CSE 373: Hash functions and hash tables

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Warmup: Consider the following method.

```java
private int mystery(int x) {
    if (x <= 10) {
        return 5;
    } else {
        int foo = 0;
        for (int i = 0; i < x; i++)
            foo += x;
        return foo + (2 * mystery(x - 1)) + (3 * mystery(x - 2));
    }
}
```

With your neighbor, answer the following.

1. Construct a mathematical formula $T(x)$ modeling the worst-case runtime of this method.
2. Construct a mathematical formula $M(x)$ modeling the integer output of this method.
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$$T(x) = \begin{cases} 
1 & \text{if } x \leq 10 \\
 x + T(x - 1) + T(x - 2) & \text{otherwise}
\end{cases}$$

2. Construct a mathematical formula $M(x)$ modeling the integer output of this method.

$$M(x) = \begin{cases} 
5 & \text{if } x \leq 10 \\
 x^2 + 2T(x - 1) + 3T(x - 2) & \text{otherwise}
\end{cases}$$
Today’s plan:

**Goal:** Learn how to implement a hash map

**Plan of attack:**

1. Implement a limited, but efficient dictionary
2. Gradually remove each limitation, *adapting* our original
3. Finish with an efficient and general-purpose dictionary
Step 1:

Implement a dictionary that accepts only \textit{integer} keys between 0 and some \( k \).

(This is also known as a “direct address map”.)
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Implementing FinitePositiveIntegerDictionary

Step 1:
Implement a dictionary that accepts only integer keys between 0 and some $k$.

(This is also known as a “direct address map”.)

How would you implement get, put, and remove so they all work in $\Theta(1)$ time?

Hint: first consider what underlying data structure(s) to use. An array? Something using nodes? (E.g. a linked list or a tree).
Implementing FinitePositiveIntegerDictionary

**Solution:** Create and maintain an internal array of size $k$. Map each key to the corresponding index in array:

```java
public V get(int key) {
    this.ensureIndexNotNull(key);
    return this.array[key].value;
}

public void put(int key, V value) {
    this.array[key] = new Pair<>(key, value);
}

public void remove(int key) {
    this.ensureIndexNotNull(key);
    this.array[key] = null;
}

private void ensureIndexNotNull(int index) {
    if (this.array[index] == null) {
        throw new NoSuchKeyException();
    }
}
```
Step 2:

Implement a dictionary that accepts any integer key.
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What’s the problem?

- Can we even allocate an array that big?
- Potentially very wasteful: what if our data is sparse?
  This is also a problem with our FinitePositiveIntegerDictionary!
Step 2:

Implement a dictionary that accepts any integer key.

Idea 2: Create a smaller array, and mod the key by array length. So, instead of looking at this.array[key], we look at this.array[key % this.array.length].
The "modulus" (mod) operation

In math, "a mod b" is the remainder of a divided by b.*
Both a and b MUST be integers.

In Java, we write this as a % b.

*This is a slight over-simplification
A brief interlude on mod:

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Examples (in Java syntax)

- 28 % 5 == 3
- 427 % 100 == 27
- 8 % 8 == 0
- 2 % 8 == 2

Useful when you want “wrap-around” behavior, or want an integer to stay within a certain range.
Idea 2: Create a smaller array, and mod the key by array length.

```java
public V get(int key) {
    int newKey = key % this.array.length;
    this.ensureIndexNotNull(newKey);
    return this.array[newKey].value
}

public void put(int key, V value) {
    this.array[key % this.array.length] = new Pair<>(key, value);
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Implementing IntegerDictionary

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```

What’s the bug here?
The problem: collisions
Implementing IntegerDictionary: resolving collisions

The problem: **collisions**

Suppose the array has length 10 and we insert the key-value pairs (8, “foo”) and (18, “bar”). What does the dictionary look like?
There are several different ways of resolving collisions. We will study one technique today called *separate chaining*. 
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Implementing IntegerDictionary

Two questions:

1. What ADT should we use for the bucket?

2. What’s the worst-case runtime of our dictionary, assuming we implement the bucket using a linked list?
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1. What ADT should we use for the bucket?
   A dictionary!

2. What’s the worst-case runtime of our dictionary, assuming we implement the bucket using a linked list?
   $\Theta(n)$ – what if everything gets stored in the same bucket?
Implementing IntegerDictionary: analyzing runtime

The worst-case runtime is $\Theta(n)$. Assuming the keys are random, what’s the average-case runtime?
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Let $c$ be the capacity of the internal array.

The “load factor” $\lambda$ is $\lambda = \frac{n}{c}$. 

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Assuming we use a linked list for our bucket, the average runtime of our dictionary operations is $\Theta(1 + \lambda)$!
Implementing IntegerDictionary: improving performance

**Goal:** Improve the *average* runtime of our IntegerDictionary

**Ideas:**

- Right now, we can’t do anything about the keys we get.
- Can we modify the bucket somehow?

- Can we modify the array’s internal capacity somehow?
Implementing IntegerDictionary: improving performance

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  **Idea:** use a self-balancing tree for the bucket. Worst-case runtime is now $\Theta(\log(n))$.
  
  **Problem:** constant factor is worse than a linked list; implementation is more complex.

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  If the load factor is too high, resize the array!
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**Important:** When separate chaining, we should keep $\lambda \approx 1.0$. 
Once the load factor is large enough, we resize. There are two common strategies:

- Just double the size of the array
Implementing `IntegerDictionary`: improving performance

Once the load factor is large enough, we resize. There are two common strategies:

- Just double the size of the array
- Increase the array size to the next prime number that’s (roughly) double the array size

Three question:

1. How do you resize the array?
2. What’s the runtime of resizing?
3. Why use prime numbers?
So far...

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   - How can we avoid using a lot of memory?
   - How do we handle collisions?
   - How do we keep the average performance $\Theta(1)$?
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   - How do we keep the average performance $\Theta(1)$?
3. Implement a general-purpose dictionary
Implementing a general dictionary

**Problem:** We have an efficient dictionary, but only for integers. How do we handle arbitrary keys?
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Solution: Use a hash function!
Hash function

A hash function is a mapping from the key set $U$ to an integer.
There are many different properties a hash function could have.

**Using hash functions inside dictionaries: useful properties**

A hash function that is intended to be used for a dictionary should ideally have the following properties:

- **Uniform distribution of outputs:**
  
  In Java, there are $2^{32}$ 32-bit ints. So, the probability that the hash function returns any individual int should be $\frac{1}{2^{32}}$. 
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  The hash of two different inputs should usually be different. We want to *minimize collisions* as much as possible.
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- **Low computational cost:**
  We will be computing the hash function a lot, so we need it to be very easy to compute.
Exercise: hash function for strings

Analyze these hash function implementations.

- $h(s) = 1$

- $h(s) = \sum_{i=0}^{\left|s\right|-1} s_i$

- $h(s) = 2^{s_0} \cdot 3^{s_1} \cdot 5^{s_2} \cdot 7^{s_3} \ldots$

- $h(s) = \sum_{i=0}^{\left|s\right|-1} 31^i \cdot s_i$
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- Partner selection form due Thursday, Jan 25
- Can work with same partner or a different one
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