Introduction:

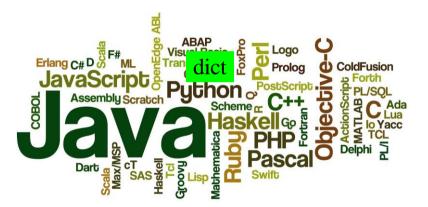
Hash Tables

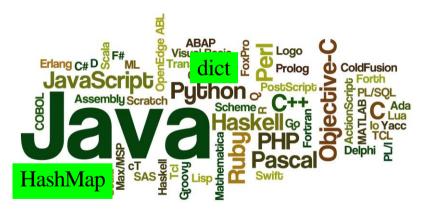
Data Structures and Algorithms

Outline

- Applications of Hashing
- <u>IP Addresses</u>
- 3 Direct Addressing
- 4 List-based Mapping
- Mash Functions
- Chaining
- Hash Tables





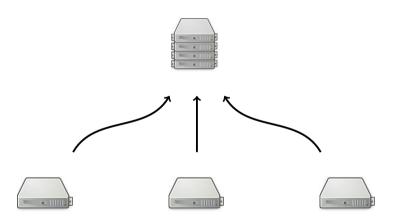


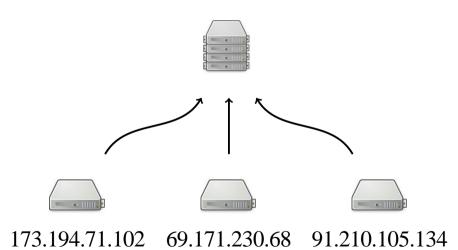


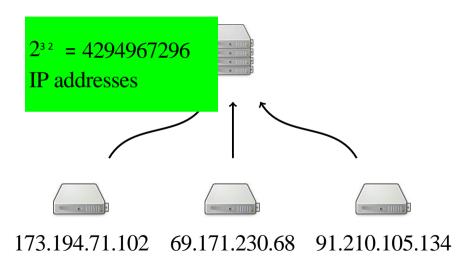
for, if, while, int

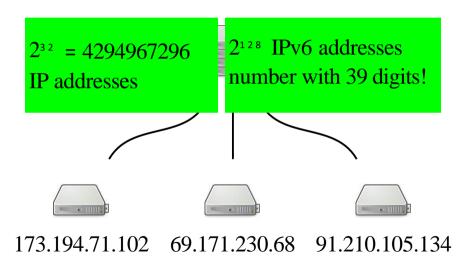
Outline

- Applications of Hashing
- 2 IP Addresses
- Direct Addressing
- 4 List-based Mapping
- Mash Functions
- **Chaining**
- Hash Tables









Access Log

Date	Time	IP address
09 Dec 2015	00:45:13	173.194.71.102
09 Dec 2015	00:45:15	69.171.230.68
	•••	•••
•••	•••	•••
09 Dec 2015	01:45:13	91.210.105.134

IP Access List

Analyse the access log and quickly answer queries: did anybody access the service from this *IP* during the last hour? How many times? How many *IP*s were used to access the service during the last hour?

■ 1h of logs can contain millions of lines

- 1h of logs can contain millions of lines
- Too slow to process that for each query

- 1h of logs can contain millions of lines
- Too slow to process that for each query
- Keep count: how many times each IP appears in the last 1h of the access log

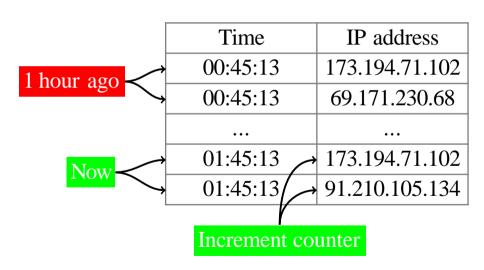
- 1h of logs can contain millions of lines
- Too slow to process that for each query
- Keep count: how many times each IP appears in the last 1h of the access log
- C is some data structure to store the mapping from IPs to counters

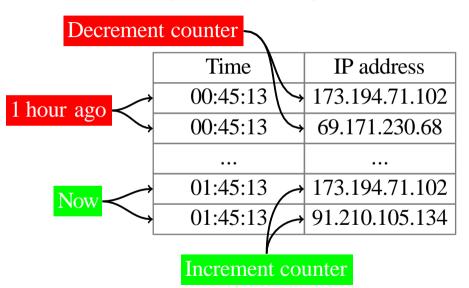
- 1h of logs can contain millions of lines
- Too slow to process that for each query
- Keep count: how many times each IP appears in the last 1h of the access log
- C is some data structure to store the mapping from IPs to counters
- We will learn later how to implement C

Time	IP address	
00:45:13	173.194.71.102	
00:45:13	69.171.230.68	
	•••	
01:45:13	173.194.71.102	
01:45:13	91.210.105.134	

	Time	IP address
	00:45:13	173.194.71.102
	00:45:13	69.171.230.68
	•••	•••
Now	01:45:13	173.194.71.102
	01:45:13	91.210.105.134

	Time	IP address	
	00:45:13	173.194.71.102	
Now	00:45:13	69.171.230.68	
	•••	•••	
	01:45:13	173.194.71.102	
	01:45:13	91.210.105.134	
	/		
	Increment counter		





Coming Next

How to implement the mapping *C*?

Outline

- Applications of Hashing
- <u>IP Addresses</u>
- 3 Direct Addressing
- 4 List-based Mapping
- Mash Functions
- 6 Chaining
- Hash Tables

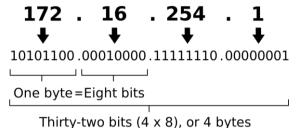
Need a data structure for C

- Need a data structure for C
- There are 2³² different IP(v4) addresses

- Need a data structure for C
- There are 2^{32} different IP(v4)
- addresses Convert IP to 32-bit integer

- Need a data structure for C
- There are 2³² di erent IP(v4) addresses
- Convert IP to 32-bit integer
- Create an integer array A of size 2³²

- Need a data structure for C
- There are 2^{3 2} di erent IP(v4) addresses
- Convert IP to 32-bit integer
- Create an integer array A of size 2³²
- Use A[int(IP)] as C[IP]



$$\blacksquare$$
 int(0.0.0.1) = 1

- \blacksquare int(0.0.0.1) = 1
- \blacksquare int(172.16.254.1) = 2886794753

- \blacksquare int(0.0.0.1) = 1
- \blacksquare int(172.16.254.1) = 2886794753
- \blacksquare int(69.171.230.68) =

- \blacksquare int(0.0.0.1) = 1
- \blacksquare int(172.16.254.1) = 2886794753
- int(69.171.230.68) = 1168893508

Asymptotics

■ UpdateAccessList is O(1) per log line

- UpdateAccessList is O(1) per log line
- AccessedLastHour is O(1)

- UpdateAccessList is O(1) per log line
- AccessedLastHour is O(1)
- But need 2³² memory even for few IPs

- UpdateAccessList is O(1) per log line
- AccessedLastHour is O(1)
- But need 2³² memory even for few IPs
- IPv6: 2¹²⁸ won't fit in memory

- UpdateAccessList is O(1) per log line
- AccessedLastHour is O(1)
- But need 2³² memory even for few IPs
- IPv6: 2¹²⁸ won't fit in memory
- In general: O(N) memory, N = |S|

Outline

- Applications of Hashing
- <u>IP Addresses</u>
- Direct Addressing
- 4 Hash Functions
- Chaining
- 6 Hash Tables

Encoding IPs

■ Encode IPs with small numbers

Encoding IPs

- Encode IPs with small numbers
- I.e. numbers from 0 to 999

Encoding IPs

- Encode IPs with small numbers
- i.e. numbers from 0 to 999
- Different codes for currently active IPs

Hash Function

Definition

For any set of objects S and any integer m > 0, a function $h : S \rightarrow \{0, 1, ..., m - 1\}$ is called a hash function.

Hash Function

Definition

For any set of objects S and any integer m > 0, a function $h : S \rightarrow \{0, 1, ..., m - 1\}$ is called a hash function.

Definition

m is called the cardinality of hash function h.

h should be fast to compute

- h should be fast to compute
- Different values for different objects

- h should be fast to compute
- Different values for different objects
- \blacksquare Direct addressing with O(m) memory

- h should be fast to compute
- Different values for different objects
- \blacksquare Direct addressing with O(m) memory
- Want small cardinality m

- h should be fast to compute
- Di erent values for di erent objects
- \blacksquare Direct addressing with O(m) memory
- Want small cardinality m
- Impossible to have all different values if number of objects |S| is more than m

Popular Hash Function

Division method: Choose a number m larger than the number n of keys in K. (The number m is usually chosen to be a prime number or a number without small divisors, since this frequently minimizes the number of collisions.) The hash function H is defined by

 $H(k) = k \pmod{m}$ or $H(k) = k \pmod{m} + 1$

Here k (mod m) denotes the remainder when k is divided by m. The second formula is used when we want the hash addresses to range from 1 to m rather than from 0 to m - 1.

Popular Hash Function

Midsquare method: The key k is squared. Then the hash function H is defined by

H(k) = I

where I is obtained by deleting digits from both ends of k^2 . We emphasize that the same positions of k^2 must be used for all of the keys.

Popular Hash Function

Folding method: The key k is partitioned into a number of parts, k1, ...,kr, where each part, except possibly the last, has the same number of digits as the required address. Then the parts are added together, ignoring the last carry. That is,

$$H(k) = k_1 + k_2 + ... + k_r$$

where the leading-digit carries, if any, are ignored. Sometimes, for extra "milling," the even-numbered parts, k_2 , k_4 , ..., are each reversed before the addition.

Question

Suppose a company with 68 employees assigns a 4-digit employee number to each employee which is used as the primary key in the company's employee file. Suppose L consists of 100 two-digit addresses: 00, 01, 02, ..., 99. Compute the locations to which the keys 3205, 7148, and 2345 are mapped.

(a) Division method. Choose a prime number m close to 99, such as m = 97. Then

$$H(3205) = 4$$
, $H(7148) = 67$, $H(2345) = 17$

That is, dividing 3205 by 97 gives a remainder of 4, dividing 7148 by 97 gives a remainder of 67, and dividing 2345 by 97 gives a remainder of 17. In the case that the memory addresses begin with 01 rather than 00, we choose that the function $H(k) = k \pmod{m} + 1$ to obtain:

$$H(3205) = 4 + 1 = 5$$
, $H(7148) = 67 + 1 = 68$, $H(2345) = 17 + 1 = 18$

(b) Midsquare method. The following calculations are performed:

Observe that the fourth and fifth digits, counting from the right, are chosen for the hash address.

Question

Suppose a company with 68 employees assigns a 4-digit employee number to each employee which is used as the primary key in the company's employee file. Suppose L consists of 100 two-digit addresses: 00, 01, 02, ..., 99. Compute the locations to which the keys 3205, 7148, and 2345 are mapped.

(c) Folding method. Chopping the key *k* into two parts and adding yields the following hash addresses:

H(3205) = 32 + 05 = 37, H(7148) = 71 + 48 = 19, H(2345) = 23 + 45 = 68Observe that the leading digit 1 in H(7148) is ignored. Alternatively, one may want to reverse the second part before adding, thus producing the following hash addresses:

H(3205) = 32 + 50 = 82, H(7148) = 71 + 84 + 55, H(2345) = 23 + 54 = 77

Question

Consider a hash table of size m=1000 and a corresponding hash function h(k)=[m(kAmod1)] for A=(V5-1)/2. Compute the locations to which the keys 6161, 6262, 6363, 6464, and 6565 are mapped.

•
$$h(61) = \lfloor 1000(61 \cdot \frac{\sqrt{5}-1}{2} \mod 1) \rfloor = 700.$$

•
$$h(62) = \lfloor 1000(62 \cdot \frac{\sqrt{5}-1}{2} \mod 1) \rfloor = 318.$$

•
$$h(63) = \lfloor 1000(63 \cdot \frac{\sqrt{5}-1}{2} \mod 1) \rfloor = 936.$$

•
$$h(64) = \lfloor 1000(64 \cdot \frac{\sqrt{5}-1}{2} \mod 1) \rfloor = 554.$$

•
$$h(65) = \lfloor 1000(65 \cdot \frac{\sqrt{5}-1}{2} \mod 1) \rfloor = 172.$$

Collisions

Definition

When $h(o_1) = h(o_2)$ and $o_1 \neq o_2$, this is a collision.

Outline

- Applications of Hashing
- <u>IP Addresses</u>
- 3 Direct Addressing
- List-based Mapping
- Mash Functions
- 6 Chaining
- Hash Tables

Map

Store mapping from objects to other objects:

- Filename \rightarrow location of the file on disk
- Student ID \rightarrow student name
- Contact name → contact phone number

Map

Store mapping from objects to other objects:

- Filename \rightarrow location of the le on disk
- Student ID → student name
- Contact name → contact phone number

Definition

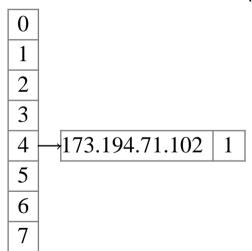
Map from S to V is a data structure with methods HasKey(O), Get(O), Set(O, v), where $O \in S$, $v \in V$.

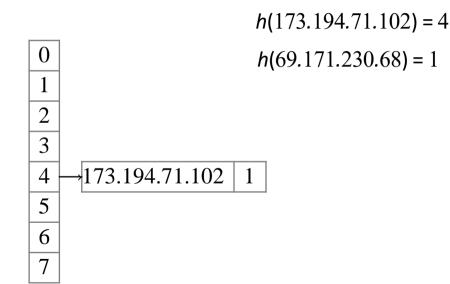
0
1
2
3
4
5
6
7

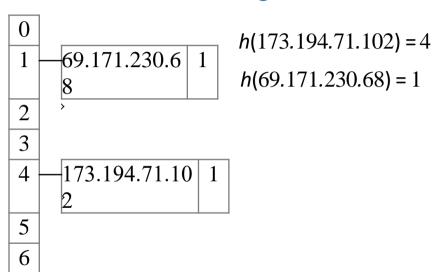
h(173.194.71.102) = 4

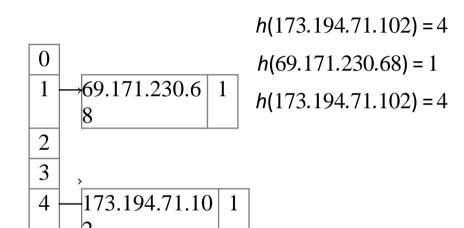
```
5
6
```

h(173.194.71.102) = 4

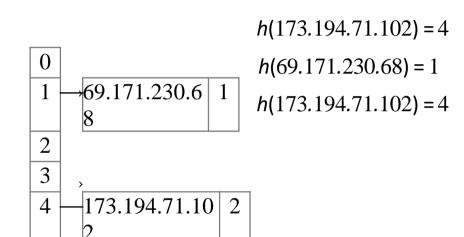




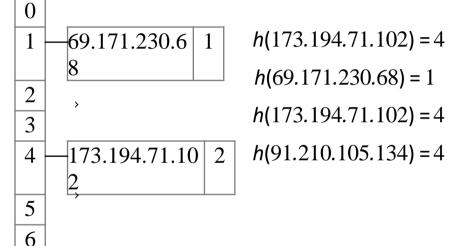


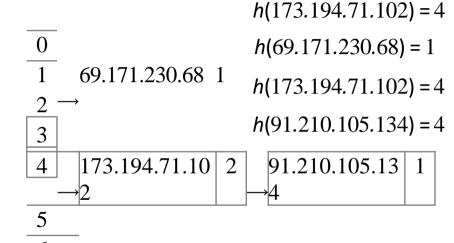


5



5





Chains — array of chains Each chain is a list of pairs (object, value)

HasKey(object)

 $chain \leftarrow Chains[hash(object)]$

if key == object: return true

return false

for (key, value) in chain:

Get(object)

for (key, value) in chain:

return N/A

 $chain \leftarrow Chains[hash(object)]$

if key == object:

return value

Set(object, value)

 $chain \leftarrow Chains[hash(object)]$

for pair in chain:

return

pair.value ← value

if pair.key == object:

chain.Append((object, value))

Let c be the length of the longest chain in *chains*. Then the running time of HasKey, Get, Set is $\Theta(c+1)$.

Let c be the length of the longest chain in A. Then the running time of HasKey, Get, Set is $\Theta(c+1)$.

Proof

If L = A[h(O)], len(L) = c, $O \notin L$, need to scan all c items

Let c be the length of the longest chain in A. Then the running time of HasKey, Get, Set is $\Theta(c+1)$.

Proof

- If L = A[h(O)], len(L) = c, $O \notin L$, need to scan all c items
- If c = 0, we still need O(1) time

Let n be the number of di erent keys O currently in the map and m be the cardinality of the hash function. Then the memory consumption for chaining is $\Theta(n + m)$.

Let n be the number of different keys O currently in the map and m be the cardinality of the hash function. Then the memory consumption for chaining is $\Theta(n + m)$.

Proof

 \bullet $\Theta(n)$ to store n pairs (O, v)

Let n be the number of different keys O currently in the map and m be the cardinality of the hash function. Then the memory consumption for chaining is $\Theta(n + m)$.

Proof

- \bullet $\Theta(n)$ to store *n* pairs (O, v)

Outline

- Applications of Hashing
- <u>IP Addresses</u>
- 3 Direct Addressing
- List-based Mapping
- Mash Functions
- 6 Chaining
- 7 Hash Tables

Definition

Set is a data structure with methods Add(O), Remove(O), Find(O).

Definition

Set is a data structure with methods Add(O), Remove(O), Find(O).

Examples

IPs accessed during last hour

Definition

Set is a data structure with methods Add(O), Remove(O), Find(O).

Examples

- IPs accessed during last hour
- Students on campus

Definition

Set is a data structure with methods Add(O), Remove(O), Find(O).

Examples

- IPs accessed during last hour
- Students on campus
- Keywords in a programming language

Implementing Set

Two ways to implement a set using chaining:

Set is equivalent to map from S to

$$V = \{true, false\}$$

Implementing Set

Two ways to implement a set using chaining:

- Set is equivalent to map from S to
 V = {true, false}
- Store just objects O instead of pairs (O, v) in chains

$$h: S \to \{0, 1, ..., m-1\}$$

 $O, O' \in S$
 $A \leftarrow \text{array of } m \text{ lists (chains) of objects } O$
 $Find(O)$
 $L \leftarrow A[h(O)]$

for O' in L:

return false

if Q' == Q:

return true

Add(O)

 $L \leftarrow A[h(O)]$

for O' in L:

if O' == 0:

L.Append(O)

return

Remove(O)

return

 $L \leftarrow A[h(O)]$

L.Erase(O)

if not Find(0):

Hash Table

Definition

An implementation of a set or a map using hashing is called a hash table.

Programming Languages

Set:

- unordered_set in C++
- HashSet in Java
- set in Python

Map:

- unordered_map in C++
- HashMap in Java
- dict in Python

 Chaining is a technique to implement a hash table

- Chaining is a technique to implement a hash table
- Memory consumption is O(n + m)

- Chaining is a technique to implement a hash table
- Memory consumption is O(n + m)
- Operations work in time O(c + 1)

- Chaining is a technique to implement a hash table
- Memory consumption is O(n + m)
- Operations work in time O(c + 1)
- How to make both *m* and *c* small?