

SIMD instructions in Hashtables

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Joint work with
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Introduction

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⇒ This talk: SIMD instructions (Single Instruction, Multiple Data) in modern HashTables.

A crash course in HashTables

Motivation

Implement an associative array m :

- universe \mathcal{U} of keys $k \in \mathcal{U}$ enormous,
- associate some keys k to values $m[k]$,
- insert, search, delete...

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Hashtables:

- ▶ **Idea** : use a small array A , of size $n \ll |\mathcal{U}|$
 - consider $h : \mathcal{U} \rightarrow \mathbb{Z}$ *pseudo-random*,
 - insert k in bucket $A[i]$ where $i = h(k) \bmod n$.
- ▶ **Problem** : collisions, keys k_1 and k_2 with $h(k_1) = h(k_2)$.

A crash course in HashTables 2

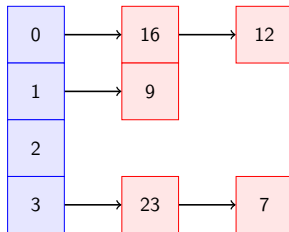
- ▶ **Collision resolution policy :**

1. [External Hashing / Closed addressing] Each bucket $A[i]$ contains a linked list.
2. [Internal Hashing / Open addressing] If bucket is occupied, find another that is free.

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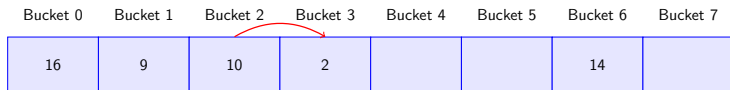


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[red arrow is indicative]

A crash course in HashTables 2

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- ▶ **Rehashing policy:**

- if *load factor* $\frac{\#keys}{n}$ is “big” ($> \theta \in (0, 1)$), create larger array,
- must reinsert everything. [slow! but amortized overall]

Internal hashing / Open addressing

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- ▶ Many strategies to define the *probe sequence*.

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- Start at $i_0 = h(x) \bmod n$.
- If occupied, test i_1, i_2, \dots etc. in order.

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Modulo n ,

- ▶ **Linear probing:** $i_1 = i_0 + 1, i_2 = i_1 + 1, \dots$
- ▶ **Quadratic probing:** $i_1 = i_0 + 1, i_2 = i_1 + 2, \dots, i_j = i_{j-1} + j, \dots$
- ▶ **Double hashing:** $\Delta(x) = h_2(x), i_1 = i_0 + \Delta, i_2 = i_1 + \Delta, \dots$

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- ▶ **Double hashing:** $\Delta(x) = h_2(x), i_1 = i_0 + \Delta, i_2 = i_1 + \Delta, \dots$

Theoretical model: random probing model, each i_j is taken uniformly and independently from $\{0, \dots, n-1\}$.

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9	5	-2	4	7	4	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
↓ <code>_mm_cmpeq_epi8</code>															
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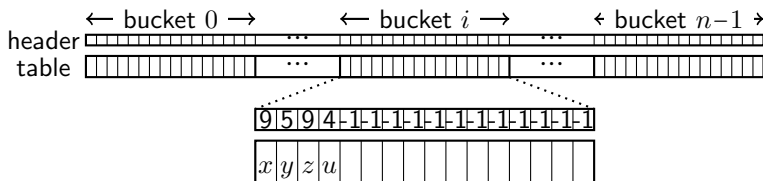
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Principle of several modern hashtables:

`boost::unordered_flat_map` ($b = 15$), Google Abseil Swiss tables ($b = 16$), F14 of Meta ($b = 14$)...

Using vectorization in hash tables 2



We consider the *fingerprint byte*

- ▶ to be $255 \equiv -1$ when the position is free,
- ▶ to be $254 \equiv -2$ when the position was deleted, [tombstone]
- ▶ else we have a reduced *hash value*.

Our model: parameters

We are interested in *hops* : [accesses to buckets]

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Insert k distinct elements into a table with n buckets:

- ▶ probe sequence made of random numbers $\{0, \dots, n - 1\}$.
- ▶ for the moment we do not consider deletions,

Later in talk: *unsuccessful search*.

Main results: proportion of occupancy

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Let $U_j(k)$: # buckets with j occupied slots after k insertions,

Theorem [Nicaud, R, 26+]: proportion of occupancy

Suppose $k \leq \theta \cdot N$ for $\theta \in (0, 1)$, $N := b \times n$ the maximum capacity.

With probability tending to one, we have uniformly

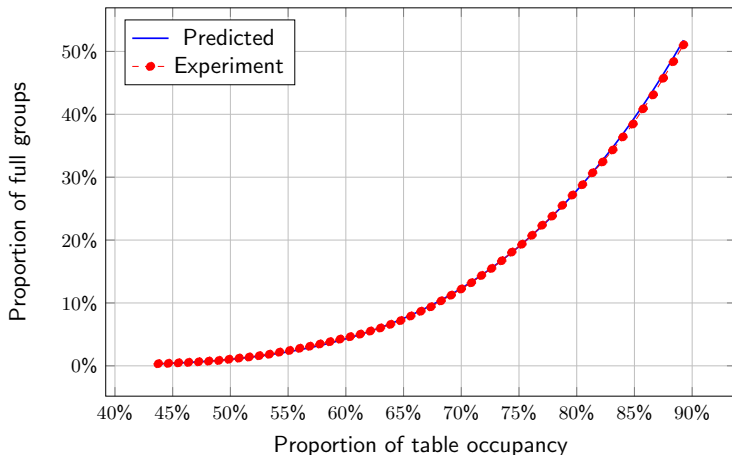
$$U_j(k) = nu_j(k/N) + o(n), \quad ,$$

where $u_j(t) = \frac{\lambda(t)^j}{j!} e^{-\lambda(t)}$ for $j = 0, \dots, b-1$, $u_b(t) = 1 - \sum_{j < b} u_j(t)$ and $\lambda(t) = \lambda_b(t)$ is a special function we can compute^a.

^aNote that $S(k) := \sum j U_j(k)$ increases always by 1, so $\sum j u_j(k) = bt$.

Proportion of occupancy

Plot of a *single* run with $n = 2^{14} = 16\,384$, $b = 15$,



Stopped at $\theta = 0.875$, maximum load of `boost::unordered_flat_map`.

Main results: number of hops

The special function $\lambda(t)$ is associated to hops.

Let $R(k)$: be the total number of hops up to the k -th insertion,

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Suppose $k \leq \theta \cdot N$ for $\theta \in (0, 1)$, $N := b \times n$ the maximum capacity.

With probability tending to one,

$$R(k) = n\lambda_b(k/N) + o(n),$$

$\lambda_b(t)$ is defined implicitly by

$$e^{-\lambda_b(t)} \sum_{i < b} (b-i) \frac{1}{i!} \lambda_b(t)^i = b - bt.$$

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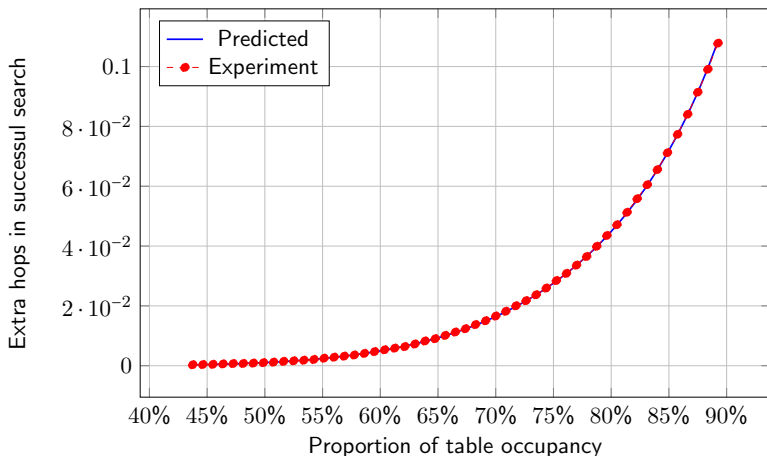
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Proof.

The successful search time is $R(k)/k$. □

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The hops function $\lambda_b(t)$

- ▶ The case $b = 1$: $\lambda_1(t) = \log(\frac{1}{1-t})$. Successful search time coincides with the classical $\frac{1}{t} \log(\frac{1}{1-t})$.
- ▶ The case $b = 2$: using the -1 -th branch of the Lambert-W

$$\lambda_b(t) = -2 - W_{-1}\left(-\frac{2-2t}{e^2}\right) .$$

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- ▶ Cost of a successful search is related to $\lambda_b(t)/b$.
- ▶ Effect is not simply dividing the search time by b !

Plan of the talk

1. Introduction
2. Model and first results: successful search
3. Elements of the proof: techniques
4. Model and result for unsuccessful search
5. Conclusions and further work

A probabilistic recurrence: simulating occupancy

Let $U_j(k)$: # buckets with j occupied slots after k insertions.

Given the **situation at time k** , which we call \mathcal{F}_k ,

$$U_j(k+1) - U_j(k) = \begin{cases} +1, & \text{with probability } \frac{U_{j-1}(k)}{n - U_b(k)} \text{ if } j > 0, \\ -1, & \text{with probability } \frac{U_j(k)}{n - U_b(k)} \text{ if } j < b, \\ 0, & \text{otherwise.} \end{cases}$$

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We have the **conditional expectation**

$$\mathbb{E}[U_j(k+1) - U_j(k) \mid \mathcal{F}_k] = \mathbf{1}_{j>0} \frac{\frac{U_{j-1}(k)}{n}}{1 - \frac{U_b(k)}{n}} - \mathbf{1}_{j<b} \frac{\frac{U_j(k)}{n}}{1 - \frac{U_b(k)}{n}}.$$

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$$j = 1, \dots, \ell.$$

- ▶ If $|Y_j(k+1) - Y_j(k)|$ is “small” and functions f_j are “regular”:

$$Y_j(k) \approx N y_j(k/N),$$

with probability tending to one, where

$$\begin{cases} y_1'(t) &= f_1(t; y_1(t), \dots, y_\ell(t)), \\ &\vdots \\ y_\ell'(t) &= f_\ell(t; y_1(t), \dots, y_\ell(t)). \end{cases}$$

Wormald's Differential Equation Method 2

Theorem (version adapted from Warnke'19)

Consider $\beta = \beta(N)$, $\gamma := \gamma(N) \rightarrow 0$, $\lambda := \lambda(N) \rightarrow 0$,

1. for all $k < N$ and $j \in [\ell]$,
 $\Pr(|Y_j(k+1) - Y_j(k)| \leq \beta(N)) \geq 1 - \gamma(N)$;
2. for all $j \in [\ell]$, and $k < N$,
 $\mathbb{E}[Y_j(k+1) - Y_j(k) \mid \mathcal{F}_k] = f_j(k/N; Y_1(k)/N, \dots, Y_\ell(k)/N)$,
where the functions f_j are L -Lipschitz on a domain \mathcal{D} .
3. The initial $\mathbf{Y}(0) = (Y_1(0), \dots, Y_\ell(0))$ satisfies
 $\|\mathbf{Y}(0) - N\mathbf{v}\|_\infty \leq \lambda \cdot N$ for $(0, v_1, \dots, v_\ell) \in \mathcal{D}$.

– Let $\mathbf{y}(t) = (y_1(t), \dots, y_\ell(t))$ be the solution to the system of differential equations with $y_1(0) = v_1, \dots, y_\ell(0) = v_\ell$.

– Let $\theta > 0$ be such that $(s, \mathbf{y}(s)) \in \mathcal{D}$ for all $s \in [0, \theta]$.

For $\lambda(N) = \Omega(1/N)$, with proba $\geq 1 - \theta \ell N \gamma - 2b \exp(-N \lambda^2 / (8\theta \beta^2))$,

$$|Y_j(k) - N y_j(k/N)| \leq 3e^{L\theta} \lambda(N) \cdot N = o(N),$$

for all $j \in [\ell]$ and $k \leq \theta N$.

Wormald's Differential Equation Method 3

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To apply the result, we require

- ▶ $\beta(N)$ can tend to infinity, but not too fast,
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– For the case of $R(k)$, we can prove $R(k+1) - R(k) > (\log N)^2$ with proba $O(e^{-(1-\theta) \times (\log N)^2})$.

Wormald's Differential Equation Method 4

– In the case of $U_j(k)$ we obtain the system:

$$\begin{cases} u'_0(t) &= -b \frac{u_0(t)}{1-u_b(t)}, \\ u'_i(t) &= b \frac{u_{i-1}(t)}{1-u_b(t)} - b \frac{u_i(t)}{1-u_b(t)}, \text{ for } i \in \{1, \dots, b-1\}, \\ u'_b(t) &= b \frac{u_{b-1}(t)}{1-u_b(t)}. \end{cases}$$

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– For $R(k)$ the expected value is

$$\mathbb{E}[R(k+1)-R(k)|\mathcal{F}_k] = \sum_{r \geq 1} r(1-U_b(k)/n)(U_b(k)/n)^{r-1} = \frac{1}{1 - U_b(k)/n}$$

which relates to $\lambda_b(t)$ through $\lambda_b(t) = b \int_0^t \frac{dt}{1-u_b(t)}$.

Intuition behind the Differential Equation Method

Why such a strong concentration?¹

- ▶ Underlying **martingale**:

$Z_i(k) := \sum_{a < k} (Y_i(a+1) - Y_i(a) - f_i(Y_1(a)/N, \dots, Y_\ell(a)/N)),$
with $\mathbb{E}[Z_i(k)] = 0$.

- ▶ **Maximal Azuma-Hoeffding Theorem** implies $Z_i(k) \approx 0$ with high probability.
- ▶ Convenient rewriting

$$Y_i(k) - N y_i(k/N) = Z_i(k) + \sum_{a < k} (f_i(\frac{Y_1(a)}{N}, \dots, \frac{Y_\ell(a)}{N}) - N(y_i(\frac{a+1}{N}) - y_i(\frac{a}{N}))),$$

helps prove bound high probability bound by recurrence.

¹This is the proof from Warnke'19.

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Insert k distinct elements into a table with n buckets:

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- ▶ when no space to insert key, leave a “continue mark”,
- ▶ use d bits, the overflow bit is a *hash value* in $\{0, \dots, d-1\}$,
- ▶ this allows us to stop a search prematurely,
- ▶ more *meta-data* per bucket.

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⇒ During insertion, we consider a fresh uniform and independent overflow bit each time needed.

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In our model

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Let $V_j(k)$ be the number of full buckets with j overflow bits on:

- ▶ Number of hops in unsuccessful search is geometric, parameter

$$p = \sum_{j=0}^d \frac{V_j(k)}{n} \times \frac{j}{d}.$$

- ▶ The expected number of hops is $\frac{1}{1-p}$.

Model for unsuccessful search

In our model

- ▶ each overflow bit is a fresh random number in $\{0, \dots, d-1\}$,
- ▶ if several are needed, they are independent.

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We study $V_j(k)$ for $j = 0, \dots, d$. Observe $\sum_j V_j(k) = U_b(k)$.

Main result for unsuccessful search

Theorem (Nicaud, R., 26+)

Starting from an empty table with n buckets of size b , and d overflow bits, the number of full buckets with j overflow bits on at time k , $V_j(k)$, satisfies^a $V_j(k) = nv_j(k/N) + o(n)$ with probability tending to one, for all $k \leq \theta N$, where

$$v_j(t) = \binom{d}{j} e^{-(d-j)\lambda_b(t)/d} \int_0^{\lambda_b(t)} \frac{x^{b-1}}{(b-1)!} (e^{-x/d} - e^{-\lambda_b(t)/d})^j dx.$$

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Corollary

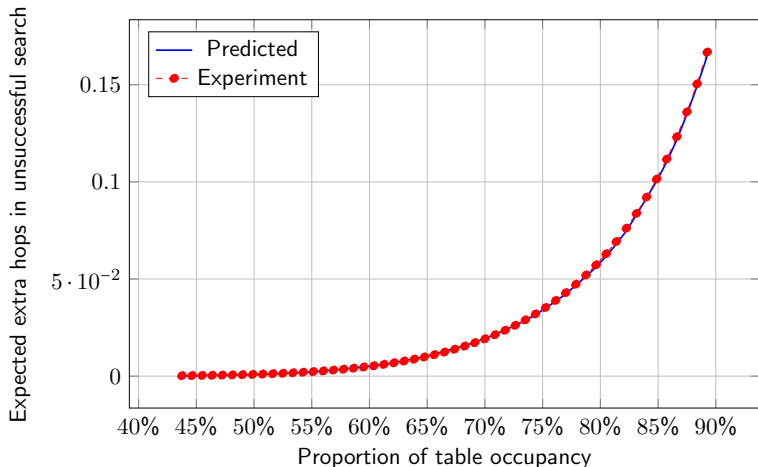
The expected cost of an unsuccessful search is

$$\left(1 - \int_0^{\lambda_b(k/N)} \frac{x^{b-1}}{(b-1)!} e^{-(1-1/d)x} (e^{-x/d} - e^{-\lambda_b(k/N)/d}) dx \right)^{-1} + o(1),$$

with probability tending to one.

Expected cost of unsuccessful search

Plot of a *single* run with $n = 2^{14} = 16\,384$, $b = 15$, $d = 8$



The case $b = 1$

Overflow bits can be used **even** when buckets are of size $b = 1$:

- ▶ The idea for $b = d = 1$ appears in *Amble and Knuth. Ordered hash tables.* from 1974.
- ▶ When $b = 1$ we have $\lambda_b(t) = \log(\frac{1}{1-t})$.
- ▶ The **unsuccessful search times** are

$$\frac{1}{1-t} \times \frac{1}{1 + \frac{(1-t)^{-(1-1/d)} - 1}{1-1/d}}, \quad (d > 1), \quad \frac{1}{1-t} \times \frac{1}{1 + \log(\frac{1}{1-t})}, \quad (d = 1).$$

compared to $\frac{1}{1-t}$ without overflow bits.

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- Change the notion of time:
 - ▶ instead of k insertions consider r hops,
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for $j > 0$, and $\mathbb{E}[\tilde{V}_0(r+1) - \tilde{V}_0(r) \mid \tilde{\mathcal{F}}_r] = \tilde{U}_{b-1}(r) - \tilde{V}_0(r).$

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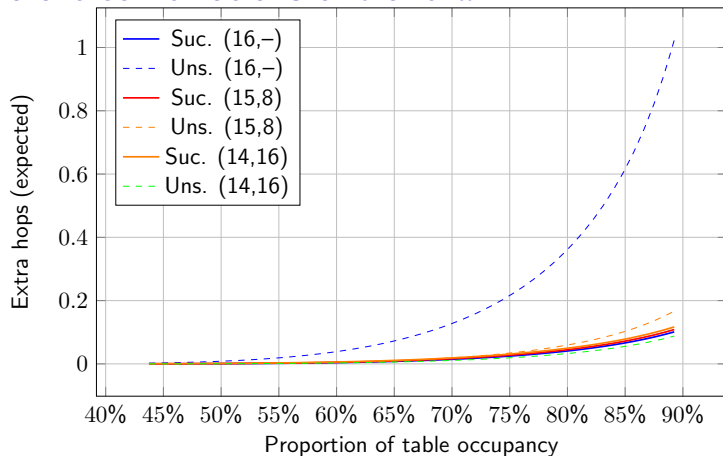
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- We use the Differential Equation Method, and then

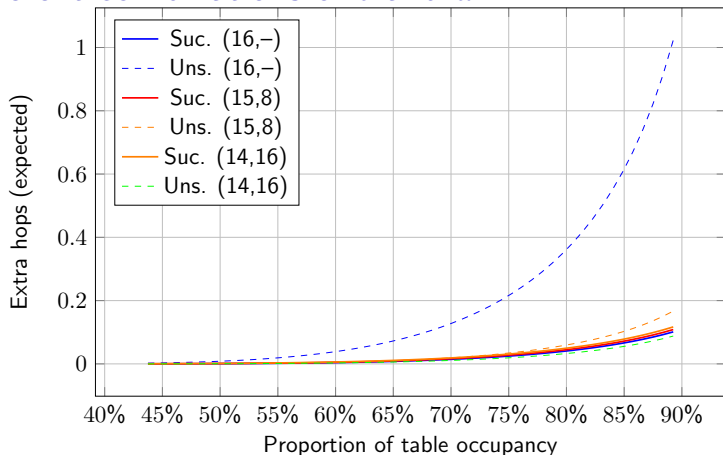
$$R(k) = \frac{N}{b} \lambda_b(k/N) + o(n),$$

to **link both time-scales** as $V_j(k) = \tilde{V}_j(R(k))$.

Different combinations of b and d



Different combinations of b and d



How to make sense of the difference ?

- ▶ number of bytes per bucket is the same in all three,
- ▶ here we talk about % of full, but capacities are different !
- ▶ compare when the number of inserted elements is the same ?

Recap and conclusions

- ⊗ The current implementation in *boost* is more complex
buckets are not separated, they overlap.
- ⊗ Other models of pass-bits exist
 - ▶ same bit used every time we leave a mark²,
 - ▶ a counter of “passing” keys instead [F14 of Meta].
- ⊗ Model with suppression?

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Conclusions

- ⊗ We have shown how techniques from graphs dynamics can be applied to hash tables.
- ⊗ Results are very precise and hold with high probability.
- ⊗ Introduction of SIMD and buckets of b leads to non-trivial behaviors.

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Thank you!