PaCHash: Packed and Compressed Hash Tables

SIAM Symposium on Algorithm Engineering and Experiments (ALENEX 23)

Florian Kurpicz, Hans-Peter Lehmann and Peter Sanders

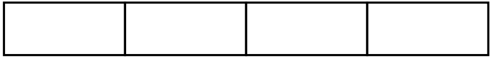
Motivation

Setting

- static hash table for objects of variable size
- storing objects in external memory
- ideally retrieve objects in single I/O
- very small internal memory data structure

Objects of Variable Size

External Memory



- only blocks of size B bits can be transferred
- one I/O per block transfer

Space-Efficient Object Stores from Literature

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- objects of size 256 bytes
- blocks of size 4096 bytes
- internal space I_b (bits/block)
- (*) consecutive I/O

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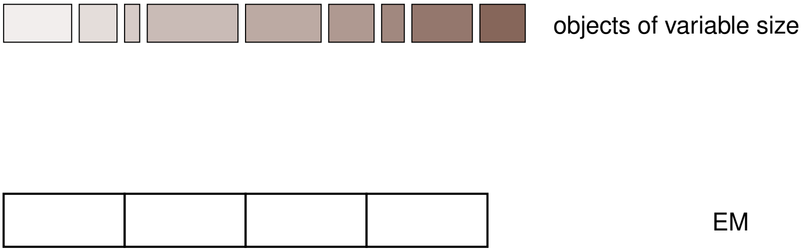
	Method	I_b	load factor	I/Os
fixed	Larson et al. [LR85]	96	$<$96 %	1
	SILT SortedStore [Lim+11]	51	100 %	1
	Linear Separator [Lar88]	8	85 %	1
	Separator [GL88; LK84]	6	98 %	1
	Robin Hood [Cel88]	3	99 %	1.3
	Ramakrishna et al. [RT89]	4	80 %	1
	Jensen, Pagh [JP08]	0	80 %	1.25
	Cuckoo [Aza+94; Pag03]	0	$<$100 %	2
	PaCHash, $a = 1$	2	100 %	2*
	PaCHash, $a = 8$	5	100 %	1.13*
variable	SILT LogStore [Lim+11]	832	100 %	1
	SkimpyStash [DSL11]	32	$\leq$98 %	8
	PaCHash, $a = 1$	2	99.95 %	2.06*
	PaCHash, $a = 8$	5	99.95 %	1.19*

PaCHash Overview



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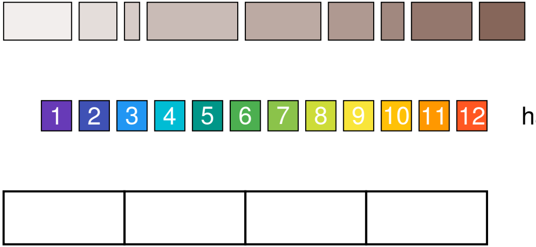

objects of variable size

hash function $h\colon K \to 1..am$

EM

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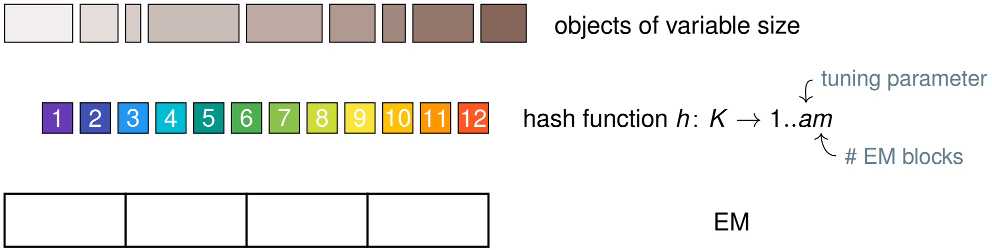

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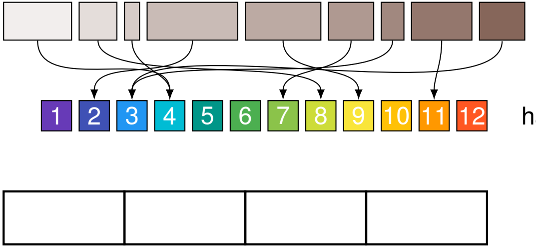

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tuning parameter

EM blocks

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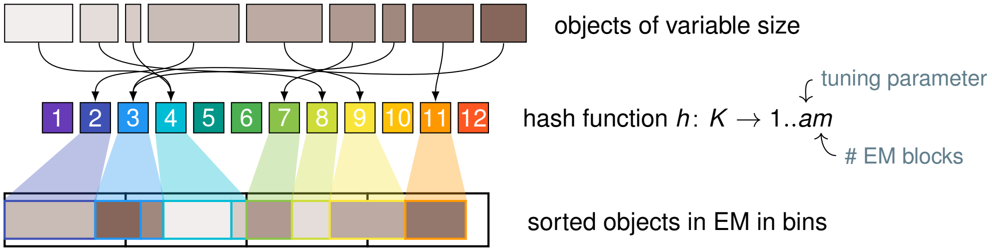

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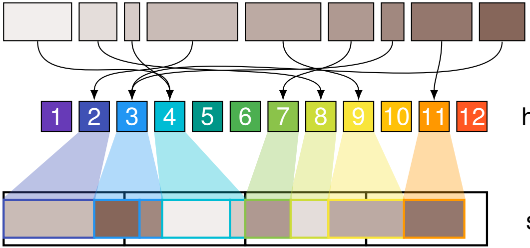

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sorted objects in EM in bins

no fragmentation

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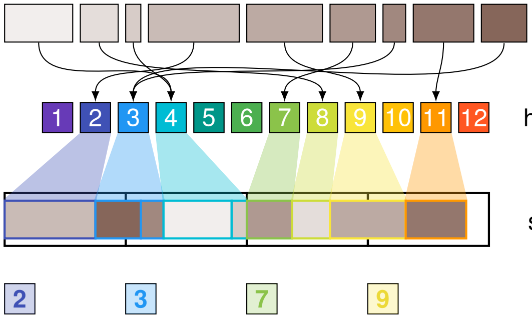

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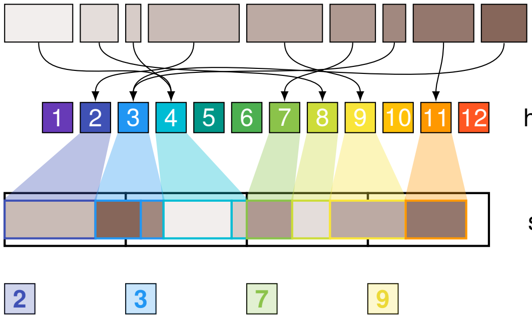

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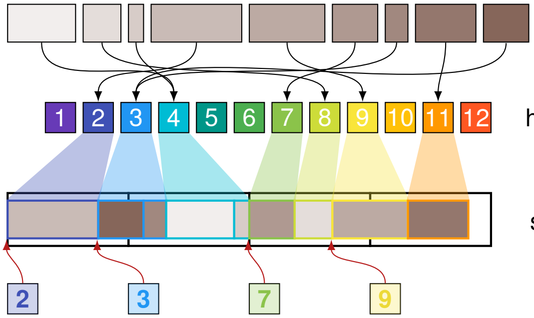

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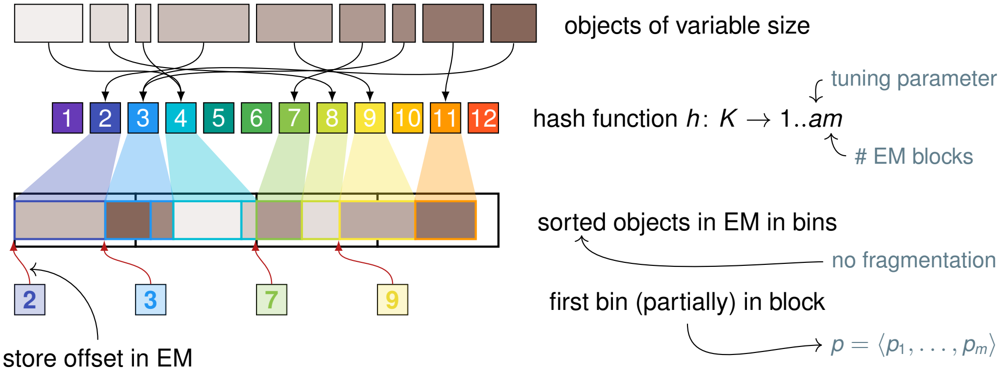

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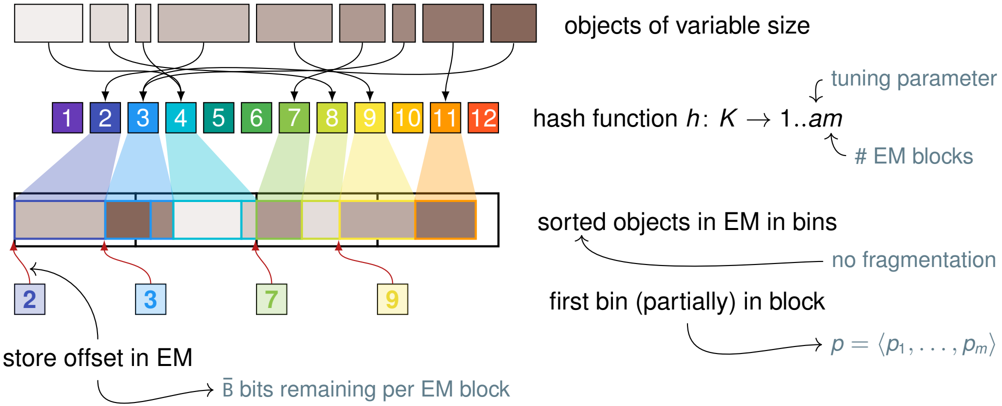
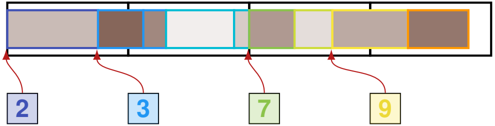


Finding Blocks

Query Algorithm



- $b_x = h(x)$
- find first i with $p_i \leq b_x$
- if $p_i = b_x$ let $i = i - 1$
- find first j with $p_j > b_x$
- return $i..(j-1)$

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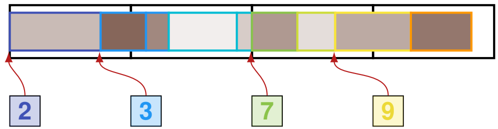

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Elias-Fano Coding

- given k monotonic increasing integers in $1..u$
  - store $\log k$ MSBs encoded in bit vector
  - store $\log(u/k)$ LSBs plain
  - $k(2 + \log(u/k)) + 1 + o(k)$ bits in total
- predecessor in $O(k)$ time

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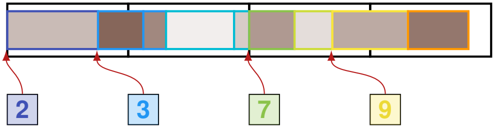

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Lemma: Space with Elias-Fano Coding

When using Elias-Fano coding [Eli74; Fan71] to store p, the index needs $2 + \log a + o(1)$ bits of internal memory per block.

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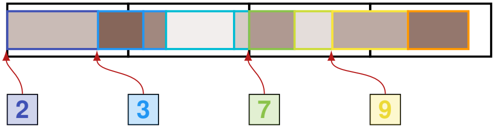

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Predecessor Query in PaCHash Internal Memory

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When using Elias-Fano coding to store p, the range of blocks containing the bin of an object x can be found in expected constant time.

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- consider $\lceil \log m \rceil$ MSB
- let bin b_x have MSBs equal to u
- expected size $\mathbb{E}(Y_u)$ of all bins with MSB u that are $< b_x$ is

$$\sum_{y \in S} |y| \cdot \mathbb{P}(h(y) \text{ w/ MSB} = u; h(y) < h(x))$$

$$\leq \sum_{y \in S} |y| \cdot \mathbb{P}(h(y) \text{ w/ MSB} = u)$$

$$= \frac{1}{m} \sum_{y \in S} |y| = \frac{m\bar{B}}{m} = \bar{B}$$

- number of entries to scan is $\mathbb{E}(Y_u)/\bar{B} = 1$

Loading Blocks from External Memory

Lemma: Additional Blocks Loaded

Retrieving an object x of size $|x|$ from a PaCHash data structure loads $\leq 1 + |x|/\overline{\mathsf{B}} + 1/a$ consecutive blocks from the external memory in expectation.

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$$\begin{aligned}\mathbb{E}(|b_x|) &= |x| + \sum_{y \in S, y \neq x} |y| \mathbb{P}(y \in b_x) \\ &\leq |x| + \sum_{y \in S} |y| \mathbb{P}(y \in b_x) \\ &= |x| + \sum_{y \in S} |y| \cdot \frac{1}{am} = |x| + \frac{\overline{\mathrm{B}}}{a}\end{aligned}$$

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$$= |x| + \sum_{y \in S} |y| \cdot \frac{1}{am} = |x| + \frac{\overline{\mathrm{B}}}{a}$$

- expected number of blocks overlapped by b_x

$$\mathbb{E}(X) = 1 + (\mathbb{E}(|b_x|) - 1)/\overline{\mathrm{B}}$$
$$= 1 + \frac{|x|}{\overline{\mathrm{B}}} + \frac{1}{a} - 1/\overline{\mathrm{B}}$$

- $\mathbb{P}(\text{bin and block border align}) = 1/\overline{\mathrm{B}}$

Experimental Evaluation

Hardware and Software

- Intel i7 11700 (base clock speed: 2.5 GHz)
- 1 TB Samsung 980 Pro NVMe SSD
- Ubuntu 21.10 (Kernel 5.13.0)
- `io_uring` for I/O operations
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- more in the paper (very similar results)

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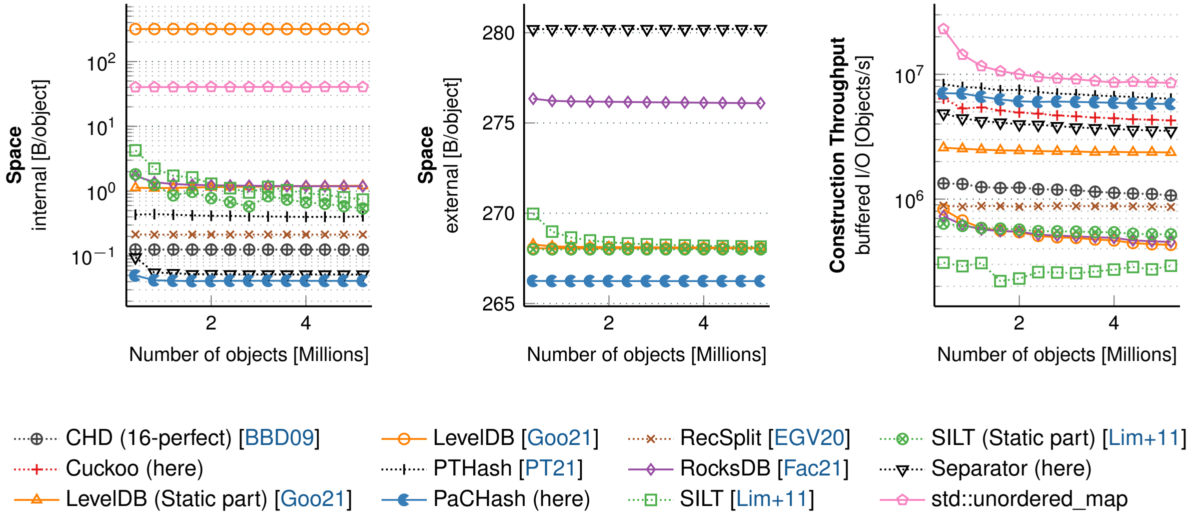
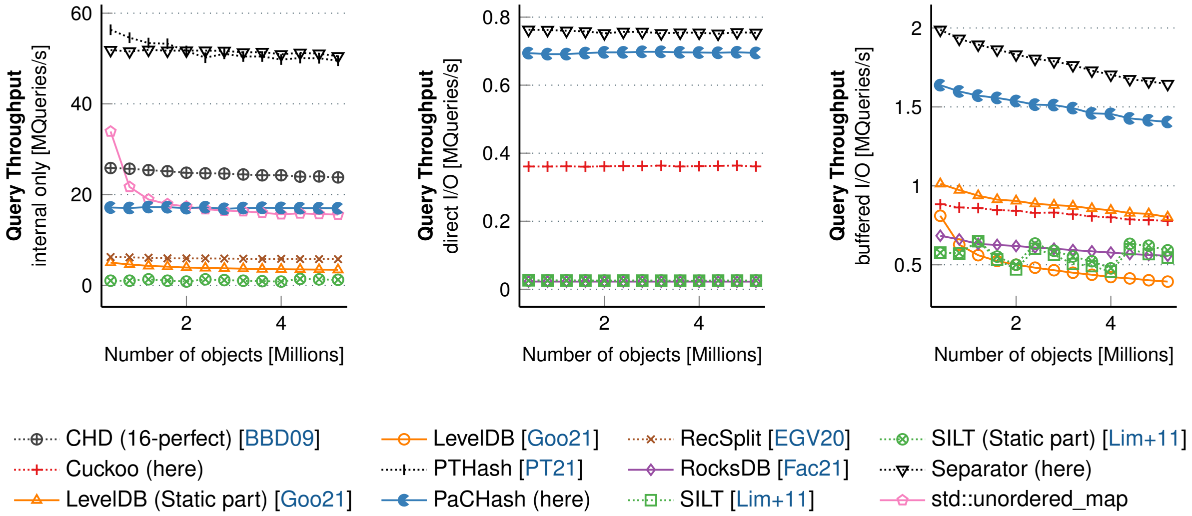
Competitors

- LevelDB [Goo21]
- RocksDB [Fac21]
- SILT [Lim+11].
- `std::unordered_map`
- RecSplit [EGV20]
- CHD [BBD09; CR+12]
- PTHash [PT21]

Construction

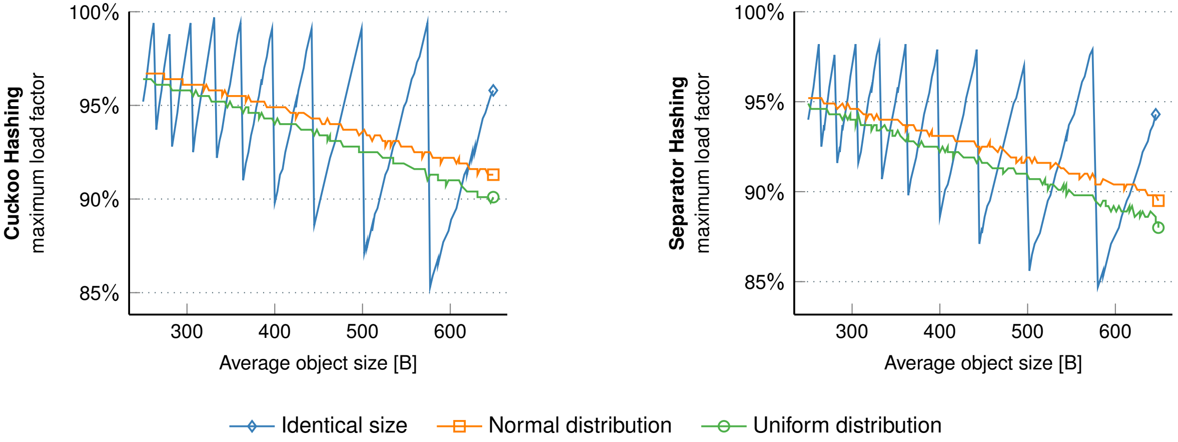


Queries



Query Throughput
internal only [MQueries/s]
direct I/O [MQueries/s]
buffered I/O [MQueries/s]
Number of objects [Millions]
CHD (16-perfect) [BBD09]
Cuckoo (here)
LevelDB (Static part) [Goo21]
LevelDB [Goo21]
PTHash [PT21]
PaCHash (here)
RecSplit [EGV20]
RocksDB [Fac21]
SILT [Lim+11]
SILT (Static part) [Lim+11]
Separator (here)
std::unordered_map

Maximum Load Factor of Competitors



Alternative Internal Memory Data Structures

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Lemma: Space with Succincter

When using Succincter [Pat08] to store p, the index needs $1.44 + \log(a + 1) + o(1)$ bits of internal memory per block.

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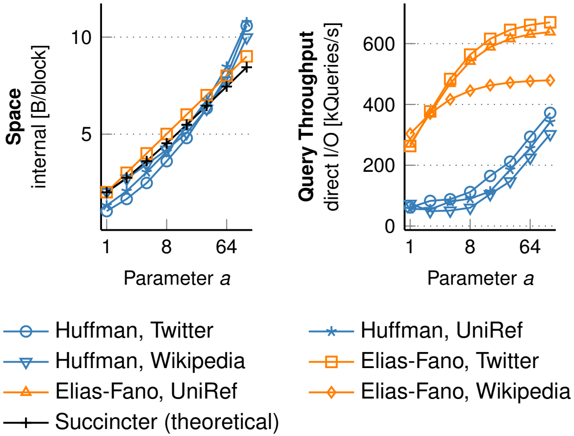

Conclusion

- static hash table for objects of variable size
- constant number of bits per EM block
- outperforming competitors (variable size)
- matching/outperforming competitors (fixed size)

- code available under GPLv3 license
- `https://github.com/ByteHamster/PaCHash`
- check it out ☺

European Research Council
Established by the European Commission

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