

TODAY: Hashing

- universal & k-wise independent
- simple tabulation hashing
- chaining & perfect hashing
- linear probing
- cuckoo hashing

Hash function:  $h: \{0, 1, \dots, u-1\} \rightarrow \{0, 1, \dots, m-1\}$

universe  $\mathcal{U}$  of keys      table size  $m$

- Totally random:  $\Pr_h \{ h(x) = t \} = 1/m$ ,  
independent of  $h(y)$  for all  $x \neq y \in \mathcal{U}$
- $\Theta(u \lg m)$  bits of information - **TOO BIG**
- "Simple uniform hashing" of [CLRS]
- Universal: choose  $h$  from family  $\mathcal{H}$  with  

$$\Pr_{h \in \mathcal{H}} \{ h(x) = h(y) \} = O(1/m) \text{ for all } x \neq y \in \mathcal{U}$$

strong if  $\leq 1/m$

[Carter & Wegman - JCSS 1979]

  - $h(x) = [(ax) \bmod p] \bmod m$  for  $0 < a < p$   
or: vector dot product       $\hookrightarrow \text{prime } p \geq u = |\mathcal{U}|$
  - $h(x) = [(ax) \bmod u] // 2^{\lg u - \lg m}$  for odd  $a < 2^u$ ,  
 $= (a \cdot x) \gg (\lg u - \lg m)$  integer division       $m \& u =$   
right shift      powers of 2

[Dietzfelbinger, Hagerup, Katajainen, Penttonen - JAlg. 1997]

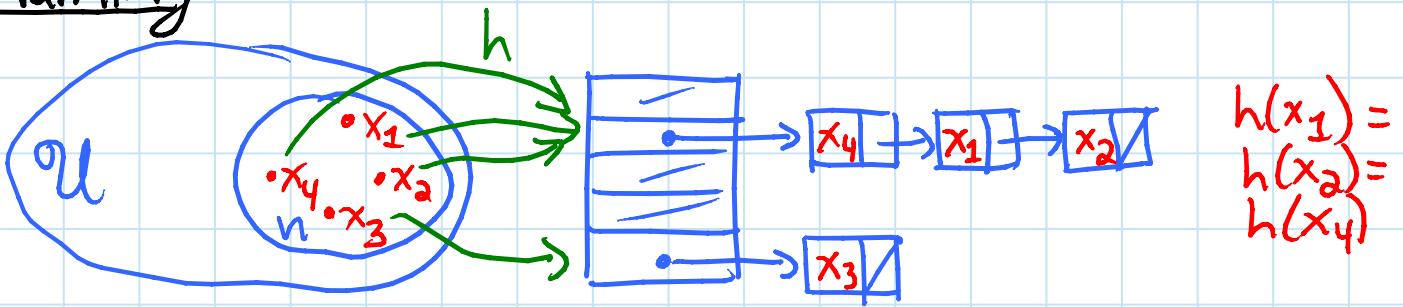
- $k$ -wise independent: family  $\mathcal{H}$  of hash functions with  $\Pr_{h \in \mathcal{H}} \{ h(x_1) = t_1 \ \& \ \dots \ \& \ h(x_k) = t_k \} = O(1/m^k)$  for all distinct  $x_1, x_2, \dots, x_k \in \mathcal{U}$  [Wegman & Carter - JCSS 1981]

- pairwise ( $k=2$ ) is stronger than universal
- $h(x) = [(ax+b) \text{ mod } p] \text{ mod } m$  for  $0 \leq a < p$  &  $0 \leq b < p$
- $h(x) = \left[ \left( \sum_{i=0}^{k-1} a_i x^i \right) \text{ mod } p \right] \text{ mod } m$  for  $0 \leq a_{k-1} < p$  &  $0 \leq a_i < p$  [WC81]
- $O(n^\epsilon)$  space,  $f(k)$  query, uniform, & practical
  - esp.  $k=5$  [Thorup & Zhang - SODA 2004]
- $O(n^\epsilon)$  space,  $O(1)$  query for  $k = O(\lg n)$ 
  - ↳ necessary for [Siegel - SICOMP 2004]

- Simple tabulation hashing: [WC81]

- view  $x$  as vector  $x_1, x_2, \dots, x_c$  of characters
- totally random hash table  $T_i$  on each character  
 $\Rightarrow O(c u^{1/c})$  words of space
  - $h(x) = T_1(x_1) \oplus T_2(x_2) \oplus \dots \oplus T_c(x_c)$
  - $\Rightarrow O(c)$  time to compute
  - 3-independent

## Chaining:

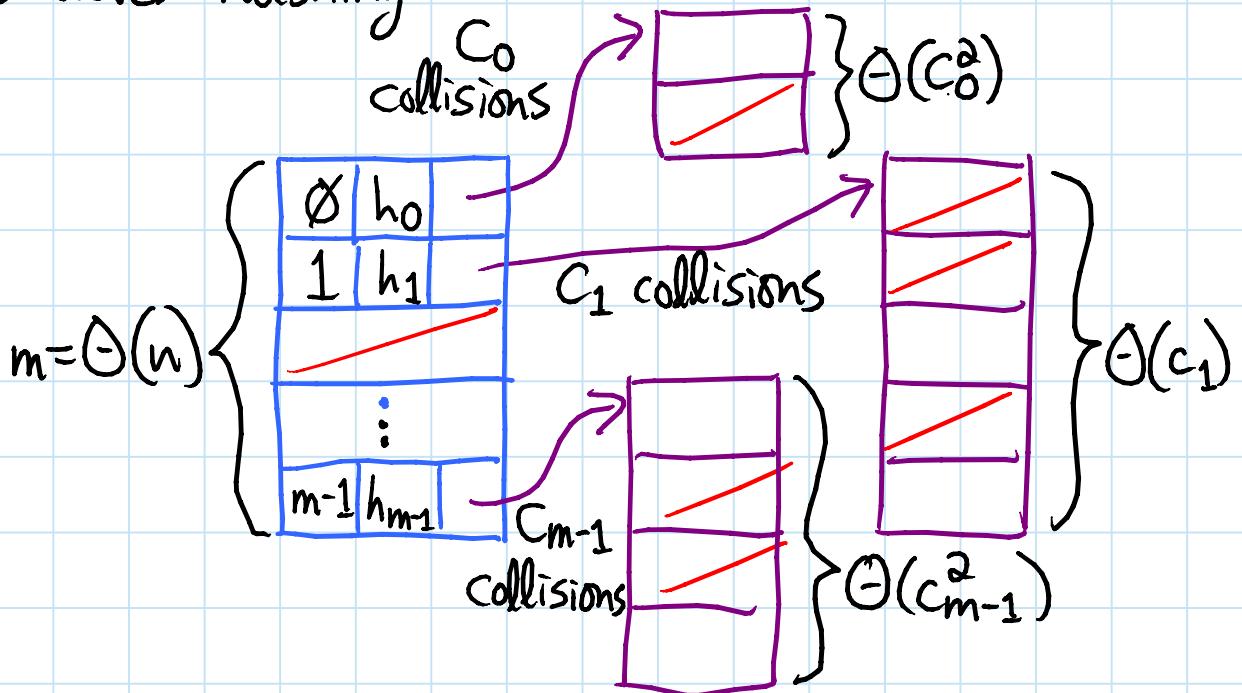


- $E[C_t = \text{length of chain } t] = \sum_i \Pr\{h(x_i) = t\}$
- universal  $\Rightarrow O(n/m) = O(1)$  for  $m = \Omega(n)$
- $\text{Var}[C_t] = E[C_t^2] - E[C_t]^2$
- assuming  $h$  is "symmetric":  

$$E[C_t^2] = \frac{1}{m} \sum_s E[C_s^2] = \frac{1}{m} \sum_{i,j} \Pr\{h(x_i) = h(x_j)\}$$
- universal  $\Rightarrow = \frac{1}{m} \cdot n^2 \cdot O(1/m) = O(n^2/m^2)$   
 $= O(1)$  for  $m = \Omega(n)$
- totally random  $\Rightarrow C_t = O(\frac{\lg n}{\lg \lg n})$  with high probability
  - $\Pr\{C_t > c \cdot \mu\} \leq e^{-(c-1)\mu} / (c\mu)^{c\mu}$  [Chernoff]
  - $c = \frac{\lg n}{\lg \lg n} \Rightarrow \Pr \approx 1 / O(\frac{\lg n}{\lg \lg n})^{O(\frac{\lg n}{\lg \lg n})} = 1/n^{O(1)}$
  - $O(\frac{\lg n}{\lg \lg n})$ -wise independence  $\Rightarrow$  same  
[Schmidt, Siegel, Srinivasan - SIDMA 1995]
- simple tabulation hashing  $\Rightarrow$  same  
[Pătrașcu & Thorup - STOC 2011]
- with "cache" of  $\Omega(\lg n)$  items, totally random  $\Rightarrow$   
 $O(1)$  amortized w.h.p.:
  - $\Theta(\lg n)$  keys collide with "batch" of  $\lg n$  ops. w.h.p.
  - $\mu = \lg n$ ,  $c = 2 \Rightarrow \Pr \leq e^{\lg n} / (2\lg n)^{2\lg n} < 1/n^c$

EKS perfect hashing: [Fredman, Komlós, Szemerédi - J.ACM 1984]

- store chain  $C_t$  as hash table of size  $\Theta(C_t^2)$   
 $\Rightarrow$  2-level hashing:



- $E[\# \text{collisions in } C_t \text{ table}] = \sum_{i,j \in C_t} \Pr\{h(x_i) = h(x_j)\}$
- universal  $\Rightarrow = C_t^2 \cdot O(1/C_t^2)$
- set  $\Theta$  constant to make  $\leq 1/2$   $\Pr\{X > x\} \leq \frac{E[X]}{x}$  [Markov]
- $\Rightarrow \Pr\{\$ \text{ collisions in } C_t \text{ table}\} \geq 1/2$
- $\Rightarrow O(1)$  expected trials to build collision-free  $C_K$
- $E[\text{space}] = \Theta(m + \sum_t C_t^2) = \Theta(m + n^2/m)$   
 $= \Theta(n)$  for  $m = \Theta(n)$
- $\Rightarrow O(1)$  deterministic query
- $O(n)$  space  
 $O(n)$  preprocessing } one in expectation

Dynamic: [Dietzfelbinger, Karlin, Mehlhorn, Meyer auf der Heide, Rohnert, Tarjan - SICOMP 1994]

- maintain  $C_t$  table size  $\in [\frac{1}{4}, 4] \cdot c \cdot C_t^2$
- double/halve table if  $C_t$  changes a lot
- charge linear cost to linear # updates
- if space  $> c \cdot n$ : rebuild entire table
- $\Pr\{\text{happening}\} = O(1/n)$  [Markov]
- $\Rightarrow$  expected  $O(1)$  cost per update

$\Rightarrow O(1)$  deterministic query

$O(1)$  expected update  $\rightarrow$  w.h.p. possible!

$O(n)$  space [Dietzfelbinger & Meyer auf der Heide - ICALP 1990]

$\rightarrow$  10x slower than memory access (Pătrașcu AT&T)

Linear probing: great cache perf.

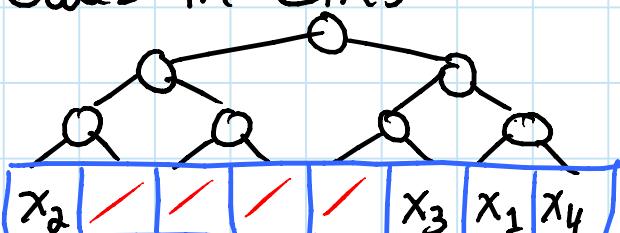
- $\text{insert}(x)$  puts  $x$  at first available slot  $[h(x) + i] \bmod m$
- need  $m \geq (1+\varepsilon) \cdot n$  (not just  $m = \Omega(n)$ )
- totally random  $h \Rightarrow O(1/\varepsilon^2)$  expected time/op.  
(&  $(1+\varepsilon)n$  space) [Knuth - TR 1962]
- $O(\lg n)$ -wise independent  $\Rightarrow$  constant expected

[Schmidt & Siegel - STOC 1990]

- 5-wise independent  $\Rightarrow$  constant expected  
[& pairwise  $\Rightarrow \Omega(\lg n)$ ] [Pagh, Pagh, Ružić - STOC 2007]
- Some 4-wise independent hashes  $\Rightarrow \Omega(\lg n)$  expected  
[Pătrașcu & Thorup - ICALP 2010]
- Simple tabulation hashing  $\Rightarrow O(1/\varepsilon^2)$  expected  
[Pătrașcu & Thorup - STOC 2011]

Proof that totally random  $h \Rightarrow O(1)$  expected

[Pagh, Pagh, Ružić - STOC 2007] (cf. Patrascu)

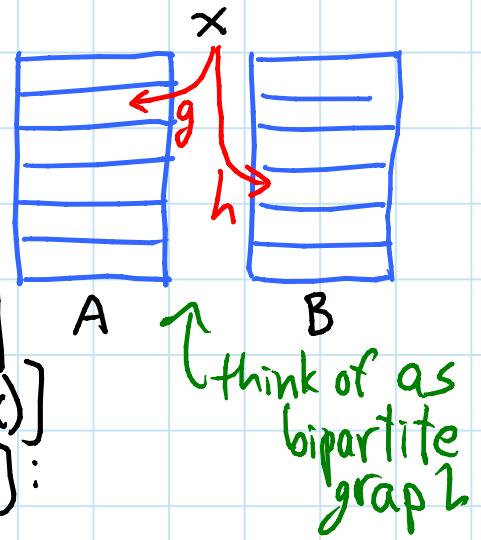
- totally random hash  $h \Rightarrow$  balls in bins
- assume here  $m = 3n$
- build perfect binary tree on leaves = slots
  - 
  - $x_2$  | / | / | / |  $x_3$   $x_1$   $x_4$
- call node of height  $h$  dangerous  
 $\text{if } > \frac{2}{3} \cdot 2^h = 2^m$  keys hash within node (via  $h$ )
  - $\Pr\{> 2^m\} \leq e^m / 2^{2m} = (e/4)2^{h/3}$  [Chernoff]
- consider run in table of length  $\in [2^l, 2^{l+1})$ 
  - look at nodes of height  $h = l-3$  spanning run
    - ↳ between 8 & 17 of them
  - first 4 nodes span  $> 3 \cdot 2^h$  slots of the run
  - these keys must hash within the 4 nodes (via  $h$ )
  - if nodes not dangerous:  $\leq 4 \cdot \frac{2}{3} \cdot 2^h = \frac{8}{3} \cdot 2^h$  keys hash within the nodes  
 $\Rightarrow \geq 1$  node dangerous
- $\Rightarrow \Pr\{\text{length of run} \geq x \text{ has length } \in [2^l, 2^{l+1})\}$   
 $\leq 17 \cdot \Pr\{\text{node of height } l-3 \text{ is dangerous}\}$   
 $\leq 17 \cdot (e/4)2^{h/24}$
- $E[\text{length of run} \geq x] = \Theta\left(\sum_l 2^l \cdot \Pr\{\text{len. } \in [2^l, 2^{l+1})\}\right)$   
 $= \Theta(1)$  *1/doubly exponential*

□

- cache of  $\lg^{1+\varepsilon} n \Rightarrow O(1)$  amortized w.h.p. [Pat 11]
  - for batch of  $\lg^{1+\varepsilon} n$ ,  $E[\#\text{dangerous @ height } h] = \lg^{1+\varepsilon} n / C 2^h$
  - $\Rightarrow$  for  $h < \lg \lg n$ ,  $O(1)$  w.h.p.; if  $h > \lg \lg n \Rightarrow$  not dang. w.h.p.

## Cuckoo hashing: [Pagh & Rodler - J. Alg. 2004]

- 2 tables of size  $m \geq (1+\varepsilon) \cdot n$
- 2 hash functions ( $g \rightarrow A, h \rightarrow B$ )
- $\text{query}(x)$ : check  $A[g(x)] \& B[h(x)]$
- $\text{insert}(x)$ : put in  $A[g(x)]$  or  $B[h(x)]$ 
  - if kicked out  $y$  from  $A[g(y)]$ : move to  $B[h(y)]$
  - etc.
  - if stuck: rehash entire structure



- $(2+\varepsilon)n$  space
- 2 deterministic probes for query
- fully random or  $\Theta(\lg n)$ -wise independence  $\Rightarrow$   $O(1)$  expected update &  $O(1/n)$  failure prob. [PR04]
  - ↳ construction on  $n$  keys
- Some 6-wise independent hash functions fail w.h.p even if  $m = n^{1+\varepsilon}$  [Cohen & Kane - manuscript 2009]
- Simple tabulation hashing  $\Rightarrow$  fail with prob.  $\Theta(n^{1/3})$   $\Rightarrow \Theta(n^{4/3})$  inserts OK [Pătrașcu & Thorup - STOC 2011]

Proof that totally random hash functions  $\Rightarrow$   
 $\Pr\{\text{follow a path of length } k\} \leq \frac{1}{2^k}$

[PT11] [Pătrascu - blog, Feb. 2, 2010]

- assume  $m = 2n$
- implied by existence of  
encoding of  $g$  &  $h$  in  $2n \lg m - k$  bits:
  - does path start in A or B? 1 bit
  - slots of nodes along path:  $(k+1) \lg m$  bits
  - keys of edges along path:  $(k-1) \lg n$  bits
  - rest of  $g$  &  $h$ :  $(n-k) 2 \lg m$  bits
  - total:

$$2n \lg m - k + O(\lg k) \text{ bits}$$

1 bit  
Savings

□

Similar proofs for cycles,  $\Leftarrow$ , etc.

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Spring 2012

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