



Design and Analysis  
of Algorithms I

# Data Structures

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## Universal Hash Functions: Motivation

# Hash Table: Supported Operations

Purpose : maintain a (possibly evolving) set of stuff.  
(transactions, people + associated data, IP addresses, etc.)

Insert : add new record

Delete : delete existing record  
easier/more common with chaining than open addressing

Lookup : check for a particular record  
( a “dictionary” )

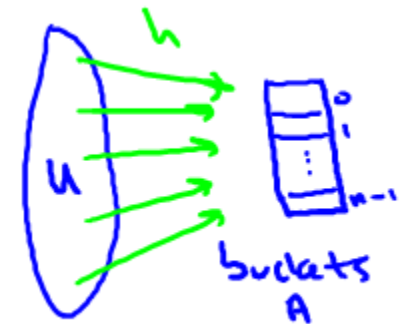
Using a “key”

AMAZING  
GUARANTEE  
All operations in  
 $O(1)$  time ! \*

\* 1. properly implemented    2. non-pathological data

# Resolving Collisions

Collision : distinct  $x, y$  in  $U$  such that  $h(x) = h(y)$ .



Solution#1: (separate) chaining.

- keep linked list in each bucket
- given a key/object  $x$ , perform Insert/Delete/Lookup in the list in  $A[h(x)]$



→ bucket for  $x$

→ linked list for  $x$

Solution#2 : open addressing. (only one object per bucket)

- hash function now specifies probe sequence  $h_1(x), h_2(x), \dots$   
(keep trying till find open slot)

use 2 hash functions

- examples : linear probing (look consecutively), double hashing

# The Load of a Hash Table

Definition : the load factor of a hash table is

$$\alpha := \frac{\text{\# of objects in hash table}}{\text{\# of buckets of hash table}}$$

Which hash table implementation strategy is feasible for load factors larger than 1?

- ☐ Both chaining and open addressing
- ☐ Neither chaining nor open addressing
- ☒ Only chaining
- ☐ Only open addressing

# The Load of a Hash Table

Definition : the load factor of a hash table is

$$\alpha := \frac{\text{\# of objects in hash table}}{\text{\# of buckets of hash table}}$$

Note : 1.)  $\alpha = O(1)$  is necessary condition for operations to run in constant time.

2.) with open addressing, need  $\alpha \ll 1$ .

Upshot#1 : good HT performance, need to control load.

# Pathological Data Sets

Upshot#2 : for good HT performance, need a good hash function.

Ideal : user super-clever hash function guaranteed to spread every data set out evenly.

Problem : DOES NOT EXIST! (for every hash function, there is a pathological data set)

Reason : fix a hash function  $h : U \rightarrow \{0,1,2,\dots,n-1\}$

$\Rightarrow$  a la Pigeonhole Principle, there exist bucket  $i$  such that at least  $|u|/n$  elements of  $U$  hash to  $i$  under  $h$ .



$\Rightarrow$  if data set drawn only from these, everything collides !

# Pathological Data in the Real World

Preference : Crosby and Wallach, USENIX 2003.

Main Point : can paralyze several real-world systems (e.g., network intrusion detection) by exploiting badly designed hash functions.

- open source
- overly simplistic hash function

( easy to reverse engineer a pathological data set )



# Solutions

1. Use a cryptographic hash function (e.g., SHA-2)
  - infeasible to reverse engineer a pathological data set
2. Use randomization. ← In next 2 videos
  - design a family  $H$  of hash functions such that for all data sets  $S$ , “almost all” functions  $h \in H$  spread  $S$  out “pretty evenly”.

(compare to QuickSort guarantee)

# Overview of Universal Hashing

Next : details on randomized solution (in 3 parts).

Part 1 : proposed definition of a “good random hash function”.  
 (“universal family of hash functions”)

Part 3 : concrete example of simple + practical such functions

Part 4 : justifications of definition : “good functions” lead to “good performance”