



Hashing

Lecture No. 8

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What is Hashing?

Introduction

- ❖ **Hashing** is a useful searching technique, which can be used for implementing indexes.
- ❖ The main motivation for Hashing is improving searching time.
- ❖ Below we show how the search time for Hashing compares to the one for other methods:
 - **Simple Indexes** (using binary search): $O(\log_2 N)$
 - **B Trees and B+ trees**: $O(\log_k N)$
 - **Hashing**: $O(1)$

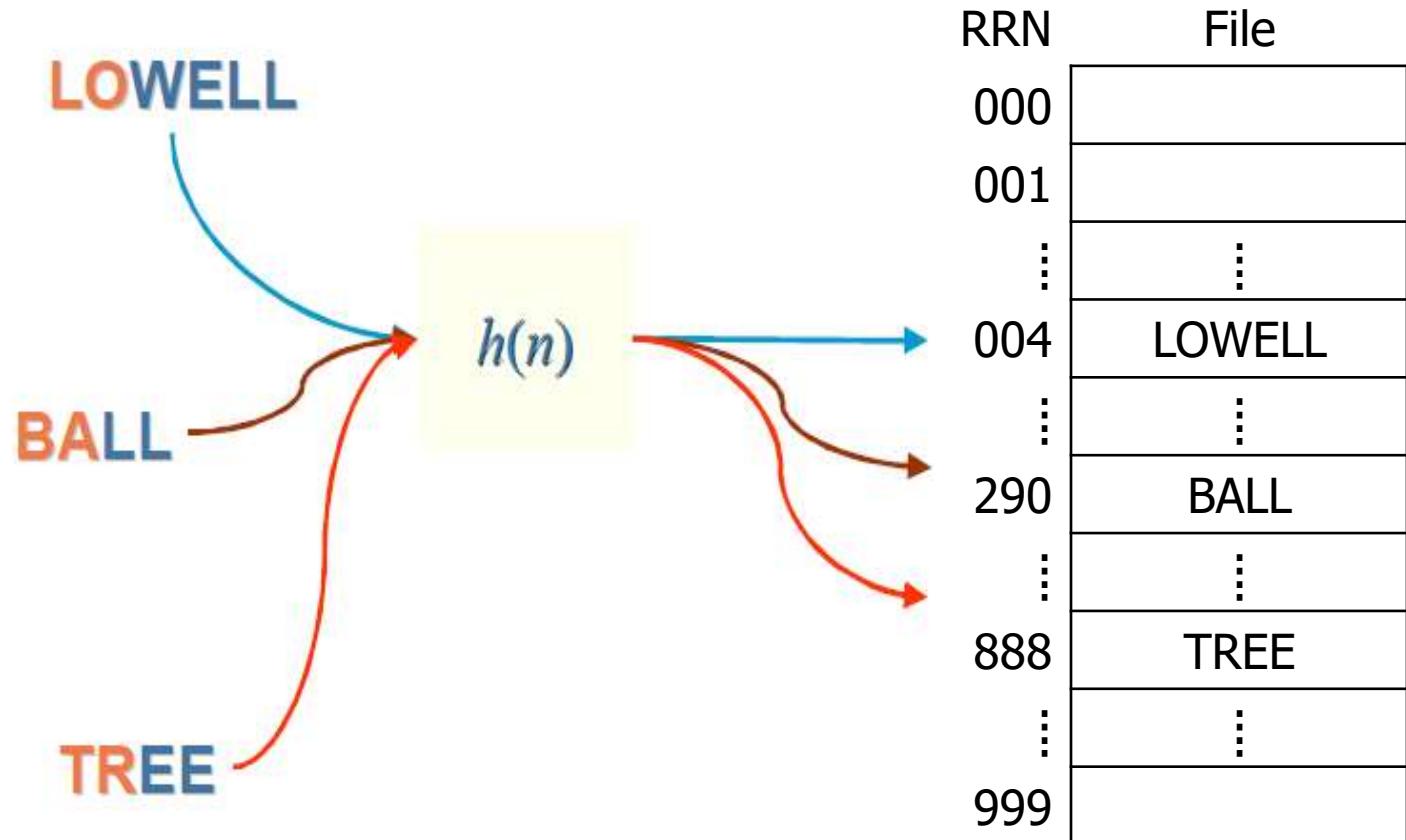
What is Hashing?

- ❖ The idea is to discover the location of a key by simply examining the key. For that we need to design a hash function.
- ❖ A **Hash Function** is a function $h(k)$ that transforms a key into an address
- ❖ An address space is chosen before hand. For example, we may decide the file will have 1,000 available addresses.
- ❖ If U is the set of all possible keys, the hash function is from U to $\{0, 1, \dots, 999\}$, that is $h : U \rightarrow \{0, 1, \dots, 999\}$

Example

NAME	ASCII code for first two letters	PRODUCT	HOME ADDRESS
BALL	66 65	$66 \times 65 = 4290$	290
LOWELL	76 79	$76 \times 79 = 6004$	004
TREE	84 82	$4 \times 82 = 6888$	888

What is Hashing?



What is Hashing?

- ❖ There is no obvious connection between the key and the location (randomizing)
- ❖ Two different keys may be sent to the same address generating a **Collision**
- ❖ Can you give an example of collision for the hash function in the previous example?

What is Hashing?

- ❖ **LOWELL, LOCK, OLIVER**, and any word with first two letters **L** and **O** will be mapped to the same address
 $h(\text{LOWELL})=h(\text{LOCK})=h(\text{OLIVER})=\text{004}$
- ❖ These keys are called **synonyms**. The address “004” is said to be the **home address** of any of these keys.
- ❖ Avoiding collisions is extremely difficult, So we need techniques for dealing with it.

Reducing Collisions

1. Spread out the records by choosing a good hash function
2. Use extra memory: increase the size of the address space (Example: reserve 5,000 available addresses rather than 1,000)
3. Put more than one record at a single address: use of **Buckets**

Hash Function

A simple Hash Function

- ❖ To compute this hash function, apply 3 steps:
- ❖ **Step 1:** transform the key into a number.

LOWELL

L	O	W	E	L	L							
---	---	---	---	---	---	--	--	--	--	--	--	--

ASCII code

76	79	87	69	76	76	32	32	32	32	32	32	32
----	----	----	----	----	----	----	----	----	----	----	----	----

A simple Hash Function

- ❖ **Step 2:** fold and add (chop off pieces of the number and add them together) and take the mod by a prime number

76	79	87	69	76	76	32	32	32	32	32	32
----	----	----	----	----	----	----	----	----	----	----	----

7679	8769	7676	3232	3232	3232
------	------	------	------	------	------

$$7679 + 8769 + 7676 + 3232 + 3232 + 3232$$

$$33,820 \text{ mod } 19937 = 13,883$$

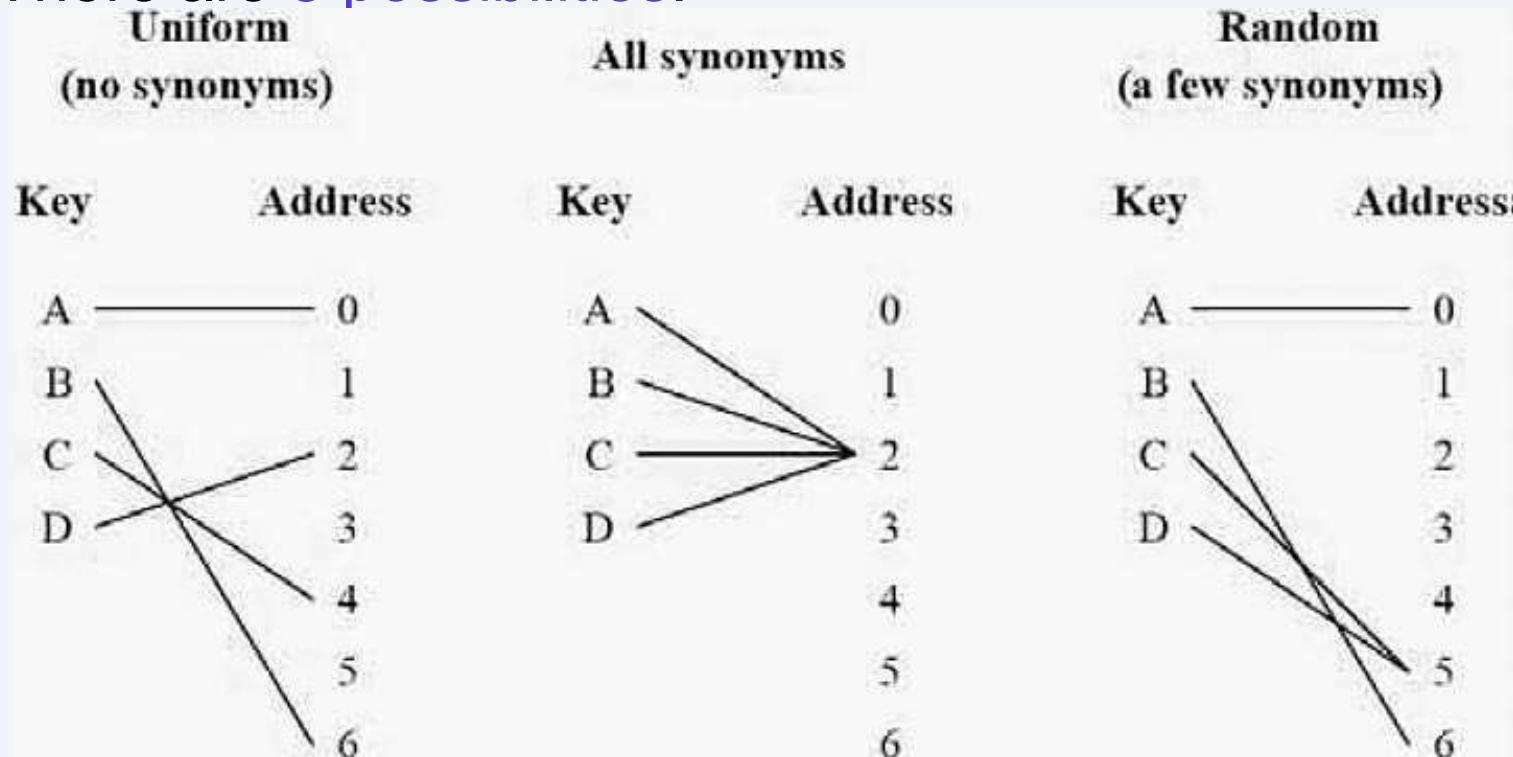
A simple Hash Function

- ❖ **Step 3:** divide by the size of the address space
(preferably a prime number)

$$13,883 \bmod 101 = 46$$

Distribution of Records among Addresses

- ❖ There are 3 possibilities:



- ❖ Uniform distributions are extremely rare
- ❖ Random distributions are acceptable and more easily obtainable.

Better than Random Distribution

❖ Examine keys for patterns

- **Example:** Numerical keys that are spread out naturally such as keys are years between 1970 and 2004

$$f(\text{year}) = (\text{year} - 1970) \bmod (2004 - 1970 + 1)$$

$$f(1970) = 0, f(1971) = 1, \dots, f(2004) = 34$$

❖ Fold parts of the key

- Folding means **extracting digits from a key and adding the parts together** as in the previous example.
- In some cases, this process **may preserve the natural separation of keys**, if there is a natural separation

Better than Random Distribution

❖ Use prime number when dividing the key

- Dividing by a number is good when there are sequences of consecutive numbers.
- If there are many different sequences of consecutive numbers, dividing by a number that has many small factors may result in lots of collisions. A prime number is a better choice.

Randomization

- ❖ When there is no natural separation between keys, try randomization.
- ❖ You can use the following Hash functions:
 1. Square the key and take the middle

Example:

$$\text{key}=453 \quad 453^2 = 205209$$

Extract the middle = 52

This address is between 00 and 99

Randomization

2. Radix transformation:

Transform the number into another base and then divide by the maximum address

Example:

Addresses from 0 to 99

key = 453 in base 11 = 382

hash address = $382 \bmod 99 = 85$.



Collisions Reduction

Collision Resolution: Progressive Overflow

❖ **Progressive overflow/linear probing** works as follows:

1. Insertion of key k :

- Go to the home address of k : $h(k)$
- If free, place the key there
- If occupied, try the next position until an empty position is found
(the ‘next’ position for the last position is position 0, i.e. wrap around)

Collision Resolution: Progressive Overflow

❖ Example:

Key K	Home Address – $h(k)$
COLE	20
BATES	21
ADAMS	21
DEAN	22
EVANS	20

Complete Table

0
1
2
⋮
19
20
21
22

Table Size=23

Collision Resolution: Progressive Overflow

❖ Example:

Key K	Home Address – $h(k)$
COLE	20
BATES	21
ADAMS	21
DEAN	22
EVANS	20

Complete Table

0	DEAN
1	EVANS
2	
⋮	⋮
19	
20	COLE
21	BATES
22	ADAMS

Table Size=23

Collision Resolution: Progressive Overflow

2. Searching for key k:

- Go to the home address of k: $h(k)$
- If k is in home address, we are done.
- Otherwise try the next position until: key is found or empty space is found or home address is reached (in the last 2 cases, the key is not found)

Collision Resolution: Progressive Overflow

❖ Example:

- A search for ‘EVANS’ probes places: 20,21,22,0,1, finding the record at position 1.
- Search for ‘MOURA’, if $h(MOURA)=22$, probes places 22,0,1,2 where it concludes ‘MOURA’ in not in the table.
- Search for ‘SMITH’, if $h(SMITH)=19$, probes 19, and concludes ‘SMITH’ in not in the table.

Complete Table	
0	DEAN
1	EVANS
2	
:	:
19	
20	COLE
21	BATES
22	ADAMS

Table Size=23

Collision Resolution: Progressive Overflow

❖ Advantages:

- Simplicity

❖ Disadvantage:

- If there are lots of collisions of records, as in the previous example

Collision Resolution: Progressive Overflow

❖ Search length:

- It is the number of accesses required to retrieve a record.

$$\text{average search length} = \frac{\text{sum of search lengths}}{\text{number of records}}$$

Collision Resolution: Progressive Overflow

❖ Example:

Key K	Home Address – h(k)
COLE	20
BATES	21
ADAMS	21
DEAN	22
EVANS	20

Key K	Search length
COLE	1
BATES	1
ADAMS	2
DEAN	2
EVANS	5

Complete Table

0	DEAN
1	EVANS
2	
⋮	⋮
19	
20	COLE
21	BATES
22	ADAMS

Table Size=23

Average search length
 $(1+1+2+2+5)/5=2.2$

Hashing with Buckets

- ❖ This is a variation of hashed files in which more than one record/key is stored per hash address.
- ❖ **Bucket** = block of records corresponding to one address in the hash table
- ❖ The hash function gives the Bucket Address

Hashing with Buckets

❖ Example:

- For a bucket holding 3 records, insert the following keys

Key K	Home Address – $h(k)$
LOYD	34
KING	33
LAND	33
MARX	33
MUTT	33
PLUM	34
REES	34

Complete Table

0	
⋮	⋮
33	KING
	LAND
	MARX
34	LOYD

Hashing with Buckets

❖ Example:

Key K	Home Address – $h(k)$
LOYD	34
KING	33
LAND	33
MARX	33
MUTT	33
PLUM	34
REES	34

Complete Table

0	REES
33	KING
	LAND
	MARX
34	LOYD
	MUTT
	PLUM

Hashing with Buckets: Implementation issues

1. Bucket Structure:

- A Bucket should contain a counter that keeps track of the number of records stored in it.
- Empty slots in a bucket may be marked ‘//.../’
- Example: Bucket of size 3 holding 2 records

2	JONES	/ / / / / / / .. / /	ARNSWORTH
---	-------	----------------------	-----------

Hashing with Buckets: Implementation issues

2. Initializing a file for hashing:

- Decide on the **Logical Size** (number of available addresses) and on the **number of buckets per address**.
- Create a file of empty buckets before storing records.
- An **empty bucket** will look like



Hashing with Buckets: Implementation issues

3. Loading a hash file:

- When inserting a key, remember to:
 - Be careful with infinite loops when hash file is full
 - Create a file of empty buckets before storing records.

Making Deletions

- ❖ Deletions in a hashed file have to be made with care:

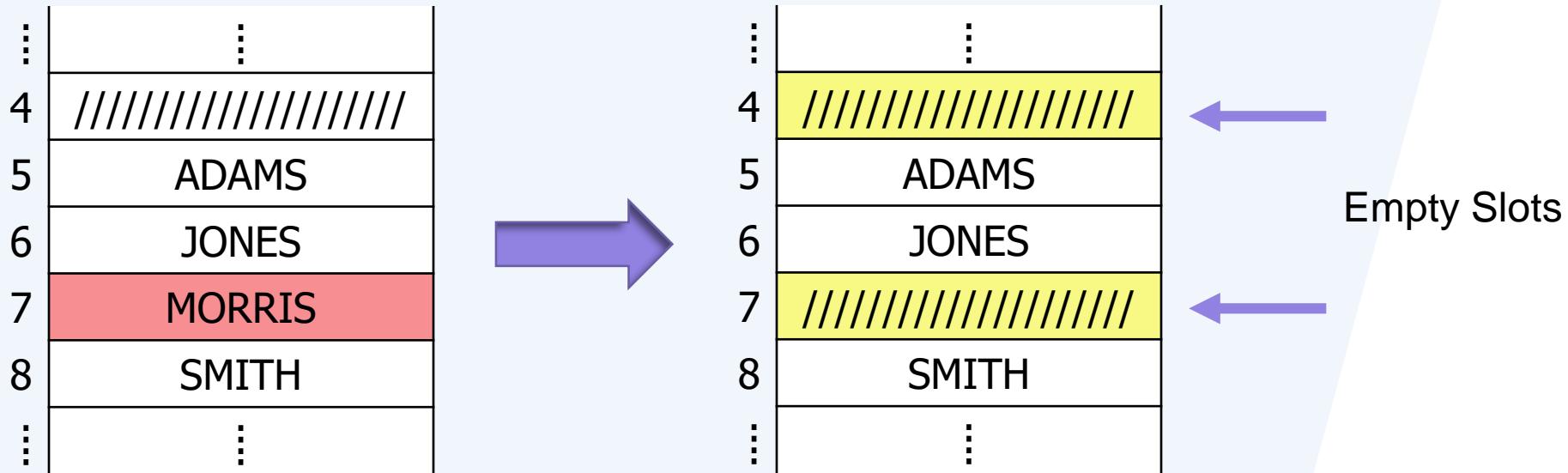
Key K	Home Address – $h(k)$
ADAMS	5
JONES	6
MORRIS	6
SMITH	5

:	:
4	
5	ADAMS
6	JONES
7	MORRIS
8	SMITH
:	:

Hashed File using
Progressive Overflow

Making Deletions: Delete 'MORRIS'

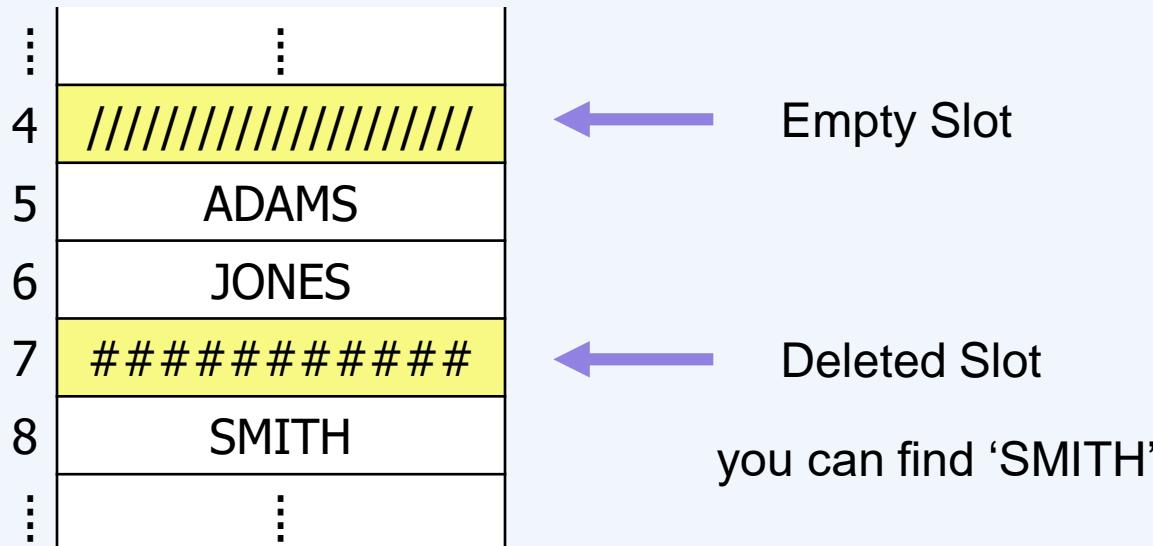
- ❖ If 'MORRIS' is simply erased, a search for 'SMITH' would be unsuccessful



- ❖ Search for 'SMITH' would go to home address (position 5) and when reached 7 it would conclude 'SMITH' is not in the file!

Making Deletions: Delete 'MORRIS'

- ❖ Replace deleted records with a marker indicating that a record once lived there.



- ❖ A search must continue when it finds a tombstone, but can stop whenever an empty slot is found

Be careful in Deleting and Addling a Rerecord

- ❖ Only insert a tombstone when the next record is occupied or is a tombstone.
- ❖ Insertions should be modified to work with tombstones: if either an empty slot or a tombstone is reached, place the new record there.

Effects of Deletions and Additions on Performance

- ❖ The presence of **too many tombstones** increases search length.
- ❖ Solutions to the problem of deteriorating average search lengths:
 1. Deletion algorithm may try to move records that follow a tombstone backwards towards its home address
 2. Complete reorganization: re-hashing
 3. Use a different type of collision resolution technique

Other Collision Resolution Techniques

1. Double Hashing:

- The first hash function determines the home address
- If the home address is occupied, apply a second hash function to get a number c (c relatively prime to N)
- c is added to the home address to produce an overflow addresses: if occupied, proceed by adding c to the overflow address, until an empty spot is found.

Other Collision Resolution Techniques

Key K	$h_1(k)$ home address	$h_2(k) = c$
ADAMS	5	2
JONES	6	3
MORRIS	6	4
SMITH	5	3

0	
1	
2	
3	
4	
5	ADAMS
6	JONES
7	
8	SMITH
9	
10	MORRIS

Hashed file using double
hashing

Other Collision Resolution Techniques

- ❖ Suppose the above table is full, and that a key k has $h_1(k)=6$ and $h_2(k)=3$.
- ❖ What would be the order in which the addresses would be probed when trying to insert k ?
- ❖ Answer: 6, 9, 1, 4, 7, 10, 2, 5, 8, 0, 3

0	xxxxxx
1	xxxxxx
2	xxxxxx
3	xxxxxx
4	xxxxxx
5	xxxxxx
6	xxxxxx
7	xxxxxx
8	xxxxxx
9	xxxxxx
10	xxxxxx

Other Collision Resolution Techniques

2. Chained Progressive Overflow:

- Similar to progressive overflow, except that synonyms are linked together with pointers.
- The objective is to reduce the search length for records within clusters.

Other Collision Resolution Techniques

❖ Example:

Key K	home address	Progressive Overflow	Chained Progressive Overflow
ADAMS	20	1	1
BATES	21	1	1
COLES	20	3	2
DEAN	21	3	2
EVANS	24	1	1
FLI NT	20	6	3
Average Search Length		2.5	1.7

Other Collision Resolution Techniques

❖ Example:

Progressive Overflow

	data
20	ADAMS
21	BATES
22	COLES
23	DEAN
24	EVANS
25	FLI NT
⋮	⋮

Chained Progressive Overflow

	data	next
20	ADAMS	22
21	BATES	23
22	COLES	25
23	DEAN	-1
24	EVANS	-1
25	FLI NT	-1
⋮	⋮	⋮

Other Collision Resolution Techniques

3. Chained with a Separate Overflow Area:

- Move overflow records to a Separate Overflow Area
- A linked list of synonyms start at their home address in the Primary data area, continuing in the separate overflow area

Other Collision Resolution Techniques

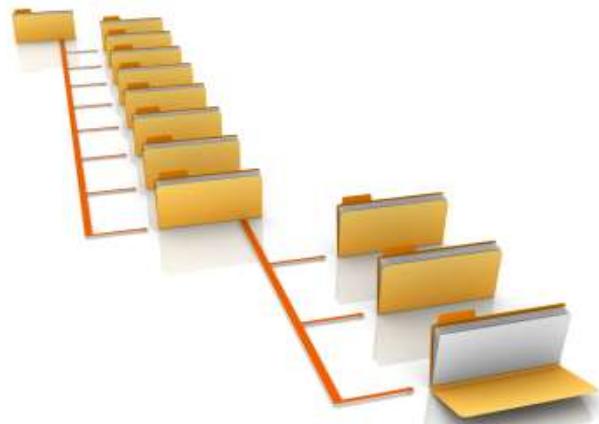
❖ Example:

Primary Data Area

	data	next
20	ADAMS	0
21	BATES	1
22		
23		
24	EVANS	-1
25		
⋮	⋮	⋮

Overflow Area

	data	next
0	COLES	2
1	DEAN	-1
2	FLINT	-1
3		
⋮	⋮	⋮



Thank You !