Concept of Hashing

15-123

Systems Skills in C and Unix

What is hashing

- Internet has grown to millions of users generating terabytes of content every day
- With such large data sets, how do we find anything?
- Two standard search techniques
 - Linear search O(n)
 - Binary Search O(log n)
- What if we need to find things even quicker?



- Suppose our intent is to find an item in O(1)
 - That is, constant time or time does not depend on data size n
- In most cases, we only care about

Finding and retrieving things quickly

- Updating and inserting things quickly
- We do not care about
 Order statistics of the data

Finding things quicklyStrategy – hashing

Data Structure – hash table





A relation between two sets defined by a simple function



- A hash function maps a key to a value
- Simplest Form
 A[i] a mapping of index (an integer) to a value
- The hash table idea is much more general
 - Keys don't have to be integers

- H("guna") = "professor"

If a hash function H can be defined, then information can be stored using (key,value) pairs

What makes a good hash function?

- A hash function must be
 - Easy to calculate
 - Must avoid "collisions"
- What do we mean by "easy to calculate"?
 - The cost of computing the hash value must be minimized
- What do we mean by "collisions"?
 - It is possible that two keys can map to the same value (unless you can come up with a perfect hash function)
 - Finding the perfect hash function is "hard"

Example

- Take a simple set of strings {"<u>abc</u>", "bda", "cad"}
- Define a hash function as follows

- Where n = 5 is the table size Find H("abc"), H("bda"), H("cad") $5^{\prime}/5 = 0$
- $A = 97 \rightarrow 0$ $b = 93 \rightarrow 1$

Storing the values



Questions

- What happens if "abe" and "bad" hash into the same location $\mathbb{P}(abc) = 3 = \mathbb{H}(bac)$
- How do we resolve it?
- Using a collision resolution strategy, X+1, X+2,...) quadratic probin X, X+1, X+4, X+9, X+1L) Separate Chain FDD

Using a better hash function

- H(s) = ∑ sum of characters has too many s= a, a, ...a, n!
 collisions
- Define H(s) as a polynomial representation of character\$50£ sa, + a, p+ $a_2p^2 + a_3p^3 + \dots + a_{n-1}p^{n-1}$ (p = 101) H(abcd) = $a + b \cdot p + c \cdot p^2 + dp^3$ = $a + p(b + cp + dp^2)$ = $a + p(b + cp + dp^2)$

Making things more efficient

• How can we calculate H(s) more efficiently?

See Noter for Code

Questions

• Suppose we would like to hash 10000 keys, (each up to a 5 character string) into a hash table of size 12000. We use the function

- H(string) = \sum sum of the characters of the string

• What would be the key distribution e_0 b=1z'=252 = 1512 = 12

Coding Examples