Lecture 5

Hashing (contd.), Binary Search Trees

Suppose every element of the dynamic set has a distinct key from the universe

$$U = \{0, 1, \dots, n-1\}$$

Suppose every element of the dynamic set has a distinct key from the universe

 $U = \{0,1,\ldots,n-1\}$ and chained hash table is T[0:m-1], where m < n.

Suppose every element of the dynamic set has a distinct key from the universe

 $U = \{0,1,\ldots,n-1\}$ and chained hash table is T[0:m-1], where m < n.

Defn: In independent uniform hashing, the hash function $h: U \to \{0,1,...,m-1\}$ works in the following manner:

Suppose every element of the dynamic set has a distinct key from the universe

 $U = \{0,1,\ldots,n-1\}$ and chained hash table is T[0:m-1], where m < n.

Defn: In independent uniform hashing, the hash function $h: U \to \{0,1,...,m-1\}$ works in the following manner:

• For each key k, h(k) is independently chosen uniformly randomly from $\{0,1,\ldots,m-1\}$.

Suppose every element of the dynamic set has a distinct key from the universe

```
U = \{0,1,\ldots,n-1\} and chained hash table is T[0:m-1], where m < n.
```

Defn: In independent uniform hashing, the hash function $h: U \to \{0,1,...,m-1\}$ works in the following manner:

- For each key k, h(k) is independently chosen uniformly randomly from $\{0,1,\ldots,m-1\}$.
- Each subsequent call to h with the same input k yields the same output h(k).

Suppose every element of the dynamic set has a distinct key from the universe

```
U = \{0,1,\ldots,n-1\} and chained hash table is T[0:m-1], where m < n.
```

Defn: In independent uniform hashing, the hash function $h: U \to \{0,1,...,m-1\}$ works in the following manner:

- For each key k, h(k) is independently chosen uniformly randomly from $\{0,1,\ldots,m-1\}$.
- Each subsequent call to h with the same input k yields the same output h(k).

What is the expected length of a chain now?

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Set of all possible outcomes of a random event.

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Set of all possible outcomes of a random event.

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space:

X:

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space: (1,1)

X:

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space: (1,1)

X: 2

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space:
$$(1,1)$$
 ... $(2,3)$ X : 2 ...

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space: (1,1) ... (2,3) X: 2 ... 5

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space:
$$(1,1)$$
 ... $(2,3)$ $(1,4)$ X : 2 ... 5

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space: (1,1) ... (2,3) (1,4) ... (5,2) ... (6,6) X: 2 ... 5 5 ... 7 ... 12

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space:
$$(1,1)$$
 ... $(2,3)$ $(1,4)$... $(5,2)$... $(6,6)$ X : 2 ... 5 5 ... 7 ... 12

$$\mathbf{Ex}(X) = 2.(1/36) + 3.(2/36) + \dots + 12.(1/36)$$

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space:
$$(1,1)$$
 ... $(2,3)$ $(1,4)$... $(5,2)$... $(6,6)$ X : 2 ... 5 5 ... 7 ... 12

$$\mathbf{Ex}(X) = 2.(1/36) + 3.(2/36) + \dots + 12.(1/36) = 7$$

Defn: A random variable is a function from sample space to \mathbb{R}^+ .

Defn: Expectation of a random variable, say X, is

Set of all possible outcomes of a random event.

$$\mathsf{Ex}(X) = \Sigma_{x \in range(X)} \ x . \, \mathsf{Pr}(X = x).$$

Example: Two dice are rolled. Let X be the sum of the two numbers appearing on the dice.

Sample Space:
$$(1,1)$$
 ... $(2,3)$ $(1,4)$... $(5,2)$... $(6,6)$ X : 2 ... 5 5 ... 7 ... 12

$$\mathbf{Ex}(X) = 2.(1/36) + 3.(2/36) + \dots + 12.(1/36) = 7$$

Linearity of Expectation: $\text{Ex}[X_1 + X_2 + ... + X_n] = \text{Ex}[X_1] + \text{Ex}[X_2] + ... + \text{Ex}[X_n]$

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

```
Fix a j \in \{0, 1, ..., m-1\}:
```

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables $X_0, X_1, ..., X_{n-1}$

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables $X_0, X_1, ..., X_{n-1}$, such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

```
Fix a j \in \{0, 1, ..., m-1\}:
```

Define random variables X_0, X_1, \dots, X_{n-1} , such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

Define random variables T_i

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables $X_0, X_1, ..., X_{n-1}$, such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables $X_0, X_1, ..., X_{n-1}$, such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

$$T_j = X_0 + X_1 + \dots + X_{n-1}$$

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables X_0, X_1, \dots, X_{n-1} , such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

$$T_j = X_0 + X_1 + \dots + X_{n-1}$$

$$\operatorname{Ex}[T_i] = \operatorname{Ex}[X_0 + X_1 + \dots + X_{n-1}]$$

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables X_0, X_1, \dots, X_{n-1} , such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

$$T_j = X_0 + X_1 + \dots + X_{n-1}$$

$$\operatorname{Ex}[T_j] = \operatorname{Ex}[X_0 + X_1 + \dots + X_{n-1}] = \operatorname{Ex}[X_0] + \operatorname{Ex}[X_1] + \dots + \operatorname{Ex}[X_{n-1}]$$

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables X_0, X_1, \dots, X_{n-1} , such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

$$T_j = X_0 + X_1 + \dots + X_{n-1}$$

$$\mathsf{Ex}[T_j] \ = \ \mathsf{Ex}[X_0 + X_1 + \ldots + X_{n-1}] \ = \ \mathsf{Ex}[X_0] + \mathsf{Ex}[X_1] + \ldots + \ \mathsf{Ex}[X_{n-1}] \ = n \cdot \left(\frac{1}{m}\right) = n/m$$

Recall: Hash function h that maps every key from $\{0,1,...,n-1\}$ to independently and uniformly randomly chosen value from $\{0,1,...,m-1\}$.

Fix a
$$j \in \{0, 1, ..., m-1\}$$
:

Define random variables X_0, X_1, \dots, X_{n-1} , such that $X_i = 1$ if h(i) = j, else $X_i = 0$.

Define random variables T_j , such that T_j is the length of the chain of the jth slot of hash table.

$$T_j = X_0 + X_1 + \dots + X_{n-1}$$

$$\mathsf{Ex}[T_j] \ = \ \mathsf{Ex}[X_0 + X_1 + \ldots + X_{n-1}] \ = \ \mathsf{Ex}[X_0] + \mathsf{Ex}[X_1] + \ldots + \ \mathsf{Ex}[X_{n-1}] \ = n \cdot \left(\frac{1}{m}\right) = n/m$$

Search's Time Complexity: O(1), when n=m.

In open addressing is an alternative to chaining in hash tables in which:

• All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.

- All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.
- Collision are handled as follows:

- All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.
- Collision are handled as follows:
 - A new element is inserted in "first-choice" location, if it's free.

- All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.
- Collision are handled as follows:
 - A new element is inserted in "first-choice" location, if it's free.
 - If "first-choice" location is already filled, then place it in "second-choice" location if it's free.

- All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.
- Collision are handled as follows:
 - A new element is inserted in "first-choice" location, if it's free.
 - If "first-choice" location is already filled, then place it in "second-choice" location if it's free.
 - If "second-choice" location is already filled, then place it in "third-choice" location if it's free.

- All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.
- Collision are handled as follows:
 - A new element is inserted in "first-choice" location, if it's free.
 - If "first-choice" location is already filled, then place it in "second-choice" location if it's free.
 - If "second-choice" location is already filled, then place it in "third-choice" location if it's free.
 - •

- All elements occupy the hash tables itself, i.e., T[i] = x or T[i] = NIL.
- Collision are handled as follows:
 - A new element is inserted in "first-choice" location, if it's free.
 - If "first-choice" location is already filled, then place it in "second-choice" location if it's free.
 - If "second-choice" location is already filled, then place it in "third-choice" location if it's free.
 - •
- Number of elements cannot exceed the size of hash table.

The sequence through which free slots are searched is called probe-sequence.

The sequence through which free slots are searched is called probe-sequence.

Hash functions are defined as:

The sequence through which free slots are searched is called probe-sequence.

Hash functions are defined as:

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

The sequence through which free slots are searched is called probe-sequence.

Hash functions are defined as:

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

Such that for all the keys *k*:

The sequence through which free slots are searched is called probe-sequence.

Hash functions are defined as:

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

Such that for all the keys *k*:

Probe sequence $\langle h(k,0), h(k,1), ..., h(k,m-1) \rangle$ is a permutation of $\langle 0,1,...,m-1 \rangle$

OA-INSERT (T, x) :		

OA-INSERT(T, x): 1. i = 0

- 1. i = 0
- 2. **do**

- 1. i = 0
- 2. **do**
- 3. q = h(x . key, i)

- 1. i = 0
- 2. **do**
- 3. q = h(x . key, i)
- 4. if T[q] == NIL

- 1. i = 0
- 2. **do**
- 3. q = h(x.key, i)
- 4. if T[q] == NIL
- 5. T[q] = x

- 1. i = 0
- 2. **do**
- 3. q = h(x . key, i)
- 4. if T[q] == NIL
- 5. T[q] = x
- 6. return q

```
OA-INSERT(T, x):
1. i = 0
2. do
  q = h(x . key, i)
  if T[q] == NIL
     T[q] = x
6.
       return q
     else
```

```
OA-INSERT(T, x):
1. i = 0
2. do
  q = h(x . key, i)
  if T[q] == NIL
     T[q] = x
6.
       return q
     else
     i = i + 1
8.
```

```
OA-INSERT(T, x):
1. i = 0
2. do
   q = h(x . key, i)
  if T[q] == NIL
    T[q] = x
6.
       return q
     else
    i = i + 1
8.
   while i \neq m
```

```
OA-INSERT(T, x):
1. i = 0
2. do
   q = h(x . key, i)
  if T[q] == NIL
    T[q] = x
6.
        return q
     else
     i = i + 1
8.
   while i \neq m
10. error "Hash table overflow"
```

OA-SEARCH(T, k):		

OA-SEARCH(T, k): 1. i = 0

- 1. i = 0
- 2. **do**

- 1. i = 0
- 2. **do**
- $3. \qquad q = h(k, i)$

- 1. i = 0
- 2. **do**
- 3. q = h(k, i)
- 4. if $T[q] \cdot key == k$

- 1. i = 0
- 2. **do**
- 3. q = h(k, i)
- 4. **if** T[q] . key == k
- 5. return T[q]

- 1. i = 0
- 2. **do**
- 3. q = h(k, i)
- 4. if $T[q] \cdot key == k$
- 5. return T[q]
- 7. else

OA-SEARCH(T, k): 1. i = 02. **do** 3. q = h(k, i)if T[q]. key == kreturn T[q]else i = i + 1

```
OA-SEARCH(T, k):
1. i = 0
2. do
3. q = h(k, i)
  if T[q]. key == k
     return T[q]
     else
  i = i + 1
   while T[q] \neq NIL and i \neq m
```

```
OA-SEARCH(T, k):
1. i = 0
2. do
3. q = h(k, i)
  if T[q]. key == k
     return T[q]
     else
  i = i + 1
   while T[q] \neq NIL and i \neq m
10. return NIL
```

OA-DELETE (T, x) :	

1.
$$i = 0$$

- 1. i = 0
- 2. **do**

- 1. i = 0
- 2. **do**
- 3. q = h(x, i)

- 1. i = 0
- 2. **do**
- $3. \qquad q = h(x, i)$
- 4. if T[q]. key == x. key

- 1. i = 0
- 2. **do**
- $3. \qquad q = h(x, i)$
- 4. if T[q]. $key == x \cdot key$
- 5. T[q] = NIL

- 1. i = 0
- 2. **do**
- 3. q = h(x, i)
- 4. if T[q]. key == x. key
- 5. T[q] = NIL
- 6. return

- 1. i = 0
- 2. **do**
- $3. \qquad q = h(x, i)$
- 4. if $T[q] \cdot key == x \cdot key$
- 5. T[q] = NIL
- 6. return
- 7. else

OA-DELETE(T, x): 1. i = 02. **do** q = h(x, i)if T[q]. key == x. keyT[q] = NIL6. return else i = i + 18.

OA-DELETE(T, x): 1. i = 02. **do** q = h(x, i)if T[q]. key == x. keyT[q] = NIL6. return else i = i + 1while $T[q] \neq NIL$ and $i \neq m$

```
OA-DELETE(T, x):
1. i = 0
2. do
  q = h(x, i)
3.
  if T[q]. key == x. key
    T[q] = NIL
6.
       return
     else
  i = i + 1
   while T[q] \neq NIL and i \neq m
10. return NIL
```

OA-DELETE(T, x):

- 1. i = 0
- 2. **do**
- 3. q = h(x, i)
- 4. if $T[q] \cdot key == x \cdot key$
- 5. T[q] = NIL
- 6. return
- 7. else
- 8. i = i + 1
- 9. while $T[q] \neq NIL$ and $i \neq m$
- 10. return NIL

Flaw: Deletion like this can affect the search or deletion of previously inserted element.

Linear Probing:

Linear Probing:

$$h(k, i) = (h'(k) + i) \% m$$

Linear Probing:

h(k,i) = (h'(k) + i) % m, where h'(k) is an ordinary hash function.

Linear Probing:

h(k,i) = (h'(k) + i) % m, where h'(k) is an ordinary hash function.

Double Hashing:

Linear Probing:

h(k,i) = (h'(k) + i) % m, where h'(k) is an ordinary hash function.

Double Hashing:

$$h(k, i) = (h_1(k) + ih_2(k)) \% m$$

Linear Probing:

h(k,i) = (h'(k) + i) % m, where h'(k) is an ordinary hash function.

Double Hashing:

 $h(k,i) = (h_1(k) + ih_2(k)) \% m$, where $h_1(k)$ and $h_2(k)$ are ordinary hash functions

Linear Probing:

h(k,i) = (h'(k) + i) % m, where h'(k) is an ordinary hash function.

Double Hashing:

 $h(k,i)=(h_1(k)+ih_2(k))\ \%\ m$, where $h_1(k)$ and $h_2(k)$ are ordinary hash functions and $gcd(h_2(k),m)=1$ for all k.

Linear Probing:

h(k,i) = (h'(k) + i) % m, where h'(k) is an ordinary hash function.

Double Hashing:

 $h(k,i)=(h_1(k)+ih_2(k))\ \%\ m$, where $h_1(k)$ and $h_2(k)$ are ordinary hash functions and $gcd(h_2(k),m)=1$ for all k.



Binary Search Trees (BSTs) are used to maintain a dynamic set that supports operations such as:

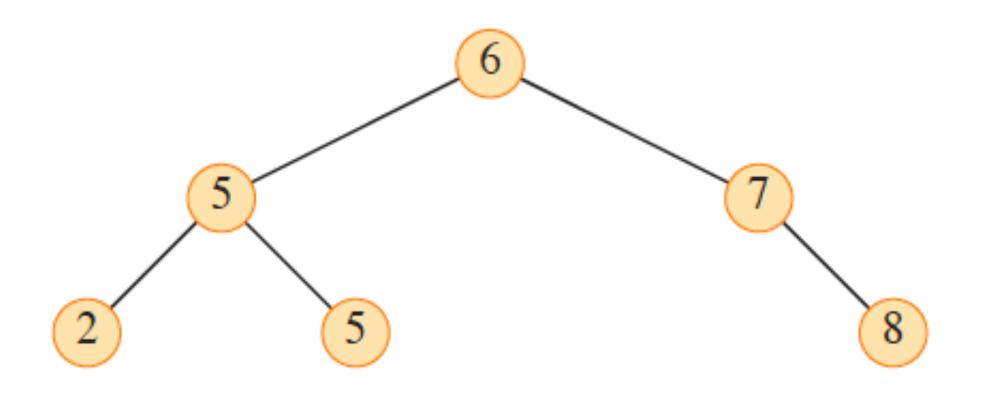
• Insert an element.

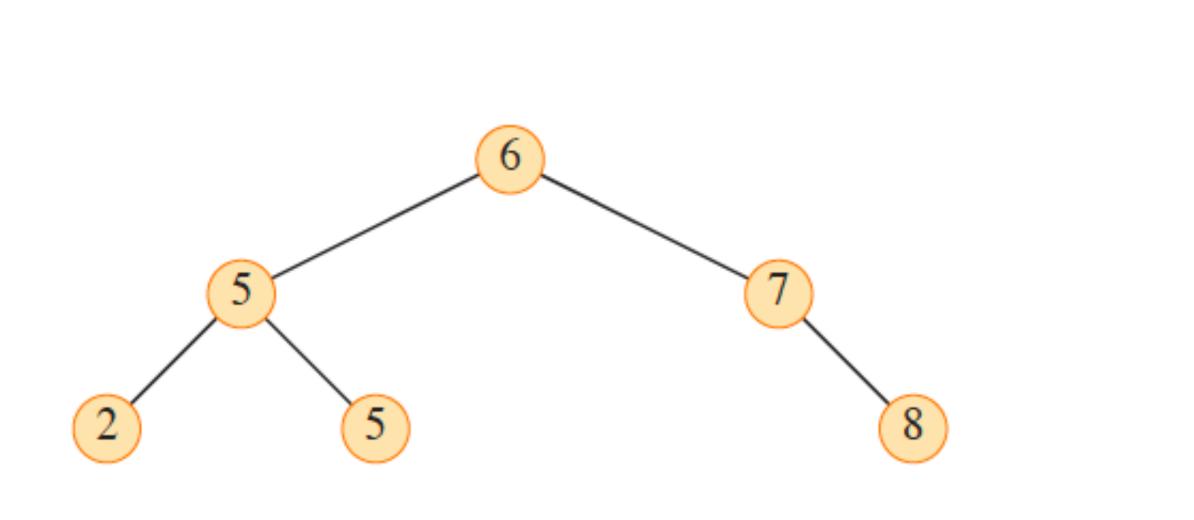
- Insert an element.
- Search for an element with the key k.

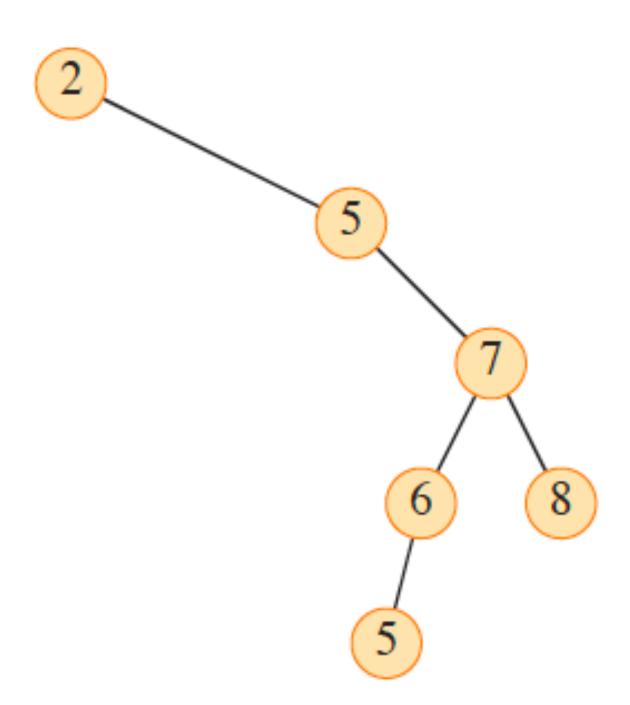
- Insert an element.
- Search for an element with the key k.
- Delete an element.

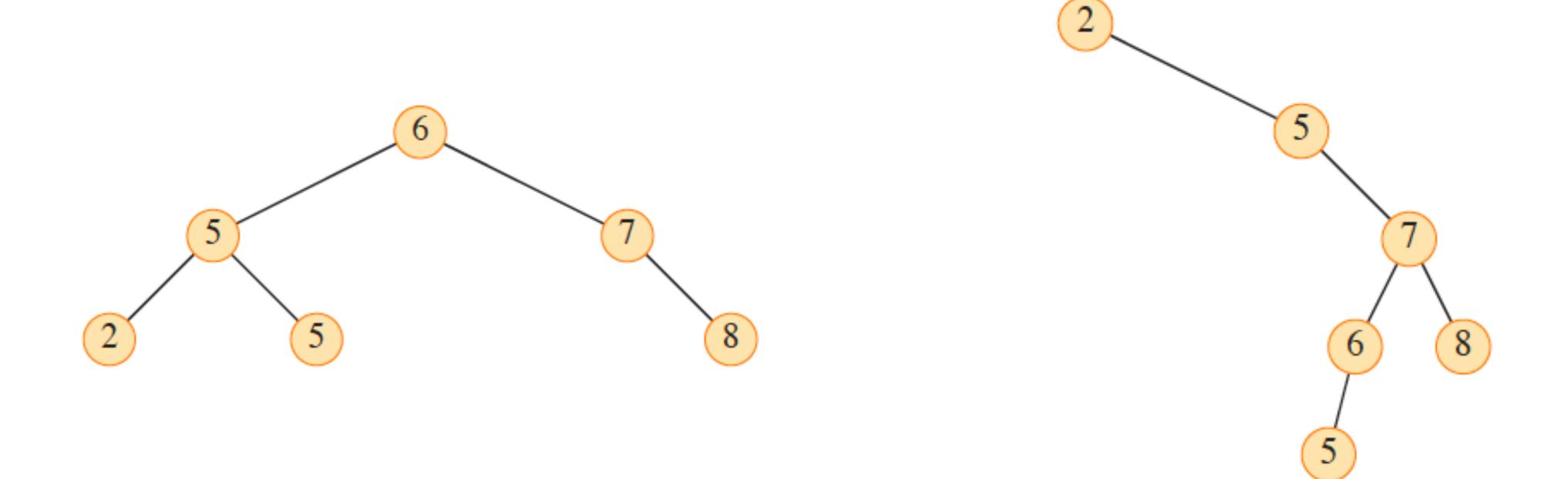
- Insert an element.
- Search for an element with the key k.
- Delete an element.
- Minimum or Maximum of the set.

- Insert an element.
- Search for an element with the key k.
- Delete an element.
- Minimum or Maximum of the set.
- Successor or Predecessor of an element of the set.

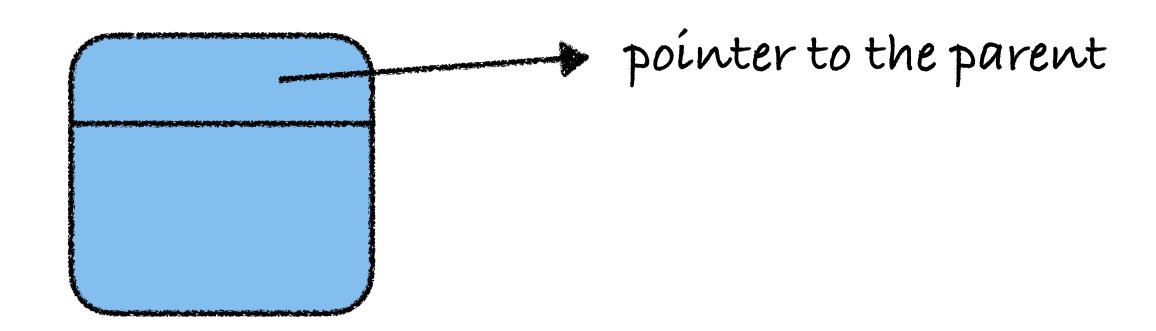


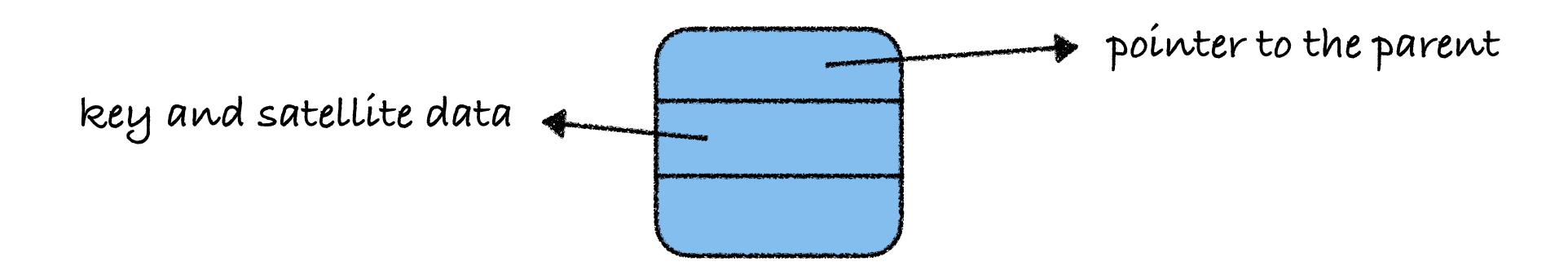


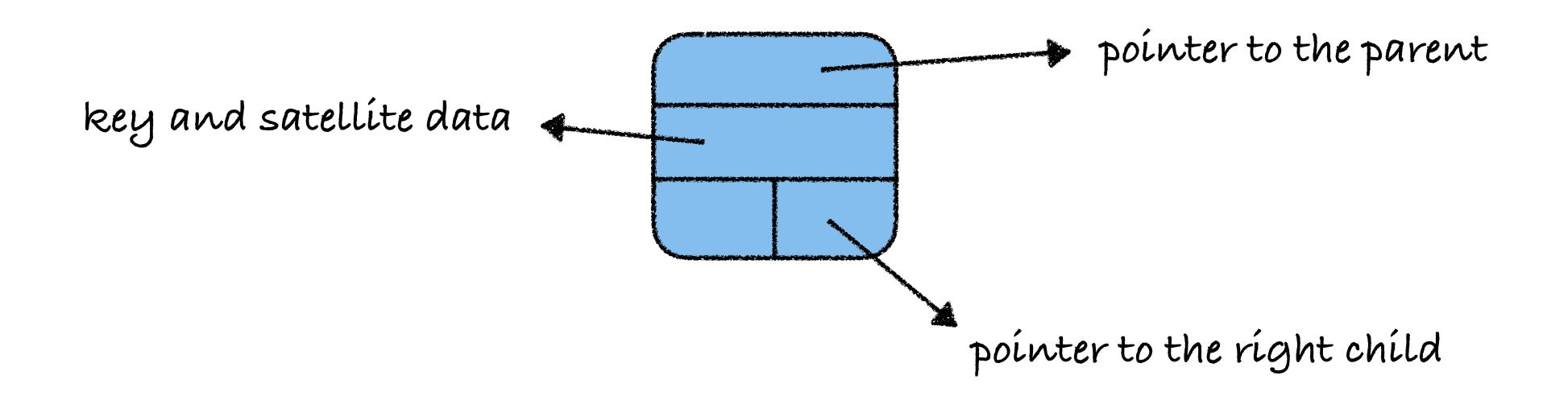


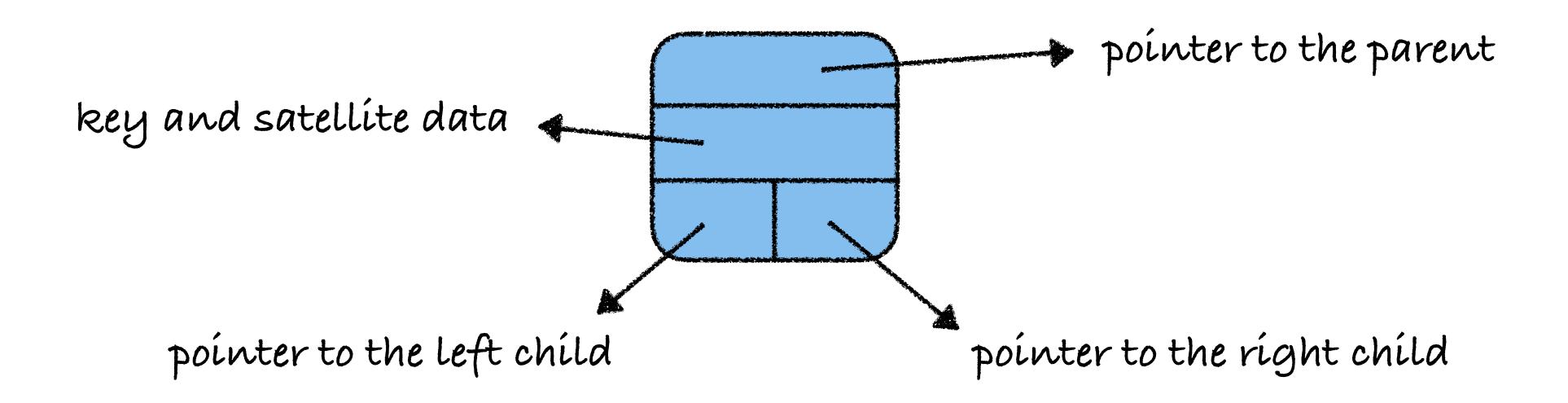


Source: CLRS

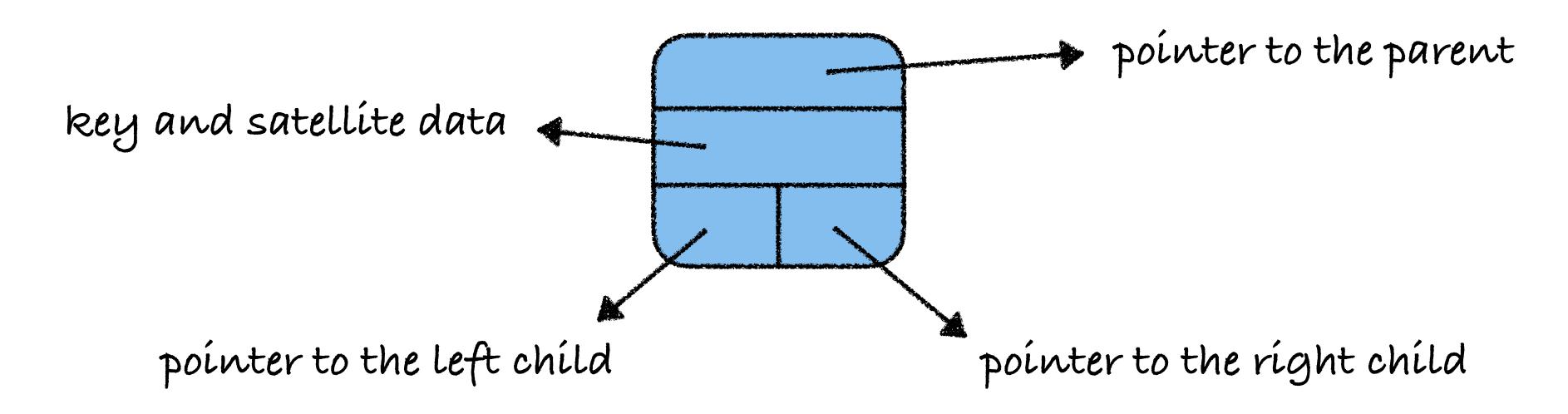




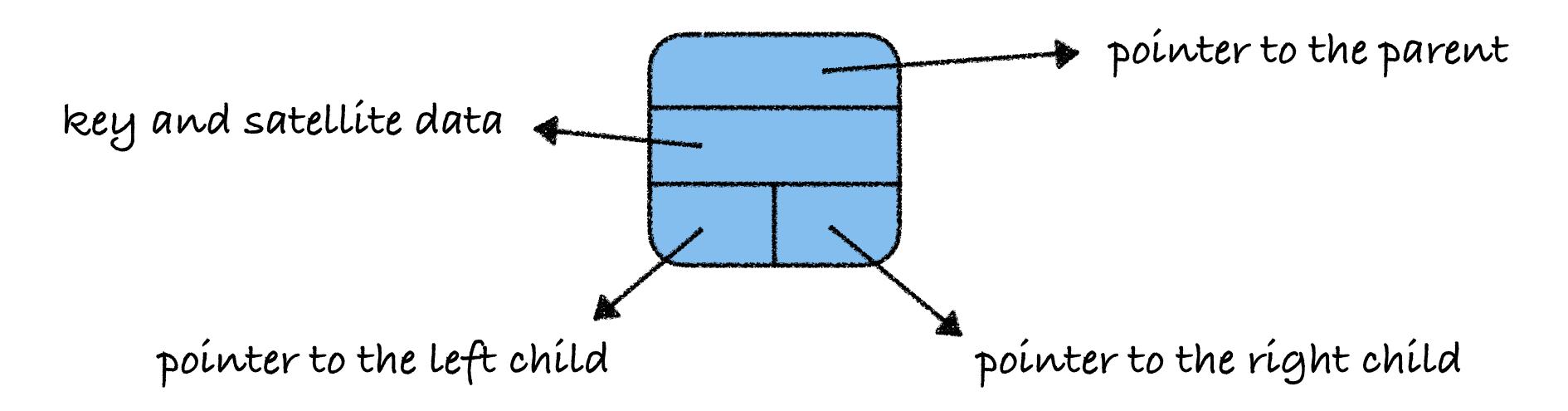




• A binary search tree is a collection of nodes of the following type:

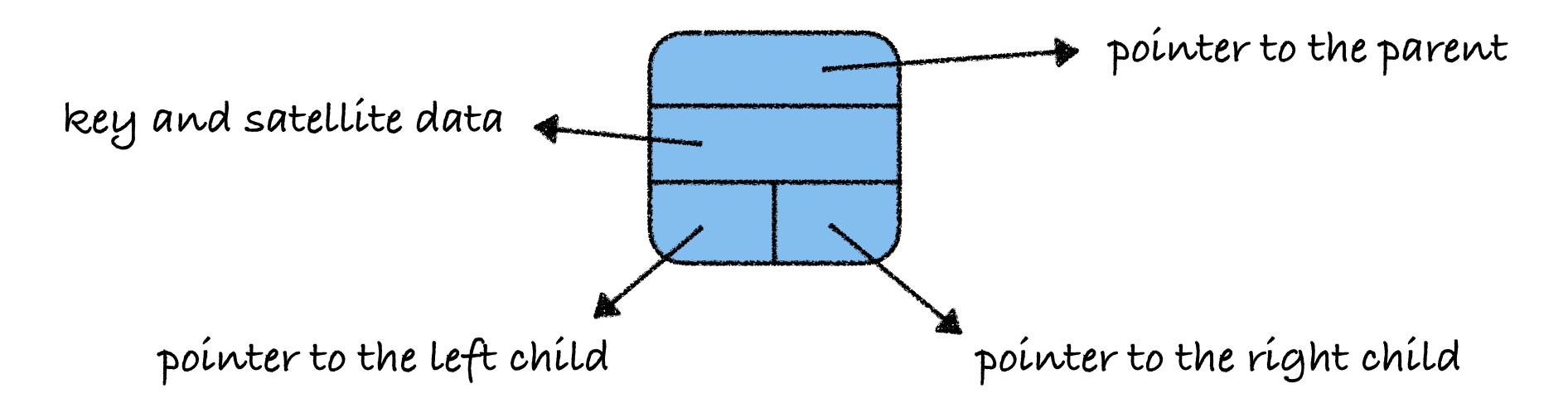


Every tree has a root.



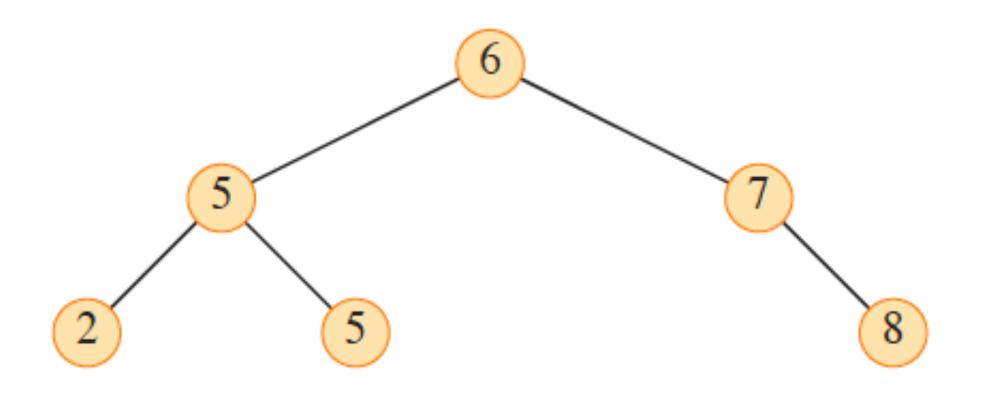
- Every tree has a root.
- A BST satisfies the following property:

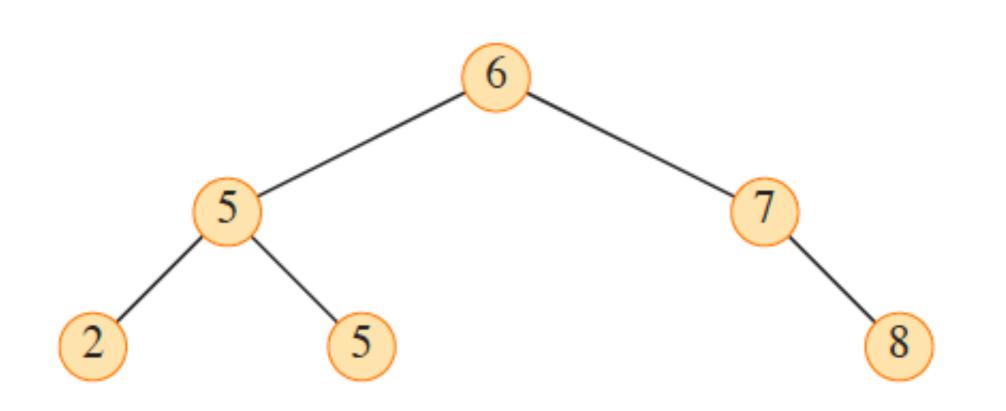
A binary search tree is a collection of nodes of the following type:

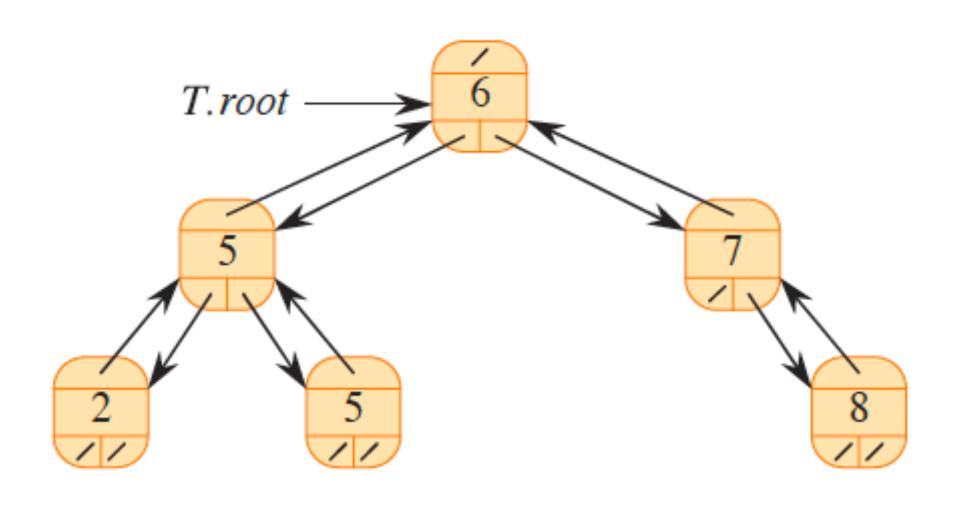


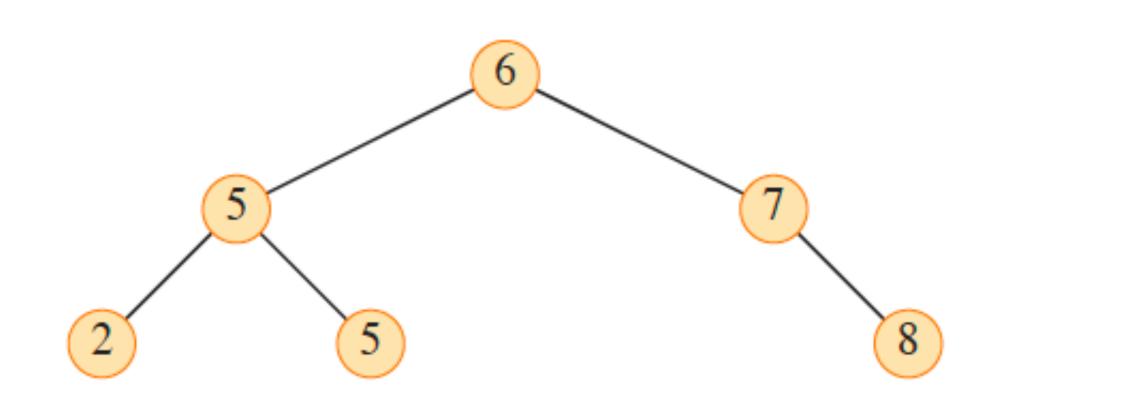
- Every tree has a root.
- A BST satisfies the following property:

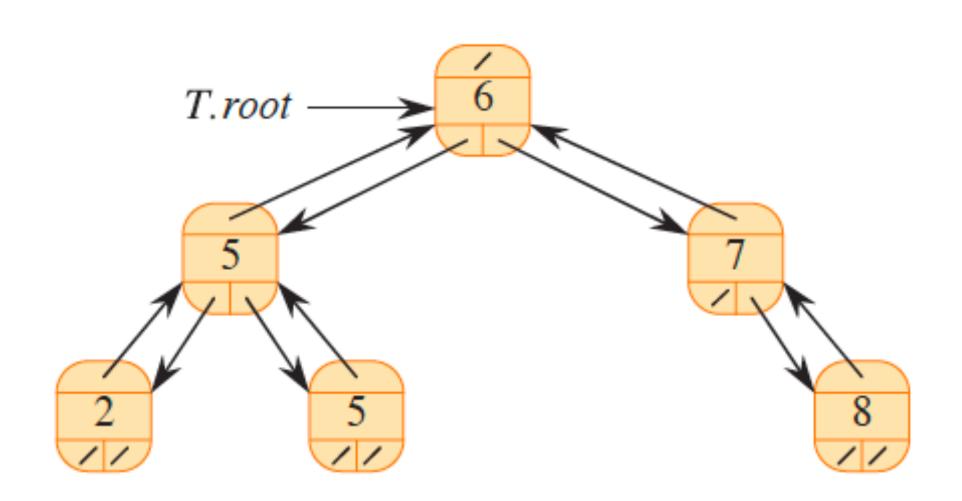
Let x be a node in BST and y, z be the nodes in its left, right subtree, respectively. Then, $y \cdot key \le x \cdot key \le z \cdot key$.











Source: CLRS