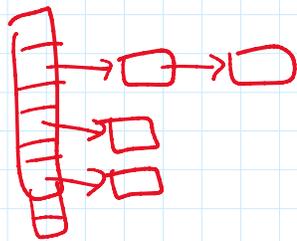


Store array $A[0 \dots m-1]$

where $A[i] =$ list of all $x \in S$ with $h(x) = i$
("bucket")



space $O(m+n)$

query(y): do linear search in $A[h(y)]$

Ex: $h(x) = x \bmod m$

if input is rand, unif. distrib,
each bucket has $\sim \frac{n}{m}$ elems "on average"

choose $m \approx n \Rightarrow O(1)$ "average" query time
 $O(n)$ space

but don't want to assume input is random!

key idea [Carter, Wegman '77]

- randomize choice of hash fn h .

Ex Assume U is prime.

Pick rand $a \in [U] - \{0\}$.
 $b \in [U]$

Define $h_{a,b} : [U] \rightarrow [m]$

$h_{a,b}(x) = (ax + b) \bmod m$

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$$h_{a,b}(x) = ((ax + b) \bmod U) \bmod m$$

$O(1)$ time

Prop For any fixed $x, y \in [U], x \neq y$,

$$\Pr_{a,b} [h_{a,b}(x) = h_{a,b}(y)] \leq O\left(\frac{1}{m}\right)$$

called universality

More strongly, for any fixed $i, j, x, y \in [U], x \neq y$,

$$\Pr_{a,b} [h_{a,b}(x) = i \ \& \ h_{a,b}(y) = j] \leq O\left(\frac{1}{m^2}\right)$$

called 2-universality

(similar to pairwise indep)

Pf:

Fix $x, y \in [U], x \neq y$
Fix $s, t \in [U]$.

rand. $a \in [U] - \{0\}$
 $b \in [U]$

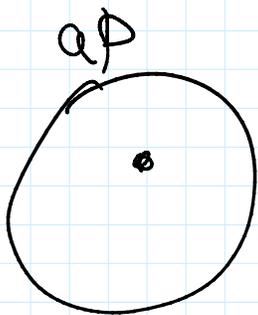
$$\Pr_{a,b} \left[\begin{array}{l} (ax + b) \bmod U = s \ \& \\ (ay + b) \bmod U = t \end{array} \right]$$

$$3^1 \equiv 2 \pmod{5}$$

$$= \Pr_{a,b} \left[\begin{array}{l} xa + 1 \cdot b \equiv s \pmod{U} \\ \& \ ya + 1 \cdot b \equiv t \end{array} \right]$$

2x2 linear sys of eqns!

$$a \equiv (s-t)(x-y)^{-1} \ \& \ b \equiv s - xa$$



$$= \frac{1}{(U-1)U}$$

$$\Pr_{a,b} [h_{a,b}(x) = i \ \& \ h_{a,b}(y) = j]$$

$$= \sum_{\substack{s, t: \\ s \bmod m = i \\ \wedge t \bmod m = j}} \Pr \left[\begin{array}{l} (ax+b) \bmod U = s \ \& \\ (ay+b) \bmod U = t \end{array} \right]$$

$$\leq O\left(\frac{U}{m} \cdot \frac{U}{m} \cdot \frac{1}{(U-1)U}\right) = O\left(\frac{1}{m^2}\right) \cdot O(U)$$

Expected query time:

$$= O\left(\mathbb{E}_{a,b} \left[\# x \in S - \{y\} \text{ with } \underbrace{h_{a,b}(x) = h_{a,b}(y)}_{\text{collision}} \right] + 1\right)$$

$$= O\left(n \cdot \frac{1}{m} + 1\right)$$

Set $m \approx n \Rightarrow$ $O(1)$ expected query time

$O(n)$ space

$O(1)$ expected insert/delete time

Q: can we get worst-case query time?

YES, in static case (Fredman, Komlos, Szemerédi '84)

Rmk: other alternative hash families

e.g. "tabulation hashing"

say $U = 2^w$, $m = 2^q$

Say $U = 2^w$, $m = 2^q$

Write $x = x_{l-1} \dots x_0$ in base $2^{w/q}$

define $h(x) = T_{l-1}[x_{l-1}] \oplus T_{l-2}[x_{l-2}] \oplus \dots \oplus T_0[x_0]$

where T_i : rand. table
 $T_i[x_i] \in [2^q]$

is 3-universal ...

Part I. perfect hashing

$$E \left[\# \text{colliding pairs } (x, y) \in S \times S \text{ with } h_{ab}(x) = h_{ab}(y) \right]$$

$$\leq O\left(n^2 \cdot \frac{1}{m}\right)$$

$$= O\left(\frac{1}{c}\right)$$

set $m = \underline{\underline{cn^2}}$

Recall Markov's ineq: if $X \geq 0$,
 $Pr[X \geq t] \leq \frac{E[X]}{t}$

$$\Rightarrow Pr[\# \text{colliding pairs} \geq 1] \leq \frac{O\left(\frac{1}{c}\right)}{1}$$

Set c suff. large \Rightarrow this prob. $< \frac{1}{2}$

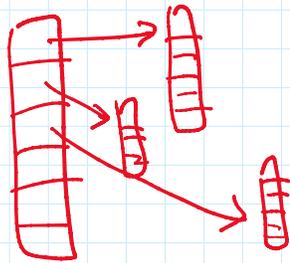
(rerun until success)

- \Rightarrow $O(1)$ worst-case query time
- $O(n^2)$ space
- $O(n)$ expected prepare time ...

$O(n)$ space
 $O(n)$ expected preproc time...

Part II reduce space by bootstrapping!

Store each bucket $A[i]$ in a perfect hash table



2-level structure

query $O(1)$ (worst case)

$$\begin{aligned} \text{space} &= O\left(m + \sum_{i=0}^{m-1} |A[i]|^2\right) \\ &= O(m + \# \text{ colliding pairs}) \end{aligned}$$

$$\text{expected space} = O\left(m + n^2 \cdot \frac{1}{m}\right)$$

$$\text{choose } m=n = O(n) \leftarrow \text{worst case by repeating until success}$$

$$\text{expected preproc time } O(n)$$