Hash Tables

CS206

April 28

Map

- A searchable collection of key-value pairs
- Multiple entries with the same key are not allowed
- Also known as dictionary (python), associative array (perl)

HashTables

- A hash table is an array of size N
  - associated hash function h that maps a key to integers into [0, N-1]
  - item (k, v) is stored at index $h(k)$
- $h(x) = x\%N$ is such a function for integers

Simple Hashtable Implementation

```java
public class SimpleHT {
    private String[] backingArray;
    public SimpleHT() {
        backingArray = new String[4];
    }
    private int h(int k) {
        return k%4;
    }
    public void put(Integer key, String value) {
        backingArray[h(key)] = value;
    }
    public String get(Integer key) {
        return backingArray[h(key)];
    }
}
```

HashTable Example

```
public static void main(String[] args) {
        SimpleHT sht = new SimpleHT();
        for (int i=0; i<10; i++) {
            System.out.println("adding item with key=" + i
+ " value=" + String.format("%c", 'a'+i));
            sht.put(i, String.format("%c", 'a'+i));
        }
        for (int i=0; i<10; i++)
            System.out.println("getting key="+i+"
value="+sht.get(i));
    }
```

adding item with key=0 value=a

….

getting key=0 value=i

getting key=1 value=j

getting key=2 value=g

getting key=3 value=h

getting key=4 value=i

getting key=5 value=j

getting key=6 value=g

getting key=7 value=h

getting key=8 value=i

getting key=9 value=j

Hash Functions

- The goal is to “disperse” the keys in an appropriately random way
  - A hash function is usually specified as the composition of two functions:
  - hash code: key —> integers
  - compression: integers —> [0, N-1]

Hash Codes

- Polynomial accumulation: partition bits of key into a sequence of components of fixed length $a_0 a_1 \ldots a_{n-1}$
- Evaluate the polynomial
  $p(z) = a_0 + a_1 z + a_2 z^2 + \ldots + a_{n-1} z^{n-1}$

Polynomial accumulation on Strings

```
static int POLY_MULT=33;
    public  int stringHasher(String ss) {
        BigInteger ll = new BigInteger("0");
        for (int i=0; i<ss.length(); i++) {
            BigInteger bb =
BigInteger.valueOf(POLY_MULT).pow(i).multiply(BigInteger.value
Of((int)ss.charAt(i)));
            ll = ll.add(bb);
        }
        ll = ll.mod(BigInteger.valueOf(backingArray.length));
        return ll.intValue();
    }
```

Recommended by textbook

Handles really large numbers

Array storing the hashtable

33^15=5993894549886542054345 7

Collisions

drawing 500 unique words from Oliver Twist and assuming a hashtable size of 1009, get these collisions

16 probable child when

42 fagins xxix importance that xv administering

104 stage pledge near

132 surgeon can night

271 things fang birth

341 alone sequel life

415 maylie check circumstances

418 mentioning containing growth

625 meet she first

732 there affording encounters

749 possible out acquainted

761 never xviii after goaded where

833 marks jew gentleman

985 adventures inseparable experience

Collisions

- Handling of collisions is one of the most important topics for hashtables
  - Rehashing
    - make the table bigger
      - O(n) time so want to avoid
  - Alternative to rehashing
    - Separate Chaining
    - Probing

Separate Chaining

- Idea: each spot in hashtable holds a linked list of key value pairs when the key maps to that hashvalue.
- Replace the item if the key is the same
- Otherwise, add to list
- Generally do not want more than about number of object as size of table
- Chains can get long

Hash tables get crowded, chains get long

HT_SIZE=1009

Using unique words drawn from “Oliver Twist”.
Unique count at top of table

	278	473	1550	2510
0	762	622	210	87
1	217	308	342	198
2	29	73	252	268
3	1	5	136	208
4	0	1	55	140
5	0	0	9	70
6	0	0	4	26
7	0	0	1	10
8	0	0	0	2
9	0	0	0	0

Linear Probing

- Store only <K,V> at each location in array
  - No awkward linked lists
- If key is different and location is in use then go to next spot in array
  - repeat until free location found

Linear Probing Example

- Suppose
  - hashtable size is 7
  - h(t)=t%7
  - add:
    - <3,A>
    - <10,B>
    - <17,C>
    - <24,Z>
    - <3,D>
    - <4,E>

Mini-homework

- Show the final contents of the hashtable using linear probing assuming
  - table size is 23
  - h(t) = t % 23
- Data: <0,a> <32,b> <39,c> <12,d> <14,e> <35,f> <27,g> <13,h> <15,i> <5,j> <12,k> <13,l> <4,m> <0,n> <35,o>
- What is the most number of steps you needed to take to find a free location?