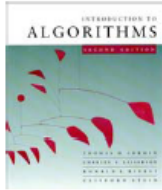


# Universal Hashing

# A weakness of hashing

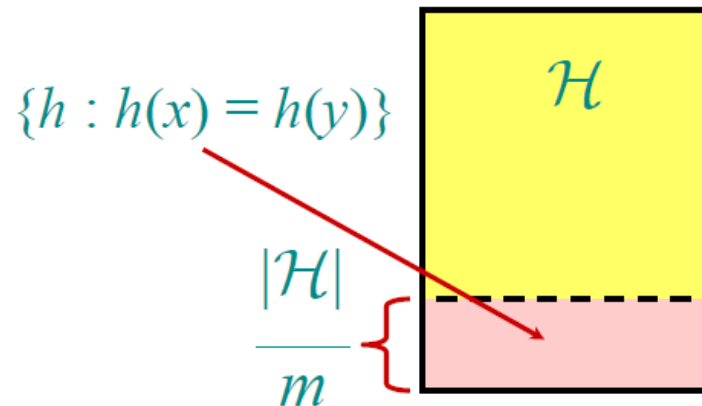
- Problem
  - For any hash function  $h$ , a set of keys exist that can cause the average access time of a hash table to skyrocket.
    - An adversary can pick all the keys which all map to the same bucket
- Idea
  - Choose the hash function at random, independent of the keys

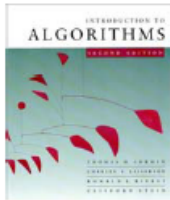


# Universal hashing

**Definition.** Let  $U$  be a universe of keys, and let  $\mathcal{H}$  be a finite collection of hash functions, each mapping  $U$  to  $\{0, 1, \dots, m-1\}$ . We say  $\mathcal{H}$  is *universal* if for all  $x, y \in U$ , where  $x \neq y$ , we have  $|\{h \in \mathcal{H} : h(x) = h(y)\}| = |\mathcal{H}|/m$ .

That is, the chance of a collision between  $x$  and  $y$  is  $1/m$  if we choose  $h$  randomly from  $\mathcal{H}$ .

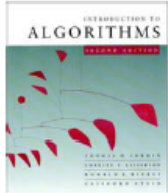




# Universality is good

**Theorem.** Let  $h$  be a hash function chosen (uniformly) at random from a universal set  $\mathcal{H}$  of hash functions. Suppose  $h$  is used to hash  $n$  arbitrary keys into the  $m$  slots of a table  $T$ . Then, for a given key  $x$ , we have

$$E[\text{\#collisions with } x] < n/m.$$

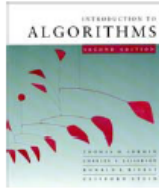


## Proof of theorem

*Proof.* Let  $C_x$  be the random variable denoting the total number of collisions of keys in  $T$  with  $x$ , and let

$$c_{xy} = \begin{cases} 1 & \text{if } h(x) = h(y), \\ 0 & \text{otherwise.} \end{cases}$$

*Note:*  $E[c_{xy}] = 1/m$  and  $C_x = \sum_{y \in T - \{x\}} c_{xy}$ .



## Proof (continued)

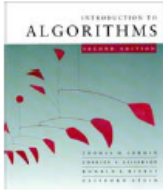
$$E[C_x] = E \left[ \sum_{y \in T - \{x\}} c_{xy} \right]$$

$$= \sum_{y \in T - \{x\}} E[c_{xy}]$$

$$= \sum_{y \in T - \{x\}} 1/m$$

$$= \frac{n-1}{m} . \quad \square$$

- Take expectation of both sides.
- Linearity of expectation.
- $E[c_{xy}] = 1/m$ .
- Algebra.



# Constructing a set of universal hash functions

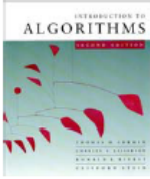
Let  $m$  be prime. Decompose key  $k$  into  $r + 1$  digits, each with value in the set  $\{0, 1, \dots, m-1\}$ . That is, let  $k = \langle k_0, k_1, \dots, k_r \rangle$ , where  $0 \leq k_i < m$ .

## Randomized strategy:

Pick  $a = \langle a_0, a_1, \dots, a_r \rangle$  where each  $a_i$  is chosen randomly from  $\{0, 1, \dots, m-1\}$ .

Define  $h_a(k) = \sum_{i=0}^r a_i k_i \bmod m$ . *Dot product, modulo  $m$*

How big is  $\mathcal{H} = \{h_a\}$ ?  $|\mathcal{H}| = m^{r+1}$ . ← **REMEMBER THIS!**



# Universality of dot-product hash functions

**Theorem.** The set  $\mathcal{H} = \{h_a\}$  is universal.

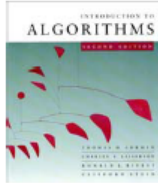
*Proof.* Suppose that  $x = \langle x_0, x_1, \dots, x_r \rangle$  and  $y = \langle y_0, y_1, \dots, y_r \rangle$  be distinct keys. Thus, they differ in at least one digit position, wlog position 0.

For how many  $h_a \in \mathcal{H}$  do  $x$  and  $y$  collide?

We must have  $h_a(x) = h_a(y)$ , which implies that

$$\sum_{i=0}^r a_i x_i \equiv \sum_{i=0}^r a_i y_i \pmod{m}.$$





## Proof (continued)

Equivalently, we have

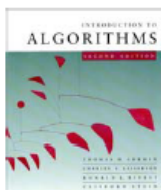
$$\sum_{i=0}^r a_i(x_i - y_i) \equiv 0 \pmod{m}$$

or

$$a_0(x_0 - y_0) + \sum_{i=1}^r a_i(x_i - y_i) \equiv 0 \pmod{m},$$

which implies that

$$a_0(x_0 - y_0) \equiv -\sum_{i=1}^r a_i(x_i - y_i) \pmod{m}.$$



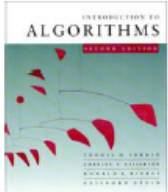
## Fact from number theory

**Theorem.** Let  $m$  be prime. For any  $z \in \mathbb{Z}_m$  such that  $z \neq 0$ , there exists a unique  $z^{-1} \in \mathbb{Z}_m$  such that

$$z \cdot z^{-1} \equiv 1 \pmod{m}.$$

**Example:**  $m = 7$ .

$z$	1	2	3	4	5	6
$z^{-1}$	1	4	5	2	3	6



## Back to the proof

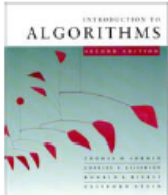
We have

$$a_0(x_0 - y_0) \equiv -\sum_{i=1}^r a_i(x_i - y_i) \pmod{m},$$

and since  $x_0 \neq y_0$ , an inverse  $(x_0 - y_0)^{-1}$  must exist, which implies that

$$a_0 \equiv \left( -\sum_{i=1}^r a_i(x_i - y_i) \right) \cdot (x_0 - y_0)^{-1} \pmod{m}.$$

Thus, for any choices of  $a_1, a_2, \dots, a_r$ , exactly one choice of  $a_0$  causes  $x$  and  $y$  to collide.



## Proof (completed)

**Q.** How many  $h_a$ 's cause  $x$  and  $y$  to collide?

**A.** There are  $m$  choices for each of  $a_1, a_2, \dots, a_r$ , but once these are chosen, exactly one choice for  $a_0$  causes  $x$  and  $y$  to collide, namely

$$a_0 = \left( \left( - \sum_{i=1}^r a_i (x_i - y_i) \right) \cdot (x_0 - y_0)^{-1} \right) \bmod m.$$

Thus, the number of  $h$ 's that cause  $x$  and  $y$  to collide is  $m^r \cdot 1 = m^r = |\mathcal{H}|/m$ .  $\square$