

Algorithms and Data Structures

Hash Map, Universal Hashing

Albert-Ludwigs-Universität Freiburg



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Algorithms and Data Structures, November 2018

Associative Arrays

- Introduction

- Hash Map

Universal Hashing

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- Probability Calculation

- Proof

- Examples

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- An associative array is like a normal array, only that the indices are not 0, 1, 2, ..., but different, e.g. telephone numbers

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Problem:

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- Naive solution: store pairs of key and value in a normal array
- For n keys searching requires $\Theta(n)$ time
- With a **hash map** this just requires $\Theta(1)$ in the best case, ... regardless of how many elements are in the map!

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Idea:

- Mapping the keys onto indices with a [hash function](#)
- Store the values at the calculated indices in a normal array

Example:

- Key set: $x = \{3904433, 312692, 5148949\}$

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A “hash table” with 5 “buckets”

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- Hash function: $h(x) = x \bmod 5$, in the range $[0, \dots, 4]$
- We need an array **T** with **5** elements.
A “hash table” with 5 “buckets”
- The element with the key **x** is stored in **$T[h(x)]$**

Storage:

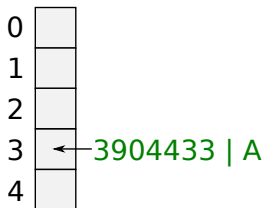
Figure: Hash table T

0	
1	
2	
3	
4	

Storage:

■ `insert(3904433, "A")`: $h(3904433) = 3 \Rightarrow T[3] = (3904433, "A")$

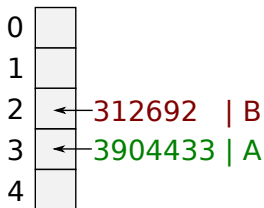
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Storage:

- $\text{insert}(3904433, "A")$: $h(3904433) = 3 \Rightarrow T[3] = (3904433, "A")$
- $\text{insert}(312692, "B")$: $h(312692) = 2 \Rightarrow T[2] = (312692, "B")$

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Storage:

- `insert(3904433, "A")`: $h(3904433) = 3 \Rightarrow T[3] = (3904433, "A")$
- `insert(312692, "B")`: $h(312692) = 2 \Rightarrow T[2] = (312692, "B")$
- `insert(5148949, "C")`: $h(5148949) = 4 \Rightarrow T[4] = (5148949, "C")$

Figure: Hash table T

0	
1	
2	← 312692 B
3	← 3904433 A
4	← 5148949 C

Searching:

■ `search(3904433): $h(3904433) = 3 \Rightarrow T[3] \rightarrow (3904433, "A")$`

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- $\text{search}(3904433): h(3904433) = 3 \Rightarrow T[3] \rightarrow (3904433, "A")$
- $\text{search}(123459): h(123459) = 4 \Rightarrow T[4]$
 \Rightarrow Value with key 123459 does not exist

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- `search(123459): $h(123459) = 4 \Rightarrow T[4]$`
 \Rightarrow Value with key 123459 does not exist
- Search time for this example: $\mathcal{O}(1)$

Figure: Hash table T

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Further inserting:

■ `insert(876543, "D")`: $h(876543) = 3$

Figure: Hash table T

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Further inserting:

- `insert(876543, "D")`: $h(876543) = 3$
 $\Rightarrow T[3] = (876543, "D") \Rightarrow$ Collision

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Further inserting:

- `insert(876543, "D")`: $h(876543) = 3$
 $\Rightarrow T[3] = (876543, "D") \Rightarrow$ Collision
- This happens more often than expected
 - **Birthday problem**: with 23 people we have the probability of 50 % that 2 of them have birthday at the same day

Figure: Hash table T

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- Represent each bucket as list of key-value pairs

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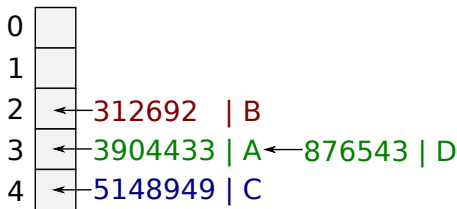
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- Two keys are equal $h(x) = h(y)$ but not the values $x \neq y$

Easiest Solution:

- Represent each bucket as list of key-value pairs
- Append new values to the end of the list

Figure: Hash table T



Best case:

- We have n keys which are equally distributed over m buckets
- We have $\approx \frac{n}{m}$ pairs per bucket
- The runtime for searching is nearly $\mathcal{O}(1)$ if **not** $n \gg m$

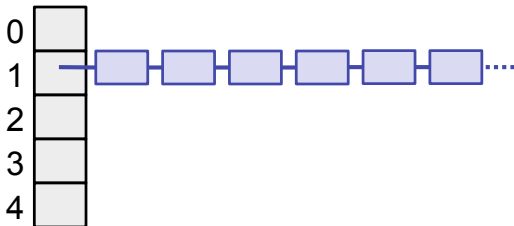
Best case ($m = 5, n = 10$)



Worst case:

- All n keys are mapped onto the same bucket
- The runtime is $\Theta(n)$ for searching

Worst case
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- Find a **set of keys** resulting in a degenerated **hash table**
 - *The **hash function** stays fixed*
 - *For table size of 100: try $100 \times (99 + 1)$ different numbers*
 - *Worst case: all 100 **key sets** map to one bucket*
- **Now:** find a solution to avoid that problem

Solution: universal hashing

- Out of a set of hash functions we randomly choose one

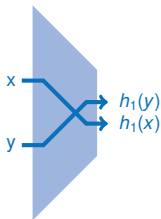


Figure: Hash func. 1

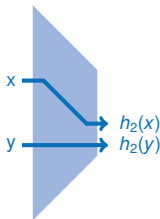


Figure: Hash func. 2

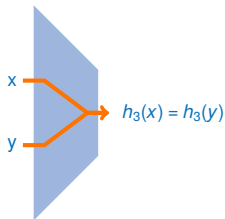


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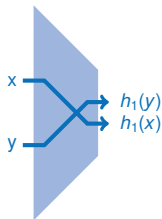


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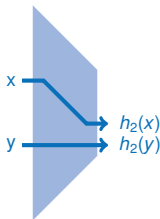


Figure: Hash func. 2

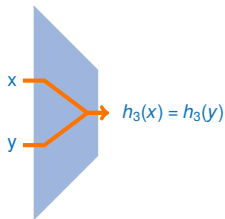


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Solution: universal hashing

- Out of a set of hash functions we randomly choose one
 - The **expected result** of the hash function is an equal distribution over the buckets
 - This hash function stays fixed for the lifetime of table
- Optional: copy table with new hash when degenerated

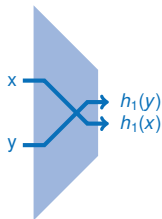


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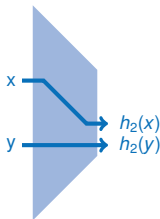


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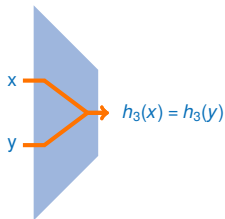


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Key universe \mathcal{U}



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T (Hashtable)



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- Set of hash functions $\mathbb{H} = \{h_1, h_2, \dots, h_n\}$ with $h_i : \mathbb{U} \rightarrow \{0, \dots, m-1\}$

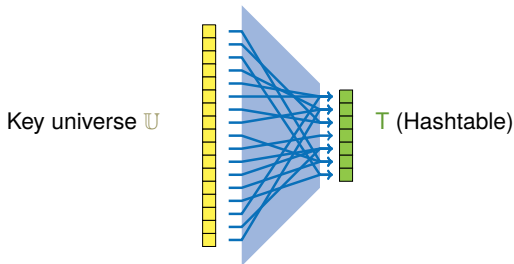


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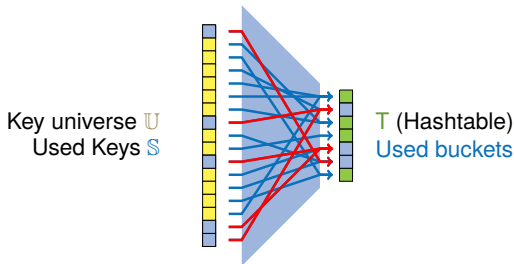


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- Idea: runtime should be $O(1 + \frac{|\mathbb{S}|}{m})$, where $\frac{|\mathbb{S}|}{m}$ is the table load

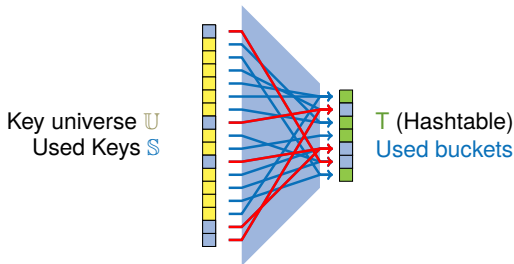


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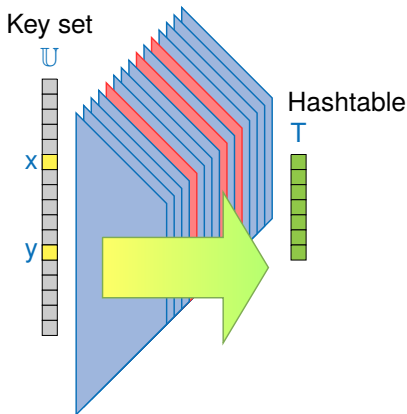


Figure: Set of hash functions \mathcal{H}

- We choose two random keys $x, y \in \mathbb{U} \mid x \neq y$
- An average of 3 out of 15 functions produce collisions

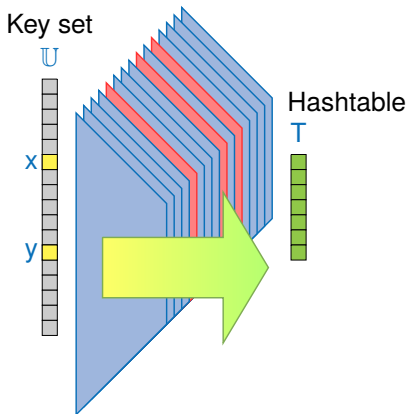


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Definition: \mathbb{H} is c -universal if $\forall x, y \in \mathbb{U} \mid x \neq y :$

Number of hash functions that create collisions

$$\frac{|\{h \in \mathbb{H} : h(x) = h(y)\}|}{|\mathbb{H}|} \leq c \cdot \frac{1}{m}, \quad c \in \mathbb{R}$$

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Note: If the hash function assigns each key x and y randomly to buckets then:

$$\text{Prob}(\text{Collision}) = \frac{1}{m} \Leftrightarrow c = 1$$

- \mathcal{U} : key universe
- \mathcal{S} : used Keys
- $\mathcal{S}_i \subseteq \mathcal{S}$: keys mapping to Bucket i (“synonyms”)
- Ideal would be $|\mathcal{S}_i| = \frac{|\mathcal{S}|}{m}$

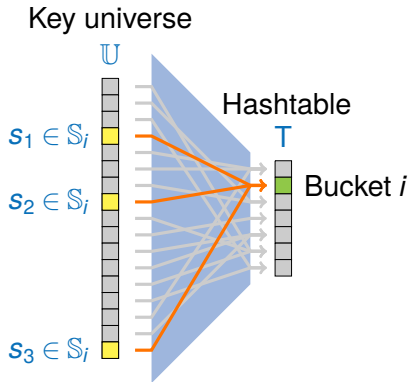


Figure: Hash function $h \in \mathbb{H}$



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- Particularity: if $(m = \Omega(|\mathbb{S}|))$ then $\mathbb{E}[|\mathbb{S}_i|] = \mathcal{O}(n)$

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e	$P(e)$
1	$1/6$
2	$1/6$
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- Each event $e \in \Omega$ has the probability $P(e) = 1/36$
- $E =$ if both results are even, then $P(E) =$

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- Example "rolling once": $\mathbb{E}(X) = 1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + \dots + 6 \cdot \frac{1}{6} = 3.5$

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- Intuitive: the weighted average of possible values of X , where the weights are the probabilities of the values

Table: throwing a dice once

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5	$1/6$
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Table: throwing a dice twice

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Sum of expected values: for arbitrary discrete random variables X_1, \dots, X_n we can write:

$$\mathbb{E}(X_1 + \dots + X_n) = \mathbb{E}(X_1) + \dots + \mathbb{E}(X_n)$$

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- X_1 : result of dice 1: $\mathbb{E}(X_1) = 3.5$
- X_2 : result of dice 2: $\mathbb{E}(X_2) = 3.5$
- $X = X_1 + X_2$: total number
- Expected number when rolling two dices:

$$\mathbb{E}(X) = \mathbb{E}(X_1 + X_2) = \mathbb{E}(X_1) + \mathbb{E}(X_2) = 3.5 + 3.5 = 7$$



Corollary:

The probability of the event E is $p = P(E)$. Let X be the occurrences of the event E and n be the number of executions of the experiment. Then $\mathbb{E}(X) = n \cdot P(E) = n \cdot p$

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Example (Rolling the dice 60 times)

$$\mathbb{E}(\text{occurrences of 6}) = \frac{1}{6} \cdot 60 = 10$$



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Def. \mathbb{E} -value: $\mathbb{E}(X_i) = 0 \cdot P(X_i = 0) + 1 \cdot P(X_i = 1) = P(X_i = 1)$

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Given:

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To proof:

$$\mathbb{E}[|S_i|] \leq 1 + c \cdot \frac{|\mathbb{S}|}{m} \quad \forall i$$



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We define an indicator variable:

$$I_y = \begin{cases} 1, & \text{if } h(y) = i \\ 0, & \text{else} \end{cases} \quad y \in \mathbb{S} \setminus \{x\}$$

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Auxiliary calculation:

$$\begin{aligned}\mathbb{E}[I_y] &= P(I_y = 1) \\ &= P(h(y) = i) \\ &= P(h(y) = h(x)) \\ &\leq c \cdot \frac{1}{m}\end{aligned}$$

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- Which x, y lead to a relative collision count bigger than $\frac{c}{m}$?



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- Easy to implement but hard to proof
- Exercise: show empirically that it is 2-universal



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- **Intuitive:** scalar product with base m

$$a \bullet x = \sum_{0, \dots, k-1} a_i \cdot x_i$$

Example ($\mathbb{U} = \{0, \dots, 999\}$, $m = 10$, $a = 348$)

With $a = 348$: $a_2 = 3$, $a_1 = 4$, $a_0 = 8$

$$\begin{aligned} h_{348}(x) &= (a_2 \cdot x_2 + a_1 \cdot x_1 + a_0 \cdot x_0) \mod m \\ &= (3x_2 + 4x_1 + 8x_0) \mod 10 \end{aligned}$$

With $x = 127$: $x_2 = 1$, $x_1 = 2$, $x_0 = 7$

$$\begin{aligned} h_{348}(127) &= (3 \cdot x_2 + 4 \cdot x_1 + 8 \cdot x_0) \mod 10 \\ &= (3 \cdot 1 + 4 \cdot 2 + 8 \cdot 7) \mod 10 \\ &= 7 \end{aligned}$$

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http://www.sgi.com/tech/stl/hash_map.html

[Jav] [Java - HashMap](#)

<https://docs.oracle.com/javase/7/docs/api/java/util/HashMap.html>

[Pyt] [Python - Dictionaries \(Hash table\)](#)

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