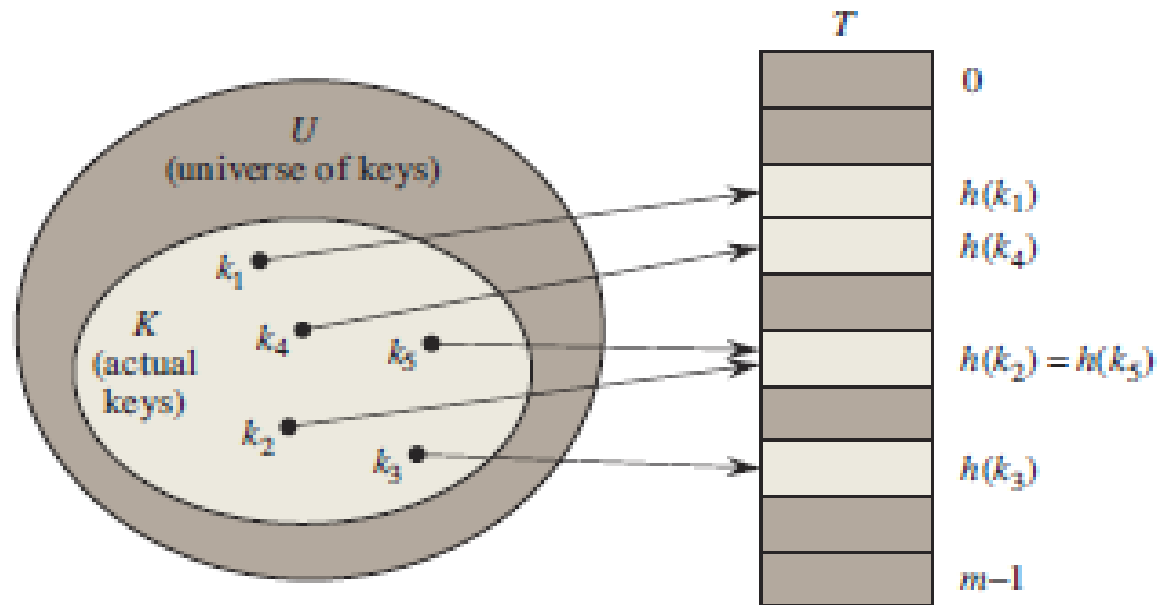


# 计算机问题求解 — 论题2-13

## - Hashing方法

2014年06月10日

# Hashing

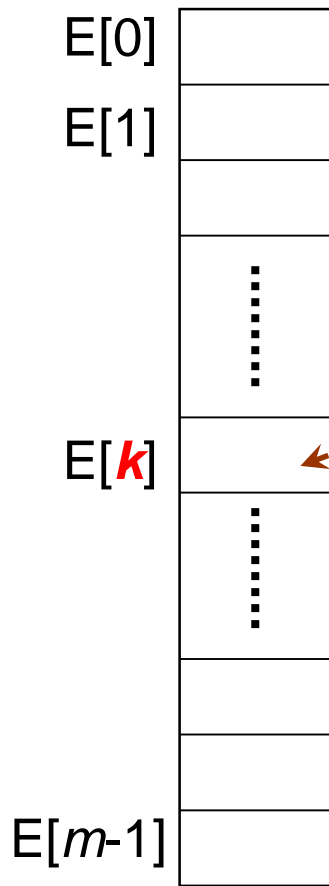


问题1:

所谓“Hashing”方法是  
用来解决什么问题的？

# Hashing: the Idea

In feasible size



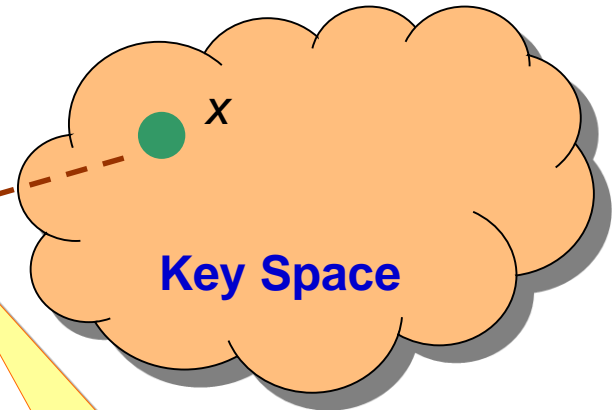
- **Index distribution**
- **Collision handling**



$$H(x)=k$$

A calculated  
array index for  
the key

Very large, but only a  
small part is used in an  
application at a certain  
time



Value of a  
specific key

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问题2:

Collision是什么意思?  
它是如何产生的?

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### 问题3:

假设分配的存储区为 $k$ 个单元，插入 $n$ 个键值。对于某个特定位置，落到该位置的对象期望值是多少？为什么？

顺便问一下，只插入2个键值，发生碰撞的概率是多大？

模型：将插入 $n$ 个对象看作 $n$ 个独立试验的序列。每个试验的结果是 $\{1, 2, \dots, k\}$ 中的一个值。

假设：每个实验的结果是任意一个允许值的概率是一样的。  
(uniformly distributed)

In hashing  $n$  items into a hash table of size  $k$ , the expected number of items that hash to any one location is  $n/k$ .

→  $\alpha$ : loading factor(负载因子)

# 现在考虑特定单元为空的概率

- 同样的independent trials process, 可以根据需要指定不同的outcomes:
  - $k$ 个不同的outcomes: 单元 $1, 2, \dots, k$
  - 2个outcomes: 单元 $i$ , 非单元 $i$

问题4:

插入 $n$ 个对象后, 单元 $i$ 仍然是空的, 概率是多少?

问题4':

插入 $n$ 个对象后, 空单元的期望是多少? 为什么?

$$— (1 - 1/k)^n —$$

# 一个概率悖论

假设有 $n$ 个存储单元，在插入 $n$ 个对象后

- 第 $i$ 个单元已放入对象数期望值是：

$$\frac{n}{n} = 1 \quad \text{换句话说，没有空的单元 ( ? )}$$

- 整个存储区内空单元的期望数是：

$$n \left( 1 - \frac{1}{n} \right)^n = \frac{n}{e} \approx 0.368n$$

问题5:

你能解释这个“悖论”吗？



# 冲突: 可能性有多大?

在  $k$  个单元的存储区内插入  $n$  个对象:

$$\begin{aligned} E(\text{collisions}) &= n - E(\text{occupied locations}) \\ &= n - k + E(\text{empty locations}). \end{aligned}$$

In hashing  $n$  items into a hash table with  $k$  locations, the expected number of collisions is  $n - k + k(1 - 1/k)^n$ .

找一点感觉:

假如在100个单元的存储区内插入100个对象,  
发生的碰撞数的期望值就是大约37次。

# 没有空单元：需要插入多少对象？

先考虑一个“子问题”：使得被占单元数从达到  $i-1$  增加到达到  $i$ ，需要插入多少对象（期望）？

$$E(X_1) = 1, E(X_2) = k/(k-1), \dots$$

In general, we have that  $X_i$  counts the number of trials until success in an independent trials process with probability of success  $(k-i+1)/k$ , and thus, the expected number of steps until the first success is  $k/(k-i+1)$ , which is the expected value of  $X_i$ .

$$E(X) = \sum_{j=1}^k E(X_j) = \sum_{j=1}^k \frac{k}{k-j+1} = k \sum_{j=1}^k \frac{1}{k-j+1} = k \sum_{k-j+1=1}^k \frac{1}{k-j+1} = k \sum_{i=1}^k \frac{1}{i}$$

$$\Theta(k \log k)$$

给你一点感觉：

当  $k=10000$ ，这个值大约是98000。

## 问题6:

上面的讨论与实际的  
**Hashing**有什么差别?

选择好的Hashing函数很重要!

# 两种设计Hashing函数的简单方法

In the *division method* for creating hash functions, we map a key  $k$  into one of  $m$  slots by taking the remainder of  $k$  divided by  $m$ . That is, the hash function is

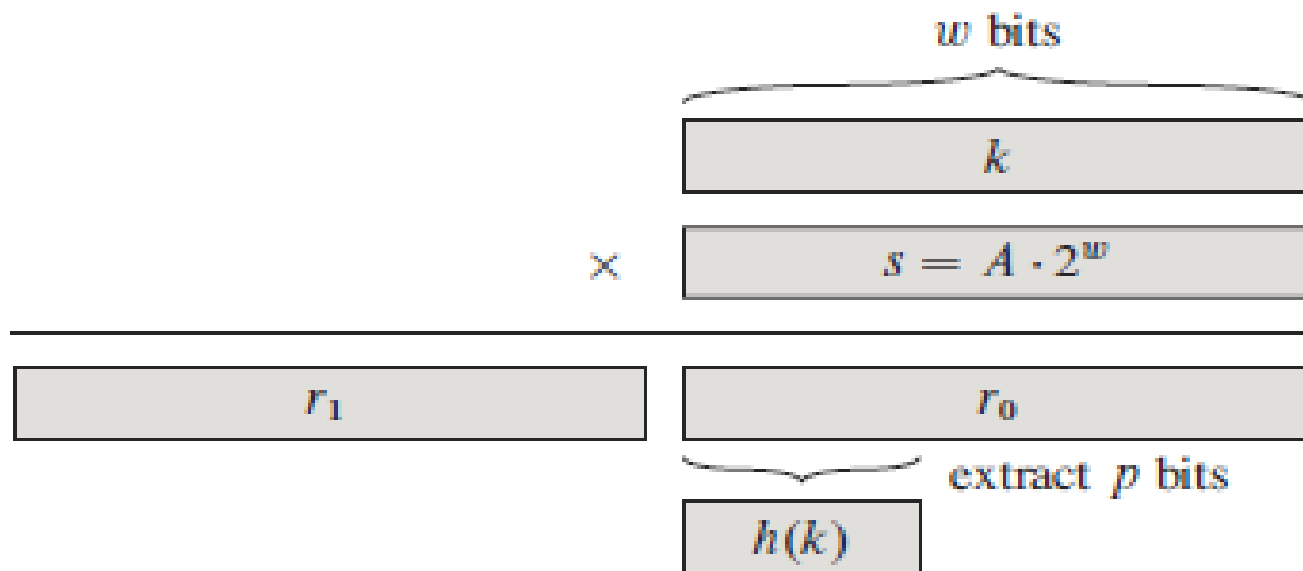
$$h(k) = k \bmod m .$$

The *multiplication method* for creating hash functions operates in two steps. First, we multiply the key  $k$  by a constant  $A$  in the range  $0 < A < 1$  and extract the fractional part of  $kA$ . Then, we multiply this value by  $m$  and take the floor of the result. In short, the hash function is

$$h(k) = \lfloor m (kA \bmod 1) \rfloor ,$$

## 问题7:

为什么在除法方法中，应该避免 $m$ 是2的整次幂，而在乘法方法中却往往选择 $m$ 的值为2的整次幂？



问题8:  
你能解释一下这个图吗?

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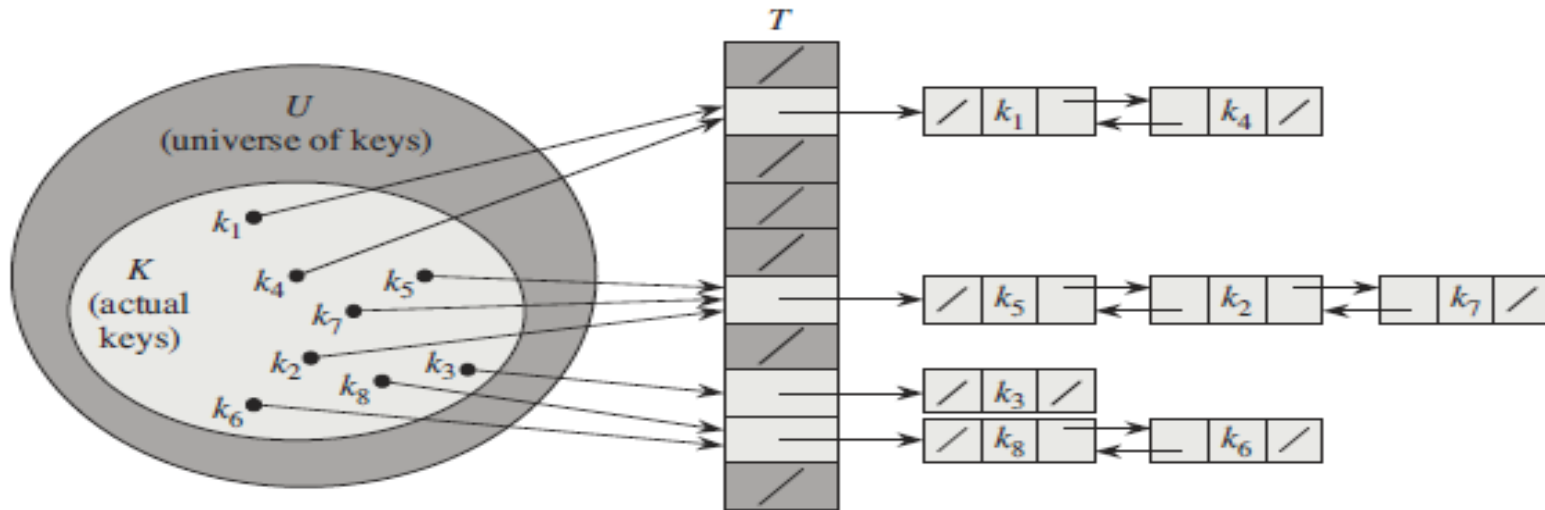
问题9:

“Hashing by division and Hashing by multiplication are **heuristic** in nature.”

这是什么意思？

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# Collision Resolution by Chaining



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

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

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

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

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

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

Closed  
addressing



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问题10:

采用Hashing by Chaining,  
不成功搜索的平均代价是多  
少?为什么?

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# Hashing by Chaining: 不成功搜索

- Assumption: simple uniform hashing:
  - for  $j=0,1,2,\dots,k-1$ , the average length of the list at  $E[j]$  is  $n/k = \alpha$ .
- The average cost of an unsuccessful search:
  - Any key that is not in the table is equally likely to hash to any of the  $k$  addresses. The average cost to determine that the key is not in the list  $E[h(k)]$  is the cost to search to the end of the list, which is  $\alpha$ . So, the total cost is  $\Theta(1 + \alpha)$ .

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问题11:

采用Hashing by Chaining  
计算成功搜索与不成功搜索  
的代价有什么不同?

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# Hashing by Chaining: 成功搜索

- For successful search: (assuming that  $x_i$  is the  $i$ th element inserted into the table,  $i=1,2,\dots,n$ )
  - For each  $i$ , the probability of that  $x_i$  is searched is  $1/n$ .
  - For a specific  $x_i$ , the number of elements examined in a successful search is  $t+1$ , where  $t$  is the number of elements inserted into the same list as  $x_i$ , after  $x_i$  has been inserted. And for any  $j$ , the probability of that  $x_j$  is inserted into the same list of  $x_i$  is  $1/m$ . So, the cost is:

Cost for  
computing  
hashing

$$\frac{1}{n} \sum_{i=1}^n \left( 1 + \sum_{j=i+1}^n \frac{1}{m} \right)$$

Expected number of  
elements in front of  
the searched one in  
the same linked list.

# Hashing by Chaining: 成功搜索

- The average cost of a successful search:

- Define  $\alpha = n/k$  as *load factor*,

The average cost of a successful search is :

$$\frac{1}{n} \sum_{i=1}^n \left( 1 + \sum_{j=i+1}^n \frac{1}{m} \right) = 1 + \frac{1}{nm} \sum_{i=1}^n (n-i) = 1 + \frac{1}{nm} \sum_{i=1}^{n-1} i$$
$$= 1 + \frac{n-1}{2m} = 1 + \frac{\alpha}{2} - \frac{\alpha}{2n} = \Theta(1 + \alpha)$$

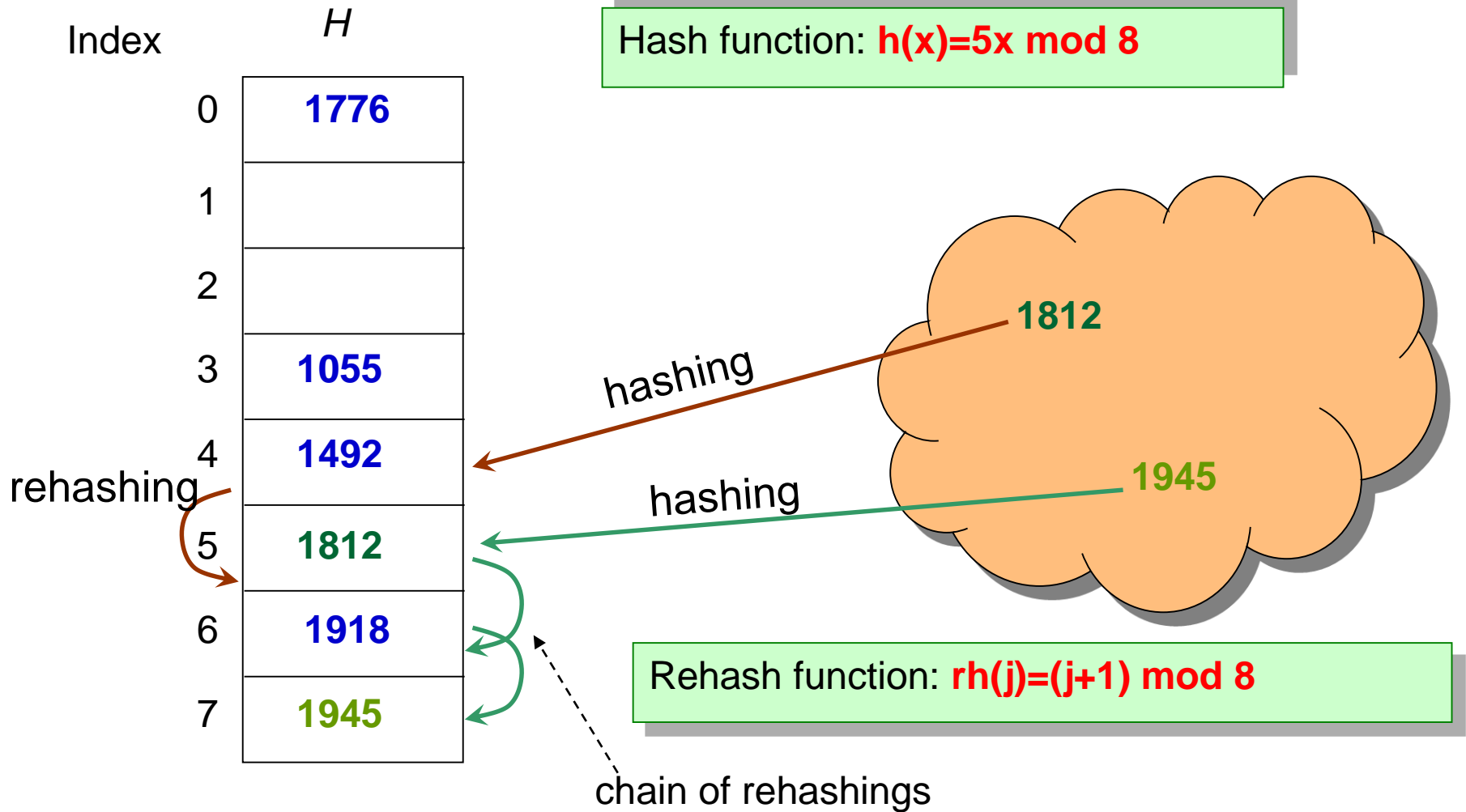
Cost for computing hashing

Number of elements in front of the searched one in the same linked list.

## 另一种冲突处理方法：Open Addressing

- All elements are stored in the hash table, no linked list is used. So,  $\alpha$ , the load factor, can not be larger than 1.
- Collision is settled by “**rehashing**”: a function is used to get a new hashing address for each collided address, i.e. the hash table slots are *probed* successively, until a valid location is found.
- The probing sequence can be seen as a permutation of  $(0, 1, 2, \dots, m-1)$ 
  - $\langle h(k, 0), h(k, 1), \dots, h(k, m-1) \rangle$

# Linear Probing: an Example



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问题12:

Open Addressing方法  
为什么不适合用于支持  
删除操作的结构?

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# Commonly Used Probing

## Linear probing:

Given an ordinary hash function  $h'$ , which is called an auxiliary hash function, the hash function is: **(clustering may occur)**

$$h(k,i) = (h'(k) + i) \bmod m \quad (i=0,1,\dots,m-1)$$

## Quadratic Probing:

Given auxiliary function  $h'$  and nonzero auxiliary constant  $c_1$  and  $c_2$ , the hash function is: **(secondary clustering may occur)**

$$h(k,i) = (h'(k) + c_1 i + c_2 i^2) \bmod m \quad (i=0,1,\dots,m-1)$$

## Double hashing:

Given auxiliary functions  $h_1$  and  $h_2$ , the hash function is:

$$h(k,i) = (h_1(k) + i h_2(k)) \bmod m \quad (i=0,1,\dots,m-1)$$

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问题13:

一般如何判断一种  
probing方法的好坏?

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# Equally Likely Permutations

- Assumption: each key is equally likely to have any of the  $m!$  permutations of  $(1, 2, \dots, m-1)$  as its probe sequence.
- Note: both linear and quadratic probing have only  $m$  distinct probe sequence, as determined by the first probe.

# Analysis for Open Address Hash

- Assuming uniform hashing, what is the average number of probes in an unsuccessful search?

Let us define the random variable  $X$  to be the number of probes made in an unsuccessful search.

When a random variable  $X$  takes on values from the set of natural numbers  $\mathbb{N} = \{0, 1, 2, \dots\}$ , we have a nice formula for its expectation:

$$\begin{aligned} E[X] &= \sum_{i=0}^{\infty} i \cdot \Pr\{X = i\} \\ &= \sum_{i=0}^{\infty} i (\Pr\{X \geq i\} - \Pr\{X \geq i + 1\}) \\ &= \sum_{i=1}^{\infty} \Pr\{X \geq i\} , \end{aligned} \tag{C.25}$$

# Analysis for Open Address Hash

- Assuming uniform hashing, the average number of probes in an unsuccessful search is at most  $1/(1-\alpha)$  ( $\alpha=n/m<1$ )

let us also define the event  $A_i$ , for  $i = 1, 2, \dots$ , to be the event that an  $i$ th probe occurs and it is to an occupied slot. Then the event  $\{X \geq i\}$  is the intersection of events  $A_1 \cap A_2 \cap \dots \cap A_{i-1}$ .

$$\Pr\{X \geq i\} =$$

$$\Pr\{A_1 \cap A_2 \cap \dots \cap A_{i-1}\} = \Pr\{A_1\} \cdot \Pr\{A_2 \mid A_1\} \cdot \Pr\{A_3 \mid A_1 \cap A_2\} \cdots \\ \Pr\{A_{i-1} \mid A_1 \cap A_2 \cap \dots \cap A_{i-2}\}.$$

$$= \frac{n}{m} \cdot \frac{n-1}{m-1} \cdot \frac{n-2}{m-2} \cdots \frac{n-i+2}{m-i+2}$$

$$\leq \left(\frac{n}{m}\right)^{i-1}$$

$$= \alpha^{i-1}. \quad \mathbb{E}[X] = \sum_{i=1}^{\infty} \Pr\{X \geq i\} \leq \sum_{i=1}^{\infty} \alpha^{i-1} = \sum_{i=0}^{\infty} \alpha^i = \frac{1}{1-\alpha}.$$

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问题14:

采用Open Addressing, 插入一个对象的代价是多少?

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- Assuming uniform hashing, the average cost of probes in an successful search is at most  $\frac{1}{\alpha} \ln \frac{1}{1-\alpha}$  ( $\alpha=n/m < 1$ )

To search for the  $(i + 1)$ th inserted element in the table, the cost is the same as the cost for inserting it when there are just  $i$  elements in the table. At that time,  $\alpha = i/m$ , so, the cost is  $1/(1 - i/m) = m/(m - i)$

So, the cost is :

$$\begin{aligned} \frac{1}{n} \sum_{i=0}^{n-1} \frac{m}{m-i} &= \frac{m}{n} \sum_{i=0}^{n-1} \frac{1}{m-i} = \frac{1}{\alpha} \sum_{i=m-n+1}^m \frac{1}{i} \leq \frac{1}{\alpha} \int_{m-n}^m \frac{dx}{x} = \frac{1}{\alpha} \ln \frac{m}{m-n} \\ &= \frac{1}{\alpha} \ln \frac{1}{1-\alpha} \end{aligned}$$

For your reference:

Half full: 1.387; 90% full: 2.559

# 课外作业

- CS pp.321-: prob.8, 11, 14,
- TC pp.261-: ex.11.2-3, 11-2.5, 11-2.6
- TC pp.268-: ex.11-3.3, 11-3.4
- TC pp.277-: ex. 11-4.2, 11-4.3
- TC pp.282-: prob.11.1, 11.2