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These slides, the course material, and course web site are based on work by Douglas W. Harder



Standard reminder to set phones to silent/vibrate mode, please!



• Today's class:

- Introduce/discuss storage of unrelated/unordered data
- Introduce the idea of hash functions
- Introduce the use of hash functions for efficient storage of sets or associative containers.
- Discuss chained hash tables (well ... hopefully you will come up with this idea when answering one of the open questions)

- Let's start with an example:
 - Say that we need to store data about the students (for example, for grading, automating submissions and feedback, etc.)
 - Each student is identified by their student ID
 - Then, we need to store, for each student, a bunch of data (list of assignments/exams/etc. with grades and comments/feedback that the students can review)

- Now, the user enters a student ID (or a student logs in, which implicitly supplies a student ID for the system to process), and we need to look up all the information.
 - Question: how do we do this efficiently?

Hash Tables

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 - Question: how do we do this efficiently?
 - Answer 1 (incorrect): we have a list of students, and we linearly scan that list until finding the given student ID.

(why is this an incorrect answer?)

- Now, the user enters a student ID (or a student logs in, which implicitly supplies a student ID for the system to process), and we need to look up all the information.
 - Question: how do we do this efficiently?
 - Answer 2 (better): we could store the student IDs in order, so that we don't scan linearly, but instead do binary search (logarithmic time is dramatically better than linear!)

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 - This is still horribly wrong (Hint: are insertions done in logarithmic time??)

• Parenthesis:

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- Later on in the course, we will see these fantastic (and ingenious!) data structures, *balanced binary search trees*, that allow (as their name suggests) binary search and also allow insertions in logarithmic time!!
- In the mean time

• Follow-up question:

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- So, logarithmic time is dramatically better (faster) than linear time. Then:
 - What is dramatically better than logarithmic time?

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 - What is dramatically better than logarithmic time?
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- So, how do we achieve constant time for this lookup operation?
 - Hint: What data structure have we seen that offers constant time access to a given element?

• Of course ... Arrays!

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- Follow-up question: Does it make sense to even consider using an array where the student ID is the subscript??
 - Hint: Look at your student ID ... That's 8 digits!!

• Of course ... Arrays!

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- Follow-up question: Does it make sense to even consider using an array where the student ID is the subscript??
 - Hint: Look at your student ID ... That's 8 digits!!
 - We'd need an array of 100 million elements!! (and each student's data is perhaps a few kilobytes, so we're talking a few hundred GIGAbytes for this!!)

Hash Tables

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- Sounds a bit excessive, given that we're trying to store the data of, say, 200 or 300 students (in general — in your case, it would be just a bit above 100)
- But possibly worse: what if you're not looking up by something numeric such as your student ID, but you need to do a look-up by, say, e-mail address? How could you use an e-mail address as a subscript for an array?

- Putting aside (for a moment) the issue of using non-numeric data as subscript...
- Any ideas ... ?

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- How about, we don't use the whole student ID as the subscript, but just several of its digits?
- We'd certainly address the issue of the (ridiculously) excessive amount of storage required!
- But...

Hash Tables

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 - So, which two digits?

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 - So, which two digits?
 - The first two digits?

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 Hint: My student ID's first two digits are 20 Are yours by any chance 20 ???

- How about the last two digits?
 - Definitely better, but not good enough (not by a long shot!)
 - It's better because in a group of students selected randomly, the last two digits are more or less random(ish), so we have better chances that each student gets a unique subscript for the array.
 - However, the array only has 100 elements, and you guys are 110+, so there will necessarily be more than two students with the same last two digits in their student IDs.

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- BTW ... Are the last two digits really that random(ish)??
 - Hint: Forget student IDs say we're talking about prices; are the last two digits of a price (ignoring cents) random-ish?
 - Worse: how about the last three digits if we include the two digits for the cents?

- How about the last THREE digits, instead of just two?
 - Now, we have 1000 positions for the array, so each student will get a unique subscript in that array ...

Hash Tables

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Hash Tables

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Right...?

• Most definitely NO !! We have much better chances, but we do NOT have the guarantee that no two students will have the same last three digits.

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Hash Tables

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- In a group of N people, assuming that birthdays are evenly distributed (i.e., we have the same fraction of people being born on each of the 365 days of the year — putting aside Feb 29), we may or may not have two people with the same birthday.

Hash Tables

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- Class exercise:
 - Take one minute and think of an approximate answer (in blocks of 10; e.g., is it between 0 and 10? between 10 and 20? 20 and 30?)
 - Write down your answer, and look for a neighbour that has a different answer try to convince them that your answer is right, or see if they convince you.

- Let's try to verify this experimentally with a group of around 50 people (say, the front half of you guys)... I say (and I would be willing to bet money) that there will be a collision (i.e., that we'll find at least two people with the same birthday)
 - Hopefully you won't be reluctant to let others know what your birthday is...

Hash Tables

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- For 50 people, we have a probability of 97% that there will be a collision!!
- For 100 people, 99.99997% !!!!!

Hash Tables

 Back to our example — we were saying that we use the last three digits of the student ID; still, with approximately 40 or 50 people (a little above the square root of 1000), we will have a considerable probability that there will be two students with the same last three digits in the student ID...

- Putting aside (just for a minute) this detail, do notice that we're talking about a trade-off here:
 - We increase the number of digits, and we improve our chances that the data structure will work.
 - However, we increase the amount of storage required, and the amount being "wasted" (in our example, we now need 1000 elements, to store a little over 100 students' data — not too efficient!)

- However, this is the idea of Hash tables.
- In general, what we do is:
 - Take the data that we need to store (more specifically, the identifier, or "index" of the data that we need to store — in our case, the student ID as the identifier for a student's data) and transform it to a smaller and fixed size
 - Use that transformed data as the subscript in an array.

- This transformation is called *hashing*, and it is done through a *hash function*.
- Two important aspects about this hash function:
 - It is computed in constant time (in general, it is a single expression; worst-case, a fixed number of iterations doing some fixed number of calculations at each round)
 - It is definitely not an injective function (hopefully you remember this from math? f(x) = x³ is an injective function; f(x) = x² or sin(x) are not)

Hash Tables

• BTW ... Why can't this hash function be injective?

- BTW ... Why can't this hash function be injective?
- And also, if it's not injective, meaning that different data (in our case, different student IDs) will produce the same hash value (this is known as *collisions*), then how can we make the hash table work?

Hash Tables

• An analogy:

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- Suppose we have a workplace with 100 employees, and we have mailboxes.
- We could have just 26 mailboxes, one for each letter of the alphabet, and then, whatever correspondence for one of the employees will be placed in the mailbox with the first letter of their last name (for example, correspondence to me, Moreno, will be placed in the **M** mailbox)

- Will this scheme work? Will I be able to find my correspondence?
- Notice a problem:
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Hash Tables

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Hash Tables

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- Is this *really* a problem??

- Notice that it would definitely be a problem if the mail was identified just by the M, and not by my name.
- Hmm ... didn't we want this to run in constant time?

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 Not really a problem — as long as we know it's just a few people that go in a given mailbox, the search through them (linear search) is still constant time!

- Coming back to the issue of storing student's data indexed by student ID: the analogy here is that if we just take the last three digits of the student ID and just store the data of the student at that position, then things will not work:
 - We'll need to store several students' data at the same position (analogy with "in the same mailbox"); but if we just leave it as student 314, then we won't know if it is the data of student 20111314 or the data of student 20222314.

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 As long as we store the student's data at location 314, but then, as part of the data, we store the complete student ID, then we will be able to locate the data of student 20111314; even if the data of student 20222314 is also stored (in the same location).

- BTW ... How do we store several students' data in the same location of the array?? (same subscript, therefore it is just one location).
- I will leave this one for you to think about it.

Hash Tables

- Over the next two classes, we'll take a look at:
- Two strategies to deal with collisions:
 - Chained hashing

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- Open addressing (Linear probing and double hashing)
- How to compute good hash functions (well, better — and more general — than just taking the last three digits of a student ID)

Summary

- During today's class, we discussed:
 - The idea of hash tables through a couple of examples.
 - Hash functions
 - Collisions, and why they may not be a problem
 - The birthday paradox!