

LEC 15

CSE 123

Hashing

BEFORE WE START



Music: [123 24su Lecture Tunes](#) ☀️

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TAs: Andras Eric Sahej Zach
Daniel Nicole Trien

Questions during Class?
Raise hand or send here

sli.do #cse123



Lecture Outline

- **Announcements** 
- Hashing
- Programming HashSet
- Final Remarks


Announcements

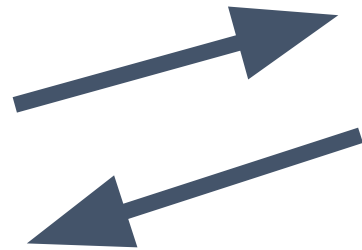
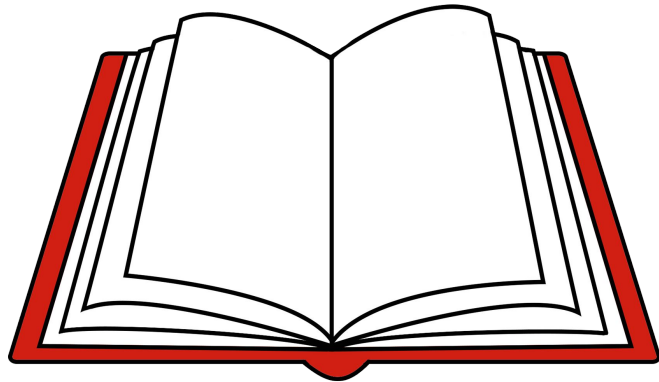
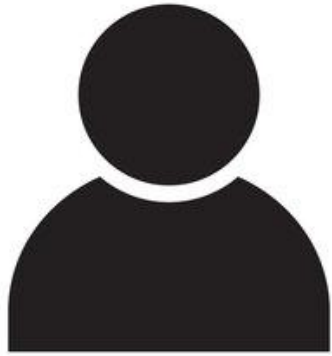
- P4 Spam Classifier Released!!!
 - Topics: Recursion, Machine Learning (AI)
 - PLEASE read the Specification (we can't emphasize this enough)
- Resubmission Period 6 closes tonight, 8/09 at 11:59pm

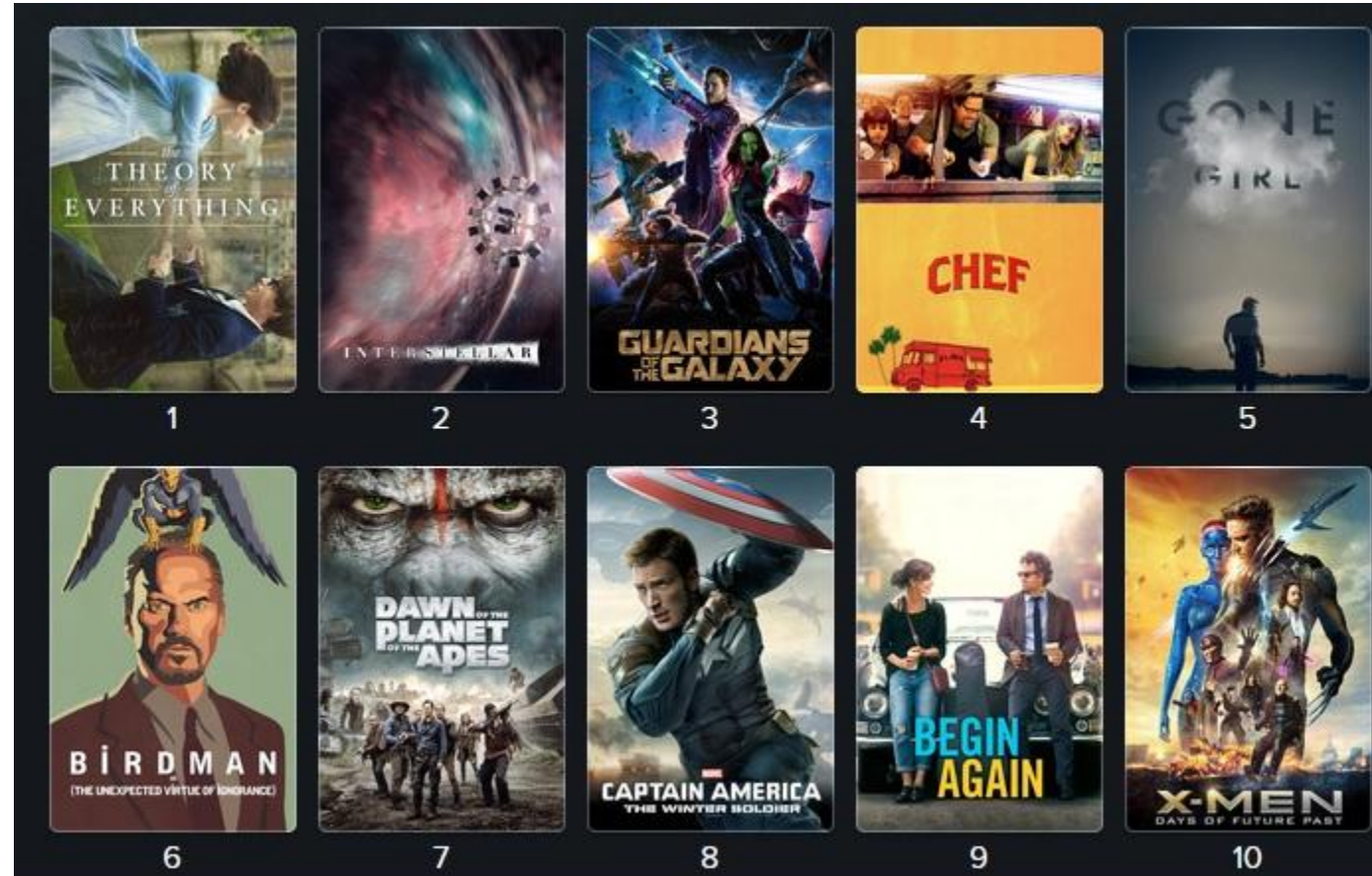
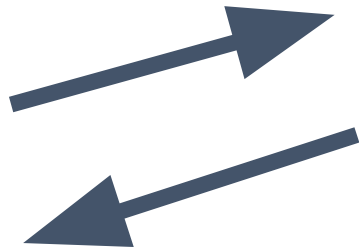
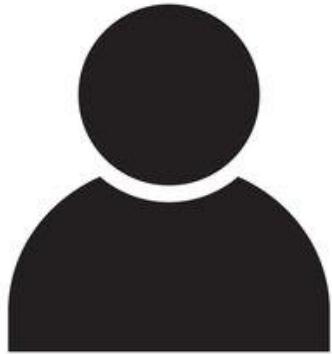
Upcoming...

- Sections Next Tuesday/Thursday will be Exam Review!
- *Final Exam: Friday (8/16) 10:50-11:50am (GWN 301)*

Lecture Outline

- Announcements
- **Hashing** 
 - Introduction
 - Rules of Hash Codes
 - What is it and how do we use it?
 - Example
- Collisions and Resolving Them
- Programming HashSet
- Final Remarks





HashMaps and Hash Sets

- We can store our values here in a Hash Table
- These efficiently store and retrieve data
- How do we make Hash Table operations fast?
- Through the use of *Hashing*

Operation	ArrayList	LinkedList	HashTable
contains(x)	$O(n)$	$O(n)$	
add(x)	$O(1)^*$	$O(1)$	
remove(x)	$O(n)$	$O(n)$	

** take higher level CS courses if you're curious about the ambiguity*

HashMaps and Hash Sets

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remove(x)	$O(n)$	$O(n)$	$O(1)$ (average), $O(n)$ (worst)

* take higher level CS courses if you're curious about the ambiguity

Basic Idea of Hashing

- Converting data (our values or objects) into a **Hash Code**
- **Hash Code** is basically like a “*fingerprint*”
- We store our data under the **Hash Code** (*fingerprint*)
- Use this **Hash Code** to retrieve our data
- Motivation: Makes searching, storing, and getting values easier, especially in large databases



What is a Hash Function?

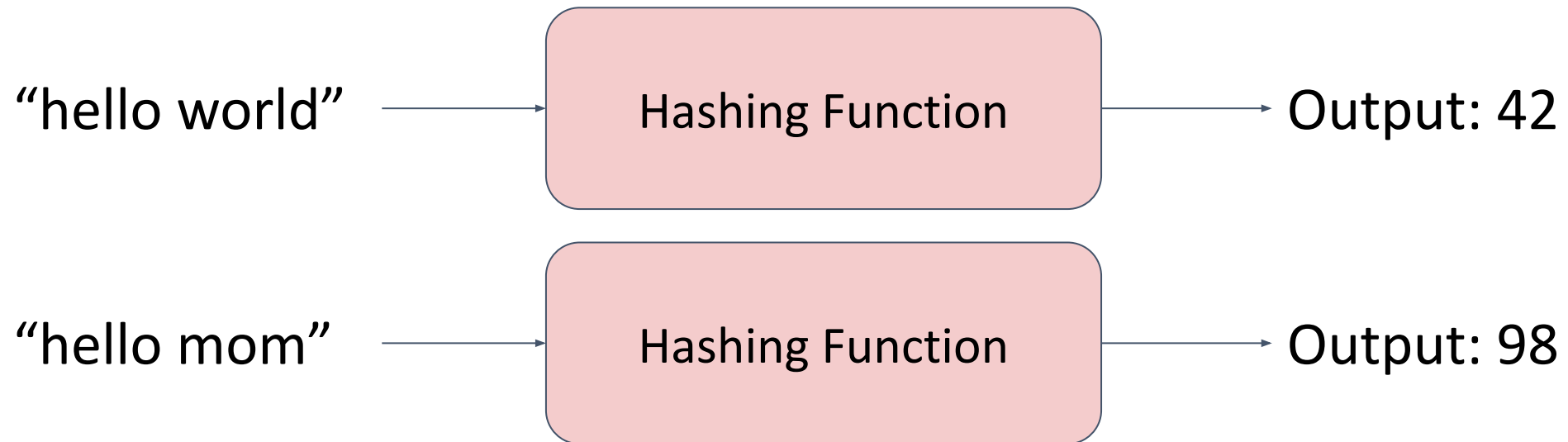
Hash Function - An algorithm that produces an “fingerprint” of the original message



- Other names: Hash or **Hash Code**, Fingerprint, Checksum, Digest, ...

What makes a good Hash Function?

Equal “Objects” should **always** result in the same Hash Code

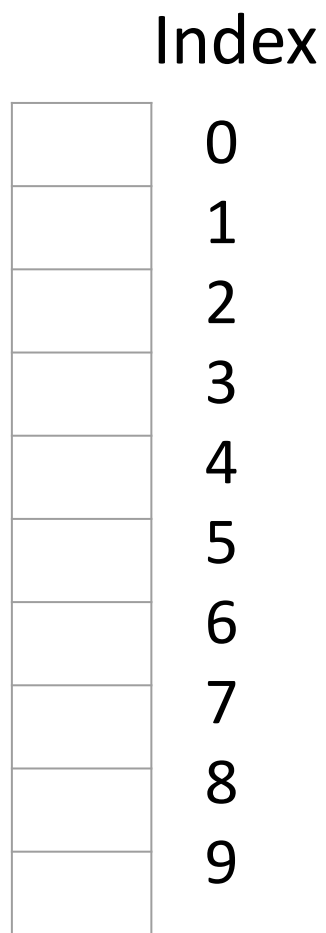
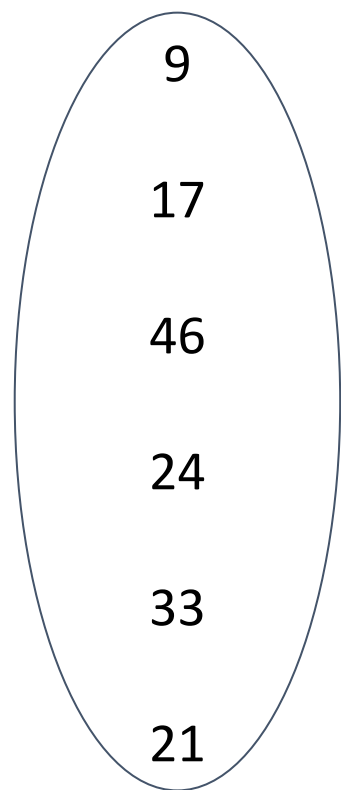


* Can't be random

What is an Example Hash Function?

For Integers

$$h(x) = x \% \text{size}$$



Recap

Let's Store our value "What is the meaning of life"

User: *"Hash Function, what is my Hash Code?"*

Computer: *"Your Hash Code is: "* _____

User: *"Ok, let's store our value under this fingerprint"*

Computer: *"Sure can do Chief"*



Recap

Let's Store our value "What is the meaning of life"

User: *"Can I get my value back?"*

Computer: *"No"*

User: *"???"*

User: *"Why not?!?"*

Computer: *"What is the hash code?"*

User: *"42"*

Computer: *"Okie, here you go!"*

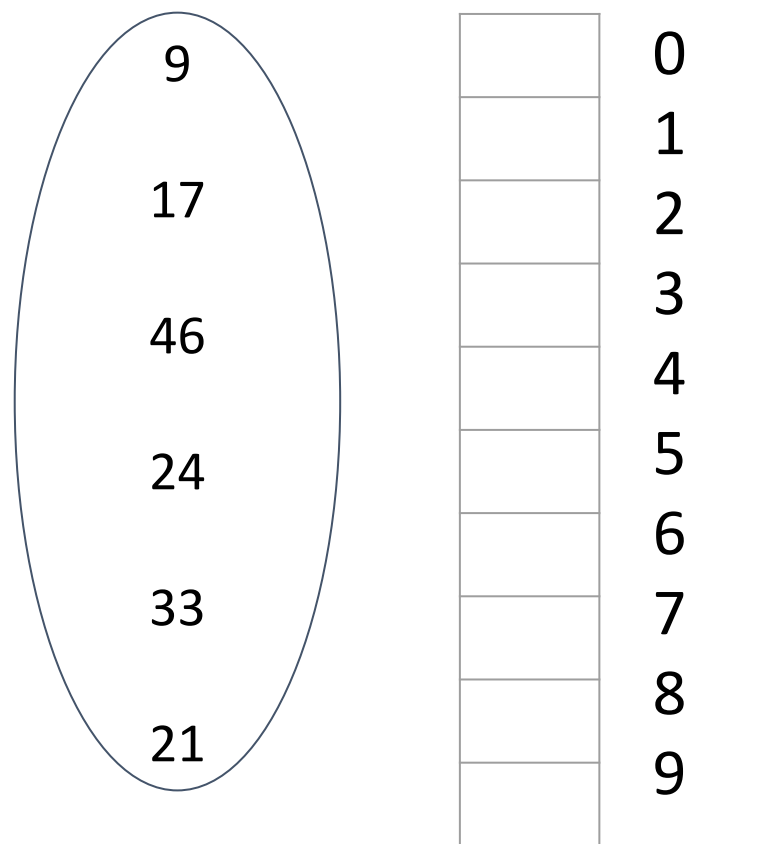
Returns: "What is the
meaning of life"

User: *"Why are you so difficult 😭"*

What is an Example Hash Function?

Let's say for Integer x

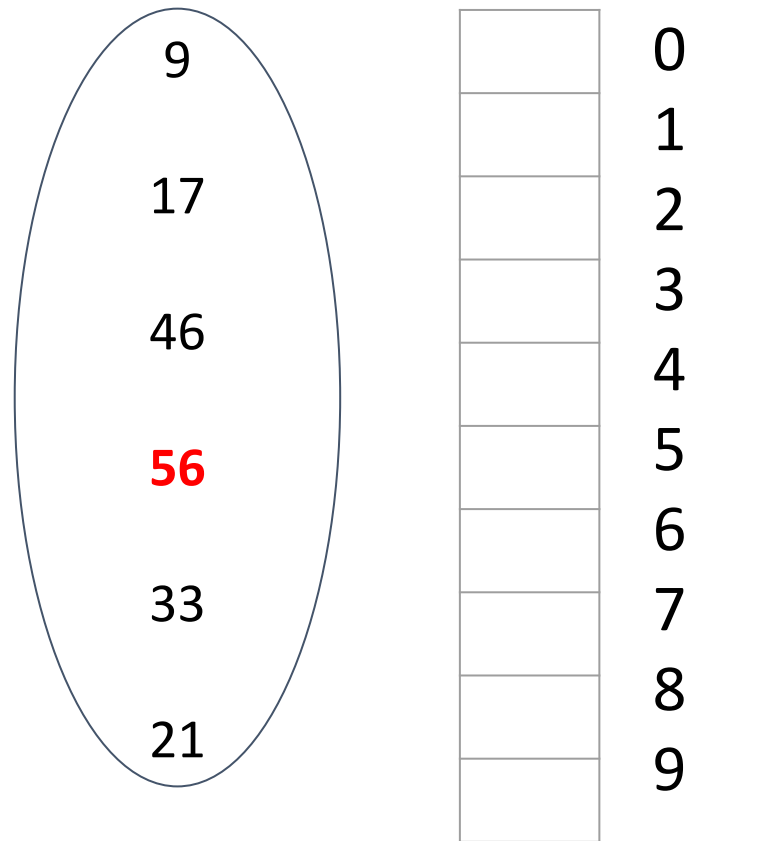
$$h(x) = x \% \text{size}$$





What about this Example?

Let's say for Integer x

$$h(x) = x \% \text{size}$$



Lecture Outline

- Announcements
- Hashing
- **Collisions and Resolving Them** 
 - Linear Probing
 - Quadratic Probing
 -  Chaining
- Programming HashSet
- Final Remarks

What is Linear Probing?

A way to resolve collisions by adding the element in the next available spot

Regular Hash Function

$$h(x) = x \% \text{size}$$

Hash Function (if collision)

$$h'(x) = [h(x) + f(i)] \% \text{size}$$

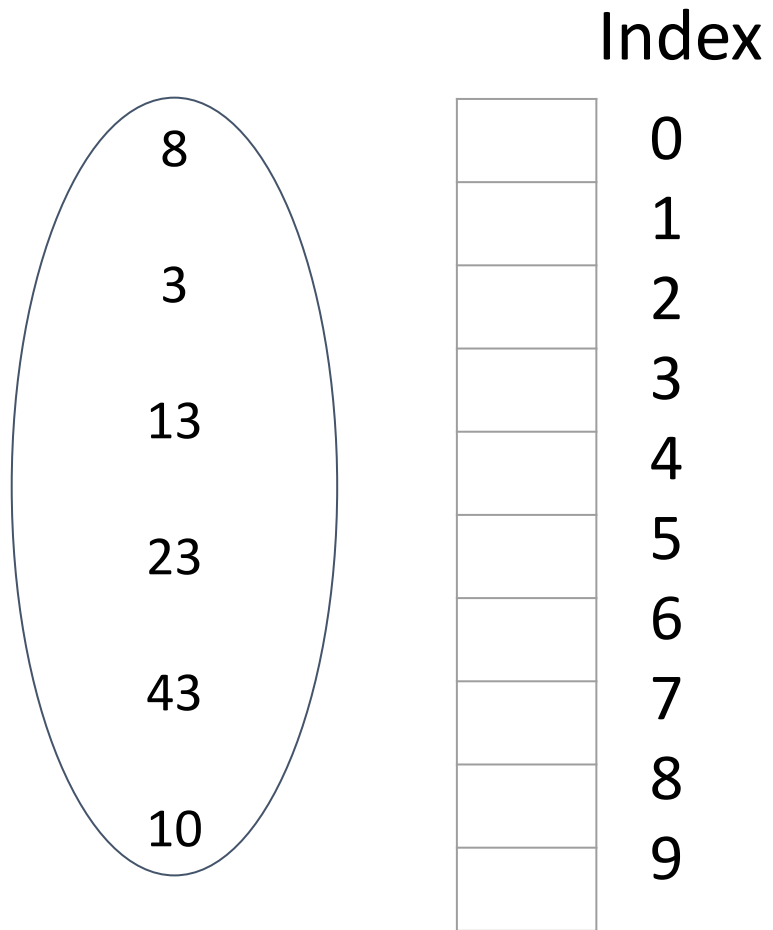
$$f(i) = i$$

What is Linear Probing?

$$h(x) = x \% \text{ size}$$

$$h'(x) = [h(x) + f(i)] \% \text{ size}$$

$$f(i) = i$$



What is Quadratic Probing?

A way to resolve collisions by adding the element in the next available spot (quadratically)

Regular Hash Function

$$h(x) = x \% \text{size}$$

Hash Function (if collision)

$$h'(x) = [h(x) + f(i)] \% \text{size}$$

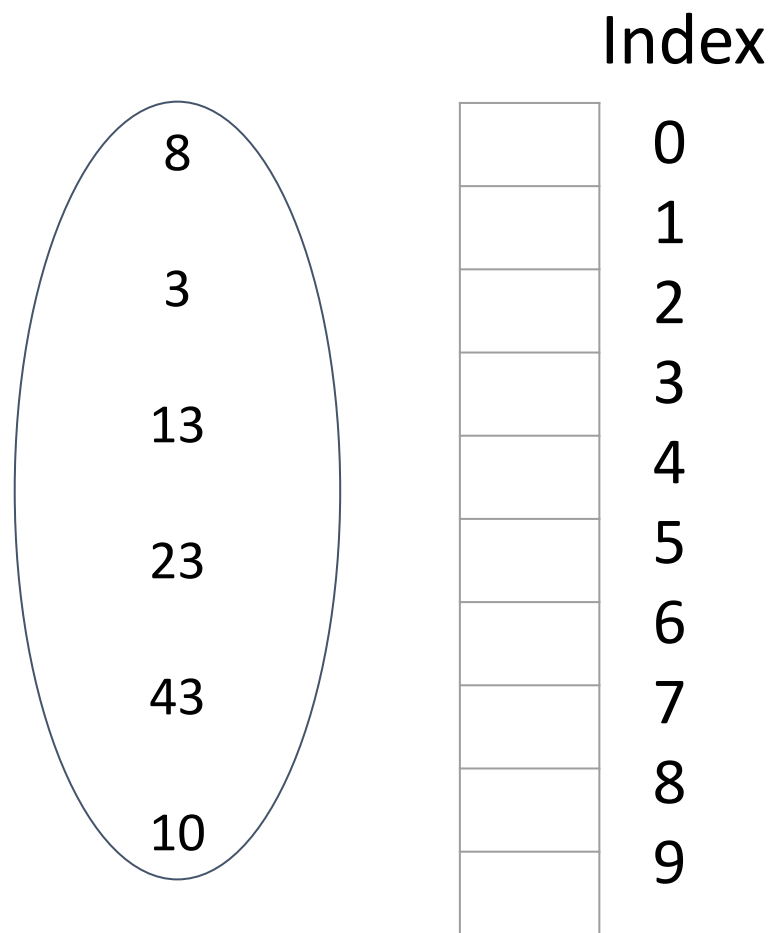
$$f(i) = i^2$$

What is Quadratic Probing?

$$h(x) = x \% \text{ size}$$

$$h'(x) = [h(x) + f(i)] \% \text{ size}$$

$$f(i) = i^2$$



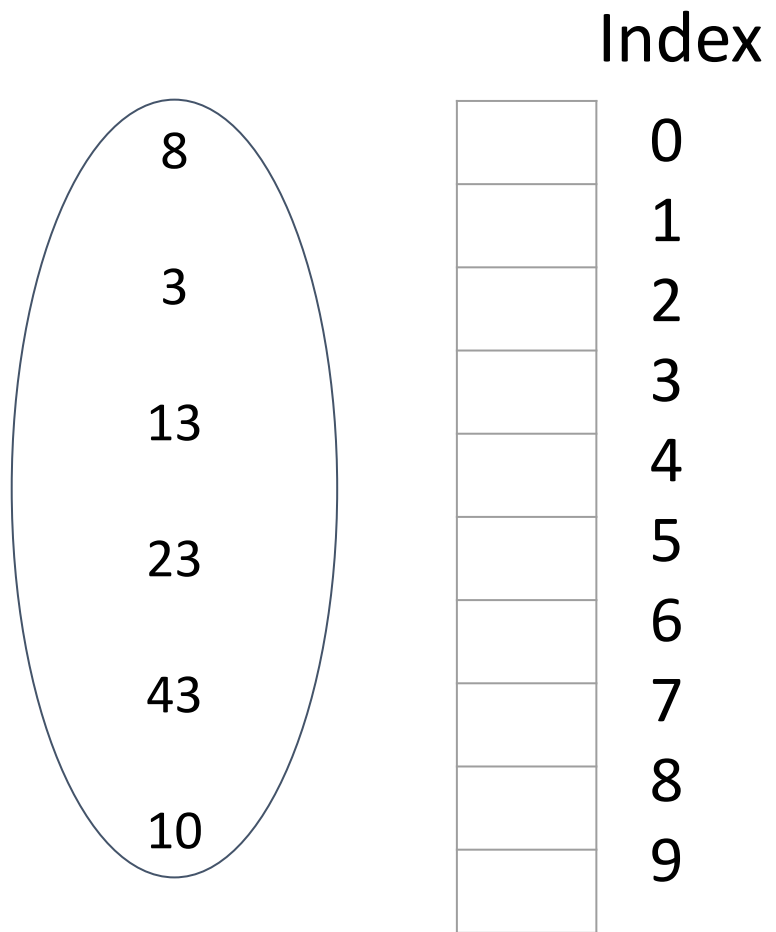
What is ★Chaining?

A way to resolve collisions by creating a LinkedList at that Index (also called a “bucket”)

- Combines both features of ArrayList Indexing and the ease of adding values using LinkedLists

What is ★Chaining?

$$h(x) = x \% \text{ size}$$



Recap (Comparison)

Linear Probing	Quadratic Probing	★ Chaining
A way to resolve collisions by adding the element in the next available spot	A way to resolve collisions by adding the element in the next available spot (quadratically)	A way to resolve collisions by creating a LinkedList at that Index (also called a “bucket”)

Why ★ Chaining?

Clustering - A tendency for data to clump together when using solutions to Collisions like Linear and Quadratic probing

- Linear and Quadratic Probing often result in “Clustering”
- Inefficient use of space in the table
- This means the Runtimes will also be slower

1	2	3	4	5	6				7							8	9		
---	---	---	---	---	---	--	--	--	---	--	--	--	--	--	--	---	---	--	--


Why ★ Chaining?

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- Hashing can reduce it down to $O(1)$
- “Load Factor” - lambda (λ)
 - the number of values in each LinkedList
- Finding the index in the Table is $O(1)$
- Finding value in LinkedList is $O(\lambda)$ or essentially $O(1)$



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