

Rehashing



- As more keys are inserted into the hashtable, the performance degrades. Why?
- The solution to this problem is *rehashing*. A new hashtable is created, and all keys are rehashed to the new table.
- Q1: When is a good time to rehash?
- Q2: What is a good size for the new hashtable?

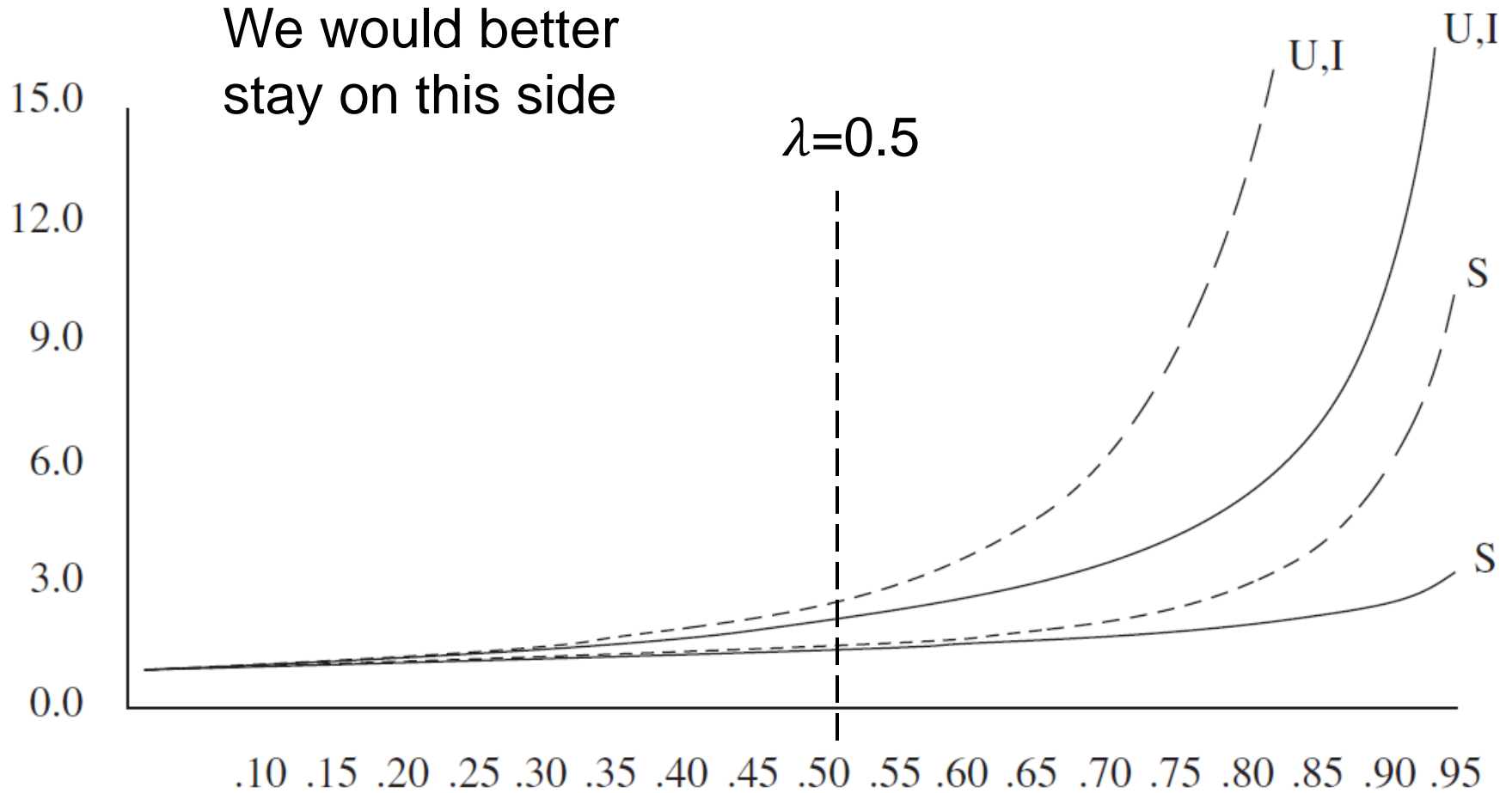
When to rehash?

- > In arrays, we used to expand the array when it is full. Should we do the same with hashtables?
- > What happens if we wait until the hashtable is full?
 - > with linear probing
 - > with quadratic probing
- > Load Factor: $\lambda = \frac{\# \text{ of keys}}{\# \text{ of buckets}}$
- > $0 \leq \lambda \leq 1$

Load Factor



We would better stay on this side



Load factor (λ)

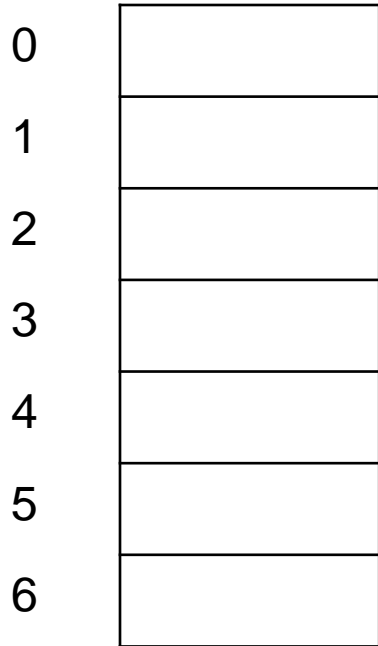
Rehashing

- ▶ When $\lambda > 0.5$
- ▶ New size is roughly double the old size

```

Rehash() {
    T* newHashtable = new T[new_size];
    for (i = 0 to old_size) {
        if (bucket #i is occupied) {
            Insert the key at bucket #i into the new table;
        }
    }
    replace the old table with the new one;
}
    
```

Rehashing Example



$$h = x \% 7$$

Insert {37, 8, 3, 16, 26}

Rehashing Example

0	
1	8
2	37
3	3
4	16
5	26
6	



$$h = x \% 7$$

Insert {30, 8, 3, 16, 26}

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

$$h = x \% 13$$

Rehashing Example

0	
1	8
2	37
3	3
4	16
5	26
6	



$$h = x \% 7$$

Insert {37, 8, 3, 16, 26}

0	26
1	
2	
3	3
4	16
5	
6	
7	
8	8
9	
10	
11	37
12	

$$h = x \% 13$$

Application to Hashtables

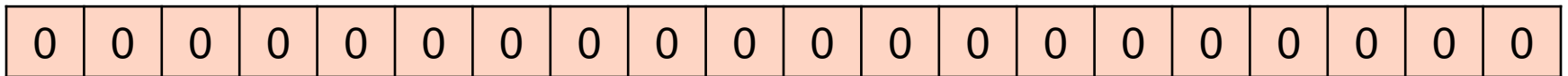


- Bloom filter
- Stores a set of keys
- Answers one question: Is the key x in the set or not?
- Application: Used as a prefilter to avoid costly searches when the key is not there
 - e.g., BST search, hashtable search, ordered list search, unordered list search

Bloom Filter



Initialize: Create a bit vector all set to zeros

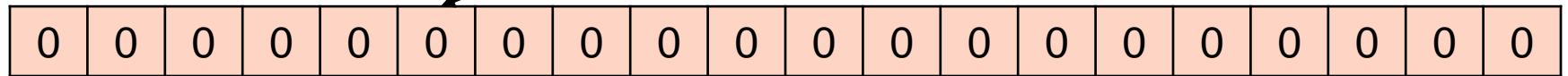


Bloom Filter

Insert(x)



hash(x)

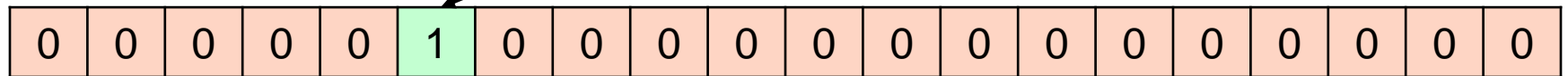


Bloom Filter

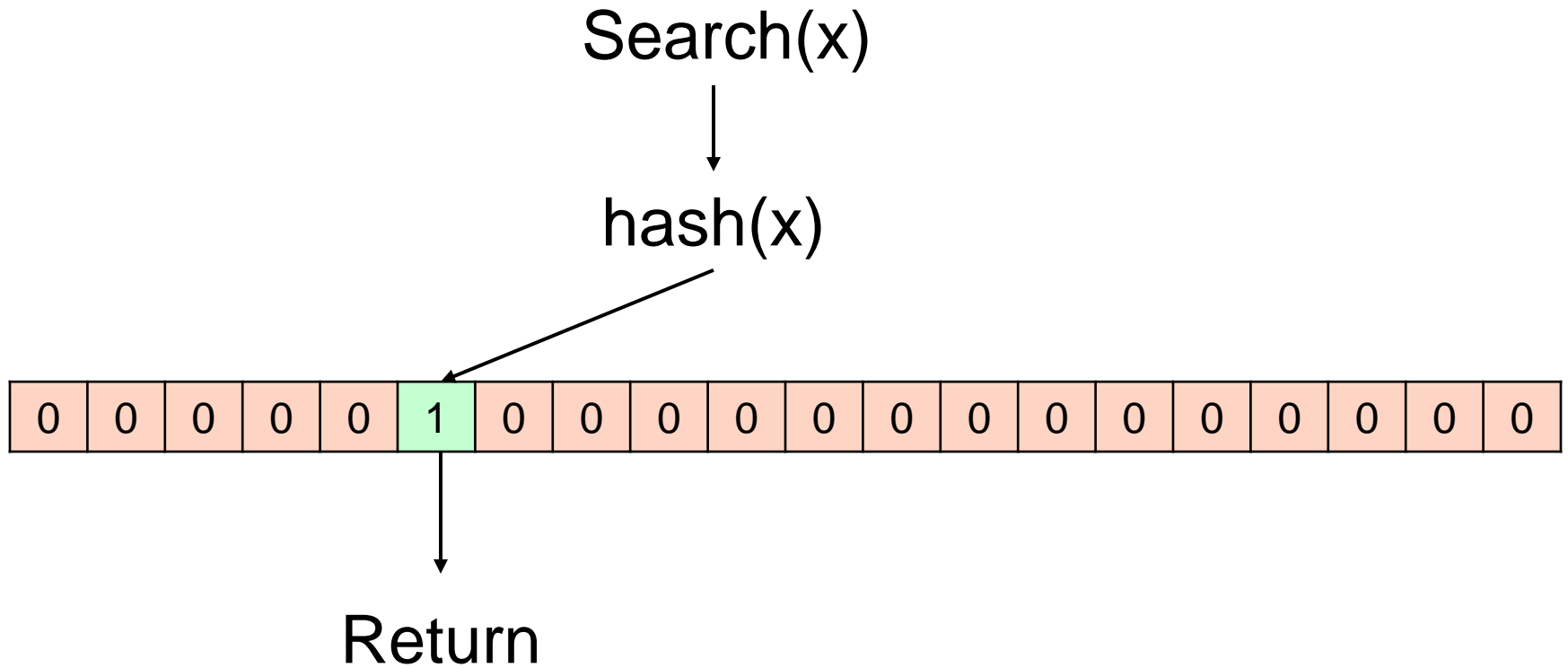
Insert(x)



hash(x)



Bloom Filter



Implementation



```
Initialize(m) {  
    b = new bit vector[m];  
}
```

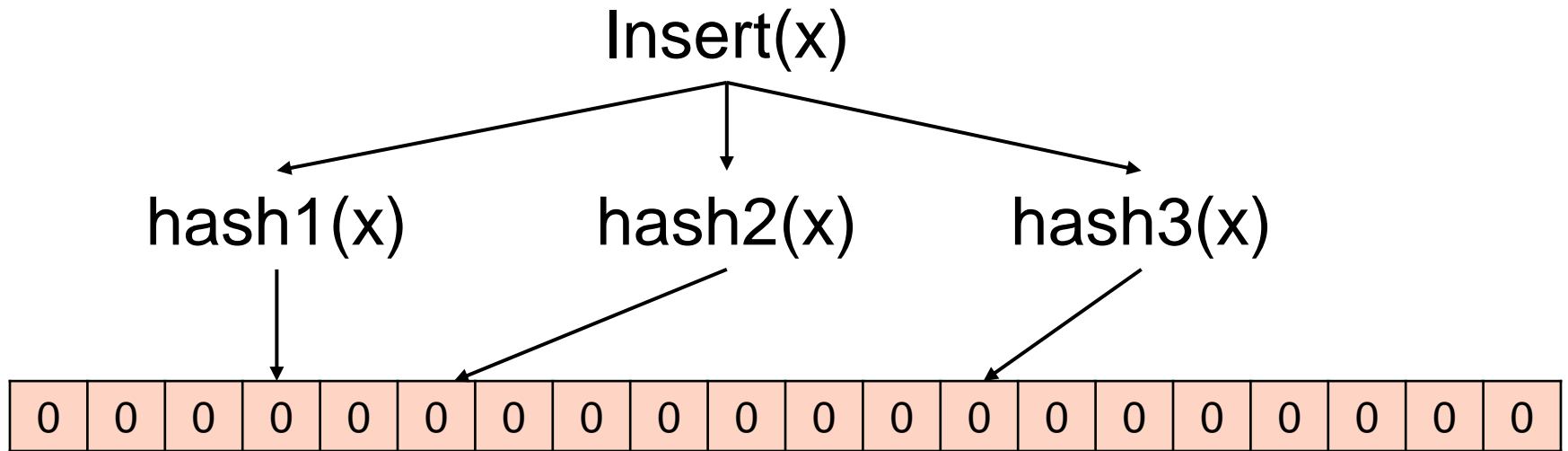
```
Insert(x) {  
    b[hash(x)] = 1;  
}
```

```
Search(x) {  
    return b[hash(x)];  
}
```

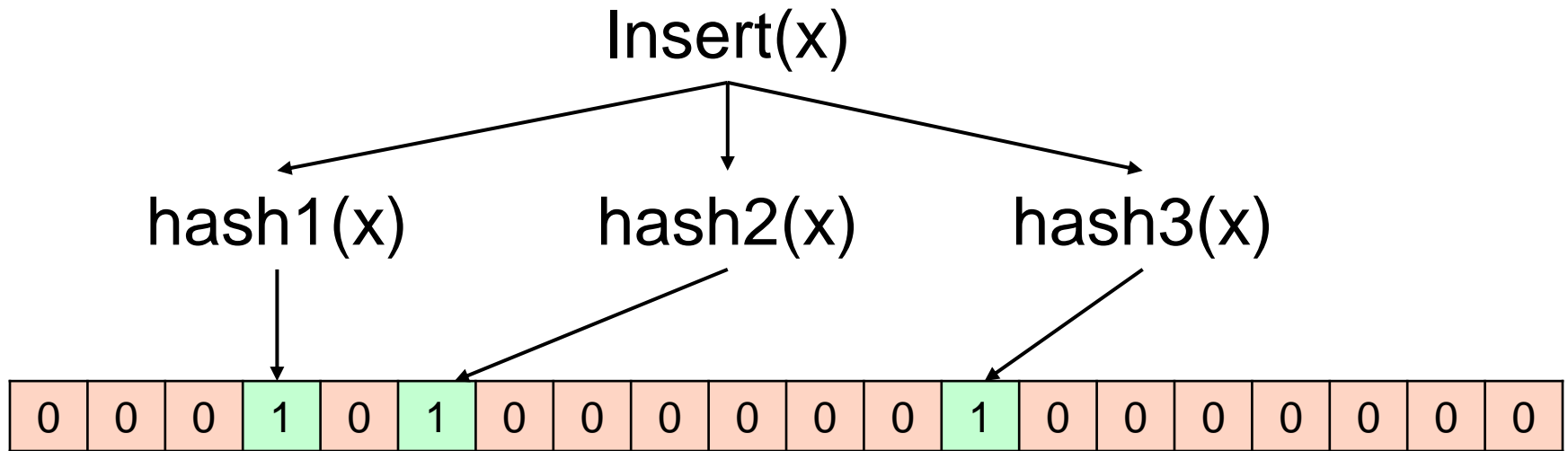
Collisions

- › What to do with collisions?
- › Nothing!!
- › What are the consequences of this?
- › False positives
- › How to support deletions?
- › Deletions are not supported

Multiple Hash Functions



Multiple Hash Functions



Multiple Hash Functions

