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Day 3 of DSA

* Tasks of Hash tables

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Basic operations: Insertion, deletion, searching



Collision Handling: Chaining, separate chaining.



Implement basic hash table operations:
insertion, deletion, searching.



Solve problems related to hash table
collision Handling.

Theory Part

* Hash table

A hash table is defined as a data structure used to insert, look up & remove key-value pairs quickly

* Hashing :-

Hashing refers to the process of generating a fixed size output from an input of variable size using the mathematical formulas known as hash functions

*

List = [10, 20, 30, 40]

$$H(x) = [x \cdot 10]$$

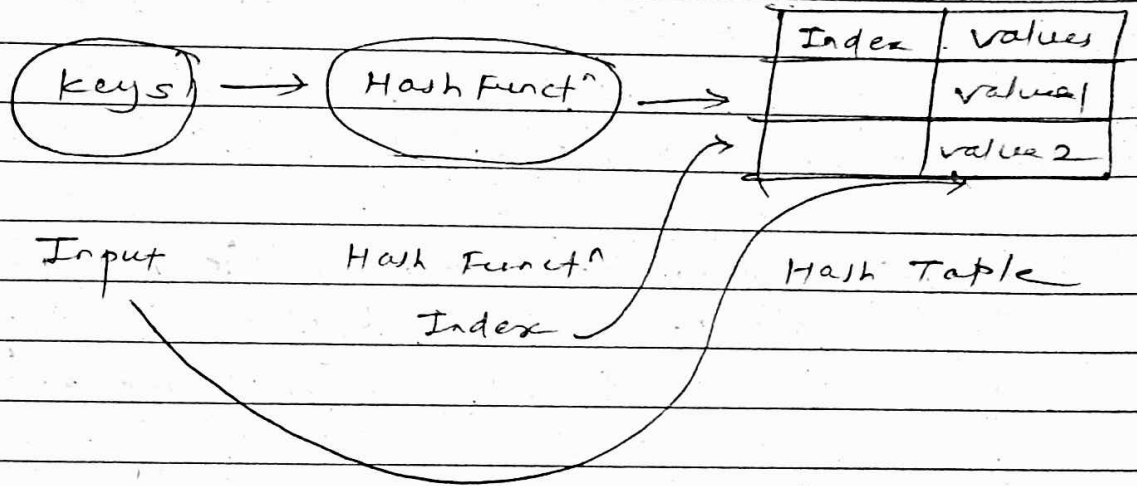
10/10 20/10 30/10 40/10

Hash		10	20	30	40	
Table	0	1	2	3	4	5

Time Complexity = $O(1)$
For Insertion,
Deletion &
searching

* Components of Hashing.

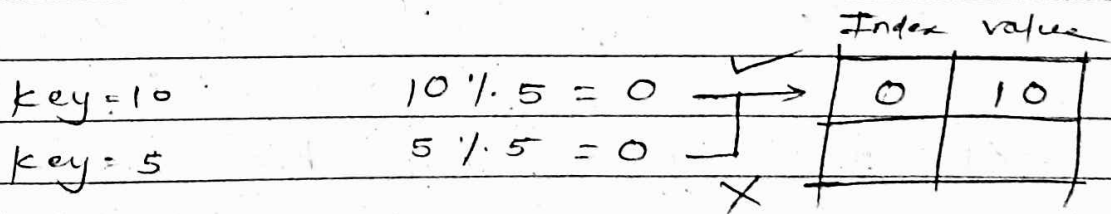
- 1) Key :-
- 2) Hash Function :-
- 3) Hash Table :-



* Collision :-

When we inserting new value with a desired index but there is already a value

Then we called that term
Collision



* Advantages :-

- 1) Key-value support
- 2) Fast data Retrieval
- 3) Efficiency
- 4) Memory Usage

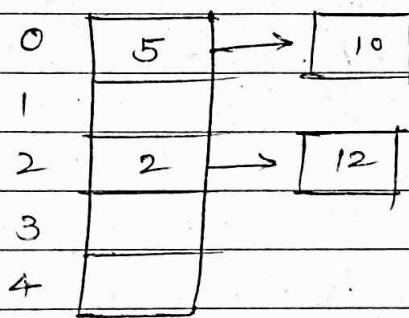
* Handling collision:-

Separate
Chaining
(Open Hashing)

Open Addressing
(Closed Hashing)

- Linear Probing
- Quadratic probing
- Double Hashing

1) Separate chaining = Using linked list



2) Open Addressing: We check for next empty location.

- Linear probing

3) - quadratic → For Every hash function we do this
 $(h(x) + i^2)$

- Double Hashing:-

$$h(k, i) = (h_1(k) + i * h_2(k)) \% n$$

i = non-negative integer

k = key which is being hashed

n = hash table size

* Load Factor :- Base value = 0.75

$$\text{Load Factor} = \frac{\text{Total elements in hash table}}{\text{size of hash table}}$$

* Repacking :-

If load factor value increases by 0.75

then we double the size of Hash Table.

* unordered_set :-

An unordered_set is an unordered associative container implemented using hash table

Time complexity = $O(1)$

Syntax:-

`unordered_set <data_type> name;`

Funcs:-

- ① `size()` & `empty()` For capacity
- ② `find()` For searching
- ③ `insert()` & `erase()` For modification

* unordered_map :

unordered_map is like a key value
& mapped value combinatⁿ.

Time Complexity : $O(1)$

unordered_map <int, string> unmap;

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key
value
map name

Problem Part

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1)

Count Distinct (Unique) elements in an array

Input = { 10, 20, 20, 10, 30, 10 }

Output = 10 3

Approach :-

- 1) Take a res variable initialized with 0
create unordered-set with name s.
- 2) then traverse the map.
if element is not present
put it in hashtable & increment
result
- 3) After ending of loop return result.

Time complexity : $O(n)$ Space complexity : $O(n)$

2) Counting Frequencies of Array elements

Input: arr = [1, 1, 1, 2, 2, 3, 3]

1 3

2 2

3 2

Approach:

1) Initialize unordered map with 2 integers

2) Iterate loop & move every array ele in map

3) At the end

traverse loop

print m.first & m.second

that's it.

Time complexity : $O(n)$

Space complexity : $O(n)$

* Union of two unsorted Arrays.

Approach:-

- 1) Initialized map with 2 Integers
- 2) Insert the 1st array elements into map with index using 1st loop
- 3) Insert the 2nd array elements into map with index using 2nd loop
- 4) Using `itr` print first key of map & we get a union

Time complexity: $O(m + \log(m) + n + \log(n))$

Space complexity: $O(m+n)$.

* Intersection of two Arrays

Approach

- 1) Initialize with set.
- 2) Insert all elements of arr1 in set.
- 3) Traverse in loop from 0 to 2nd Array's length & check the arr2 element in ~~arr~~ Set.
if it is present then print that arr[i] element.

Time Complexity : $O(n \log n)$

Space Complexity : $O(n)$

* Check if pair with given sum exists in Array
(Two sum)

Approach 1-

① Initialized unordered-set with 1 integer

② Traversed array size

Take a temp variable

& store sum - arr[i]

mean for particular element

What is the value we needed that will

be store in temp.

③ After that we finding that temp in our set
if we get we return yes if not
then push into set.

Time complexity : $O(N)$

Space complexity : $O(N)$