

# Universal Hashing

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- $\Theta(n)$  storage
- $O(1)$  time cost for all dictionary operations in average (if  $n = O(m)$ )



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- $\Theta(n)$  storage
- $O(1)$  time cost for all dictionary operations in average (if  $n = O(m)$ )

Hashing is not safe.

- $\Theta(n)$  time cost for search in worst case



Malicious adversary



❓ How can you defeat your adversary?

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The answer is:

- **Randomness**

i.e. choose the hash function *randomly* in a way that is *independent* of the keys that are actually going to be stored.

- **Universal Hashing**



## Informal:

- Like randomized algorithms in Chapter 5
- Your adversary can no longer make a difference



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- Like randomized algorithms in Chapter 5
- Your adversary can no longer make a difference
- But your luck will



❓ What property should the collection of hash functions have (to be useful)?

## Definition

Let  $\mathcal{H}$  be a finite collection of hash functions that map a given universe  $U$  of keys into the range  $\{0, 1, \dots, m-1\}$ . Such a collection is said to be **universal** if: for each pair of distinct keys  $k, l \in U$ , the number of hash functions  $h \in \mathcal{H}$  for which  $h(k) = h(l)$  is at most  $|\mathcal{H}|/m$ .





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❖ Why defined in this way?

The ideal uniform random hashing:

- a collision of two keys has probability  $1/m$

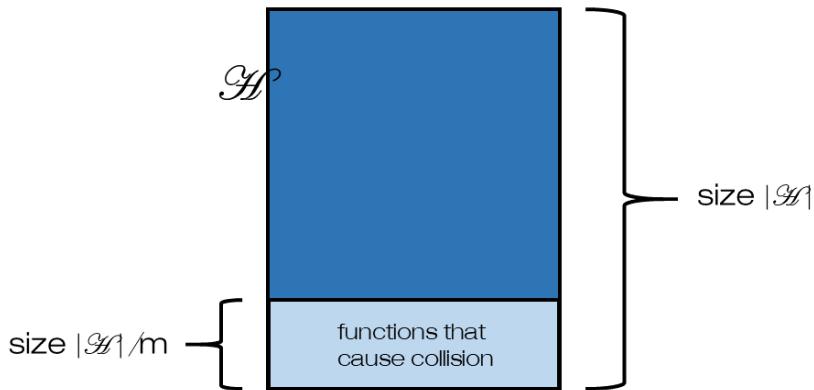
Now we have an approximate (weaker) random hashing:

- a collision of two keys has probability  $\frac{|\mathcal{H}|/m}{|\mathcal{H}|} = 1/m$

( $\epsilon$ -almost universality < uniform difference property < pairwise independence / strong universality)



# Analysis (formal)



## Theorem 11.3

$h \in \mathcal{H}$  chosen randomly, hashing  $n$  keys  $\rightarrow T$  (chaining), then the expected length of the list that the key  $k$  hashes has bounds:

$$E[n_{h(k)}] \leq \begin{cases} \alpha & \text{key } k \text{ is not in the table,} \\ 1 + \alpha & \text{key } k \text{ is in the table.} \end{cases}$$



## Proof Page 1

For each pair  $k$  and  $l$  of distinct keys, define the indicator random variable  $X_{kl} = I\{h(k) = h(l)\}$ .

By definition,  $\Pr\{h(k) = h(l)\} \leq 1/m$ . Thus,  $E[X_{kl}] \leq 1/m$ .



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Define  $Y_k$ , the number of keys other than  $k$  that hash to the same slot as  $k$ , then

$$\begin{aligned} E[Y_k] &= E\left[\sum_{l \in T, l \neq k} X_{kl}\right] \\ &= \sum_{l \in T, l \neq k} E[X_{kl}] \\ &\leq \sum_{l \in T, l \neq k} \frac{1}{m} \end{aligned}$$



## Proof Page 2

$$\begin{aligned} E[Y_k] &\leq \sum_{l \in T, l \neq k} \frac{1}{m} \\ &= \begin{cases} n \cdot \frac{1}{m} = \alpha & \text{key } k \text{ is not in the table,} \\ (n-1) \cdot \frac{1}{m} < \alpha & \text{key } k \text{ is in the table.} \end{cases} \end{aligned}$$



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Thus, we can conclude that

$$E[n_{h(k)}] = \begin{cases} E[Y_k] \leq \alpha & \text{key } k \text{ is not in the table,} \\ 1 + E[Y_k] \leq 1 + \alpha & \text{key } k \text{ is in the table.} \end{cases}$$





## Theorem 11.3

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This guarantees the (average) performance of the hashing.

## Performance (Corollary 11.4)

Using universal hashing and collision resolution by chaining in an initially empty table with  $m$  slots, further assuming that  $n = O(m)$ , then we only need

$O(1)$  time cost

for all dictionary operations in average.



❓ Then, how to construct one?



# Construction

A “particularly elegant” construction:

## Construction

Let  $m$  be prime. Decompose key  $k$  into  $r + 1$  digits.

$k = \langle k_0, k_1, \dots, k_r \rangle$  where  $0 \leq k_i \leq m - 1$ . (base  $m$ )

Pick  $a = \langle a_0, a_1, \dots, a_r \rangle$  where  $0 \leq a_i \leq m - 1$ .

Define

$$h_a(k) = \left( \sum_{i=0}^r a_i k_i \right) \bmod m$$

(dot product + modulo  $m$ )

Then here

$$|\mathcal{H}| = m^{r+1}$$



## Theorem

The class of hash functions  $\mathcal{H}$  is universal.

## Proof Page 1

Pick two distinct keys arbitrarily:

$$x = \langle x_0, x_1, \dots, x_r \rangle$$

$$y = \langle y_0, y_1, \dots, y_r \rangle$$

They differ in at least one digit, without loss of generality, position zero.

💡 For how many  $h_a \in \mathcal{H}$  do  $x$  and  $y$  collide?



## Proof Page 2

$$\begin{aligned}h_a(x) &= h_b(y) \\ \Leftrightarrow \sum_{i=0}^r a_i x_i &\equiv \sum_{i=0}^r a_i y_i \pmod{m} \\ \Leftrightarrow \sum_{i=0}^r a_i (x_i - y_i) &\equiv 0 \pmod{m} \\ \Leftrightarrow a_0(x_0 - y_0) + \sum_{i=1}^r a_i (x_i - y_i) &\equiv 0 \pmod{m} \\ \Leftrightarrow a_0(x_0 - y_0) &\equiv - \sum_{i=1}^r a_i (x_i - y_i) \pmod{m}\end{aligned}$$



## Lemma (number theory fact)

Let  $m$  be prime.

For any  $z \in \mathbb{Z}_m$  (integers mod  $m$ ) such that  $z \not\equiv 0$ ,  
there  $\exists$  unique  $z^{-1} \in \mathbb{Z}_m$  such that  $z \cdot z^{-1} \equiv 1 \pmod{m}$ .



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e.g.

Ex.  $m = 7$ :

$z$	1	2	3	4	5	6
$z^{-1}$	1	4	5	2	3	6



## Proof Page 3

Since  $x_0 \neq y_0$ , there  $\exists (x_0 - y_0)^{-1}$  Thus

$$\begin{aligned} a_0(x_0 - y_0) &\equiv - \sum_{i=1}^r a_i(x_i - y_i) \pmod{m} \\ \Leftrightarrow a_0 &\equiv \left( - \sum_{i=1}^r a_i(x_i - y_i) \right) \cdot (x_0 - y_0)^{-1} \end{aligned}$$





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That means, for any choice of  $a_1, a_2, \dots, a_r$ ,  
exactly 1 choice of the  $m$  choices for  $a_0$  causes  $h_a(x) = h_a(y)$ ,  
and  $h_a(x) \neq h_a(y)$  for other  $m - 1$  choices for  $a_0$ .



## Proof Page 4

Thus, the number of  $h_a \in \mathcal{H}$  such that  $h_a(x) = h_a(y)$  is

$$\underbrace{m \cdot m \cdot \dots \cdot m}_{\text{there are } r \text{ factors, for } a_1 \text{ to } a_r} \cdot \underbrace{1}_{\text{for } a_0}$$

$$= m^r = \frac{|\mathcal{H}|}{m}.$$



## References:

- MIT OpenCourseWare 6.046J
- Universal\_hashing of Wikipedia

