

## CS Chapter 5

### 5.5.8

- If  $k < n$ , the probability is 0; If  $k \geq n$ , the probability is  $\frac{\binom{k}{n} \cdot n!}{k^n} = \frac{k^n}{k^n}$
- If the  $i^{th}$  element is the first to collide, then  $i-1$  elements ahead of it mustn't collide. The number of that case is  $\binom{k}{i-1}(i-1)!$ , then the  $i^{th}$  element is bound to collide with one of them, there is  $i-1$  cases in which that happens. So the total number of cases is  $i \cdot \binom{k}{i-1}(i-1)! = \binom{k}{i-1}i!$ , and the whole number of case of hashing  $i$  elements is  $\binom{k}{i}i!$ , so the probability is  $\frac{\binom{k}{i-1}i!}{\binom{k}{i}i!} = \frac{i}{k-i+1}$
- Assume random variable  $X$  denotes the elements number hashed when the first collision happens, then  $Pr(X = i) = \frac{\binom{k}{i-1}i!}{\binom{k}{i}i!} = \frac{i}{k-i+1}$ , so the expected number of elements hashed when the first collision happens  $E(X) = \sum_{i=1}^n iPr(X = i) = \sum_{i=1}^n \frac{i^2}{k-i+1}$
- 

### 5.5.14

Define  $X_i = I\{\text{There is exactly } i \text{ empty slots}\}$ ,

$$\begin{aligned} X_i &= \left(1 - \frac{1}{k}\right)^k \\ &= \left(1 - \frac{1}{k}\right)^{ik} \end{aligned}$$

Therefore, the expected number of empty slots is:

$$\begin{aligned} \sum_{i=0}^{2k-1} iX_i &= \sum_{i=0}^{n-1} iPr(X_i) \\ &= \sum_{i=0}^{2k-1} i\left(1 - \frac{1}{k}\right)^{ik} \\ &= \frac{\left(1 - \frac{1}{k}\right)\left[1 - \left(1 - \frac{1}{k}\right)^{(2k-2)k}\right]}{\left[1 - \left(1 - \frac{1}{k}\right)^k\right]^2} - \frac{\left(1 - \frac{1}{k}\right)^k}{\left[\left(1 - \frac{1}{k}\right)^k - 1\right]} - \frac{(n-1)\left(1 - \frac{1}{k}\right)^{nk}}{\left[\left(1 - \frac{1}{k}\right)^k - 1\right]} \end{aligned}$$

Denote the equation above as  $F(k)$ ,

$$\lim_{k \rightarrow \infty} F(k) = \frac{e}{(e-1)^2}$$

## TC Chapter 11

### 11.2-3

It doesn't help to organize the elements in order, since there isn't an efficient algorithm to search a linked list. The time is still  $O(1 + \frac{n}{k})$ .

### 11.2-6

We can view the hash table as a two-dimension array  $H[m][L]$ , in which there is  $mL$  grids, but they aren't not all full.

```

    RANDOM-FIND( $H, x$ )
1  do
2       $i = \text{RANDOM}(1, m)$ 
3       $j = \text{RANDOM}(1, L)$ 
4  while  $H[i][j] \neq x$ 
5  return  $i, j$ 

```

### 11.3-3

Assume  $x = \sum_{i=0}^s x_i(2^p)^i, y = \sum_{j=0}^t y_j(2^p)^j$ , where  $s$  equals  $t$ .  $X = \{x_1, x_2, \dots, x_s\}$  is a permutation of  $Y = \{y_1, y_2, \dots, y_s\}$ . As the hash function goes,  $h(x) = \sum_{i=0}^s x_i(2^p)^i \bmod m = \sum_{i=0}^s x_i$ , while  $h(y) = \sum_{i=0}^s y_i(2^p)^i \bmod m = \sum_{i=0}^s y_i$ . Hence  $h(x) = h(y)$ .

If we store a set of strings in a hash table, this situation is bad for looking for a certain pattern of permutation, since all permutations of the same string is in one slot.

### 11.3-4

$$h(61) = 700 \quad h(62) = 318 \quad h(63) = 318 \quad h(64) = 554 \quad h(65) = 172$$

### 11.4-2

Add a satellite data "deleted" to  $k$ :

```

    HASH-DELETE( $T, k$ )
1   $i = 0$ 
2  repeat
3       $j = H(k, i)$ 
4      if  $T[j] == k$ 
5           $T[j].deleted = \text{true}$ 
6          return
7      else
8           $i = i + 1$ 
9  until  $i = m$  or  $T[j] = \text{NIL}$ 
10 exit "Element not exist"

```

```

    HASH-INSERT( $T, k$ )
1   $i = 0$ 
2  repeat
3       $j = H(k, i)$ 
4      if  $T[j].deleted$  is true
5           $T[j] = k$ 
6          return  $j$ 
7      if  $T[j] == \text{NIL}$ 
8           $T[j] = k$ 
9          return  $k$ 
10      $i = i + 1$ 
11 until  $i = m$ 
12 exit "Hash table overflow"

```

### 11.4-3

Referred to theorem 11.6, when  $\alpha = \frac{3}{4}$ , the expected probe number is 4; when  $\alpha = \frac{7}{8}$ , it is 8.

## 11.1

a. Assume  $X$  is time of probing, then  $Pr(X > k) = \sum_{i=k+1}^n \left(1 - \frac{i-1}{m}\right) \leq 2^{-k} \left(1 - \frac{1}{2^{n-k}}\right) \leq 2^{-k}$

b. *Proof.* Let  $k = 2 \log_2 n$ , then  $2^{-k} = 2^{-2 \log_2 n} = \frac{1}{n^2}$ , so the probability is  $O(\frac{1}{n^2})$  □

c. *Proof.*

$$\begin{aligned} Pr(X > \log_2 n) &= Pr(X_1 > \log_2 n \cup X_2 > \log_2 n \cup \dots \cup X_n > \log_2 n) \\ &= n \cdot O\left(\frac{1}{n^2}\right) \\ &= O\left(\frac{1}{n}\right) \end{aligned}$$

□

d. *Proof.*

$$\begin{aligned} E(X) &= \sum_{k=1}^n k \cdot Pr\{X = k\} \\ &= \sum_{k=1}^{2 \log_2 n} k \cdot Pr\{X = k\} + \sum_{k=2 \log_2 n}^n k \cdot Pr\{X = k\} \\ &\leq 2 \log_2 n \cdot Pr\{X < k\} + n \cdot Pr\{X = 2 \log_2 n\} \cdot (n - \log_2 n) \\ &\leq 2 \log_2 n + n \cdot 2^{-2 \log_2 n} \cdot n \\ &= 2 \log_2 n + 1 \\ &= O(\lg n) \end{aligned}$$

□

## 11.2

a. *Proof.* For a certain element  $x$ , the probability of it hashed to a certain slot is  $\frac{1}{n}$ , and it satisfies binary distribution.

So the probability  $Q_k = \left(\frac{1}{n}\right)^k \left(1 - \frac{1}{n}\right)^{n-k} \binom{n}{k}$  □

b. *Proof.*

$$\begin{aligned} P_k &= n \cdot Q_k \cdot Q_{<k}^{n-1} \\ &\leq n \cdot Q_k \end{aligned}$$

( $Q_k$  means one slot has less than  $k$  elements, which happens exactly  $n - 1$  times) □

c. *Proof.*

$$\begin{aligned} Q_k &= \left(\frac{1}{n}\right)^k \left(1 - \frac{1}{n}\right)^{n-k} \binom{n}{k} \\ &\leq \left(\frac{1}{n}\right)^k \binom{n}{k} \\ &= \frac{n!}{n^k \cdot k! \cdot (n-k)!} \\ &\leq \frac{1}{k!} \\ k! &= \sqrt{2\pi k} \left(\frac{k}{e}\right) \left(1 + \Theta\left(\frac{1}{k}\right)\right) \\ &\geq \frac{e^k}{k^k} \\ Q_k &\leq \frac{1}{k!} \leq \frac{e^k}{k^k} \end{aligned}$$

□

d. *Proof.* Using the inequalities in c, let  $k = k_0 = \frac{clgn}{lglg n}$ . □

e. *Proof.*

$$\begin{aligned}
 E(M) &= \sum_{i=1}^{\frac{clgn}{lglg n}} i \cdot Pr\{M = i\} + \sum_{\frac{clgn}{lglg n} + 1}^n i \cdot Pr\{M = i\} \\
 &< \sum_{i=1}^{\frac{clgn}{lglg n}} \frac{clgn}{lglg n} \cdot Pr\{M = i\} + \sum_{\frac{clgn}{lglg n} + 1}^n n \cdot Pr\{M = i\} \\
 &= \frac{clgn}{lglg n} \cdot Pr\{M \leq \frac{clgn}{lglg n}\} + n \cdot Pr\{M > \frac{clgn}{lglg n}\}
 \end{aligned}$$

□