

Hashing

Hash functions → Hash code maps
→ compression maps

Open addressing → Linear probing
→ Double hashing.

→ Good hash function

- (i) quick to compute
- (ii) distribute keys uniformly
- (iii) good hash fns are very rare - Birthday paradox.

→ How to deal with non integer keys?

(i) find some way of turning ~~keys~~ keys into integers
eg. add ASCII values of a string.

(ii) then use standard hash function on integers.

From keys to indices

→ The mapping of keys to indices of a hash table is called a hash function.

→ A hash fn. is usually the composition of two maps, a hash code map and a compression map.

→ a good hash function minimises collisions.

- Hash code map : $\text{key} \rightarrow \text{integer}$.
- compression map : $\text{integer} \rightarrow [0, N-1]$.

Popular hash code maps

Integer cast : For numeric types with 32 bits or less, we can interpret the bits of the number as an int.

Component sum : For numeric types with more than 32 bits, we can add the 32 bits components

component - sum hash code is bad for strings?

→ Polynomial accumulation : for strings of a natural language, combine the character values (ASCII) $a_0, a_1, a_2, \dots, a_{n-1}$ by viewing them as coefficients of a polynomial.

$$a_0 + a_1x + a_2x^2 + \dots + x^{n-1}a_{n-1}$$

Polynomial is computed with Horner's Rule. at a fixed value x .

$$a_0 + x(a_1 + x(a_2 + \dots + x(a_{n-2} + xa_{n-1}))) \dots$$

→ The choice $x = 33, 37, 39, 41$ gives almost 6 collisions on a vocabulary of 50,000 English words.

compression maps

(2)

→ Use the remainder.

$h(k) = k \bmod m$, k is key, m the size of the table

→ Need to choose m .

$m = b^e$ (bad)

→ If m is a power of 2, $h(k)$ gives the e least significant bits of k .

→ all keys with same ending go to same place

→ m prime (good)

helps ensure uniform distribution.

Example

$n = 2000$ character strings

$m = 701$, a prime near $\frac{2000}{2}$

not near a power of 2.

→

use

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

→ k is the key, m is the size of table, A is a const
 $0 < A < 1$

→ steps

- (i) map $0 \dots k_{\max}$ into $0 \dots k_{\max} A$.
- (ii) take fractional part
- (iii) map into $0 \dots m-1$.