CS2040S Data Structures and Algorithms

(e-learning edition)

Fingerprints and Hashing

Today: Fingerprints

Sets

- Hash table sets
- Fingerprint Hash Table
- Bloom Filters

Quick Review

Symbol Table

Note: no successor / predecessor queries.

Quick Review

Hash Table

- Implements a symbol table.
- Goal:
 - O(1) insert
 - O(1) lookup

- Idea:
 - Store data in a large array.
 - Hash function maps key to slot in the array.
 - Challenge: choosing a good hash function.

Quick Review

Hash Table with Chaining

- Each array slots stores a linked list.
- All items mapped to the same slot are stored in the linked list.

Open addressing:

- Each array slot stores one element.
- On collision, continue probing.
- Probe sequence specifies order in which cells are examined.

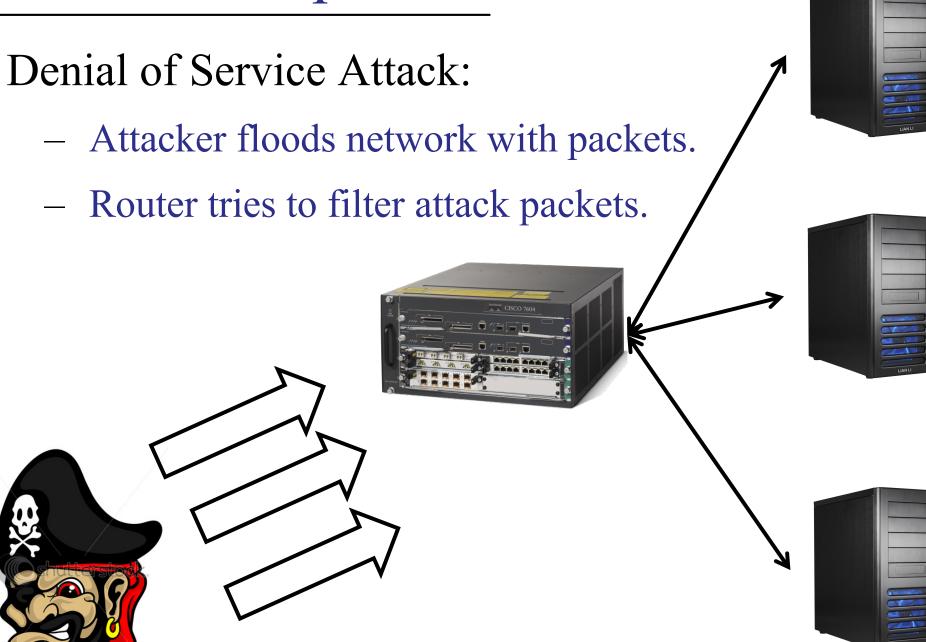
Facebook:

- I have a list of (names) of friends:
 - John
 - Mary
 - Bob
- Some are online, some are offline.
- How do I determine which are on-line and which are off-line?

Spam filter:

- I have a list bad e-mail addresses:
 - @ mxkp322ochat.com
 - @ info.dhml212oblackboard.net
 - @ transformationalwellness.com
- I have a list of good e-mail addresses:
 - My mom.
 - *.nus.edu.sg

– How do I quickly check for spam?



Denial of Service Attack:

- Attacker floods network with packets.
- Router tries to filter attack packets.

1. Keep list of bad IP addresses.

2. Only allow 100 packets/second from each IP address.

Set

public class	Set <key></key>	
void	insert(Key k)	Insert k into set
boolean	contains(Key k)	Is k in the set?
void	delete(Key k)	Remove key k from the set
void	intersect(Set <key> s)</key>	Take the intersection.
void	union(Set <key> s)</key>	Take the union.

Properties:

- No defined ordering.
- Speed is critical.
- Space is critical.

Set

Java: HashSet<...> implements Set<...>

Set

public class	Set <key></key>	
void	insert(Key k)	Insert k into set
boolean	contains(Key k)	Is k in the set?
void	delete(Key k)	Remove key k from the set
void	intersect(Set <key> s)</key>	Take the intersection.
void	union(Set <key> s)</key>	Take the union.

Solution 1: Implement using a Hash Table

Use a hash table: 0 www.gmail.com hash("www.gmail.com")-**→** 2 www.apple.com hash("www.apple.com")." www.microsoft.com hash("www.microsoft.com")".... hash("www.nytimes.com")

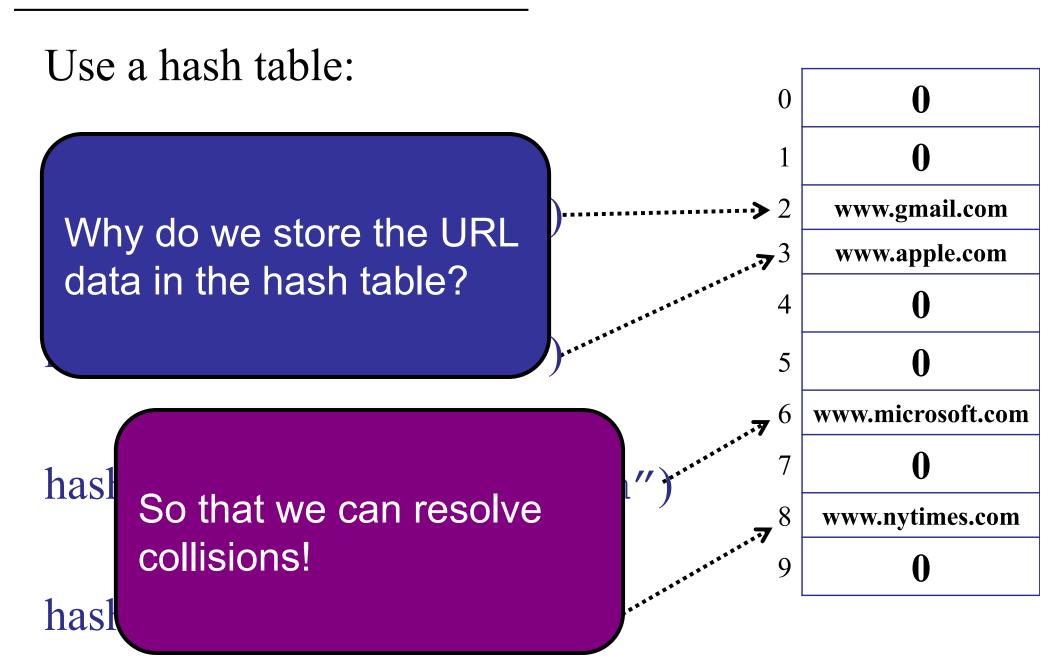
Which problem does a hash table not solve?

- 1. Fast insertion
- 2. Fast deletion
- 3. Fast lookup
- 4. Small space
- 5. All of the above
- 6. None of the above

A hash table takes **more** space than a simple list!

Use a hash table: 0 www.gmail.com hash("www.gmail.com")-**→** 2 www.apple.com hash("www.apple.com")." www.microsoft.com hash("www.microsoft.com")".... hash("www.nytimes.com")

Use a hash table: $\mathbf{0}$ www.gmail.com Why do we store the URL www.apple.com data in the hash table? www.microsoft.com hash("www.microsoft.com")" www.nytimes.com hash("www.nytimes.com")



Set

public class	Set <key></key>	
void	insert(Key k)	Insert k into set
boolean	contains(Key k)	Is k in the set?
void	delete(Key k)	Remove key k from the set
void	intersect(Set <key> s)</key>	Take the intersection.
void	union(Set <key> s)</key>	Take the union.

Solution 2: Implement using a Fingerprint Hash Table

```
Use a fingerprint:
                                       0

    Only store/send m bits!

                                       0
hash("www.gmail.com")-----
hash("www.apple.com")
                                       0
                                    4
                                       0
hash("www.microsoft.com")
                                       0
hash("www.nytimes.com")
                                    9
```

Fingerprints

Set Abstract Data Type

Maintain a vector of 0/1 bits.

```
insert(key)
1. h = hash(key);
2. m_table[h] = 1;

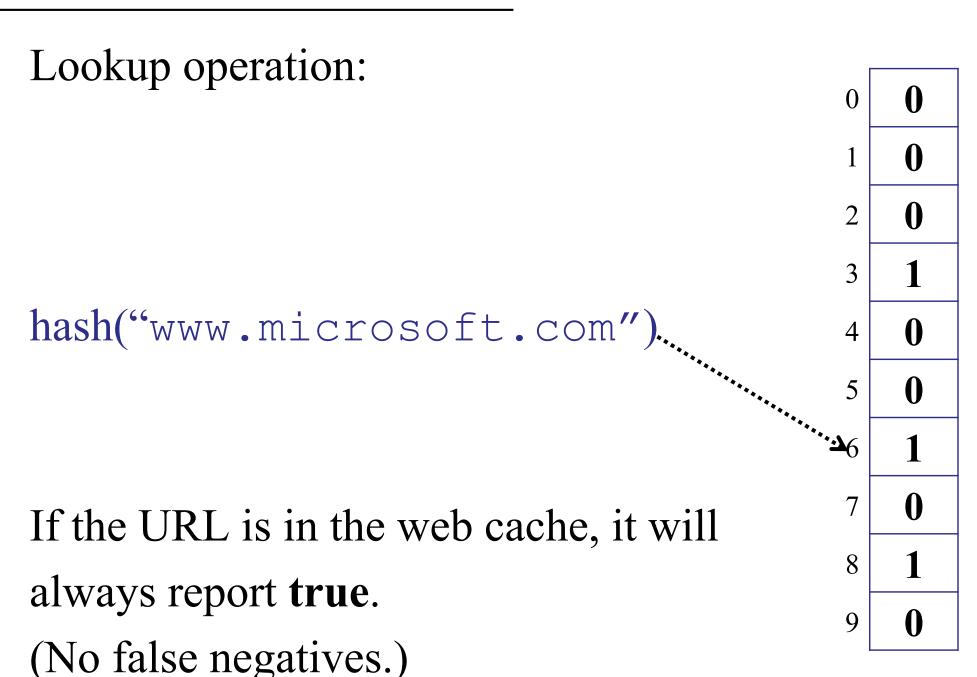
lookup(key)
1. h = hash(key);
2. return (m_table[h] == 1);
```

The key difference of a Fingerprint Hash Table (FHT) is:

- 1. A FHT prevents collisions.
- 2. A FHT does not store the key in the table.
- 3. A FHT works with simpler hash functions.
- 4. A FHT saves time calculating hashes.
- 5. I don't understand how an FHT is different.

```
Use a fingerprint:
                                  0
hash("www.gmail.com")-----
hash("www.apple.com")
                                  0
                                  0
hash("www.microsoft.com")
                                  0
hash("www.nytimes.com")
                                9
```

```
What happens on collision?
                                     0
                                     0
hash("www.gmail.com")
                                     0
                                  3
hash("www.apple.com")
                                     0
                                   4
                                     0
hash("www.microsoft.com")
                                     0
hash("www.nytimes.com")
                                   9
```



Fingerprint Hash Table

```
Insert operation:
hash("www.microsoft.com").
                                             0
Lookup operation:
hash("www.rugby.com")
                                             0
Even if the URL is NOT in the set,
it may sometimes report true.
                                          9
(False positives.)
```

Facebook example: if the FHT stores the set of online users, then you might:

- Believe Fred is on-line, when he is not.
- 2. Believe Fred is offline, when is not.
- 3. Never make any mistakes.

Spam example: it is better to store in the Fingerprint Hash Table:

- 1. The set of **good** e-mail addresses.
 - 2. The set of **bad** e-mail addresses
 - 3. It does not matter.

I think it is better to mistakenly accept a few SPAM e-mails than to accidently reject an e-mail from my mother!

Probability of a false negative: 0

Probability of a false positive?

On lookup in a table of size m with n elements, Probability of **no** false positive:

$$\left(1 - \frac{1}{m}\right)^n \approx \left(\frac{1}{e}\right)^{n/m}$$

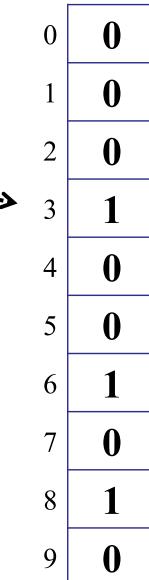
chance of no collision



Probability of collision?

hash("www.gmail.com")

What is the probability that no other URL is in slot 3?



Probability of no false positive: (simple uniform hashing assumption)

$$\left(1 - \frac{1}{m}\right)^n \approx \left(\frac{1}{e}\right)^{n/m}$$

Probability of a false positive, at most:

$$1 - \left(\frac{1}{e}\right)^{n/m}$$

Assume you want:

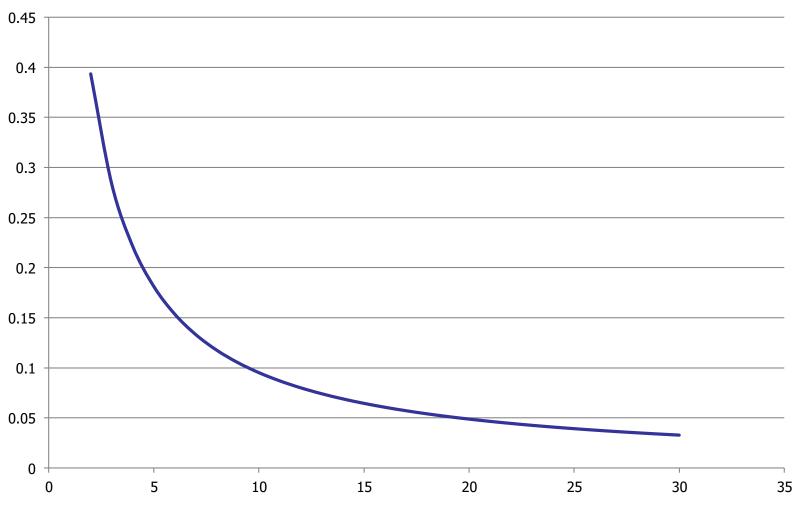
- Probability of false positives < p
 - Example: at most 5% of queries return false positive.

$$p = .05$$

- Need:
$$\frac{n}{m} \le \log\left(\frac{1}{1-p}\right)$$

• Example: m >= (13.5)n

prob(false positive)



probability of false positive vs (m/n)

table size (m/n)

Summary So Far

Fingerprint Hash Functions

- Don't store the key.
- Only store 0/1 vector.

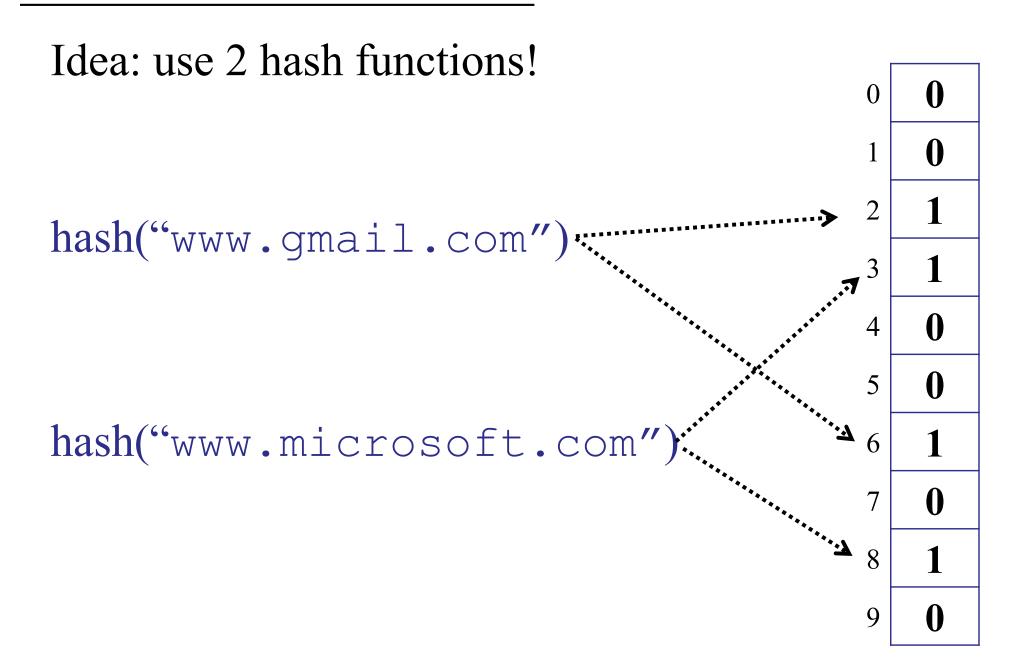
Summary So Far

Fingerprint Hash Functions

- Don't store the key.
- Only store 0/1 vector.
- Trade-off:
 - Reduced space: only 1-bit per slot
 - Increase space: bigger table to avoid collisions

Fingerprint Hash Table

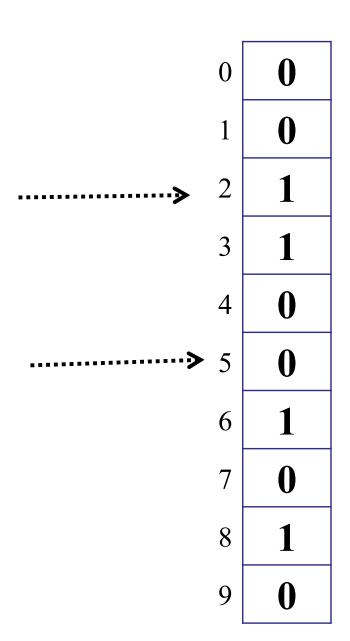
Can we do better?



```
Idea: use 2 hash functions!
                                                          0
                                                          0
hash("www.gmail.com")
                                                          0
insert(URL)
                                                          0
     k_1 = \text{hash}_1(\text{URL});
                                                          0
     k_2 = \text{hash}_2(\text{URL});
     T[k_1] = 1;
                                                      9
     T[k_2] = 1;
```

Idea: use 2 hash functions!

```
query(URL)
k_1 = \text{hash}_1(\text{URL});
k_2 = \text{hash}_2(\text{URL});
if (T[k_1] \&\& T[k_2])
return true;
else return false;
```



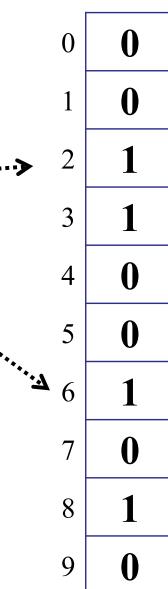
A Bloom Filter can have:

- ✓1. Only false positives.
 - 2. Only false negatives.
 - 3. Both false positives and negatives.
 - 4. Wait, which is which again?

Idea: use 2 hash functions!

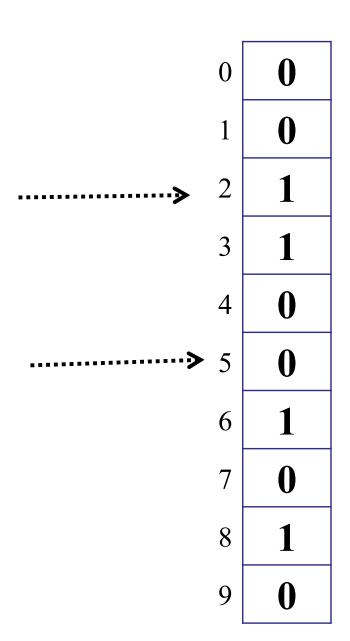


- No false negatives.
- Possible false positives.



Idea: use 2 hash functions!

```
query(URL)
k_1 = \text{hash}_1(\text{URL});
k_2 = \text{hash}_2(\text{URL});
if (T[k_1] \&\& T[k_2])
return true;
else return false;
```



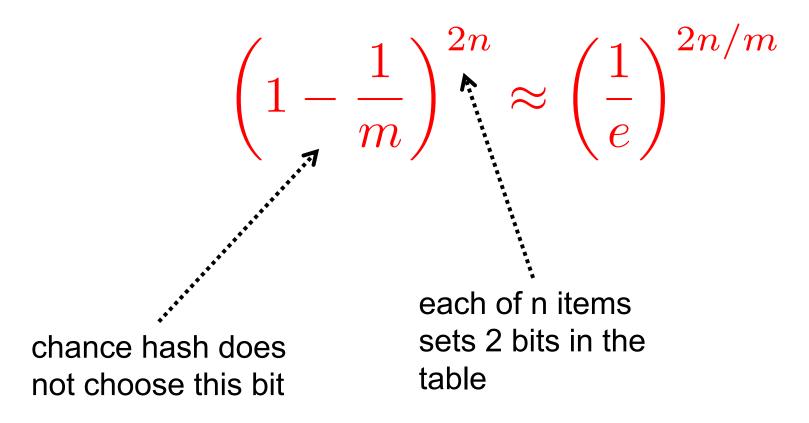
Idea: use 2 hash functions!

Trade-off:

- Each item takes more "space" in the table.
- Requires <u>two</u> collisions for a false positive.

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

Probability a given bit is 0:



Probability a given bit is 0:

$$\left(1 - \frac{1}{m}\right)^{2n} \approx \left(\frac{1}{e}\right)^{2n/m}$$

Probability of a false positive: (1 set in both slots)

$$\left(1-\left(\frac{1}{e}\right)^{2n/m}\right)^2$$

Probability a given bit is 0:

$$\left(1 - \frac{1}{m}\right)^{2n} \approx \left(\frac{1}{e}\right)^{2n/m}$$

Probability of a false positive: (1 set in both slots)

$$\left(1-\left(\frac{1}{e}\right)^{2n/m}\right)^2$$

^{*} Assuming BOGUS fact that each table slot is independent...

Assume you want:

- probability of false positives < p
 - Example: at most 5% of queries return false positive.

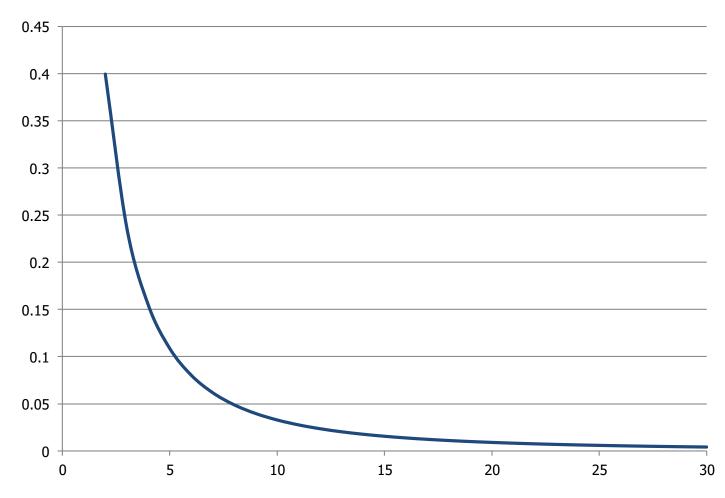
$$p = .05$$

- Need:
$$\frac{n}{m} \le \frac{1}{2} \log \left(\frac{1}{1 - p^{1/2}} \right)$$

• Example: m >= (7.9)n

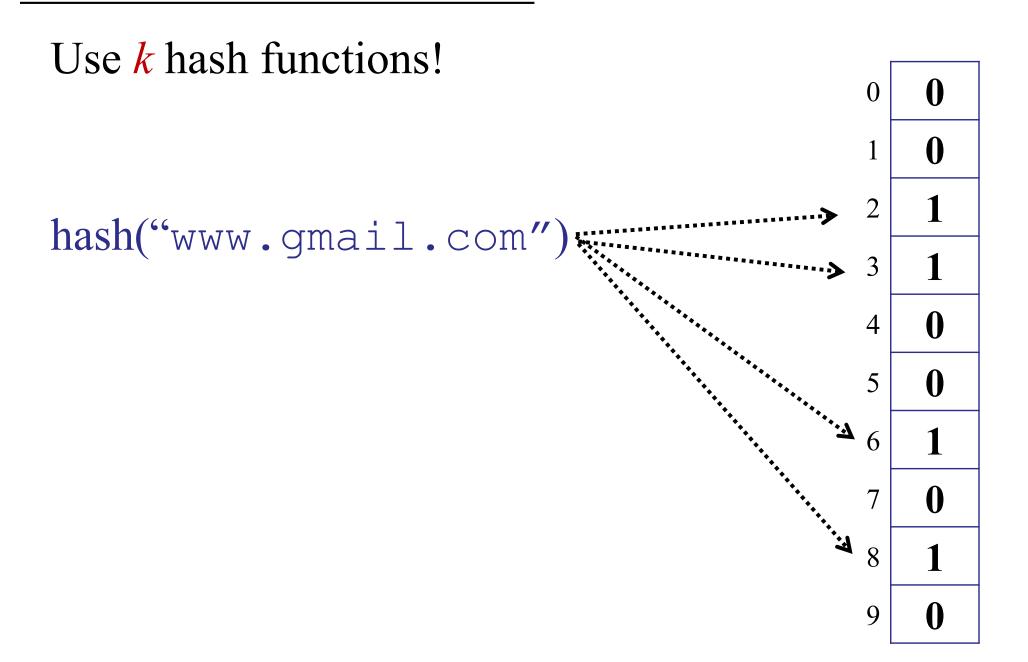
^{*} Assuming BOGUS fact that each table slot is independent...

prob(false positive)



False positives rate vs. (m/n)

table size (m/n)



Probability a given bit is 0:

$$\left(1 - \frac{1}{m}\right)^{kn} \approx e^{-kn/m}$$

Probability a given bit is 0:

$$\left(1 - \frac{1}{m}\right)^{kn} \approx e^{-kn/m}$$

Probability of a collision at one spot:

$$1 - e^{-kn/m}$$

^{*} Assuming BOGUS fact that each table slot is independent...

Probability of a collision at one spot:

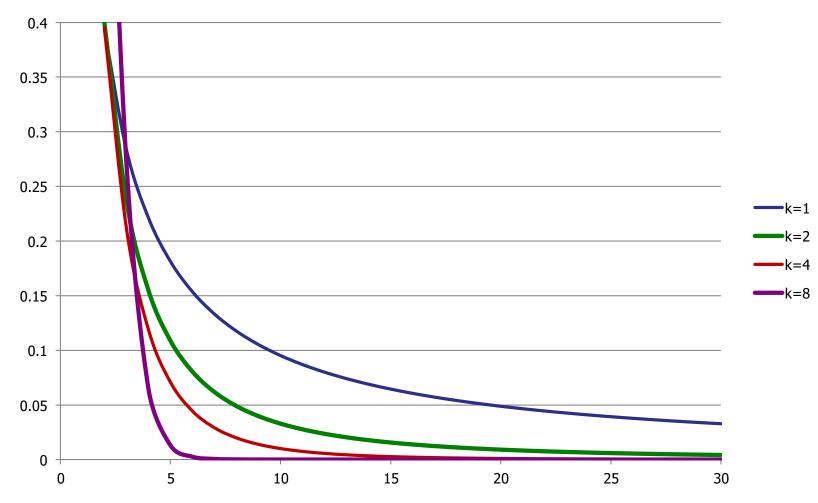
$$1 - e^{-kn/m}$$

Probability of a collision at all *k* spots:

$$(1-e^{-kn/m})^k$$

^{*} Assuming BOGUS fact that each table slot is independent...

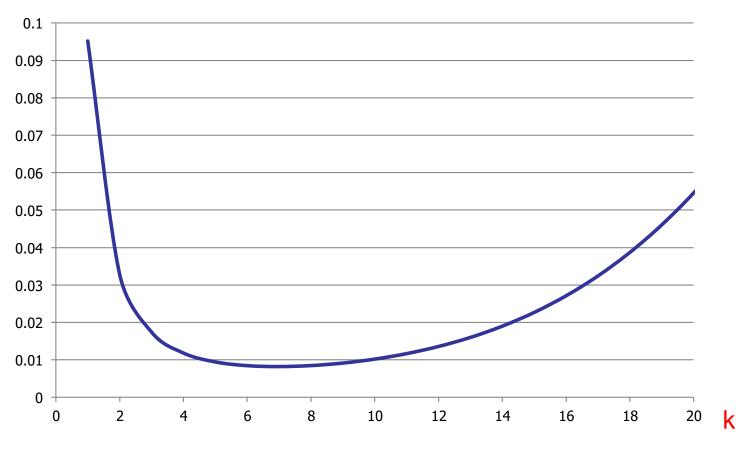
prob(false positive)



false positive rate vs. (m/n)

table size (m/n)

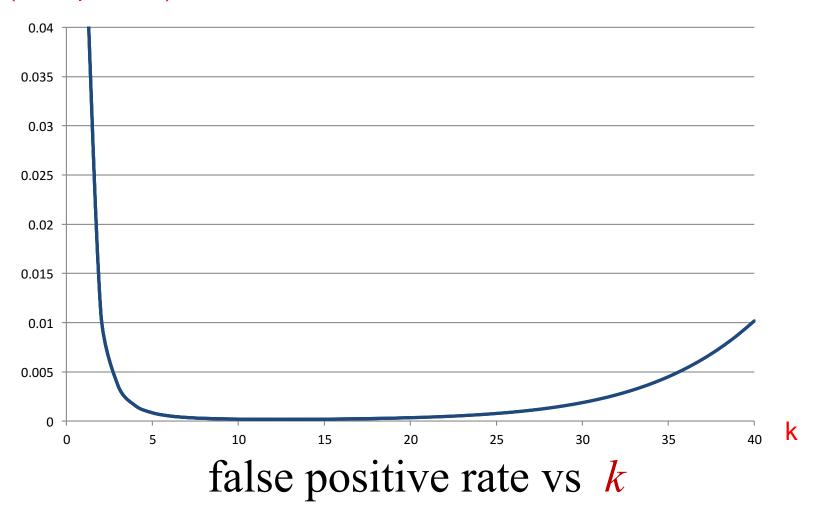
prob(false positive)



false positive rate vs k

$$m = 10n$$

prob(false positive)



$$m = 18n$$

What is the optimal value of k?

Probability of false positive:

$$\left(1-e^{-kn/m}\right)^k$$

- Choose:
$$k = \frac{m}{n} \ln 2$$

- Error probability: 2^{-k}

Summary So Far

- Fingerprint Hash Functions
 - Don't store the key.
 - Only store 0/1 vector.
- Bloom Filter
 - Use more than one hash function.
 - Redundancy reduces collisions.
- Probability of Error
 - False positives
 - False negatives