

Hashing

Chapter 5

Objectives

- › Understand the idea of hashing
- › Compare hashing to sorting
- › Design a hashtable
- › Identify the applications that require the hashtable data structure
- › Understand the terminology of hashtables
- › Distinguish between the different implementations of hash tables

Definition

- **hash** (verb | \ˈhæʃ\)
- In Merriam-Webster
 - to chop (food, such as meat and potatoes) into small pieces
 - confuse, muddle

Why Hashing?

- Do we keep everything in an ascending order?



- How do you compare a pair of glasses to a book?

Hashing

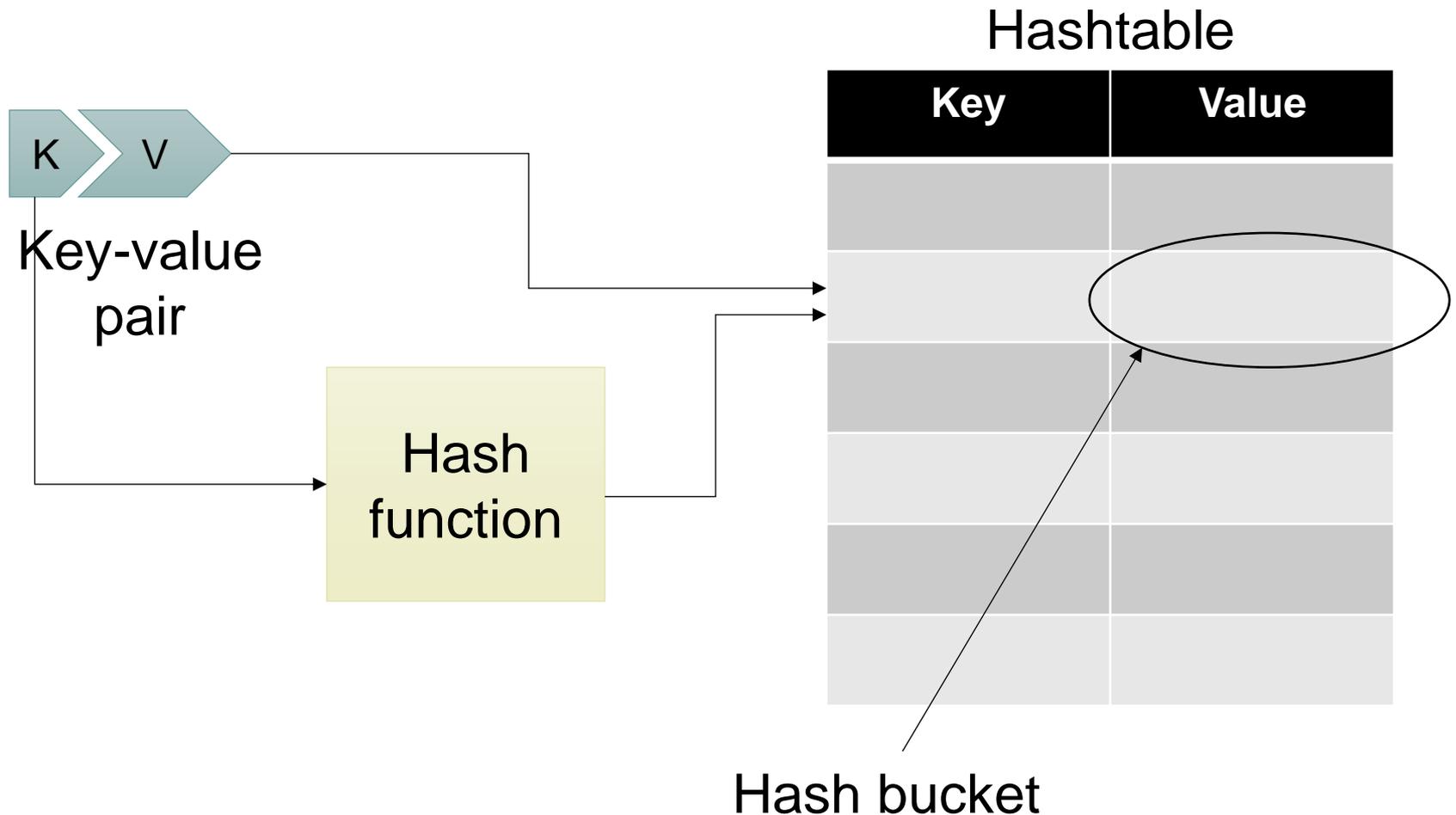
- › You store something in a place
- › When you want it back, you go and look for it where it is supposed to be
- › A simple design: Keep your data elements in a big array of a fixed size so that each element has one fixed position
- › What is good/bad about hashing?

Hashtable ADT



- › Initialize(n): Initializes an empty hashtable initially with n (empty) slots
- › Insert(k, v): Stores the value v with the key k
- › Contains?(k): Returns true if there is some value with the key k in the hashtable
- › Retrieve(k): Retrieves the value with the key k
- › Erase(k): Deletes the value with the key k
- › Clear(): Removes all key-value pairs
- › Size(): Returns number of elements
- › Empty?(): Returns true if the hashtable is empty

Elements of a Hashtable



Design Issues

- What is a good size for a hashtable?
- What are the good and bad properties of a hash function?
 - Fast computation
 - Dispersal (Scatters things around)
 - Memoryless (A must)
- Examples of (bad) hash functions
 - The initial of the last name
 - The student ID modulo number of buckets

A Simple Hashtable

- › Key: State names
- › Value: Population
- › Capacity: 6
- › Hash function: Initial letter modulo capacity
- › Insert('CA', 40)

Key	Value

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- › Insert('MN', 5)

Key	Value
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Key	Value
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CA	40

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- Capacity: 6
- Hash function: Initial letter modulo capacity
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- Insert('MN', 5)
- Insert('NY', 8)
- Insert('OK', 4)

Key	Value
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NY	8
CA	40

Collision



- › The biggest problem with hashtables is the collision problem
- › Pigeonhole principle
- › Birthday paradox
- › Hashtables differ mainly on how collisions are handled

Separate Chaining

