Hashing I : Chaining & Hash Functions

Lecture Overview

- Dictionaries and Python
- Motivation
- Hash functions
- Chaining
- Simple uniform hashing
- "Good" hash functions

Readings

CLRS Chapter 11. 1, 11. 2, 11. 3.

Dictionary Problem

Abstract Data Type (ADT) maintains a set of items, each with a key, subject to

- insert(item): add item to set
- delete(item): remove item from set
- search(key): return item with key if it exists
- assume items have distinct keys (or that inserting new one clobbers old)
- balanced BSTs solve in $O(\lg n)$ time per op. (in addition to inexact searches like nextlargest).
- goal: $O(1)$ time per operation.

Python Dictionaries:

Items are (key, value) pairs e.g. $d =$ 'algorithms': 5, 'cool': 42

d.items() → [('algorithms', 5),('cool',5)]
d['cool'] → 42
d[42] → KeyError
'cool' in d → True
42 in d → False

Python <u>set</u> is really <u>dict</u> where items are keys.

Motivation

Document Distance

- already used in

```
def count_frequency(word_list):
D = {}
for word in word_list:
    if word in D:
        D[word] += 1
    else:
        D[word] = 1
```

- new docdist7 uses dictionaries instead of sorting:

```
def inner_product(D1, D2):
sum = ϕ. ϕ

for key in D1:
     if key in D2:
         sum += D1[key]*D2[key]
```

$\Longrightarrow$ optimal $\Theta(n)$ document distance *assuming* dictionary ops. take $O(1)$ time

PS2

How close is chimp DNA to human DNA?
= Longest common substring of two strings
e.g. ALGORITHM vs. ARITHMETIC.

Dictionaries help speed algorithms e.g. put all substrings into set, looking for duplicates - $\Theta(n^2)$ operations.

How do we solve the dictionary problem?

A simple approach would be a direct access table. This means items would need to be stored in an array, indexed by key.

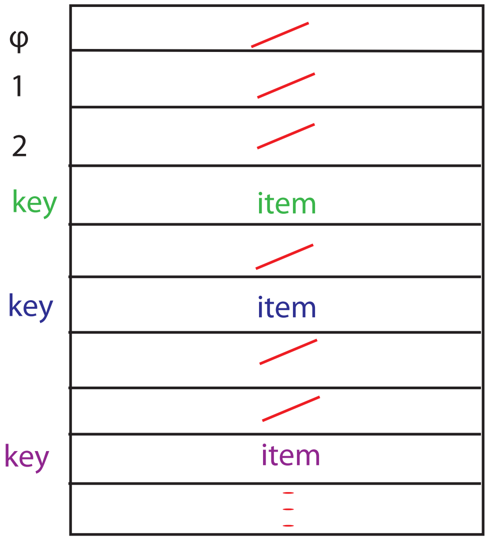

Figure 1: Direct-access table

Problems:

1. keys must be nonnegative integers (or using two arrays, integers)
2. large key range $\implies$ large space e.g. one key of 2^{256} is bad news.

2 Solutions:

Solution 1: map key space to integers.

- In Python: hash (object) where object is a number, string, tuple, etc. or object implementing — hash — Misnomer: should be called "prehash"
- Ideally, $x = y \Leftrightarrow \text{hash}(x) = \text{hash}\ (y)$
- Python applies some heuristics e.g. hash('$\backslash\phi B$ ') $= 64 =$ hash('$\backslash\phi \backslash \phi C$')
- Object's key should not change while in table (else cannot find it anymore)
- No mutable objects like lists

Solution 2: hashing (verb from ‘hache’ = hatchet, Germanic)

- Reduce universe U of all keys (say, integers) down to reasonable size m for table
- idea: $m \approx n$, $n = | k |$, k = keys in dictionary
- hash function h: $U \rightarrow \phi, 1, \ldots, m-1$

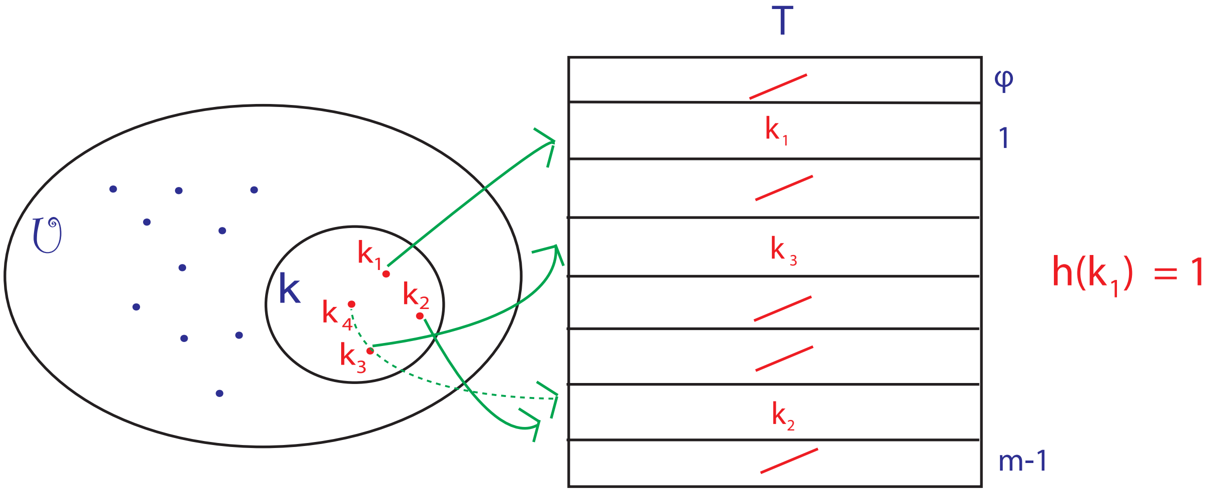

Figure 2: Mapping keys to a table

- two keys $k_i, k_j \epsilon K$ collide if $h(k_i) = h(k_j)$

***How* do we deal with collisions?**

There are two ways

1. Chaining: TODAY
2. Open addressing: NEXT LECTURE

Chaining

Linked list of colliding elements in each slot of table

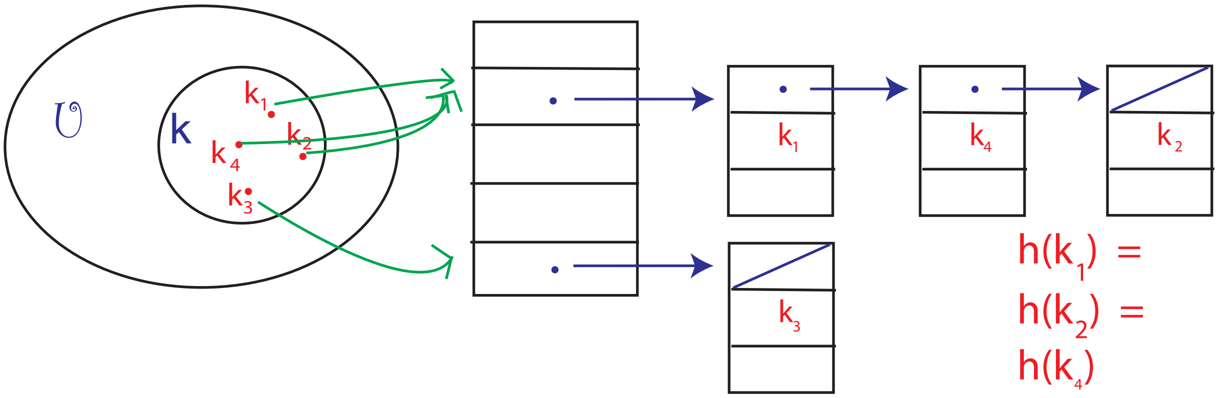

Figure 3: Chaining in a Hash Table

- Search must go through *whole* list T[h(key)]
- Worst case: all keys in k hash to same slot $\implies \Theta(n)$ per operation

Simple Uniform Hashing - an Assumption:

Each key is equally likely to be hashed to any slot of table, independent of where other keys are hashed.

$$\begin{aligned} \text{let } n &= \sharp\text{keys stored in table} \\ m &= \sharp\text{slots in table} \\ \underline{\text{load factor}}\,\alpha &= n/m = \text{average } \sharp \text{ keys per slot} \end{aligned}$$

Expected performance of chaining: assuming simple uniform hashing

The performance is likely to be $O(1+\alpha)$ - the 1 comes from applying the hash function and access slot whereas the α comes from searching the list. It is actually $\Theta(1+\alpha)$, even for successful search (*see CLRS*).

Therefore, the performance is $O(1)$ if $\alpha = O(1)$ i. e. $m = \Omega(n)$.

Hash Functions

Division Method:

$h(k) = k \bmod m$

- k_1 and k_2 collide when $k_1 = k_2(\bmod m)$ i. e. when m divides $| k_1 - k_2 |$
- fine if keys you store are uniform random
- but if keys are $x, 2x, 3x, \dots$ (regularity) and x and m have common divisor d then use only $1/d$ of table. This is likely if m has a small divisor e. g. 2.
- if $m = 2^r$ then only look at r bits of key!

Good Practice: A good practice to avoid common regularities in keys is to make m a prime number that is not close to power of 2 or 10.
Key Lesson: It is inconvenient to find a prime number; division slow.

Multiplication Method:

$h(k) = [(a \cdot k) \bmod 2^w] \gg (w - r)$ where $m = 2^r$ and w-bit machine words and $a =$ odd integer between $2^{(}w - 1)$ and 2^w.
Good Practise: a not too close to $2^{(w-1)}$ or 2^w.
Key Lesson: Multiplication and bit extraction are faster than division.

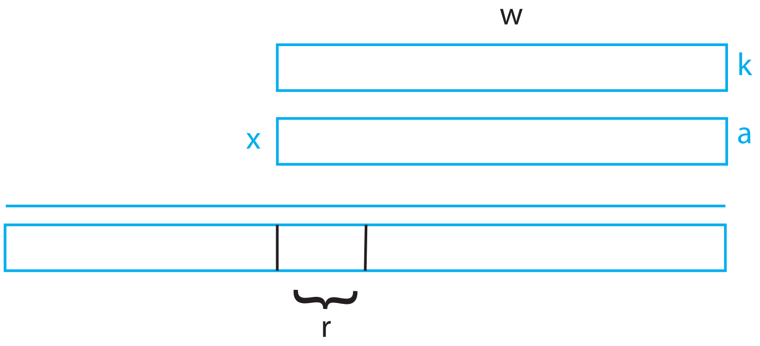

Figure 4: Multiplication Method

Source : http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-spring-2008/lecture-notes/lec5.pdf