

# An Introduction to Hashing

*(Following CLRS)*

COMP 3711 - HKUST  
Version of 07/05/2019  
M. J. Golin

# Outline

- Introduction
- Hashing with Chaining
- Open Addressing
- Hash Functions & Universal Hashing
- Odds & Ends

# Introduction

Known: A set  $U = \{0, 1, 2, \dots, u - 1\}$  of the universe of possible keys that could exist.

Goal: To maintain a **dictionary** that permits the following operation on keys

- **Search( $x$ )**: Find the record with key  $x$  or report that it does not exist
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Would like  $O(1)$  (average) time per operation.

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For now, assume *uniform hashing*, that, every key is equally likely to hash to any of the  $m$  slots,

$$\forall x, i, \quad \Pr(h(x) = i) = \frac{1}{m}.$$

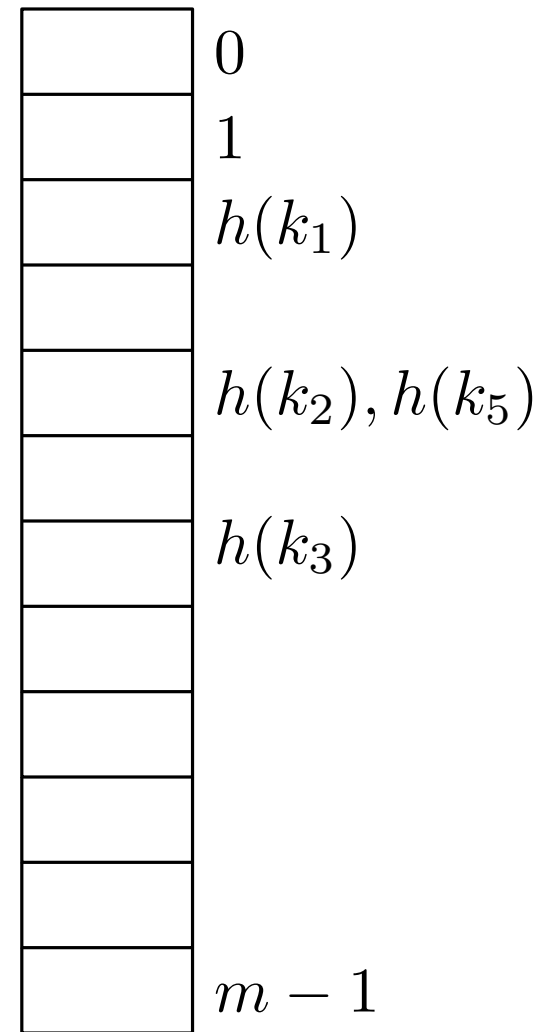
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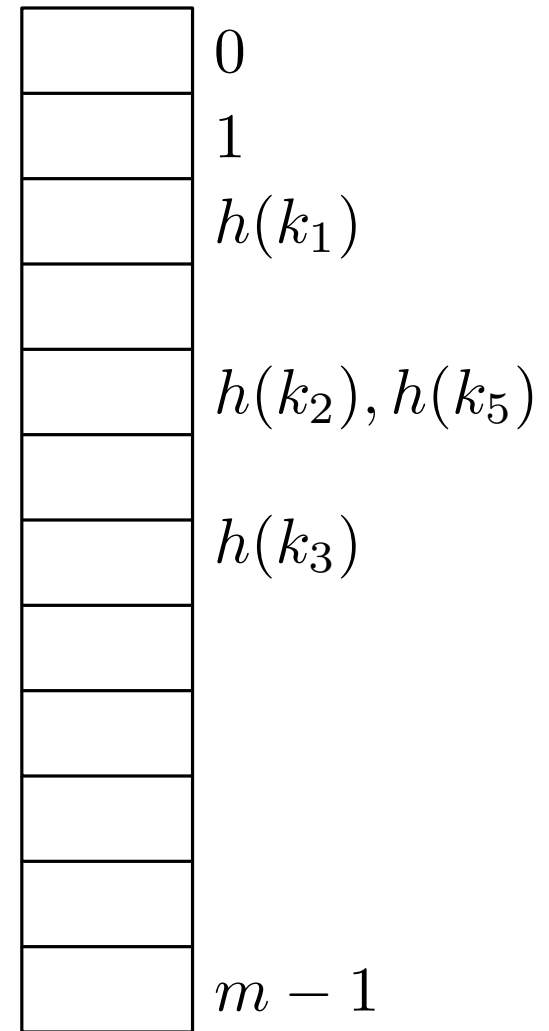
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Two major approaches to addressing collisions:

- (1) Chaining
- (2) Open Addressing

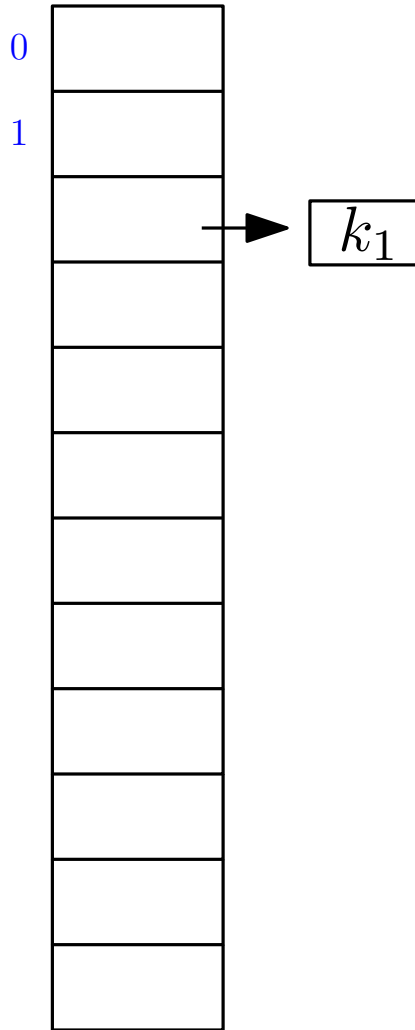


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# Chaining

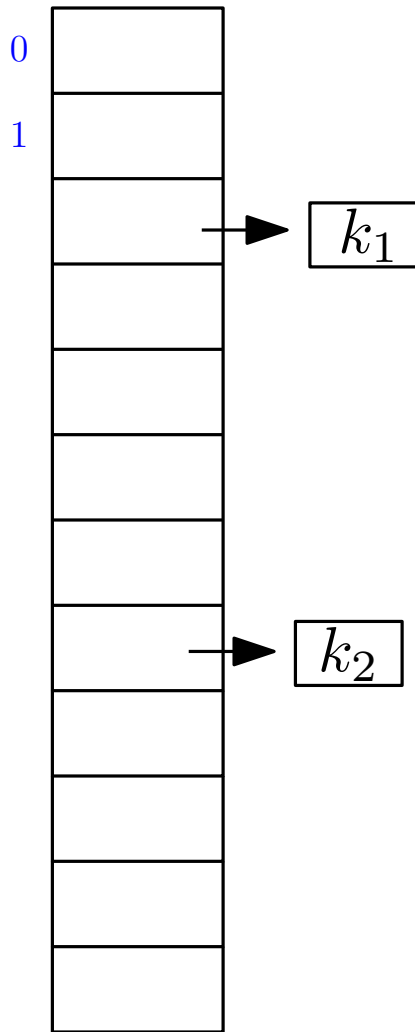
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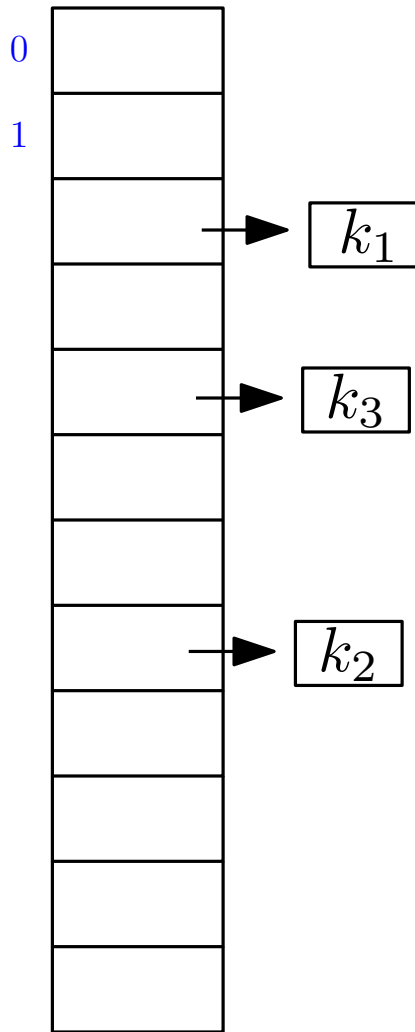
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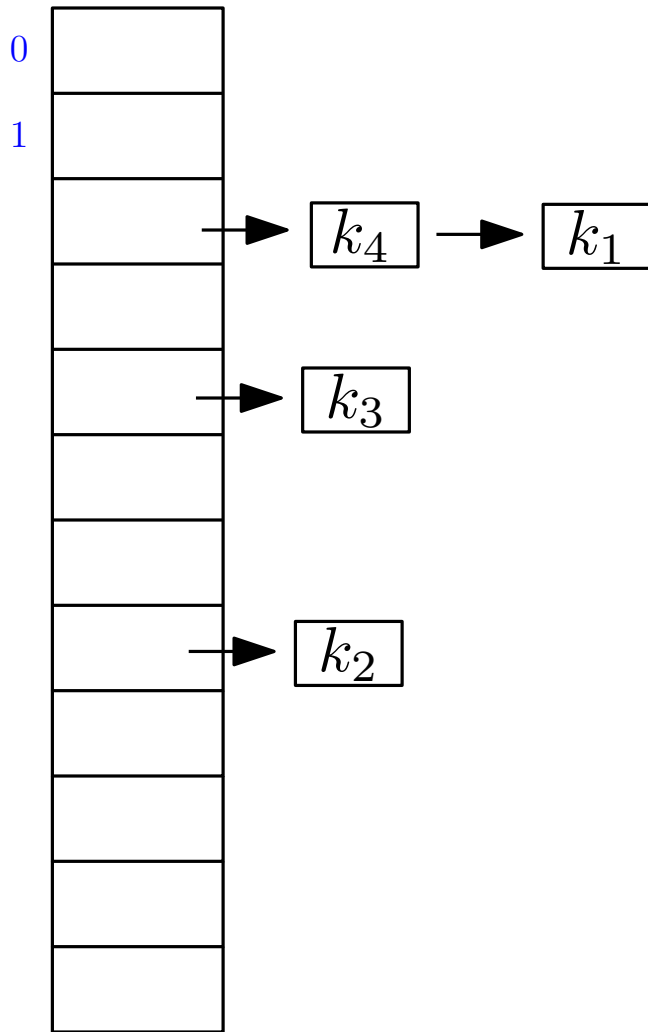


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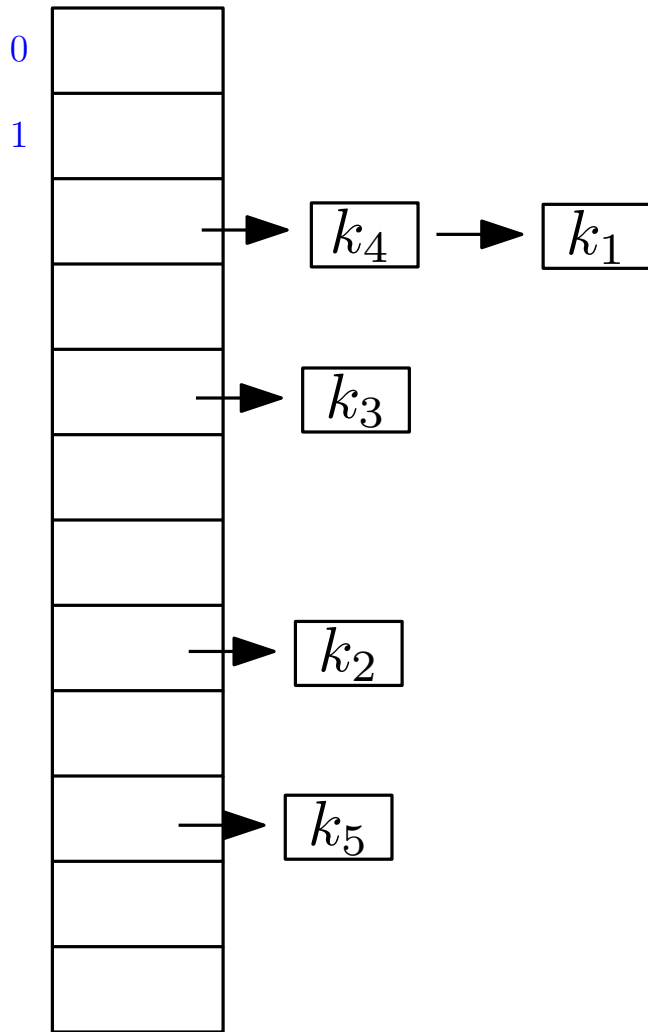
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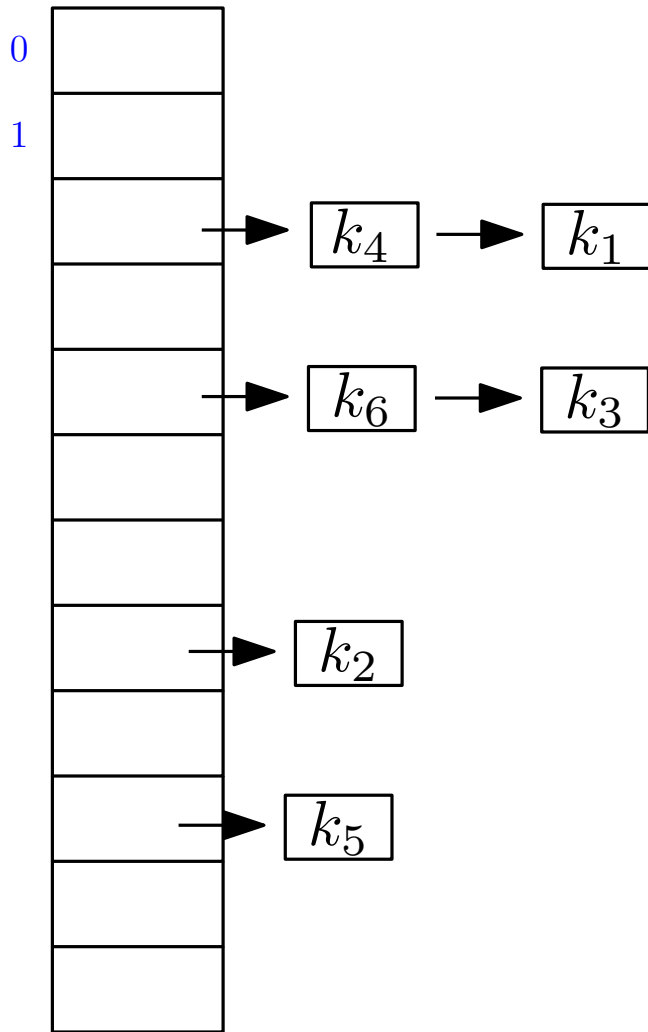
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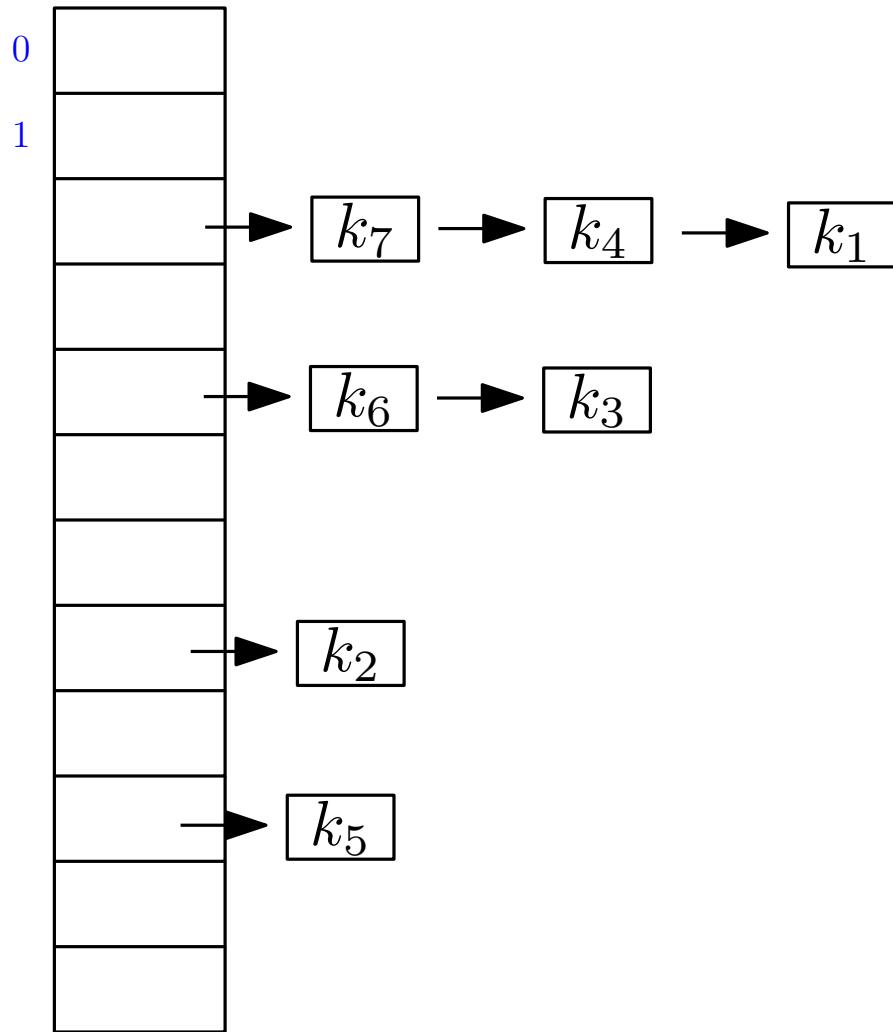
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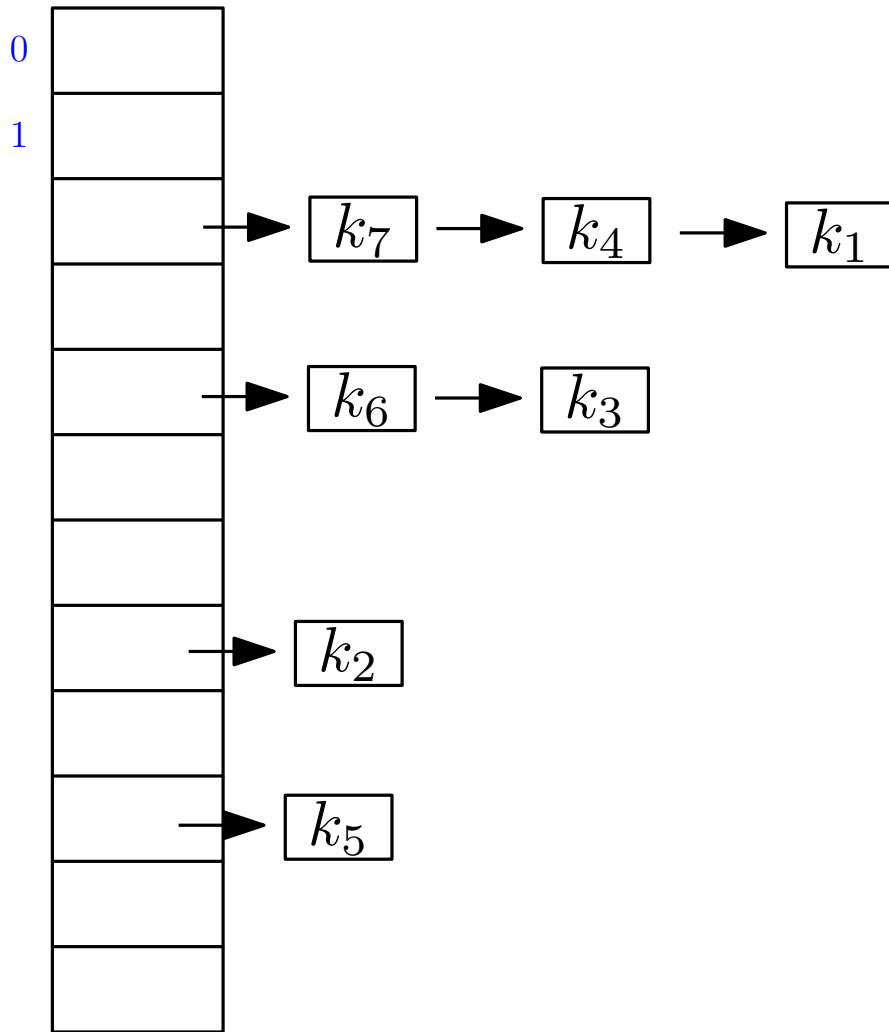
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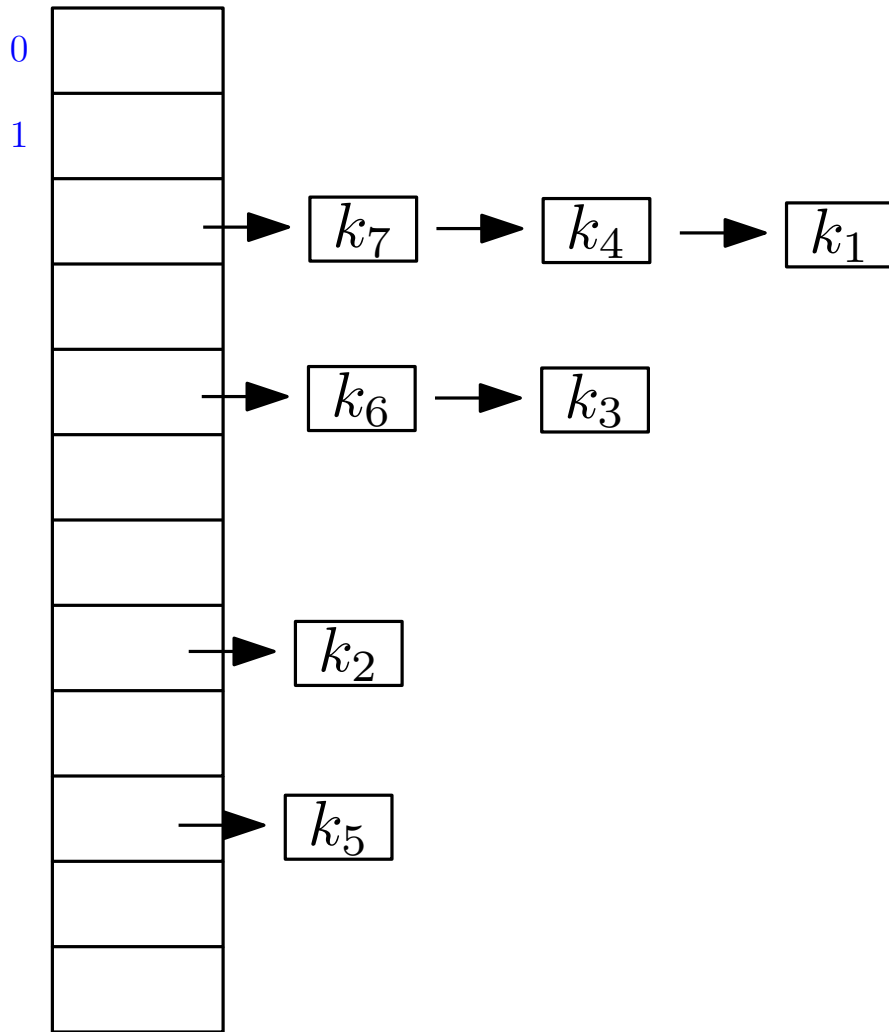
**Delete( $x$ ):** Delete  $x$  from list for slot  $h(x)$ , if it's there.

*Use doubly linked lists*

**Search( $x$ ):** Search for  $x$  in list for  $h(x)$

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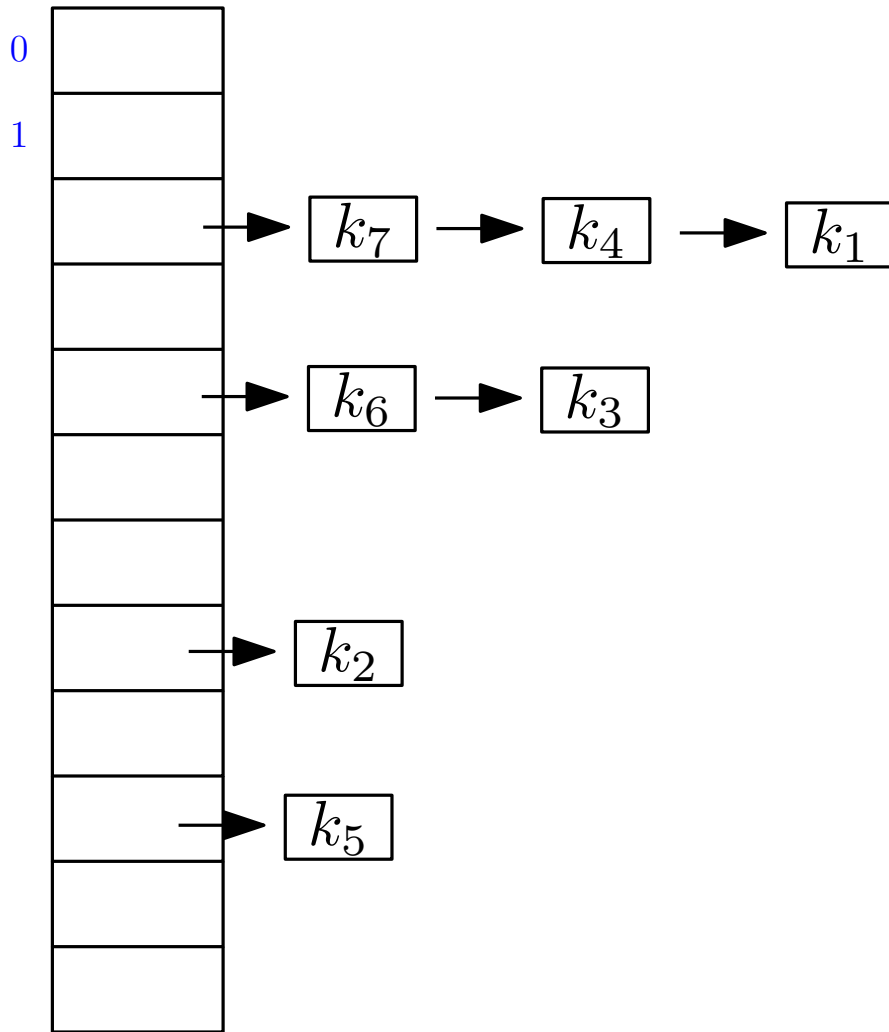
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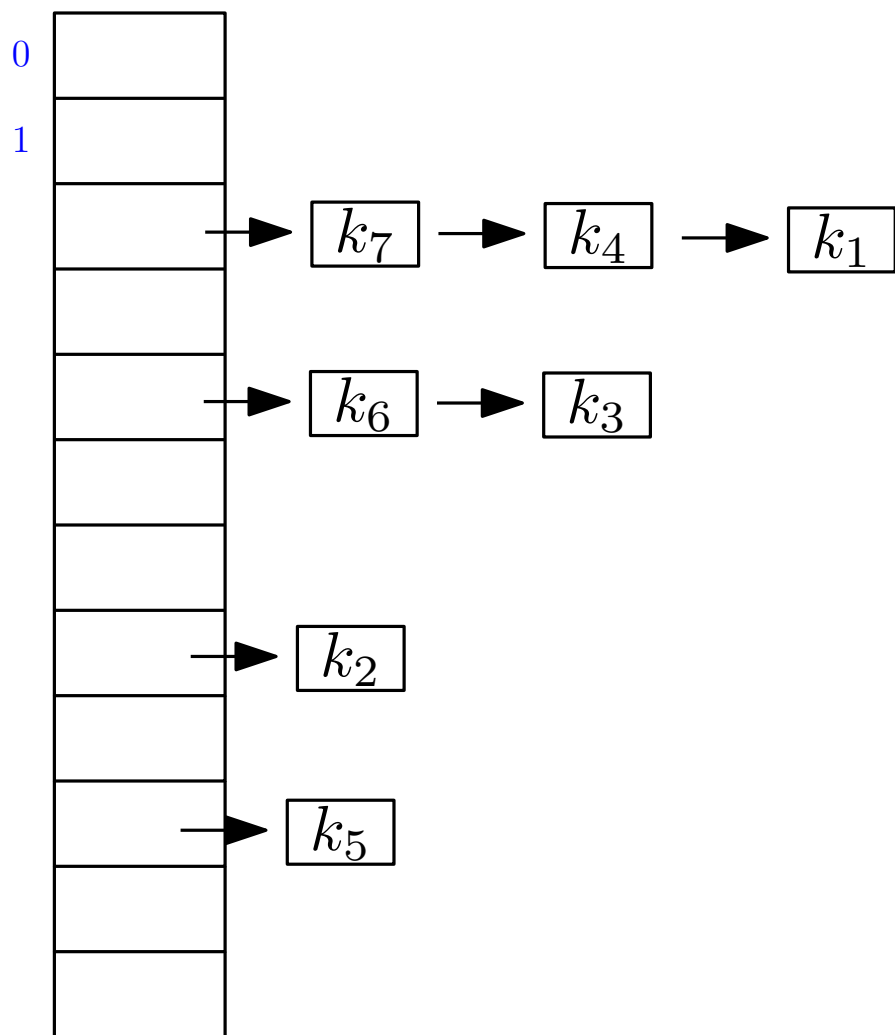
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This is *average # items per list*.

**Unsuccessful search** for  $x$  not in table will require searching entire list for  $h(x)$ .

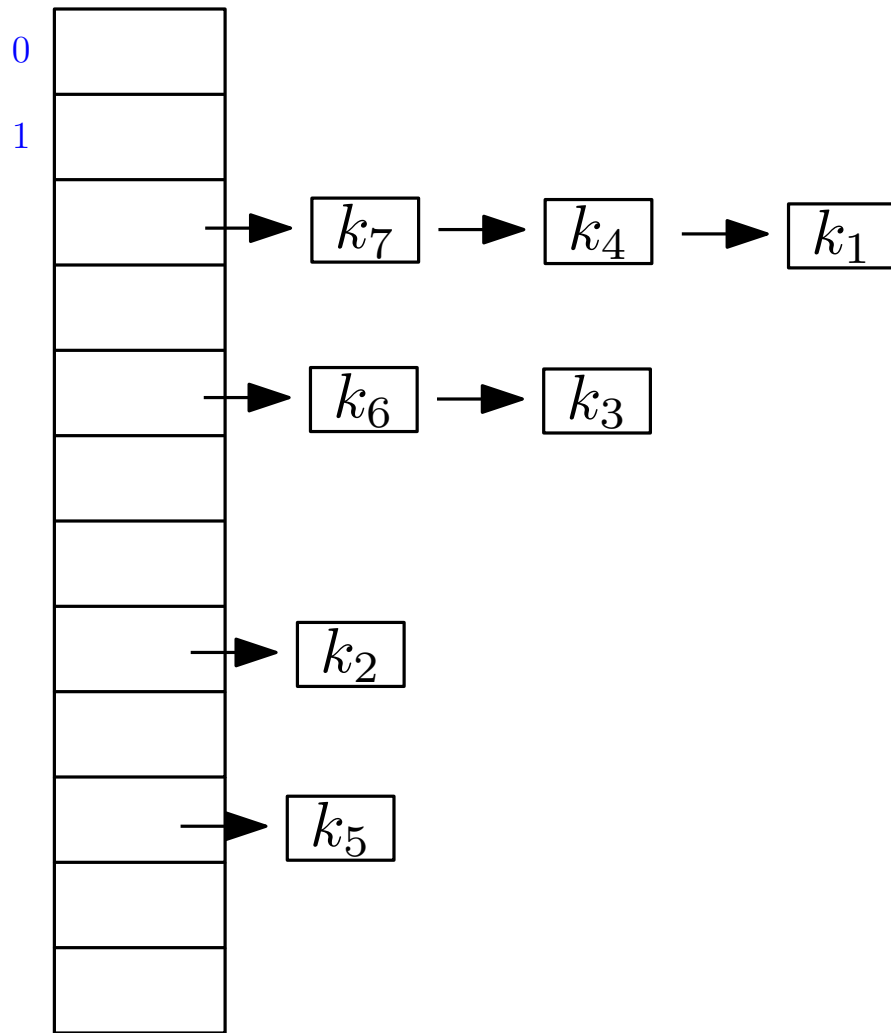
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Average case length is  $O(\alpha)$ .

Average Unsuccessful Search time is

$$O(1 + \alpha)$$

where 1 is amount of time to calculate  $h(x)$ .

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Average # of items ahead of  $x$  in list  $h(x)$  is

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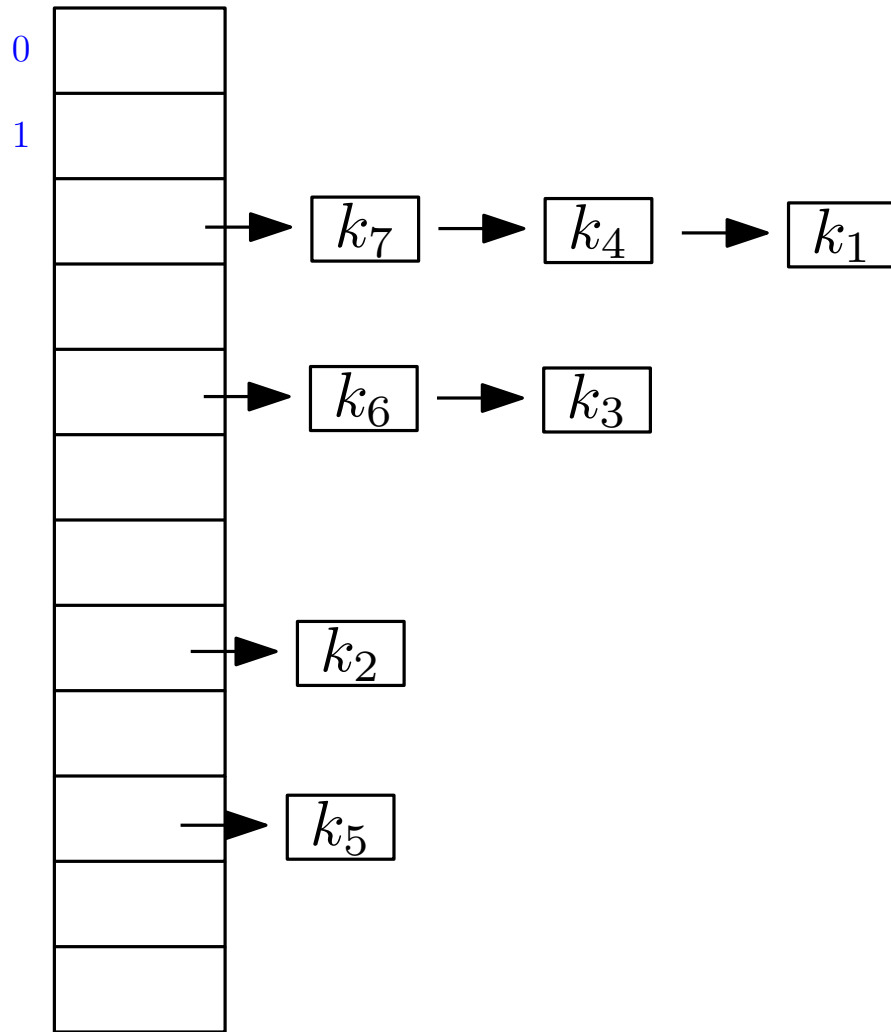
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Adding 1 unit of time to calculate  $h(x)$

Average cost of successful search is  $\Theta(1 + \alpha)$ .

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**Search(x):** Search for  $x$  in list  
for  $h(x)$   $O(\text{length of list})$

Both Successful and  
Unsuccessful Search require  
 $O(1 + \alpha)$  time on average

where  $\alpha = \frac{n}{m}$  is the  
load factor

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Fix bin  $j$ . Let  $X_i$  be indicator random variable for event that ball  $i$  goes into bin  $j$ .  $E(X_i) = 1/m$ .

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$$\Rightarrow E(T_j) = E\left(\sum_{i=1}^n X_i\right) = \sum_{i=1}^n E(X_i) = \frac{n}{m} = \alpha.$$

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A  $B(n, p)$  random variable has average value  $np$ .

$$\Rightarrow E(T_j) = np = \frac{n}{m} = \alpha$$

is the average number of items in the list (same as before).

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For example, if  $m = n/3$  then average number of items in each list is  $\alpha = 3$  and

$$\Pr(T_j = 0) \sim e^{-3}, \quad \Pr(T_j = 1) \sim 3e^{-3}, \quad \Pr(T_j = 2) \sim \frac{3^2 e^{-3}}{2}, \dots$$

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The math is a bit complicated but, if  $\alpha = 1$ , using the Poisson approximation from the previous page we can show

$$E(M) = \Theta\left(\frac{\log n}{\log \log n}\right).$$

# Outline

- Introduction
- Hashing with Chaining
- Open Addressing
- Hash Functions & Universal Hashing
- Odds & Ends

# Open Addressing

$$h : U \rightarrow \{0, 1, \dots, m - 1\}$$


- No lists. All keys stored in hash table itself.
- For insertion, *probe* hash table until empty slot for insertion is found.
- *Probe Sequence* is part of hash function.
- Hash function is now

$$h : U \times \{0, 1, \dots, m - 1\} \rightarrow \{0, 1, \dots, m - 1\}$$

- Probe sequence for  $x$  is,

$$h(x, 0), h(x, 1), \dots, h(x, m - 1)$$

which is a *permutation* of  $\{0, 1, \dots, m\}$

- For search( $x$ ), *probe* hash table using probe sequence for  $h(x)$  until either  $x$  or empty slot for insertion is found.

# Open Addressing: Linear Probing

$$h' : U \rightarrow \{0, 1, \dots, m - 1\}$$


- Hash Function is  $h(x, i) = (h'(x) + i) \bmod m$  where  $h'(x)$  is original hash function.
- **Insert:** Attempts insertion at  $h'(x)$ , then  $h'(x) + 1$ ,  $h'(x) + 2$ , etc., (wrapping around to 0 after reaching end of table) until empty slot is found and  $x$  inserted there.
- **Search( $x$ ):** Examines probe sequence until it finds  $x$  or an empty slot.  
If empty slot is found, then  $x$  wasn't previously inserted and the search is unsuccessful
- **Deletion:** More complicated.

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- **Search(x):** Examines probe sequence until it finds  $x$  or an empty slot.  
If empty slot is found, then  $x$  wasn't previously inserted and the search is unsuccessful
- **Deletion:** More complicated.  
*Can't actually delete item and reset slot as 'empty'*  
*That would mess up Search(x).*  
*Can mark slot as (used but) deleted.*  
*Deletion in open addressing does cause difficulties.*  
*Better to use chaining.*

# Open Addressing: Linear Probing

$$h' : U \rightarrow \{0, 1, \dots, m-1\}$$

$$h(x) = (h'(x) + 1) \bmod m$$

0	
1	
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As example, let  $h'(x) = x \bmod m$  with  $m = 12$ .

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*Only for illustration. This is a BAD hash function*

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Insert(15)



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Search(11)

Exists

Search(3)

Exists

Search(9)

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Search(11)

Exists

Search(3)

Exists

Search(9)

Does not exist





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Search(11)

Exists

Search(3)

Exists

Search(9)

Does not exist

Search(24)

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Search(11)

Exists

Search(3)

Exists

Search(9)

Does not exist

Search(24)

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Search(9)

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Easy to code but suffers from **primary clustering**.

Long runs build up, increasing average search time

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Easy to code but suffers from **primary clustering**.  
Long runs build up, increasing average search time

One fix is to change probe sequence to be **nonlinear**.

# Open Addressing: Quadratic Probing

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- Hash Function is  $h(x, i) = (h'(x) + c_1 + c_2 i^2) \bmod m$  where  $h'(x)$  is original hash function and  $c_1, c_2$  fixed constants.
- As example we will set  $h'(x) = x \bmod 12$ ,  $c_1 = 0$  and  $c_2 = 1$  so  $h(x, i) = (x + i^2) \bmod 12$



# Open Addressing: Quadratic Probing

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Insert(15)

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Insert(15)

Insert(0)

Insert(35)

Insert(3)

Insert(11)

Insert(18)

# Open Addressing: Quadratic Probing

$$h' : U \rightarrow \{0, 1, \dots, m-1\}$$

0	0
1	
2	
3	15
4	3
5	
6	
7	
8	
9	
10	
11	35

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Insert(35)

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# Open Addressing: Double Hashing

$$h' : U \rightarrow \{0, 1, \dots, m - 1\}$$

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

- Hash Function is  $h(x, i) = (h_1(x) + ih_2(x)) \bmod m$
- $h_1(x)$  and  $h_2(x)$  are **auxillary hash functions**
- Note that (unlike before) probe sequence depends upon  $x$
- In order for probe sequence to check entire table, must have  $h_2(x) \neq 0$  and be relatively prime to  $m$ , e.g.,
  - $m$  a power of 2;  $h_2(x)$  always odd
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Example:  $m = 13$

$$h_1(x) = x \bmod m$$

$$h_2(x) = 1 + (x \bmod 11)$$



# Open Addressing: Double Hashing

$$h' : U \rightarrow \{0, 1, \dots, m - 1\}$$

0	
1	79
2	
3	
4	69
5	98
6	
7	72
8	
9	
10	
11	50
12	

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14 would have probe sequence 1, 5, 9, ...

Since first 2 locations full, it will be inserted into 9.

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# Open Addressing: Analysis Results

We have seen 3 different open addressing collision resolution methods:

- Linear Probing:  $h(x, i) = (h'(x) + 1) \bmod m$
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For analysis, we often assume **uniform hashing**.

This states that the probe sequence

$$h(x, 0), h(x, 1), h(x, 2), \dots, h(x, m)$$

is equally likely to be any of the  $m!$  permutations of  $1, 2, \dots, m$ .

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Uniform Hashing is not actually realizable.

The more random our probe sequence, though, the closer actual behavior is to theory.

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Recall  $\alpha = \frac{n}{m}$  is the *load factor*.

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$$\frac{1}{\alpha} \ln \frac{1}{1 - \alpha}$$

# Outline

- Introduction
- Hashing with Chaining
- Open Addressing
- Hash Functions & Universal Hashing
- Odds & Ends

# Hash Functions & Universal Hashing

Returning to chained hashing, notice that our analysis assumed that the hashed keys were equally distributed among the slots.

- If all keys hashed to same slot, performance would be very bad.
- If the hash function  $h(x)$  is given in advance and  $n \ll U$ , very easy to construct bad case in which all keys map to the same slot.
- We sidestep this issue by choosing a *random hash function*
- More specifically, we will have a *collection* of hash functions  $\mathcal{H}$

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- More specifically, we will have a *collection* of hash functions  $\mathcal{H}$
- Given any set of keys, we will choose a random hash function  $h \in \mathcal{H}$  and then hash using  $h(x)$ .
- *On average*, the  $n$  set of keys will be hashed so that each slot will get an average  $O(n/m) = O(\alpha)$  keys.
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One class  $\mathcal{H}$  of hash functions having this property are the *Universal* ones; they permit *Universal Hashing*

# Universal Hashing

- Let  $\mathcal{H}$  be a set of hash functions, such that each  $h \in \mathcal{H}$  maps  $h : U \rightarrow \{0, 1, \dots, m - 1\}$

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Let  $k_1, k_2, \dots, k_n$  be the  $n$  keys.

Let  $i$  be any fixed index.

Then, for  $j \neq i$ , if  $h \in \mathcal{H}$  is chosen uniformly at random,

$$\Pr(h(k_i) = h(k_j)) \leq \frac{1}{|\mathcal{H}|} \frac{|\mathcal{H}|}{m} = \frac{1}{m}.$$

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From linearity of expectation, if  $h \in \mathcal{H}$  is chosen uniformly at random, average # of other keys mapping to the same slot as  $k_i$  is then

$$\sum_{j \neq i; 1 \leq j \leq n} \Pr(h(k_i) = h(k_j)) \leq \frac{n-1}{m} < \alpha$$

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Let  $k_1, k_2, \dots, k_n$  be the  $n$  keys.

Similarly, if  $k$  is not one of the  $n$  keys then, for all  $j$ ,

$$\Pr(h(k) = h(k_j)) \leq \frac{1}{|\mathcal{H}|} \frac{|\mathcal{H}|}{m} = \frac{1}{m}.$$

Again from linearity of expectation, if  $h \in \mathcal{H}$  is chosen uniformly at random, average # of keys mapping to same slot as  $k$  is then

$$\sum_{j=1}^n \Pr(h(k) = h(k_j)) \leq n/m = \alpha.$$

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Let  $k_1, k_2, \dots, k_n$  be the  $n$  keys.

Combining the previous two pages,

if  $h \in \mathcal{H}$  is chosen uniformly at random:

Average # of other keys mapping to same slot as key  $k_i$  is  $< \alpha$ .

Average # of keys mapping to same slot as non key  $k$  is  $\leq \alpha$ .

# Construction of Universal Hash Functions

- Choose prime  $p \geq |U| > m$
- Set  $Z_p^* = \{1, 2, 3, \dots, p-1\}$  and  $Z_p = \{0, 1, 2, 3, \dots, p-1\}$
- Define

$$\forall a \in Z_p^*, b \in Z_p, \quad h_{a,b}(x) = \left( (ax + b) \bmod p \right) \bmod m$$

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Example: Set  $p = 17$ ,  $m = 6$ . Then

$$h_{3,4}(8) = ((3 \cdot 8 + 4) \bmod 17) \bmod 6 = 5$$



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Lemma: The Class  $\mathcal{H} = \{h_{a,b} : a \in Z_p^*, b \in Z_p\}$   
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*Proof:* Need to show that for all  $k \neq \ell$ , number of pairs  $(a, b)$  with  $h_{a,b}(k) = h_{a,b}(\ell)$  is  $\leq p(p-1)/m$

## Construction of Universal Hash Functions (ii)

$$\forall a \in Z_p^*, b \in Z_p, \quad h_{a,b}(x) = \left( (ax + b) \bmod p \right) \bmod m$$

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### Proof:

For a given  $(r, s)$  pair we can solve

$$a = (r - s)(k - \ell)^{-1} \bmod p, \quad b = (r - ak) \bmod p.$$

where  $(k - \ell)^{-1}$  is the multiplicative inverse base  $p$ . Since, for fixed  $p, k, \ell$ , we must have  $r \neq s$ , there are  $p(p-1)$   $(r, s)$  pairs. Since there are also  $p(p-1)$   $(a, b)$  pairs, there is a one-one correspondence between them, with every  $(a, b)$  pair generating a different  $(r, s)$ .

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# Universal Hashing: Wrap Up

- Just saw that the set of Hash functions

$$\mathcal{H} = \{h_{a,b} : a \in Z_p^*, b \in Z_p\}$$

is *Universal*

- This implies that for *any* set of  $n$  keys  $K = \{k_1, k_2, \dots, k_n\}$ , an effective way of storing the keys is to
  - Choose a random pair  $(a, b)$  uniformly at random from the  $p(p-1)$  pairs in  $Z_p^* \times Z_p$
  - Hash the items in  $K$  using hash function  $h_{a,b}$
- Because  $\mathcal{H}$  is Universal, average time for storing the data will be  $O(n\alpha)$  where  $\alpha = n/m$  is the load factor
- Average time for doing a search will be  $(1 + \alpha)$



# Outline

- Introduction
- Hashing with Chaining
- Open Addressing
- Hash Functions & Universal Hashing
- Odds & Ends

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- A *Cryptographic Hash Function* is a hash function that is *almost* impossible to invert efficiently, i.e., given  $h(x)$  very difficult to find  $x$ .
  - Almost by necessity requires that function  $h$  distributes keys pretty “randomly” over  $0, 1, 2, \dots, m$ . If not true, then would have first step towards guessing value of  $x$  that produces  $h(x)$ .
  - Example: Password protection. System password file only stores  $h(\text{password})$  and not the password itself.
    - \* When user logs in and types password  $p$ , system checks  $h(p)$  against file.
    - \* If an attacker steals the file it wouldn't be helpful, since attacker can't invert hashed password to get original one.