

# Functional Hash Maps in a Data Parallel Language

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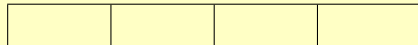
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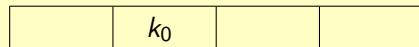
# Open Addressing Example

- Keys  $k_0, k_1 \in K$ .
- Hash function  $h : K \rightarrow \{0, 1, 2, 3\}$ .
- $h(k_0) = h(k_1) = 1$ .



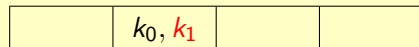
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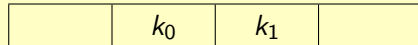
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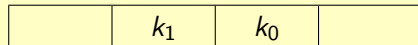
	$k_0$	$k_1$	
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# Core Ideas

- Concurrency.



or

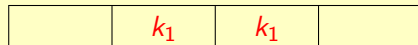
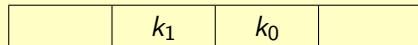


# Core Ideas

- Concurrency.
- Difficult.



or



# Hash Maps in Functional Data Parallel Languages

- Avoid collisions.
- Bulk operations.

$$\begin{aligned}\text{map} &: (\alpha \rightarrow \beta) \rightarrow [n]\alpha \rightarrow [n]\beta \\ \text{from\_array} &: [n](\alpha, \beta) \rightarrow \mathbf{hashmap} \ \alpha \ \beta\end{aligned}$$



# Hash Maps in Functional Data Parallel Languages

- Avoid collisions.
- Bulk operations.
- Fredman-Komlós-Szemerédi (FKS) construction.

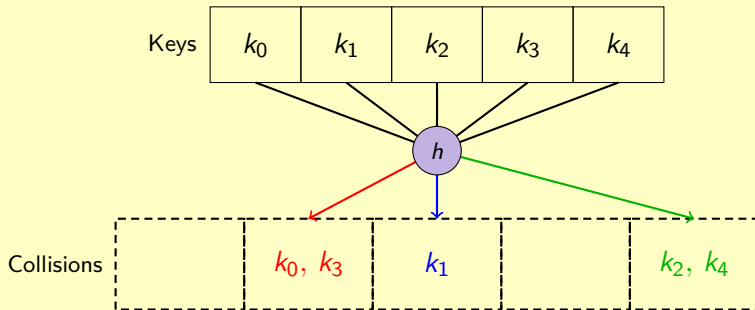
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# Perfect Hashing with FKS

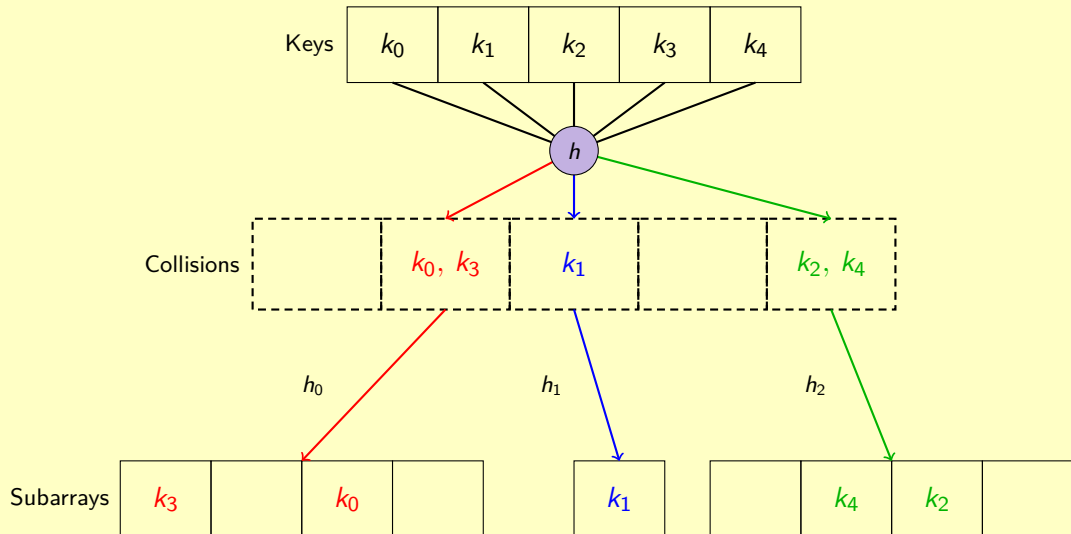
Keys

$k_0$	$k_1$	$k_2$	$k_3$	$k_4$
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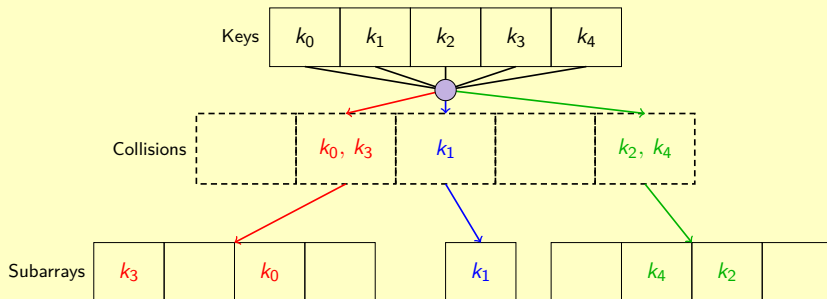
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# Perfect Hashing with FKS



# Flattening The Finding of Collision-free Hash Functions

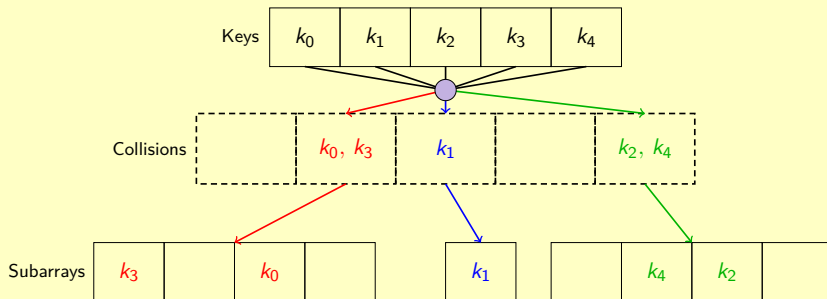


`map  $\lambda subarray \rightarrow$`

`while  $h_i$  leads to collisions do`

`Pick a random hash function  $h_i$`

# Flattening The Finding of Collision-free Hash Functions



$\text{map } \lambda \text{subarray} \rightarrow$

while  $h_i$  leads to collisions do

Pick a random hash function  $h_i$

$\mapsto$

while any collisions in subarrays do

$\text{map } \lambda \text{keys} \rightarrow$  pick new hash functions

# Benchmarks

	<b>64-bit integer keys (<math>n = 10^7</math>)</b>	
	<i>Construction</i>	<i>Lookup</i>
Futhark (hash maps)	18.3	3.3
Futhark (binary search)	40.9	6.2
Futhark (Eytzinger)	42.3	4.3
cuCollections	2.7	1.1

All times in milliseconds measured on an A100 GPU.

## **Towards Efficient Hash Maps in Functional Array Languages**

<https://arxiv.org/abs/2508.11443>

## **Code**

<https://github.com/diku-dk/containers>

<https://github.com/diku-dk/futhark-hashmap-experiments>