

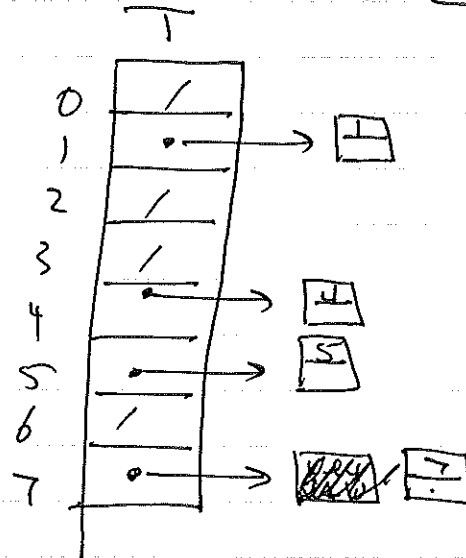
HASH TABLES (CHAP 13, SEC 2)

$U = \{ \text{all possible keys} \}$

$S = \{ \text{keys actually in use} \}$

$n = \text{length}[T]$

EX $n=7$ DIRECT ADDRESS TABLE



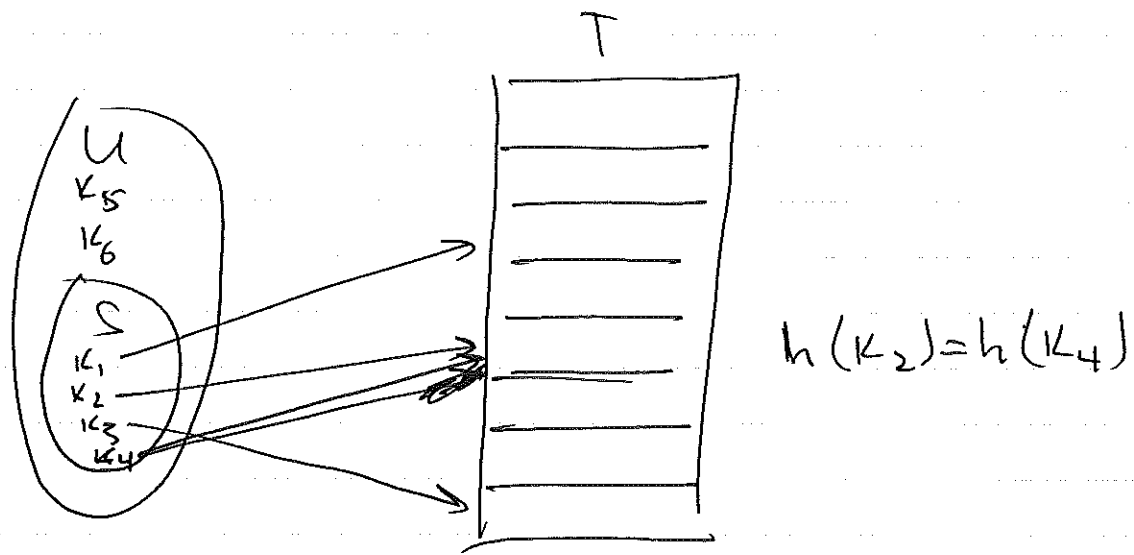
EX HASH TABLE: store (k, v) in $T[h(k)]$
where

$$h: U \rightarrow \{0, \dots, n-1\}$$

is a hash function.

NOTE $n < |U|$ so h is NOT ONE TO ONE. Thus there are collisions

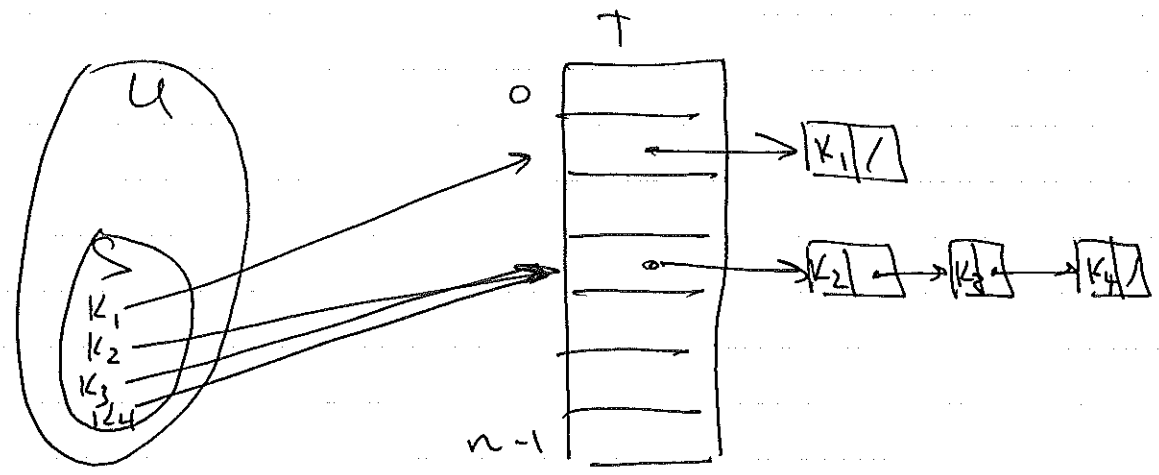
$$h(k_1) = h(k_2)$$



h should be chosen so as to minimize the probability of collisions, i.e. h 'distributes' the pairs of collisions evenly across all indices $\{0, \dots, n-1\}$.

h is designed to look 'random' on some sense, hence name 'hash'.

CHAINING: Multiple keys into linked list.



Insert: Place new node at head of list $T[h(k)]$.

Delete: Delete node from $T[h(k)]$.

lookup: Do linear search of list $T[h(k)]$.

DEFN: The LOAD FACTOR of a hash table is

$$\alpha = \frac{\# \text{Keys in use}}{\text{Table Size}} = \frac{|S|}{n}$$

(i.e. α is the average # of keys stored in any list, for chaining.)

The efficiency of a collision res. method is analyzed in terms of α .

in collision res. by chaining we have Full

① UNSUCCESSFUL SEARCH:

$$\# \text{Comparisons} = \alpha$$

② SUCCESSFUL SEARCH

$$\# \text{Comparisons} = 1 + \frac{\alpha}{2}$$

↑
check list NOT
EMPTY

↑ ONE AVG. TARGET IS
HALFWAY DOWN LIST.

SINGLE VALUE HASHING (SUH)

A Random key is equally likely to hash into ANY SLOT: $\text{Pr}(h(k) = i) = \frac{1}{n}$ for $0 \leq i \leq n-1$.

137

In the language of Prob. thy U is the SAMPLE SPACE AND

$$h: U \rightarrow \{0, \dots, n-1\}$$

is a DISCRETE RANDOM VARIABLE which is UNIFORMLY DISTRIBUTED, i.e. the Prob. Density Function for h is the constant $\frac{1}{n}$.

NOTE WE DO NOT ASSUME THAT ANY TWO KEYS ARE EQUALLY LIKELY TO BE IN USE, SOME KEYS MAY BE MORE LIKELY THAN OTHERS. THUS TO CONFORM TO SUH, h MUST BE CHOSEN WITH THE DISTRIBUTION OF KEYS IN MIND.

EX IF KEYS ARE UNIF. DIST. OVER $U = \mathbb{Z}$, THEN $h(k) = k \bmod n$ SATISFIES SUH.

EX IF KEYS ARE UNIF. DIST. OVER $0 \leq k < 1$ i.e. $U = [0, 1)$, THEN $h(k) = \lfloor km \rfloor$ SATISFIES SUH.

$$\text{ASSUME } h: \left[\frac{i}{n}, \frac{i+1}{n} \right) \rightarrow \{i\} \quad (0 \leq i \leq n-1)$$

IF THE PROB. DIST. OF KEYS IS NOT KNOWN WE MUST TAKE A HEURISTIC APPROACH TO CHOOSING h .

ASSUME FROM NOW ON: $U = \mathbb{N} = \{0, 1, 2, \dots\}$
GO TO P. 96.

Ex Insert Keys

17 33 29 13 12, 44
 45 57 9 3 81, 90
 19 97 35

into hash table of length = 11

• Resolve coll by chaining $h(k) = k \bmod 11$

• determine α , # collisions

• Resolve coll by open addressing.

$$h(k, i) = (k \bmod 11 + 3i) \bmod 11$$

P. 100 in C

ASSUME FOR SAKE OF SIMPLICITY
THAT THE BINARY SEARCH KEYS WITH
NO SATELLITE DATA (i.e. NO 'value').

TO INSERT KEY K INTO T DO

```
fail = 1;
i = 0;
while (i < n AND fail) {
    j = h(k, i);
    if (T[j] = "EMPTY") {
        T[j] = k;
        fail = 0;
    } else {
        i++;
    }
}
if (fail) return error;
else return j;
```

sky #define ... -1

TO LOOKUP ~~SEARCH~~ FOR KEY K IN T DO:

```
i = 0;
do {
    j = h(k, i);
    if (T[j] = k) return j;
    i++;
} while (i < n);
```

101 in C

```
found = 0;
```

```
i = 0;
```

```
do {
```

```
    j = h(k, i);
```

```
    if (T[j] = k);
```

```
        found = 1;
```

```
    else
```

```
        i++;
```

```
while (i < n && !found);
```

```
if (!found) return Empty;
```

```
else return j;
```