



MAKE
SCHOOL

HASH TABLES

Not just for breakfast anymore

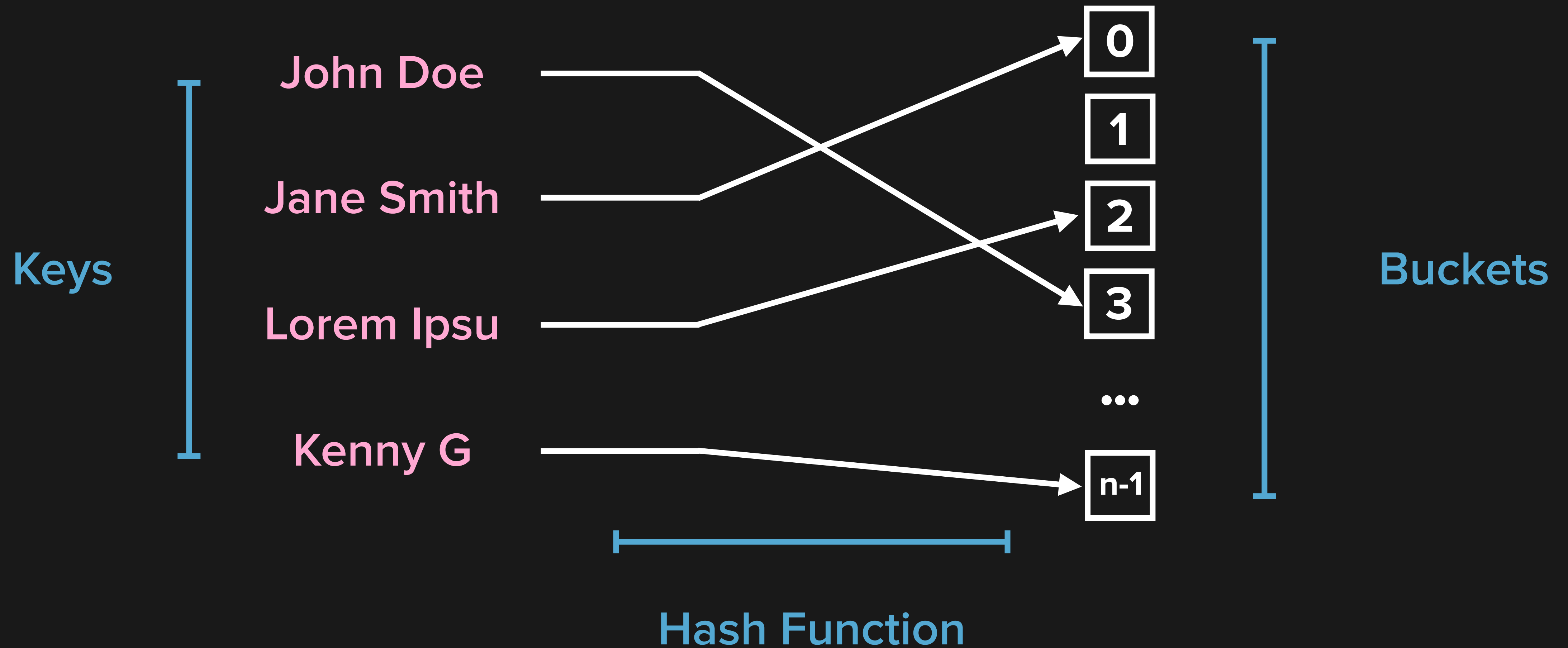
HASH TABLES

Maps keys → objects

`dict()` creates a hash table

Used because of strong average case performance

HASH TABLES



HASH FUNCTIONS

Converts a variable-size
input to a fixed-size output

Same input → same output

Input can be anything -
string, pointer, custom class

John Doe	→	512340
Jane Smith	→	408749
Lorem Ipsu	→	943275
John Doe	→	512340

IDEAL HASH*

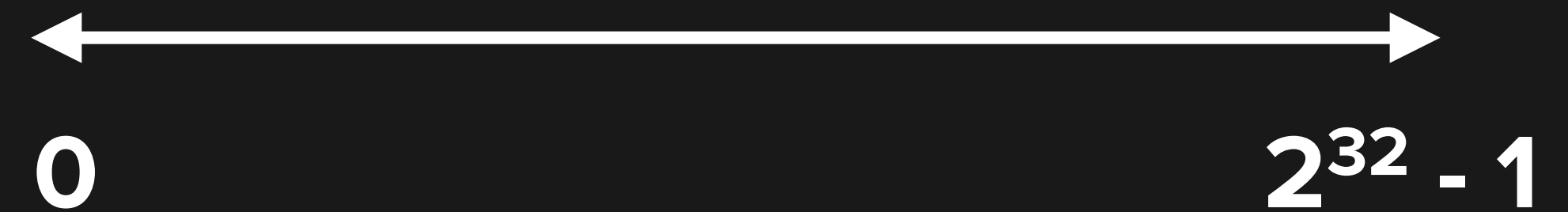
Repeatable

Fast

Output is unsigned integer

Randomly distributes keys
among output space

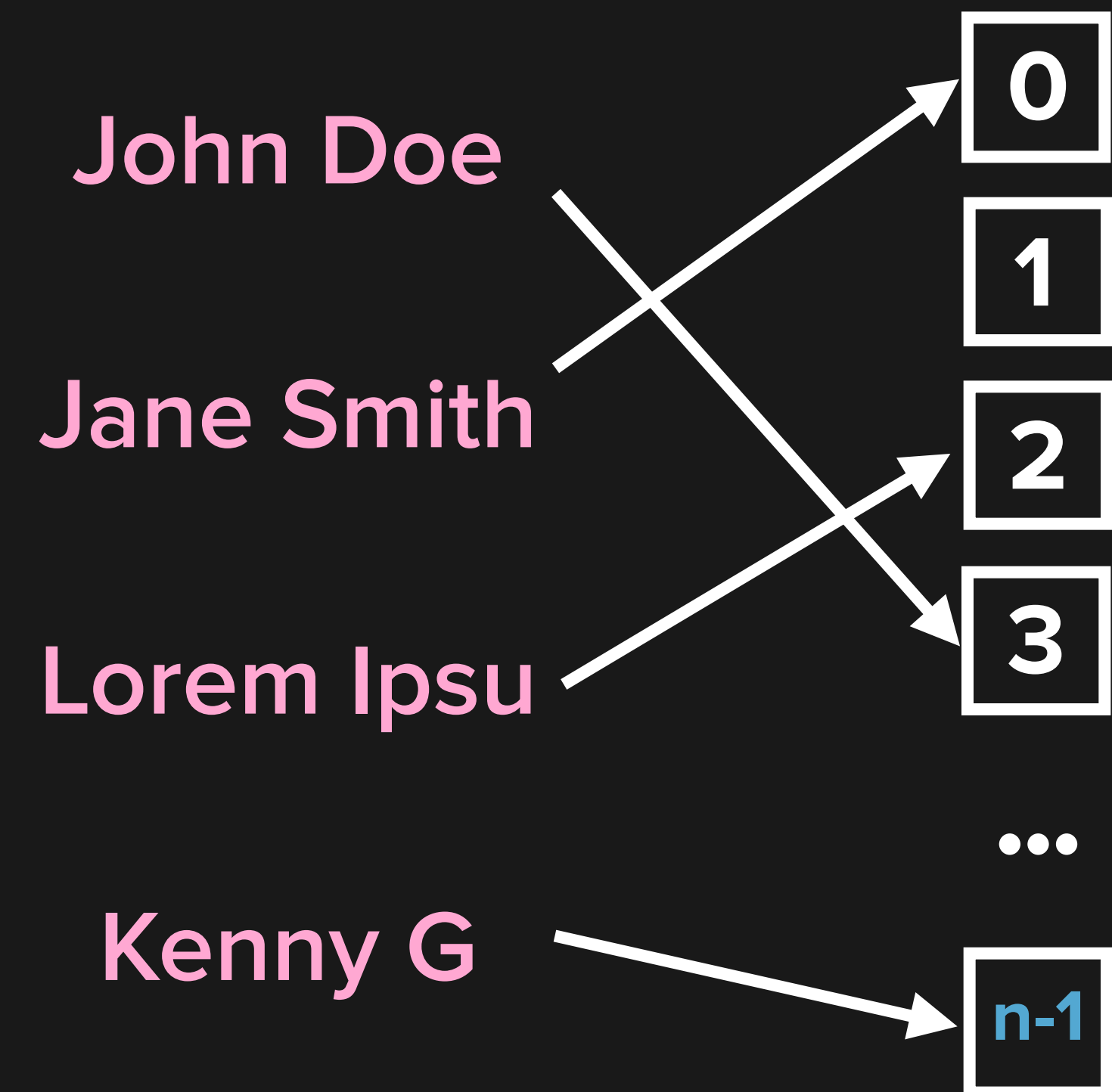
Small differences in input result
in large differences in output



**Different for cryptographic hash functions*

WHICH BUCKET?

`bucket = hash(key) % n`



COLLISIONS

It is *impossible* to map all possible input to a fixed output space without some inputs generating the same output

Differing input generating the same output is a collision

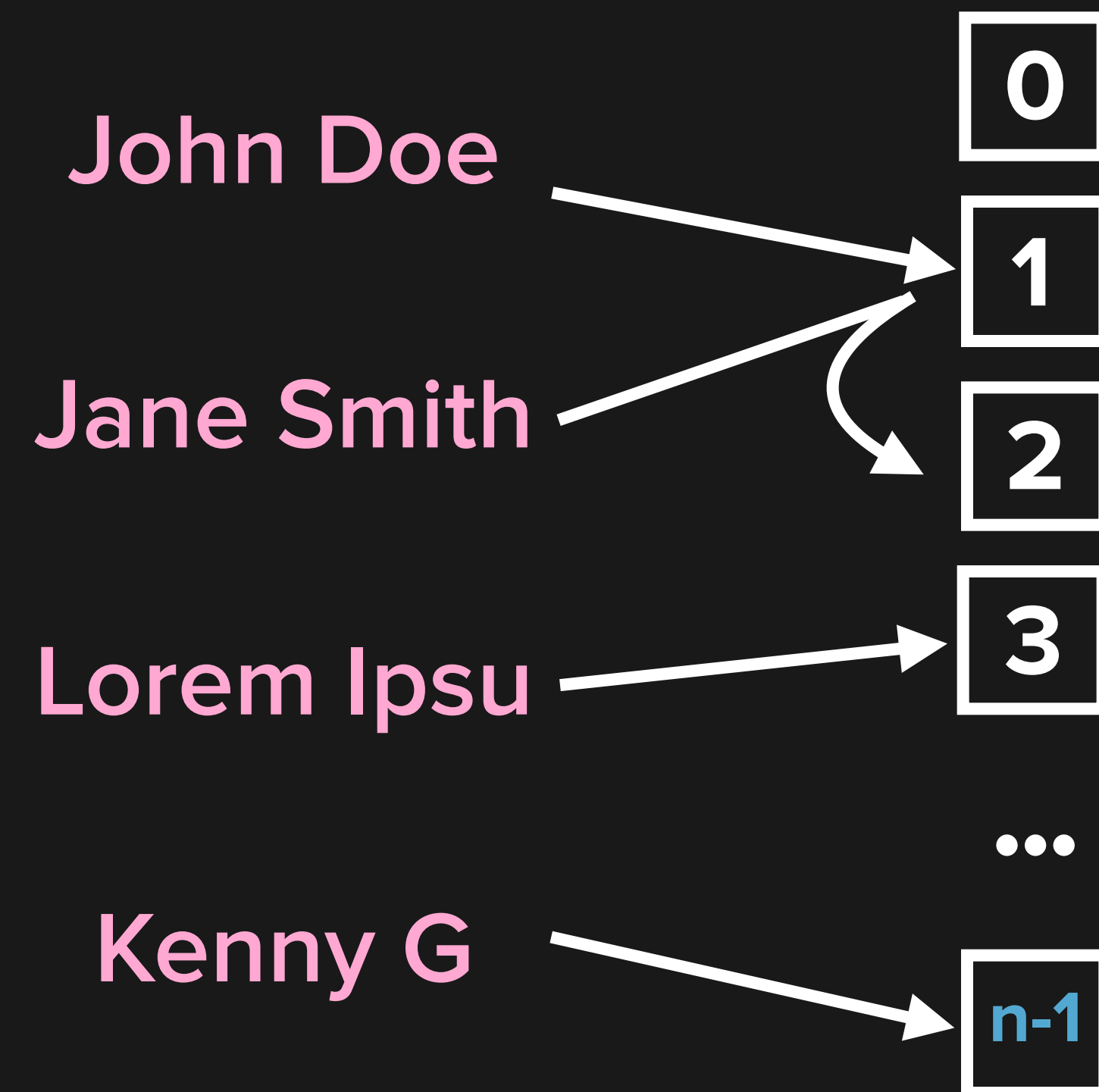
LINEAR PROBING

Each bucket contains one object

On collision - go to next open bucket, add object there

To retrieve - find bucket, if that's not object, iterate buckets until you find it

dict does it in a similar way

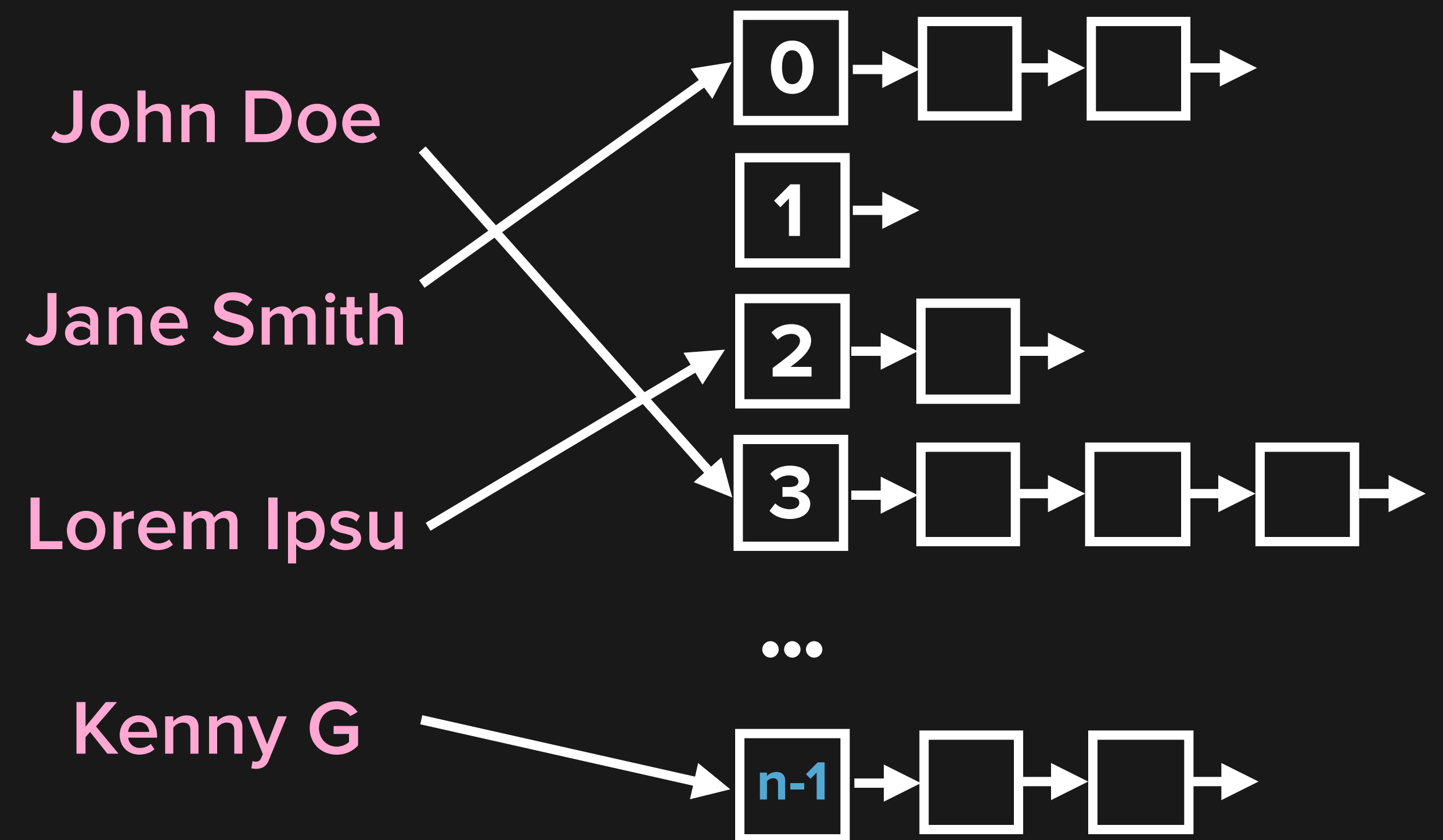


CHAINING

Each bucket contains a linked list

On collision - add to end of the linked list

To retrieve - find bucket, find in linked list



LOAD FACTOR

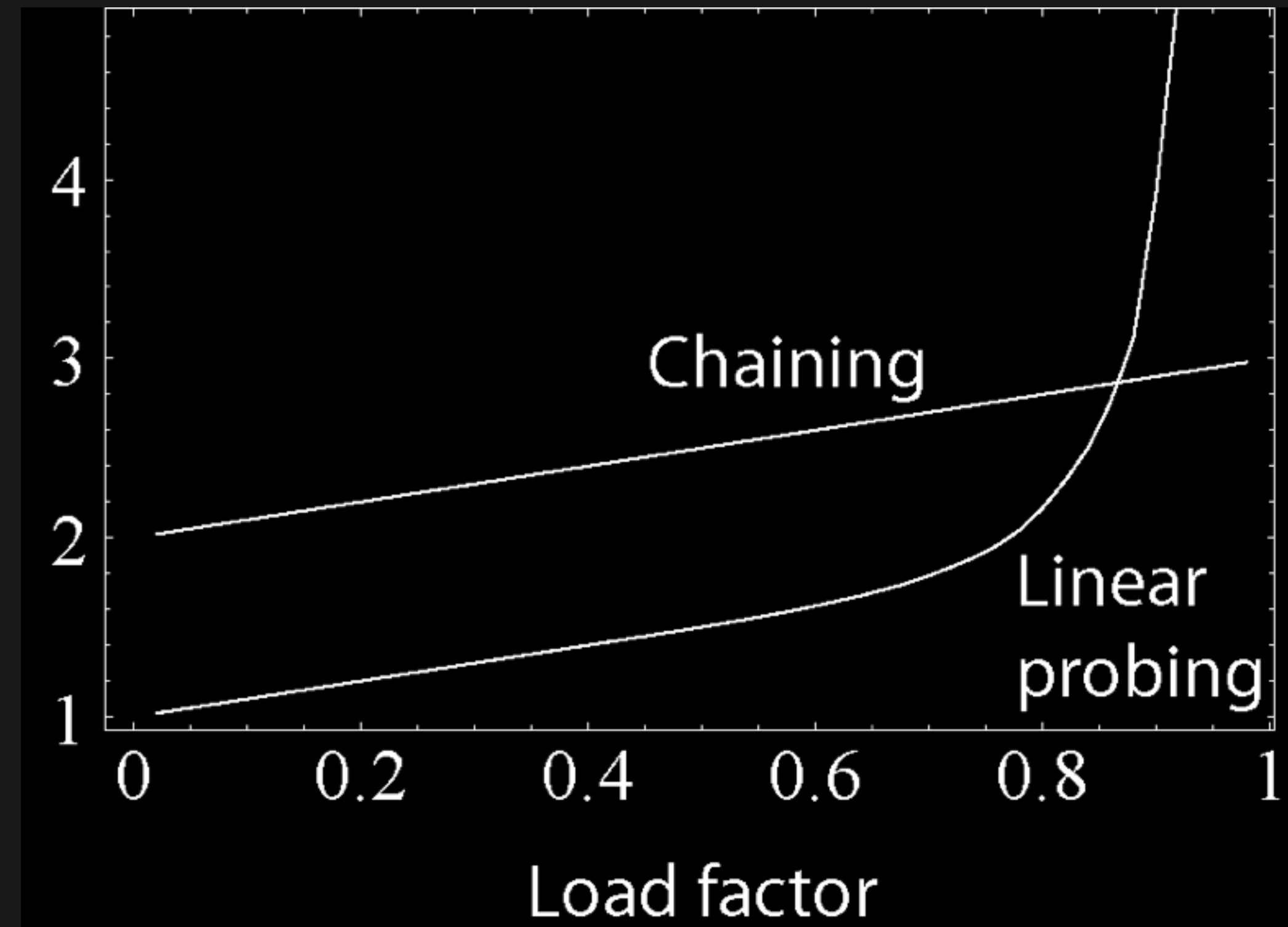
Load Factor = $\text{entries} / \text{buckets}$

For **76** entries in a **128** bucket hash table,
that's **$76 / 128 = 0.59375$**

LOAD FACTOR

Load factor affects
performance

Collision resolution
affects performance



RESIZE HASH TABLE

Once the load factor reaches a certain threshold (usually $\frac{2}{3}$ for linear probing) the table is resized larger

Generate new buckets, iterate through each of the entries and rehash, re-add them to the new buckets

HASH TABLE COMPLEXITY ANALYSIS

	Average Case	Worst Case
Space	$O(n)$	$O(n)$
Search	$O(1)$	$O(n)$
Insert	$O(1)$	$O(n)$
Delete	$O(1)$	$O(n)$

STRING HASHING

Strings are lists of chars

Chars have numerical values

Add up the chars - there's your hash!

(Lose Lose algorithm)

But `hash("dog") == hash("god")`

<https://wiki.python.org/moin/TimeComplexity>



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