

# Advanced Algorithmics

*Strategies for Tackling Hard Problems*

Sebastian Wild

Markus Nebel

## *Lecture 15*

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# Universal Hashing – Efficient Randomized Hashing

Balls-into-bins model is optimistic!

It assumes that  $B_1, \dots, B_n$  are mutually indep.

$B_j$  = the bin of  $j$ th ball

$$B_j \in [m]$$

For fully random hash function  $h: S \rightarrow [m]$  we need  $\geq \log(m^n)$   
 $m^n$  different hash functions  $= n \log(m)$   
bids to distinguish all functions  
 $\rightarrow$  too expensive

## Definition 4.51 (Universal Family)

Let  $\mathcal{H}$  be a set of hash functions from  $U$  to  $R$  with  $|R| = m$  and  $|U| \geq m$ . Assume  $h \in \mathcal{H}$  is chosen uniformly at random.

Then  $\mathcal{H}$  is called a universal if

imply  $\rightarrow$

$$\forall x_1, x_2 \in U : x_1 \neq x_2 \rightarrow \Pr[h(x_1) = h(x_2)] \leq \frac{1}{m}.$$

$\rightarrow$  does not state anything about  $\Pr[h(x_1) = h(x_2) \wedge h(x_2) = h(x_3)]$

$\mathcal{H}$  is called *strongly universal* or *pairwise independent* if

$h(x_1), h(x_2), \dots, h(x_n)$  pairwise indep.

$$\forall x_1, x_2 \in U, y_1, y_2 \in R : x_1 \neq x_2 \rightarrow \Pr[h(x_1) = y_1 \wedge h(x_2) = y_2] \leq \frac{1}{m^2}.$$

Examples:  $h_{ab}(x) = ((a \cdot x + b) \bmod p) \bmod m$

$p$  prime  $p \geq m$

$U = [0..u]$

$\mathcal{H}_1 = \{ h_{ab} : a \in [1..p], b \in [0..p-1] \}$  universal

$\mathcal{H}_2 = \{ h_{ab} : a, b \in [0..p-1] \}$  strongly universal

$h_a(x) = (ax \bmod 2^k) \operatorname{div} 2^{k-e}$   $U = [0..2^k]$

$\mathcal{H}_3 = \{ h_a : a \in [1..2^k], a \text{ odd} \}$  universal  $R = [0..2^e]$

## How good is universal hashing?

Define  $X_{ij} = \{x_i \text{ and } x_j \text{ land in same bin}\}$

$$X = \sum_{1 \leq i < j \leq n} X_{ij} = \# \text{ collisions}$$

$h \in \mathcal{H}$  from universal class  
chosen uniformly at random

$$\triangle! \quad \Pr[X_{ij} = 1] \leq \frac{1}{m}$$

but  $X_{ij}, X_{ik}$  not necessarily independent

$$\mathbb{E}[X] = \sum_{1 \leq i < j \leq n} \mathbb{E}[X_{ij}] \leq \frac{1}{m} \cdot \binom{n}{2} < \frac{n^2}{2m}$$

$Y = \# \text{ balls in fullest bin}$

$$\frac{n(n-1)}{2}$$

(bins  $b : Y = \Theta(\log \frac{n}{m}, \dots)$ )  
whp

$$\leadsto X \geq \binom{Y}{2} = \frac{Y(Y-1)}{2}$$

$$\leadsto \Pr[Y \geq n \cdot \sqrt{\frac{2}{m}}] \leq \Pr[X \geq \frac{n^2}{m}] = \Pr[X \geq 2 \cdot \mathbb{E}[X]] \stackrel{\text{Markov}}{\leq} \frac{1}{2}$$

$$n = m \quad \leadsto \quad y \leq \sqrt{2n} \quad \text{with prob} \geq \frac{1}{2}$$

Nevertheless often sufficient performance in practice

- defense against worst cases
- typical inputs have themselves some randomness

## Perfect Hashing: Random Sampling

Static Hashing  $S \subseteq U$  fixed  $|S|=n$

→ build data structure with  $O(1)$  search/access  
no insert/delete

→  $O(n)$  space

If  $h \in \mathcal{H}$  chosen uniformly at random  
↑  
universal

$$\text{If } m \geq n^2 \quad \Pr[X \geq 1] \leq \Pr[X \geq \frac{n^2}{m}] = \Pr[X \geq 2\mathbb{E}[X]] \leq \frac{1}{2}$$

$$\Downarrow$$
$$\Pr[\text{no collision}] = \Pr[X=0] \geq \frac{1}{2}$$

fine, but  $\Theta(n^2)$  space is too much.

Can we improve?

Yes:

$h_1$

$y_1, \dots, y_n$  number balls in

$h_1$ -bins

$\rightarrow$  space:  $n + \sum_{j=1}^n y_j^2$   
 $\uparrow$   
for bins

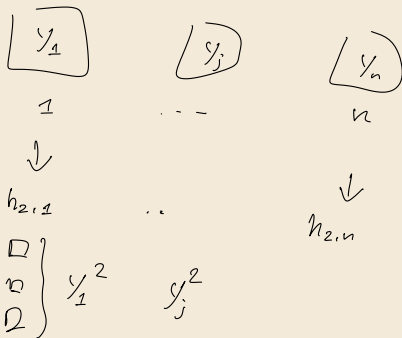
②  $h_1$  chosen by rejection sampling  
until  $X \leq n$  ( $h_1 = n = m$ )

$$Pr[X \geq \frac{n^2}{m}] = Pr[X \geq n] \leq \frac{1}{2}$$

$y_j$  balls in bin  $j$

$\rightarrow \binom{y_j}{2}$  collisions

$$\sum_{j=1}^n \binom{y_j}{2} \leq n$$



①  $h_{2,j}$  can be chosen without  
producing collisions by rej. sampling

$\rightarrow$  no collisions on second level

$$\binom{\ell}{2} = \frac{\ell(\ell-1)}{2} = \frac{\ell^2}{2} - \frac{\ell}{2} \quad \Rightarrow \quad \ell^2 = 2\binom{\ell}{2} + \ell$$

$$\Rightarrow \text{space : } n + \sum_{j=1}^n y_j^2 = n + 2 \underbrace{\sum_{j=1}^n \binom{y_j}{2}}_{\leq n} + \underbrace{\sum_{j=1}^n y_j}_{\leq n} \leq 4n$$

$\Rightarrow \Theta(n)$  space

Remarks Can make this dynamic  $\leadsto O(1)$  amortized expected time  
insert & delete



# Random Sampling ; Local Search

## Warmup: A randomized 2SAT algorithm

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```
1 procedure localSearch2SAT( $\phi$ , certainty):
2    $k$  = number of variables of  $\phi$ 
3   Choose assignment  $\alpha \in \{0, 1\}^k$  uniformly at random. ←
4   for  $j = 1, \dots, \text{certainty} \cdot 2k^2$  not necessary
5     if  $\alpha$  fulfills  $\phi$  return " $\phi$  satisfiable"
6     Arbitrarily choose a clause  $\underline{c} = l_1 \vee l_2$  that is not satisfied under  $\alpha$ . ← not random
7     Choose  $\ell$  from  $\{l_1, l_2\}$  uniformly at random. random!
8      $\alpha$  = assignment obtained by negating  $\ell$ .
9   return " $\phi$  probably not satisfiable"
```

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### Theorem 4.52 (localSearch2SAT is OSE-MC for 2SAT)

Let  $\phi$  be a 2SAT formula.

1. If  $\phi$  is unsatisfiable, localSearch2SAT always returns "probably not satisfiable".
2. If  $\phi$  is satisfiable, localSearch2SAT returns "satisfiable" with probability at least  $1 - 2^{-\text{certainty}}$ .



Proof: ① trivial from code

②  $\phi$  satisfiable  $\leadsto \alpha^*$  that satisfies  $\phi$

Define  $\alpha_1, \alpha_2, \dots$  as assignment in step  $j=1, 2, \dots$

$X_i = k - d_H(\alpha_i, \alpha^*) = \#$  matching variable assignments

$X_i = k \leadsto$  terminates

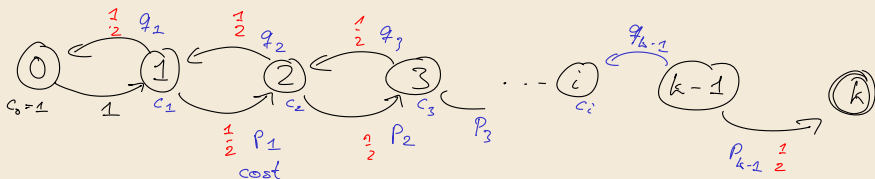
otherwise  $\leadsto X_{i+1} \in \{X_i - 1, X_i + 1\}$

$$\Pr[X_{i+1} = 1 \mid X_i = 0] = 1$$

$$\Pr[X_{i+1} = j+1 \mid X_i = j] \stackrel{=}{\geq} \frac{1}{2} \quad \ell_1 \text{ or } \ell_2 \text{ must differ between } \alpha_i \text{ and } \alpha^*$$

$$\Pr[X_{i+1} = j-1 \mid X_i = j] \stackrel{=}{\leq} \frac{1}{2}$$

upper bound  $\#$  step till  $X_i = k$  by Markov chain



$y_i =$  expected # steps till we reach  $(k)$

$$p_i = 1 - q_i$$

$$y_k = 0$$

$$y_0 = 1 + y_1$$

$$y_i = \overset{=1}{c_i} + p_i \cdot y_{i+1} + q_i y_{i-1} \quad 1 \leq i \leq k-1$$

"

$$p_i y_i + q_i y_i \quad \Rightarrow \quad p_i (y_{i+1} - y_i) = q_i (y_i - y_{i-1}) - c_i$$

$$\stackrel{c=1}{\underbrace{y_{i+1} - y_i}_{\dot{y}_i}} = a_i \underbrace{(y_i - y_{i-1})}_{\dot{y}_{i-1}} + b_i \quad a_i = \frac{q_i}{p_i}$$

$$b_i = - \frac{c_i}{p_i}$$

$$\dot{y}_i = a_i \dot{y}_{i-1} + b_i$$

$$\dot{y}_0 = y_1 - y_0 = -1 = -c_0$$

$$\dot{y}_i = \left( \prod_{j=1}^i a_j \right) \cdot \underset{-1}{\dot{y}_0} + \sum_{j=1}^i \left( \prod_{k=j+1}^i a_k \right) b_j$$

$$\sum_{e=0}^{i-1} \underset{y_{e+1} - y_e}{\dot{y}_e} = y_i - y_0 \quad \Rightarrow \quad y_k = y_0 + \sum_{e=0}^{k-1} \underset{0}{\dot{y}_e}$$

$$\Rightarrow y_0 = - \sum_{e=0}^{k-1} \dot{y}_e$$

$$a_i = a = \frac{q_i}{p_i} = 1 \quad b_i = b = -\frac{c_i}{p_i} = -2$$

$$\dot{y}_i = -1 - 2 \sum_{j=1}^i 1 = -2i - 1$$



$$y_0 = \sum_{e=0}^{k-1} (2e+1) = k^2 \quad \Rightarrow \quad \text{Iterations of loop is } k^2$$

$$Pr \left[ \# \text{ iterations} \geq \text{certainty} \cdot 2k^2 \right] \leq \frac{1}{\text{certainty} \cdot 2}$$

Markov

$$\Pr \{ \# \text{ iterations} \geq 2k^2 \} \leq \frac{1}{2}$$

certainly independent repetitions

$\leadsto$

$\left(\frac{1}{2}\right)^{\text{certainly}}$

□.