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Data Structures and Algorithms

Lab03-Hash Tables

What are mentioned in the lab sheet

**Objective:** the objective of this laboratory class is to investigate the design issues of a hash table.

**The Hash function:** an ideal hash function should distribute the keys evenly for all the buckets.

With an ideal hash function your search time would be *M/N* where M is the number of keys and N

is the number of buckets. Furthermore you can make the search fast by changing N

The interface to your hash table should include the following;

1. A method to create a *HashTable* were one can specify the number of buckets needed. This
2. can be done with the constructor itself.
3. A method called void *insert(String key)* which would insert the given key to the *HashTable*.
4. A method called *int search(String key)* which would return the number of times the given

What I did:

***All above methods are implemented successfully in my codes****.*

What are mentioned in the lab sheet

We are asked to

* **should submit** a report on what is the best hash function for this particular purpose.

main task is to develop a suitable hash function that would, as much as possible distribute the

keys evenly.

What I did:

Designed different hash function based on

* lectures done by sir
* Notes provided by sir
* Notes by yale provided on feels
* Use internet
* MIT Lecture notes provided on feels

Basically there are two types of hashing functios

1. Division Method:
2. Multiplication Method:

Other than this there is

3.Universal Hashing-

In this technique all elements are stored in the hash table itself. That is, each table entry contains either an element or NIL. When searching for element (or empty slot), we systematically examine slots until we found an element (or empty slot). There are no lists and no elements stored outside the table. That implies that table can completely "fill up"; the load factor α can never exceed 1.Advantage of this technique is that it avoids pointers (pointers need space too). Instead of chasing pointers, we compute the sequence of slots to be examined. To perform insertion, we successively examine or probe, the hash table until we find an empty slot. The sequence of slots probed "depends upon the key being inserted." To determine which slots to probe, the hash function includes the probe number as a second input

Developed separate HashTableImp for different hash functions,namely

1. HashTable-Sum of ASCII values of characters
2. HashTableImp1-Default Algorithm in Java (for String hash)
3. HashTableImp2-**DJB2 Algorithm**
4. HashTableImp3-**SDBM Algorithm**
5. HashTableImp4-**Use 71 as factor to multiply(odd number)**
6. HashTableImp5-**Use 523 (larger odd number)**
7. //multiplied with (43,73,163,223,313,373,463,523,613,733,823….) an odd number

**To decide which is the best hash function**

**We were asked as follows**

Your report should include graph to depict how the buckets are filled for different number of buckets, for different number of hash functions and different text files. You can decide how to show this (forexample, maximum and minimum number of entries in buckets, average and standard deviation etc.can be used).

* Among these parameters

**Basically the performance is inversely proportional to the “Collisions” happens. As we see the structure we can conclude that number of the keys entered to a certain bucket is proportional with the collisions.**

***Average***

When considering average it is always the same for every hash function for a particular number of buckets and a particular

set of words. It will not be better parameter when comparing.

***Standard Deviation***

Standard deviation gives a good idea about how the bucket sizes are distributed.So this is a reasonable parameter. Lower standard deviations implies good performance of a hash function.

***Maximum and Minimum***

Using these we can calculate the range of distribution.The range between the min and max is an indication of the distribution. Lower the range, better the performance of the hash function. But there can be a cases where min or max and range might not give a real idea about hash function.

Hashing techniques tested

For each implementation hashfnction is changed

1.HashTableImp-**Sum of ASCII values of characters**

***For*** *i=1:length\_of\_word:*

*hash = hash + simple\_character\_at\_i\_in\_the\_word*

***2.*** HashTableImp1-**Java default method**

***For*** *i=1:length\_of\_word:*

*hash = (hash\*31) + character\_at\_i\_in\_word*

3***.*** HashTableImp2-**DJB2 Algorithm**

***For*** *i=1:length\_of\_word:*

*hash = (hash\*33) + character\_at\_i\_in\_word*

*4.* ***.*** HashTableImp3-**SDBM Algorithm**

***For*** *i=1:length\_of\_word:*

*hash = (hash\*65599) + character\_at\_i\_in\_word*

*5.* ***.*** HashTableImp4-

***For*** *i=1:length\_of\_word:*

*hash = (hash\*71) + character\_at\_i\_in\_word*

*5.* ***.*** HashTableImp5-

***For*** *i=1:length\_of\_word:*

*hash = (hash\*523) + character\_at\_i\_in\_word*

***How to run the Program***

1.javac HashTableImp(1,2,3,4,5).java

2. javac TestHashTable(1,2,3,4,5).java

3. java TestHashTable(1,2,3,4,5) bucket 30 sample-text1.txt

Java TestHashTable bucket 30[bucket size] sample-text1.txt[file name]