CS 240 – Data Structures and Data Management

Module 7: Dictionaries via Hashing

O. Veksler

Based on lecture notes by many previous cs240 instructors

David R. Cheriton School of Computer Science, University of Waterloo

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Outline

- Dictionaries via Hashing
    - Hashing Introduction
    - Hashing with Chaining
    - Open Addressing
        - probe sequences
        - cuckoo hashing
    - Hash Function Strategies

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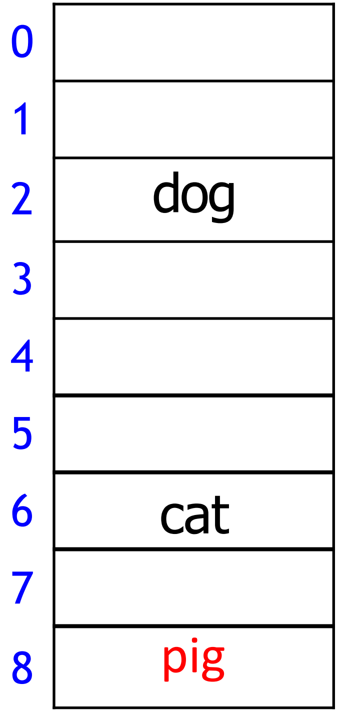
Direct Addressing

- Special situation: every key k is integer with $0 \le k < M$
- Direct addressing implementation
  - store (k, v) in array A of size M *via* $A[k] \leftarrow v$
  - *search*(k): check if $A[k]$ is empty
  - *insert*(k, v): $A[k] \leftarrow v$



0	
1	
2	dog
3	
4	
5	
6	cat
7	
8	pig

$D = \{(2, \mathrm{dog}), (6, \mathrm{cat})\}$

insert$(8, \text{pig})$

Direct Addressing

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- Direct addressing implementation
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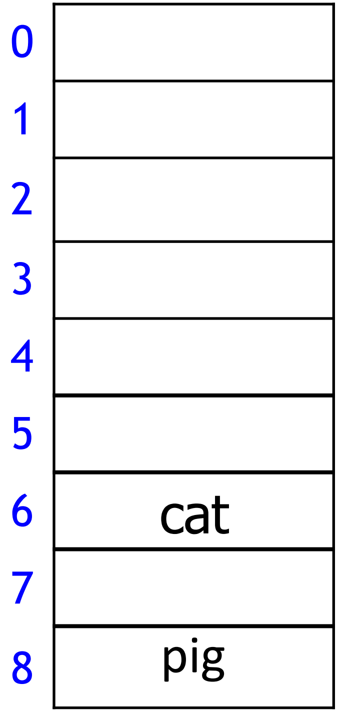
  - *delete*(k): $A[k] \leftarrow$ *empty*



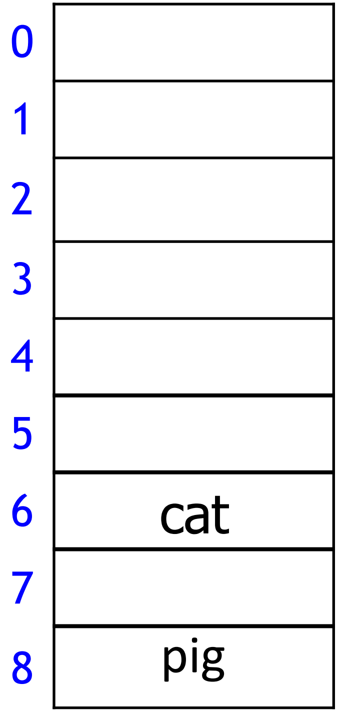
0	
1	
2	
3	
4	
5	
6	cat
7	
8	pig

$D = \{(2, \text{dog}), (6, \text{cat}), (8, \text{pig})\}$

delete(2)

Direct Addressing

- Special situation: every key k is integer with $0 \leq k < M$
- Direct addressing implementation
  - store (k, v) in array A of size M *via* $A[k] \leftarrow v$
  - *search*(k): check if $A[k]$ is empty
  - *insert*(k, v): $A[k] \leftarrow v$
  - *delete*(k): $A[k] \leftarrow$ *empty*
  - all operations are $O(1)$
  - total storage is $\Theta(M)$
- Drawbacks
  1. space is wasteful if $n << M$
  2. keys must be integers

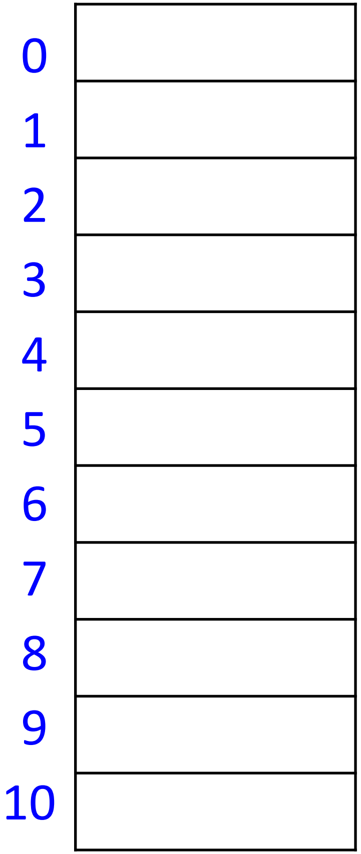


0	
1	
2	
3	
4	
5	
6	cat
7	
8	pig

$D = \{(6, \text{cat}), (8, \text{pig})\}$

Hashing

- **Idea:** first map keys to small integer range and then use direct addressing
- **Assumption:** keys come from some *universe U*
  - typically $U = \{0,1,\ldots\}$, sometimes U is finite
- Design *hash function* $h: U \rightarrow \{0,1,\ldots,M-1\}$
  - $h(k)$ is called *hash value* of k
  - example: $h(k) = k \bmod M$
  - will see other choices later
- Store dictionary in array T of size M, called *hash table*
- Item with key k wants to be stored in *slot* $h(k)$ of array T
- Example
  - $U = N$, $M = 11$, $h(k) = k \bmod 11$
  - keys $7, 13, 43, 45, 49, 92$



Hashing

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- Design *hash function* $h : U \rightarrow \{0, 1, \ldots, M - 1\}$
    - $h(k)$ is called *hash value* of k
    - example: $h(k) = k \; mod \; M$
    - will see other choices later
- Store dictionary in array T of size M, called *hash table*
- Item with key k wants to be stored in *slot* $h(k)$ of array T
- Example
    - $U = N, \; M = 11, \; h(k) = k \; mod \; 11$
    - keys $7, 13, 43, 45, 49, 92$
    - as usual, store KVP, but show only keys

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	
9	
10	43

Hash Functions and Collisions

- Hash function
    - should be fast, $O(1)$, to compute
- Generally hash function h is not injective
    - many keys can map to the same integer, example
        - $h(k) = k \; mod \; 11$,
        - $h(46) = 2 = h(13)$
- *Collision*: want to insert (k, v), but $T[h(k)]$ is occupied
- Two main strategies to deal with collisions

1. Chaining: allow multiple items at each table location
2. Open addressing: alternative slots in array
    - probe sequence: many alternative locations
        - linear probing
        - double hashing
    - cuckoo hashing: just one alternative location

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	
9	
10	43

Outline

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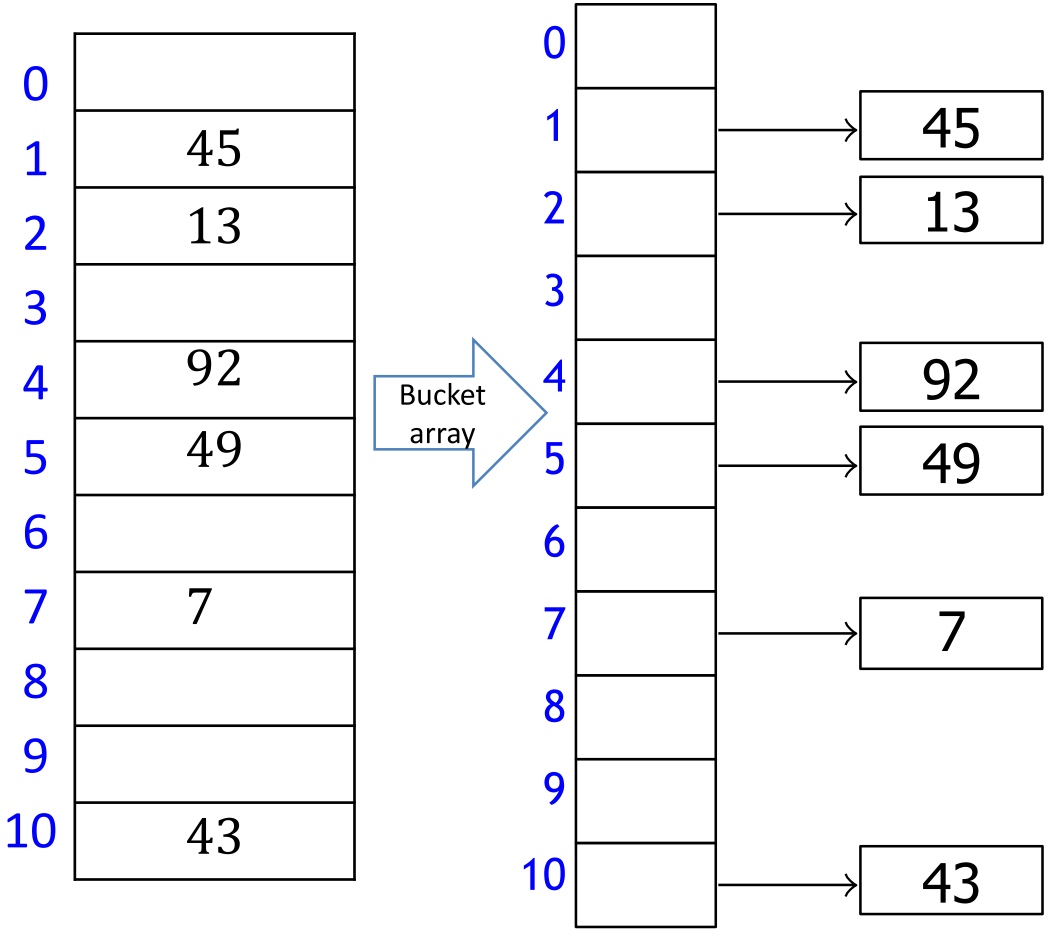
Hashing with Chaining

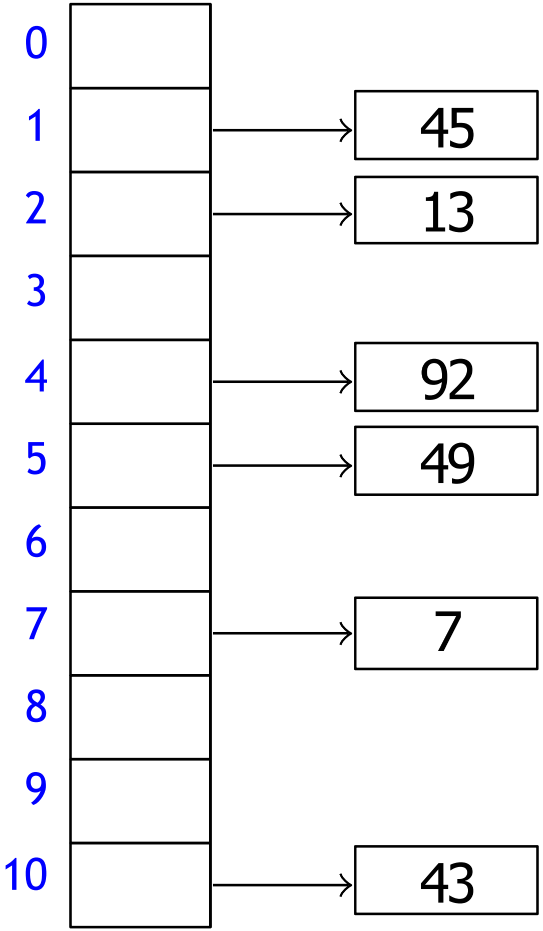
$M = 11, h(k) = k \bmod 11$

- Each slot is a *bucket* containing 0 or more KVPs
  - bucket can be implemented by any dictionary
  - even another hash table
  - simplest approach is unsorted linked list in each bucket
    - this is called chaining



Hashing with Chaining

- Operations
  - *search*(k): look for key k in the list at $T\,[h(k)]$
    - apply MTF heuristic
  - *insert*(k, v): add (k, v) to the *front* of list at $T\ [h(k)]$
  - *delete*(k): search and delete from the list at $T[h(k)]$

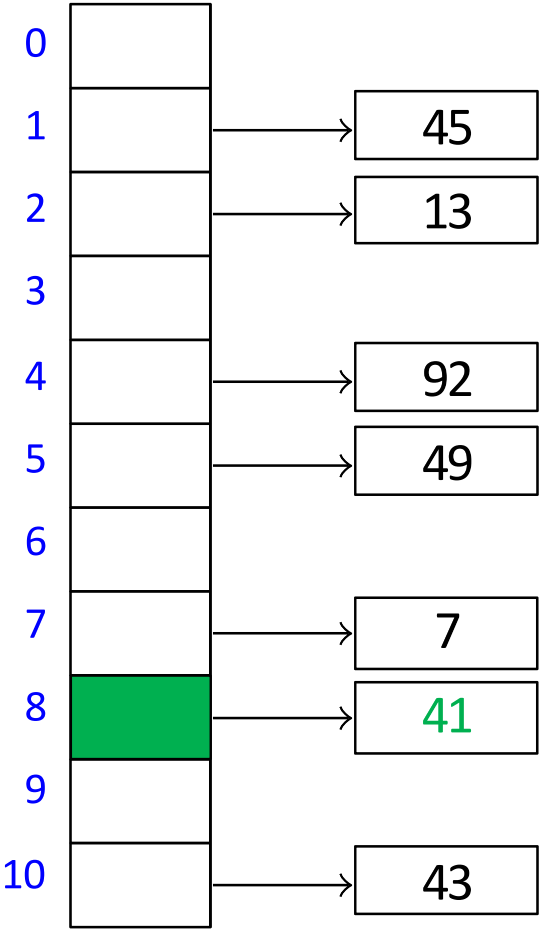


Hashing with Chaining Example

$M = 11, h(k) = k \bmod 11$

insert(41)

$h(41) = 8$

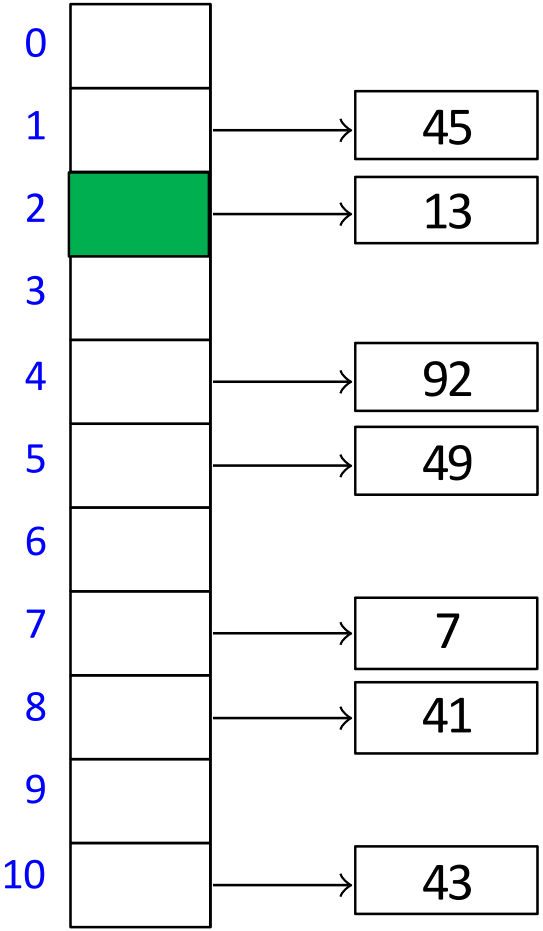


Hashing with Chaining Example

$$M = 11, h(k) = k \, mod \, 11$$

insert(46)

$h(46) = 2$

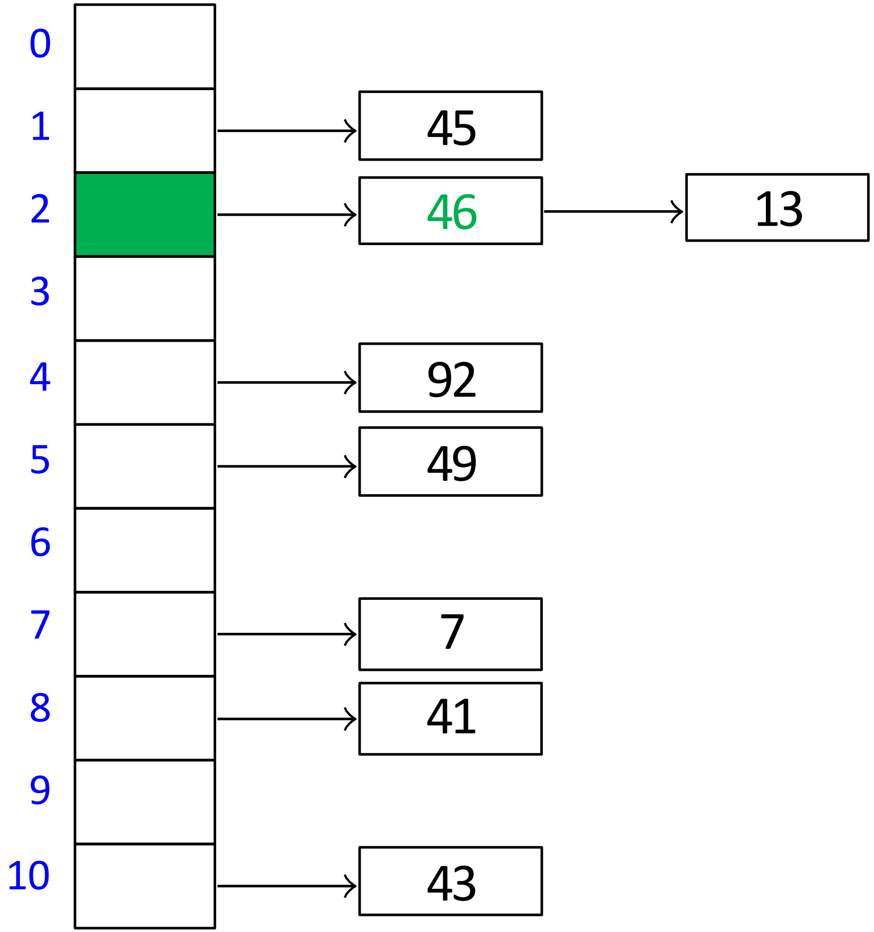


Hashing with Chaining Example

$M = 11, h(k) = k \bmod 11$

insert(46)

$h(46) = 2$

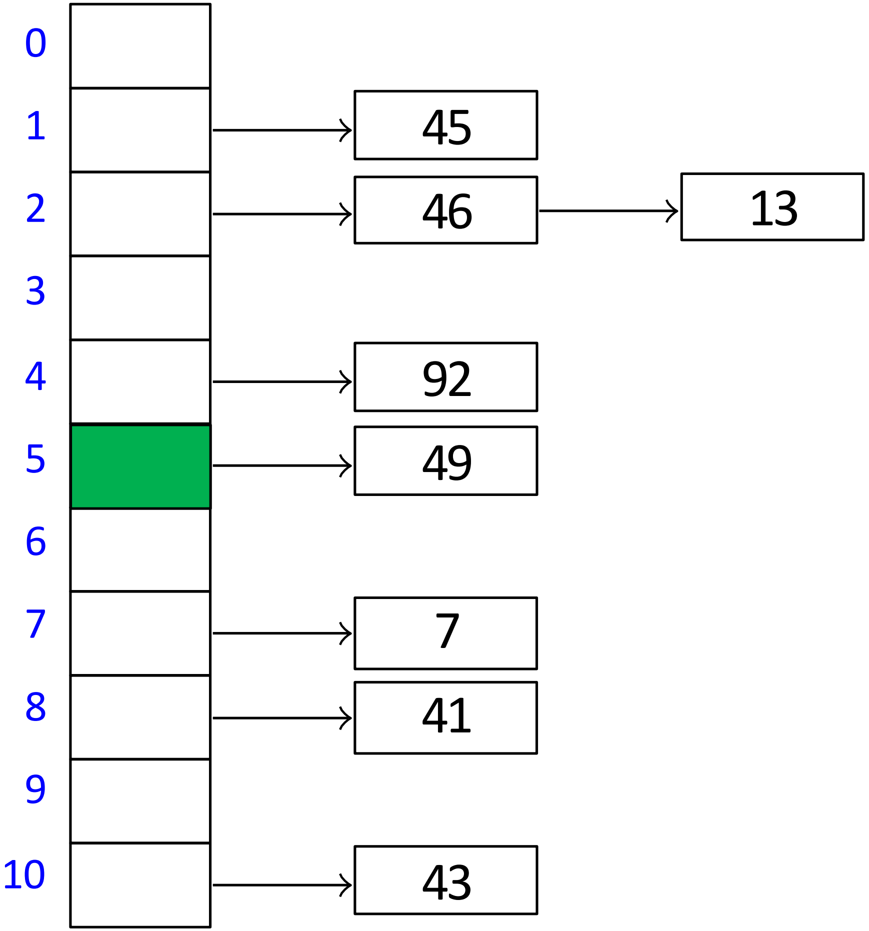


Hashing with Chaining Example

$M = 11, h(k) = k \bmod 11$

insert(16)

$h(16) = 5$

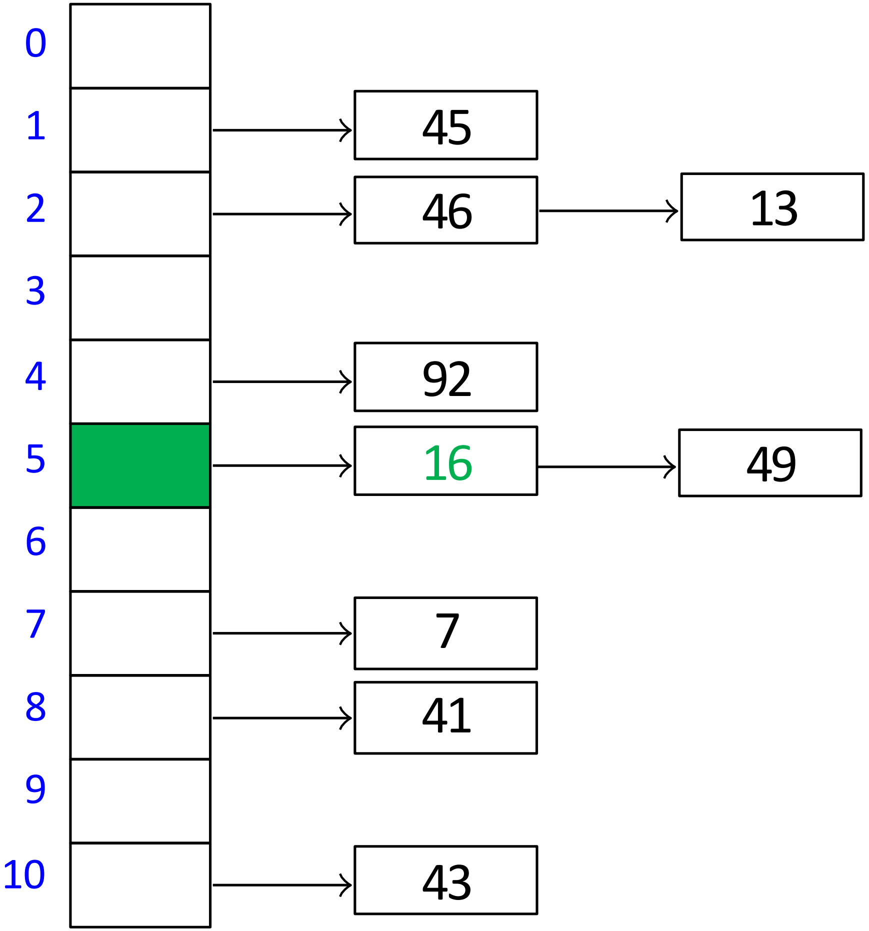


Hashing with Chaining Example

$M = 11, h(k) = k \, mod \, 11$

insert(16)

$h(16) = 5$

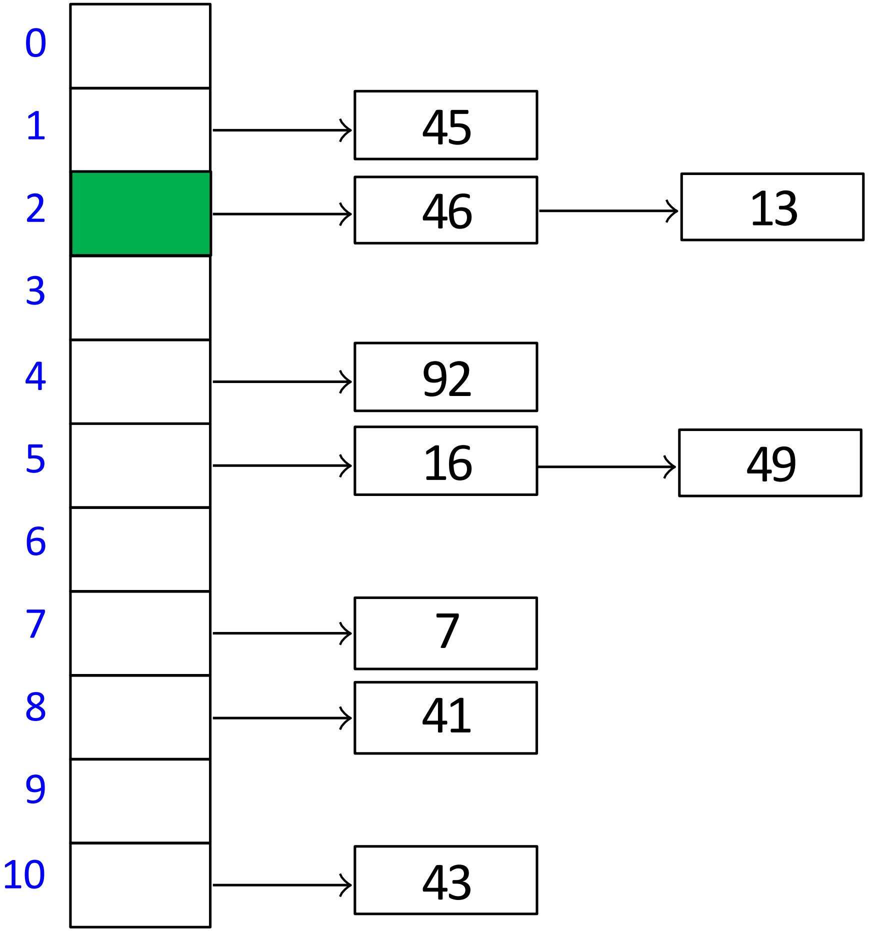


Hashing with Chaining Example

$$M = 11, h(k) = k \, mod \, 11$$

insert(79)

$h(79) = 2$

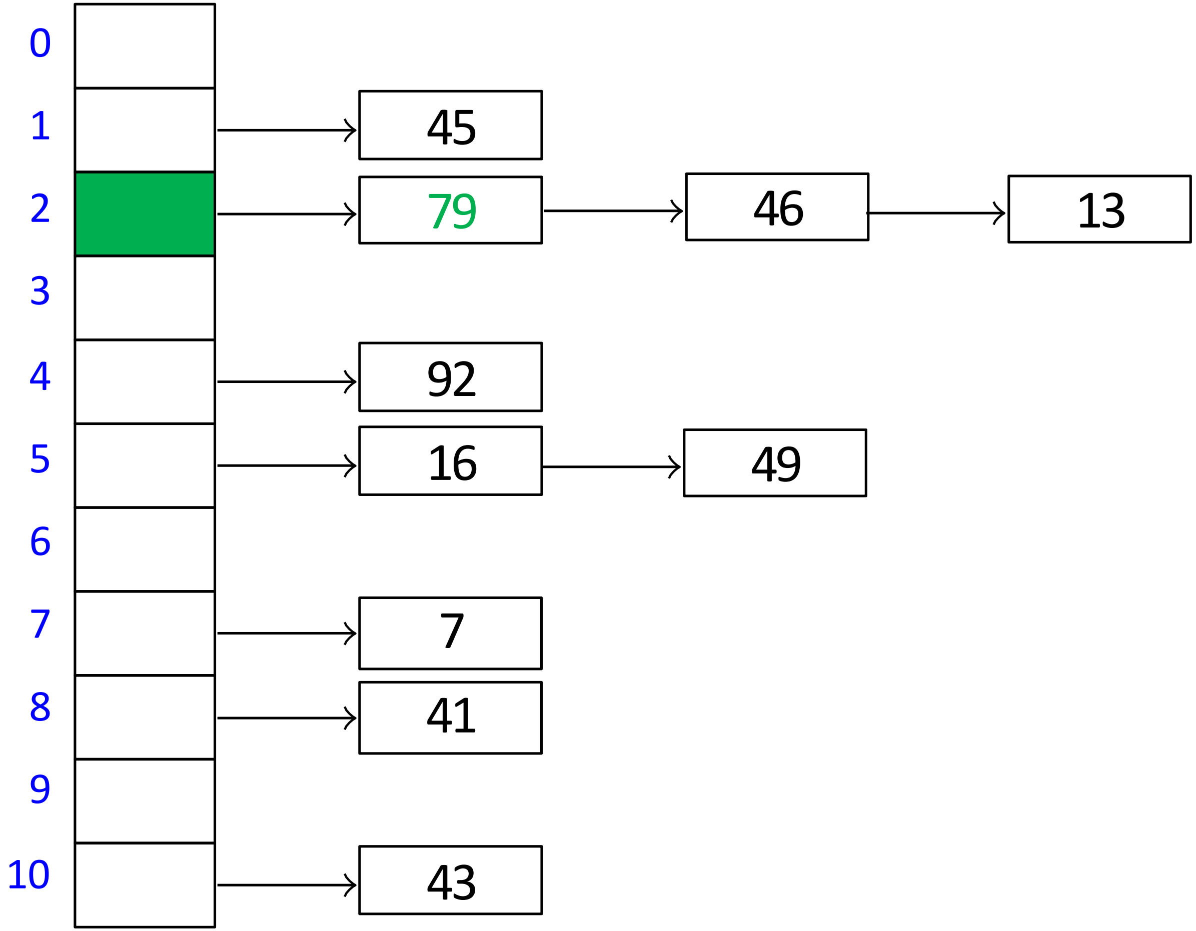


Hashing with Chaining Example

$M = 11, h(k) = k \bmod 11$

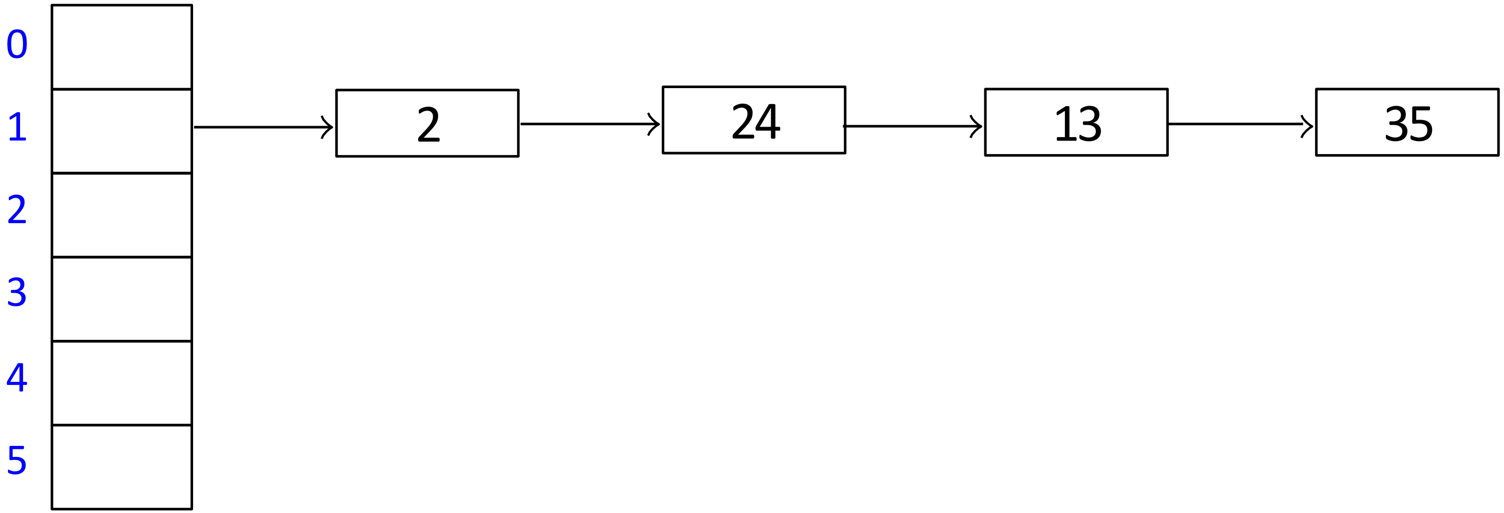
insert(79)

$h(79) = 2$



Hashing with Chaining: Running Time

- *insert* is $O(1)$, unordered linked list insertion
- *search* and *delete* $\Theta(1 + \text{length of list at } T(h(k)))$
  - we do not say $\Theta(\text{size of bucket } T[h(k)])$, as bucket can have size 0
- In the *worst case* all n items hash to same array index
  - hash table is essentially a list, and *search* and *delete* $\Theta(n)$

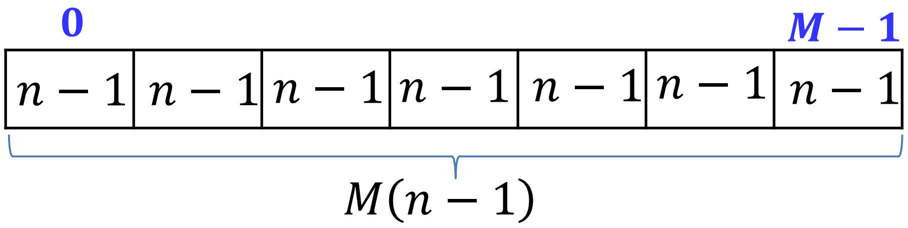


Hashing with Chaining: Worst Case Running Time

- When can all n items hash to the same array index?
  1. For bad hash function, i.e. $h(k) = 10$
  2. For *any* hash function, if universe is large enough, there are n keys that hash to the same slot

     Proof:

     - let $|U| \geq M(n-1) + 1$
     - suppose at most $n-1$ keys hash to each table slot



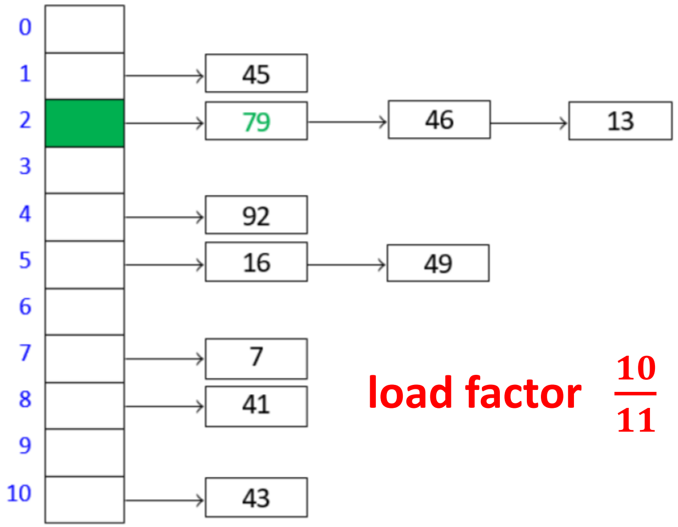
$\mathbf{0}$ $\boldsymbol{M-1}$

$$\underbrace{\boxed{n-1}\boxed{n-1}\boxed{n-1}\boxed{n-1}\boxed{n-1}\boxed{n-1}\boxed{n-1}}_{M(n-1)}$$

     - then there at most $M(n-1)$ elements in U, contradiction

- The user may happen to insert n such keys that hash to the same slot

Hashing with Chaining: Average Case Runtime?



load factor $\frac{10}{11}$

- Define *load factor* $\alpha = \frac{n}{M}$
    - n is the number of items
    - M is the size of hash table
- Average bucket size $= \frac{n}{M} = \alpha$
- This **does not** imply that average-case runtime of search and delete is $\Theta(1+\alpha)$
    - consider the case when all keys hash to the same slot
    - average bucket-size is still
    - but search and delete nevertheless take $\Theta(n)$ on average
    - message: when you hear ‘average’, ask ‘average over what’
- To get meaningful average-case bounds, we need some assumptions on hash-function and keys
    - hard to make realistic assumptions
- Easier to switch to *randomized* hashing

Hashing with Chaining: Randomization

- How can we randomize?
  - do not know sequence of inserts beforehand, cannot randomize that
  - cannot insert at a random location, as key k must hash to the hash value $h(k)$
- Idea: assume hash-function is chosen randomly from a set of all hash functions
- *Uniform Hashing Assumption (UHA):* any possible hash-function is equally likely to be chosen
  - not realistic, but this assumption makes analysis possible
- In practice: chose a random hash function from a certain *family* of hash functions
  - prime number $p > M$ and *random* $a, b \in \{0, \dots p-1\},\ a \neq 0$
  - $h(k) = \big((ak + b) \bmod p\big) \bmod M$

Uniform Hashing Assumption Properties

- Under UHA (any hash-function is chosen equally likely)

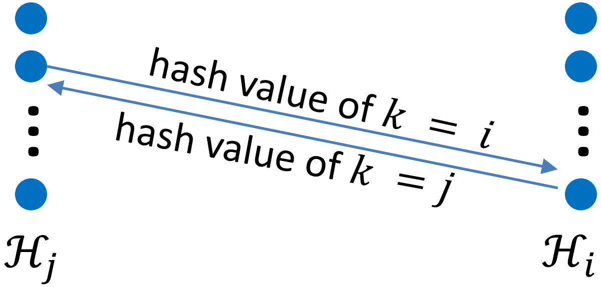
  1. $P(h(k) = i) = \frac{1}{M}$ for any key k and slot i

  Proof:

  Let k, i be some key and slot

  Let $\mathcal{H}_j$ (for $j = 1, .. M - 1$) be set of hash-functions h s.t. $h(k) = j$

  For $j \neq i$, can map $\mathcal{H}_j$ into $\mathcal{H}_i$ and vice-versa



  size of $\mathcal{H}_j$ equal to size of $\mathcal{H}_i$

  size of $\mathcal{H}_j$ is equal to $\frac{1}{M}$ of all hash functions

$$P(h(k) = i) = P(h(k) \in \mathcal{H}_i) = \frac{1}{M}$$

  2. hash-values of any two keys are independent of each other

- (1,2) mean that the distribution of keys is unimportant

Hashing with Chaining: Randomization

- $P(h(k) = i) = \frac{1}{M}$ for any key k and slot i
- hash-values of any two keys are independent of each other
- *load factor* $\alpha = \frac{n}{M}$

Claim: for any key k, the expected size of bucket $T[h(k)]$ is at most $1 + \alpha$

Proof:

- Let $h(k) = i$
- Case 1: k is not in the dictionary
  - then each of n dictionary items hashes to i with probability $\frac{1}{M}$
  - $E[T(i)] = \frac{n}{M} = \alpha \leq 1 + \alpha$
- Case 2: k is in the dictionary
  - $T(i)$ definitely has key k
  - the remaining $n - 1$ dictionary items hash to i with probability $\frac{1}{M}$
  - $E[T(i)] = 1 + \frac{n-1}{M} \leq 1 + \alpha$

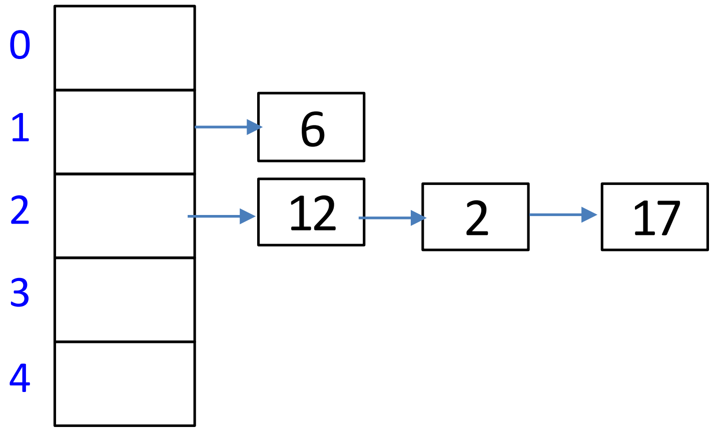
- *search*, *delete* have runtime $\Theta(1 + \text{size of bucket } T[h(k)])$
- Expected runtime of search and delete is $\Theta(1 + \alpha)$, insert is $\Theta(1)$

Load factor and re-hashing

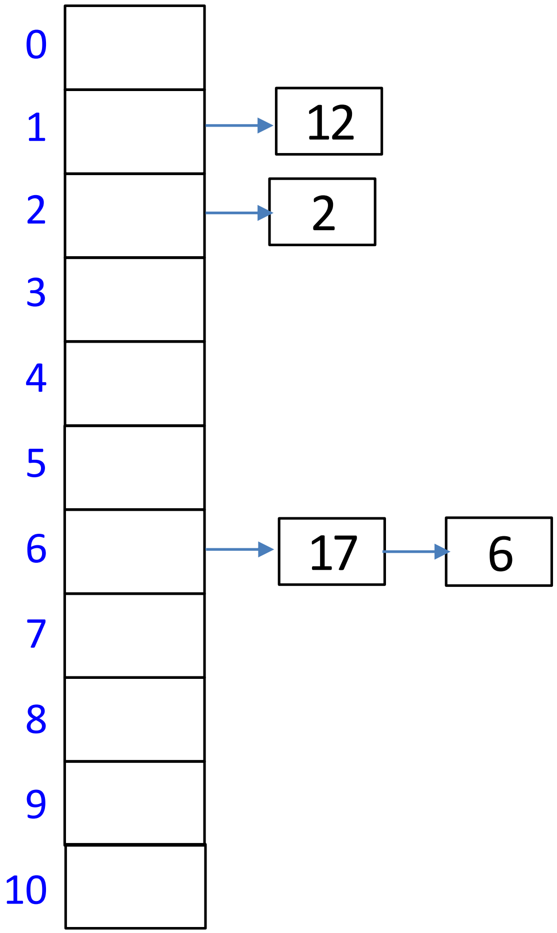
- Load factor $\alpha = \frac{n}{M}$
- *Space* is $\Theta(M + n) = \Theta(n/\alpha + n)$, time is $\Theta(1 + \alpha)$
    - if we maintain $\alpha \in \Theta(1)$, expected running time is $O(1)$ and space is $\Theta(n)$
- Accomplished by rehashing whenever $\frac{n}{M} < c_1$ or $\frac{n}{M} > c_2$
    - where c_1, c_2 are constants with $0 < c_1 < c_2$
    - c_1 is minimum allowed load factor, c_2 is maximum allowed load factor
- Maintaining hash array of appropriate size
    - start with small M
    - during insert/delete, update n
    - if load factor becomes too big, i.e. $\alpha = \frac{n}{M} > c_2$, rehash
        - chose new $M' \approx 2M$
        - find a new random hash function h' that maps U into $\{0,1, \ldots M' - 1\}$
        - create new hash table T' of size M'
        - reinsert each KVP from T into T'
        - update $T \leftarrow T', h \leftarrow h'$
    - If load factor becomes too small, i.e. $\alpha = \frac{n}{M} < c_1$, rehash with smaller M'
- Rehashing costs $\Theta(M + n)$ but happens rarely, cost amortized over all operations

Rehashing

$M = 5, h(k) = k \bmod 5$



$M' = 11, h'(k) = k \bmod 11$



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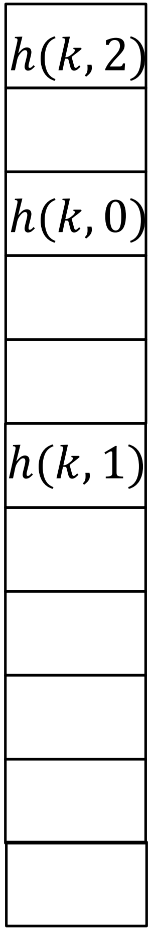
Open Addressing

- Chaining wastes space on links
- Can we resolve collisions in the array H?
- Idea: each hash table entry holds only one item, but key k can go in multiple locations
- *Probe sequence*
  - *search* and *insert* follow a probe sequence of possible locations for key k

$$h(k,0), h(k,1), h(k,2), \ldots$$

  - until an empty spot is found



Open Addressing: Linear Probing

- Linear probing is the simplest method for probe sequence
  - If $h(k)$ is occupied, place item in the next available location
    - probe sequence is
      - $h(k, 0) = h(k)$
      - $h(k, 1) = h(k) + 1$
      - $h(k, 2) = h(k) + 2$
      - etc…
- Assume circular array, i.e. modular arithmetic
  - $h(k, i) = (h(k) + i)\ mod\ M$

Linear Probing Example

$M = 11,\ h(k) = k\, mod\, 11$

insert(41)

$h(41) = 8$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	
9	
10	43

Linear Probing Example

$M = 11,\ h(k) = k \bmod 11$

insert(41)

$h(41) = 8$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Linear Probing Example

$M = 11, \; h(k) = k \bmod 11$

insert(84)

$h(84) = 7$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Linear Probing Example

$M = 11, \; h(k) = k \, mod \, 11$

insert(84)

$h(84) = 7$

0		
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	occupied
8	41	
9		
10	43	

Linear Probing Example

$M = 11, \; h(k) = k \, mod \, 11$

insert(84)

$h(84) = 7$

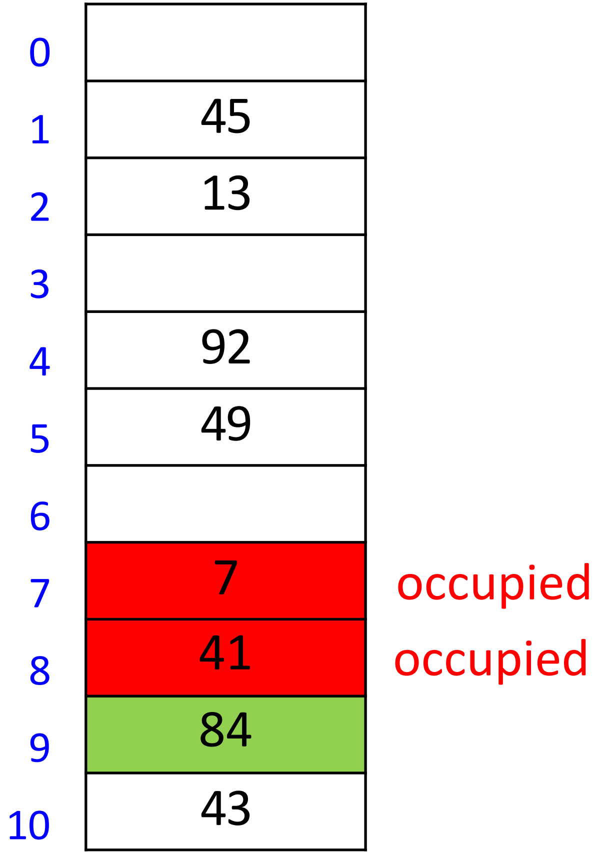
0		
1	45	
2	13	
3		
4	92	
5	49	
6		
7	🟥 7	occupied
8	🟥 41	occupied
9		
10	43	

Linear Probing Example

$M = 11,\ h(k) = k \bmod 11$

insert(84)

$h(84) = 7$



0		
1	45	
2	13	
3		
4	92	
5	49	
6		
7	🟥 7	occupied
8	🟥 41	occupied
9	🟩 84	
10	43	

Linear Probing Formula

- Linear probing explores positions

$$h(k, i) = (h(k) + i) \bmod M$$

  - for $i = 0, 1, \ldots$ until an empty location is found
  - where $h(k)$ is some hash function

Linear probing example Continued

$M = 11, \; h(k) = k \, mod \, 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0, 1, \ldots$

insert(20)

$h(20) = 9$

$h(20, 0) = (9 + 0) \mathrm{mod} \, 11 = 9$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	84
10	43

Linear probing example Continued

$M \ = \ 11, \ \ h(k) = k \, mod \, 11$

$h(k, i\,) = \ (h(k) + \ i\,)$ mod M for sequence $i = 0,1, \ldots$

insert(20)

$h(20) \ = 9$

$h(20, 0) = (9 + 0) \mathrm{mod}\, 11 = 9$

0		
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	84	occupied
10	43	

Linear probing example Continued

$M = 11,\ h(k) = k\ mod\ 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0, 1, \ldots$

insert(20)

$h(20) = 9$

$h(20, 1) = (9 + 1) \text{mod } 11 = 10$

0		
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	🟥 84	occupied
10	🟥 43	occupied

Linear probing example Continued

$$M = 11, \; h(k) = k \; mod \; 11$$

$$h(k, i) = (h(k) + i) \text{ mod } M \text{ for sequence } i = 0,1, \ldots$$

$insert(20)$

$h(20) = 9$

$h(20, 2) = (9 + 2)\text{mod } 11 = 0$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	84	occupied
10	43	occupied

Linear probing example: Search

$M = 11, \; h(k) = k \, mod \, 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

$\mathit{search}(23)$

$h(23) = 1$

$h(23, 0) = (1 + 0) \mathrm{mod} \, 11 = 1$

0	20	
1	45	occupied
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	84	
10	43	

Linear probing example: Search

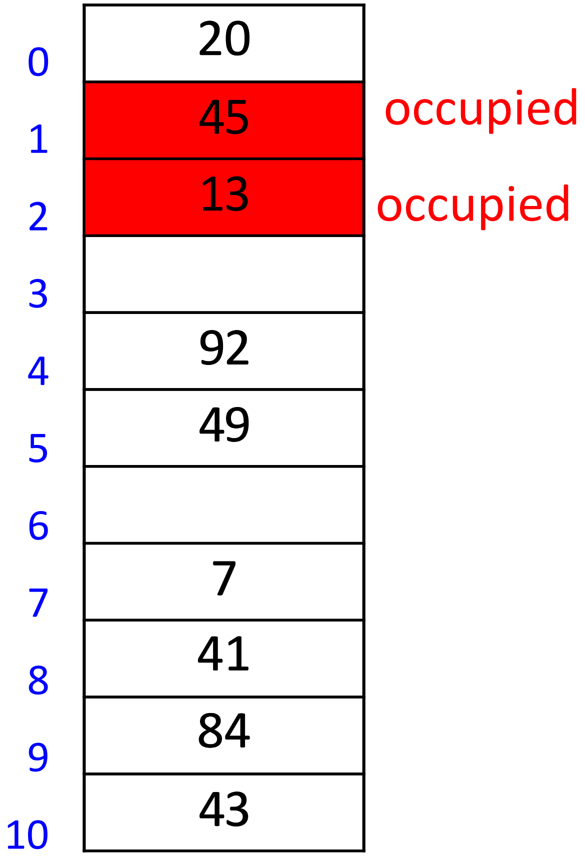
$M = 11,\ h(k) = k \bmod 11$

$h(k, i) = (h(k) + i) \bmod M$ for sequence $i = 0, 1, \ldots$

$\mathit{search}(23)$

$h(23) = 1$

$h(23, 1) = (1 + 1) \mathrm{mod}\ 11 = 2$



0	20	
1	45	occupied
2	13	occupied
3		
4	92	
5	49	
6		
7	7	
8	41	
9	84	
10	43	

Linear probing example: Search

$M = 11, \; h(k) = k \; mod \; 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

search(23)

$h(23) = 1$

$h(23, 2) = (1 + 2) \text{mod} \; 11 = 3$

0	20	
1	45	occupied
2	13	occupied
3		not found
4	92	
5	49	
6		
7	7	
8	41	
9	84	
10	43	

Linear probing: Delete

$M = 11, \; h(k) = k \; mod \; 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

$delete(84)$

$h(84) = 7$

$h(84, 0) = (7 + 0) \text{mod } 11 = 7$

0	20
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	84
10	43

Linear probing: Delete

$M = 11, \; h(k) = k \, mod \, 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

delete(84)

$h(84) = 7$

$h(84, 0) = (7 + 0) \text{mod } 11 = 7$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	occupied
8	41	
9	84	
10	43	

Linear probing: Delete

$$M = 11, \; h(k) = k \; mod \; 11$$

$$h(k, i) = (h(k) + i) \text{ mod } M \text{ for sequence } i = 0,1, \ldots$$

$delete(84)$

$h(84) = 7$

$h(84, 1) = (7 + 1)\text{mod } 11 = 8$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	occupied
8	41	occupied
9	84	
10	43	

Linear probing: Delete

$M = 11, \; h(k) = k \; mod \; 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

$\mathit{delete}(84)$

$h(84) = 7$

$h(84, 2) = (7 + 2) \text{mod } 11 = 9$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	occupied
8	41	occupied
9	84	found
10	43	

Linear probing: Delete

$M = 11,\ h(k) = k \mathit{ mod }\, 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0, 1, \ldots$

delete(84)

$h(84) = 7$

$h(84, 2) = (7 + 2) \mathrm{mod}\, 11 = 9$

0	20
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	▨
10	43

Linear probing: Delete

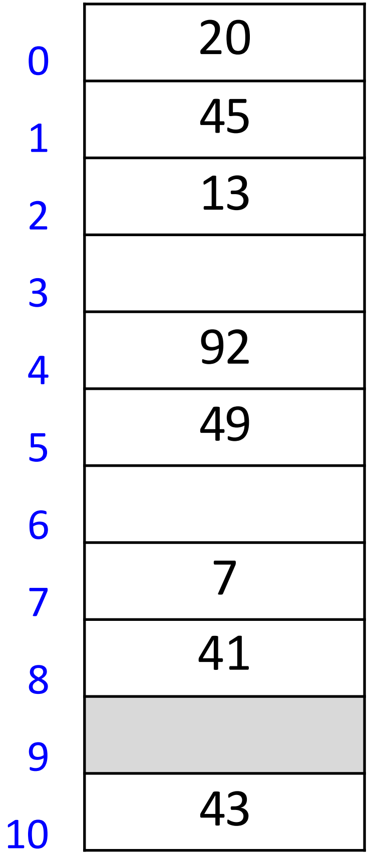
$M = 11,\ h(k) = k \: mod \: 11$

$h(k, i) = (h(k) + i) \text{ mod } M$ for sequence $i = 0,1, \ldots$

search(20)

$h(20) = 9$

$h(20, 0) = (9 + 0) \text{mod } 11 = 9$



0	20
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

not found

Open Addressing

- *delete* becomes problematic
  - cannot leave an *empty* spot behind
    - next search might otherwise not go far enough
  - Idea: lazy deletion
    - mark spot as *deleted* (rather than *empty*)
    - continue searching past *deleted* spots
    - insert in empty or *deleted* spot
  - Can use lazy deletion for other data structures
    - mark as deleted items in AVL tree instead of actual deletion
    - If a lot of items are deleted, rebuild AVL tree
  - While in other data structures lazy deletion can be used to improve performance, in probing lazy deletion is required for correct performance

Linear probing: Delete

$M = 11, \ h(k) = k \ mod \ 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

delete(84)

$h(84) = 7$

$h(84, 0) = (7 + 0) \mathrm{mod} \ 11 = 7$

$h(84, 1) = (7 + 1) \mathrm{mod} \ 11 = 8$

$h(84, 2) = (7 + 2) \mathrm{mod} \ 11 = 9$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	occupied
8	41	occupied
9	84	found
10	43	

Linear probing: Delete

$M = 11, \; h(k) = k \; mod \; 11$

$h(k, i) = (h(k) + i) \text{ mod } M$ for sequence $i = 0,1,\ldots$

$\textit{delete}(84)$

$h(84) = 7$

$h(84, 0) = (7 + 0) \text{mod } 11 = 7$

$h(84, 1) = (7 + 1) \text{mod } 11 = 8$

$h(84, 2) = (7 + 2) \text{mod } 11 = 9$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	occupied
8	41	occupied
9	deleted	
10	43	

Linear probing example

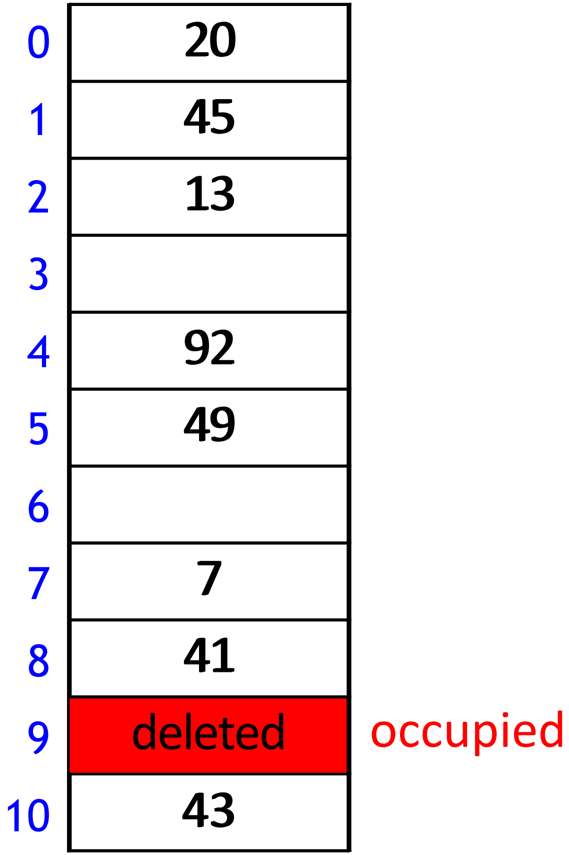
$M = 11, \ h(k) = k \ mod \ 11$

$h(k, i) = (h(k) + i) \text{ mod } M$ for sequence $i = 0,1, \ldots$

$search(20)$

$h(20) = 9$

$h(20, 0) = (9 + 0) \text{mod } 11 = 9$



0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	deleted	occupied
10	43	

Linear probing example

$M = 11,\ h(k) = k\ mod\ 11$

$h(k,i) = (h(k) + i)$ mod M for sequence $i = 0,1,\ldots$

$search(20)$

$h(20) = 9$

$h(20,1) = (9+1)\text{mod } 11 = 10$

0	20	
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	84	occupied
10	43	occupied

Linear probing example

$M = 11,\ h(k) = k\ mod\ 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0, 1, \ldots$

$search(20)$

$h(20) = 9$

$h(20, 2) = (9 + 2) \mathrm{mod}\ 11 = 0$

0	20	found
1	45	
2	13	
3		
4	92	
5	49	
6		
7	7	
8	41	
9	84	occupied
10	43	occupied

Linear probing example

$M = 11,\ h(k) = k\ mod\ 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

insert(10)

$h(10) = 10$

$h(10, 0) = (10 + 0) \text{mod } 11 = 10$

0	20
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	84
10	deleted

Linear probing example

$M = 11,\ h(k) = k\ mod\ 11$

$h(k, i) = (h(k) + i)$ mod M for sequence $i = 0,1, \ldots$

$insert(10)$

$h(10) = 10$

$h(10, 0) = (10 + 0) \text{mod}\ 11 = 10$

0	20
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	84
10	10

Probe Sequence Operations

```
probe-sequence::insert$(T, (k, v))$
    for $(i = 0; i < M; i++)$
        if $T[h(k,i)]$ is empty or deleted
            $T[h(k,i)] = (k, v)$
            return success
    return failure to insert
```

- Stop inserting after M tries
  - provided $\alpha < 1$, linear probing does not need this
  - some probing methods need this
- If insert fails, call rehash

```
probe-sequence::search$(T, k)$
    for $(i = 0; i < M; i++)$
        if $T[h(k,i)]$ is empty
            return item-not-found
        if $T[h(k,i)]$ has key $k$ return $T[h(k,i)]$
        // $T[h(k,i)]$ = deleted or not in the data structure
        // therefore keep searching
    return item not found
```

Linear probing drawbacks

- Entries tend to cluster into contiguous regions
- Many probes for each search, insert, and delete
- How to avoid clustering?

0	
1	45
2	
3	
4	92
5	
6	**28**
7	**7**
8	**41**
9	**84**
10	

Double Hashing Motivation

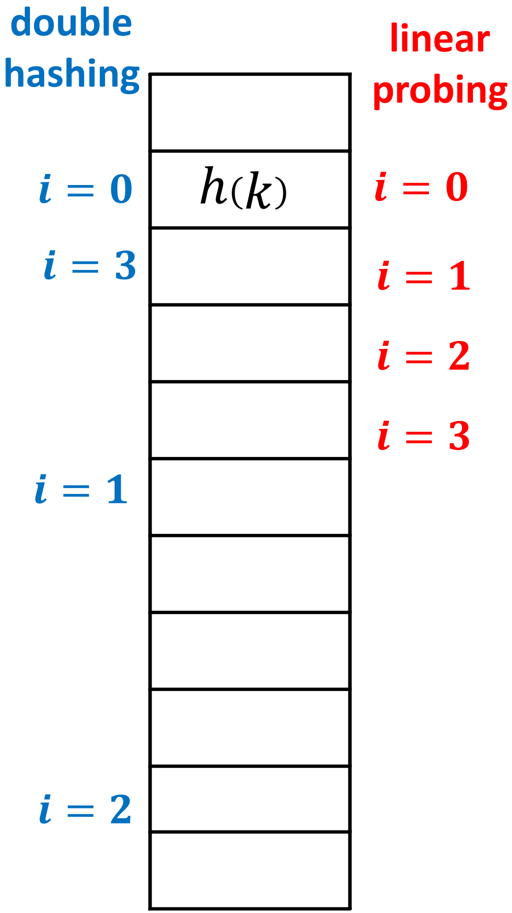
- Linear probing attempts inserting into consecutive locations, i.e. step size 1

$$h(k) \quad h(k)\ +1 \quad h\,(k)+2$$

- To avoid consecutive locations, let each key have its own step size

$$h(k) \quad h(k)\ +step \quad h(k)+2step$$

- This helps to avoid the clustering side effect
- For each key k, probe sequence is always the same
- Example
  - for $k\ = 14$, probe sequence is always
    - 4, 7, 10, 13
  - for $k\ = 24$, probe sequence is always
    - 5, 10, 15, 20

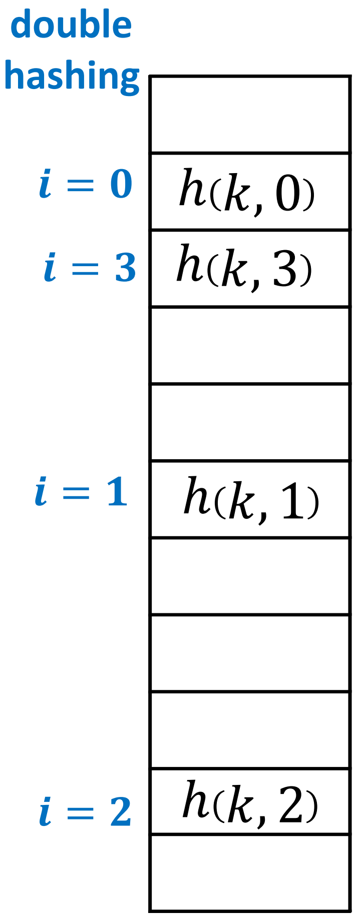


Double Hashing

- *Double hashing* : open addressing with probe sequence

$$h(k,i) = (h_0(k) + i \cdot h_1(k)) \; mod \; M \text{ for } i = 0,1,\ldots$$

- Where
  - h_1 is another (secondary) hash function s.t. $h_1(k) \neq 0$
  - $h_1(k)$ is relative prime with M for all keys k
    - otherwise probe-sequence does not explore the entire hash table
    - easiest to choose M prime, and ensure $h_1(k) < M$
- Double hashing with a good secondary hash function does not cause the bad clustering produced by linear probing
- *search*, *insert*, *delete* work as in linear probing, but with this different probe sequence
  - linear probing is a special case of double hashing with $h_1(k) = 1$



double hashing

$i = 0$ $h(k,0)$

$i = 3$ $h(k,3)$

$i = 1$ $h(k,1)$

$i = 2$ $h(k,2)$

Independent Hash functions

- When two hash functions h_0, h_1 are required, they should be independent

$$P(h_0(k) = i, h_1(k) = j) = P(h_0(k) = i\ )\ P(h_1(k) = j)$$

- Using two modular hash-functions may lead to dependencies
- Better idea: Use *multiplicative method* for second hash function
  - let $0 < A < 1$
  - $h(k) = \lfloor M \underbrace{(kA - \lfloor kA \rfloor)}_{} \rfloor$

$$0 \leq \text{fractional part of } kA < 1$$

$$0 \leq M \cdot (\text{fractional part of } kA) < M$$

- Example
  - $M = 11, A = 0.2$
  - $h(34) = \lfloor 11 \cdot (34 \cdot 0.2 - \lfloor 34 \cdot 0.2 \rfloor) \rfloor = \lfloor 11 \cdot (6.8 - \lfloor 6.8 \rfloor) \rfloor = \lfloor 11 \cdot 0.8 \rfloor = 8$
- $A = \varphi = \frac{\sqrt{5}-1}{2} \approx 0.618033988749$ works well to scramble the keys
- For double hashing, to ensure $0 < h(k) < M$, use

$$h_1(k) = \lfloor \underbrace{(M-1)(kA - \lfloor kA \rfloor)}_{\text{for table size } M-1:\ 0 \leq \text{values} < M-1} \rfloor + 1$$

Double Hashing Example

$$\frac{\sqrt{5}-1}{2}$$

$$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$$

$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0,1, \ldots$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	
9	
10	43

Double Hashing Example

$M = 11, \; h_0(k) = k \bmod 11, \; h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$

$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0,1,\ldots$

insert(41)

$$h_0(41) = 8$$
$$h_1(41) = 4$$
$$h(41, 0) = (8 + 0 \cdot 4)\ mod\ 11 = 8$$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	
9	
10	43

Double Hashing Example

$$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$$

$$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$$ for sequence $i = 0,1,\ldots$

insert(41)

$$h_0(41) = 8$$

$$h_1(41) = 4$$

$$h(41, 0) = (8 + 0 \cdot 4)\ mod\ 11 = 8$$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Double Hashing Example

$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$

$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0,1,\ldots$

insert(194)

$$h_0(194) = 7$$

$$h_1(194) = 9$$

$$h(194, 0) = (7 + 0 \cdot 9)\ mod\ 11 = 7$$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Double Hashing Example

$$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$$

$$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$$ for sequence $i = 0,1,\ldots$

insert(194)

$$h_0(194) = 7$$

$$h_1(194) = 9$$

$$h(194, 0) = (7 + 0 \cdot 9)\ mod\ 11 = 7$$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Double Hashing Example

$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$

$h(k, i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0, 1, \ldots$

insert(194)

$$h_0(194) = 7$$

$$h_1(194) = 9$$

$$h(194, 1) = (7 + 1 \cdot 9)\ mod\ 11 = 5$$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Double Hashing Example

$$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$$

$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0,1,\ldots$

insert(194)

$$h_0(194) = 7$$

$$h_1(194) = 9$$

$$h(194, 1) = (7 + 1 \cdot 9)\ mod\ 11 = 5$$

0	
1	45
2	13
3	
4	92
5	49
6	
7	7
8	41
9	
10	43

Double Hashing Example

$$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$$

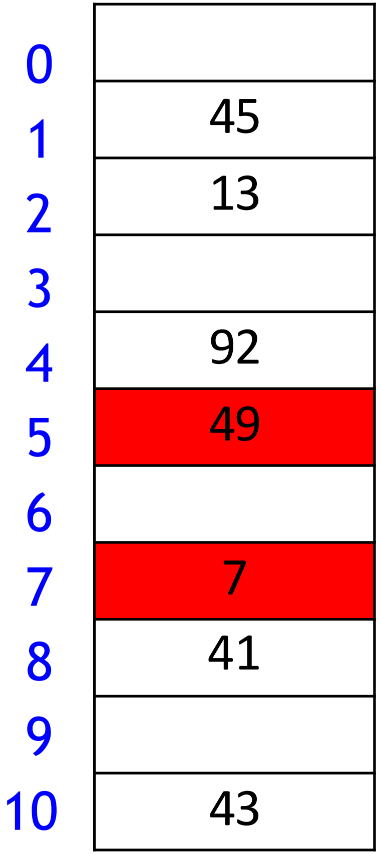
$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0,1,\ldots$

insert(194)

$$h_0(194) = 7$$

$$h_1(194) = 9$$

$$h(194, 2) = (7 + 2 \cdot 9)\ mod\ 11 = 3$$



0	
1	45
2	13
3	
4	92
5	🟥 49
6	
7	🟥 7
8	41
9	
10	43

Double Hashing Example

$$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 10(\varphi k - \lfloor \varphi k \rfloor) \rfloor + 1$$

$h(k,i) = (h_0(k) + i \cdot h_1(k)) mod\ M$ for sequence $i = 0,1,\ldots$

insert(194)

$$h_0(194) = 7$$

$$h_1(194) = 9$$

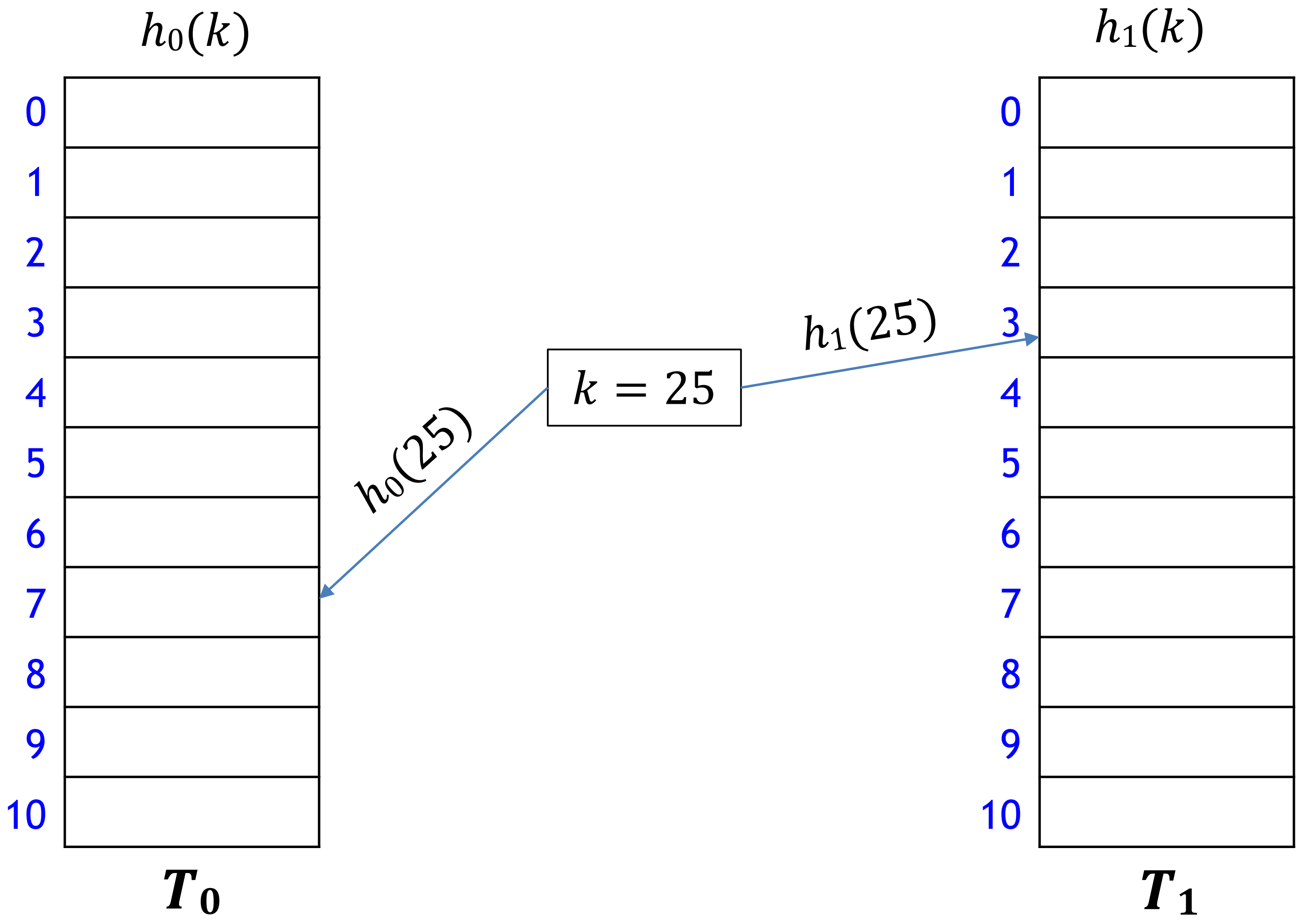
$$h(194, 2) = (7 + 2 \cdot 9)\ mod\ 11 = 3$$

0	
1	45
2	13
3	194
4	92
5	49
6	
7	7
8	41
9	
10	43

Outline

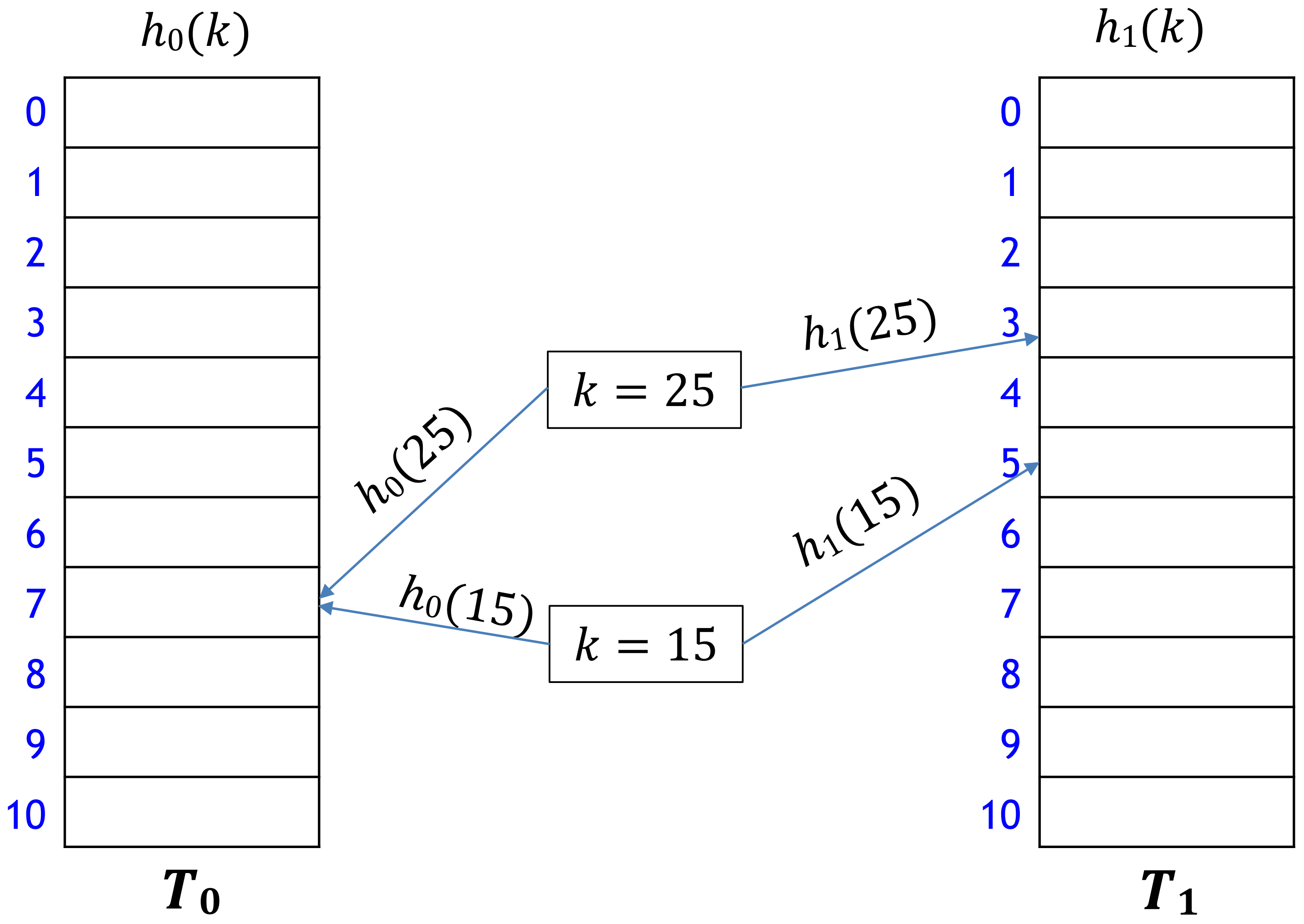
- Dictionaries via Hashing
    - Hashing Introduction
    - Hashing with Chaining
    - Open Addressing
        - probe Sequences
        - cuckoo hashing
    - Hash Function Strategies

Cuckoo Hashing



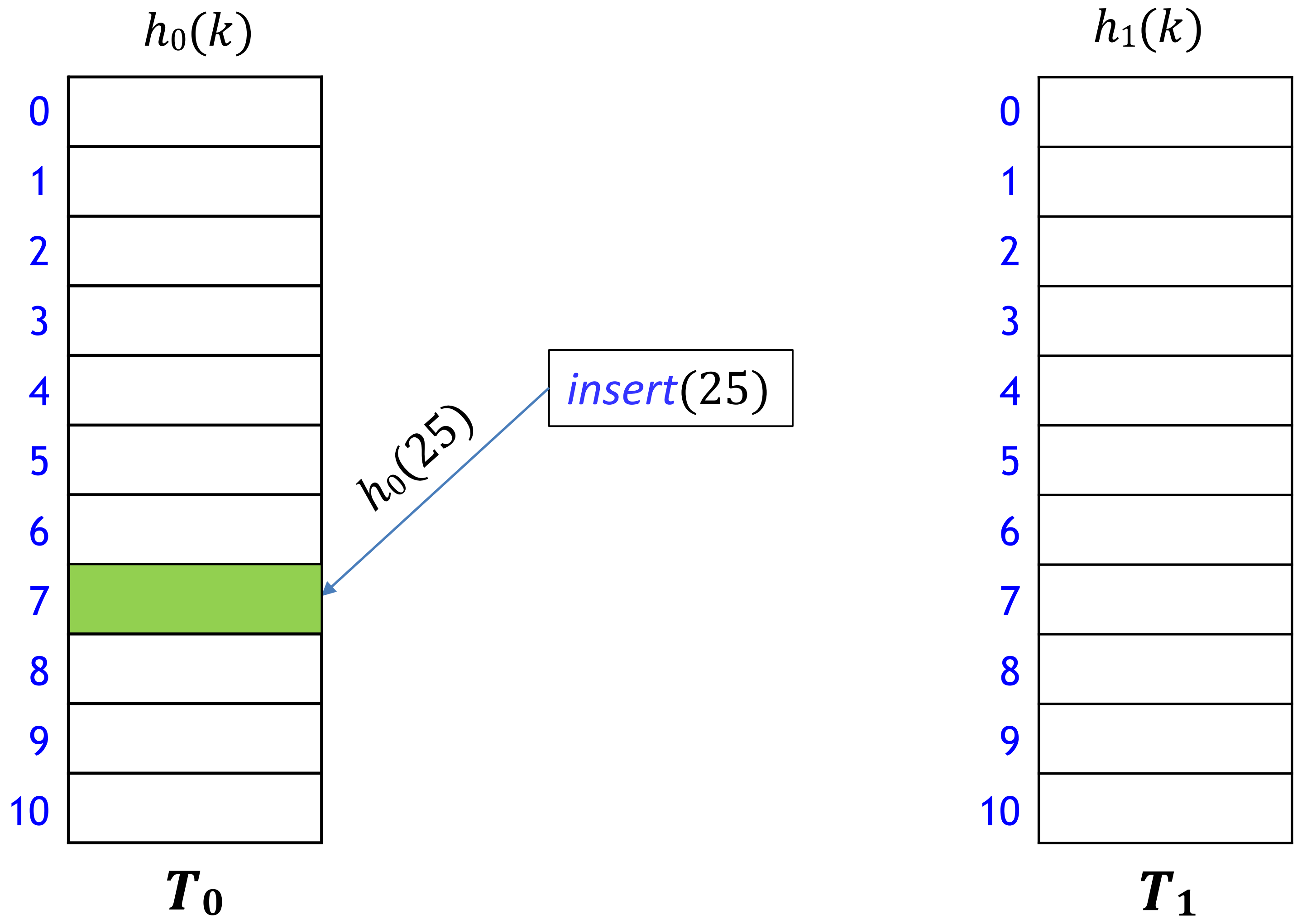
- **Main idea:** An item with key k can be only at $T_0[h_0(k)]$ or $T_1[h_1(k)]$

Cuckoo Hashing



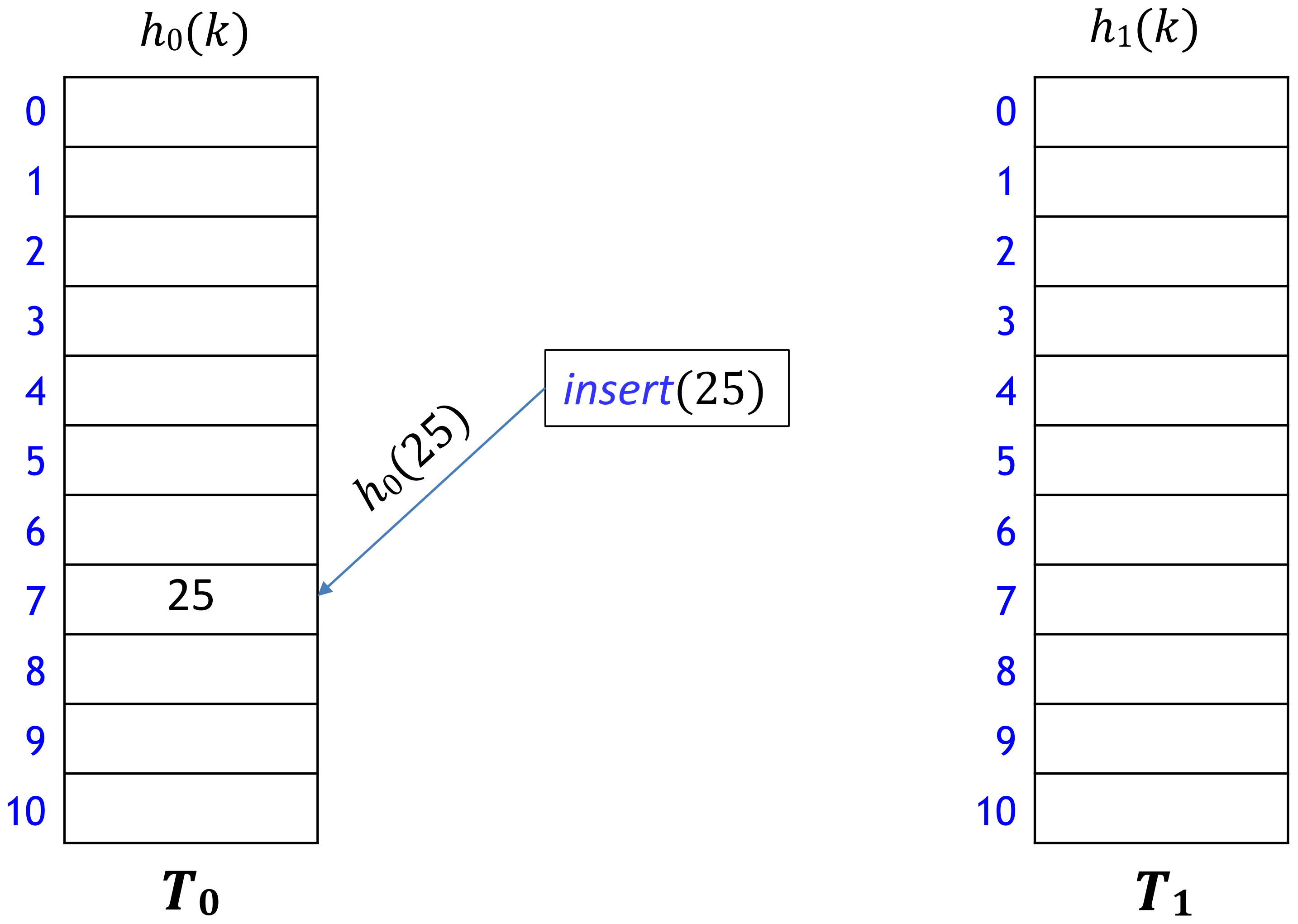
- **Main idea:** An item with key *k* can be only at $T_0[h_0(k)]$ or $T_1[h_1(k)]$
  - *search* and *delete* take $O(1)$ time

Cuckoo Hashing



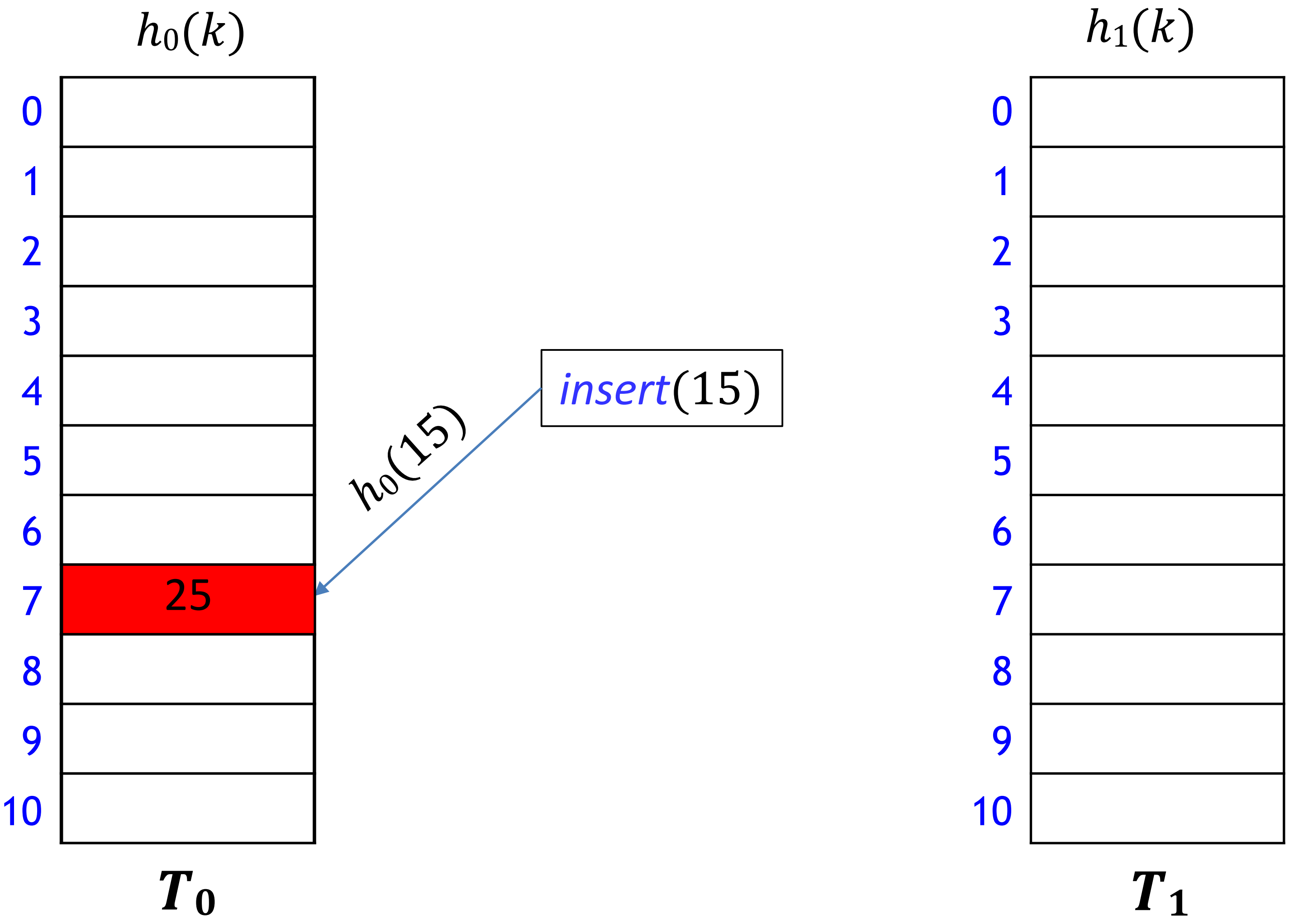
- How to insert?

Cuckoo Hashing



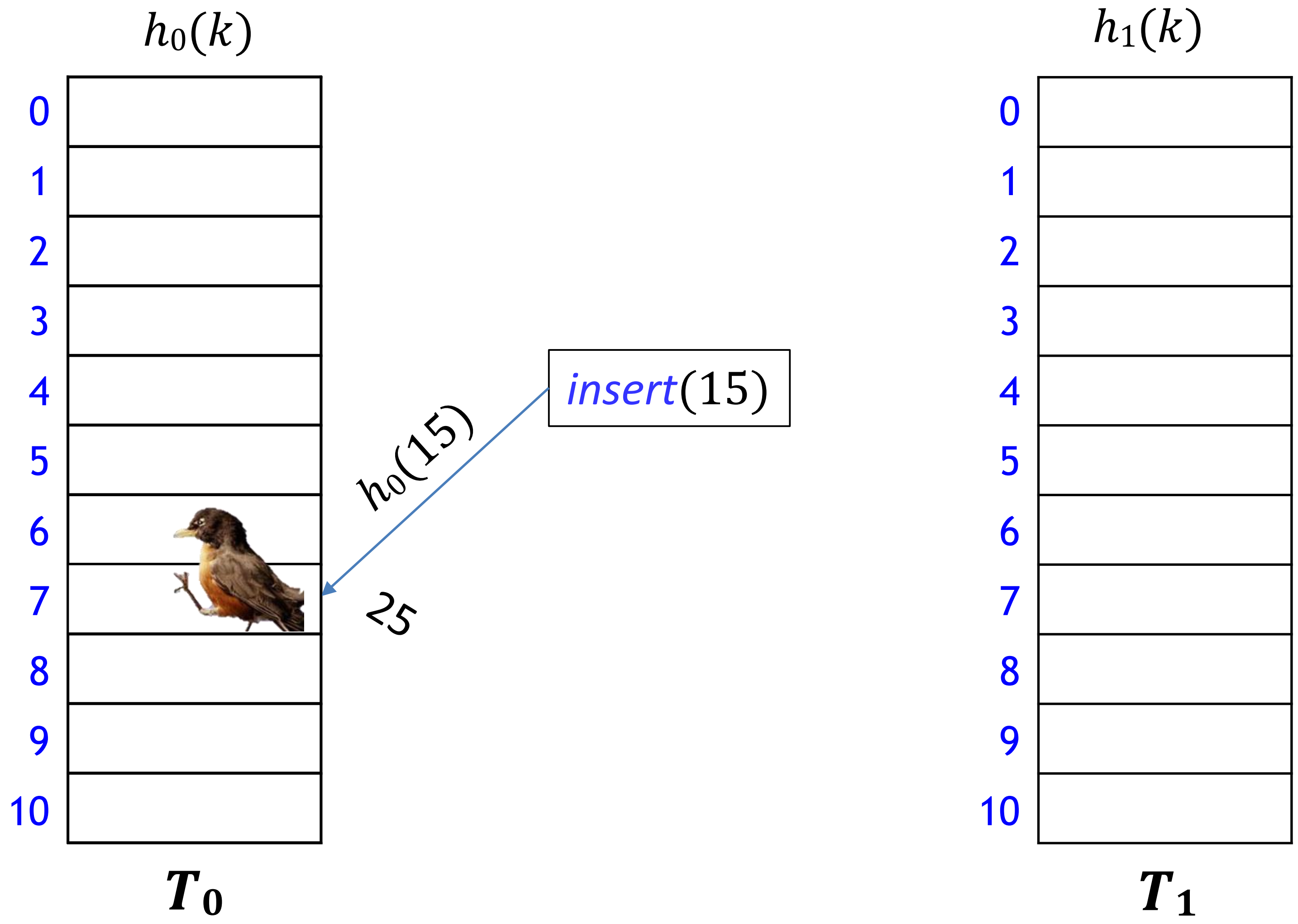
- How to insert?

Cuckoo Hashing



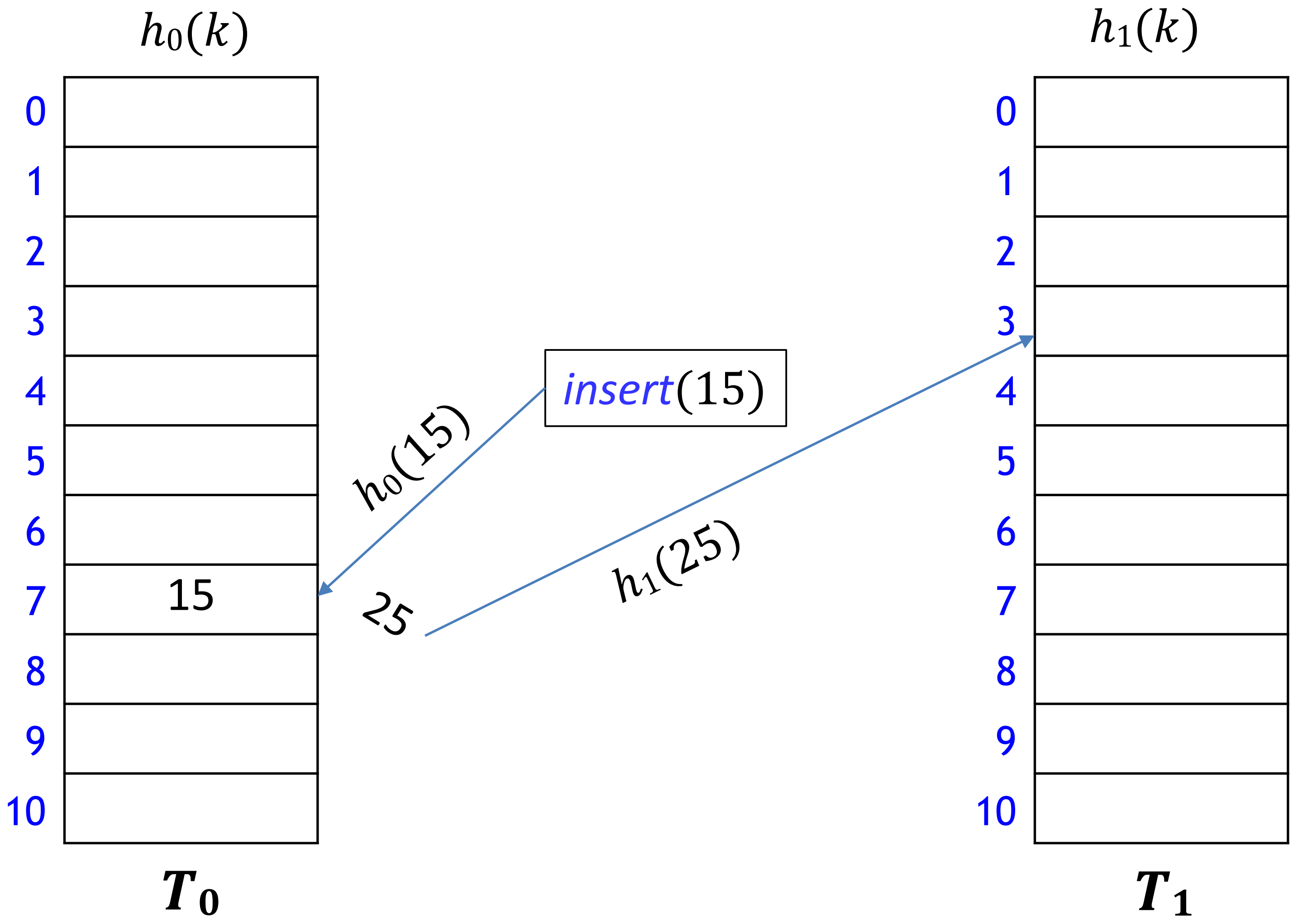
- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing



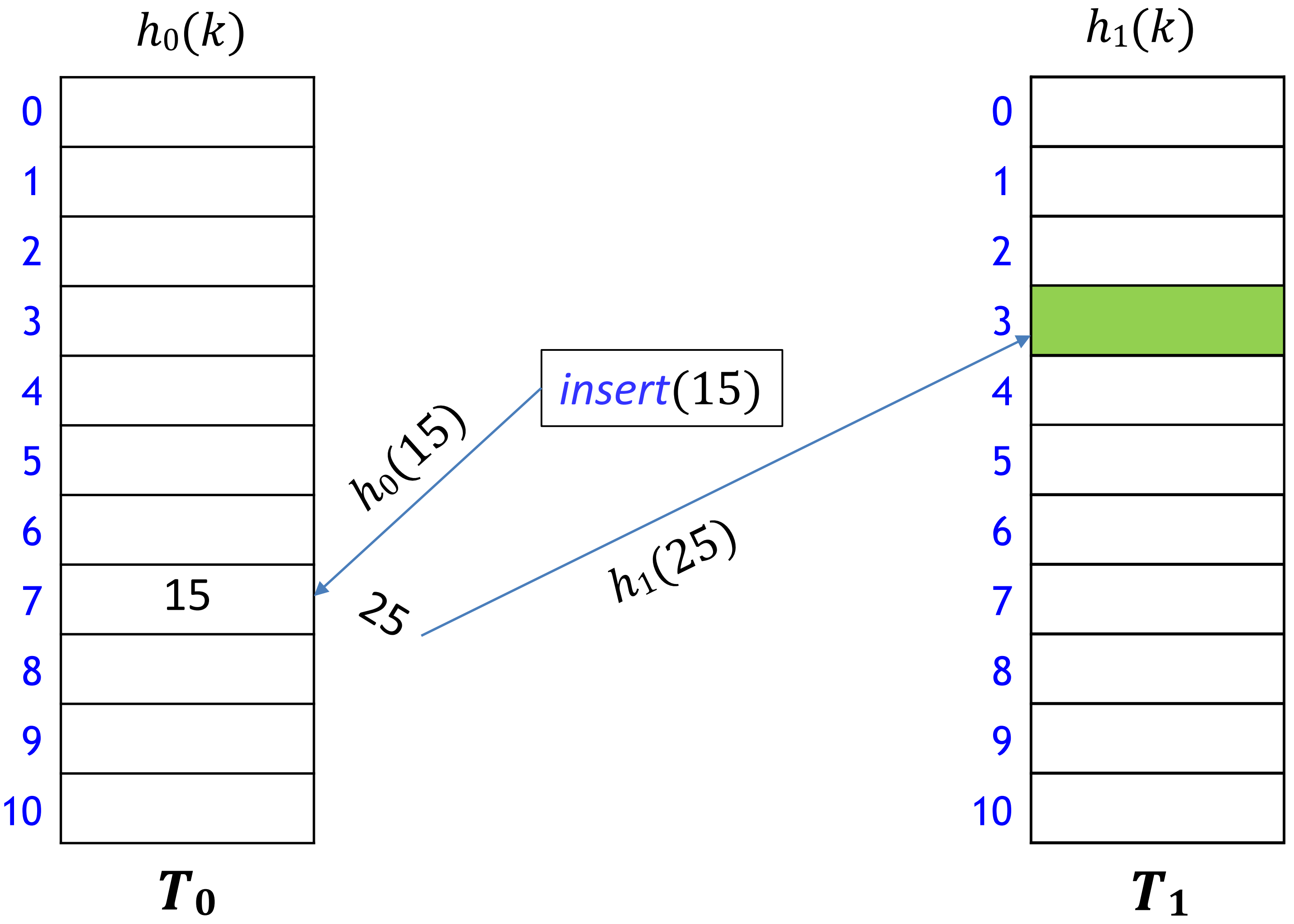
- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing



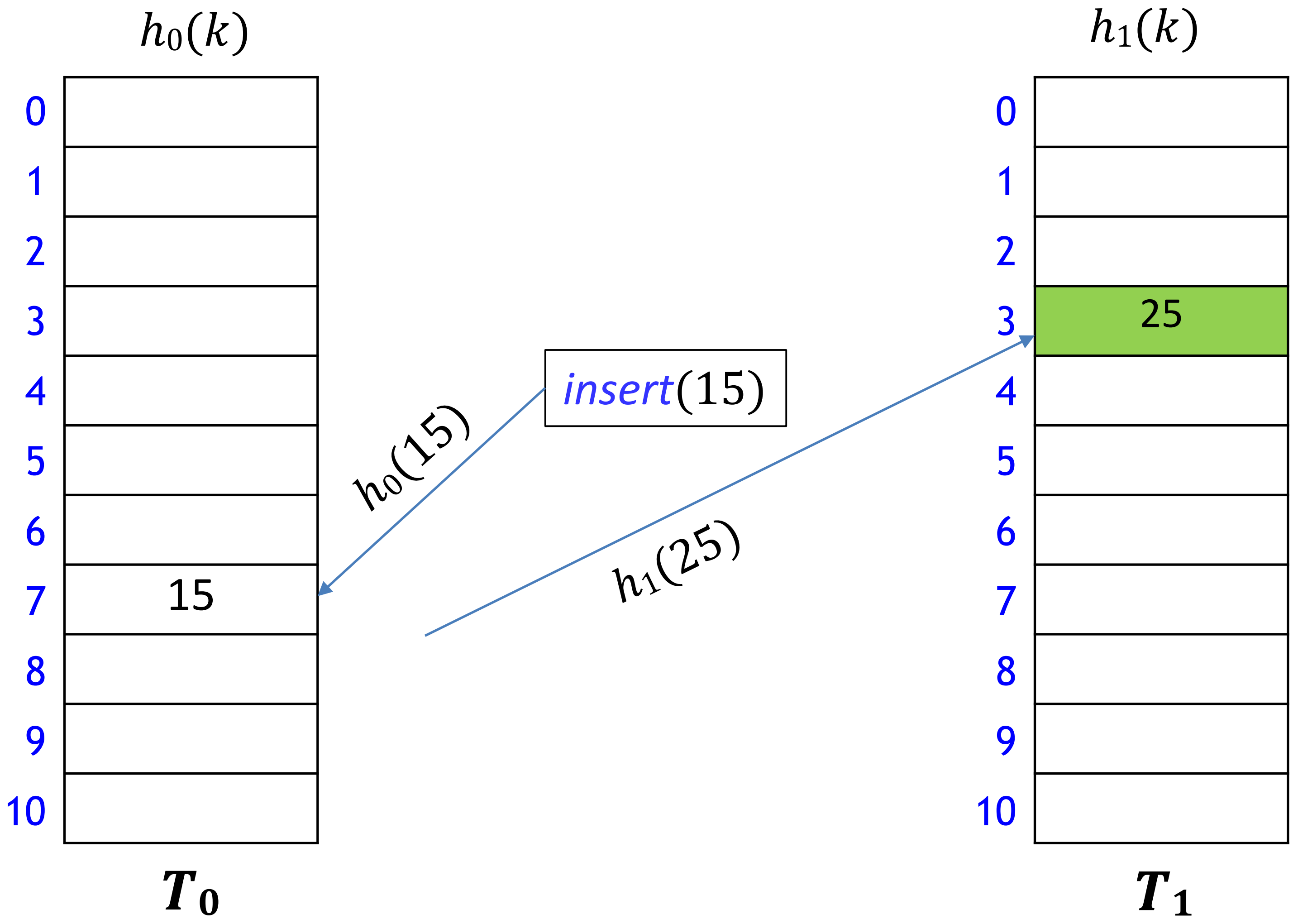
- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing



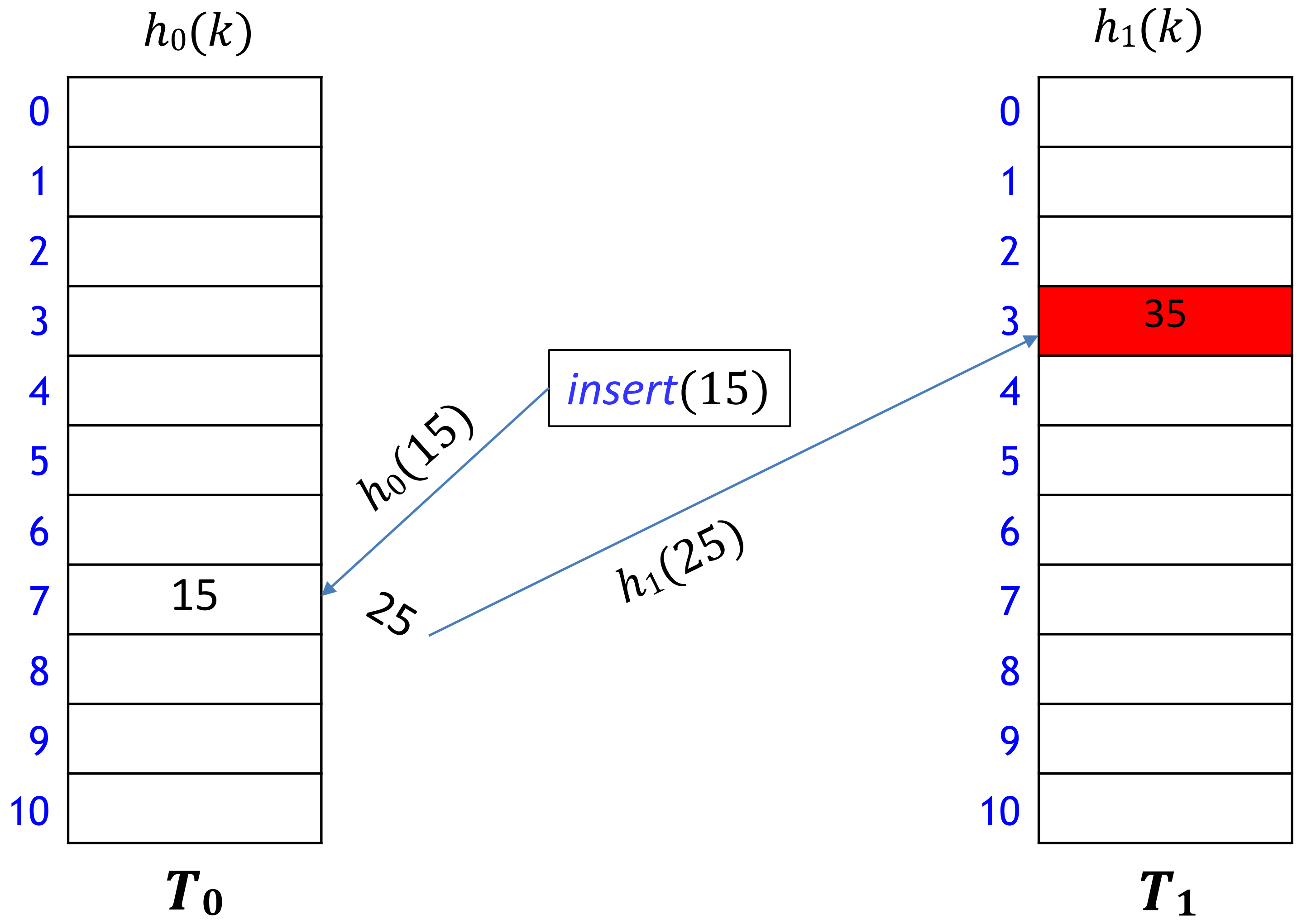
- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing



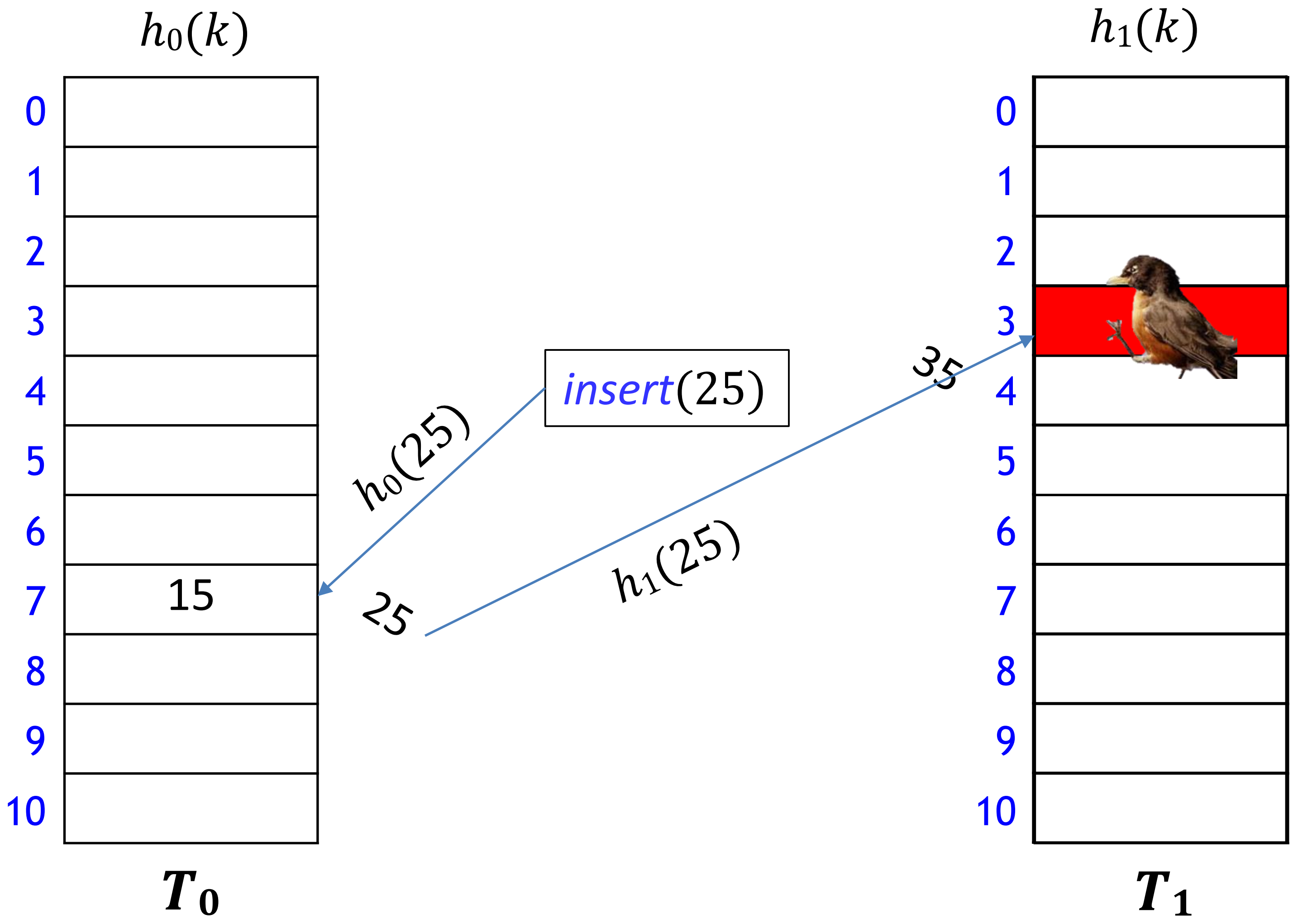
- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing



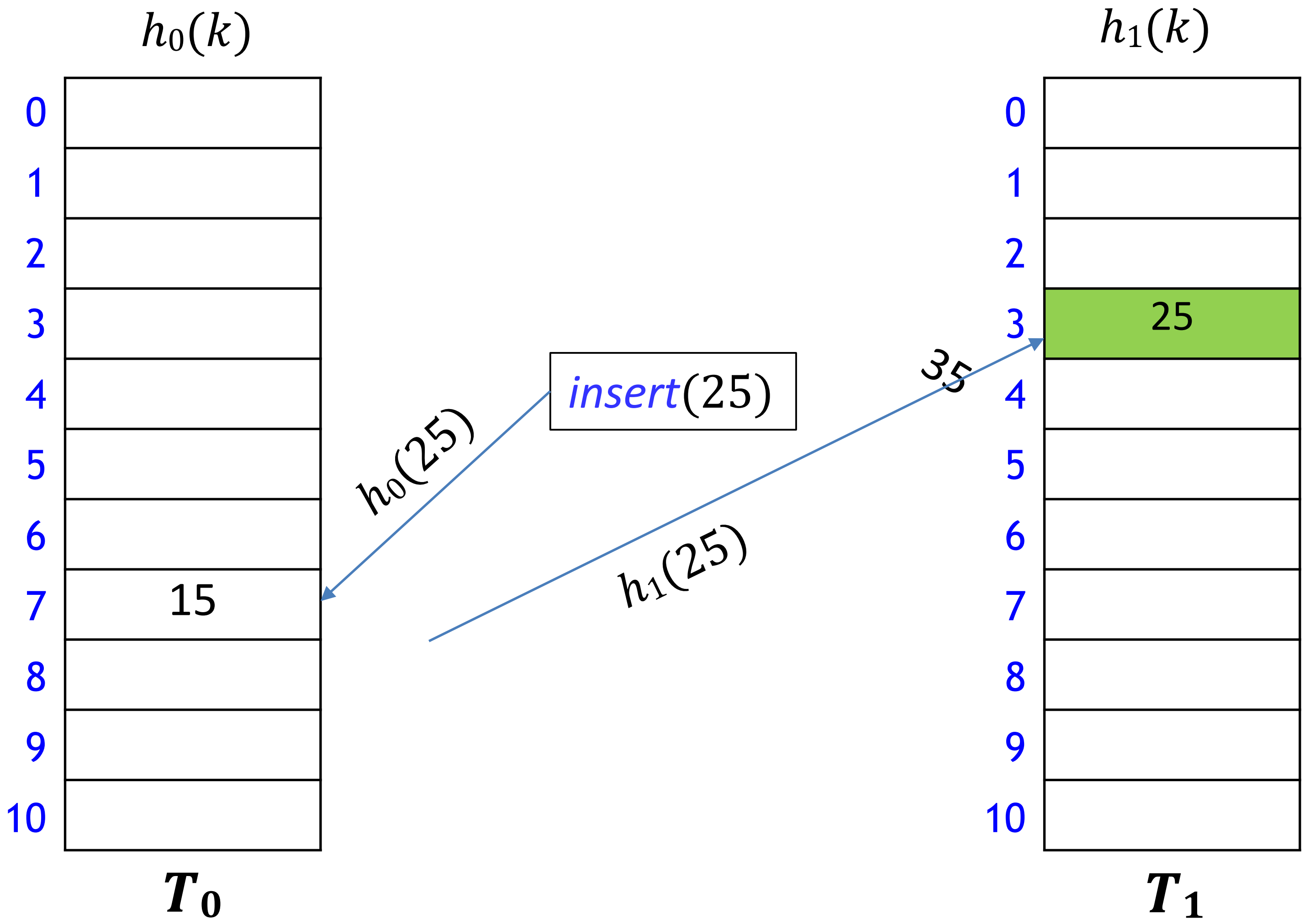
- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing



- How to insert k when $h_0(k)$ is already occupied?

Cuckoo Hashing

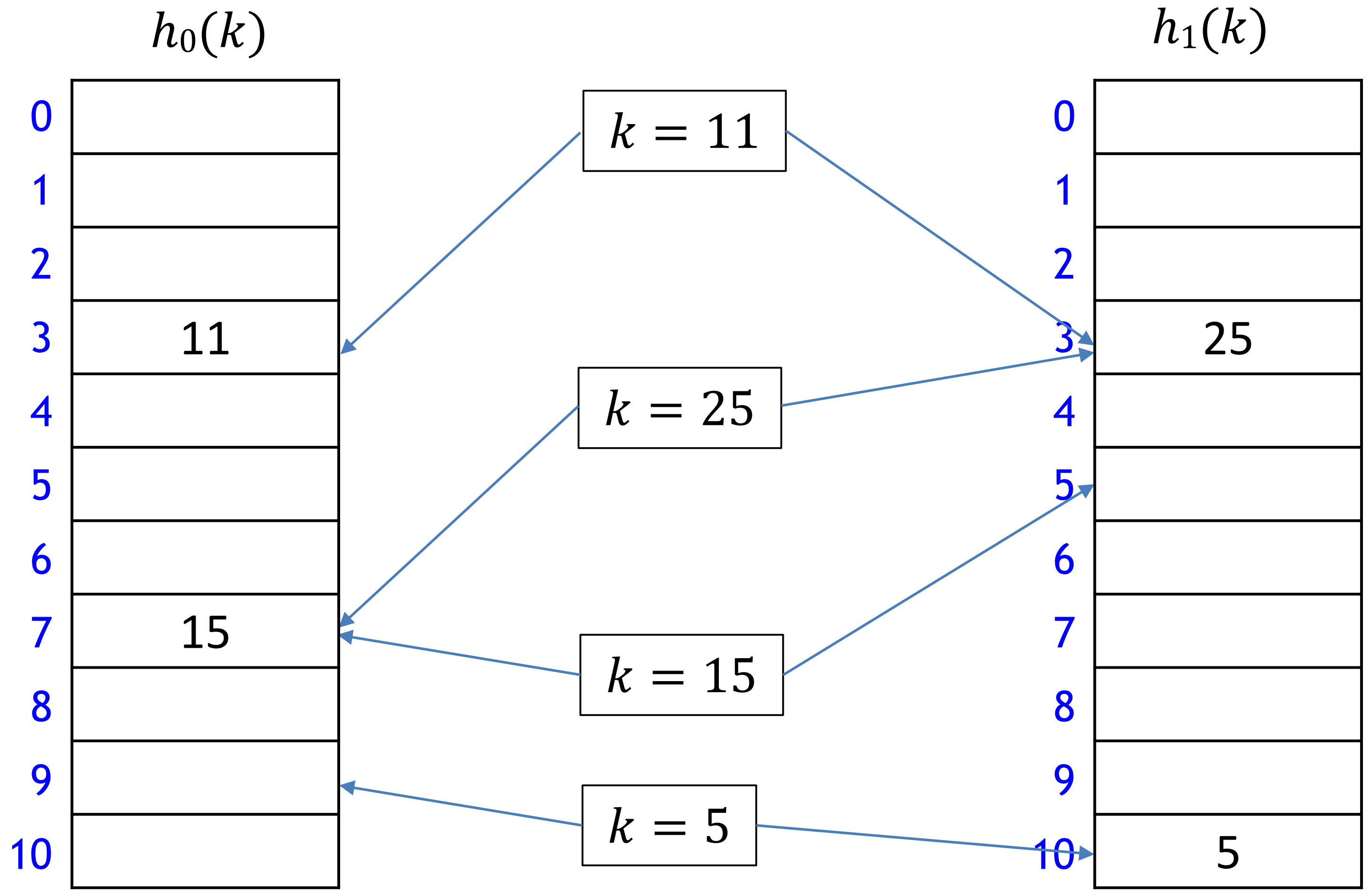


- Continue until all items placed, or *failure*
  - rehash if failure

Cuckoo Hashing [Pagh & Rodler, 2001]

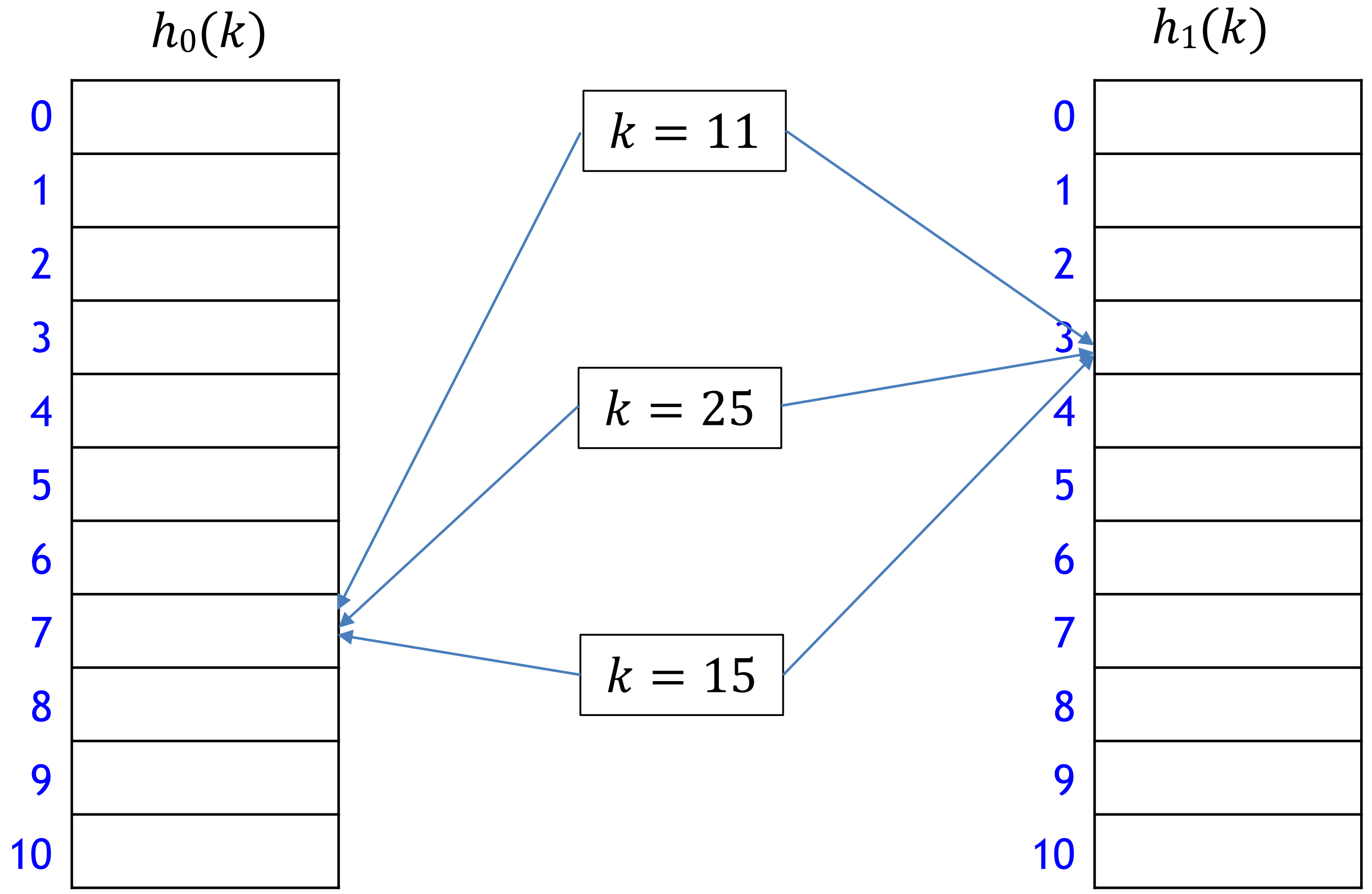
- Use independent hash functions h_0, h_1 and two tables T_0, T_1
- Key k can be only at $T_0[h_0(k)]$ or $T_1[h_1(k)]$
  - *search* and *delete* take constant time
  - *insert* always initially puts key k into $T_0[h_0(k)]$
    - evict item that my have been there already
    - if so, evicted item k' is inserted at $T_1[h_1(k')]$
    - may lead to a loop of evictions
    - can show that if insertion is possible, then there are at most $2n$ evictions
    - so abort after too many attempts

Cuckoo Hashing



- Intuitively
  - each key has 2 locations (locations can coincide)
  - try to "match" keys to locations so that everyone is placed

Cuckoo Hashing



- Sometimes no solution for the “matching” problem
  - would loop infinitely if not stopped by force

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(51)$

$i = 0$

$k = 51$

$h_0(k) = 7$

0	44
1	
2	
3	
4	59
5	
6	
7	
8	
9	92
10	

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(51)$

$i = 0$

$k = 51$

$h_0(k) = 7$

0	44
1	
2	
3	
4	59
5	
6	
7	51
8	
9	92
10	

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(95)$

$i = 0$

$k = 95$

$h_0(k) = 7$

0	44
1	
2	
3	
4	59
5	
6	
7	51
8	
9	92
10	

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$\mathit{insert}(95)$

$i = 0$

$k = 95$

$h_0(k) = 7$

0	44
1	
2	
3	
4	59
5	
6	
7	51
8	
9	92
10	

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(95)$

$i = 0$

$k = 95$

$h_0(k) = 7$

0	44		0	
1			1	
2			2	
3			3	
4	59		4	
5			5	
6			6	
7	95	51	7	
8			8	
9	92		9	
10			10	

Cuckoo hashing: Insert

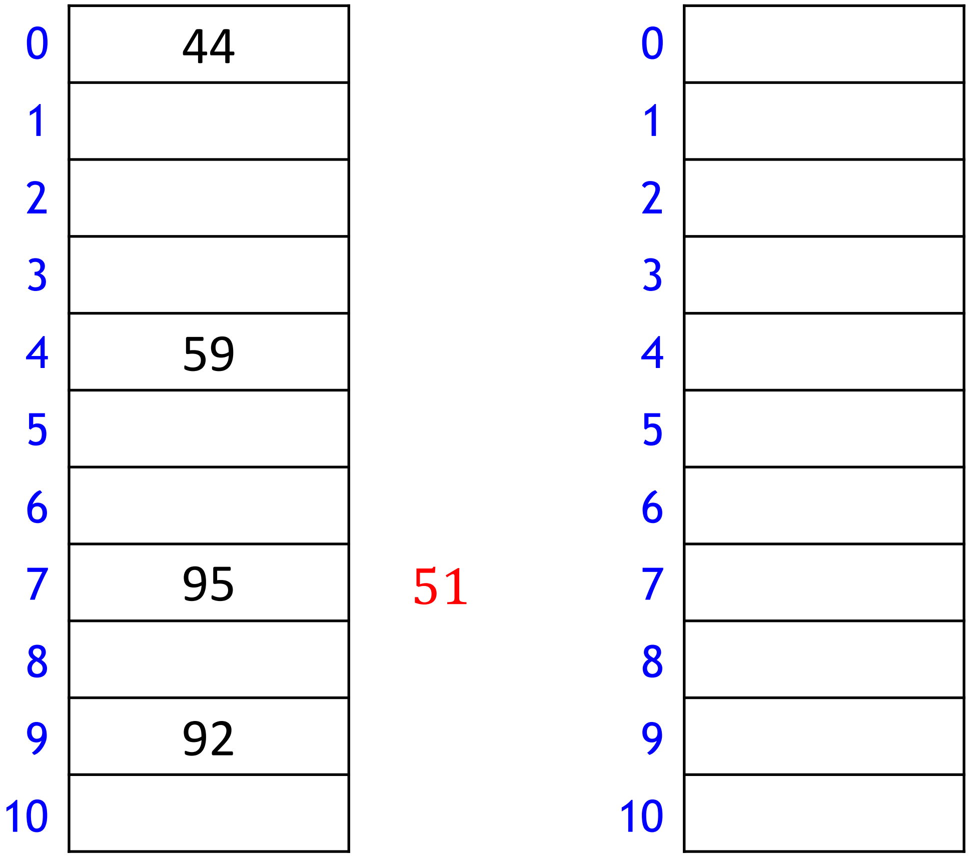
$M = 11, h_0(k) = k \bmod 11, \; h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(95)$

$i = 1$

$k = 51$

$h_1(k) = 5$



0	44		0	
1			1	
2			2	
3			3	
4	59		4	
5			5	
6			6	
7	95	51	7	
8			8	
9	92		9	
10			10	

Cuckoo hashing: Insert

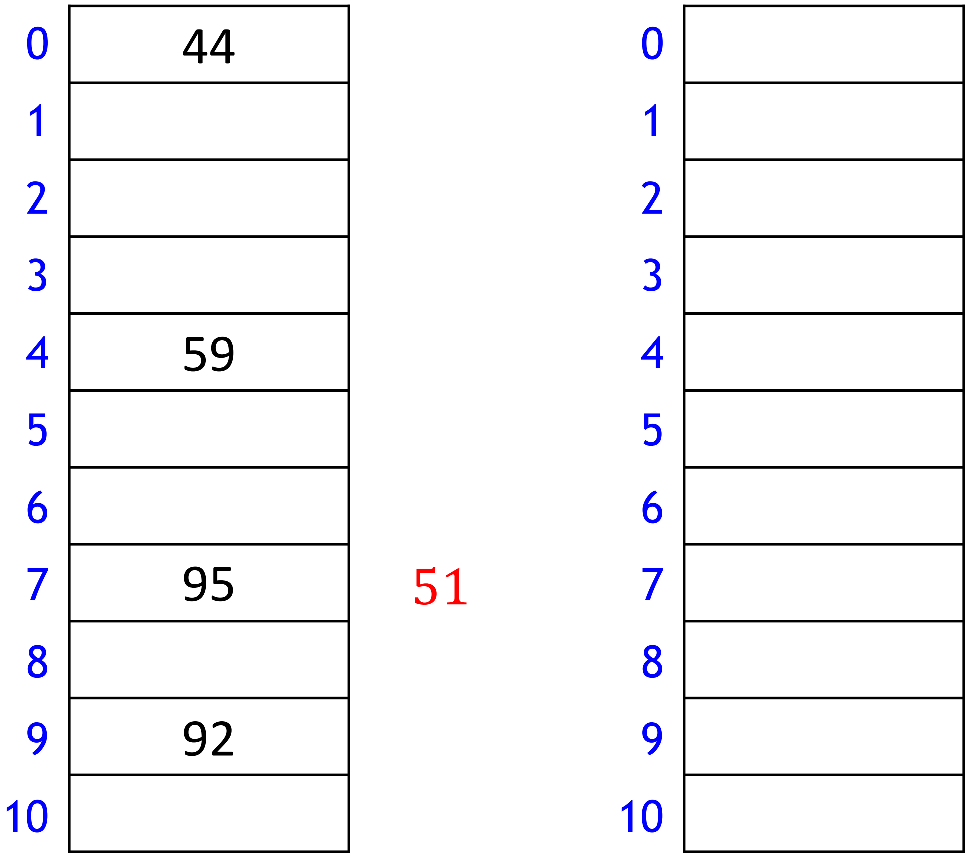
$M = 11,\ h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(95)$

$i = 1$

$k = 51$

$h_1(k) = 5$



0	44
1	
2	
3	
4	59
5	
6	
7	95
8	
9	92
10	

51

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

$$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$$

$insert(95)$

$i = 1$

$k = 51$

$h_1(k) = 5$

0	44	
1		
2		
3		
4	59	
5		51
6		
7	95	
8		
9	92	
10		

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 0$

$k = 26$

$h_0(k) = 4$

0	44
1	
2	
3	
4	59
5	
6	
7	95
8	
9	92
10	

0	
1	
2	
3	
4	
5	51
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

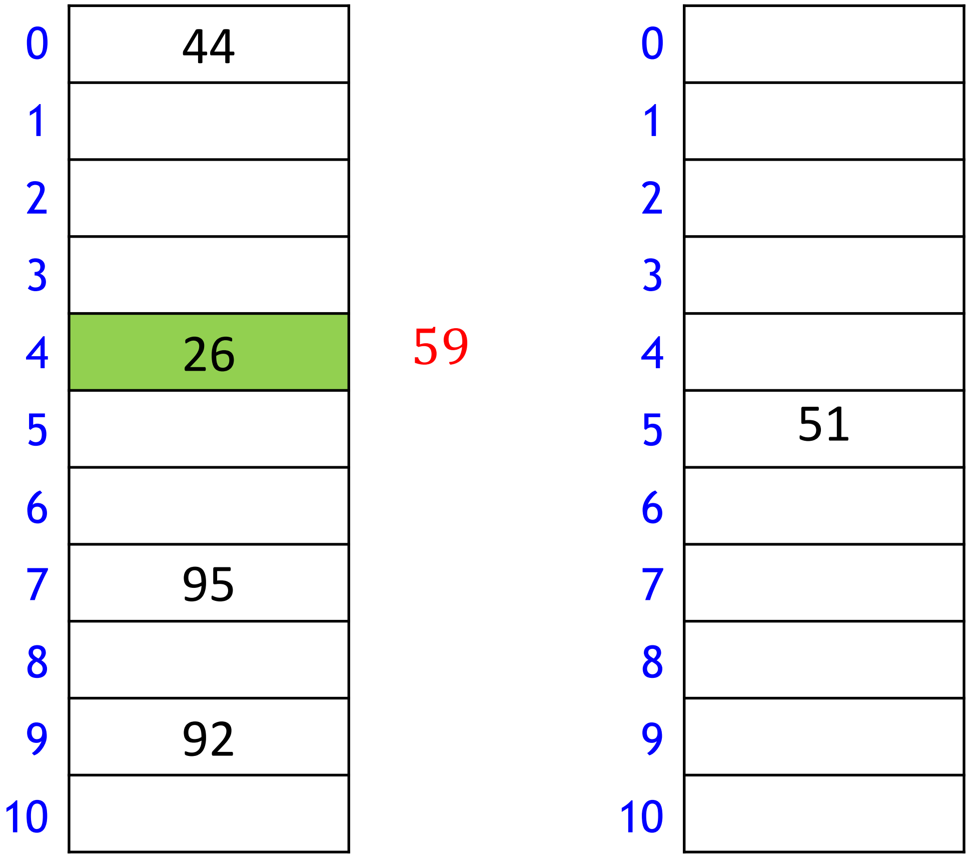
$M = 11, h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 0$

$k = 26$

$h_0(k) = 4$



0	44		0	
1			1	
2			2	
3			3	
4	26	59	4	
5			5	51
6			6	
7	95		7	
8			8	
9	92		9	
10			10	

Cuckoo hashing: Insert

$M = 11, h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 1$

$k = 59$

$h_1(k) = 5$

0	44
1	
2	
3	
4	26
5	
6	
7	95
8	
9	92
10	

59

0	
1	
2	
3	
4	
5	51
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 1$

$k = 59$

$h_1(k) = 5$

0	44
1	
2	
3	
4	26
5	
6	
7	95
8	
9	92
10	

0		
1		
2		
3		
4		
5	59	51
6		
7		
8		
9		
10		

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 0$

$k = 51$

$h_0(k) = 7$

0	44
1	
2	
3	
4	26
5	
6	
7	95
8	
9	92
10	

0		
1		
2		
3		
4		
5	59	51
6		
7		
8		
9		
10		

Cuckoo hashing: Insert

$M = 11, h_0(k) = k \bmod 11,\ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 0$

$k = 51$

$h_0(k) = 7$

0	44	
1		
2		
3		
4	26	
5		
6		
7	51	95
8		
9	92	
10		

0	
1	
2	
3	
4	
5	59
6	
7	
8	
9	
10	

Cuckoo hashing: Insert

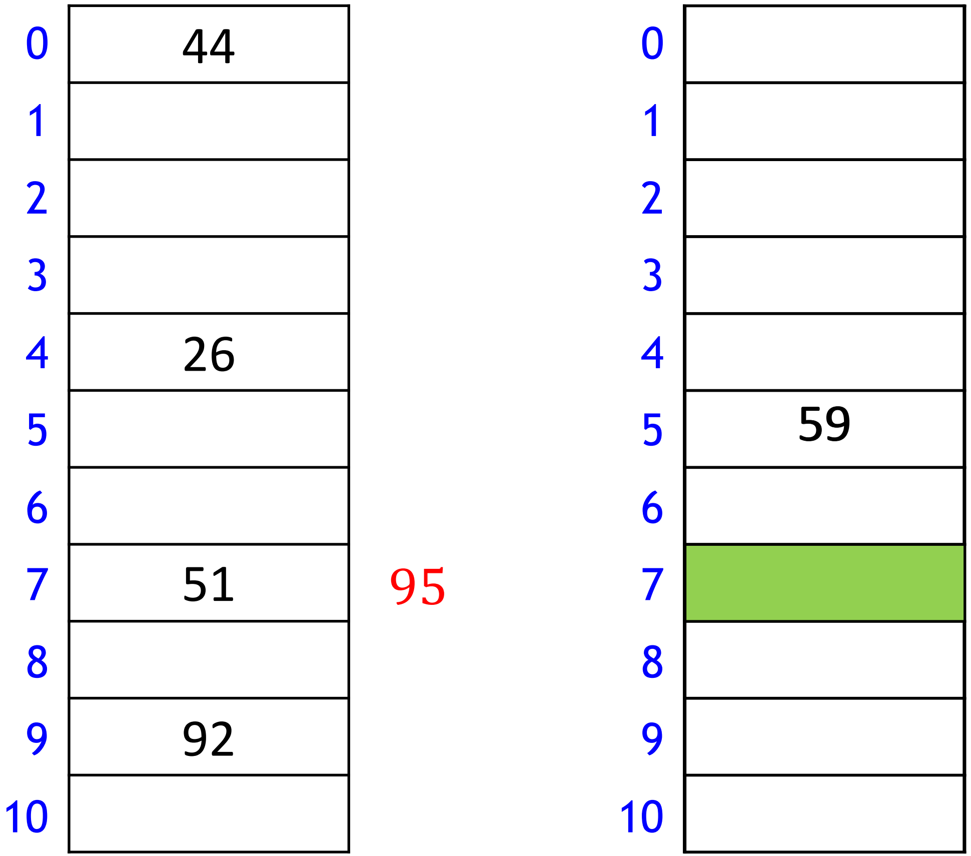
$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 1$

$k = 95$

$h_1(k) = 7$



0	44		0	
1			1	
2			2	
3			3	
4	26		4	
5			5	59
6			6	
7	51	95	7	🟩
8			8	
9	92		9	
10			10	

Cuckoo hashing: Insert

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

$insert(26)$

$i = 1$

$k = 95$

$h_1(k) = 7$

0	44
1	
2	
3	
4	26
5	
6	
7	51
8	
9	92
10	

0	
1	
2	
3	
4	
5	59
6	
7	95
8	
9	
10	

Cuckoo Hashing: Insert Pseudocode

```
cuckoo::insert($(k, v\ )$)
    $i \leftarrow 0$
    do at most $2n$ times
        if $T_i[h_i(k)]$ is empty
            $T_i[h_i(k)] \leftarrow (k, v\ )$
            return “success”
        //insert $T_i\ [h_i(k)]$ into the other table
        swap$\big((k, v), T_i[h_i(k)]\big)$ // kick out current occupant
        $i \leftarrow 1 - i$      // alternate between 0 and 1
    return failure      // re-hash
```

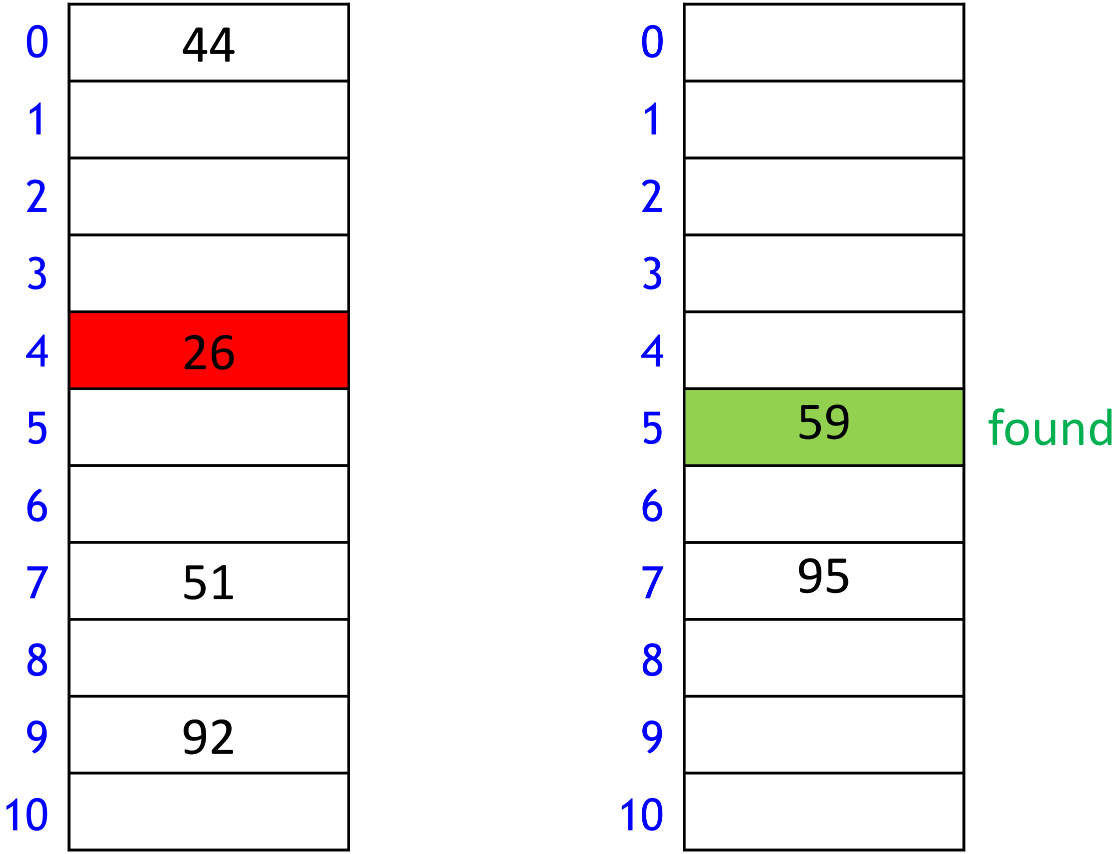
- Practical tip
  - do not wait for $2n$ unsuccessful tries to declare failure
  - declare failure after, say, 10 unsuccessful iterations

Cuckoo hashing: Search

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

search(59)

$h_0(59) = 4$
$h_1(59) = 5$



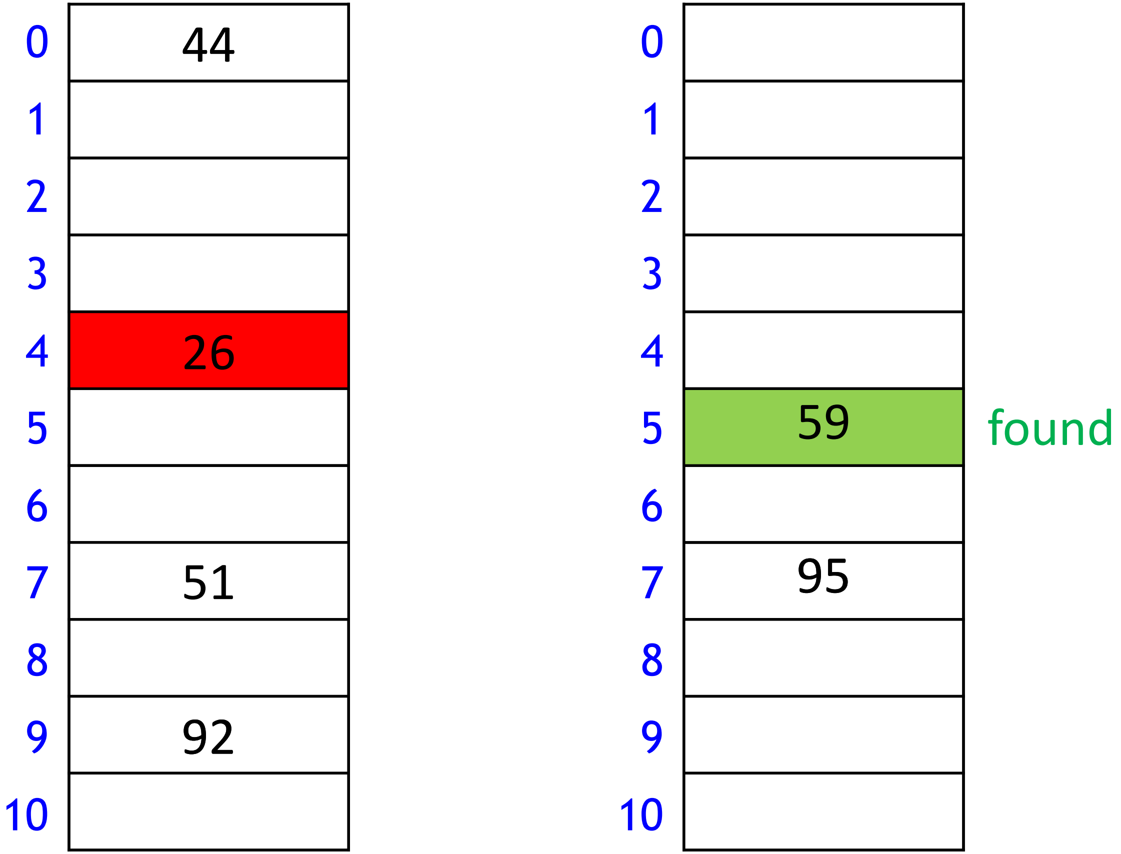
0	44	0		
1		1		
2		2		
3		3		
4	26	4		
5		5	59	found
6		6		
7	51	7	95	
8		8		
9	92	9		
10		10		

Cuckoo hashing: Delete

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

delete(59)

$h_0(59) = 4$
$h_1(59) = 5$



0	44	0	
1		1	
2		2	
3		3	
4	26	4	
5		5	59
6		6	
7	51	7	95
8		8	
9	92	9	
10		10	

found

Cuckoo hashing: Delete

$M = 11,\ h_0(k) = k \bmod 11,\ \ h_1(k) = \lfloor 11(\varphi k - \lfloor \varphi k \rfloor) \rfloor$

delete(59)

$h_0(59) = 4$
$h_1(59) = 5$

0	44
1	
2	
3	
4	26
5	
6	
7	51
8	
9	92
10	

0	
1	
2	
3	
4	
5	
6	
7	95
8	
9	
10	

no need to mark deleted spot

Cuckoo hashing discussion

- Load factor $\alpha = n/(\text{size of } T_0 + \text{size of } T_1)$
- Can show that if the load factor is small enough, then insertion has $O(1)$ expected time
    - this requires $\alpha < 1/2$
    - so wasted space
- There are many variations of cuckoo hashing
    - two hash tables do not have to be of the same size
    - two hash tables can be combined into one
    - more flexible when inserting: always consider both possible positions
    - Use $k > 2$ allowed locations
        - k tables or k hash functions

Running Time of Open Addressing Strategies

- For any open addressing scheme, we *must* have $\alpha \leq 1$ (why?)
- For analysis, require $0 < \alpha < 1$, for Cuckoo hashing require $\alpha < 1/2$
    - not arbitrarily close
- Under these restrictions and the Universal Hashing Assumption
    - All strategies have $O(1)$ expected time for search, insert, delete
    - Cuckoo hashing has $O(1)$ worst case for search, delete
    - Probe sequence use $O(n)$ worst case space
    - Cuckoo hashing uses $O(n)$ expected space
- For any hashing, the worst case runtime is $\Theta(n)$ for insert
- In practice, double hashing is the most popular
    - Or cuckoo hashing if there are many more searches than insertions

Outline

- Dictionaries via Hashing
    - Hashing Introduction
    - Hashing with Chaining
    - Open Addressing
        - probe Sequences
        - cuckoo hashing
    - Hash Function Strategies

Choosing Good Hash Function

- Satisfying the uniform hashing assumption is impossible
  - too many hash functions and for most, computing $h(k)$ is not cheap
- We need to compromise
  - choose hash function that is easy to compute
  - but aim for $P(\text{two keys collide}) = \frac{1}{M}$
  - this is enough to prove expected runtime bounds for chaining
- In practice: hope for good performance by choosing hash-function that is
  - unrelated to any possible patterns in the data, and
  - depends on all parts of the key

Choosing Good Hash Function

- We saw two basic methods for integer keys
  - **Modular method**: $h(k) = k\ mod\ M$
    - M should be prime
    - this means finding a suitable prime quickly when re-hashing
    - can be done in $O(M \log\log n)$ time
  - **Multiplicative method**: $h(k) = \lfloor M(kA - \lfloor kA \rfloor) \rfloor$
    - $0 < A < 1$
    - multiplying with A is used to scramble the keys
    - experiments show that good scrambling is achieved for $A = \varphi = \frac{\sqrt{5}-1}{2}$
    - we should use at least $\log|U| +\ \log|M|$ bits of A

- But every hash function must do badly for some sequence of inputs
  - if the universe contains at least Mn keys, then there are n keys that all hash to the same value

Carter-Wegman's Universal Hashing

- Even better: randomization that uses easy-to-compute hash functions
  - Requires: all keys are in $\{0, \ldots p-1\}$ for some (big) prime p
  - At initialization and whenever rehash
    - choose number $M < p$
    - M equal to some power of 2 is ok
    - choose (and store) two random numbers $a, b \in \{0, \ldots p-1\}$
      - $b = random(p)$
      - $a = 1 + random(p-1)$
        - so that $a \neq 0$
    - Use as hash function

$$h(k) = ((ak + b) \bmod p) \bmod M$$

      - can be computed quickly
  - can prove that two keys collide with probability at most $\frac{1}{M}$
    - enough to prove the expected runtime bounds for chaining
    - although uniform hashing assumption is not satisfied

Multi-dimensional Data

- May need multi-dimensional non integer keys
  - example: strings in Σ^*

1. Construct $f(w) \in N$ for converting string w to integer
   - ASCII representation of APPLE is $(65, 80, 80, 76, 69)$
   - simple addition: $f(APPLE) = 65 + 80 + 80 + 76 + 69$
   - many collisions, ‘stop’=‘tops’=‘pots’
   - *polynomial accumulation* works better
     - choose radix R, e.g. $R = 255$
     - $f(APPLE) = 65R^4 + 80R^3 + 80R^2 + 76R^1 + 69R^0$
     - compute in $O(|w|)$ time with Horner’s rule
     - either ignoring overflow

$$f(APPLE) = \Big(\big((65R + 80)R + 80\big)R + 76\Big)R + 69$$

     - or apply $mod\ M$ after each addition
2. Now apply any hash function, such as $h(w) = f(w)\ mod\ M$

Hashing vs. Balanced Search Trees

- **Advantages of Balanced Search Trees**
    - $O(\log n)$ worst-case operation cost
    - does not require any assumptions, special functions, or known properties of input distribution
    - predictable space usage (exactly n nodes)
    - never need to rebuild the entire structure
    - supports ordered dictionary operations (rank, select etc.)
- **Advantages of Hash Tables**
    - $O(1)$ expected time operations (if hashes well-spread and load factor small)
    - can choose space-time tradeoff via load factor
    - cuckoo hashing achieves $O(1)$ worst-case for search & delete