

Design and Analysis of Algorithms I

### Data Structures

Universal Hash Functions: Motivation

## Hash Table: Supported Operations

<u>Purpose</u>: maintain a (possibly evolving) set of stuff. (transactions, people + associated data, IP addresses, etc.)

Insert: add new record

Delete: delete existing record

easier/more common with chaining than open addressing

**Lookup**: check for a particular record (a "dictionary")

Using a "key"

**AMAZING** 

**GUARANTEE** 

All operations in

O(1) time! \*

\* 1. properly implemented 2. non-pathological data

# **Resolving Collisions**

Collision: distinct x,y in U such that h(x) = h(y).

Solution#1: (separate) chaining.

- -- keep linked list in each bucket
- -- given a key/object x, perform Insert/Delete/Lookup in the list in A[h(x)]

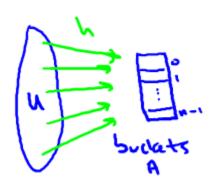
  bucket for x

 $\rightarrow$  linked list for x

Solution#2: open addressing. (only one object per bucket)

- -- hash function now specifies probe sequence h1(x), h2(x), ... (keep trying till find open slot)

  use 2 hash functions
- -- examples: linear probing (look consecutively), double hashing





#### The Load of a Hash Table

**Definition**: the load factor of a hash table is

```
\alpha := \frac{\text{# of objects in hash table}}{\text{# of buckets of hash table}}
```

Which hash table implementation strategy is feasible for	loac
factors larger than 1?	

- O Both chaining and open addressing
- O Neither chaining nor open addressing
- Only chaining
- Only open addressing

#### The Load of a Hash Table

**Definition**: the load factor of a hash table is

 $\alpha := \frac{\text{# of objects in hash table}}{\text{# of buckets of hash table}}$ 

Note : 1.)  $\alpha = O(1)$  is necessary condition for operations to run in constant time.

2.) with open addressing, need  $\alpha << 1$ .

Upshot#1 : good HT performance, need to control load.

## Pathological Data Sets

<u>Upshot#2</u>: for good HT performance, need a good hash function.

Ideal : user super-clever hash function guaranteed to spread every data set out evenly.

<u>Problem</u>: DOES NOT EXIST! (for every hash function, there is a pathological data set)

Reason: fix a hash function  $h: U \rightarrow \{0,1,2,...,n-1\}$ 

 $\Rightarrow$ a la Pigeonhole Principle, there exist bucket i such that at least |u|/n elements of U hash to I under h.



⇒ if data set drawn only from these, everything collides!

Tim Roughgarden

## Pathological Data in the Real World

Preference: Crosby and Wallach, USENIX 2003.

Main Point: can paralyze several real-world systems (e.g., network intrusion detection) by exploiting badly designed hash functions.

- -- open source
- -- overly simplistic hash function

(easy to reverse engineer a pathological data set)

#### Solutions

- 1. Use a cryptographic hash function (e.g., SHA-2)
  - -- infeasible to reverse engineer a pathological data set
- 2. Use randomization. ← In next 2 videos
  - -- design a family H of hash functions such that for all data sets S, "almost all" functions  $h \in H$  spread S out "pretty evenly".

(compare to QuickSort guarantee)

## Overview of Universal Hashing

Next: details on randomized solution (in 3 parts).

Part 1 : proposed definition of a "good random hash function".
("universal family of hash functions")

Part 3: concrete example of simple + practical such functions

Part 4 : justifications of definition : "good functions" lead to "good performance"