

# CSCI 2270: Data Structures

## Lecture 21: Hash Tables

Ashutosh Trivedi

Key1	Value1
Key2	Value2
Key3	Value3

Department of Computer Science  
UNIVERSITY OF COLORADO BOULDER

# Dictionary

---

## Definition.

1. *A book or electronic resource that lists the words of a language (typically in alphabetical order) and gives their meaning.*
2. *A reference work on a particular subject, the items of which are typically arranged in alphabetical order.*

# Dictionary

---

## Definition.

1. *A book or electronic resource that lists the words of a language (typically in alphabetical order) and gives their meaning.*
2. *A reference work on a particular subject, the items of which are typically arranged in alphabetical order.*

## Data Structure.

- A general-purpose data structure for storing a group of objects.
- A set of keys and each key has a single associated value.
- Given a key, the dictionary will return the associated value.
- Also known as **associative array**, **map**, **symbol table**.
- Example:
  - Students and their grades,
  - book titles and shelf number,
  - movie title and other information, etc.
- Three key operations are INSERT, DELETE, and SEARCH.
- Can be implemented as an array (sorted or unsorted), as a linked list, or as a binary search tree.

# Motivation

---

*How efficiently we can perform search?*

# Motivation

---

*How efficiently we can perform search?*

What is the complexity of the following **dictionary** operations when implemented as an array, sorted-array, linked-list, binary search tree?

# Motivation

---

*How efficiently we can perform search?*

What is the complexity of the following **dictionary** operations when implemented as an array, sorted-array, linked-list, binary search tree?

	Array	Sorted-array	Linked Lists	BST
INSERT	$O(1)$	$O(n)$	$O(1)$	$O(\log(n))$
DELETE	$O(n)$	$O(n)$	$O(n)$	$O(\log(n))$
SEARCH	$O(n)$	$O(\log(n))$	$O(n)$	$O(\log(n))$

# Motivation

---

*How efficiently we can perform search?*

What is the complexity of the following **dictionary** operations when implemented as an array, sorted-array, linked-list, binary search tree?

	Array	Sorted-array	Linked Lists	BST
INSERT	$O(1)$	$O(n)$	$O(1)$	$O(\log(n))$
DELETE	$O(n)$	$O(n)$	$O(n)$	$O(\log(n))$
SEARCH	$O(n)$	$O(\log(n))$	$O(n)$	$O(\log(n))$

Is it possible to get insert, delete, and search operations with  $O(1)$  complexity?

# Direct-Address Tables

---

When the universe of key values is small:

110	
111	
112	(112, v1)
113	
114	
115	(115, v2)
116	
117	
118	(118, v3)



# Direct-Address Tables

---

When the universe of key values is small:

110	
111	
112	(112, v1)
113	
114	
115	(115, v2)
116	
117	
118	(118, v3)

INSERT :  $O(1)$ , DELETE :  $O(1)$ , and SEARCH :  $O(1)$ .

# Storage Requirements

---

*What is the problem with this approach?*

# Storage Requirements

---

*What is the problem with this approach?*

When number of values to store is quite small, but the universe of key values is large, then this approach wastes a lot of memory.

# Storage Requirements

---

*What is the problem with this approach?*

When number of values to store is quite small, but the universe of key values is large, then this approach wastes a lot of memory.

**Solution.** Hash-Tables!

# Hash Tables

---

- A **hash table** is a data structure that stores data using a parameter in the data, called a **key**, to map the data to an index in an array.

# Hash Tables

---

- A **hash table** is a data structure that stores data using a parameter in the data, called a **key**, to map the data to an index in an array.
- Hash-tables use a “hash function” to squish large range of key-values to a small range.
- Examples of hash functions:
  - `hash(int key) = key % 20`
  - `hash(string key) = sum-of-ASCII-values % 50`

# Hash Tables

---

- A **hash table** is a data structure that stores data using a parameter in the data, called a **key**, to map the data to an index in an array.
- Hash-tables use a “hash function” to squish large range of key-values to a small range.
- Examples of hash functions:
  - `hash(int key) = key % 20`
  - `hash(string key) = sum-of-ASCII-values % 50`
- Instead of storing the key values directly at their index, hash-tables stores them at the index of their hashed representation.

# Hash Tables

---

- A **hash table** is a data structure that stores data using a parameter in the data, called a **key**, to map the data to an index in an array.
- Hash-tables use a “hash function” to squish large range of key-values to a small range.
- Examples of hash functions:
  - `hash(int key) = key % 20`
  - `hash(string key) = sum-of-ASCII-values % 50`
- Instead of storing the key values directly at their index, hash-tables stores them at the index of their hashed representation.
- **Hash collision:**

*two distinct key values mapping to a same hashed value!*
- We say that a has function is perfect when it assigns all records to a location in the hash table without collisions or wasted space.



# Hash Tables

---

- A **hash table** is a data structure that stores data using a parameter in the data, called a **key**, to map the data to an index in an array.
- Hash-tables use a “hash function” to squish large range of key-values to a small range.
- Examples of hash functions:
  - `hash(int key) = key % 20`
  - `hash(string key) = sum-of-ASCII-values % 50`
- Instead of storing the key values directly at their index, hash-tables stores them at the index of their hashed representation.
- **Hash collision:**

*two distinct key values mapping to a same hashed value!*
- We say that a has function is perfect when it assigns all records to a location in the hash table without collisions or wasted space.
- When perfect, it gives the same advantages of direct-address tables, with modest memory requirements.

# Perfect/Imperfect Hash functions

---

Design a hash function to store up to 100 phone numbers in the range 7207079600 and 7207079699.

- a perfect hash function ( $k \% 100$ )

0	
1	
2	7207079602
3	
4	
5	7207079605
6	
7	
8	7207079608
9	

# Perfect/Imperfect Hash functions

---

Design a hash function to store up to 100 phone numbers in the range 7207079600 and 7207079699.

- an imperfect hash function ( $k\%10$ )
- **Collision Resolution:** (I) open addressing (II) chaining

# Perfect/Imperfect Hash functions

---

Design a hash function to store up to 100 phone numbers in the range 7207079600 and 7207079699.

- an imperfect hash function ( $k\%10$ )
- **Collision Resolution:** (I) open addressing (II) chaining

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079655
7	
8	7207079608
9	

# Perfect/Imperfect Hash functions

Design a hash function to store up to 100 phone numbers in the range 7207079600 and 7207079699.

- an imperfect hash function ( $k\%10$ )
- **Collision Resolution:** (I) open addressing (II) chaining

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079655
7	
8	7207079608
9	

0		→
1		→
2	7207079602	→ 7207079612 → 7207079622
3		→
4		→
5	7207079605	→ 7207079655
6		→
7		→
8	7207079608	→
9		→

# Open Addressing

---

In case of a hash-collision:

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079655
7	
8	7207079608
9	

- Linear probing:
  - find the next free position in the array in the linear order, i.e.  $h(x)$ ,  $h(x) + 1$ ,  $h(x) + 2$

# Open Addressing

---

In case of a hash-collision:

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079655
7	
8	7207079608
9	

- Linear probing:
  - find the next free position in the array in the linear order, i.e.  $h(x)$ ,  $h(x) + 1$ ,  $h(x) + 2$
- Quadratic probing:
  - find the next free position in the array in the quadratic order, i.e.  $h(x)$ ,  $h(x) + 1^2$ ,  $h(x) + 2^2$

# Open Addressing

In case of a hash-collision:

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079655
7	
8	7207079608
9	

- Linear probing:
  - find the next free position in the array in the linear order, i.e.  $h(x), h(x) + 1, h(x) + 2$
- Quadratic probing:
  - find the next free position in the array in the quadratic order, i.e.  $h(x), h(x) + 1^2, h(x) + 2^2$
- Double hashing:
  - find the next free position in the array using double hash functions, i.e.  $h_1(x) + i \cdot h_2(x)$ .



# Open Addressing

In case of a hash-collision:

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079655
7	
8	7207079608
9	

- Linear probing:
  - find the next free position in the array in the linear order, i.e.  $h(x)$ ,  $h(x) + 1$ ,  $h(x) + 2$
- Quadratic probing:
  - find the next free position in the array in the quadratic order, i.e.  $h(x)$ ,  $h(x) + 1^2$ ,  $h(x) + 2^2$
- Double hashing:
  - find the next free position in the array using double hash functions, i.e.  $h_1(x) + i \cdot h_2(x)$ .
- Cuckoo hashing, Hopscotch hashing, Robin-hood hashing, and many more.

## Animation: Open Addressing

# Open Addressing: Insertion, Search, and Delete

---

1. `insert(7207079602)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	
3	
4	
5	7207079605
6	
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

2. `insert(7207079612)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	
4	
5	7207079605
6	
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

3. `insert(7207079622)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	
5	7207079605
6	
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

4. `insert(7207079632)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

5. `search(7207079642)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

6. delete(7207079622) with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079632
7	
8	7207079608
9	



# Open Addressing: Insertion, Search, and Delete

---

7. `search(7207079642)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	
5	7207079605
6	7207079632
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

8. `search(7207079632)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	
5	7207079605
6	7207079632
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

6. `delete(7207079622)` with **Lazy Delete**

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079632
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

8. `search(7207079632)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079632
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

9. `insert(7207079642)` with  $\text{hash}(n) = n \bmod 10$

0	
1	
2	7207079602
3	7207079612
4	7207079622
5	7207079605
6	7207079632
7	
8	7207079608
9	

# Open Addressing: Insertion, Search, and Delete

---

0	
1	
2	7207079602
3	7207079612
4	7207079642
5	7207079605
6	7207079632
7	
8	7207079608
9	