

# Tutorial 7: CS21003 Algorithms I

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For any hash function, there exists a sequence of keys which makes the hash function perform badly — there can be too many collisions. To tackle this problem, we can pick our hash function randomly from a set of hash functions at runtime. This approach does not suffer from the problem discussed above — hopefully there no sequence which is bad for all hash functions in the set. Clearly, such a set of hash functions need to satisfy certain properties; for example a singleton set is not appropriate. In this tutorial, we formalize this notion which is called *universal hash family*.

Let  $\mathcal{U}$  be the universe of keys. Hash functions map from  $\mathcal{U}$  to  $\{0, \dots, m-1\}$ . Let  $\mathcal{H}$  be a set of hash functions. We call  $\mathcal{H}$  *universal* if for every two distinct keys  $x, y \in \mathcal{U}, x \neq y$ , we have the following.

$$\Pr_{h \text{ picked u.a.r from } \mathcal{H}} [h(x) = h(y)] \leq \frac{1}{m}$$

1. Let  $\mathcal{H}$  be the set of all functions from  $\mathcal{U}$  to  $\{0, \dots, m-1\}$ . Prove that  $\mathcal{H}$  is universal.
2. Let  $p$  be a prime number such that  $\mathcal{U} \subseteq \{0, 1, \dots, p-1\}$ . We define

$$\mathcal{H} = \{h_{ab}(k) = ((ak + b) \bmod p) \bmod m : a \in \{1, \dots, p-1\}, b \in \{0, \dots, p-1\}\}$$

Prove that  $\mathcal{H}$  is universal.