

**GTU Department of Computer Engineering
CSE 222/505 - Spring 2022
Homework #06 Report**

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1.Detailed System Requirements

#For HashTableBinaryChaining<K , V>

Implements the chaining technique for hashing. However, it uses binary search trees to chain items mapped on the same table slot.

To use this class, the user must specify two generics types. let's call them K and V.

```
public class HashTableBinaryChaining<K , V> implements KWHashMap<K , V>{
```

#For HashTableCombine<K , V>

Implements a hashing technique that is a combination of the double hashing and coalesced hashing techniques.

Again , To use this class, the user must specify two generics types. let's call them K and V.

```
public class HashTableCombine<K , V> implements KWHashMap<K, V>{
```

#For MergeSort

To use this class' sort method, the user must specify tree parameter.

`int[] arr` => our initial array

`int l` => our start index (0) `int r` => our last index (arr.length-1)

```
public void sort(int[] arr , int l , int r){
```

#For QuickSort

To use this class' sort method, the user must specify tree parameter.

`int[] arr` => our initial array

`int low` => our start index (0) `int high` => our last index (arr.length-1)

```
public void quickSort(int[] arr, int low, int high) {
```

#For NewSort

To use this class' sort method, the user must specify tree parameter.

`int[] arr` => our initial array

`int head` => our start index (0) `int tail` => our last index (arr.length-1)

2. Class Diagrams

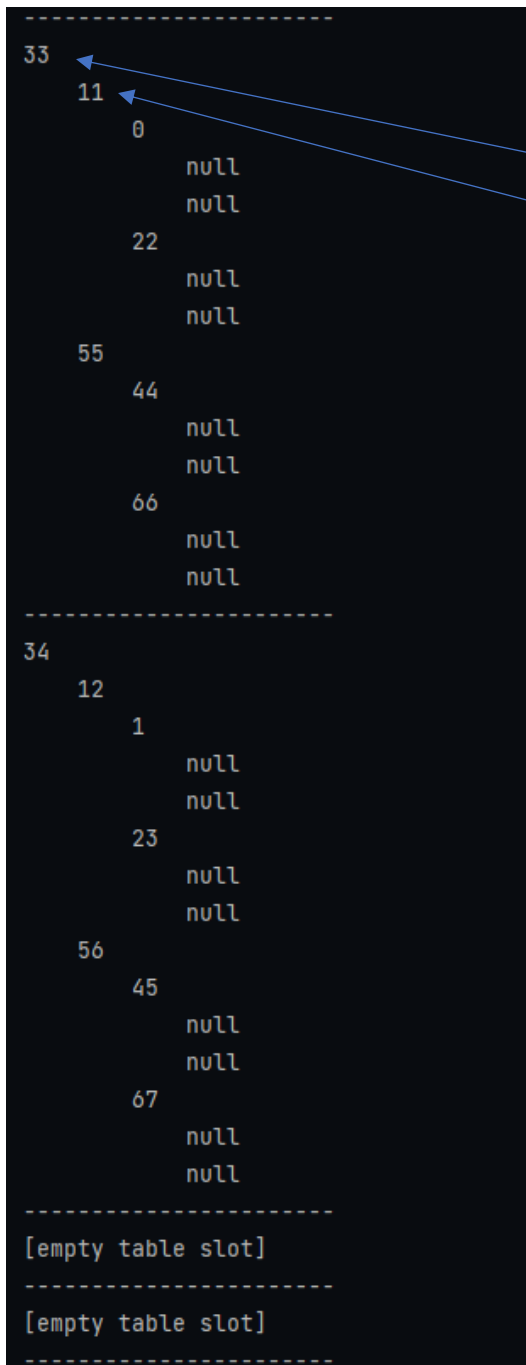


3. Problem solutions approach

#For HashTableBinaryChaining<K, V>

This class implements the chaining technique for hashing. However, it uses binary search trees to chain items mapped on the same table slot.

```
private BinarySearchTree< Entry<K, V> >[] table;
```



I used the implementations in the book for BinarySearchTree.

If the values from the hash method of the two values are the same, these values are sorted according to their keys in the bst in the same slot.

When the class is opened, the initial capacity is certain, and the threshold value for the load factor is certain.

```
private static final int START_CAPACITY = 11;  
private static final int LOAD_THRESHOLD = 3;
```

Each time the put method is used, a comparison is made between the loadFactor and the LOAD_THRESHOLD value for the table. if necessary, rehash() method is called.

```
if (numKeys > (LOAD_THRESHOLD * table.length)){  
    rehash();  
}
```

```
private void rehash() {  
    BinarySearchTree< Entry < K, V >>[] oldTable = table;  
    table = new BinarySearchTree[2 * oldTable.length + 1];  
    numKeys = 0;  
    for (int i = 0; i < oldTable.length; i++) {  
        if (oldTable[i] != null) {  
            preOrder(oldTable[i].root);  
        }  
    }  
}
```

Although the remove process is difficult in Coalesced Chaining, this chaining model avoids the effects of primary and secondary clustering, and as a result can take advantage of the efficient search algorithm for separate chaining. If the chains are short, this strategy is very efficient and can be highly condensed, memory-wise. As in open addressing, deletion from a coalesced hash table is awkward and potentially expensive, and resizing the table is terribly expensive and should be done rarely, if ever.

Double hashing is also a collision resolution technique when two different values to be searched for produce the same hash key. As an advantage double hashing finally overcomes the problems of the clustering issue but as a disadvantage double hashing is more difficult to implement than any other.

#For HashTableCombine<K, V>

This class Implements a hashing technique that is a combination of the double hashing and coalesced hashing techniques.

```
public class HashTableCombine<K , V> implements KWHashMap<K, V>{
```

During an insertion operation, the probe positions for the colliding item are calculated by using the double hashing function.

It uses the following hash function to calculate probe positions.

```
int i = 1;
int Prime_number = Prime_number();
int Hash1 = key.hashCode() % table.length;
int Hash2 = Prime_number - (key.hashCode() % Prime_number);
int index;

while(true){

    index = (Hash1 + (i*Hash2)) % table.length;
```

The colliding items are linked to each other through the pointers as in the coalesced hashing technique.

Following code segments links nodes that has same hash value.

```

table[index] = new Entry<K , V>(key, value);
numKeys++;
if(i != 1) {
    int tempIndex = (Hash1 + ((i-1)*Hash2)) % table.length;
    if (tempIndex < 0) tempIndex += table.length;
    table[tempIndex].next = table[index] ;
}

```

```

[0] 19 null
[1] 18 37
[2] 17 null

```

37(it indicates key not index) is the next of 18

Again this class is opened, the initial capacity is certain, and the threshold value for the load factor is certain.

```

private static final int START_CAPACITY = 10;
private final double LOAD_THRESHOLD = 0.75;

```

Each time the put method is used, a comparison is made between the loadFactor and the LOAD_THRESHOLD value for the table. if necessary, rehash() method is called.

```

double loadFactor = (double) (numKeys+numDeletes)/ table.length;
if (loadFactor > LOAD_THRESHOLD)
    rehash();

```

This class also calculates largest prime number that specifies appropriate conditions for Hash Function.

- Hash1 = key % tablesize (10 in our case)
- Hash2 = Prime_number – (key % Prime_number)
- Hash function = (Hash1 + (i * Hash2)) % tablesize for the *ith* probe.

Prime_number = the largest prime number smaller than 0.8*table.length

#For NewSort algorithm

```
public int[] newSort (int[] arr, int head, int tail) {  
    if(head > tail)  
        return arr;  
    else  
    {  
        MyResult result = new MyResult(tail);  
        result = result.min_max_finder(arr, head, tail);  
        swap(arr , head , result.getIndexMin());  
        swap(arr , tail , result.getIndexMax());  
        return newSort(arr, head: head + 1, tail: tail -1);  
    }  
}
```

The min_max_finder() is a recursive function that returns the indices of minimum and maximum items between the given head and tail items in a single execution together.

min_max_finder() method returns a MyResult reference that contains minIndex and maxIndex.

I had to use class to find indexes with both minimum and maximum values.

(next page->)

```
private static class MyResult {
    private int indexMax;
    private int indexMin;

    public MyResult(int second) {
        this.indexMin = second;
        this.indexMax = second;
    }

    public int getIndexMax() {
        return indexMax;
    }

    public int getIndexMin() {
        return indexMin;
    }

    public MyResult min_max_finder(int[] arr, int head, int tail){
        if(head == tail){
            return this;
        }
        else{
            if (arr[head] > arr[getIndexMax()]){
                indexMax = head;
            }
            if (arr[head] < arr[getIndexMin()]){
                indexMin = head;
            }
            return this.min_max_finder(arr , head: head+1 , tail);
        }
    }
}
```


4)Test Cases

[0]	19	null
[1]	18	37
[2]	17	null
[3]	16	null
[4]	15	null
[5]	14	null
[6]	13	null
[7]	12	null
[8]	11	null
[9]	10	null
[10]	9	null
[11]	8	null
[12]	7	null
[13]	6	null
[14]		null
[15]	4	null
[16]	3	null
[17]	2	null
[18]	1	null
[19]	0	52
[20]		null
[21]		null
[22]		null
[23]		null
[24]		null
[25]		null
[26]	37	null
[27]		null
[28]		null
[29]	52	null
[30]		null
[31]	5	19
[32]		null
[33]		null
[34]		null
[35]		null
[36]		null
[37]		null
[38]	24	null
[39]		null
[40]		null
[41]		null
[42]		null

Indicates nextKey
not nextIndex

remove(0) =>

remove(18) =>

remove(5) =>

[0]	DL	null
[1]	37	null
[2]	17	null
[3]	16	null
[4]	15	null
[5]	14	null
[6]	13	null
[7]	12	null
[8]	11	null
[9]	10	null
[10]	9	null
[11]	8	null
[12]	7	null
[13]	6	null
[14]		null
[15]	4	null
[16]	3	null
[17]	2	null
[18]	1	null
[19]	52	null
[20]		null
[21]		null
[22]		null
[23]		null
[24]		null
[25]		null
[26]	DL	null
[27]		null
[28]		null
[29]	DL	null
[30]		null
[31]	19	null
[32]		null
[33]		null
[34]		null
[35]		null
[36]		null
[37]		null
[38]	24	null
[39]		null
[40]		null
[41]		null
[42]		null

```
myHashTable2.put(24 , 24);
myHashTable2.put(52 , 52);
for(int i = 0; i < 20; i++){
    myHashTable2.put(i, i);
}
myHashTable2.put(37 , 37);
System.out.println(myHashTable2.toString());

myHashTable2.remove(key: 5);
myHashTable2.remove(key: 18);
myHashTable2.remove(key: 0);
System.out.println(myHashTable2.toString());
```

```
-----_TESTING MergeSort class_-----

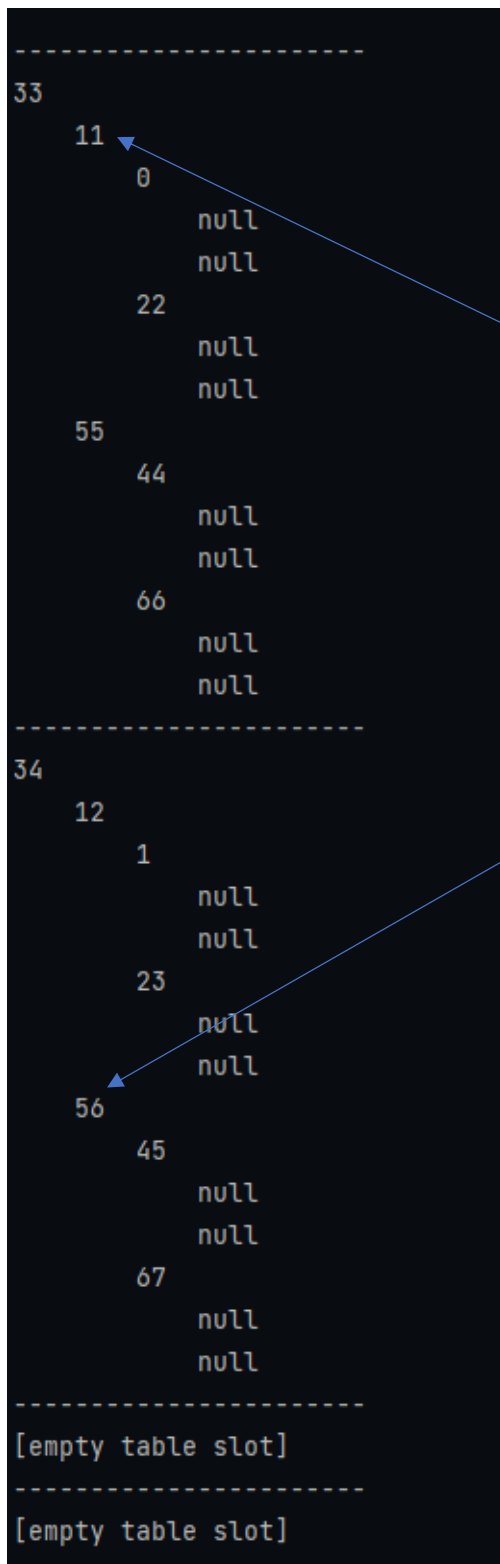
Initial Array
12 11 13 5 6 7
Sorted array
5 6 7 11 12 13

-----_TESTING QuickSort class_-----

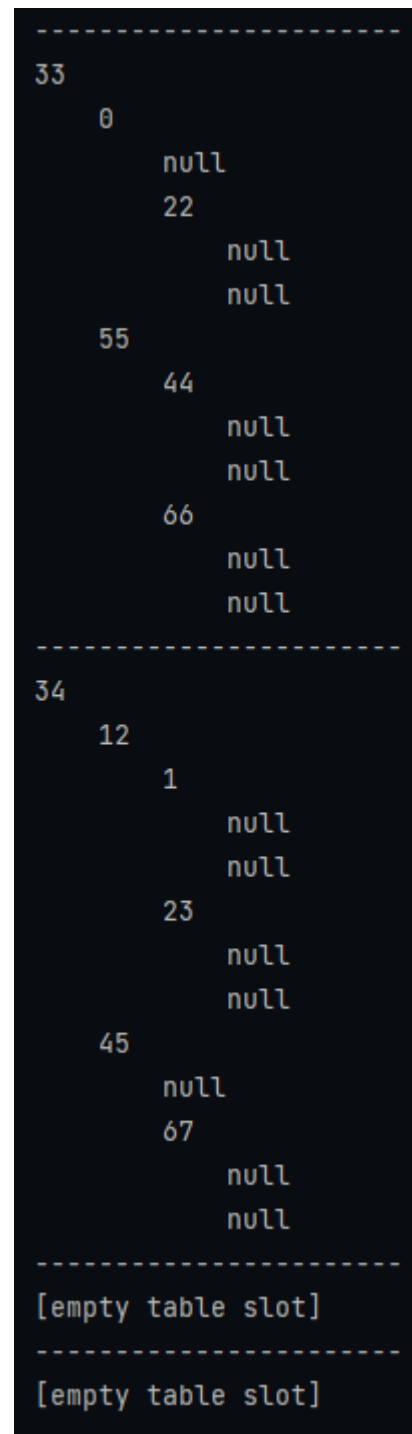
Initial Array
10 7 8 9 1 5
Sorted array:
1 5 7 8 9 10

-----_TESTING NewSort class_-----

Initial Array
5 10 3 8 2 4
Sorted array:
2 3 4 5 8 10
```



```
myHashTable1.remove(key: 11);  
myHashTable1.remove(key: 56);
```



Testing Average Time results for both classes=>>

*100*small =>*

```
Average Time result for HashTableBinaryChaining: 1.60815E-4  
Average Time result for HashTableCombine: 0.001240903
```

*100*medium =>*

```
Average Time result for HashTableBinaryChaining: 0.001677759  
Average Time result for HashTableCombine: 0.1331464
```

*100*large =>*

```
Average Time result for HashTableBinaryChaining: 0.00559083  
Average Time result for HashTableCombine: 0.207291299
```

TESTING Average Time results for Sort Algorithms=>>

*1000*small=>*

```
Average Time result for MergeSort: 1.0377E-5  
Average Time result for QuickSort: 1.0675E-5  
Average Time result for NewSort: 8.407E-6
```

*1000*medium=>*

```
Average Time result for MergeSort: 3.94368E-4  
Average Time result for QuickSort: 0.012457824  
Average Time result for NewSort: 0.016298853
```

*1000*large=>*

```
Average Time result for MergeSort: 7.1657E-5  
Average Time result for QuickSort: 5.853E-4  
Average Time result for NewSort: 5.80401E-4
```

Merge sort => $T(n) = 2T(n/2) + \theta(n)$

QuickSort => $T(n) = T(k) + T(n-k-1) + \theta(n)$

NewSort => $T(n) = T(n-2) + T(n-k-2) + \theta(1)$

5) Running command and results

```
System.out.println("Then let's add some data in it with put(key , value) method");
myHashTable1.put(33 , 33);
myHashTable1.put(11 , 11);
myHashTable1.put(55 , 55);
myHashTable1.put(0 , 0);
myHashTable1.put(22 , 22);
myHashTable1.put(44 , 44);
myHashTable1.put(66 , 66);

myHashTable1.put(34 , 34);
myHashTable1.put(12 , 12);
myHashTable1.put(56 , 56);
myHashTable1.put(1 , 1);
myHashTable1.put(23 , 23);
myHashTable1.put(45 , 45);
myHashTable1.put(67 , 67);
System.out.println("Let's print it with toString() method\n");
System.out.println(myHashTable1.toString());
```

```
-----
33
  11
    0
      null
      null
    22
      null
      null
    55
    44
      null
      null
    66
      null
      null
-----
34
  12
    1
      null
      null
    23
      null
      null
    56
    45
      null
      null
    67
      null
      null
-----
[empty table slot]
-----
[empty table slot]
-----
[empty table slot]
-----
[empty table slot]
```

```
myHashTable1.remove( key: 11);  
myHashTable1.remove( key: 56);  
System.out.println(myHashTable1.toString());
```

```
-----  
33  
  0  
    null  
  22  
    null  
    null  
  55  
    44  
      null  
      null  
    66  
      null  
      null  
-----  
34  
  12  
    1  
      null  
      null  
    23  
      null  
      null  
  45  
    null  
    67  
      null  
      null  
-----  
[empty table slot]  
-----  
[empty table slot]  
-----  
[empty table slot]  
-----  
[empty table slot]  
-----  
-----
```

```
System.out.println("Testing get(key) methods;");
System.out.print("get(712) => ");
System.out.println(myHashTable1.get(712));
System.out.print("get(33) => ");
System.out.println(myHashTable1.get(33));
System.out.println();

System.out.println("Testing size() method:");
System.out.print("size() => " + myHashTable1.size() + "\n");
System.out.println();

System.out.println("Testing isEmpty method:");
System.out.print("isEmpty() => " + myHashTable1.isEmpty() + "\n");
System.out.println();
```

```
Testing get(key) methods;
get(712) => null
get(33) => 33

Testing size() method:
size() => 12

Testing isEmpty method:
isEmpty() => false
```

```

System.out.println("Then let's add some data in it with put(key , value) method");
myHashTable2.put(24 , 24);
myHashTable2.put(52 , 52);
for(int i = 0; i < 20; i++){
    myHashTable2.put(i, i);
}
myHashTable2.put(37 , 37);

System.out.println("Let's print it with toString() method\n");
System.out.println(myHashTable2.toString());

```

```

[1] 18 37
[2] 17 null
[3] 16 null
[4] 15 null
[5] 14 null
[6] 13 null
[7] 12 null
[8] 11 null
[9] 10 null
[10] 9 null
[11] 8 null
[12] 7 null
[13] 6 null
[14] null
[15] 4 null
[16] 3 null
[17] 2 null
[18] 1 null
[19] 0 52
[20] null
[21] null
[22] null
[23] null
[24] null
[25] null
[26] 37 null
[27] null
[28] null
[29] 52 null
[30] null
[31] 5 19
[32] null
[33] null
[34] null
[35] null
[36] null
[37] null
[38] 24 null
[39] null
[40] null
[41] null
[42] null

```



```

System.out.println("Let's remove some elements with remove(key) method");
System.out.println("Program automatically fixes the next current relation between nodes after remove method");
myHashTable2.remove(key: 5);
myHashTable2.remove(key: 18);
myHashTable2.remove(key: 0);
System.out.println(myHashTable2.toString());

```

```

[0] DL null
[1] 37 null
[2] 17 null
[3] 16 null
[4] 15 null
[5] 14 null
[6] 13 null
[7] 12 null
[8] 11 null
[9] 10 null
[10] 9 null
[11] 8 null
[12] 7 null
[13] 6 null
[14] null
[15] 4 null
[16] 3 null
[17] 2 null
[18] 1 null
[19] 52 null
[20] null
[21] null
[22] null
[23] null
[24] null
[25] null
[26] DL null
[27] null
[28] null
[29] DL null
[30] null
[31] 19 null
[32] null
[33] null
[34] null
[35] null
[36] null
[37] null
[38] 24 null
[39] null
[40] null
[41] null
[42] null

```

```
System.out.println("Testing get(key) methods;");
System.out.print("get(990) => ");
System.out.println(myHashTable2.get(990));
System.out.print("get(37) => ");
System.out.println(myHashTable2.get(37));
System.out.println();

System.out.println("Testing size() method:");
System.out.print("size() => " + myHashTable2.size() + "\n");
System.out.println();

System.out.println("Testing isEmpty method:");
System.out.print("isEmpty() => " + myHashTable2.isEmpty() + "\n");
System.out.println();
```

```
Testing get(key) methods;
get(990) => null
get(37) => 37

Testing size() method:
size() => 20

Testing isEmpty method:
isEmpty() => false
```

```

int[] myArr = { 12, 11, 13, 5, 6, 7 };

System.out.println("Initial Array");
for (int i = 0; i < myArr.length; ++i)
    System.out.print(myArr[i] + " ");

MergeSort testMerge = new MergeSort();
testMerge.sort(myArr, 0, myArr.length - 1);

System.out.println("\nSorted array");
for (int i = 0; i < myArr.length; ++i)
    System.out.print(myArr[i] + " ");
System.out.println();

```

```

-----TESTING MergeSort class-----

Initial Array
12 11 13 5 6 7
Sorted array
5 6 7 11 12 13

```

```

int[] myArr2 = { 10, 7, 8, 9, 1, 5 };

System.out.println("Initial Array");
for (int i = 0; i < myArr2.length; ++i)
    System.out.print(myArr2[i] + " ");

QuickSort testQuick = new QuickSort();
testQuick.quickSort(myArr2, 0, myArr2.length - 1);

System.out.println("\nSorted array: ");
for (int i = 0; i < myArr2.length; ++i)
    System.out.print(myArr2[i] + " ");
System.out.println();

```

```

-----TESTING QuickSort class-----

Initial Array
10 7 8 9 1 5
Sorted array:
1 5 7 8 9 10

```

```

int[] myArr3 = {5, 10, 3, 8, 2, 4 };

System.out.println("Initial Array");
for (int i = 0; i < myArr3.length; ++i)
    System.out.print(myArr3[i] + " ");

NewSort testNew = new NewSort();
testNew.newSort(myArr3, head: 0, tail: myArr3.length - 1);

System.out.println("\nSorted array: ");
for (int i = 0; i < myArr3.length; ++i)
    System.out.print(myArr3[i] + " ");
System.out.println();

```

```

-----TESTING NewSort class-----

```

```

Initial Array

```

```

5 10 3 8 2 4

```

```

Sorted array:

```

```

2 3 4 5 8 10

```