# DATA STRUCTURES & ALGORITHMS

UNIT NO. 6
HASHING

**Topic Name** 

Hashing, Hash Table

### Content

#### **Topics to cover:**

- Hashing Introduction
- Hash Table
- Applications of Hash Table
- Bucket
- Bucket Hashing

### **Hashing: Introduction**

#### **Hashing:**

Hashing is a search strategy based on the value of the key on which the search is based.

- In all searching techniques like
  - Linear Search
  - Binary Search
  - Search Trees

The number of elements get increased, the time required to search an element also increased linearly.

### **Hashing: Introduction**

#### **Hashing:**

 Hashing is another approach in which time required to search an element doesn't depend on the number of elements.

"Hashing is the process of indexing and retrieving element in data structure to provide faster way of finding the element using hash key."

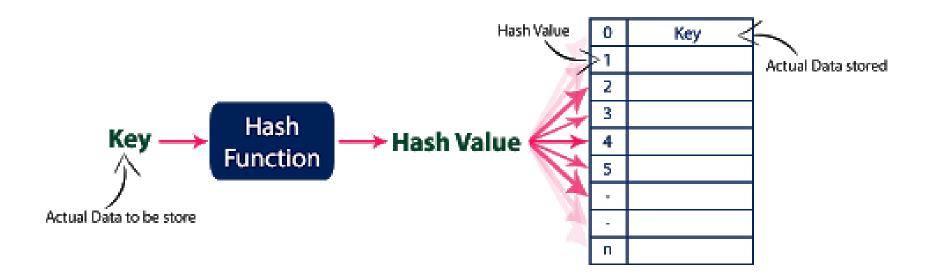
□ Here,

**Hash key:** Value gives the index value where the actual data is likely to store in the data structure.

### **Hash Table**

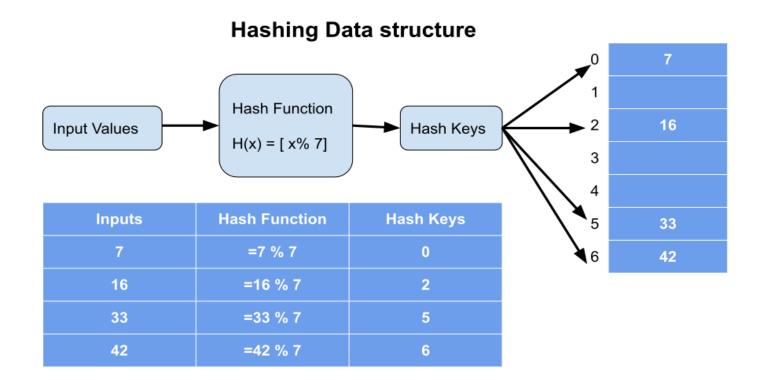
#### Hash Table:

- Hash table used to store data. All the data values are inserted into the hash table based on the hash key value.
- Hash key value is used to map the data with index in the hash table.
- And the hash key is generated for every data using a hash function.



### **Hash Table**

"Hash table is an array which maps a key (data) into the data structure with the help of hash function such that insertion, deletion and search operations can be performed with constant time complexity (i.e. O(1))."



### **Hash Table**



### **Applications of Hash Table**

#### **Applications of Hash Table:**

- Database Systems
- Symbol Tables
- Data Dictionaries
- Network Processing Algorithm

### **Bucket**

# Consider the example of home address, ABC live in XYZ Building

- So, a building or apartment = bucket,
  housing colony = hash table and
  house = entry.
- Technically, hash table stores entries(key, value) pairs in buckets.

Bucket = Block of records corresponding to one address in hash table.

The hash function gives the Bucket address.

# **Bucket Hashing**

- Hash Table slots into buckets. The hash function assigns each record to the first slot within one of the buckets.
- □ The M slots of the hash table are divided into B buckets, with each bucket consisting of M/B slots.
- If slot is already occupied
  - □ Then the bucket slot searched sequentially until an open slot is found.
- If bucket is entirely full
  - ☐ Then the record is stored in an "*Overflow Bucket*" of infinite capacity at the end of the table.
- All buckets shares the same overflow bucket.

# **Bucket Hashing**

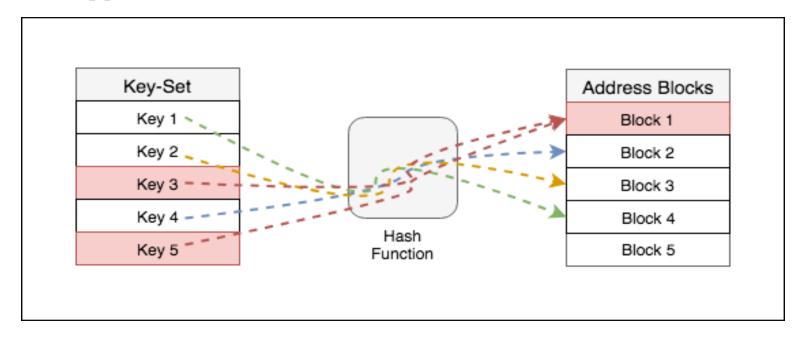
#### **Searching for a record:**

- Hash the key to determine which bucket should contain the record.
   Then search records in bucket.
- If desired key value is not found & the bucket is still has free slot
  - Then the search is complete.
- If bucket is full, then it is possible that the desired record is stored in the "Overflow Bucket".
  - This bucket must be searched until the record is found or all records in the overflow bucket have been checked.
- Example

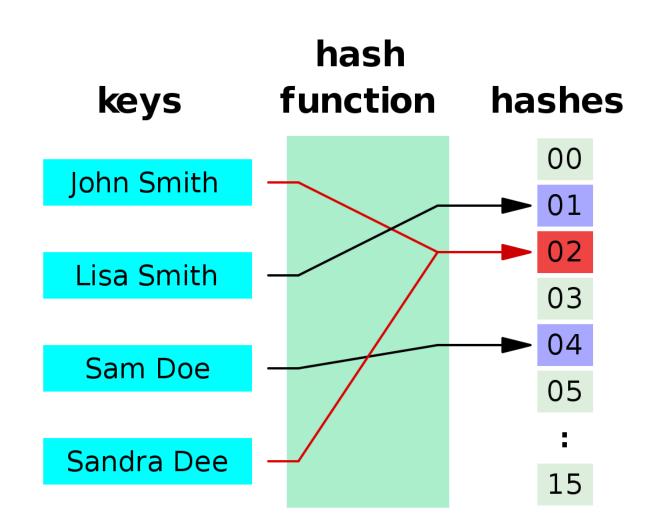
https://opendsa-server.cs.vt.edu/ODSA/Books/CS3/html/BucketHash.html

### Collision

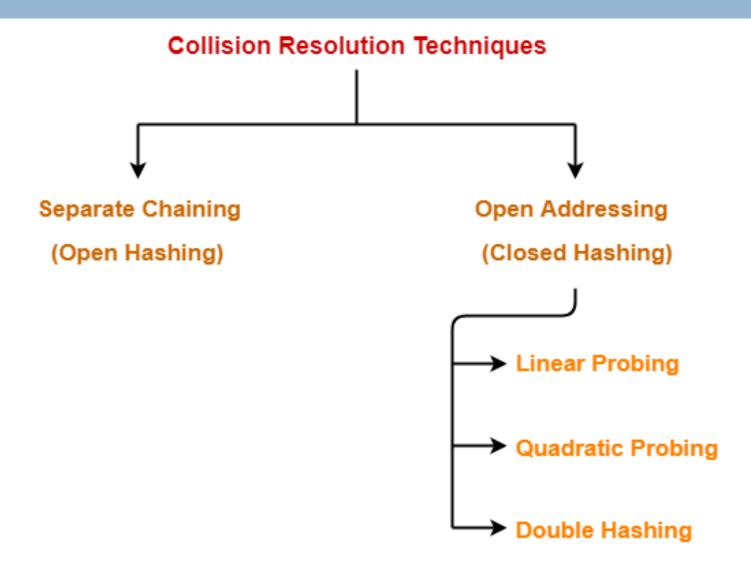
- A situation when the resultant hashes for two or more data elements in the data set U, maps to the same location in the hash table, is called a "hash collision".
- In such situation two or more data elements would qualify to be stored or mapped to the same location in the hash table.



### Collision



### Collision



### **Overflow**

#### **Overflow:**

An overflow occurs when the home bucket for a new pair (key, element) is full.

#### We may handle overflows by:

- Search the hash table in some systematic fashion for a bucket that is not full.
- Linear probing
- Quadratic probing.
- Random probing.

### **Perfect Hash Function**

#### **Hash Function:**

A **hash function is any function that can be used to** map a data set of an arbitrary size to a data set of a fixed size, which falls into the hash table.

The values returned by a hash function are called

- hash values,
- hash codes,
- hash sums, or
- simply hashes.

### **Perfect Hash Function**

#### **Perfect Hash Function:**

Perfect hash function for a set S is a hash function that maps distinct elements in S to a set of integers, with no collisions.

#### Perfect hash functions may be used

- To implement a lookup table with constant worst-case access time.
- It has many of the same applications as other hash functions, but with the advantage that no collision resolution has to be implemented.

# **Load Density**

The loading density or loading factor of a hash table is

$$a = n/(sb)$$

Where,

- s is the number of slots
- b is the number of buckets

### **FULL TABLE**

A table in which all the locations are filled with values and no any location is remained empty is known as Full Table.

#### **Load Factor and Rehashing.**

For insertion of a key(K) – value(V) pair into a hash map, following steps are required:

The hash code is used to find an index,

- The entire linked list at that index is first searched for the presence of the K already.
  - If found, it's value is updated and
  - Otherwise, the K-V pair is stored as a new node in the list.

#### **Complexity and Load Factor:**

- For the first step, time taken depends on the K and the hash function.
  - example, if the key is a string "abcdef", then it's hash function may depend on the length of the string.
- But for very large values of n,
  - the number of entries into the map,
  - length of the keys is almost negligible in comparison to n

So hash computation can be considered to take place in constant time,

i.e., 0(1)

#### **Complexity and Load Factor:**

- □ For the second step, traversal of the list of K-V pairs present at that index needs to be done.
- □ The worst case = all the n entries are at the same index.

Time complexity = 
$$O(n)$$
.

 But hash functions uniformly distribute the keys in the array so this almost never happens.

#### **Complexity and Load Factor:**

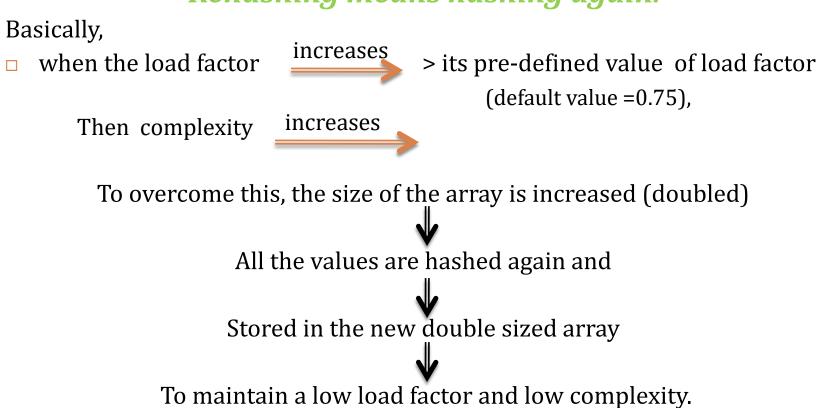
- So, on an average,
  - $\Box$  if n = entries and
  - b = size of the array
  - n/b = entries on each index.

This value n/b is called the **load factor** 

□ This Load Factor needs to be kept low, so that number of entries at one index is less and so is the complexity almost constant,

i.e., 0(1)

#### "Rehashing means hashing again."



#### whenever key value pairs are inserted into the map,

The load factor increases



Time Complexity also increases

This might not give the required time complexity of O(1).

Therefore, Rehashing is done

#### Rehashing can be done as follows:

- For each addition of a new entry to the map,
  - Check the load factor.
- If it's greater than its pre-defined value (or default value = 0.75)
  - Then Rehash
- For Rehash,
  - make a new array of double the previous size and
  - make it the new bucket array.
- Then traverse to each element in the old bucket Array and call the insert() for each
  - So as to insert it into the new larger bucket array.

### **Issues in Hashing**

- Hash tables are extremely useful data structures as lookups take expected O(1) time on average,
  - i.e. the amount of work that a hash table does to perform a lookup is at most some constant.
- Several data structure and algorithms problems can be very efficiently solved using hashing which otherwise have high time complexity.

# **Issues in Hashing**

Here, few problems that can be solved in elegant fashion using hashing:

- Find pair with given sum in the array
- Shuffle a given array of elements
- Find majority element in an array
- Check if repeated subsequence is present in the string or not.
- Print all nodes of a given binary tree in specific order.
- Print left view of binary tree.
- Print Bottom View of Binary Tree.
- Print Top View of Binary Tree.
- Find Duplicate rows in a binary matrix.
- Remove duplicates from a linked list.

#### **Collision**

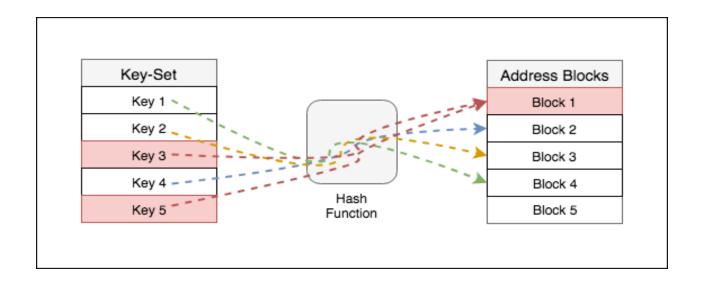
When two different keys produce the same address, there is a *collision*.

#### **Hash Collision**

A situation when the resultant hashes for two or more data elements in the data set U, maps to the same location in the hash table, is called a *hash collision*.

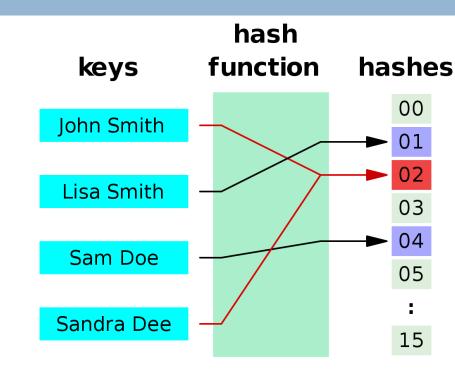
#### **Hash Collision**

- In such situation two or more data elements would qualify to be stored or mapped to the same location in the hash table.
- The keys involved are called Synonyms.



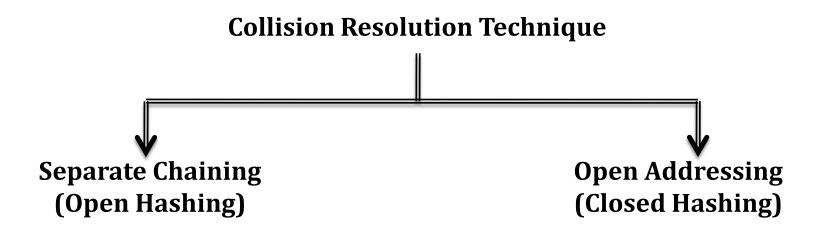
#### **Hash Collision : Example**

- Collision occurs when h(k1)= h(k2)
- Hash table size: 11
- Hash function: key mod hash size
- So, the new positions in the hash table are:



Key	23	18	29	28	39	13	16	42	17
Position	1	7	77	(G)	6	2	5	9	6

- A hashing function that avoids collision is extremely difficult. It is best to simply find ways to deal with them.
- The possible solution, can be :
  - Spread out the records
  - Use extra memory
  - Put more than one record at a single address.



- Chaining: Stores colliding keys in Linked List at the same table index.
- Open Addressing: Store Colliding keys elsewhere in the table.

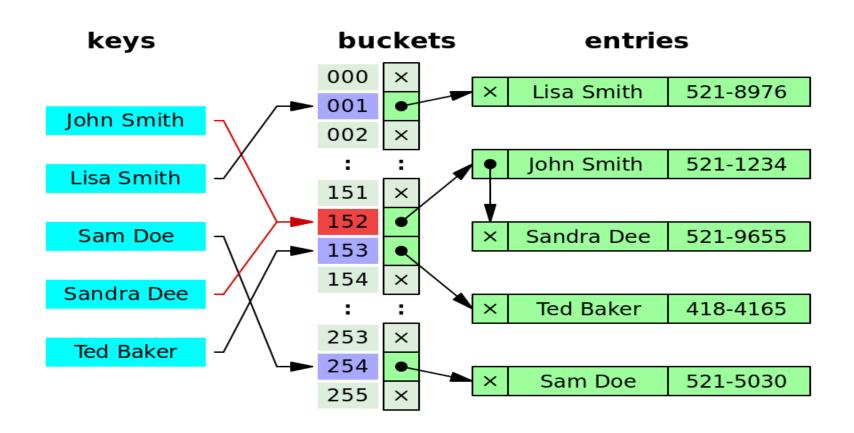
### Open Hashing/Separate Chaining

Maintains a linked list at every hash index for collided elements.

- □ It is technique in which the data is not directly stored at the hash key index(k) of hash table.
- Rather the data at the key index (k) in the hash table is pointer to the head of the data structure where the data is actually stored.
- In the most simple & common implementations the data structure adopted for storing the element is a Linked List.

### Open Hashing/Separate Chaining

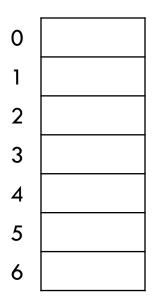
In this, when data needs to be searched, it might becomes necessary to traverse all the nodes in the linked list to retrieve the data.



### **Open Hashing/Separate Chaining**

#### Example:

Consider a simple hash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.

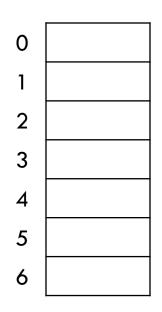


Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.

0	
1	
2	
3	
4	
5	
6	

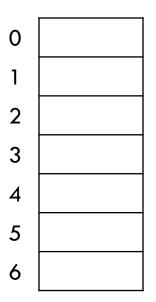


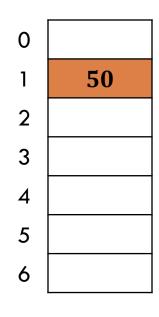
To insert 50,

Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.





Index = Key % 7 = 50 % 7 Index = 1

To insert 50,

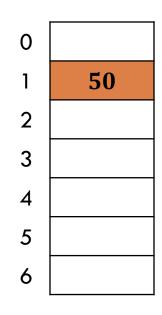
Initial Empty
Table

Insert 50

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.

0	
1	
2	
3	
4	
5	
6	



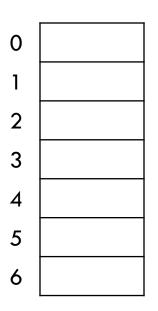
To insert 700,

To insert 76,

Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.

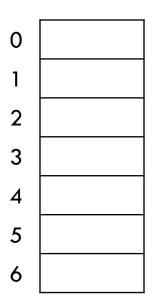


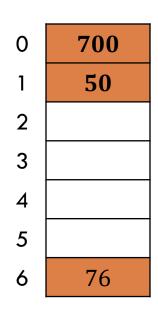
700
50
76

Insert 700 & 76

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.





To insert 85,

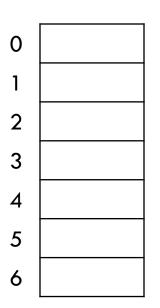
Index = Key % 7 = 85 % 7 Index = 1

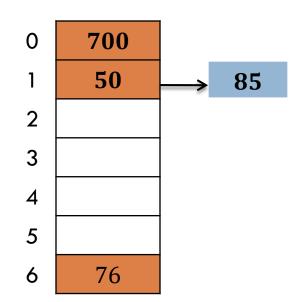
Collision Occurs
Add to chain

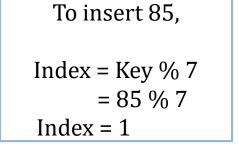
Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.





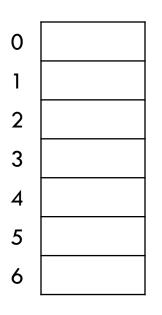


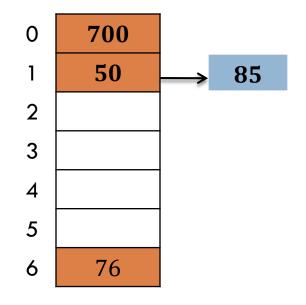
Collision Occurs
Add to chain

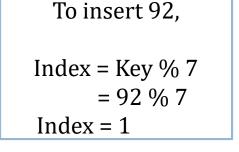
Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.







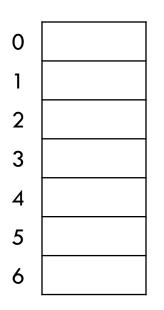
Collision Occurs
Add to chain

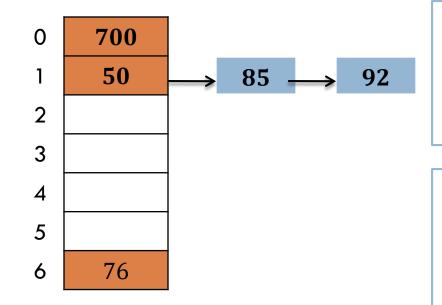
Initial Empty
Table

**Insert 85** 

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.





Index = Key % 7

To insert 92,

= 92 % 7Index = 1

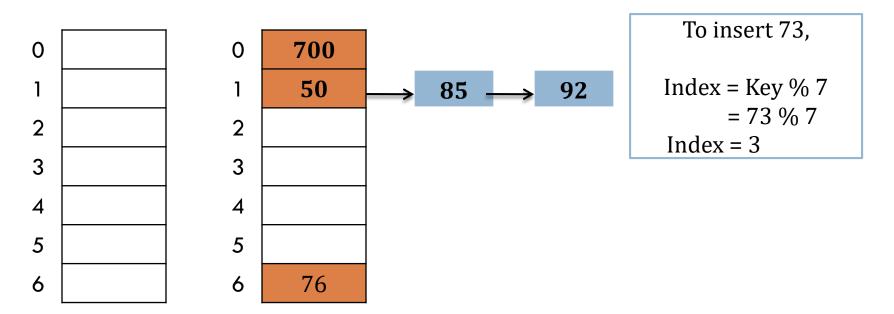
Collision Occurs
Add to chain

Initial Empty
Table

**Insert 92** 

#### Example:

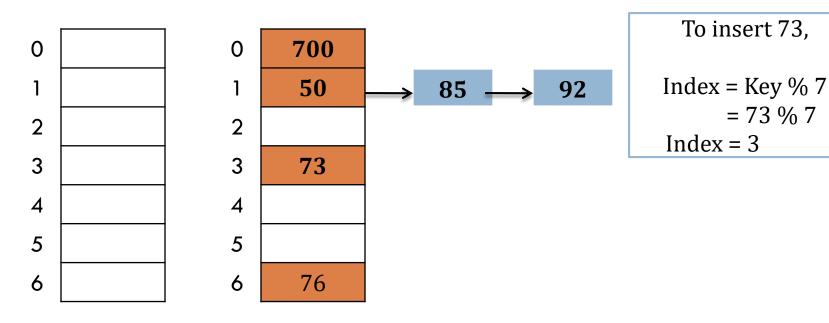
Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.



Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.

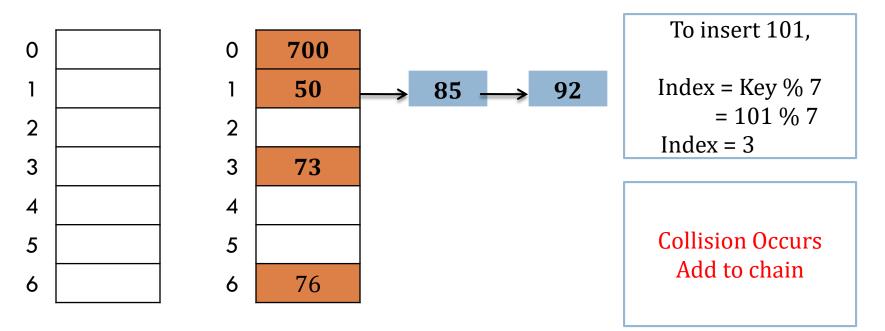


Initial Empty
Table

**Insert 73** 

#### Example:

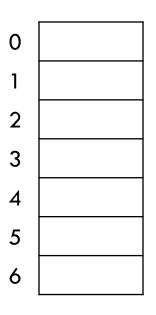
Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.

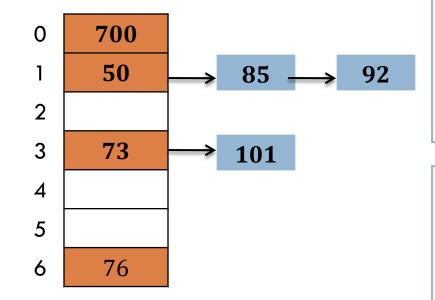


Initial Empty
Table

#### Example:

Consider a simple ash function a "Key mod 7" and sequence of keys as 50, 700, 76, 85, 92, 73, 101.





To insert 101,

Index = Key % 7 = 101 % 7 Index = 3

Collision Occurs
Add to chain

Initial Empty
Table

**Insert 101** 

#### Advantages:

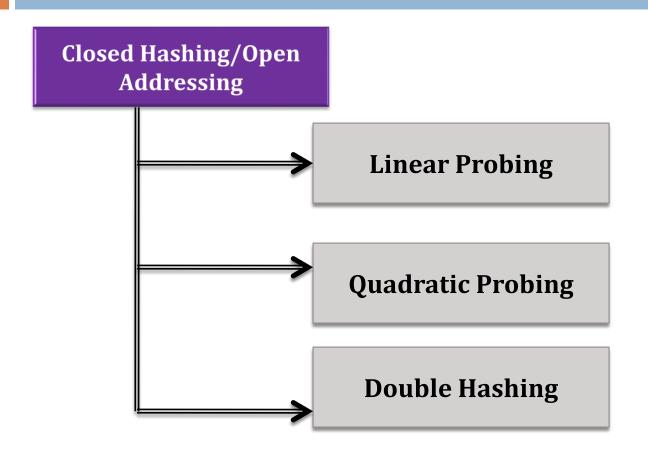
- Simple to implement
- It is used it is unknown how many and how frequently key may be inserted and deleted.

#### Disadvantages:

- Wastage of space (Some part of hash table are never used.)
- Use extra space for links.
- Linked lists could get long. Longer linked lists could negatively impact performance
- If the chain becomes long; then search time become 0(n) in worst case.

- Open addressing / probing is carried out for insertion into fixed size hash tables (hash tables with 1 or more buckets).
- If the index given by the hash function is occupied, then there is need to find another bucket for the element to be stored. Then increment the table position by some number.
- Probing is just a way of resolving a collision when hashing values into bucket.

- In this, a has table wit predefined size is considered.
- All items are stored in the hash table itself.
- In addition to the data, each bucket also maintains 3 states.
  - EMPTY
  - OCCUPIED
  - DELETED
- While inserting, if a collision occurs, alternative cells are tried until an empty bucket is found.



### **Linear Probing:**

- It uses a technique "Probing".
- The next slot for the collided key is found in this method by using a technique called "Probing".
- Suppose that a key hashes into a position that has been already occupied.
  - The simplest strategy is to look for the next available position to place the item.

### **Linear Probing:**

- In linear probing, the rehashing process is linear.
- Location found at any step = n.
  - And n is occupied then the next attempt will be hash at position (n+1)

Rehashing (key) = (n+1) % Table\_Size

### **Linear Probing: Example**

{89, 18, 49, 58, 9}

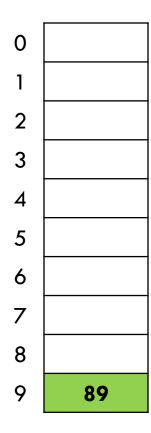
0	
1	
2	
2	
4	
5	
5 6	
7	
8	
9	

- □ {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9

0	
1	
2	
2	
4	
5	
6	
7	
8	
9	

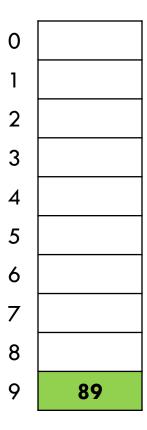
### **Linear Probing: Example**

- □ {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9

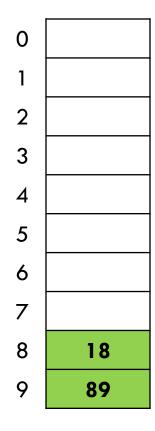


**Insert 89** 

- □ {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9
  - $\blacksquare$  Hash(18,10) = 8

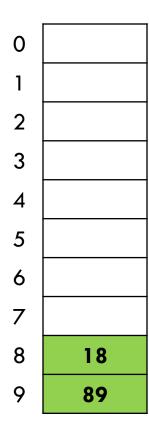


- □ {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9
  - $\blacksquare$  Hash(18,10) = 8

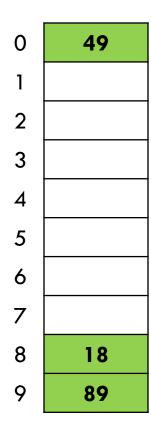


**Insert 18** 

- □ {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9
  - $\blacksquare$  Hash(18,10) = 8
  - $\blacksquare$  Hash(49,10) = 9

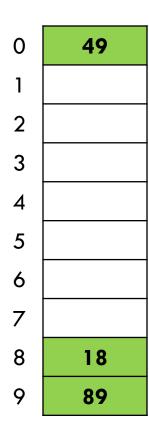


- □ {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9
  - $\blacksquare$  Hash(18,10) = 8
  - $\blacksquare$  Hash(49,10) = 9

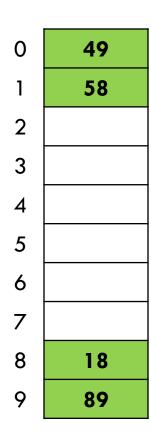


**Insert 49** 

- {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9
  - $\blacksquare$  Hash(18,10) = 8
  - $\blacksquare$  Hash(49,10) = 9
  - $\blacksquare$  Hash(58,10) = 8



- {89, 18, 49, 58, 9}
  - $\blacksquare$  Hash(89,10) = 9
  - $\blacksquare$  Hash(18,10) = 8
  - $\blacksquare$  Hash(49,10) = 9
  - $\blacksquare$  Hash(58,10) = 8

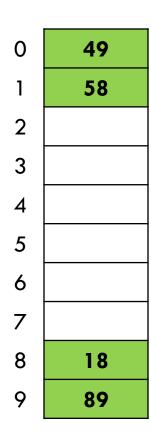


**Insert 58** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

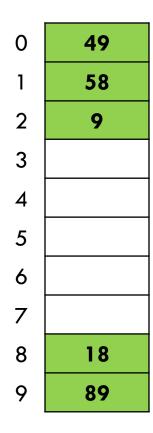
- $\blacksquare$  Hash(89,10) = 9
- $\blacksquare$  Hash(18,10) = 8
- $\blacksquare$  Hash(49,10) = 9
- $\blacksquare$  Hash(58,10) = 8
- $\blacksquare$  Hash(9,10) = 9



### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- $\blacksquare$  Hash(89,10) = 9
- $\blacksquare$  Hash(18,10) = 8
- $\blacksquare$  Hash(49,10) = 9
- $\blacksquare$  Hash(58,10) = 8
- $\blacksquare$  Hash(9,10) = 9

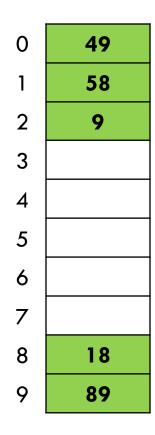


**Insert 9** 

#### **Linear Probing: Example**

{89, 18, 49, 58, 9}

- Compute hash code=9
- Look in A[9]

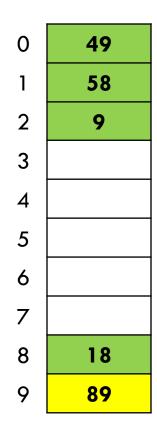


**Insert 9** 

### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code=9
- Look in A[9]

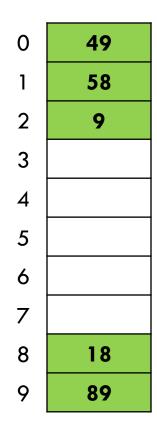


**Insert 9** 

### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code=9
- Look in A[9]
- If not Found it there,
  - A[(9+1) % 10] = A[0]

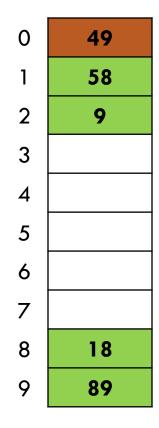


**Insert 9** 

### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code=9
- Look in A[9]
- If not Found it there,
  - A[(9+1) % 10] = A[0]
  - Found and done.

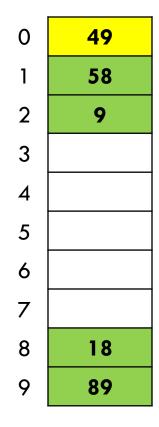


**Insert 9** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code=9
- Look in A[9]
- If not Found it there,
  - A[(9+1) % 10] = A[0]
  - Found and done.

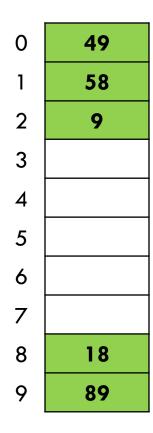


**Insert 9** 

#### **Linear Probing: Example**

{89, 18, 49, 58, 9}

- Compute hash code of 79 =9
- Search at A[9]

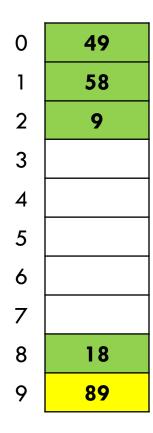


**Insert 9** 

### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code of 79 =9
- Search at A[9]

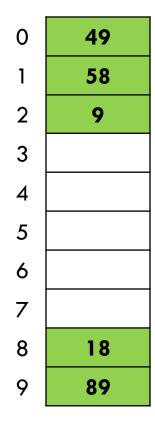


**Insert 9** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- $\square$  Search at A[(9+1 %10]=A[0]

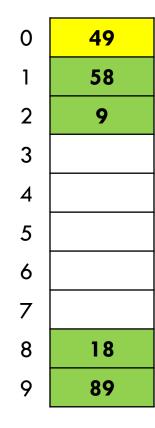


**Insert 9** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- $\square$  Search at A[(9+1 %10]=A[0]

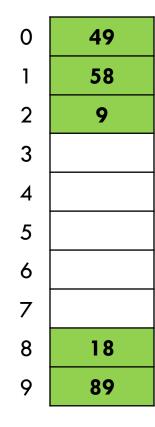


**Insert 9** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]

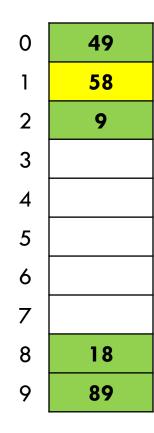


**Insert 9** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]



**Insert 9** 

#### **Linear Probing: Example**

{89, 18, 49, 58, 9}

- Compute hash code of 79 =9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]
- Search at A[(9+3 %10]=A[2]

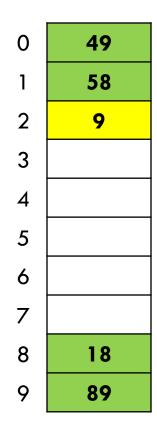


**Insert 9** 

#### **Linear Probing: Example**

□ {89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]
- Search at A[(9+3 %10]=A[2]

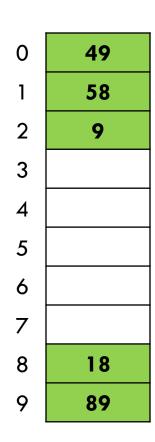


**Insert 9** 

#### **Linear Probing: Example**

{89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]
- Search at A[(9+3 %10]=A[2]
- Search at A[(9+4 %10]=A[3]

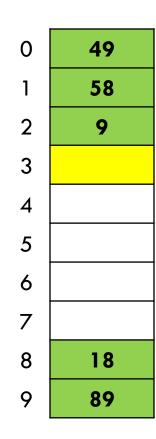


**Insert 9** 

#### **Linear Probing: Example**

{89, 18, 49, 58, 9}

- Compute hash code of 79 =9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]
- Search at A[(9+3 %10]=A[2]
- Search at A[(9+4 %10]=A[3]

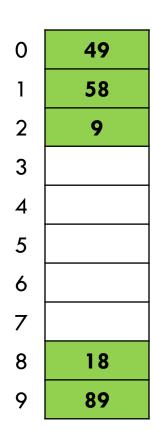


**Insert 9** 

#### **Linear Probing: Example**

**[** {89, 18, 49, 58, 9}

- Compute hash code of 79 = 9
- Search at A[9]
- Search at A[(9+1 %10]=A[0]
- Search at A[(9+2 %10]=A[1]
- $\square$  Search at A[(9+3 %10]=A[2]
- $\square$  Search at A[(9+4 %10]=A[3]
- And so on



**Insert 9** 

#### Linear Probing with Replacement: Example

Construct hash table of size 10 using **linear probing with replacement strategy** for collision resolution. The hash function is h(x) = x % 10. Calculate total numbers of comparisons required for searching. Consider slot per bucket is 1.

- Table Size=10
- Slot per Bucket=1
- □ Total no. of Comparisons=???

# Chaining with Replacement: Example Data: {25, 3, 21, 13, 1, 2, 7, 12, 4, 8}

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1										
2										
3										
4										
5	25									
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1										
2										
3		3								
4										
5	25	25								
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21							
2										
3		3	3							
4										
5	25	25	25							
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21						
2										
3		3	3	3						
4										
5	25	25	25	25						
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21						
2										
3		3	3	3						
4				13						
5	25	25	25	25						
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21					
2										
3		3	3	3	3					
4				13	13					
5	25	25	25	25	25					
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21					
2					1					
3		3	3	3	3					
4				13	13					
5	25	25	25	25	25					
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21				
2					1	1				
3		3	3	3	3	3				
4				13	13	13				
5	25	25	25	25	25	25				
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21				
2					1	2				
3		3	3	3	3	3				
4				13	13	13				
5	25	25	25	25	25	25				
6										
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21				
2					1	2				
3		3	3	3	3	3				
4				13	13	13				
5	25	25	25	25	25	25				
6						1				
7										
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21	21			
2					1	2	2			
3		3	3	3	3	3	3			
4				13	13	13	13			
5	25	25	25	25	25	25	25			
6						1	1			
7							7			
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21	21	21		
2					1	2	2	2		
3		3	3	3	3	3	3	3		
4				13	13	13	13	13		
5	25	25	25	25	25	25	25	25		
6						1	1	1		
7							7	7		
8										
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21	21	21		
2					1	2	2	2		
3		3	3	3	3	3	3	3		
4				13	13	13	13	13		
5	25	25	25	25	25	25	25	25		
6						1	1	1		
7							7	7		
8								12		
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21	21	21	21	
2					1	2	2	2	2	
3		3	3	3	3	3	3	3	3	
4				13	13	13	13	13	13	
5	25	25	25	25	25	25	25	25	25	
6						1	1	1	1	
7							7	7	7	
8								12	12	
9										

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21	21	21	21	
2					1	2	2	2	2	
3		3	3	3	3	3	3	3	3	
4				13	13	13	13	13	4	
5	25	25	25	25	25	25	25	25	25	
6						1	1	1	1	
7							7	7	7	
8								12	12	
9										

Bucket	25	3	21	13	- 1	2	7	12	4	8
0										
1			21	21	21	21	21	21	21	
2					1	2	2	2	2	
3		3	3	3	3	3	3	3	3	
4				13	13	13	13	13	4	
5	25	25	25	25	25	25	25	25	25	
6						1	1	1	1	
7							7	7	7	
8								12	12	
9									13	

Bucket	25	3	21	13	1	2	7	12	4	8
0										
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	12
9									13	13

Bucket	25	3	21	13	- 1	2	7	12	4	8
0										
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13

Bucket	25	3	21	13	1	2	7	12	4	8
0										12
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13

# Chaining with Replacement: Example Data: {25, 3, 21, 13, 1, 2, 7, 12, 4, 8}

Bucket	25	3	21	13	1	2	7	12	4	8
0										12
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13
Compr	0	0	0							

# Chaining with Replacement: Example Data: {25, 3, 21, 13, 1, 2, 7, 12, 4, 8}

Bucket	25	3	21	13	1	2	7	12	4	8
0										12
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13
Compr	0	0	0	1	1					

# Linear Probing with Replacement: Example Data: {25, 3, 21, 13, 1, 2, 7, 12, 4, 8}

Bucket	25	3	21	13	1	2	7	12	4	8
0										12
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13
Compr	0	0	0	1	1	4				

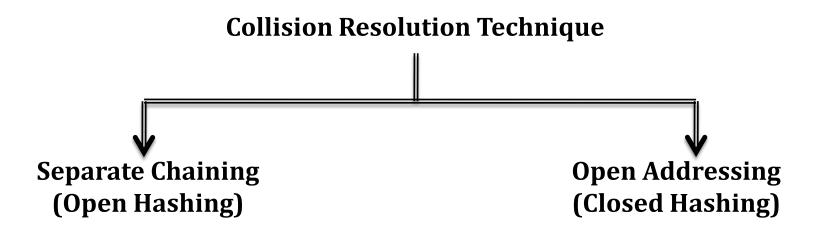
# Linear Probing with Replacement: Example Data: {25, 3, 21, 13, 1, 2, 7, 12, 4, 8}

Bucket	25	3	21	13	1	2	7	12	4	8
0										12
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13
Compr	0	0	0	1	1	4	0	6		

# Linear Probing with Replacement: Example Data: {25, 3, 21, 13, 1, 2, 7, 12, 4, 8}

Bucket	25	3	21	13	1	2	7	12	4	8
0										12
1			21	21	21	21	21	21	21	21
2					1	2	2	2	2	2
3		3	3	3	3	3	3	3	3	3
4				13	13	13	13	13	4	4
5	25	25	25	25	25	25	25	25	25	25
6						1	1	1	1	1
7							7	7	7	7
8								12	12	8
9									13	13
Compr	0	0	0	1	1	4	0	6	5	4

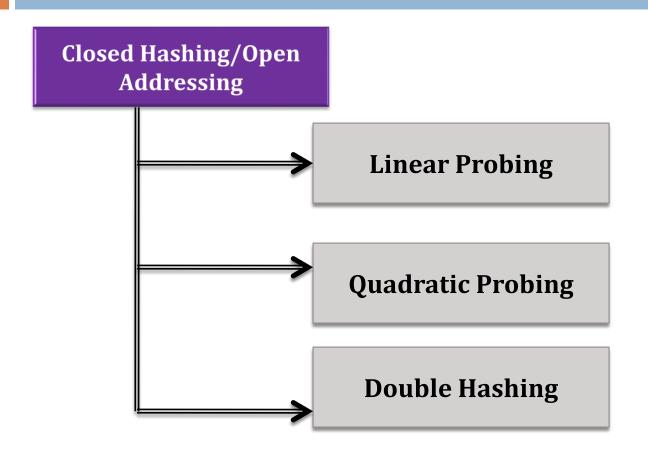
## **Collision Resolution Strategies**



- <u>Chaining:</u> Stores colliding keys in Linked List at the same table index.
- Open Addressing: Store Colliding keys elsewhere in the table.

- Open addressing / probing is carried out for insertion into fixed size hash tables (hash tables with 1 or more buckets).
- If the index given by the hash function is occupied, then there is need to find another bucket for the element to be stored. Then increment the table position by some number.
- Probing is just a way of resolving a collision when hashing values into bucket.

- In this, a has table wit predefined size is considered.
- All items are stored in the hash table itself.
- In addition to the data, each bucket also maintains 3 states.
  - EMPTY
  - OCCUPIED
  - DELETED
- While inserting, if a collision occurs, alternative cells are tried until an empty bucket is found.



#### **Linear Probing:**

- It uses a technique "Probing".
- The next slot for the collided key is found in this method by using a technique called "Probing".
- Suppose that a key hashes into a position that has been already occupied.
  - The simplest strategy is to look for the next available position to place the item.

#### **Linear Probing:**

- In linear probing, the rehashing process is linear.
- Location found at any step = n.
  - And n is occupied then the next attempt will be hash at position (n+1)

Rehashing (key) = (n+1) % Table\_Size

#### LP with Replacement: Example

For the given set of values. 11, 33, 20, 88, 79, 98, 44, 68, 66, 22

Create a hash table with size 10 and resolve collision using Linear probing with replacement and without replacement. Use the modulus Hash function (key % size).

□ Table Size=10

Bucket	-11	33	20	88	79	98	44	68	66	22
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	-11	33	20	88	79	98	44	68	66	22
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	-11	33	20	88	79	98	44	68	66	22
0										
1	11									
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0										
1	11	11								
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0										
1	11	11								
2										
3		33								
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0										
1	11	11	11							
2										
3		33	33							
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20							
1	11	11	11							
2										
3		33	33							
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20						
1	11	11	11	11						
2										
3		33	33	33						
4										
5										
6										
7										
8										
9										

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20						
1	11	11	11	11						
2										
3		33	33	33						
4										
5										
6										
7										
8				88						
9										

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20					
1	11	11	11	11	11					
2										
3		33	33	33	33					
4										
5										
6										
7										
8				88	88					
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20					
1	11	11	11	11	11					
2										
3		33	33	33	33					
4										
5										
6										
7										
8				88	88					
9					79					

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20				
1	11	11	11	11	11	11				
2										
3		33	33	33	33	33				
4										
5										
6										
7										
8				88	88	88				
9					79	79				

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20				
1	11	11	11	11	11	11				
2										
3		33	33	33	33	33				
4										
5										
6										
7										
8				88	88	88				
9					79	79				

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20				
1	11	11	11	11	11	11				
2						98				
3		33	33	33	33	33				
4										
5										
6										
7										
8				88	88	88				
9					79	79				

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20			
1	11	11	11	11	11	11	11			
2						98	98			
3		33	33	33	33	33	33			
4										
5										
6										
7										
8				88	88	88	88			
9					79	79	79			

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20			
1	11	11	11	11	11	11	11			
2						98	98			
3		33	33	33	33	33	33			
4							44			
5										
6										
7										
8				88	88	88	88			
9					79	79	79			

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20		
1	11	11	11	11	11	11	11	11		
2						98	98	98		
3		33	33	33	33	33	33	33		
4							44	44		
5										
6										
7										
8				88	88	88	88	88		
9					79	79	79	79		

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20		
1	11	11	11	11	11	11	11	11		
2						98	98	98		
3		33	33	33	33	33	33	33		
4							44	44		
5										
6										
7										
8				88	88	88	88	88		
9					79	79	79	79		

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20		
1	11	11	11	11	11	11	11	11		
2						98	98	98		
3		33	33	33	33	33	33	33		
4							44	44		
5								68		
6										
7										
8				88	88	88	88	88		
9					79	79	79	79		

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	
1	11	11	11	11	11	11	11	11	11	
2						98	98	98	98	
3		33	33	33	33	33	33	33	33	
4							44	44	44	
5								68	68	
6										
7										
8				88	88	88	88	88	88	
9					79	79	79	79	79	

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	
1	11	11	11	11	11	11	11	11	11	
2						98	98	98	98	
3		33	33	33	33	33	33	33	33	
4							44	44	44	
5								68	68	
6									66	
7										
8				88	88	88	88	88	88	
9					79	79	79	79	79	

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	98
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	98
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	98
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										22
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	-11	33	20	88	79	98	44	68	66	22
0										
1	11									
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0										
1	11	11								
2										
3										
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0										
1	11	11								
2										
3		33								
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0										
1	11	11	11							
2										
3		33	33							
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20							
1	11	11	11							
2										
3		33	33							
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20						
1	11	11	11	11						
2										
3		33	33	33						
4										
5										
6										
7										
8										
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20						
1	11	11	11	11						
2										
3		33	33	33						
4										
5										
6										
7										
8				88						
9										

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20					
1	11	11	11	11	11					
2										
3		33	33	33	33					
4										
5										
6										
7										
8				88	88					
9										

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20					
1	11	11	11	11	11					
2										
3		33	33	33	33					
4										
5										
6										
7										
8				88	88					
9					79					

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20				
1	11	11	11	11	11	11				
2										
3		33	33	33	33	33				
4										
5										
6										
7										
8				88	88	88				
9					79	79				

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20				
1	11	11	11	11	11	11				
2										
3		33	33	33	33	33				
4										
5										
6										
7										
8				88	88	88				
9					79	79				

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20				
1	11	11	11	11	11	11				
2						98				
3		33	33	33	33	33				
4										
5										
6										
7										
8				88	88	88				
9					79	79				

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20			
1	11	11	11	11	11	11	11			
2						98	98			
3		33	33	33	33	33	33			
4										
5										
6										
7										
8				88	88	88	88			
9					79	79	79			

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20			
1	11	11	11	11	11	11	11			
2						98	98			
3		33	33	33	33	33	33			
4							44			
5										
6										
7										
8				88	88	88	88			
9					79	79	79			

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20		
1	11	11	11	11	11	11	11	11		
2						98	98	98		
3		33	33	33	33	33	33	33		
4							44	44		
5										
6										
7										
8				88	88	88	88	88		
9					79	79	79	79		

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20		
1	11	11	11	11	11	11	11	11		
2						98	98	98		
3		33	33	33	33	33	33	33		
4							44	44		
5										
6										
7										
8				88	88	88	88	88		
9					79	79	79	79		

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20		
1	11	11	11	11	11	11	11	11		
2						98	98	98		
3		33	33	33	33	33	33	33		
4							44	44		
5								68		
6										
7										
8				88	88	88	88	88		
9					79	79	79	79		

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	
1	11	11	11	11	11	11	11	11	11	
2						98	98	98	98	
3		33	33	33	33	33	33	33	33	
4							44	44	44	
5								68	68	
6										
7										
8				88	88	88	88	88	88	
9					79	79	79	79	79	

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	
1	11	11	11	11	11	11	11	11	11	
2						98	98	98	98	
3		33	33	33	33	33	33	33	33	
4							44	44	44	
5								68	68	
6									66	
7										
8				88	88	88	88	88	88	
9					79	79	79	79	79	

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	98
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	98
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	22
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	22
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										98
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

Bucket	-11	33	20	88	79	98	44	68	66	22
0			20	20	20	20	20	20	20	20
1	11	11	11	11	11	11	11	11	11	11
2						98	98	98	98	22
3		33	33	33	33	33	33	33	33	33
4							44	44	44	44
5								68	68	68
6									66	66
7										98
8				88	88	88	88	88	88	88
9					79	79	79	79	79	79

#### **Quadratic Probing:**

- Although linear probing is a simple process where it is easy to compute the next available location, linear probing also leads to some clustering when keys are computed to closer values.
- The problem of clustering can be avoided by quadratic probing.
- Therefore we define a new process of Quadratic probing that provides a better distribution of keys when collisions occur.

#### **Quadratic Probing:**

- □ Therefore we define a new process of Quadratic probing that provides a better distribution of keys when collisions occur.
- Rehashing is applied as follows:

Rehashing(key) = 
$$(n + (k^2))$$
 % Table\_Size

where K= 1, 2, 3, .....

 We wrap around from last table location to first location if necessary.

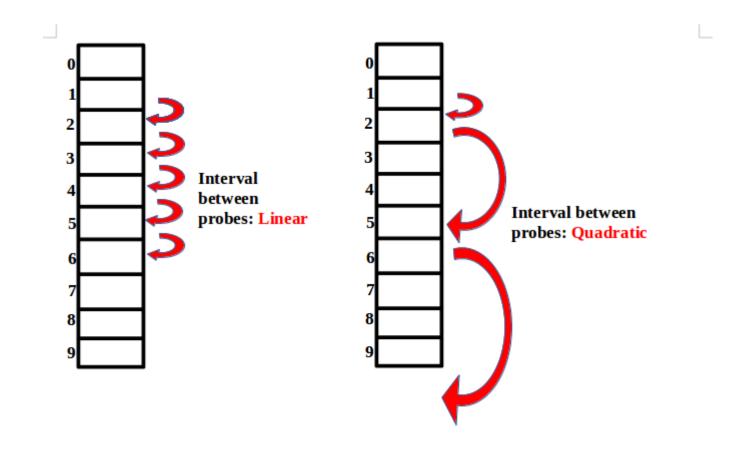
#### **Quadratic Probing:**

Rehashing(key) =  $(n + (k^2))$  % Table\_Size

where  $K = 1, 2, 3, \dots$ 

- $\Box$  If the hash value = k
- Then the next location = k+1
- $\Box$  Then the next location = k+4
- Then the next location = k+9 etc.

#### **Quadratic Probing:**



#### **Quadratic Probing: Example**

0	
1	
2	
3	
4	
5	
5 6	
7	
8	
9	

#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

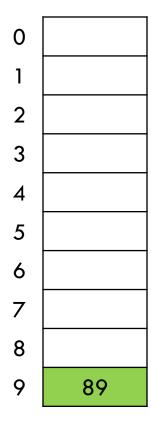
Hash (89, 10) = 9

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	

#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

Hash (89, 10) = 9



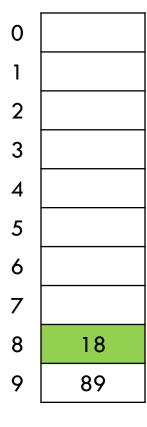
#### **Quadratic Probing: Example**

- $\blacksquare$  Hash (89, 10) = 9
- Hash (18, 10) = 8

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	89

### **Quadratic Probing: Example**

- $\blacksquare$  Hash (89, 10) = 9
- $\blacksquare$  Hash (18, 10) = 8



#### **Quadratic Probing: Example**

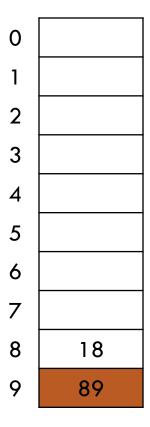
- $\blacksquare$  Hash (89, 10) = 9
- $\blacksquare$  Hash (18, 10) = 8
- Hash (49, 10) = 9

18
89

#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

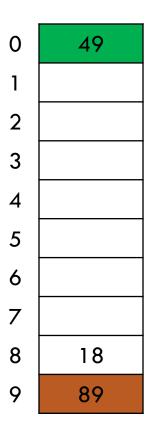
- $\blacksquare$  Hash (89, 10) = 9
- Hash (18, 10) = 8
- $\blacksquare$  Hash (49, 10) = 9
  - For key = 9
    - Location 9 is occupied
  - Search for n+1=9+1=10 i.e.10 % 10= 0
    - Location 0 is empty, store at here.



#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

- Hash (89, 10) = 9
- $\blacksquare$  Hash (18, 10) = 8
- Hash (49, 10) = 9
  - For key =49
    - Location 9 is occupied
  - Search for n+1=9+1=10 i.e. 10 % 10=0
    - Location 0 is empty, store at here.



#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

- Hash (89, 10) = 9
- $\blacksquare$  Hash (18, 10) = 8
- Hash (49, 10) = 9
- Hash (58, 10) = 8
  - For key =58
    - Location 8 is occupied
  - Search for n+1=8+1=9 i.e. 9 % 10= 9
    - Location 9 is occupied
  - Search for n+4=8+4=12 i.e. 12 % 10= 2
    - Location 2 is empty, store here

0	49
1	
2	
3	
4	
5	
5 6	
7	
8	18
9	89

#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

- Hash (89, 10) = 9
- Hash (18, 10) = 8
- Hash (49, 10) = 9
- Hash (58, 10) = 8
  - For key =58
    - Location 8 is occupied
  - Search for n+1=8+1=9 i.e. 9 % 10= 9
    - Location 9 is occupied
  - Search for n+4=8+4=12 i.e. 12 % 10= 2
    - Location 2 is empty, store here

0	49
1	
2	58
3	
4	
5	
6	
7	
8	18
9	89

#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

- $\square$  Hash (89, 10) = 9
- $\blacksquare$  Hash (18, 10) = 8
- $\blacksquare$  Hash (49, 10) = 9
- $\blacksquare$  Hash (58, 10) = 8
- $\blacksquare$  Hash (9, 10) = 9
  - For key =9
    - Location 9 is occupied
  - Search for n+1=9+1=10 i.e. 10 % 10= 0
    - Location 0 is occupied
  - Search for n+4=9+4=13 i.e. 13 % 10= 3
    - Location 3 is empty, store here

0	49
1	
2	58
3	
4	
5	
6	
7	
8	18
9	89

#### **Quadratic Probing: Example**

{ 89, 18, 49, 58, 9} and Table\_Size=10

- $\square$  Hash (89, 10) = 9
- $\blacksquare$  Hash (18, 10) = 8
- $\blacksquare$  Hash (49, 10) = 9
- $\blacksquare$  Hash (58, 10) = 8
- $\blacksquare$  Hash (9, 10) = 9
  - For key =9
    - Location 9 is occupied
  - Search for n+1=9+1=10 i.e. 10 % 10= 0
    - Location 0 is occupied
  - Search for n+4=9+4=13 i.e. 13 % 10= 3
    - Location 3 is empty, store here

0	49
1	
2	58
3	9
4	
5	
6	
7	
8	18
9	89

#### **Quadratic Probing: Example**

{ 123, 124, 333, 4679, 983} and Table\_Size=10

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
	·

#### **Quadratic Probing: Example**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

 $\blacksquare$  Hash (123, 10) = 3

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	

#### **Quadratic Probing: Example**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

 $\blacksquare$  Hash (123, 10) = 3

123

#### **Quadratic Probing: Example**

- Hash (123, 10) = 3
- □ Hash (124, 10) = 4

0	
1	
2	
3	123
4	
5	
6	
7	
8	
9	

#### **Quadratic Probing: Example**

- Hash (123, 10) = 3
- □ Hash (124, 10) = 4

0	
1	
2	
3	123
4	124
5	
6	
7	
8	
9	

#### **Quadratic Probing: Example**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

- $\blacksquare$  Hash (123, 10) = 3
- □ Hash (124, 10) = 4
- Hash (333, 10) = 3
  - For key =3
    - Location 3 is occupied
  - Search for n+1=3+1=4 i.e. 4 % 10= 4
    - Location 4 is occupied
  - Search for n+4=3+4=7 i.e. 7 % 10= 7
    - Location 7 is empty, store here.

0

2

3 123

123

4 124

5

6

7

8

9

#### **Quadratic Probing: Example**

- $\blacksquare$  Hash (123, 10) = 3
- □ Hash (124, 10) = 4
- $\blacksquare$  Hash (333, 10) = 3
  - For key =3
    - Location 3 is occupied
  - Search for n+1=3+1=4 i.e. 4 % 10= 4
    - Location 4 is occupied
  - Search for n+4=3+4=7 i.e. 7 % 10= 7
    - Location 7 is empty, store here.

0	
1	
2	
3	123
4	124
5	
6	
7	333
8	
9	

#### **Quadratic Probing: Example**

- Hash (123, 10) = 3
- □ Hash (124, 10) = 4
- $\blacksquare$  Hash (333, 10) = 3= 3+4=7
- □ Hash (4679, 10) = 9

0	
1	
2	
3	123
4	124
5	
6	
7	333
8	
9	

#### **Quadratic Probing: Example**

- Hash (123, 10) = 3
- □ Hash (124, 10) = 4
- $\blacksquare$  Hash (333, 10) = 3 = 3+4=7
- □ Hash (4679, 10) = 9

O	
1	
2	
3	123
4	124
5	
6	
7	333
8	
9	4679

#### **Quadratic Probing: Example**

- $\blacksquare$  Hash (123, 10) = 3
- $\blacksquare$  Hash (124, 10) = 4
- $\blacksquare$  Hash (333, 10) = 3 = 3+4=7
- Hash (4679, 10) = 9
- Hash (983, 10) = 3
  - For key = 3
    - Location 3 is occupied
  - Search for n+1=3+1=4 i.e. 4 % 10= 4
    - Location 4 is occupied
  - Search for n+4=3+4=7 i.e. 7 % 10= 7
    - Location 7 is occupied
  - Search for n+9=3+9=12 i.e. 12 % 10= 2
    - Location 2 is empty, store here.

0	
1	
2	
3	123
4	124
5	
6	
7	333
8	
9	4679
•	•

#### **Quadratic Probing: Example**

- $\blacksquare$  Hash (123, 10) = 3
- $\blacksquare$  Hash (124, 10) = 4
- $\blacksquare$  Hash (333, 10) = 3 = 3+4=7
- Hash (4679, 10) = 9
- Hash (983, 10) = 3
  - For key = 3
    - Location 3 is occupied
  - Search for n+1=3+1=4 i.e. 4 % 10= 4
    - Location 4 is occupied
  - Search for n+4=3+4=7 i.e. 7 % 10= 7
    - Location 7 is occupied
  - Search for n+9=3+9=12 i.e. 12 % 10= 2
    - Location 2 is empty, store here.

0	
1	
2	983
3	123
4	124
5	
6	
7	333
8	
9	4679

#### **Double Hashing:**

- It is best open addressing technique to overcome clustering chances.
- Here, we increment the probing length based on another hash function.
  - Primary hash function=h1
  - Secondary hash function=h2

Here h1 (key) = key % Table\_Sizeh2 (key) = no. of digits in key

#### **Double Hashing:**

- First we find h1(key)
- If its occupied, go for h1(key) + h2(key)
- If its still occupied, go for
  - h1(key) + 2 \* h2 (key), so on...
- We can wrap up if necessary

#### **Double Hashing:**

0	
1	
2	
3	
4	
5 6	
6	
7	
8	
9	

#### **Double Hashing:**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

Insert 123 at location 3

123 % 10 = 3

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	

#### **Double Hashing:**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

Insert 123 at location ???

123 % 10 = 3

0	
1	
2	
3	123
4	
5	
6	
7	
8	
9	

#### **Double Hashing:**

- Insert 123 at location 3
- Insert 124 at location ???

123

#### **Double Hashing:**

- Insert 123 at location 3
- Insert 124 at location 4

0	
1	
2	
3	123
4	124
5	
6	
7	
8	
9	

#### **Double Hashing:**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

- Insert 123 at location 3
- Insert 124 at location 4
- Insert 333 at location ???

$$333 \% 10 = 3$$

- Location 3 is already occupied
- Next Location = 3 + 1. digits(333) = 3 + 3 = 6
- Insert 333 at location 6

0

#### **Double Hashing:**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

- Insert 123 at location 3
- Insert 124 at location 4
- Insert 333 at location ???

$$333 \% 10 = 3$$

- Location 3 is already occupied
- Next Location = 3 + 1. digits(333) = 3 + 3 = 6
- Insert 333 at location 6

1	
2	
3	123
4	124
5 6	
6	333
7	
8	
9	

#### **Double Hashing:**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

- Insert 123 at location 3
- Insert 124 at location 4
- Insert 333 at location 6
- Insert 4679 at location ???

U	
1	
2	
3	123
4	124
5	
6	333
7	
8	
9	

#### **Double Hashing:**

{ 123, 124, 333, 4679, 983} and Table\_ Size=10

- Insert 123 at location 3
- Insert 124 at location 4
- Insert 333 at location 6
- Insert 4679 at location ???

O	
1	
2	
3	123
4	124
5	
6	333
7	
8	
9	4679

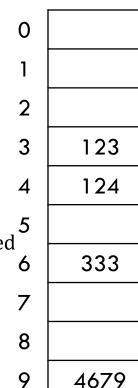
#### **Double Hashing:**

```
Insert 123 at location 3
```

Next Location = 
$$3 + 1*digits(983) = 3+3 = 6$$
 is already occupied

Next Location = 
$$3 + 2*$$
 digits(983) =  $3+2*3 = 9$  is already occupied

$$f(key) = h1(key) + k * h2(key)$$



#### **Double Hashing:**

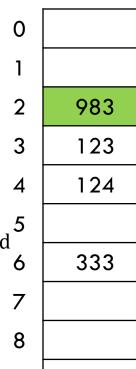
{ 123, 124, 333, 4679, 983} and Table\_ Size=10

```
Insert 123 at location 3
```

	Insert	124	at	location	4
--	--------	-----	----	----------	---

Next Location = 
$$3 + 2*$$
 digits(983) =  $3+2*3 = 9$  is already occupied

$$f(key) = h1(key) + k * h2(key)$$



4679

9

#### **Double Hashing:**

- Insert 123 at location 3
- Insert 124 at location 4
- Insert 333 at location 6
- Insert 4679 at location 9
- Insert 983 at location 2

0	
1	
2	983
3	123
4	124
5	
6	333
7	
8	
9	4679

#### **Double Hashing:**

- Advantages
  - Clustering chances very less.
- Disadvantages
  - A new hashing function is overhead and take more time tan those two.