

Data Structures and Algorithms ¹

BITS-Pilani K. K. Birla Goa Campus

¹Material for the presentation taken from Cormen, Leiserson, Rivest and Stein, *Introduction to Algorithms, Third Edition*;

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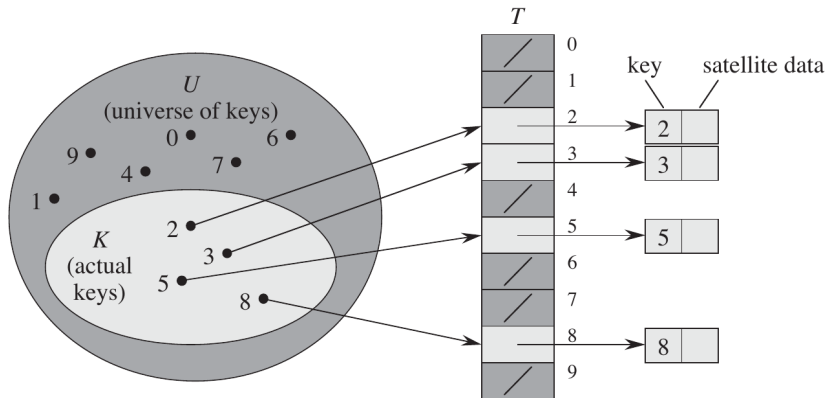
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- ▶ Hash tables is a datastructure that allows us to perform SEARCH operation in $O(1)$ time.
- ▶ Average time to perform any operation (INSERT, SEARCH and DELETE) should be $O(1)$.

Satellite Data related to keys

- ▶ Roll : **1023**
Name : Ravi
YOB : 2000
- ▶ Roll : **0912**
Name : Lata
YOB : 2000
- ▶ Roll : **1756**
Name : Sagar
YOB : 1999
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Name : Mohit
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- ▶ Works well if :
 1. The universe U of keys is small. $U = 0, 1, \dots, m - 1$
 2. No two elements in the dynamic set have the same key.

Direct-address Table

DIRECT-ADDRESS-SEARCH(T, k)

1 **return** $T[k]$

DIRECT-ADDRESS-INSERT(T, x)

1 $T[x.key] = x$

DIRECT-ADDRESS-DELETE(T, x)

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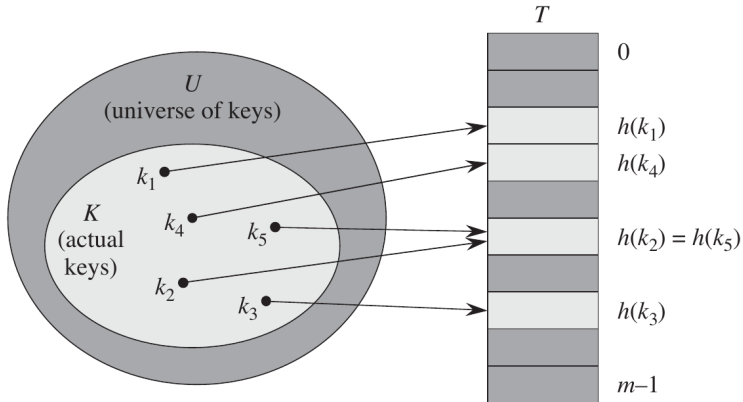
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- ▶ Each of the operations take $O(1)$ time.
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 1. m cannot be large.
 2. Two elements cannot have the same key.

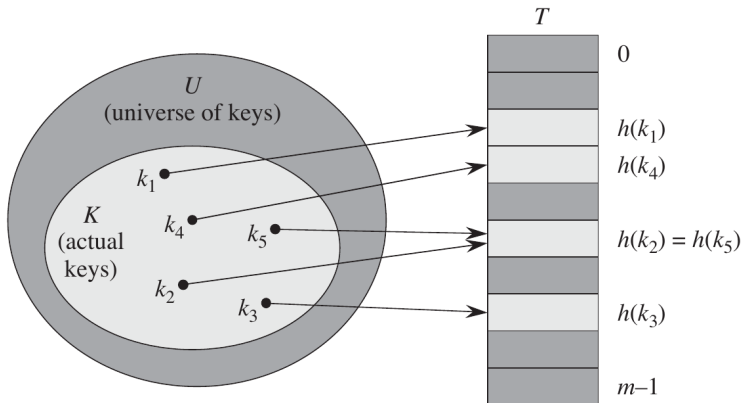
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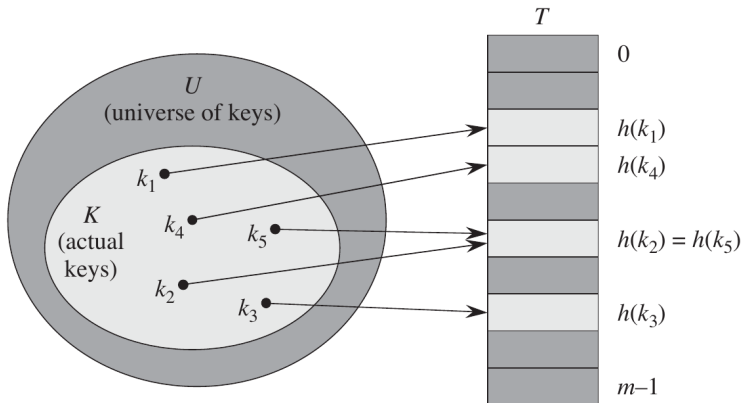


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- ▶ $h(k)$ is called the hash value of key k

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- ▶ Storage requirements of Hash table is only $\Theta(m)$, but collisions may occur.

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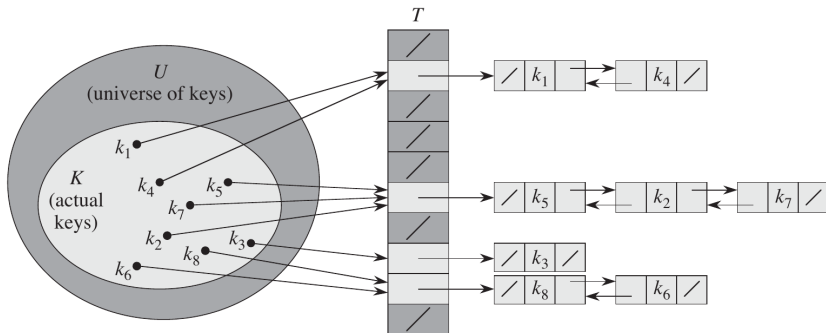
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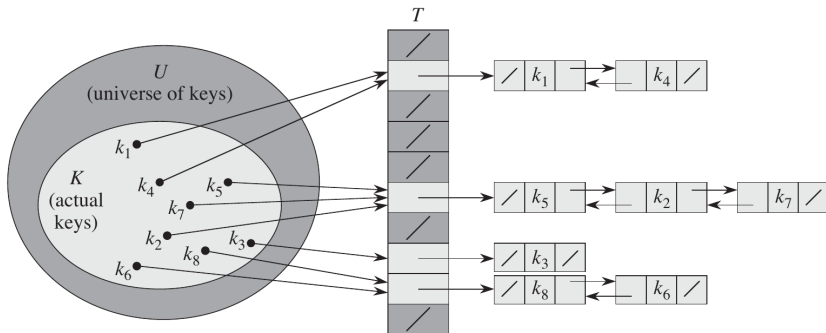
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In chaining, we place all the elements that hash to the same slot into the same linked list.

Collision resolution by chaining



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- Each slot contains pointer to the head of the linked list.

Operations on Hash table with chaining

CHAINED-HASH-INSERT(T, x)

1 LIST-PREPEND($T[h(x.key)], x$)

CHAINED-HASH-SEARCH(T, k)

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- ▶ Worst-case running time $\Theta(n)$.

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- ▶ Time required to search an element with key k depends linearly on the length $n_{h(k)}$ of the list $T[h(k)]$.

Hashing with chaining : SEARCH average-case time

Theorem: (Unsuccessful search)

In a hash table in which collisions are resolved by chaining, an unsuccessful search takes average-case time $\Theta(1 + \alpha)$, under the assumption of independent uniform hashing.

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- ▶ Goal : Come up with heuristic methods to achieve independent uniform hashing.

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- ▶ The computed hash value should be independent of any pattern that might exist in the keys.

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- ▶ In our discussion, we will assume that keys are natural numbers.

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- ▶ A good choice for m : A prime number that is not too close to any power of 2.

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Also, $m = 701$ is not close to any power of 2.

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$$\frac{\sqrt{5}-1}{2} = 0.6180339887 \dots$$

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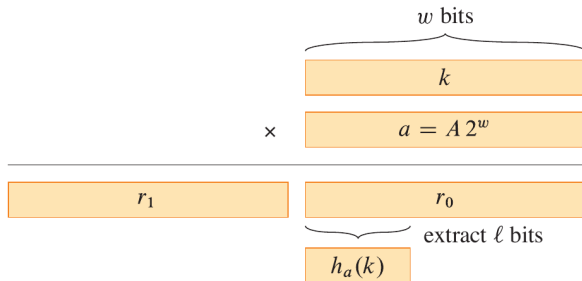
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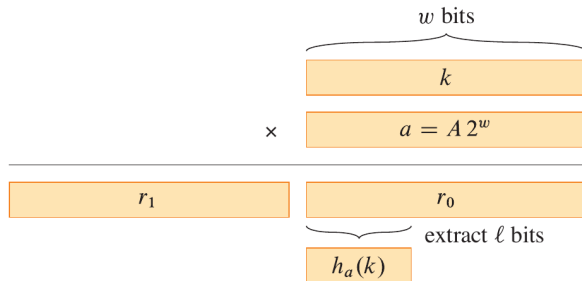
- ▶ Suppose A is a rational number. Then kA will also be a rational number.
- ▶ E.g. $543 \times \frac{322}{555} = 315.0378378378 \dots$ (Recurring number)
- ▶ So, the fraction part of kA is not uniformly distributed in the interval $(0, 1)$.
- ▶ When A is an irrational number, the pattern in the fractional part of kA becomes less predictable (there is no recurring pattern).

Multiply-shift Method



► Product (2- w bit value) = $r_1 2^w + r_0$

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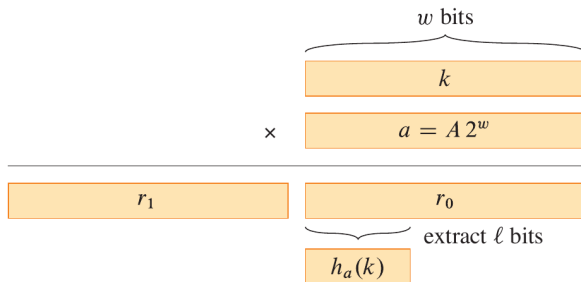


- ▶ Product ($2w$ bit value) $= r_1 2^w + r_0$
- ▶ $h_a(k) = (k a \bmod 2^w) \ggg (w - l)$

Static Hashing vs. Random Hashing

Static Hashing vs. Random Hashing

- ▶ Division method : $h(k) = k \bmod m$
- ▶ Multiplication method : $h(k) = \lfloor m(kA \bmod 1) \rfloor$
- ▶ Multiply-shift method :



- ▶ $h(k) = (k(2^w A) \bmod 2^w) \ggg (w - \ell)$

Motivation for Random Hashing

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- ▶ Hash value of IP address.

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where $a \in \{1, \dots, p-1\}$ and $b \in \{0, 1, \dots, p-1\}$.

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A family \mathcal{H}_{pm} is universal if for any distinct keys k_1 and k_2 in U , the probability that $h(k_1) = h(k_2)$ is at most $1/m$.

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- ▶ **Theorem :** The family \mathcal{H}_{pm} of hash functions defined below is universal.

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- ▶ Proof:

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