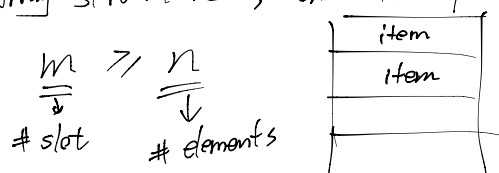


# Open Address, Cryptographic Hashing

## □ Open Addressing

- Another way to deal with collisions
- No chaining

• Array structure, one item per slot at most:



## • Probing

Hash function specifies order for slots for probe for a key (for insert / search / delete)

$$h = \underbrace{U}_{\substack{\downarrow \\ \text{universe of keys}}} \times \underbrace{\{0, 1, \dots, m-1\}}_{\substack{\downarrow \\ \text{trial count}}} \rightarrow \{0, 1, \dots, m-1\}$$

Arbitrary key  $k$ :

$$h(k, 1), h(k, 2), \dots, h(k, m-1)$$

want above to be a permutation of  $0, 1, \dots, m-1$

E.g.

Insert operation to a table.

0	
1	586
2	133
3	
4	204
5	
6	481
7	

Insert 586

$$h(586, 1) = 1$$

$$h(481, 1) = 6$$

Insert 496

$$h(496, 1) = 4 \text{ fails}$$

$$h(496, 2) = 1 \text{ fails}$$

$$h(496, 3) = 3 \text{ succeed}$$

(3 trials to find a empty slot)

### • Insert( $k, v$ )

keep probing until an empty slot is found. Insert item when found.

given  $m \geq n$ , guaranteed to find a slot

### • Search( $k$ )

As long as the slot encountered are occupied by keys  $\neq k$ , keep probing until either encounter  $k$  or find an empty slot. (use the same deterministic probe as if you insert it  $h(k, v)$ )

### • Delete

E.g. delete (586)

→ ———→

0	
1	None
2	133
3	
4	204
6	481
7	

Search(496) → find empty slot  
→ failed search Incorrectly!

Replace deleted item with a different flag "Delete Me"  
(different from None)

Insert treats "Delete Me" the same as None, but  
Search treats it as "keep going" (different from None)

## • Probing Strategies

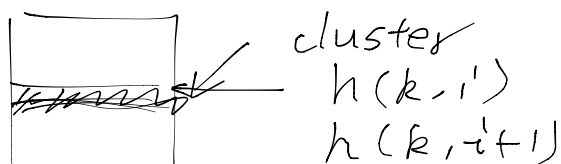
### • Linear Probing

$$h(k, i) = (h'(k) + i) \bmod m$$

↳ ordinary hash function

Satisfy permutation

Problem: clusters: consecutive groups of occupied slots which keep longer.



$$k(k, i+2)$$

for  $0.01 < \alpha = \frac{n}{m} < 0.99$ , will see cluster of size  $\Theta(\lg n) \rightarrow$  search/insert won't work in a const. time.

### • Double hashing

$$h(k, i) = (h_1(k) + i * h_2(k)) \bmod m$$

if  $h_2(k)$  is relatively prime to  $m$

$\rightarrow$  guarantee permutation

e.g.:  $m = 2^x$ ,  $h_2(k)$  is odd for all  $k$

### • Uniform hashing assumption

(NOT the same as simple uniform hashing)

Each key is equally likely to have any one of the  $m!$  permutations as its probe sequence.

if  $\alpha = \frac{n}{m}$ , Cost of operations (e.g. insert)  $\leq \frac{1}{1-\alpha}$

in practice, resize the table when getting high  $\alpha$

### □ Cryptography hashing

E.g. Password storage, even the sys. admin doesn't know my password

One way: given  $h(x) = Q$  it is very hard to find  $x$  s.t.  $h(x) = Q$

save to file := /etc/passwd:    username    x 12647

↳ type password  $x'$  (may be wrong)

↳ compare  $h(x') \stackrel{?}{=} h(x)$

( don't need  $x$ , already saved  $h(x)$  )