

# Hashing & Dictionaries

# Dictionary

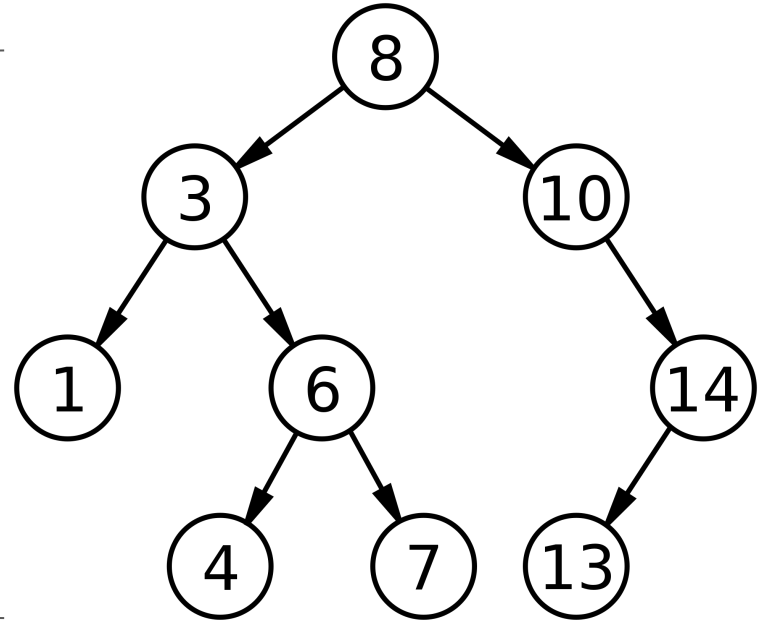
1. Search → Static
  2. Insert
  3. Delete
- } Dynamic

# Dictionary

1. Search → Static
2. Insert
3. Delete

Dynamic

Depth



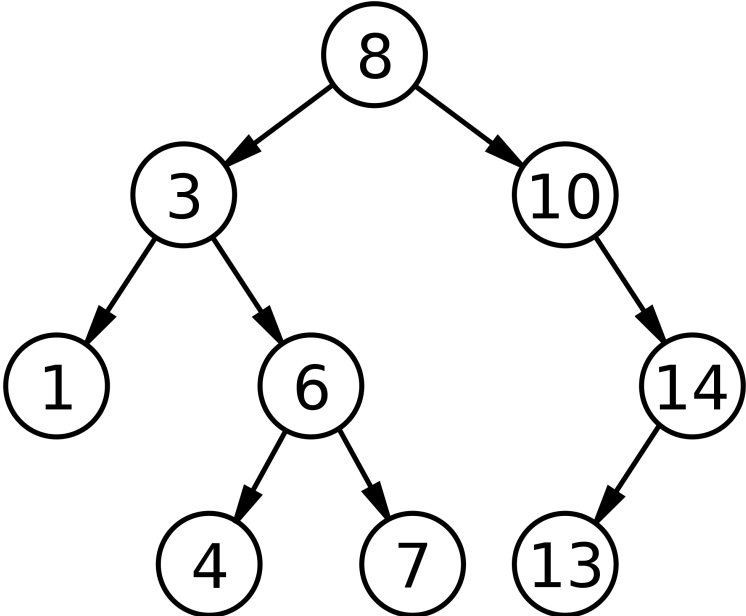
Binary Search Tree

# Dictionary

- 1. Search → Static
- 2. Insert
- 3. Delete

} Dynamic

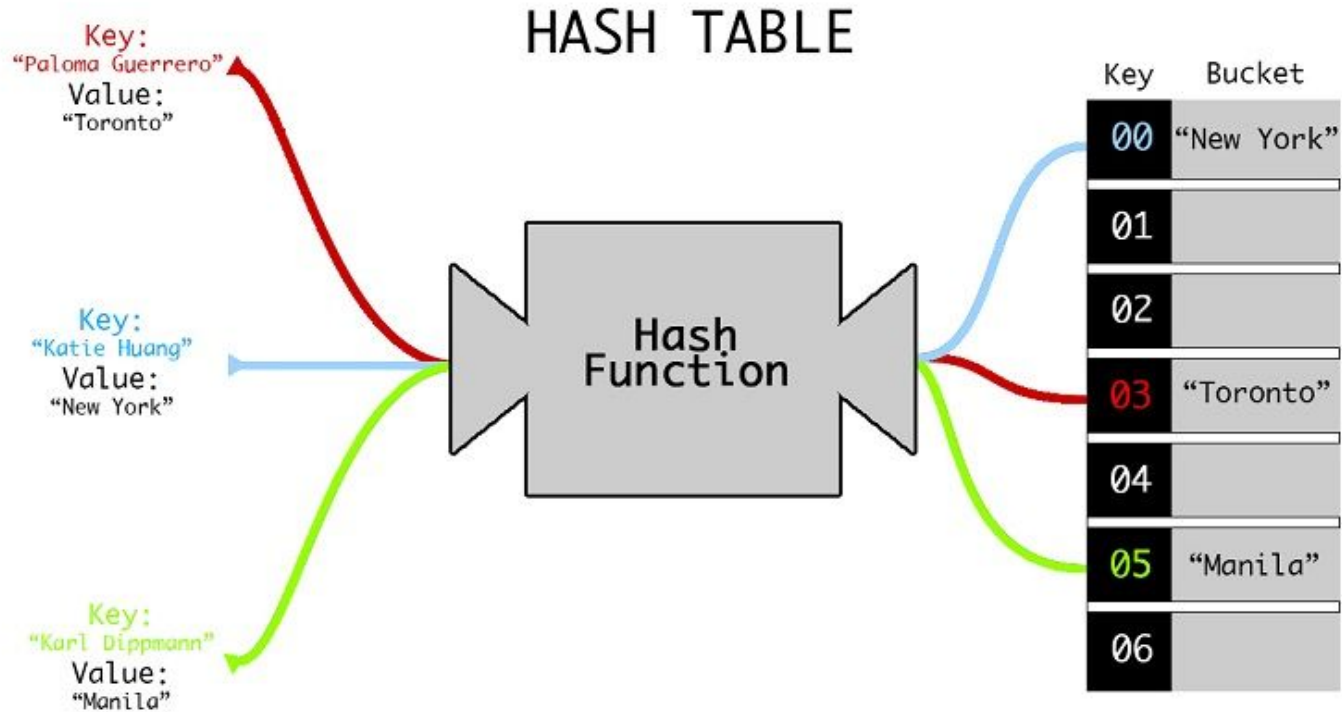
Depth



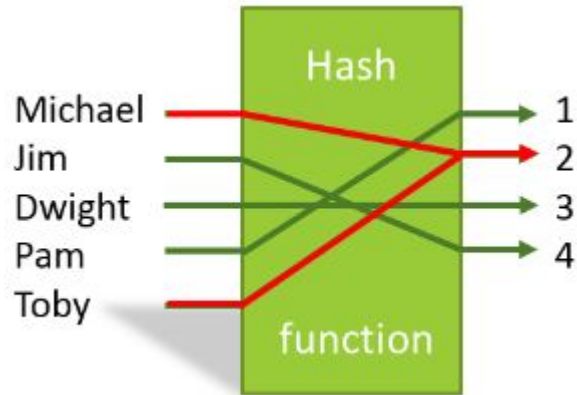
Can we do better?

Binary Search Tree

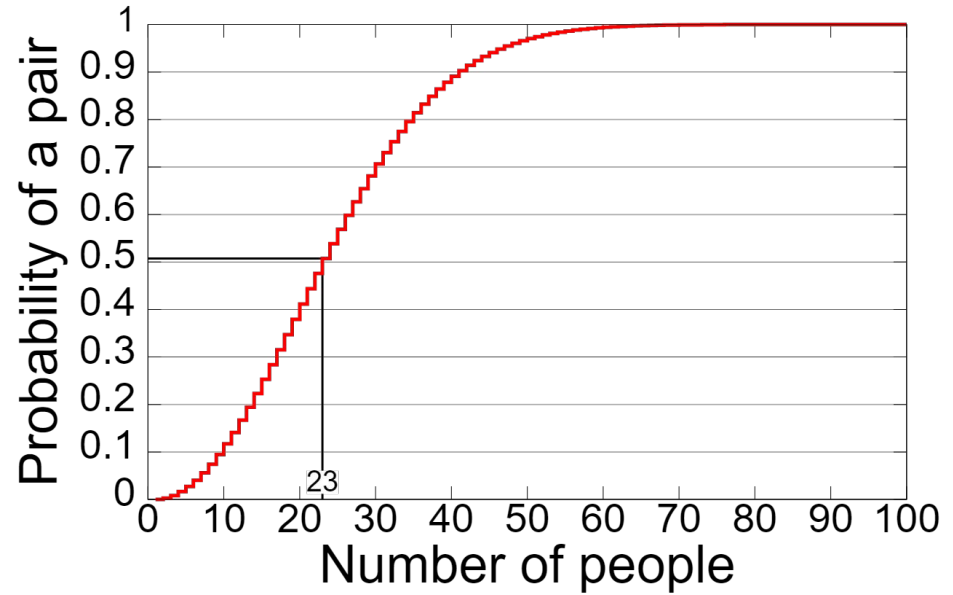
# Hashing



# Collisions



For any hash function  
there are bad key sets!

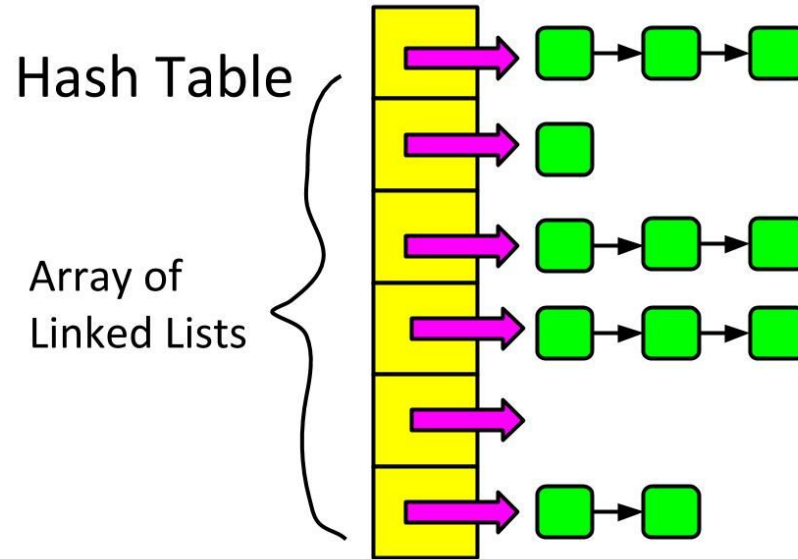


# Universal Hashing

- **Universal Hash Family:** the hashes are distributed well regardless the key set.
- **Universal Hashing:** We simply choose a prime number  $m$  and uniformly at random some factors  $a_0, \dots, a_r$ .

# Static Hashing

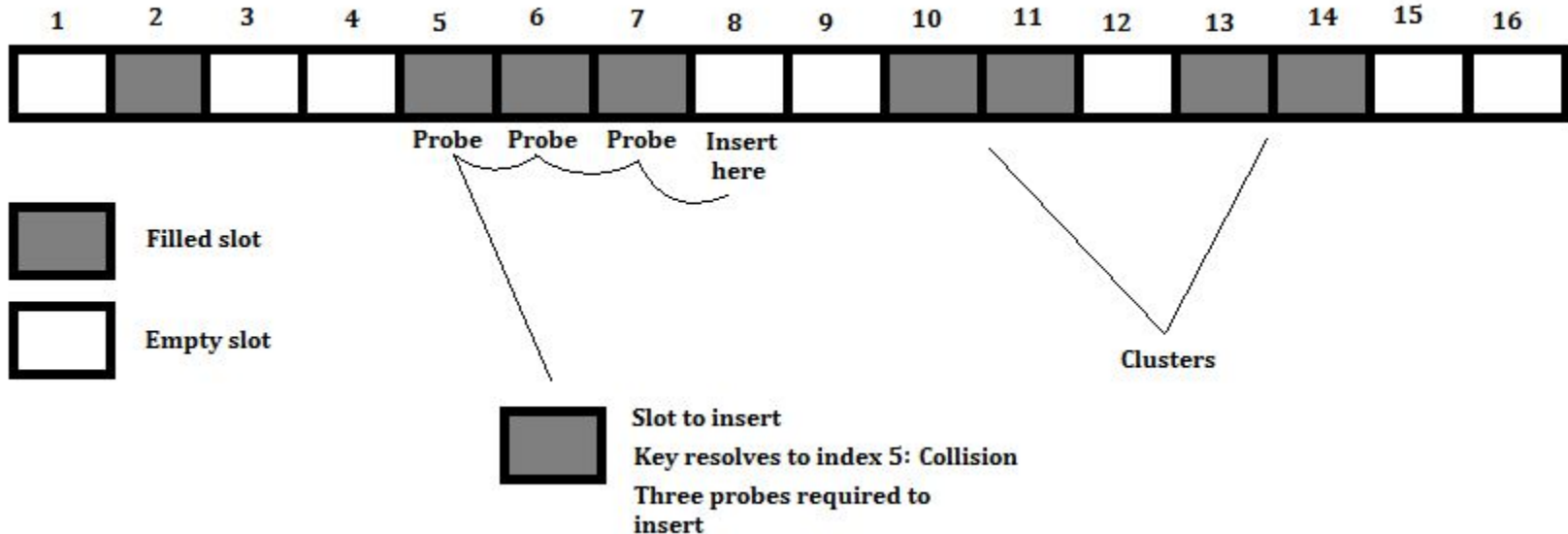
- Space - Collisions trade-off
- Perfect Static Hashing





# Hashing with probing

- Linear probing (primary clustering)
- Quadratic Probing (secondary clustering)
- Double Hashing

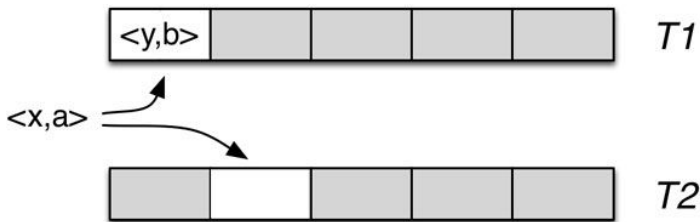


# Cuckoo Hashing

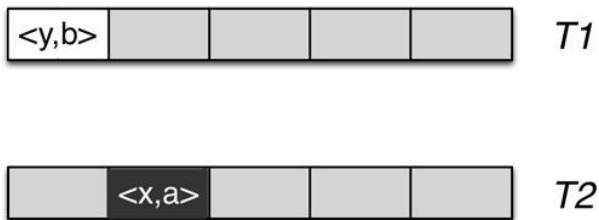


## Insertion when one of the two buckets is empty

**Step 1:** Both buckets for  $\langle x, a \rangle$  are tested, the one in  $T_2$  is empty.

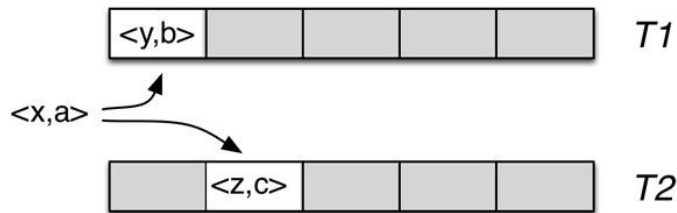


**Step 2:**  $\langle x, a \rangle$  is stored in the empty bucket in  $T_2$ .



## Insertion when the two buckets already contain entries

**Step 1:** Here  $\langle y, b \rangle$  will be withdrawn from  $T_1$  so that  $\langle x, a \rangle$  can be stored.



**Step 2:** After  $\langle x, a \rangle$  has been stored in  $T_1$ ,  $\langle y, b \rangle$  needs to be moved to  $T_2$ . The bucket in  $T_2$  may already contain an entry, if so this entry will need to be moved.

