

Lecture 3: Hashing

Instructor: *Alex Andoni*

Scribes: *Conor Sweeney (cjs2201), Erica Wei(cw3137)*

1 Course Info

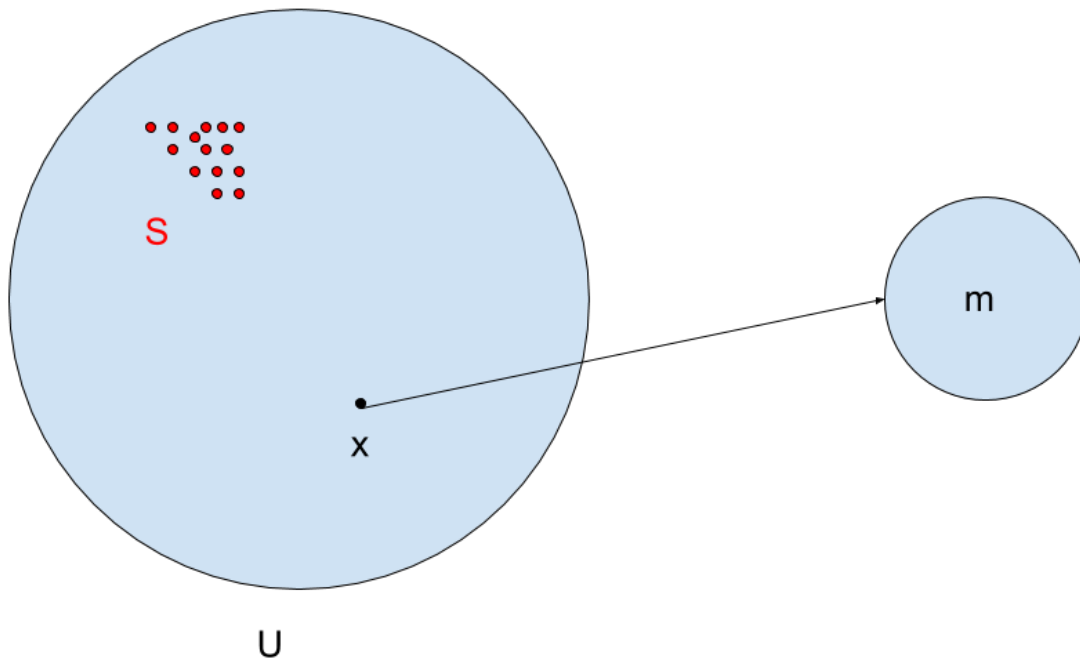
- Homework 1 has been posted (in courseworks under Files). It is due next Thursday Jan 28 at 4pm.
- OH Calendar has been posted as well (see courseworks/course info for link).
- Please sign up for to scribe (see courseworks announcement).

2 Class Topics

- Dictionary & Hashing

3 Problem: Dictionary

In this problem, a dictionary, a data structure problem. We want to pre-process a subset $S \in U$, U is a large universe, into the dictionary so that it can quickly answer if "Is $x \in S$?" Solution is to use hashing.



Above is a visualization of how a dictionary maps a large universe U to a smaller easily search-able dictionary m .

3.1 Collision

When $x \neq y$, but hash function maps them into the same cell s.t $h(x) = h(y)$.

3.2 Ideal

Enough for hash function h such that $\forall y \in S, \forall x \in U, x \neq y \rightarrow h(x) \neq h(y)$.

3.3 Issue

It is very hard to construct such a hash function because it depends on S a lot. And it is hard to compute the hash function. Here we will construct a hash function h s.t we have a better trade-off between computation/evaluation time and how "good" it is for distribution in terms of collisions.

4 Solutions

4.1 Random Function

Randomly choose hash function h and allow some collisions.

$$H = \{\text{all functions } h : U \rightarrow [m]\}$$

$$|H| = m^{|u|}$$

$h \in H$ is chosen at random

4.1.1 So what is the size of each bucket?

Let $C_x :=$ the collision count for x then:

$$C_x \triangleq \text{the number of elements in } S \text{ s.t. } h(x) = h(y)$$

Then the expectation for collisions can be considered as:

$$\begin{aligned} \mathbb{E}_n[\text{size of the bucket}] &= \mathbb{E}[C_x] \\ &= \mathbb{E}_n\left[\sum_{i \in S} \mathbf{1}[h(i) = h(x)]\right] \\ &= \sum_{i \in S} \mathbb{E}_n[\mathbf{1}[h(i) = h(x)]] \\ &= |S| \cdot \frac{1}{m} \\ &= \frac{n}{m} \end{aligned} \tag{1}$$

It is OK to set $m = \Theta(n)$ (e.g. $m = n$) which would mean that $\mathbb{E}_n[\text{size of the buckets}] = 1$.

Query Time = $O(1)$ + time to compute h (in expectations)

4.1.2 How large is the biggest bucket?

$\Theta\left(\frac{\log(n)}{\log(\log(n))}\right)$ with probability at least 99%.

4.1.3 How do we choose/store the random hash function h ?

It is actually okay to use a hash function $h \in H$ with "less" randomness. See section 5.3 for more details.

4.2 Knuth's Solution

Knuth suggests a concrete hash function to use:

$$h(x) = \lfloor \left\{ \frac{\sqrt{5}-1}{2} x \right\} * m \rfloor \tag{2}$$

m is the integer where U maps to $[m]$. This is not a good hash function because it's deterministic and in some cases it will have a large number of collisions.

4.3 Less Random

Definition: H is $\alpha \cdot$ almost -universal if

$$\forall x \neq y, Pr_h(h(x) = h(y)) \leq \alpha/m \quad (3)$$

In this case we relax from randomness and the probability of collisions is upper bounded.

Claim 1. $\mathbb{E}[\text{size of the bucket}] \leq \alpha \cdot n/m$.

The proof is similar as above.

Example [Dietzfelbinger et al., '97] :

$\forall a \in [U]$ a is randomly chosen with odd number,

$$h_a(x) = \lfloor (a \cdot x) \% |U| \cdot \frac{m}{|U|} \rfloor \quad (4)$$

$$H = \{h_a, a \in [U] \text{ odd}\}$$

Fact: H is 2-almost universal.

Lemma: Dictionary problem can be solved by using $O(n)$ space and $O(1)$ expected query time.

Proof. Set $m = n$, table takes space $O(m+n) = O(n)$, $E[\text{size of bucket}] \leq 1 + \frac{n}{m} = 2$. Hash function description is $O(\lg|U|)$. \square

4.4 Perfect Hashing

Goal $O(1)$ run time deterministically.

Ideally Let $C \triangleq \sum_{x \in S} C_x$, we want $C = 0 \Rightarrow$ size of bucket ≤ 1 .

$$\begin{aligned} \mathbb{E}[c] &= \mathbb{E}_h[\sum_{x \in S} C_x] \\ &= \sum_{x \in S} \mathbb{E}_h[C_x] \\ &= \sum_{x \in S} n/m \\ &= \frac{n^2}{m} \end{aligned} \quad (5)$$

Suppose set $m = 4n^2$, then $\mathbb{E}[c] = 1/4$.

By Markov Bound:

$$Pr[C \geq 4\mathbb{E}[C]] \leq \frac{\mathbb{E}[C]}{4\mathbb{E}[C]} = \frac{1}{4} \quad (6)$$

With probability at least $3/4$, we have $C < 4\mathbb{E}[C] = 1$. Since C is an integer, here we can say $C = 0$, no collisions.

Corollary: can solve Dictionary problem with $O(n^2)$ space and $O(1)$ query time.

Algorithm is following:

- 1) Set $m = 4n^2$
- 2) Build a hash table using a random hash function $h \in H$.
- 3) Compute C .
- 4) If $C \geq 1$, then try again.

This will eventually finish because the probability you have to try again is $1/4$. The idea here is the size of table is large enough so there's not many collisions.

Issue: How many times we need to try again?

$$\mathbb{E}[\# \text{ of tries in pre-processing algorithm}] = 1 \cdot 1 + 1/4 + (1/4)^2 + (1/4)^3 + \dots$$

$$\begin{aligned} \text{Another way to think about it is} &= 1 \cdot 3/4 + 1/4 \cdot (3/4) * 2 + (1/4)^2 \cdot (3/4) * 3 + \dots \\ &= \frac{1}{1 - 1/4} = 4/3 \end{aligned} \quad (7)$$

Expectation to try is $4/3$ times.