

Sorting by counting

- Lets sort the data:

Key	1	2	3	4	5
Cumulation	4	5	8	10	20
P[20]					19
				9	
					18
P[8]			7		

Index	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Unsorted	5	5	1	5	4	1	2	3	5	5	1	5	5	3	5	1	3	5	4	5
Sorted								3		4									5	5

Horspool's algorithm

- Lets go through this example carefully:
  - The pattern is TAACG (A=1, T=2, G=3, C=4 → P[.] = [2 1 1 4 3], m =5)
  - The string is GACCGCGTGAGATAACGTCA

- This algorithm creates

function FindShifts($P[.], m$)
    for $i \leftarrow 0$ to $alphasize - 1$ **do**
        $Shift[i] \leftarrow m$
    for $j \leftarrow 0$ to $m - 2$ **do**
        $Shift[P[j]] \leftarrow m - (j + 1)$

	A	T	G	C
op	5	5	5	5
j=0	5	4	5	5
j=1	3	4	5	5
j=2	2	4	5	5
j=3	2	4	5	1

Horspool’s algorithm

- We append a **sentinel** at the end of the data to guarantee completion
  - The string is now GACCGCGTGAGATAACGTCATAACG

	0	1	2										13	14	15	16	17	18	19	20	21	22	23	24
STRING	G	A	C										A	A	C	G	T	C	A	T	A	A	C	G
T[.]	3	1	4	4	3	4	3	2	3					1	4	3	2	4	1	2	1	1	4	3
FAILED (C!=A)	T	A	A	C	G																			
IS 'CG' SOMEWHERE ELSE?	T	A	A	C	G																			
(NO, SHIFT BY G)																								
FAILED (A!=G, SHIFT BY A)						T	A	A	C	G														
FAILED (A!=G, SHIFT BY A)								T	A	A	C	G												
FAILED (A!=G, SHIFT BY A)										T	A	A	C	G										
FAILED (C!=G, SHIFT BY C)												T	A	A	C	G								
FOUND AT 16													T	A	A	C	G							

Horspool's algorithm

- For this algorithm, at the end of **while** **True** **do** iteration, [*i* *k*] are:

i	k
9	2
11	0
13	0
15	0
16	0

Hashing

- **Hashing** is a standard way of implementing the abstract data type “dictionary”, a collection of <attribute name, value> pairs. For example an student record:

  - Attributes: Student ID, N major, etc…

- Implemented well, it makes data retri st.

- A **key** identifies each record. It can be anything: integers, alphabetical characters, even strings
  - It should map efficiently to a positive integer.
  - The set *K* of keys need not be bounded.

Hashing

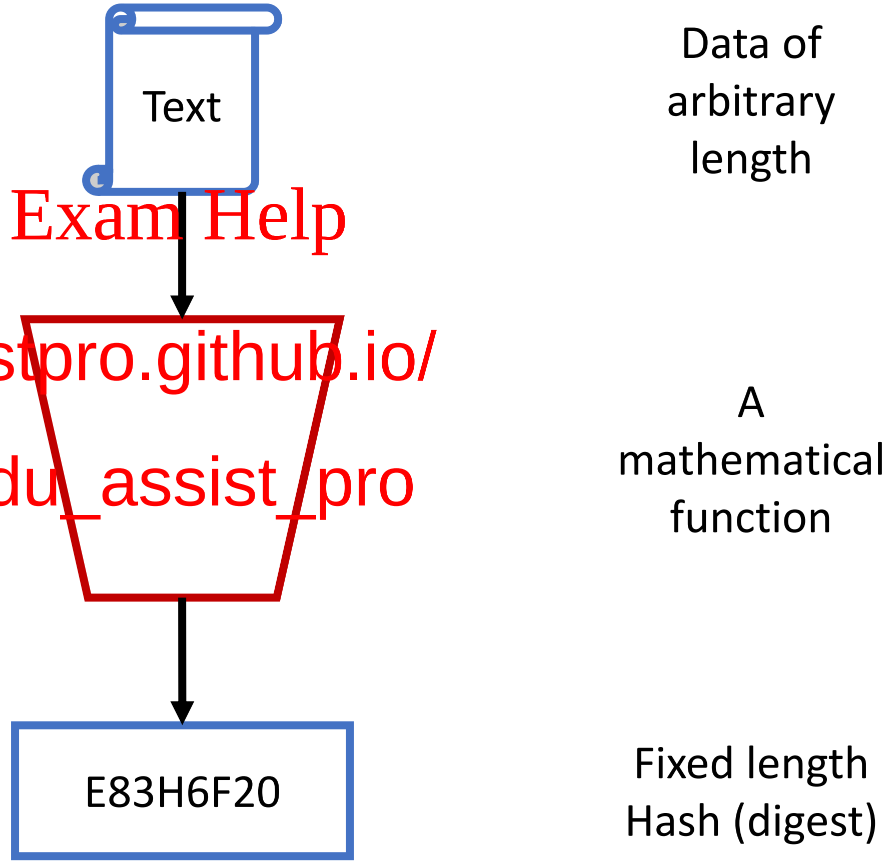
- We will store our records in a **hash table** of size *m*.
  - *m* should be large enough to allow efficient operation, without taking up excessive memory.

- The idea is **to have a f** **e key *k***, and determines an index in the hash table. This is th **ction**.

  - A record with key *k* should be stored in location *h*(*k*).
- The **hash address** is the value of *h*(*k*).
  - Two different keys could have the same hash address (a collision).

Hashing

- Few example application are:
  - The MD5 algorithm used for data integrity verification.
  - The blockchain structure used in crypto currencies



The Hash Table

- We can think of the **hash table** as an abstract data structure supporting operations:
  - Find
  - Insert
  - Lookup (search and inser
  - Initialize
  - Delete
  - Rehash

- The challenges in implementing a table are:
  - Design a robust hash function
  - Handling of same addresses (collisions) for different key values

The Hash Function

- The hash function:
  - Must be easy (cheap) to compute.
  - Ideally distribute keys evenly across the hash table.

- Examples:
  - If the keys are integers, we could define $h(n) = n \bmod m$. If m=23:

n	19	392	179	359	262	321	97	468
h(n)	19	1	18	14	9	22	5	8

  - If the keys are strings, we could define a more complex function.

Hashing of strings

- Assume:
  - this table of 26 characters.
  - a hash table of size 13
  - the hash function:

$$h(s) = \left(\sum_{i=0}^{|s|-1} \mathrm{a}_i \right) \mod 13$$

  - and the following list of keys:

    [A, FOOL, AND, HIS, MONEY, ARE, SOON, PARTED]

char	a	char	a	char	a
A	0	J	9	S	18
	1	K	10	T	19
	2	L	11	U	20
		M	12	V	21
		N	13	W	22
F	5	O	14	X	23
G	6	P	15	Y	24
H	7	Q	16	Z	25
I	8	R	17		

Calculating the addresses

						SUM	$h(s)$
A							
0						0	0
F	O	O	L				
						4	5
						6	3
H	I	S					
7	8	18					7
M	O	N	E	Y			
12	14	13	4	24		67	2
A	R	E					
0	17	4				21	8
S	O	O	N				
18	14	14	13			59	7
P	A	R	T	E	D		
15	0	17	19	4	3	58	6

The same address!!!

A more complex hash function

- Assume a binary representation of the 26 characters
  - We need **5 bits** per character (0 to 31)
- Instead of adding, we **concatenate** the binary strin
- Our hash table is of size 101 (***m* is prime**)
- Our key will be ‘MYKEY’

char	a	bin(a)	char	a	bin(a)	char	a	bin(a)
				9	01001	S	18	10010
				10	01010	T	19	10011
C	2			11	01011	U	20	10100
D	3			12	01100	V	21	10101
E	4			13	01101	W	22	10110
F	5	00101	O	14	01110	X	23	10111
G	6	00110	P	15	01111	Y	24	11000
H	7	00111	Q	16	10000	Z	25	11001
I	8	01000	R	17	10001			

A more complex hash function

	STRING					KEY	KEY mod 101
	M	Y	K	E	Y		
int	12	24	10	4	24		
bin(int)	01100				11000		
Index	4				0		
32^(index)	1048576	32768	1024		1		
a*(32^index)	12582912	786432	10240	128	24	13379736	64

- By concatenating the strings, we are basically multiplying by 32
- Note that the hash function is a polynomial:

$$h(s) = a_{|s|-1}32^{|s|-1} + a_{|s|-2}32^{|s|-2} + \cdots + a_1 32 + a_0$$

Handling Long Strings as Keys

- What would happen if our key is the longer string ‘VERYLONGKEY’

$$h(VERYLONGKEY) = (21 \times 32^{10} + 4 \times 32^{9} + \cdots + 4 \times 32 + 24) \mod 101$$

- The stuff between par mes a very large number quickly

  - DEC: 23804165628760600
  - BIN: 1010100100100011100001100110100011110100001001000011000

- Calculating this polynomial by brute force is very expensive

Horner’s rule

- Fortunately there is a trick, **Horner's rule**, that simplifies polynomial calculation.

$$p(x) = a_3 \times x^3 + a_2 \times x^2 + a_1 \times x + a_0$$

- By factorizing *x* we have

- If we apply the modulus we have:

$$p(x) = ((((a_3 \times x) + a_2) \times x + a_1) \times x + a_0) \mod m$$

Horner’s rule

- We then can use the following properties of modular arithmetic:

- Given that modulus **distributes acro** **ations**, then we have:

$$p(x) = (((((a_3 \boxtimes x) \boxplus a_2) \boxtimes x) \boxplus a_1) \boxtimes x) \boxplus a_0$$

- The results of each **operation will not exceed *m*.**

Handling collisions

- The hash function should be as random as possible.

- However, in some cases different keys will be mapped to the same hash table address. For exam

KEY	19	392	179	359	66			321	97	468	814
ADDRESS	19	1	18	14	1			22	5	8	9

- When this happens we have a **collision**.

- Different hashing methods resolve collisions differently.

Separate Chaining

- Each element *k* of the hash table is a **linked list**, which makes collision handling very easy

ADDRESS	0	1	2	3	4	5									14	15	16	17	18	19	20	21	22
LIST		392				97									359				179	19			
																			639	663			

- **Exercise**: add to this table [83 110 14]

- The **load factor** $\alpha = n/m$, where n is the number of items stored.
  - Number of probes in **successful** search ~$(1 + \alpha)/2$.
  - Number of probes in **unsuccessful** search ~α.

Separate chaining: advantages and disadvantages

- Compared with **sequential search**, reduces the number of comparisons by the size of the table (a factor of *m*).

- Good in a dynamic enviro keys are hard to predict.

- The chains can be ordered, or records ma up front” when accessed.

- Deletion is easy.

- However, separate chaining uses extra storage for links.

Open-Addressing Methods

- With **open-addressing** methods (also called **closed hashing**) all records are stored in the hash table itself (not in linked lists hanging off the table).

- There are many methods of this typ s on two:
  - **linear probing**
  - **double hashing**

- For these methods, the load factor $\alpha \leq 1$.

Linear probing

- In case of collision, try the next cell, then the next, and so on.

- Assume the following ving one at the time:

[19(**19**) 392(**1**) 179(**18**) 663(**19** **8**→**21**) 321(**22**) …]

- Search proceeds in similar fashion
- If we get to the end of the table, we wrap around.
- For example, if key 20 arrives, it will be placed in cell 0.

Linear probing

- **Exercise**: Add [83(**14**) 110(**18**) 497(**14**)] to the table

ADDRESS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
LIST		392				97									359				179	19	663	639	321

- Again let m be the table size, and n ber of records stored.

- As before, $\alpha = n/m$ is the load factor. Then, the average number of probes:
  - Successful search: $0.5 + 1/(2(1- \alpha))$
  - Unsuccessful: $0.5 + 1/(2(1- \alpha)^2)$

Linear probing: advantages and disadvantages

- Space-efficient.

- Worst-case performance miserable; must be careful not to let the load factor grow beyond 0.9.

- Comparative behavior, m = 111

  - Linear probing: 5.5 probes on a
  - Binary search: 12.3 probes on average (success)
  - Linear search: 5000 probes on average (success)

- **Clustering** (large groups of contiguous keys) is a major problem:
  - The collision handling strategy leads to clusters of contiguous cells being occupied.

- Deletion is almost impossible.

Double Hashing

- To alleviate the clustering problem in linear probing, there are better ways of resolving collisions.

- One is **double hashing** which uses a second hash function *s* to determine an **offset** to be used in probing for a free cel

- For example, we may choose $s(k) = 1 + k$ mod

- By this we mean, if $h(k)$ is occupied, next try $h(k) + s(k)$, then $h(k) + 2s(k)$, and so on.

- This is another reason why **it is good to have *m* being a prime number**. That way, using $h(k)$ as the offset, we will eventually find a free cell if there is one.

Rehashing

- The standard approach to avoiding performance deterioration in hashing is to keep track of the load factor and to **rehash** when it reaches, say, 0.9.

- Rehashing means alloc le (typically about twice the current size), revisiting each ite ing its hash address in the new table, and inserting it.

- This **“stop-the-world”** operation will introduce long delays at unpredictable times, but it will happen relatively infrequently.

An exam question type

- With the hash function $h(k) = k \bmod 7$. Draw the hash table that results after inserting in the given order, the following values

- When collisions are ha
  - separate chaining
  - linear probing
  - double hashing using $h'(k) = 5 - (k \bmod 5)$

Solution

Index	0	1	2	3	4	5	6
Separate Chaining							
Linear Probing							
Double Hashing							

Rabin-Karp String Search

- The Rabin-Karp string search algorithm is based on string hashing.

- To search for a string p (of length m) in a larger string s, we can calculate *hash*(p) and then check every subs has the same hash value. Of course, if it has, the string we need to compare them in the usual way.

- If $p = s_i \ldots s_{i+m-1}$ then the hash values are the same; otherwise the values are **almost certainly** going to be different.

- Since false positives will be so rare, the $O(m)$ time it takes to actually compare the strings can be ignored.

Rabin-Karp String Search

- Repeatedly hashing strings of length *m* seems like a bad idea. However, the hash values can be calculated **incrementally**. The hash value of the length-*m* substring of *s* that starts at position *j* is:

- where *a* is the alphabet size. From that w next hash value, for the substring that starts at position *j*+1, **quite cheaply**:

$$\mathrm{hash}(s, j+1) = (\mathrm{hash}(s,j) - a^{m-1}\mathrm{chr}(s_j)) \times a + \mathrm{chr}(s_{j+m})$$

- modulo *m*. Effectively we just subtract the contribution of s_j and add the contribution of s_{j+m}, for the cost of two multiplications, one addition and one subtraction.

An example

- The data ‘31415926535’
- The hash function $h(k) = k \bmod 11$
- The pattern ’26’

STRING	3	1	4	1				6	5	3	5
31 MOD 11		9									
14 MOD 11			3								
41 MOD 11				8							
15 MOD 11					4						
59 MOD 11						4					
92 MOD 11							4				
26 MOD 11								4			

Why Not Always Use Hashing?

- Some drawbacks:

  - If an application calls f sorted order, a hash table is no good.

  - Also, unless we use separate chaining, irtually impossible.

  - It may be hard to predict the volume of data, and rehashing is an expensive "stop-the-world" operation.

When to Use Hashing?

- All sorts of information retrieval applications involving thousands to millions of keys.

- Typical example: Symbol t … The compiler hashes all (variable, function, etc.) n … ion related to each – no deletion in this case.

- When hashing is applicable, it is usually superior; a well-tuned hash table will outperform its competitors.

- **Unless** you let the load factor get too high, or you botch up the hash function. It is a good idea to print statistics to check that the function really does spread keys uniformly across the hash table.

Next lecture

- Dynamic programmin